
Dark
Dungeons



Deluxe Edition

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Black Leaf's Spirit Form flew down and surveyed the scene.

Her followers had quite an army down there, and they looked like they would need all the help they could get if they were to win the battle. Those gnolls were tough, and unusually organized.

She knew why, of course. Grakklak Bonegnawer had been doing his best to inspire his race to greatness, and had worked hard to get his creations to unite their tribes. She respected that, and had told him so. But she wasn't going to let the gnoll empire march over her people's lands. Unfortunately her attempts at diplomacy with the Immortal patron of gnolls had failed, so here she was.

Black Leaf thought briefly about manifesting her Embodied Form and routing the gnolls herself. After all, even an army of gnolls would be no match for her Immortal power. The thought quickly passed. There would be many eyes watching this battle, and being caught directly interfering on the prime plane would cause her no end of trouble...

No, there were only two choices. She could appear as Azelda the Mighty, a mortal dragon body that she donned occasionally to dispense oracular advice from, and hope that Azelda could help turn the tide of battle; or she could appear in a vision to her priests and warn them to retreat and fight another day. Flying over the enemy lines, she realized that Grakklak had over extended himself; a serious mistake to make. His famed troll-smasher brigade wasn't here and neither was Urlak, his preferred Mortal Form. They must be aiding the other front in his battle. Trust a barbarian to attack on two fronts at the same time, overconfident as always.

Although he had no reason to know that Azelda was really one of Black Leaf's Mortal Forms, he really should have known that the dragon would help the Halderites in their time of need and prepared for her to be in this fight. Not doing so was a bad mistake.

With a smile, Black Leaf flew into a nearby cave and shifted form to her mortal dragon body. She would lead the army from the front, and help them win the battle at the cost of Azelda's life. It was worth losing the form to set such an example for them. She could easily make another, and she was confident that Grakklak wouldn't try anything while she was recovering.

Black Leaf looked over the precipice at the whirling vortex of energy below and smiled.

"No problem.", she said, "There's a bit of an overhang but I can climb down, no problem."

Her face suddenly turned pale.

"But THAT is a problem!", she shouted—pointing behind the rest of the party.

The other spun around and were shocked to see a swarm of flying creatures rounding the corner, each one a ball of tentacles the size of a man.

"Looks like someone doesn't want this artifact destroyed..." muttered Aloysius and started preparing some kind of spell.

Countess Black listened to the village elder's plea. He was very grateful for the extra guards that she'd assigned to the area, and the petty banditry had now been brought under control. However, the remaining bandits had allied with a local orc tribe: using the orcs as muscle to raid towns and then selling the trade goods—and slaves—that the orcs acquired. The guards were simply not able to cope.

The countess sighed. With Lord Thalx testing her borders at every turn she had hardly the army to spare as it was; and she certainly didn't want to hire the Gray Eagle mercenaries again after the trouble that Count Oeric had had with them.

She held up her hand for the elder to be quiet, and beckoned over her herald.

"Jabe, go see the new sheriff and find out what the going rate is for adventurers these days. We only need a bunch that can take out orcs and bandits, so we're looking for reasonable experience—we don't need to pay for dragon slayers or anything silly like that. If it's over 2,000 gold then come back and check with me first, otherwise go ahead and make it known that we're hiring. You know what you're doing, so I'll leave it up to you to work out how to find adventurers without alerting the bandits that we know what they're up to. If the bandits have been selling slaves, we may need to follow this up by checking out who they're selling them to—so get the adventurers to report to me before they set off."

Baroness Black looked at herself in the mirror and admired her reflection. The dress had cost her a small fortune, but she could afford it now. And it was worth it. The queen herself had commented on it during the investiture ceremony.

Just yesterday she'd been plain old Black Leaf. But now she was a baroness. And all for slaying a dragon.

Well, that wasn't strictly true. The dragon was just the latest thing they'd done for the King Elberet. There was also the matter of the trolls; and that assassin cult that they'd destroyed; and the vampire with the undead army...

She shuddered at the memory of the undead army. Undead really weren't her thing and she'd actually died fighting those awful spectres. Luckily, Elfstar had been able to revive her before she turned into one herself; but she still had nightmares where she could feel their icy touch and feel her life being sucked from her.

Black Leaf shook herself out of her reverie, and got changed out of her finery into more comfortable garb; chuckling to herself at the absurdity of finding armor and weapons more comfortable than fancy dresses. Still, there was work to be done. The king was no fool, and the posh new titles that they'd all received had come with adjacent land grants. Land that was, not coincidentally, wild, dangerous and untamed. They were going to need to work together if they were going to clear the land and attract settlers; and they were supposed to be meeting with the royal cartographer tonight—and Black Leaf was damned if she wasn't going to sneak a look at the maps beforehand to make sure there were no big surprises in store.

Black Leaf waved frantically at her companions to get them to stop their whispered conversation, and ever so gently pressed her ear to the door. She could just make out the faint sounds of chanting in a long dead language.

She turned back to the rest of the group, and motioned them back to a safe distance; wincing as Oeric stomped back seemingly oblivious to all the noise his new armor was making.

"Okay, this is it guys!" she whispered after creeping away from the door;

"From the sounds of it, that priest is through there; and he's just starting the ritual. If we burst in and attack, we should be able to rescue the kids before..."

Black Leaf didn't finish her sentence. She didn't need to. They all knew what would happen if they didn't stop the priest.

There was a brief moment of silence as they were all lost in thought, before Gretchen broke the tension in her usual quiet and reassuring way:

"Okay, I know none of us have done this sort of thing before, and I know we're all scared; but we all fought very well against those goblins on the way in here. You make me proud to be a member of this team, and I know we can do this. Elfstar—you be on the look out for those skeletons that we heard about. We haven't seen them yet, so they may be guarding the place and you have a good chance of being able to keep them away from us. Oeric—you and I will charge in and start fighting. Black Leaf—follow us in and try to sneak around and release the kids while the priest is occupied with us; then see if you can stab him in the back. Al—You haven't used your magic yet, so you hang back and I'll trust you to use it whenever it seems best.

Everyone ready? Then let's go.

3... 2... 1... NOW!"

Black Leaf tried to control her breathing as she ran into the room after the others. Adrenaline had kicked in and she was fighting to keep calm and controlled.

She saw the priest look up in surprise as the large warrior and the dwarven woman charged straight at him. He had an orcish bodyguard, and—damn it—there was another orc guarding the prisoners.

Taking advantage of the distraction of the charge, Black Leaf ducked into the shadows at the side of the room and crept towards the orc guarding the prisoners. He was foolishly dithering between keeping at his post and going to join in the main fight. Slipping behind him unseen, Black Leaf stabbed him in the gut with her dagger; forcing it up between the leather bands of his armor. As she did so she saw an arrow made of some kind of magical glowing force streak across the room, curve round the priest's bodyguard, and slam into the side of his helmet; making him stumble and causing the magical energies he was summoning to disperse.

Maybe they would succeed, after all...

Table of Contents

Introduction 1

What is a Role-Playing Game? 1
What Do You Need to Play? 1
How Do You Play? 2

Table 1: Character Creation 3

Name and Concept 3
Roll Ability Scores 3
Choose a Class 4
Adjust Ability Scores 4
Choose Starting Age 4
Choose Height and Weight 4
Level and Experience Points 4
Roll Hit Dice 4
Choose Alignment 4
Choose Skills 5
Choose Weapon Feats 5
Starting Money and Equipment 5

Table 2: Ability Scores 7

The Ability Scores 7
Ability Score Modifiers 8
Prime Requisite 8
Ability Checks 8

Table 3: Classes 11

Subclasses 11
Class Format 11
Cleric 12
Druid 17
Dwarf 20
Elf 22
Fighter 25
Gnome 28
Halfling 31
Monk 33
Rogue 36
Wizard 42
Secondary Classes 45
Demi-Humans as Humans 45

Table 4: Alignment 47

Order 47
Chaos 47
Neutral 47

Table 5: Skills 49

Using Skills 49
Social Skills 50
Special Skills 50
Adding New Skills 50
Alphabetical Skill List 50

Table 6: Weapon Feats 57

Starting Weapon Feats 57
Gaining Weapon Feats 57
Effects of Proficiency 58
Opponent Types 58
Weapon Abilities 64

Table 7: Equipment 67

Money 67
Encumbrance and Weight 67
Mundane Items 68
Weapons 69
Ammunition 72
Armor 72
Shields 73
Land Transport 73
Sea Transport 75
Services 77
Siege Weaponry 80

Table 8: Spells and Spellcasting 83

Spell Levels 83
Acquiring Spells 83
Preparing Spells 86
Reversible Spells 86
Environmental Effects 86
Casting Spells 86
Saving Throws 86
Conflicting Spells 86
Anti-Magic 87
Spell Lists 88
Spell Format 92
Spell Descriptions 92

Table 9: Experience 135

Gaining Experience 135
Gaining Levels 136

Table 10: Movement 137

Vision 137
Listening 138
Doors 138
Traps 139
Environmental Damage 139
Mapping 140
Climbing 140
Swimming 140
Wilderness Movement 140
Waterborne Movement 143
Airborne Movement 144

Table 11: Encounters 147

Surprise 147
Reaction Roll 147
Dungeon Encounters 148
Wilderness Encounters 149

Table 12: Combat 155

The Combat Round 155
Attack Bonus 158
Attack Rolls 158
Armor Class 158
Saving Throws 159
Projectiles 159
Two Weapon Fighting 159
Hit Points 159
Damage 160
Helpless Targets 160
Dying and Death 160
Structures in Combat 160
Morale 161
Ship to Ship Combat 161
Skysailing Combat 162
Mass Combat 162

Table 13: Strongholds and Dominions 169

Titles of Nobility 169
Rogue States 171
Building a Stronghold 171
Terrain and Resources 173
Material Resources 173
Ruling a Dominion 174
Events 178

Table 14: Other Worlds 181

Overview 181
The Void 182
The Celestial Sphere 184
The Inner Planes 185
The Ethereal Plane 185
The Elemental Planes 186
The Outer Planes 187
Luminiferous Aether 188

Table 15: Immortals 191

What is an Immortal? 191
The Three Forms 192
Becoming an Immortal 192
Worshipers 193
Home Plane 193
Appearance 193
The Immortal Class 194
Immortal Level Spells 201

Table 16: Time Travel 209

The Nature of Time 209
Time Lines 209
Traveling in Time 211
Example Scenarios 212

Table 17: Monsters 217

Monster Format 217
Weapon Expertise 220
Undead Lieges 221
Monster Leaders 221
Monster Spellcasting 221

Monsters as Classes 221
Monster Descriptions 223

Table 18: Treasure 325

Treasure Types 325
Items of Value 327
Magic Items 328
Artifacts 347

Table 19: Game Master Advice 361

Character Alignment 361
Character Conditions 361
Creating a Setting 362

Indices 365

Classes 365
Equipment 365
Spells 366
Monsters 368
Magic Items 370
General 372
Tables 373

Open Game License 375

Designation of Open Content 375
OPEN GAME LICENSE Version 1.0a 375

Introduction

Dark Dungeons is a Role-Playing Game. This book contains the rules of the game.

What is a Role-Playing Game?

Role-playing games have been around since the mid 1970s.

When they first started, they had their roots in war-gaming (moving model armies around in simulation of historical battles) and descriptions of role-playing games would have used those war games, along with such childhood games as "Cops and Robbers" and "Cowboys and Indians" as reference points.

However, now that were in the second decade of the 21st century, times – and cultural reference points – have changed.

For most people today, the term "role playing game" is usually found abbreviated to "RPG" and is usually preceded by the letters "C" (becoming "CRPG" or "Computer Role Playing Game") or "MMO" (becoming "MMORPG" or "Massively Multiplayer Online Role Playing Game").

In this genre of computer games, the player takes on the role of a character in an ongoing storyline – usually the main protagonist of the story.

The game consists of trying to get the story to progress towards its climax, often involving combat and problem solving.

Table-top role-playing games like Dark Dungeons have a similar basis, except that the game is controlled by a human Game Master rather than by a computer, and rather than the action taking place on a computer screen the action takes place in the imaginations of the players.

While this may sound like a step backwards at first glance, it is much more flexible and adaptable. On a CRPG, you are limited to telling the single story that the game designers wrote. You can't go "off the map". In a table-top role-playing game, however, you are not limited to fixed stories. The Game Master and the players can between them create an infinite number of stories, limited only by their imaginations. The Game Master can create whatever scenarios and situations they want to, and the players are not constrained to only doing what has been anticipated.

If they want their characters to do something, they don't have to simply hope that some designer wrote it into the game. They simply tell the Game Master what their character is trying to do and the Game Master can improvise in a way that a computer never could (although the rules and guidelines in this book cover most common situations so that they can be handled in a consistent manner).

The other main difference between a table-top role-playing game and a CRPG is the social aspect. Although many CRPGs allow the player to control a whole party of characters rather than just a single one, they are still largely solitary affairs. Table-top role-playing games are generally designed for groups of players to play together and Dark Dungeons is no exception. Although it can be played with only a single player and a Game Master, it plays best with 3-8 players playing together, each controlling a single character. Interaction between the characters controlled by the different players, as well as non-scripted interaction between the characters controlled by players and characters controlled by the Game Master, is one of the chief elements of a table-top role-playing game.

What Do You Need to Play?

The only things that are needed to play are pencils, paper and dice.

Dice

In Dark Dungeons, dice will be needed to resolve a lot of situations where the whims of fortune have an effect on the outcome of a situation. As well as the traditional cubic dice numbered from one to six, the game uses a variety of other dice of different shapes. Since these each have different numbers of sides, they are often called polyhedral dice.

If you have already played other role playing games, you may already own some of these dice. If not, you can buy them at your friendly local game store or online. In order to distinguish between the different types of die that you can use, Dark Dungeons uses a standard terminology throughout.

Types of Die

Each die is referred to using the letter 'd' followed by the number of sides that the die has. For example, a regular die with six sides is referred to as a 'd6', whereas a die with twenty sides is referred to as a 'd20'.

A normal set of polyhedral dice comes with a four sided die, a six sided die, an eight sided die, one or two ten sided dice, a twelve sided die, and a twenty sided die—or, to use Dark Dungeon's terminology, a d4, a d6, a d8, one or two d10s, a d12 and a d20.

Therefore, if the rules say that you roll a d20 for something, they mean that you should roll the die with twenty sides. If they say that you roll a d8 for something, they mean that you should roll the die with eight sides. If they say that you roll a d6 for something, they mean that you should roll the die with six sides. And so on.

There are a small number of special cases where there is not a single die that fits the roll that is needed. Sometimes you will be asked to roll a d2, d3 or d100.

In these cases, you must roll one or more other dice and interpret the result.

To "roll" a d2, roll any die and if the number shown is odd then you "rolled" a 1. If the number shown is even then you "rolled" a 2.

To "roll" a d3, roll a normal d6 and halve the result (rounding up). This will give you: 1-2=1, 3-4=2, 5-6=3.

The same halving process can be used with a d10 in order to "roll" a d5.

To "roll" a d100, take two d10s that are easily distinguished and roll them both. Read one of them as the tens digit and the other as the units digit, although if both roll '0' then the result is always treated as 100 rather than 00. Sometimes, particularly with older dice sets, the two d10s will be different colors—in which case you need to say which will be tens and which will be units before rolling. Most new

dice sets include a special d10 which has tens already marked on it, so this always counts as the tens die.

If you only have one d10, simply roll it twice with the first roll counting as the tens and the second roll counting as the units.



Example

Marcie has to roll to see if Black Leaf (her rogue character) has successfully climbed a sheer wall or not. In order to do this, she needs to roll d100 and get less than or equal to Black Leaf's Climb Walls ability. Black Leaf's ability is 87, so Marcie needs to roll an 87 or lower.
Marcie has a red d10 and a white d10. She has declared at the beginning of the game that she will always use the red d10 as tens and the white d10 as units, so she doesn't need to re-specify this each time she rolls.
She rolls both d10s, and gets a 9 on the red die and a 0 on the white die. Therefore, her d100 roll is 90, which is more than 87 so Black Leaf has failed to climb the wall. Had the die rolls been the other way around (0 on red and 9 on white), her d100 roll would have been 09 and she would have succeeded.

Multiple Dice

Often, you will need to roll more than one die at the same time. In this case, there will be a number before the 'd' as well as after it.

The number before the 'd' shows how many dice must be rolled. If this number is one then it is sometimes skipped.

When rolling multiple dice in this way, simply add the numbers rolled on each die together in order to generate a single result.

Therefore, if you are told to roll "3d6", you should roll three six sided dice and add the numbers rolled together. If you are told to roll "2d8", you should roll two eight sided dice and add the numbers rolled together. If you are told to roll "d4", then this is exactly the same as being told to roll "1d4", and you should roll a single four sided die.

Dice Modifiers

Sometimes rolls will have additional modifiers. These are straightforward and are simply added or subtracted from the total rolled.

For example, if instructed to roll "2d6+4", roll two six sided dice and add the numbers rolled together; and then add four to the result. If instructed to roll "1d8-1", roll a single eight sided die and subtract one from the number rolled.

How Do You Play?

Before starting, one person will decide to be the Game Master. That person is responsible for establishing a setting for the game (either creating their own or using a published one). The other players create characters that live in that setting. The characters have a set of abilities which represent their capabilities; for example how strong they are or what sort of magic they are capable of using.

Then, normal play consists of the Game Master describing the situation that the characters find themselves in, and the players responding by telling the Game Master what their characters are doing.

In many situations, this is all that is required, but to provide structure and consistency to the game, this book provides rules covering what characters can do in various situations.

Additionally, many situations involve random factors, where a character has a chance of successfully doing something (which may vary depending on their abilities) rather than being automatically successful or relying on the Game Master's whim; for example, when fighting with monsters.

In these situations, the rules tell you which type of dice to roll and how to interpret the results.

Chapter 1: Character Creation



There are two types of characters, player characters (abbreviated to "PCs") which are adventurers created and controlled by the players and non-player characters (abbreviated to "NPCs") which are created and controlled by the Game Master (abbreviated to "Game Master").

This chapter covers the process of creating a character. As each step is gone through, the results should be written down on a sheet of paper.

Name and Concept

The first thing to do is to decide what sort of character you want to play. Do you want to be a brave warrior or a stealthy rogue? Do you want to be male or female? Do you want to be dour and sullen or happy-go-lucky? Are you a paragon of virtue or a conniving schemer?

It's important to decide what sort of character you want to play before picking up any dice, but also important to be flexible in such a concept and to talk to the Game Master first. If the Game Master is starting a game with first level characters (which is the usual way to start a game) then deciding you want to play an experienced swashbuckling pirate captain who is an expert fencer isn't going to work. You would be better deciding you want to play someone who aspires to be a swashbuckling pirate captain but is just starting out on their adventuring career. Similarly, if your Game Master has decided that the campaign will take place in a world where humans are the only race, it's no good deciding that you want to play an elf.

Example

Marcie decides that she'd like to play a carefree young tearaway who is bored with traveling on merchant caravans with her parents and wants to set off on a life of adventure instead. She sees the character—who she names Black Leaf—as possibly being magical (maybe an elf) but definitely being someone who is tall and slender, light on their feet, and highly mobile rather than being weighed down with armor.

Roll Ability Scores

Write down each of the six abilities in order (*Strength*, *Dexterity*, *Constitution*, *Intelligence*, *Wisdom*, *Charisma*) on a piece of scratch paper, and roll 3d6 for each one in order, noting down the result. These are your basic scores in each of the abilities.

If none of your rolls are above 9, or if two or more of your rolls are 6 or less, then re-roll all six rolls.

Example

Marcie rolls 3d6 six times in order and gets: Str: 10, Int: 8, Wis: 12, Dex: 14, Con: 9, Cha: 11.
She is pleased with the high Dexterity, which fits well with her concept, but realizes that with an Intelligence of only 8 she's going to have to abandon thoughts of Black Leaf using magic.

Choose a Class

Once you have your basic ability scores, you will be able to see your character's basic strengths and weaknesses. Now you must choose which class your character will have. You may have already decided this as part of your character's concept, or you may have changed your mind after seeing that your basic ability scores are particularly suitable (or unsuitable) for particular classes.

Example

Marcie has given up on the idea of Black Leaf using magic, and has decided she should be a slippery and lithe character adept at getting out of (and into) trouble. In terms of classes, either rogue, mystic or halfling would fit. She dismisses the idea of being a halfling since she imagines Black Leaf as being tall and willowy; and decides that she just wouldn't be the disciplined type so mystic is out too. She makes Black Leaf a rogue.

Adjust Ability Scores

When you choose your class, you are able to raise your *Prime Requisites* by lowering your *Strength*, *Intelligence*, or *Wisdom* scores as long as they are not also a *Prime Requisite*.

For every two points of ability scores sacrificed, you may raise a *Prime Requisite* by one. Abilities can not be lowered below 9 or raised above 18 in this way.

Please note that some classes have minimum required scores in some abilities. These requirements must be met after adjustments have been made.

Example

Marcie sees that by choosing the rogue class she can raise her Dexterity by sacrificing Strength or Wisdom. She can't sacrifice Intelligence because it is already below 9, so she decides to sacrifice as much Strength and Wisdom as she can. By lowering her Strength by 1 point and her Wisdom by 3 points (the maximum she can, since that puts both scores on 9) she has sacrificed a total of 4 points and can therefore raise her Dexterity by two points—to 16.
Black Leaf now has the following ability scores: Str: 9, Int: 8, Wis: 9, Dex: 16, Con: 9, Cha: 11.

Choose Starting Age

The player is free to choose their starting age as long as it meets the Game Master's approval. Rather than choosing their starting age, the player may use *Table 1.1: Aging* to determine it randomly. This is done by using the adult column of the table.

The max column on the table is a modifier added to the old age column to determine what the characters maximum age is. When a character reaches old age, the Game Master will secretly roll this modifier and make note of it. When the character reaches this age, they will die of natural causes.

Table 1.1: Aging

Class	Child	Juvenile	Adult	Middle Age	Old	Max
Dwarf	5	32	40+5d6	187	250	375+1d100
Elf	13	80	100+5d6	375	500	750+2d100
Elf, Aquatic	13	80	100+3d6	300	400	600+1d100
Elf, Dark	11	64	80+4d4	262	350	525+1d100
Elf, Half-	2	12	15+1d6	62	83	125+3d20
Gnome	6	48	60+3d12	100	133	200+3d100
Halfling	3	16	20+3d4	95	126	190+2d20
Human	2	12	15+1d4	47	63	95+2d12

Characters will have modifiers to their ability scores depending on their age category. All of these modifiers are cumulative.
Baby: Strength -4, Dexterity -1, Constitution -2, Wisdom -2 **Child:** Strength +2, Dexterity +1, Wisdom +1 **Teenager:** Strength +1, Constitution +1 **Adult:** Strength +1, Constitution +1, Wisdom +1 **Middle Age:** Dexterity -1, Constitution -1, Intelligence +1 **Old:** Strength -2, Constitution -1, Wisdom +1

Choose Height and Weight

The player is free to choose their starting height and weight as long as it meets the Game Master's approval. Rather than choosing their starting height and weight, the player may use *Table 1.2: Height and Weight* to determine them randomly. Weight is measured in coin for use with the Encumbrance rules (see Encumbrance and Weight).

Table 1.2: Height and Weight

	Height in Inches		Weight in Coin	
Class	**Base***	**Modifier**	**Base***	**Modifier**
Dwarf	43/41	1d10	1,300/1,050	4d10x10
Elf	55/50	1d10	900/700	3d10x10
Elf, Aquatic	50/50	1d8	850/750	2d12x10
Elf, Dark	50/55	1d10	800/950	3d10x10
Elf, Half-	60/58	2d6	1,100/850	3d12x10
Gnome	38/36	1d6	720/680	5d4x10
Halfling	32/30	2d8	520/480	5d4x10
Human	60/59	2d10	1,400/1,000	6d10x10

*The second value is for females, as they tend to be lighter and shorter than males.

Level and Experience Points

Unless otherwise specified by the Game Master, all characters start at first level and have no experience points (see *Chapter 9: Experience*).

Roll Hit Dice

The character's starting hit points are determined by their chosen class. Refer to the description of that class in *Chapter 3: Classes* to determine which dice to roll.

Example

Marcie, being a 1st level rogue, rolls a 1d4 for hit dice. She rolls 1d4 and gets a 3, which becomes her starting hit points. Marcie's Constitution score is 9, which gives no bonus to the hit points rolled.

Choose Alignment

Each character must select an alignment (see *Chapter 4: Alignment*). This represents the philosophical outlook of the character. There are three alignments to chose from: *Order*, *Chaos*, or *Neutral*.

Example

Marcie's rogue steals for fun and the sense of adventure, not for greed or survival, which would not align her with Chaos. Her profession is frowned upon by the eyes of the law, which would not align her with Order. Marcie selects Neutral as her alignment, as the best fits her character's persona.

Choose Skills

Skills (see *Chapter 5: Skills*) are similar to class abilities, but are available to all classes. All characters will start with at least four skills that must be spent immediately.

Example

Marcie does not have a high Intelligence, so she only starts with four skill points. When working a heist, Marcie would like to be able quickly grab the most expensive items. So she decided to spend two skill points in Arcane Lore and two skill points in History.

Choose Weapon Feats

Weapon feats (see *Chapter 6: Weapon Feats*) indicate how well a character can use a particular weapon. All characters will start with at least two weapon feats that must be spent immediately.

Example

Marcie, being a rogue, starts with two weapon feats. She spends one weapon feat on dagger, which is the weapon she plans on carrying while adventuring. She spends the other weapon feat on crossbow, which she doesn't plan on owning right away, but may purchase one at a later time.

Starting Money and Equipment

Newly created first level characters start with a set of peasant clothes, and with 3d6x10 gp to spend on other items (see *Chapter 7: Equipment*).

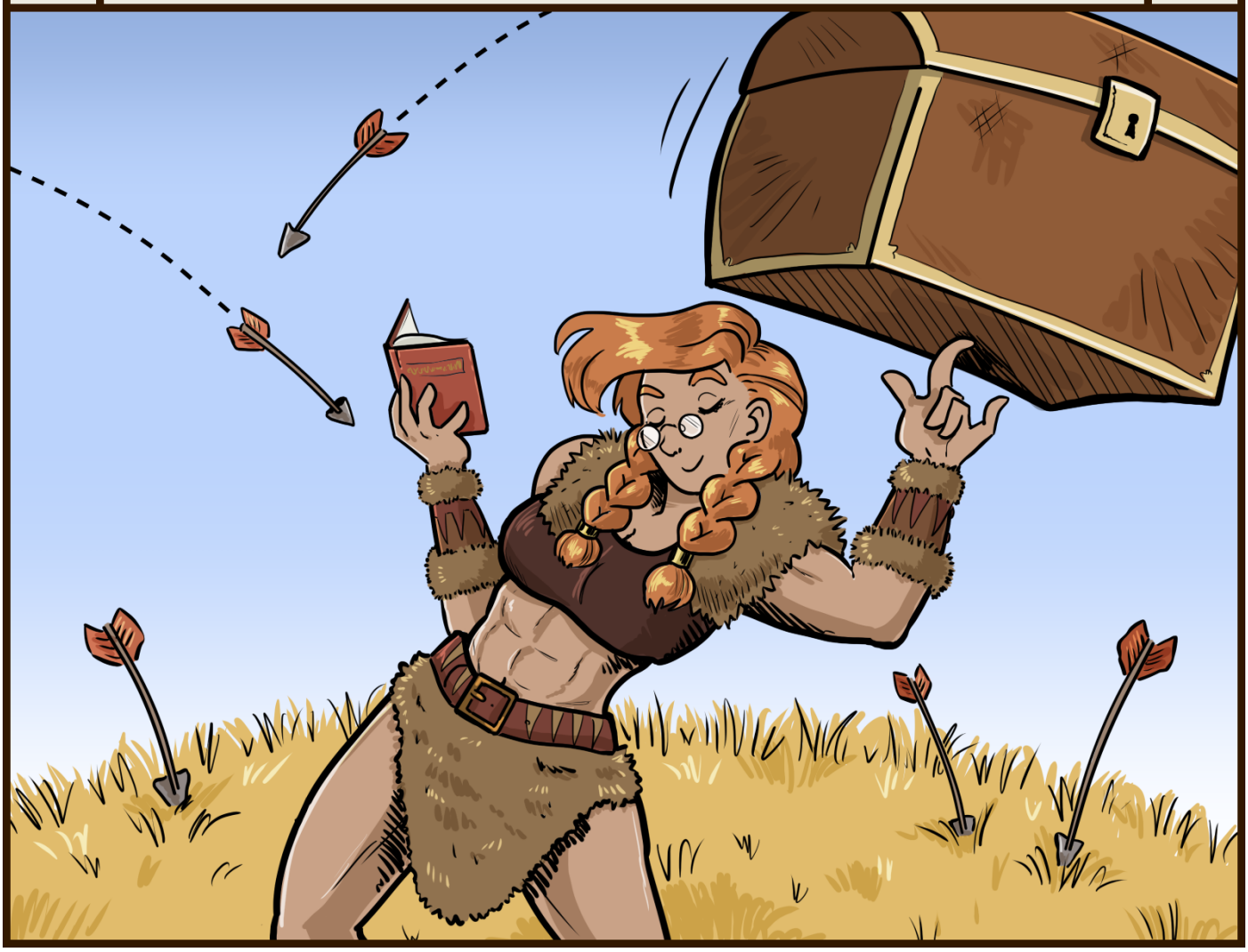
A newly created *Elf* or *Wizard* character will also start with a spell book containing *Read Magic* and one other first level spell.

If a character is introduced in the middle of a campaign (to replace a dead character) then the Game Master should give the character money and equipment—including magic items—in line with the amount that the rest of the party have.

Example

Marcie rolls 3d6 and gets a 13 total. She than times this total by 10, which gives her 310 gp to start with. She purchases leather armor (20 gp), a lantern (1 gp), dried rations (15 gp), rogues' tools (25 gp) so she can pick locks, a dagger (3 gp), and a silver dagger (30 gp) just in case she encounters vampires. This leaves Marcie with 36 gp to spend at a later time.

Chapter 2: Ability Scores



The innate abilities of player characters are described by six values, called ability scores.

These represent the core abilities of the character and rarely change. These values are *Strength*, *Dexterity*, *Constitution*, *Intelligence*, *Wisdom*, and *Charisma*. In normal humans (and demi-humans), these ability scores will normally range from a minimum of 3 to a maximum of 18, with the average being 11.

These ability scores show the strengths and weaknesses of the character, and are used as target numbers for various tasks.

The Ability Scores

Strength

Strength (abbreviated to "Str") needs little explanation. It represents the raw muscle power of a character. Strength checks are made when trying to perform tasks that rely on raw bodily strength rather than skill, for example when trying to break down doors.

Strength bonuses and penalties apply to a character's melee attacks, and to the damage that a character does with melee or hurled weapons.

Dexterity

Dexterity (abbreviated to "Dex") represents the coordination and agility of a character, as well as the speed of their reflexes. Characters with a high dexterity will be agile and graceful, whereas those with a lower dexterity may be clumsy and awkward. Dexterity checks are used when a character must do something involving balance or fine manipulation.

Dexterity penalties or bonuses are applied to a character's attacks with thrown or missile weapons, and also to their armor class. In the case of armor class, bonuses are subtracted from the character's armor class and penalties are added. Dexterity may also provide a special bonus or penalty to initiative rolls.

Constitution

Constitution (abbreviated to "Con") represents the toughness and general healthiness of a character. Characters with a high constitution are likely to be fit and healthy, whereas those with a low constitution are more likely to get ill and get winded easily.

Constitution checks are rarely made, although might be in some circumstances where stamina and endurance are important.

Constitution bonuses or penalties are applied to the hit point rolls that a character gains each level.

Intelligence

Intelligence (abbreviated to "Int") represents the memory and reasoning power of a character. Characters with a high intelligence will be able to perform difficult calculations and make deductive leaps, whereas those with lower intelligence will only do such things more slowly if at all.

Intelligence checks are used in a variety of situations where characters need to reason things out or remember things, particularly with academic or formally taught knowledge.

Wisdom

Wisdom (abbreviated to "Wis") represents a combination of intuition, common sense, and spirituality. To a lesser extent, wisdom also represents the perceptiveness of a character and their ability to notice subtle clues and things out of place. Characters with high wisdom are likely to possess these traits, and be level headed, whereas those with lower wisdom may be rash or act without thinking.

Wisdom checks are used in situations where characters must notice something, and wisdom bonuses or penalties apply to characters' saving throws against spells.

Charisma

Charisma (abbreviated to "Chr") represents the likeability and force of personality of a character. Characters with a high charisma are born leaders and orators, whereas those with lower charisma may be boring or find it hard to communicate. On a physical level, charisma is unrelated to how attractive a character looks; although charismatic individuals often have better bearing and confidence which enhances their attractiveness.

Charisma checks are often used in social situations. Charisma also provides limits on a character's leadership potential and provides a special bonus or penalty to the reactions of monsters that the character meets.

Ability Score Modifiers

Each score also has one or more bonuses or penalties associated with it that are used to modify other die rolls and checks. *Table 2.1: Ability Score Bonuses and Penalties* shows the modifiers for different ability score values (it includes values much higher than 18, since *Immortal* characters may have much higher ability scores than normal humans).

Table 2.1: Ability Score Bonuses and Penalties

		Charisma Only			Dexterity Only
Ability Score Value	General Modifier	Max Hirelings	Hireling Morale	Reaction Modifier	Initiative Modifier
1	-4	0	3	-2	-2
2-3	-3	1	4	-2	-2
4-5	-2	2	5	-1	-1
6-8	-1	3	6	-1	-1
9-12	+0	4	7	+0	+0
13-15	+1	5	8	+1	+1
16-17	+2	6	9	+1	+1
18-19	+3	7	10	+2	+2
20-21	+4	8	11	+2	+2
22-23	+5	9	12	+3	+3
24-27	+6	10	13	+3	+3
28-32	+7	11	14	+4	+4
33-38	+8	12	15	+4	+4
39-45	+9	13	16	+5	+5
46-53	+10	14	17	+5	+5
54-62	+11	15	18	+6	+6
63-70	+12	16	19	+6	+6
71-77	+13	17	20	+7	+7
78-83	+14	18	21	+7	+7
84-88	+15	19	22	+8	+8
89-93	+16	20	23	+8	+8
94-96	+17	21	24	+9	+9
97-98	+18	22	25	+9	+9
99	+19	23	26	+10	+10
100	+20	24	27	+10	+10

Prime Requisite

Each class has an ability score that is most associated with the class's primary function. This ability score is called a Prime Requisite.

During character creation, prime requisites may be raised by sacrificing 2 points in *Strength*, *Intelligence*, or *Wisdom*. This can be done more than once but cannot be used to lower an ability score below the minimum required for the class.

Having a high or low Prime Requisite may alter the amount of experience gained by a character. *Table 2.2: Experience Adjustment* shows which Prime Requisite values adjustments occur.

Table 2.2: Experience Adjustment

Prime Requisite Value	Adjustment
3-5	-20%
6-8	-10%
9-12	0
13-15	+5%
16-18	+10%

Ability Checks

In general, adventurers are assumed to be competent individuals who can do things like riding horses, starting camp fires, and swimming in calm water.

If you particularly want to play a character whose competency is deficient in some area, for example if you decide that you specifically want to play a character who can't swim, then you can do that. However, these rules assume that your character can do all these things in calm situations unless you decide otherwise.

However, sometimes there are situations where your character might

fail. Perhaps they are trying to stay on a horse that is bolting in fright. Or perhaps they are trying to light a fire in torrential rain. Or perhaps they are trying to swim in turbulent water without getting washed downstream.

In these cases, the Game Master will call for an ability check in order for your character to succeed. To make an ability check, roll 1d20 and compare the score to the relevant ability score on your character sheet. If the roll is equal to or less than your character's ability score then your character has succeeded. If the roll is higher than your character's ability score then your character has failed.

The exact consequences of success and failure will depend on the exact situation your character faces, although it should be very rare (but not unheard-of) for a failed ability check to result in death, unless the character is attempting something spectacularly risky.

Example

Black Leaf is faced with a problem. She has been granted an audience with Queen Eloise and wishes to use the opportunity to ask for some royal sponsorship to aid her expedition to find the fabled Eye of Harmaz. Unfortunately she is panicking because she cannot remember the proper etiquette and is afraid that she will cause offense.
Marcie, her player, asks the Game Master if she can make an ability check against Black Leaf's Intelligence in order for Black Leaf to "remember" the correct etiquette.
The Game Master agrees and Marcie rolls 1d20, getting a 14. This is higher than Black Leaf's Intelligence score of 8, so the roll fails and Black Leaf fails to remember the correct etiquette for addressing the queen.
Some time later, Black Leaf can be found getting drunk in an inn, her expedition without royal patronage due in part to the queen's offense at her frightful manners.

Modifiers to Ability Checks

In some circumstances the Game Master may decide that an ability check is particularly easy or hard. Maybe the ledge that the character is balancing on is slippery, or maybe the person that the character is trying to scrutinize in order to see if they are lying is wearing a mask, or maybe the piece of information they are trying to remember is reasonably common knowledge.

In these cases, the Game Master may assign a modifier to the character's effective ability score when rolling the check. Unless there are exceptional circumstances that would be unknown to the character, the Game Master should always tell the player what modifiers are going to apply before the player rolls.

Example

Elfstar has come across an underground temple where cultists are performing some kind of ritual in front of a statue of a man who she assumes to be an Immortal.
Elfstar's player, Debbie, wishes to roll an Intelligence check in order to recognize the Immortal.
The Game Master knows that although this Immortal is not one who has regular dealings with Elfstar's home country (if he was, then the Game Master would simply tell Debbie who he is and not require a roll at all) he is commonly worshiped in the local area and so it is likely that Elfstar will have heard of him. He gives her a +4 bonus to her effective Intelligence for the roll, modifying it from a 13 to a 17.
Debbie rolls a 17, which is equal to her effective Intelligence for the roll—so the Game Master tells her that Elfstar recognizes the Immortal and tells her who he is.

Table 2.3: Ability Checks by Ability

Ability	Situations where this ability might be checked	Skills useful in these situations
Strength	Where raw physical strength is required; such as lifting, pushing, or pulling.	Intimidation, Jumping, Swimming
Dexterity	Where either agility or fine manipulative skills are required.	Balance, Craft, Escape Artist, Performance, Riding
Constitution	Where stamina or raw endurance is required.	-
Intelligence	Where calculation, memory or reasoning ability is required.	Arcane Lore, Engineering, Geography, History, Laws, Magical Engineering, Nature Lore, Religious Lore, Snares
Wisdom	Where intuition or "common sense" are required. Also, where acuity of the senses is required.	Cooking, First Aid, Lip Reading, Navigating, Tracking, Sense Motive
Charisma	Where personality and smooth talking are required.	Bluff, Diplomacy, Disguise, Etiquette, Gambling, Intimidation, Performance

Chapter 3: Classes

Even with the same amount of experience, not all player characters are the same. Although they are all assumed to be adventurers, their backgrounds may be rather different from each other. For example a young human that has just finished a five-year apprenticeship under a wizard and has now mastered the essentials of spellcasting is going to be very different than a dwarven warrior who has spent every weekend doing combat training in case of goblin attack.

In the game, this difference in background, upbringing and training is represented by classes. Each player character (and some important non-player characters, if they are also adventurers) has a class based on their background. As a player, you have a free choice of class for your character, providing your ability scores meet some minimum criteria.

The character's class determines which sorts of weapon and armor they will have been trained how to use, and also may provide them with various special abilities. There is little difference between the classes at low levels, since all the characters are novices in their chosen professions. However, as characters gain experience and levels, the differences between the classes become more pronounced.

Dark Dungeons has six different classes for human adventurers and four classes for non-human adventurers. Non-humans have different cultures to humans and different natural abilities, so their adventurers are brought up with different backgrounds and are sufficiently different from human adventurers to warrant their own classes.

The six human classes are *Cleric*, *Druid*, *Fighter*, *Monk*, *Rogue*, *Wizard*, and the non-human ones are *Dwarf*, *Elf*, *Gnome*, and *Halfling*.

Subclasses

Some classes have subclasses which can be chosen in place of the class. These subclasses are more specialized versions of the class, with changes made to better suit this specialization. Other than these changes, the subclass functions identically to the class.

Unless stated otherwise, choosing a subclass must be done during character creation. Some subclasses can not be chosen until a specified level. Once a subclass is chosen it may not be dropped nor swapped for another subclass.

Subclasses can be found at the end of the class description.

Class Format

Each class description contains a stat block containing some or all of the following entries.

Ability Requirements: These are the minimum ability scores required to choose this class.

Prime Requisite: This is the ability score most relevant to the class (see *Chapter 2: Prime Requisite*).

Ability Modifiers: Some demi-humans naturally excel or fall short in some of their abilities. This lists the adjustments made to these abilities to reflect that.

Hit Dice: This is the amount and type of die rolled each level up to 9th to determine the character's hit points (see *Chapter 12: Hit Points*). The character's *Constitution* bonus is added to each of these rolls. The results are cumulative, so a 6th level *Dwarf* has 6d8 hit points. After 9th level, the character no longer roll for hit points with *Constitution* bonuses. Instead, they gain 1 hit point per level, unless the die type is a d8 in which case they gain 2.

Movement: This shows how many feet per rounds a member of this class can move. If the class has unusual forms of movement, such as being able to burrow or fly, these will also be listed.

Weapons: This is a list of weapons that a member of this class are able to use. Weapons restrictions are typically due to size of the weapon which impedes the use of special abilities or in the case of some demi-humans are too large for their small stature.

Natural AC: This is the character's armor class (see *Chapter 12: Armor Class*) while not wearing any armor and without their *Dexterity* modifier. The natural armor class may be from tough skin, great agility, or martial training.

Armor: This is a list of armor that a member of this class are able to use. Armor restrictions are typically imposed due to armor interfering with special abilities that require precise movement.

Special Abilities: This is a list of special abilities gained by choosing this class. They are sorted alphabetically by the level in which they are gained.

Required Skills: Some classes are required to take certain skills. This list those skills. The character must use their first available skill points to acquire these.

Experience: This lists the amount of experience points needed to gain a level (see *Chapter 9: Gaining Levels*). For example, a 5th level *Elf* needs 64,000 experience points to reach 6th level.

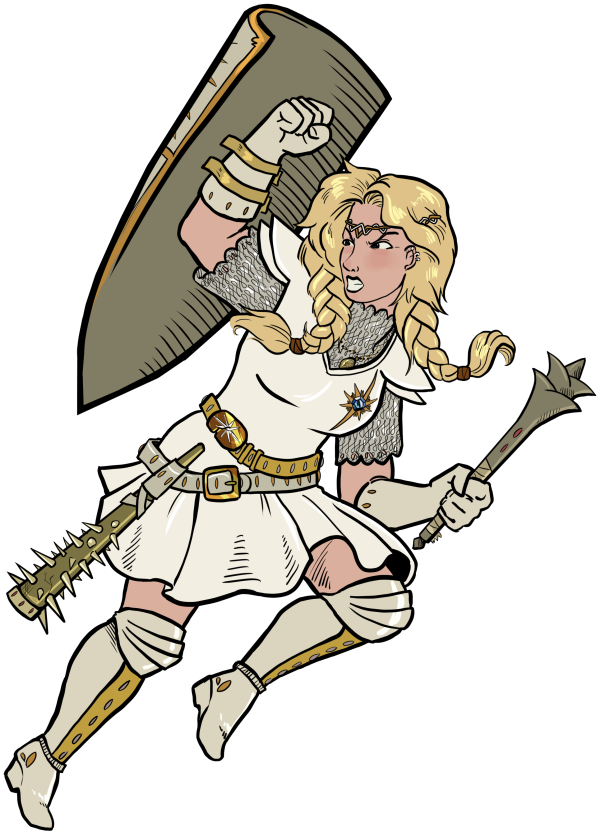
Hit Points: Some classes receive hit points based directly on their level rather than on their hit dice. This lists the amount of hit points gained. These classes do not get to add their *Constitution* bonus to their hit point total.

Attack Bonus: The character's attack bonus is based on their level. See *Chapter 12: Attack Bonus* for details of how this translates into to-hit numbers for different armor classes.

Saving Throws: These are the target difficulties that the character uses when making saving throws (see *Chapter 12: Saving Throws*).

Special: This shows when special abilities, skill points (see *Chapter 5: Skills*), and weapon feats (see *Chapter 6: Weapon Feats*) are gained.

Cleric



Clerics are human characters who have devoted themselves to religious service.

In exchange for taking vows to uphold their religion's principles and tenets and to never use bladed weapons, clerics gain the ability to drive away or even destroy undead creatures; and to cast clerical spells.

Depending on the particular religion the cleric follows, the cleric may worship one or more gods—or even an entire pantheon of gods. Other religions involve the worship of abstract concepts such as "fire" or "good", or involve the worship of ancestral or other spirits. Yet other religions are based on abstract philosophies.

Regardless of the type of religion, the powers wielded by a cleric are actually provided by an individual *Immortal*. It is up to the Game Master to determine the exact details of the religion and what role the *Immortal* plays in it. Commonly this role will be as an intermediary, servant or messenger of the god(s) that the cleric worships.

With the Game Master's permission, it is even possible for a cleric to be completely non-religious—having been given clerical power by an *Immortal* as part of some other more business-like arrangement.

Within an adventuring party, clerics tend to operate in a support role. Their spells emphasize healing and protection rather than flashy attacks.

Abilities

Turn Undead: Clerics have the ability to channel divine power from their patron in order to drive away or even destroy undead creatures such as zombies or vampires.

When your cleric tries to turn undead, you must first decide which undead you are targeting. If you are facing a mixed group of undead you can only turn one type of undead each round.

Once you have decided which undead you wish to attempt to turn, consult *Table 3.3: Turning Undead by Cleric Level* and compare your cleric's level with the type of undead that you are trying to turn. The entry in the table will indicate the level of success, as follows:

'-' —You are not powerful enough to turn this type of undead.

'11'—Roll 2d6. Your attempt at turning the undead will be successful if you roll an 11 or higher. If the roll fails, you will not be able to try to turn these same undead again during this fight.

If the roll succeeds then roll 2d6 to see how many of the undead are affected. Targeted undead with a total number of hit dice equal to this roll will be turned, with the exception that at least one undead will always be affected even if it has more hit dice than the roll.

'9'—Roll 2d6. Your attempt at turning the undead will be successful if you roll a 9 or higher. If the roll fails, you will not be able to try to turn these same undead again during this fight.

If the roll succeeds then roll 2d6 to see how many of the undead are affected. Targeted undead with a total number of hit dice equal to this roll will be turned, with the exception that at least one undead will always be affected even if it has more hit dice than the roll.

'7'—Roll 2d6. Your attempt at turning the undead will be successful if you roll a 7 or higher. If the roll fails, you will not be able to try to turn these same undead again during this fight.

If the roll succeeds then roll 2d6 to see how many of the undead are affected. Targeted undead with a total number of hit dice equal to this roll will be turned, with the exception that at least one undead will always be affected even if it has more hit dice than the roll.

't'—Your attempt at turning the undead automatically succeeds. Roll 2d6 to see how many undead are affected.

Targeted undead with a total number of hit dice equal to this roll will be turned, with the exception that at least one will always be affected even if it has more hit dice than the roll.

'd'—Your attempt at turning the undead is automatically successful, and will destroy the undead rather than simply turning them. Roll 2d6 to see how many of the undead are affected.

Targeted undead with a total number of hit dice equal to this roll will be destroyed, with the exception that at least one undead will always be affected even if it has more hit dice than the roll.

'D'—Your attempt at turning the undead is automatically successful, and will destroy the undead rather than simply turning them. Roll 3d6 to see how many of the undead are affected.

Targeted undead with a total number of hit dice equal to this roll will be destroyed, with the exception that at least one undead will always be affected even if it has more hit dice than the roll.

'X'—Your attempt at turning the undead is automatically successful, and will destroy the undead rather than simply turning them. Roll 4d6 to see how many of the undead are affected.

Targeted undead with a total number of hit dice equal to this roll will be destroyed, with the exception that at least one undead will always be affected even if it has more hit dice than the roll.

Undead that have been turned will be compelled to flee from the cleric as fast as they are able for at least five minutes.

If cornered during this time, they will cower and be unable to make any kind of attack, although intelligent undead may use whatever defensive powers they possess in order to protect themselves. The bodies of undead that have been destroyed will crumble to a fine ash, and incorporeal undead will fade away to nothing.

Some particularly powerful undead might have ways of resisting being turned, and a powerful master may be able to protect their minions making them harder to turn.

Example

Elfstar the second level cleric is facing a pack of zombies. On her action she decides to use her Turn Undead ability rather than attacking with her mace.
Elfstar's player announces that she is targeting the zombies with her turn attempt, and looks on her character sheet (onto which she has copied the relevant information from).
This shows a '7', so she needs to roll 2d6 and get a 7 or higher to successfully turn the zombies. She rolls the dice and gets a 10—success!
Elfstar's player now rolls 2d6 a second time to see how many zombies Elfstar has just turned. She rolls a 9. Since zombies have two hit dice each, Elfstar has successfully turned four of the zombies (a total of 8 hit dice). She cannot turn a fifth one, since that would be a total of 10 hit dice which is higher than her roll of 9).

Spells: Starting at 2nd level, clerics can cast clerical spells. See *Chapter 8: Spell Descriptions* for detailed descriptions of these spells.

Providing a cleric has had a good night's sleep (8 hours), they can spend an hour meditating and/or performing religious rites after waking up in order to gain spells for the day as indicated on *Table 3.2: Cleric Spells per Day by Spell Level*.

Every cleric has access to all cleric spells of levels they can cast, and chooses freely which ones to prepare each day within the limits of the numbers shown on *Table 3.2: Cleric Spells per Day by Spell Level*.

Each prepared spell can be cast once during the day, and if a cleric wishes to cast a spell more than once then they must prepare the spell more than once, taking up multiple spell slots of the spell's level.

Some clerical spells are reversible. These spells can be reversed in order to have an effect opposite to the normal effect of the spell. A cleric chooses whether or not to reverse the spell at the time of casting, not at the time of preparation. Clerical spells are always prepared in their normal form.

See *Chapter 8: Spells and Spellcasting* for more information on spells and spellcasting.

Ability Requirements: Wisdom 9
Prime Requisite: Wisdom
Hit Dice: 1d6
Movement: 40 feet
Weapons: Any blunt
Armor: Any
Special Abilities: Spells, Turn Undead

Table 3.1: Cleric Progression

Level	Experience	Hit Dice	Attack Bonus	Saving Throws: Death Ray/ Poison	Saving Throws: Magic Wands	Saving Throws: Paralysis/ Petrify	Saving Throws: Breath Weapon	Saving Throws: Rod/Staff/ Spell	Special
1	0	1d6	+1	11	12	14	16	15	Turn Undead, +4 Skill Points, +2 Weapon Feats
2	1,500	2d6	+1	11	12	14	16	15	Spells
3	3,000	3d6	+1	11	12	14	16	15	+1 Weapon Feat
4	6,000	4d6	+2	10	11	13	15	14	-
5	12,000	5d6	+2	10	11	13	15	14	+1 Skill Point
6	25,000	6d6	+3	9	10	12	14	13	+1 Weapon Feat
7	50,000	7d6	+3	9	10	12	14	13	-
8	100,000	8d6	+4	8	9	11	13	12	-
9	200,000	9d6	+4	8	9	11	13	12	+1 Skill Point, +1 Weapon Feat
10	300,000	9d6+1	+5	7	8	10	12	11	-
11	400,000	9d6+2	+5	7	8	10	12	11	+1 Weapon Feat
12	500,000	9d6+3	+6	7	8	9	11	10	-
13	600,000	9d6+4	+6	6	7	9	11	10	+1 Skill Point
14	700,000	9d6+5	+7	6	7	8	10	9	-
15	800,000	9d6+6	+7	6	7	8	10	9	+1 Weapon Feat
16	900,000	9d6+7	+8	6	7	7	9	8	-
17	1,000,000	9d6+8	+8	5	7	7	9	8	+1 Skill Point
18	1,100,000	9d6+9	+9	5	7	6	8	7	-
19	1,200,000	9d6+10	+9	5	7	6	8	7	-
20	1,300,000	9d6+11	+10	5	6	6	7	6	-
21	1,400,000	9d6+12	+10	4	6	5	7	6	+1 Skill Point
22	1,500,000	9d6+13	+11	4	5	5	6	5	-
23	1,600,000	9d6+14	+11	4	5	5	6	5	+1 Weapon Feat
24	1,700,000	9d6+15	+12	4	5	5	5	5	-
25	1,800,000	9d6+16	+12	3	4	4	5	4	+1 Skill Point
26	1,900,000	9d6+17	+13	3	4	4	4	4	-
27	2,000,000	9d6+18	+13	3	4	4	4	4	-
28	2,100,000	9d6+19	+14	3	4	4	4	4	-
29	2,200,000	9d6+20	+14	2	3	3	3	3	+1 Skill Point
30	2,300,000	9d6+21	+15	2	3	3	3	3	+1 Weapon Feat
31	2,400,000	9d6+22	+15	2	3	3	3	3	-
32	2,500,000	9d6+23	+16	2	3	3	3	3	-
33	2,600,000	9d6+24	+16	2	2	2	2	2	+1 Skill Point
34	2,700,000	9d6+25	+17	2	2	2	2	2	-
35	2,800,000	9d6+26	+17	2	2	2	2	2	-
36	2,900,000	9d6+27	+18	2	2	2	2	2	+1 Weapon Feat

Table 3.2: Cleric Spells per Day by Spell Level

	Spell Level						
Level	1	2	3	4	5	6	7
1	-	-	-	-	-	-	-
2	1	-	-	-	-	-	-
3	2	-	-	-	-	-	-
4	2	1	-	-	-	-	-
5	2	2	-	-	-	-	-
6	2	2	1	-	-	-	-
7	3	2	2	-	-	-	-
8	3	3	2	1	-	-	-
9	3	3	3	2	-	-	-
10	4	4	3	2	1	-	-
11	4	4	3	3	2	-	-
12	4	4	4	3	2	1	-
13	5	5	4	3	2	2	-
14	5	5	5	3	3	2	-
15	6	5	5	3	3	3	-
16	6	5	5	4	4	3	-
17	6	6	5	4	4	3	1
18	6	6	5	4	4	3	2
19	7	6	5	4	4	4	2
20	7	6	5	4	4	4	3
21	7	6	5	5	5	4	3
22	7	6	5	5	5	4	4
23	7	7	6	6	5	4	4
24	8	7	6	6	5	5	4
25	8	7	6	6	5	5	5
26	8	7	7	6	6	5	5
27	8	8	7	6	6	6	5
28	8	8	7	7	7	6	5
29	8	8	7	7	7	6	6
30	8	8	8	7	7	7	6
31	8	8	8	8	8	7	6
32	9	8	8	8	8	7	7
33	9	9	8	8	8	8	7
34	9	9	9	8	8	8	8
35	9	9	9	9	9	8	8
36	9	9	9	9	9	9	9

Table 3.3: Turning Undead by Cleric Level

Level	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire	Phantom	Haunt	Spirit	Nightshade	Lich	Special
1	7	9	11	-	-	-	-	-	-	-	-	-	-	-
2	t	7	9	11	-	-	-	-	-	-	-	-	-	-
3	t	t	7	9	11	-	-	-	-	-	-	-	-	-
4	d	t	t	7	9	11	-	-	-	-	-	-	-	-
5	d	d	t	t	7	9	11	-	-	-	-	-	-	-
6	d	d	d	t	t	7	9	11	-	-	-	-	-	-
7	d	d	d	d	t	t	7	9	11	-	-	-	-	-
8	d	d	d	d	d	t	t	7	9	11	-	-	-	-
9	d	d	d	d	d	d	t	t	7	9	11	-	-	-
10	d	d	d	d	d	d	t	t	7	9	11	-	-	-
11	D	d	d	d	d	d	d	t	t	7	9	11	-	-
12	D	d	d	d	d	d	d	t	t	7	9	11	-	-
13	D	D	d	d	d	d	d	d	t	t	7	9	11	-
14	D	D	d	d	d	d	d	d	t	t	7	9	11	-
15	D	D	D	d	d	d	d	d	d	t	t	7	9	11
16	D	D	D	d	d	d	d	d	d	t	t	7	9	11
17	D	D	D	D	d	d	d	d	d	d	t	t	7	9
18	D	D	D	D	d	d	d	d	d	d	t	t	7	9
19	D	D	D	D	d	d	d	d	d	d	t	t	7	9
20	D	D	D	D	d	d	d	d	d	d	t	t	7	9
21	D	D	D	D	D	d	d	d	d	d	d	t	t	7
22	D	D	D	D	D	d	d	d	d	d	d	t	t	7
23	D	D	D	D	D	d	d	d	d	d	d	t	t	7
24	D	D	D	D	D	d	d	d	d	d	d	t	t	7
25	X	D	D	D	D	D	d	d	d	d	d	d	t	t
26	X	D	D	D	D	D	d	d	d	d	d	d	t	t
27	X	D	D	D	D	D	d	d	d	d	d	d	t	t
28	X	D	D	D	D	D	d	d	d	d	d	d	t	t
29	X	X	D	D	D	D	D	d	d	d	d	d	t	t
30	X	X	D	D	D	D	D	d	d	d	d	d	t	t
31	X	X	D	D	D	D	D	d	d	d	d	d	t	t
32	X	X	D	D	D	D	D	d	d	d	d	d	t	t
33	X	X	X	D	D	D	D	D	d	d	d	d	t	t
34	X	X	X	D	D	D	D	D	d	d	d	d	t	t
35	X	X	X	D	D	D	D	D	d	d	d	d	t	t
36	X	X	X	D	D	D	D	D	d	d	d	d	t	t

Subclasses

Dervish

Dervishes are clerics that live in solitude in desert regions. They practice physical devotion and strive to become one with the desert.

Dervishes do not get the Turn Undead class ability.

Spells: Dervishes have their own spell list which are a listed in *Chapter 8: Spell Lists*.

Attack Bonus: Rogue

Saving Throws: Dwarf

Medicine Man

Medicine men are healers that live in tribes in the wilderness. They are highly spiritual and have an affinity for nature. The attire of a medicine men is reflective of their totem spirit's traits.

Medicine men do not get the Turn Undead class ability.

Detect Poison: Medicine men can detect any natural poison, disease, or any other taints in animals, plants, and water. They can also detect

artificial toxins, but only have a 50% of doing so. If the toxin was put their by a rogue the chance is reduce by 2% per level of the rogue.

Protection from Animals: Non-magical animals, including giant versions, will never cause a medicine man any harm.

Spells: Medicine Men have their own spell list which are a listed in *Chapter 8: Spell Lists*.

Speak with Animal: Medicine men can communicate with animals of the same species of their totem spirit as per the Speak with Animal spell. The ability last an hour and can be done once a day for every four levels the medicine man has obtained.

Totem Spirit: Every medicine man has a totem spirit. The player selects the totem spirit during character creation. The totem spirit can be any normal animal but should reflect the medicine man's personality and traits. Game Masters are encouraged to award an experience bonus of 10-20% to medicine men who have acted in accordance with their totem spirit.

Shapechange: At 12th level, a medicine gains the ability to shapechange into the form of their totem spirit. This transformation takes an entire round to complete, during which the medicine man can not take any other actions. Any equipment worn disappears into the spirit world where it is guarded by an animal spirit. The equipment reappears when returning to human form.

While in animal form, the medicine man gains all the animal's attacks and abilities, but they use their own attack bonus and ability score modifiers.

A Truesight spell will reveal the true nature of the shapechanged medicine man.

Prime Requisite: Constitution and Wisdom
Weapons: Any non-metal
Armor: Hide Armor, Leather Armor
Attack Bonus: As Wizard
Required Skills: History, Nature Lore, Monster Empathy (Totem Spirit)

Table 3.4: Medicine Man Progression and Spells per Day by Spell Level

		Spell Level					
Level	Experience	1	2	3	4	5	6
1	0	1	-	-	-	-	-
2	1,600	2	-	-	-	-	-
3	3,200	2	1	-	-	-	-
4	6,500	2	2	-	-	-	-
5	13,000	3	2	1	-	-	-
6	27,500	3	2	2	-	-	-
7	55,000	3	3	2	1	-	-
8	110,000	4	3	2	2	-	-
9	220,000	4	3	3	2	1	-
10	330,000	4	4	3	2	2	-
11	440,000	5	4	3	3	2	1
12	550,000	5	4	4	3	2	2
13	660,000	5	5	4	3	3	2
14	770,000	6	5	4	4	3	2
15	880,000	6	5	5	4	3	3
16	990,000	6	6	5	4	4	3
17	1,100,000	6	6	5	5	4	3
18	1,210,000	7	6	6	5	4	4
19	1,320,000	7	6	6	5	5	4
20	1,430,000	7	7	6	6	5	4
21	1,540,000	7	7	6	6	5	5
22	1,650,000	8	7	7	6	6	5
23	1,760,000	8	7	7	6	6	5
24	1,870,000	8	8	7	7	6	6
25	1,980,000	8	8	7	7	6	6
26	2,090,000	9	8	8	7	7	6
27	2,200,000	9	8	8	7	7	6
28	2,310,000	9	9	8	8	7	7
29	2,420,000	9	9	8	8	7	7
30	2,530,000	9	9	9	8	8	7
31	2,640,000	9	9	9	8	8	7
32	2,750,000	9	9	9	9	8	8
33	2,860,000	9	9	9	9	8	8
34	2,970,000	9	9	9	9	9	8
35	3,080,000	9	9	9	9	9	8
36	3,190,000	9	9	9	9	9	9

Druid



Druids are humans who worship nature. In exchange for their worship, they gain the ability to cast spells.

Druids sometimes claim that their worship is older than the first *Immortal*, and that the way that clerics get their power from *Immortals* is a lesser imitation of their own abilities.

While it is true that druids can cast all the spells that clerics can and more, and can do so without needing to come to any kind of arrangement with an *Immortal*, the true relationship between clerical worship and druidic worship is not known; and such theories are mere philosophical speculation.

In fact, no-one knows where druids get their power from. A new initiate vows to respect and protect "Nature", and when druids commune they do so with "Nature" - and get responses; but if there is any sapient entity personifying nature then it has never revealed itself to either mortal or *Immortal*.

Druidic society has no hierarchy or structure and each druid is effectively their own master, doing as they think right.

The druidic philosophy is primarily concerned with protecting nature from corruption and destruction. As such, druids live apart from civilization, often in woodland areas but occasionally in mountains or desert regions.

Although there are occasional extremists who seek to kill or drive off all those who intrude on their protected areas, most druids are pragmatic in their protection. They will not hinder those who travel through or even hunt in their realms—providing such travel or hunting is done responsibly.

However, they do oppose the encroachment of farmland and cities into their realm, as well as protecting it from unnatural creatures. Druids shun technology, and do not like to use manufactured items. Most will use money on occasion, but will generally prefer to barter for what few goods they use and for their services.

In general, druids will keep on friendly terms with people who live around (or even in) their lands; helping and protecting them in exchange for their keeping respectful of nature.

Within an adventuring party, druids tend to operate in a support role. Their spells emphasize healing and protection rather than flashy attacks.

Abilities

Spells: Starting at 2nd level, druids can cast druidic spells. See *Chapter 8: Spells and Spellcasting* for detailed descriptions of these spells.

Providing a druid has had a good night's sleep (8 hours), they can spend an hour communing with nature after waking up in order to gain spells for the day as indicated on *Table 3.6: Druid Spells per Day by Spell Level*.

Every druid has access to all druid spells of levels they can cast, and chooses freely which ones to prepare each day within the limits of the numbers shown on *Table 3.6: Druid Spells per Day by Spell Level*.

Each prepared spell can be cast once during the day, and if a druid wishes to cast a spell more than once then they must prepare the spell more than once, taking up multiple spell slots of the spell's level.

Some druidic spells are reversible. These spells can be reversed in order to have an effect opposite to the normal effect of the spell. A druid chooses whether or not to reverse the spell at the time of casting, not at the time of preparation. Druidic spells are always prepared in their normal form.

See *Chapter 8: Spells and Spellcasting* for more information on spells and spellcasting.

Charm Plants: At 10th level, a druid gains the ability to charm plants. This ability functions identically to the 7th level wizard spell Charm Plant.

Immunity to Poisons: At 10th level, a druid become immune to all poisons.

Scry: At 20th level, a druid can use a small body of water (such as a puddle or a water-filled cauldron) to see any place or object that they desire. A current image of that place or object will appear and last for 10 minutes. The clarity of the image will be based on the familiarity that the druid has with the object or area.

Shapechange: At 30th level, a druid gains the ability to shapechange at will into any non-magical animal. Any equipment worn disappears while in animal form and reappears when returning to human form.

Ability Requirements: Wisdom 9
Prime Requisite: Wisdom
Hit Dice: 1d6
Movement: 40 feet
Weapons: Any non-metal
Armor: Hide Armor, Leather Armor, Any non-metal shield
Special Abilities: Spells, Charm Plants, Immunity to Poisons, Scry, Shapechange
Required Skills: First Aid, Nature Lore, Snares, Tracking

Table 3.5: Druid Progression

Level	Experience	Hit Dice	Attack Bonus	Saving Throws: Death Ray/ Poison	Saving Throws: Magic Wands	Saving Throws: Paralysis/ Petrify	Saving Throws: Breath Weapon	Saving Throws: Rod/Staff/ Spell	Special
1	0	1d6	+1	11	12	14	16	15	+4 Skill Points, +2 Weapon Feats
2	1,500	2d6	+1	11	12	14	16	15	Spells
3	3,000	3d6	+1	11	12	14	16	15	+1 Weapon Feat
4	6,000	4d6	+2	10	11	13	15	14	-
5	12,000	5d6	+2	10	11	13	15	14	+1 Skill Point
6	25,000	6d6	+3	9	10	12	14	13	+1 Weapon Feat
7	50,000	7d6	+3	9	10	12	14	13	-
8	100,000	8d6	+4	8	9	11	13	12	-
9	200,000	9d6	+4	8	9	11	13	12	+1 Skill Point, +1 Weapon Feat
10	300,000	9d6+1	+5	7	8	10	12	11	Charm Plants, Immunity to Poisons
11	400,000	9d6+2	+5	7	8	10	12	11	+1 Weapon Feat
12	500,000	9d6+3	+6	7	8	9	11	10	-
13	600,000	9d6+4	+6	6	7	9	11	10	+1 Skill Point
14	700,000	9d6+5	+7	6	7	8	10	9	-
15	800,000	9d6+6	+7	6	7	8	10	9	+1 Weapon Feat
16	900,000	9d6+7	+8	6	7	7	9	8	-
17	1,000,000	9d6+8	+8	5	7	7	9	8	+1 Skill Point
18	1,100,000	9d6+9	+9	5	7	6	8	7	-
19	1,200,000	9d6+10	+9	5	7	6	8	7	-
20	1,300,000	9d6+11	+10	5	6	6	7	6	Scry
21	1,400,000	9d6+12	+10	4	6	5	7	6	+1 Skill Point
22	1,500,000	9d6+13	+11	4	5	5	6	5	-
23	1,600,000	9d6+14	+11	4	5	5	6	5	+1 Weapon Feat
24	1,700,000	9d6+15	+12	4	5	5	5	5	-
25	1,800,000	9d6+16	+12	3	4	4	5	4	+1 Skill Point
26	1,900,000	9d6+17	+13	3	4	4	4	4	-
27	2,000,000	9d6+18	+13	3	4	4	4	4	-
28	2,100,000	9d6+19	+14	3	4	4	4	4	-
29	2,200,000	9d6+20	+14	2	3	3	3	3	+1 Skill Point
30	2,300,000	9d6+21	+15	2	3	3	3	3	Shapechange, +1 Weapon Feat
31	2,400,000	9d6+22	+15	2	3	3	3	3	-
32	2,500,000	9d6+23	+16	2	3	3	3	3	-
33	2,600,000	9d6+24	+16	2	2	2	2	2	+1 Skill Point
34	2,700,000	9d6+25	+17	2	2	2	2	2	-
35	2,800,000	9d6+26	+17	2	2	2	2	2	-
36	2,900,000	9d6+27	+18	2	2	2	2	2	+1 Weapon Feat

Table 3.6: Druid Spells per Day by Spell Level

	Spell Level						
Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**
1	-	-	-	-	-	-	-
2	1	-	-	-	-	-	-
3	2	-	-	-	-	-	-
4	2	1	-	-	-	-	-
5	2	2	-	-	-	-	-
6	2	2	1	-	-	-	-
7	3	2	2	-	-	-	-
8	3	3	2	1	-	-	-
9	3	3	3	2	-	-	-
10	4	4	3	2	1	-	-
11	4	4	3	3	2	-	-
12	4	4	4	3	2	1	-
13	5	5	4	3	2	2	-
14	5	5	5	3	3	2	-
15	6	5	5	3	3	3	-
16	6	5	5	4	4	3	-
17	6	6	5	4	4	3	1
18	6	6	5	4	4	3	2
19	7	6	5	4	4	4	2
20	7	6	5	4	4	4	3
21	7	6	5	5	5	4	3
22	7	6	5	5	5	4	4
23	7	7	6	6	5	4	4
24	8	7	6	6	5	5	4
25	8	7	6	6	5	5	5
26	8	7	7	6	6	5	5
27	8	8	7	6	6	6	5
28	8	8	7	7	7	6	5
29	8	8	7	7	7	6	6
30	8	8	8	7	7	7	6
31	8	8	8	8	8	7	6
32	9	8	8	8	8	7	7
33	9	9	8	8	8	8	7
34	9	9	9	8	8	8	8
35	9	9	9	9	9	8	8
36	9	9	9	9	9	9	9

Dwarf



Dwarves are a demi-human race. Like most demi-human races, they are less flexible than humans, and all dwarf adventurers are represented by a single class.

Physically, dwarves are slightly shorter than humans but are similar in weight due to their stockier build. Skin and hair color shows the same range as humans, although both male and female dwarves tend to have slightly more facial and body hair than humans and both sexes usually sport beards.

Traditionally, dwarves live in mountainous areas near humans, where they live underground and use their mining and metal-working skills to make goods and tools that they can trade with the humans for food and textiles.

Dwarves are an inherently non-magical race, and possess no magic users or clerics of their own—not even being able to produce the lesser shamans that goblins and giants—their traditional enemies—are able to field in battle. However, this lack of magical ability makes dwarves much more resilient and able to resist magical attacks.

Dwarven adventurers make tough warriors who are at home in underground environments.

Abilities

Infravision: Dwarves have *Infravision* (see *Chapter 10: Infravision*).

Stonelore: A dwarf's experience with masonry and stonework—in particular underground stonework—gives them a chance to detect irregularities in construction. If a dwarf examines an area looking for irregularities, the Game Master should secretly roll 1d6 for each feature in the area being searched that is one of the following:

- Traps involving moving stone walls or blocks of stone
- Secret doors involving moving stone walls.
- Newly built stone constructions.
- Gently sloping stonework.

In each case, if the 1d6 roll is a 1-2, the dwarf is able to detect the feature. If the roll is a 3-6, then the dwarf in unable to detect the feature (and the dwarf's player should not be told whether this was because the roll failed or because there was no feature to detect).

Fighter Abilities: At 12th level and higher, a dwarf can use the following fighter abilities: Parry and Smash, and Multiple Attacks (at 12th, 20th, and 36th level).

Spell Resistance: At 16th level and higher, a dwarf only takes half damage from all spells and spell-like abilities. If the attack normally allows a saving throw for half damage then the dwarf only takes a quarter of normal damage if they save successfully.

Ability Requirements: Constitution 9
Prime Requisite: Strength
Ability Modifiers: Constitution +1, Charisma -1
Hit Dice: 1d8
Movement: 20 feet
Weapons: Any except large
Armor: Any except large shields
Special Abilities: Infravision, Stonelore, Multiple Attacks, Parry, Smash, Spell Resistance

Table 3.7: Dwarf Progression

Level	Experience	Hit Dice	Attack Bonus	Saving Throws: Death Ray/ Poison	Saving Throws: Magic Wands	Saving Throws: Paralysis/ Petrify	Saving Throws: Breath Weapon	Saving Throws: Rod/Staff/ Spell	Special
1	0	1d8	+1	8	9	10	13	12	Infravision, Stonelore, +4 Skill Points, +4 Weapon Feats
2	2,200	2d8	+1	8	9	10	13	12	-
3	4,400	3d8	+2	7	8	9	12	11	+1 Weapon Feat
4	8,800	4d8	+2	7	8	9	11	10	-
5	17,000	5d8	+3	6	7	8	10	9	+1 Skill Point
6	35,000	6d8	+4	5	6	7	9	8	+1 Weapon Feat
7	70,000	7d8	+4	5	6	7	8	7	-
8	140,000	8d8	+5	4	5	6	7	6	-
9	270,000	9d8	+6	3	4	5	6	5	+1 Skill Point, +1 Weapon Feat
10	400,000	9d8+2	+6	3	4	5	5	4	-
11	530,000	9d8+4	+7	2	3	4	4	3	+1 Weapon Feat
12	660,000	9d8+6	+8	2	3	4	4	3	Multiple Attacks, Parry, Smash
13	800,000	9d8+8	+8	2	3	4	3	3	+1 Skill Point
14	1,000,000	9d8+10	+9	2	3	4	3	3	-
15	1,200,000	9d8+12	+10	2	2	3	2	2	+1 Weapon Feat
16	1,400,000	9d8+14	+10	2	2	3	2	2	Spell Resistance
17	1,600,000	9d8+16	+11	2	2	3	2	2	+1 Skill Point
18	1,800,000	9d8+18	+12	2	2	3	2	2	-
19	2,000,000	9d8+20	+12	2	2	2	2	2	+1 Weapon Feat
20	2,200,000	9d8+22	+13	2	2	2	2	2	Multiple Attacks (3)
21	2,400,000	9d8+24	+14	2	2	2	2	2	+1 Skill Point
22	2,600,000	9d8+26	+14	2	2	2	2	2	-
23	2,800,000	9d8+28	+15	2	2	2	2	2	+1 Weapon Feat
24	3,000,000	9d8+30	+16	2	2	2	2	2	-
25	3,200,000	9d8+32	+16	2	2	2	2	2	+1 Skill Point
26	3,400,000	9d8+34	+17	2	2	2	2	2	-
27	3,600,000	9d8+36	+18	2	2	2	2	2	+1 Weapon Feat
28	3,800,000	9d8+38	+18	2	2	2	2	2	-
29	4,000,000	9d8+40	+19	2	2	2	2	2	+1 Skill Point
30	4,200,000	9d8+42	+20	2	2	2	2	2	+1 Weapon Feat
31	4,400,000	9d8+44	+20	2	2	2	2	2	-
32	4,600,000	9d8+46	+21	2	2	2	2	2	-
33	4,800,000	9d8+48	+22	2	2	2	2	2	+1 Skill Point, +1 Weapon Feat
34	5,000,000	9d8+50	+22	2	2	2	2	2	-
35	5,200,000	9d8+52	+23	2	2	2	2	2	-
36	5,400,000	9d8+54	+23	2	2	2	2	2	Multiple Attacks (4), +1 Weapon Feat

Elf



Elves are a demi-human race. Like most demi-human races, they are less flexible than humans, and all elf adventurers are represented by a single class.

Elves are more slender and graceful than humans, but they are approximately the same height. Although elves show a similar range of skin colors to those of humans in terms of shade, the hue of their skin tends to be more yellow-brown than that of humans giving them a coloration resembling that of wood anywhere from light pine through to dark ebony. The ears of elves are pointed.

Elves have no body or facial hair, although the hair on their heads is luxuriant, and changes color throughout their life like the colors of leaves change through seasons—starting a light green and slowly darkening, as the elf matures before changing to brown, gold and red in old age.

Elves are naturally magical creatures, and all elves are capable of casting low level magical spells.

Elven adventurers are usually much more highly skilled and have spellcasting abilities rivaling the finest human magic users. However, despite their inherent magic elves are unable to become clerics or shamans.

Elves usually live in woodland or forest, and have an affinity for trees. Their towns tend to be in the treetops, woven out of living branches. Elven communities usually have a deep respect for nature, and work together with human druids.

Elves are fine crafters of wood, and although they rarely mine for it themselves they are capable of delicate metalwork as well. Their natural magical ability makes them excellent producers of magic items known for their physical beauty as well as their power.

In an adventuring situation, elves can both fight competently (although not quite as well as a human fighter) and use magic making them very flexible. Elven characters pay for this, however, by advancing in level the most slowly of any class.

Abilities

Elfsight: The superior eyesight of elves enables them to find secret and hidden doors (see *Chapter 10: Doors*) more easily than other characters.

Ghoul Immunity: Elves are immune to the paralysis caused by the touch of ghouls and ghasts. They are not immune to other forms of paralysis.

Infravision: Elves have *Infravision* (see *Chapter 10: Infravision*).

Spells: Elves can cast elf spells. See *Chapter 8: Spells and Spellcasting* for detailed descriptions of these spells.

Providing an elf has had a good night's sleep (8 hours), they can spend an hour studying their spell book after waking up in order to gain spells for the day as indicated on *Table 3.9: Elf Spells per Day by Spell Level*.

A 1st level elf starts with only two spells in their spell book, and must acquire more during their adventures. Elves may prepare any spell from their book in either the normal or the reversed form (if the spell has a reversed form), but may not prepare spells from someone else's book or from a scroll; not even by using a Read Magic spell.

Each prepared spell can be cast once during the day, and if an elf wishes to cast a spell more than once then they must prepare the spell more than once, taking up multiple spell slots of the spell's level. Some magic user spells are reversible. These spells can be reversed in order to have an effect opposite to the normal effect of the spell. An elf chooses whether or not to reverse the spell at the time of preparation, not at the time of casting.

A beginning elf starts with a spell book given to them by their master, and this spell book will contain the spell Read Magic and one other 1st level spell of the player's choice. This spell book is a gift from the character's master and does not need to be paid for.

See *Chapter 8: Spells and Spellcasting* for more information on spells and spellcasting.

Fighter Abilities: At 11th level and higher, an elf can use the following fighter abilities: Parry and Smash, and Multiple Attacks (at 11th and 18th level).

Breath Evasion: At 14th level and higher, an elf only takes half damage from all breath weapons such as those used by dragons. If the attack normally allows a saving throw for half damage then the elf only takes a quarter of normal damage if they save successfully.

Ability Requirements: Intelligence 9
Prime Requisite: Strength and Intelligence
Ability Modifiers: Dexterity +1, Constitution -1
Hit Dice: 1d6
Movement: 40 feet
Weapons: Any
Armor: Any
Special Abilities: Elfsight, Ghoul Immunity, Infravision, Spells, Multiple Attacks, Parry, Smash, Breath Evasion

Table 3.8: Elf Progression

Level	Experience	Hit Dice	Attack Bonus	Saving Throws: Death Ray/ Poison	Saving Throws: Magic Wands	Saving Throws: Paralysis/ Petrify	Saving Throws: Breath Weapon	Saving Throws: Rod/Staff/ Spell	Special
1	0	1d6	+1	12	13	13	15	15	Elfsight, Ghoul Immunity, Infravision, +4 Skill Points, +2 Weapon Feats
2	4,000	2d6	+1	12	13	13	15	15	-
3	8,000	3d6	+1	11	12	12	14	14	+1 Weapon Feat
4	16,000	4d6	+2	9	11	11	12	12	-
5	32,000	5d6	+2	8	10	10	11	11	+1 Skill Point
6	64,000	6d6	+3	7	9	9	10	10	+1 Weapon Feat
7	120,000	7d6	+3	5	8	8	8	8	-
8	250,000	8d6	+4	4	7	7	7	7	-
9	400,000	9d6	+4	3	6	6	6	6	+1 Skill Point, +1 Weapon Feat
10	600,000	9d6+1	+5	3	5	5	4	4	-
11	850,000	9d6+2	+5	2	4	4	3	3	Multiple Attacks (2), Smash, Parry, +1 Weapon Feat
12	1,100,000	9d6+3	+6	2	4	4	3	3	-
13	1,350,000	9d6+4	+6	2	4	4	2	2	+1 Skill Point
14	1,600,000	9d6+5	+7	2	3	3	2	2	Breath Evasion
15	1,850,000	9d6+6	+7	2	3	3	2	2	+1 Weapon Feat
16	2,100,000	9d6+7	+8	2	3	3	2	2	-
17	2,350,000	9d6+8	+8	2	2	2	2	2	+1 Skill Point
18	2,600,000	9d6+9	+9	2	2	2	2	2	Multiple Attacks (3)
19	2,850,000	9d6+10	+9	2	2	2	2	2	-
20	3,100,000	9d6+11	+10	2	2	2	2	2	-
21	3,300,000	9d6+12	+10	2	2	2	2	2	+1 Skill Point
22	3,500,000	9d6+13	+11	2	2	2	2	2	-
23	3,700,000	9d6+14	+11	2	2	2	2	2	+1 Weapon Feat
24	3,900,000	9d6+15	+12	2	2	2	2	2	-
25	4,100,000	9d6+16	+12	2	2	2	2	2	+1 Skill Point
26	4,300,000	9d6+17	+13	2	2	2	2	2	-
27	4,500,000	9d6+18	+13	2	2	2	2	2	-
28	4,700,000	9d6+19	+14	2	2	2	2	2	-
29	4,900,000	9d6+20	+14	2	2	2	2	2	+1 Skill Point
30	5,100,000	9d6+21	+15	2	2	2	2	2	+1 Weapon Feat
31	5,300,000	9d6+22	+15	2	2	2	2	2	-
32	5,500,000	9d6+23	+16	2	2	2	2	2	-
33	5,700,000	9d6+24	+16	2	2	2	2	2	+1 Skill Point
34	5,900,000	9d6+25	+17	2	2	2	2	2	-
35	6,100,000	9d6+26	+17	2	2	2	2	2	-
36	6,300,000	9d6+27	+18	2	2	2	2	2	+1 Weapon Feat

Table 3.9: Elf Spells per Day by Spell Level

	Spell Level								
Level	1	2	3	4	5	6	7	8	9
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	2	2	-	-	-	-	-	-	-
5	2	2	1	-	-	-	-	-	-
6	3	2	2	-	-	-	-	-	-
7	3	2	2	1	-	-	-	-	-
8	3	3	2	2	-	-	-	-	-
9	3	3	2	2	1	-	-	-	-
10	4	3	3	2	2	-	-	-	-
11	4	4	4	3	2	-	-	-	-
12	4	4	4	3	2	1	-	-	-
13	5	4	4	3	2	2	-	-	-
14	5	4	4	4	3	2	-	-	-
15	5	4	4	4	3	2	1	-	-
16	5	5	5	4	3	2	2	-	-
17	6	5	5	4	4	3	2	-	-
18	6	5	5	4	4	3	2	1	-
19	6	5	5	5	4	3	2	2	-
20	6	5	5	5	4	4	3	2	-
21	6	5	5	5	4	4	3	2	1
22	6	6	5	5	5	4	3	2	2
23	6	6	6	6	5	4	3	3	2
24	7	7	6	6	5	5	4	3	2
25	7	7	6	6	5	5	4	4	3
26	7	7	7	6	6	5	5	4	3
27	7	7	7	6	6	5	5	5	4
28	8	8	7	6	6	6	6	5	4
29	8	8	7	7	7	6	6	5	5
30	8	8	8	7	7	7	6	6	5
31	8	8	8	7	7	7	7	6	6
32	9	8	8	8	8	7	7	7	6
33	9	9	9	8	8	8	7	7	7
34	9	9	9	9	8	8	8	8	7
35	9	9	9	9	9	9	8	8	8
36	9	9	9	9	9	9	9	9	9

Subclasses

Aquatic Elf

Aquatic elves are similar to normal elves, but have gills on their neck and blue or green hair.

Aquatic elves live on the bottom of vast oceans and make their homes in large caverns in lagoon bottoms and reefs.

Air/Water Breathing: Aquatic elves are able to breath both air and water.

Dolphin Song: Aquatic elves can communicate with dolphins and whales within 500 feet by singing their language. They may also use this song to communicate with other aquatic elves.

Hide in Reefs/Weeds: While underwater, an aquatic elf is able to effectively hide in reefs and weeds as long as they remain motionless. The percentage chance of success is 95%.

Beginning at 2nd level, an aquatic elf can move at 1/4 their normal speed while hidden. The percentage chance of success is 10% per level beyond 1st. The aquatic elf may move half their normal speed by halving their chance of success or 3/4 by quartering it. The maximum chance of success regardless of speed is 95%.

Ability Modifiers: Intelligence +1, Wisdom -1
Natural AC: 7

Dark Elf

Dark elves are similar to normal elves, but have white skin and unusually large ears.

Dark elves live in deep underground caverns.

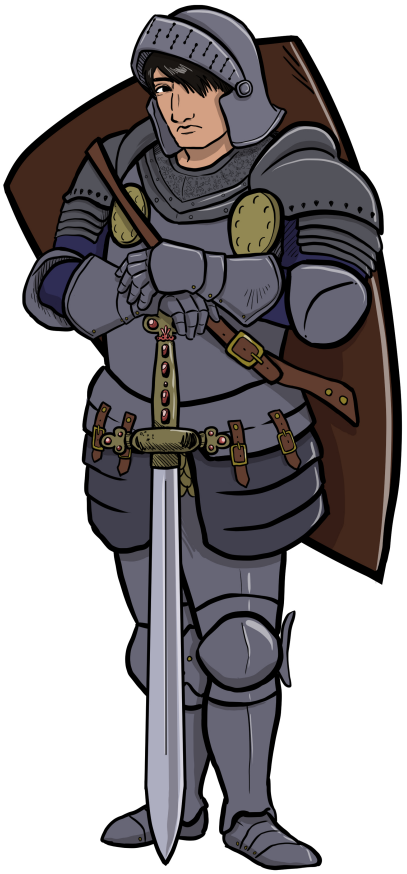
Light Sensitivity: Dark elves' eyes are sensitive to light. While exposed to bright light they suffer a -1 penalty to hit.

Half-Elf

Half-elves are the offspring of a human and an elf. They are indistinguishable from humans other than their pointed ears. When producing their own offspring (whether their mate is a human or an elf), there is a 65% chance that the half-elf's offspring will also be a half-elf.

Half-elves are not a class on their own. The half-elf's player must choose a human class for them to become. In addition to their chosen class's abilities, half-elves gain *Infravision* as normal elves, but suffer a 5% penalty to all earned experience.

Fighter



Fighters are human characters who have been trained in the art of combat. They range from noble chevaliers and daring swashbucklers to brutal thugs and grizzled mercenaries.

In an adventuring party, fighters form the main front line, holding off the enemy and protecting the more vulnerable party members.

Abilities

Parry: At 9th level, a fighter can parry incoming melee attacks. The fighter's player declares that their character is parrying at the beginning of the round before initiative is rolled. The fighter makes no attacks during the round (and therefore needs no initiative score), but all incoming attacks are made at a -4 penalty.

If the fighter has any deflect abilities or armor class bonuses from their weapon feats, they may use them at any time during a round in which they are parrying.

Smash: At 9th level, a fighter can use their brute strength to apply a harsher melee attack. The fighter automatically loses initiative, and takes a -5 penalty to their attack roll for the attack. However, if the attack hits then the fighter gets to add their *Strength* score to the damage done by the attack as well as their *Strength* bonus.

If the fighter has any deflect abilities or armor class bonuses from their weapon feats, they may not use them during a round in which they have smashed.

Multiple Attacks: At 12th level, a fighter is able to make two attacks per round against any creature that they are able to hit by rolling a 2+ on the attack roll (after modifiers). At 24th level, this rises to three attacks and at 36th level it rises to four attacks. See *Chapter 12: Actions* for details of multiple attacks.

Ability Requirements: Strength 9
Prime Requisite: Strength
Hit Dice: 1d8
Movement: 40 feet
Weapons: Any
Armor: Any
Special Abilities: Parry, Smash, Multiple Attacks

Table 3.10: Fighter Progression

Level	Experience	Hit Dice	Attack Bonus	Saving Throws: Death Ray/ Poison	Saving Throws: Magic Wands	Saving Throws: Paralysis/ Petrify	Saving Throws: Breath Weapon	Saving Throws: Rod/Staff/ Spell	Special
0	0	1d4	0	14	15	16	17	17	-
1	0	1d8	+1	12	13	14	15	16	+4 Skill Points, +4 Weapon Feats
2	2,000	2d8	+1	12	13	14	15	16	-
3	4,000	3d8	+2	11	12	13	14	15	+1 Weapon Feat
4	8,000	4d8	+2	11	12	13	14	15	-
5	16,000	5d8	+3	10	11	12	13	14	+1 Skill Point
6	32,000	6d8	+4	9	10	11	12	13	+1 Weapon Feat
7	64,000	7d8	+4	9	10	11	12	13	-
8	120,000	8d8	+5	8	9	10	11	12	-
9	240,000	9d8	+6	7	8	9	10	11	Parry, Smash, +1 Skill Point, +1 Weapon Feat
10	360,000	9d8+2	+6	7	8	9	10	11	-
11	480,000	9d8+4	+7	6	7	8	9	10	+1 Weapon Feat
12	600,000	9d8+6	+8	6	7	8	9	10	Multiple Attacks (2)
13	720,000	9d8+8	+8	6	6	7	8	9	+1 Skill Point
14	840,000	9d8+10	+9	6	6	7	8	9	-
15	960,000	9d8+12	+10	6	6	7	8	9	+1 Weapon Feat
16	1,080,000	9d8+14	+10	5	6	6	7	8	-
17	1,200,000	9d8+16	+11	5	6	6	7	8	+1 Skill Point
18	1,320,000	9d8+18	+12	5	6	6	7	8	-
19	1,440,000	9d8+20	+12	5	5	6	6	7	+1 Weapon Feat
20	1,560,000	9d8+22	+13	5	5	6	6	7	-
21	1,680,000	9d8+24	+14	5	5	6	6	7	+1 Skill Point
22	1,800,000	9d8+26	+14	4	5	5	5	6	-
23	1,920,000	9d8+28	+15	4	5	5	5	6	+1 Weapon Feat
24	2,040,000	9d8+30	+16	4	5	5	5	6	Multiple Attacks (3)
25	2,160,000	9d8+32	+16	4	4	5	4	5	+1 Skill Point
26	2,280,000	9d8+34	+17	4	4	5	4	5	-
27	2,400,000	9d8+36	+18	4	4	5	4	5	+1 Weapon Feat
28	2,520,000	9d8+38	+18	3	4	4	3	4	-
29	2,640,000	9d8+40	+19	3	4	4	3	4	+1 Skill Point
30	2,760,000	9d8+42	+20	3	4	4	3	4	+1 Weapon Feat
31	2,880,000	9d8+44	+20	3	3	3	2	3	-
32	3,000,000	9d8+46	+21	3	3	3	2	3	-
33	3,120,000	9d8+48	+22	3	3	3	2	3	+1 Skill Point, +1 Weapon Feat
34	3,240,000	9d8+50	+22	2	2	2	2	2	-
35	3,360,000	9d8+52	+23	2	2	2	2	2	-
36	3,480,000	9d8+54	+23	2	2	2	2	2	Multiple Attacks (4), +1 Weapon Feat

Subclasses

Berserker

Berserkers are tribal warriors who are known for their ferocity in battle. Outside of combat, berserkers are no more likely to be hostile than any other human.

Rage: When entering combat, berserkers enter an uncontrollable rage until all their enemies are vanquished. When affected by this rage berserkers gain a +2 to all attack rolls. Berserkers will fight to the death, never retreating, surrendering or taking prisoners.

This rage may also cause the berserker to attack one of their own party members. Each round, there is a 10% chance that this will occur. The berserker will break off this attack the following round unless another 10% is rolled.

Charioteer

Charioteers are fighters trained in the art of driving and fighting from a chariot. They are also knowledgeable in horse care and chariot construction and repair. Most charioteers are a member of a military, although some may independent. Some of these independent charioteers may use their skills for prize tournaments.

Chariot Combat: When wearing any armor lighter than scale mail and with no shield equipped, charioteers suffer no penalties when fighting and driving.

At 5th level charioteers can wear scale mail without suffering penalties while fighting and driving a chariot.

At 8th level charioteers can use a common shield without suffering penalties while fighting and driving a chariot.

Chevalier

After reaching 9th level, a fighter who has received a title of nobility (knight or higher) might decide to take chivalric vows and dedicate themselves to a cause such as a church or a noble. Taking chivalric vows puts restrictions on the fighter's behavior but gives them extra abilities in exchange.

A fighter wishing to take chivalric vows must first find a suitable chivalric order with which they share an alignment, and then spend a month living with the order. At the end of this time, the fighter undertakes a night long vigil, and then becomes a chevalier. Once the fighter has qualified in this way, the order places them with a particular church or noble who is a supporter of the order. The fighter may or may not get a choice of liege, but betraying a liege is considered

betrayal of the order and doing so strips the chevalier of all chivalric abilities and is also likely to incur the wrath of the order.

All chevaliers must obey a strict code-of-conduct, the exact details of which will vary from order to order but will usually involve a requirement to provide hospitality and/or sanctuary to fellow chevaliers of the same order.

Lawful chevaliers are often called paladins, and chaotic chevaliers are often called avengers, but this makes no difference to the game mechanics.

Detect Evil: The chevalier can cast a Detect Evil spell (as per the cleric spell of the same name) as often as they like. Casting this spell does take the fighter's action for a round, so cannot be done at the same time as attacking.

Spells: Chevaliers with a *Wisdom* score of at least 9 can cast cleric spells as if a cleric of one third the chevalier's level. For example a 17th level chevalier can cast spells as if a 6th level cleric. All the normal rules and restrictions that apply to a cleric's casting and preparation of spells also apply to the chevalier.

Turn Undead: Chevaliers can turn undead as if a cleric of one third the chevalier's level. For example a 17th level chevalier can turn undead as if a 6th level cleric. All the normal rules and restrictions that apply to a cleric's turning undead also apply to the chevalier.

Druidic Knight
Neutral fighters can also become chevaliers, but only if they swear to a noble faithful to the ways of the *Druids*. These chevaliers are often called druidic knights.

Druidic knights do not get the Turn Undead class ability.

Detect Danger: The druidic knight can cast a Detect Danger spell (as per the druid spell of the same name) once per hour. Casting this spell does take the fighter's action for a round, so cannot be done at the same time as attacking.

Spells: Druidic knights cast druidic spells rather than clerical spells and must have a *Wisdom* score of at least 13 to do so.

Gnome



Gnomes are a demi-human race. Like most demi-human races, they are less flexible than humans, and all gnome adventurers are represented by a single class.

Gnomes are small (3-4 feet) humanoids distantly related to dwarves. They look like small humans with long noses and beards but bald heads. Like dwarves, the women have beards like the men.

Gnomes are excellent miners, specializing in mining gems and red powder.

Gnomes are excellent tinkerers and inventors, and love anything mechanical. They are very proud of the fact that guns are a gnomish invention.

Unlike their dwarven cousins, gnomes are very magical. They may use any magic item (even those normally only usable by a particular class).

Gnome adventurers make reasonably skilled warriors who are at home in underground environments.

Abilities

Infravision: Gnomes have *Infravision* (see *Chapter 10: Infravision*).

Stonelore: At 7th level and higher, a gnome's experience with mining gives them a chance to detect irregularities in construction. If a gnome examines an area looking for irregularities, the Game Master should secretly roll 1d6 for each feature in the area being searched that is one of the following:

- Traps involving moving stone walls or blocks of stone

- Secret doors involving moving stone walls.
- Newly built stone constructions.
- Gently sloping stonework.

In each case, if the 1d6 roll is a 1-2, the gnome is able to detect the feature. If the roll is a 3-6, then the gnome in unable to detect the feature (and the gnome's player should not be told whether this was because the roll failed or because there was no feature to detect).

Resistance to Earth Attacks: At 8th level and higher, a gnome gains a +1 bonus on saving throws versus earth-based attacks; including acid (e.g. black dragon breath) and petrification (e.g., the touch of a cockatrice).

At 11th level and higher, this bonus becomes a +2.

Small: By 9th level, gnomes have learned to use their small size to avoid larger creatures in combat. Gnomes gain a -1 bonus to armor class against attacks from creatures of larger than human size.

Speak with Burrowing Animals: At 10th level, a gnome gains the ability to communicate with burrowing animals such as badgers, moles, etc. When communicating, the gnome's player should keep in mind that these animals are not that intelligent.

Fighter Abilities: At 11th level and higher, a gnome can use the following fighter abilities: Parry and Smash, and Multiple Attacks (at 11th and 18th level).

Greasemonkey: At 12th level and higher, a gnome gains a +1 bonus on checks involving machinery.

Wall of Stone: At 13th level, a gnome gains the ability to cast a Wall of Stone once per week as a 9th level wizard. This can only be done if the gnome is underground, with no direct access to the sky. If this ability is used in the gnome's home burrow, the wall can be twice the normal size.

Miracle Worker: At 14th level and higher, a gnome gains a +2 bonus on all Engineering skill checks when designing machinery. If the check is successful the device works as expected even tho it doesn't look like it should.

Ability Requirements: Constitution 9, Intelligence 9
Prime Requisite: Strength and Dexterity
Ability Modifiers: Intelligence +1, Wisdom -1
Hit Dice: 1d6
Movement: 20 feet
Weapons: Any small
Armor: Any except large shields
Special Abilities: Infravision, Stonelore, Resistance to Earth Attacks, Small, Speak with Burrowing Animals, Multiple Attacks, Parry, Smash, Greasemonkey, Wall of Stone, Miracle Worker
Required Skills: Craft (Machine Building), Engineering

Table 3.11: Gnome Progression

Level	Experience	Hit Dice	Attack Bonus	Saving Throws: Death Ray/ Poison	Saving Throws: Magic Wands	Saving Throws: Paralysis/ Petrify	Saving Throws: Breath Weapon	Saving Throws: Rod/Staff/ Spell	Special
1	0	1d6	+1	8	9	10	13	12	Infravision
2	2,000	2d6	+1	8	9	10	13	12	-
3	4,000	3d6	+2	7	8	9	12	11	-
4	8,000	4d6	+2	6	7	8	10	9	-
5	16,000	5d6	+3	5	6	7	9	8	-
6	32,000	6d6	+4	4	5	6	8	7	-
7	64,000	7d6	+4	3	4	5	6	5	Stonelore
8	120,000	8d6	+5	2	3	4	5	4	Resistance to Earth Attacks (+1)
9	300,000	9d6	+6	2	3	4	5	4	Small
10	600,000	9d6+1	+6	2	2	3	4	3	Speak with Burrowing Animals
11	900,000	9d6+2	+7	2	2	3	4	3	Multiple Attacks, Parry, Resistance to Earth Attacks (+2), Smash
12	1,200,000	9d6+3	+8	2	2	2	3	2	Greasemonkey
13	1,500,000	9d6+4	+8	2	2	2	3	2	Wall of Stone
14	1,800,000	9d6+5	+9	2	2	2	2	2	Miracle Worker
15	2,100,000	9d6+6	+10	2	2	2	2	2	-
16	2,400,000	9d6+7	+10	2	2	2	2	2	-
17	2,700,000	9d6+8	+11	2	2	2	2	2	-
18	3,000,000	9d6+9	+12	2	2	2	2	2	Multiple Attacks (3)
19	3,200,000	9d6+10	+12	2	2	2	2	2	-
20	3,400,000	9d6+11	+13	2	2	2	2	2	-
21	3,600,000	9d6+12	+14	2	2	2	2	2	-
22	3,800,000	9d6+13	+14	2	2	2	2	2	-
23	4,000,000	9d6+14	+15	2	2	2	2	2	-
24	4,200,000	9d6+15	+16	2	2	2	2	2	-
25	4,400,000	9d6+16	+16	2	2	2	2	2	-
26	4,600,000	9d6+17	+17	2	2	2	2	2	-
27	4,800,000	9d6+18	+18	2	2	2	2	2	-
28	5,000,000	9d6+19	+18	2	2	2	2	2	-
29	5,200,000	9d6+20	+19	2	2	2	2	2	-
30	5,400,000	9d6+21	+20	2	2	2	2	2	-
31	5,600,000	9d6+22	+20	2	2	2	2	2	-
32	5,800,000	9d6+23	+21	2	2	2	2	2	-
33	6,000,000	9d6+24	+22	2	2	2	2	2	-
34	6,200,000	9d6+25	+22	2	2	2	2	2	-
35	6,400,000	9d6+26	+23	2	2	2	2	2	-
36	6,600,000	9d6+27	+23	2	2	2	2	2	-

Halfling



Halflings are a demi-human race. Like most demi-human races, they are less flexible than humans, and all halfling adventurers are represented by a single class.

Halflings are much shorter and lighter than humans, standing only 3 feet tall. They are of a proportionally similar build to humans, with the exception of their feet—which are large and covered in hair. The soles of halflings feet are tough and resilient, and halflings often travel bare-footed.

Halflings' skin tone has a similar range to that of humans, as does their hair color. Halflings do not grow beards or mustaches, but the sideburns of adult males tend to be longer than those of humans.

Like dwarves, halflings are an inherently non-magical race, and possess no magic users or clerics of their own. They share the dwarves' natural resilience and resistance to magical attacks, and although they are not as physically tough and adept at fighting as dwarves they make up for this with their natural stealth.

Halflings are very gregarious and can be commonly found living amongst humans and other demi-humans. If left to themselves, they form small villages in grasslands and hills where they excel at farming.

Halfling food production and the halfling love of cookery and brewing make them very popular amongst the other races.

Halfling adventurers make reasonably skilled warriors and scouts who excel in outdoor environments.

Abilities

Infravision: Halflings have *Infravision* (see *Chapter 10: Infravision*).

Nimble: A halfling's natural agility gives it a +1 bonus to attack rolls when using any missile weapon and a +1 bonus to initiative rolls.

Small: Halflings' small size makes it hard for larger creatures to hit them. Halflings gain a -2 bonus to armor class against attacks from creatures of larger than human size.

Unobtrusive: In outdoor surroundings, a halfling who remains still can hide with a 90% chance of success providing there are bushes, rocks or trees that can be used as cover. Indoors, a halfling who remains still can hide with a 33% chance of success as long as there is cover or shadow available.

Halflings use this ability to hide in natural daylight, but magical light such as that from a Continual Light spell prevents this ability from working.

Disavowal: At 5th level and higher, a halfling gains the ability to stop a magical effect. This can be done once every 24 hours, but only while the halfling is within a halfling shire. To activate this ability, the halfling must focus their will at the target and yell "No!". The halfling than takes 1d4 points of damage. Even if this damage would kill the halfling, the ability is still successful.

Spell Resistance: At 9th level and higher, a halfling only takes half damage from all spells and spell-like abilities. If the attack normally allows a saving throw for half damage then the halfling only takes a quarter of normal damage if they save successfully.

Fighter Abilities: At 11th level and higher, a halfling can use the following fighter abilities: Parry and Smash, and Multiple Attacks (at 11th and 18th level).

Breath Evasion: At 15th level and higher, a halfling only takes half damage from all breath weapons such as those used by dragons. If the attack normally allows a saving throw for half damage then the halfling only takes a quarter of normal damage if they save successfully.

Ability Requirements: Dexterity 9, Constitution 9
Prime Requisite: Strength and Dexterity
Ability Modifiers: Strength -1, Dexterity +1
Hit Dice: 1d6
Movement: 30 feet
Weapons: Any small
Armor: Any except large shields
Special Abilities: Infravision, Nimble, Small, Unobtrusive, Disavowal, Spell Resistance, Multiple Attacks, Smash, Parry, Breath Evasion

Table 3.12: Halfling Progression

Level	Experience	Hit Dice	Attack Bonus	Saving Throws: Death Ray/ Poison	Saving Throws: Magic Wands	Saving Throws: Paralysis/ Petrify	Saving Throws: Breath Weapon	Saving Throws: Rod/Staff/ Spell	Special
1	0	1d6	+1	8	9	10	13	12	Nimble, Small, Unobtrusive, +4 Skill Points, +2 Weapon Feats
2	2,000	2d6	+1	8	9	10	13	12	-
3	4,000	3d6	+1	7	8	9	12	11	+1 Weapon Feat
4	8,000	4d6	+2	6	7	8	10	9	-
5	16,000	5d6	+2	5	6	7	9	8	Disavowal, +1 Skill Point
6	32,000	6d6	+3	4	5	6	8	7	+1 Weapon Feat
7	64,000	7d6	+3	3	4	5	6	5	-
8	120,000	8d6	+4	2	3	4	5	4	-
9	300,000	9d6	+4	2	3	4	5	4	Spell Resistance, +1 Skill Point, +1 Weapon Feat
10	600,000	9d6+1	+5	2	2	3	4	3	-
11	900,000	9d6+2	+5	2	2	3	4	3	Multiple Attacks, Parry, Smash, +1 Weapon Feat
12	1,200,000	9d6+3	+6	2	2	2	3	2	-
13	1,500,000	9d6+4	+6	2	2	2	3	2	+1 Skill Point
14	1,800,000	9d6+5	+7	2	2	2	2	2	-
15	2,100,000	9d6+6	+7	2	2	2	2	2	Breath Evasion, +1 Weapon Feat
16	2,400,000	9d6+7	+8	2	2	2	2	2	-
17	2,700,000	9d6+8	+8	2	2	2	2	2	+1 Skill Point
18	3,000,000	9d6+9	+9	2	2	2	2	2	Multiple Attacks (3)
19	3,200,000	9d6+10	+9	2	2	2	2	2	-
20	3,400,000	9d6+11	+10	2	2	2	2	2	-
21	3,600,000	9d6+12	+10	2	2	2	2	2	+1 Skill Point
22	3,800,000	9d6+13	+11	2	2	2	2	2	-
23	4,000,000	9d6+14	+11	2	2	2	2	2	+1 Weapon Feat
24	4,200,000	9d6+15	+12	2	2	2	2	2	-
25	4,400,000	9d6+16	+12	2	2	2	2	2	+1 Skill Point
26	4,600,000	9d6+17	+13	2	2	2	2	2	-
27	4,800,000	9d6+18	+13	2	2	2	2	2	-
28	5,000,000	9d6+19	+14	2	2	2	2	2	-
29	5,200,000	9d6+20	+14	2	2	2	2	2	+1 Skill Point
30	5,400,000	9d6+21	+15	2	2	2	2	2	+1 Weapon Feat
31	5,600,000	9d6+22	+15	2	2	2	2	2	-
32	5,800,000	9d6+23	+16	2	2	2	2	2	-
33	6,000,000	9d6+24	+16	2	2	2	2	2	+1 Skill Point
34	6,200,000	9d6+25	+17	2	2	2	2	2	-
35	6,400,000	9d6+26	+17	2	2	2	2	2	-
36	6,600,000	9d6+27	+18	2	2	2	2	2	+1 Weapon Feat

Monk



Monks are human characters who have undergone intense physical and mental training in order to unlock their inner potential via martial arts and meditation.

Monks are trained in isolated monasteries where they live an ascetic life in seclusion from the distractions of the civilized world. While many are content to live their lives in these monasteries, some venture out into the world once their training is complete—whether from a desire to do good deeds or from a desire to use their talents for personal gain.

The special monk training allows the character to exceed normal human limits. Their incredible speed and agility provides them with unsurpassed ability in unarmed combat.

However, monks that wander away from their monastery must still obey the code of behavior instilled into them during their training if they are to keep their minds strong enough to use their abilities. This code consists of:

- *Never tell an untruth.* Dissembling and lies of omission are acceptable, but not knowingly false statements.
- *Own only what you can carry.* A wandering monk must be able to travel freely without concern for goods and homes left behind, and is therefore forbidden by their code from owning any possessions they can not personally carry around with them. Note that this is not a vow of poverty. A monk is allowed by their code to be wealthy, as long as their riches are portable.
- *Trust your abilities.* A monk who doubts their own abilities lacks the confidence to use them properly, therefore the code does not allow monks to augment the defensive capabilities of their discipline (i.e. their natural armor class) with magic or mundane means.

Within an adventuring party, monks can prove to be able warriors, though not quite as able as fighters; and back this talent up with useful scouting skills.

Abilities

Rogue Abilities: Monks can use the following rogue abilities as if they were a rogue of the same level: Climb Walls, Find Traps, Hide in Shadows, Move Silently, and Remove Traps.

Strike to Kill Damage: When attacking while unarmed, a monk can choose to do strike to kill when using the Unarmed Strike weapon feat instead of striking to stun (see *Chapter 6: Weapon Feats*). If they do so, they do more damage (and *Strength* bonuses apply as normal), but lose the chance to stun or knock out their opponent.

This damage starts at 1d4 at 1st level, and increases with level until it reaches a maximum of 3d12 damage at 16th level. The damage done by a monk of a particular level is listed on *Table 3.14: Monk Special Abilities Progression*.

Unarmed Attack As: Because of the semi-magical nature of a monk's martial arts, their unarmed attacks (whether striking to stun or to kill) count as if they are magical for the purposes of determining whether they can affect creatures who may be immune to non-magical weapons.

At 2nd level a monk's unarmed attacks can hit creatures only hurt by silver weapons, and at 5th level they can start to hit creatures only hit by magic weapons. The effective bonus of the monk's attacks continues to increase as listed in *Table 3.14: Monk Special Abilities Progression*.

It is important to note that this bonus is only used to determine whether or not a monk is capable of hurting an opponent. The monk does not actually get this bonus on their to hit or damage rolls.

Alertness: When a fight suddenly breaks out, or when two groups come face to face abruptly, a 2nd level or higher monk is only surprised (see *Chapter 11: Surprise*) if their player rolls a 1 on a d6, rather than the normal 1-2 on a d6.

Self Healing: Starting at 4th level, once per day, a monk can spend a round concentrating and heal themselves 1 hit point per level that they have.

Strike to Kill Attacks: When a monk reaches 5th level, they can make two attacks per round while they are unarmed and attacking using their martial arts to kill their opponents.

They do not get the extra attack when using weapons or when using the Unarmed Strike weapon feat to stun foes (see *Chapter 6: Weapon Feats*). At 9th level this increases to three attacks per round, and at 13th level it increases again to 4 attacks per round.

Speak with Animals: A 6th level or higher monk is able to understand the speech of any animal, and is able to make any animal understand their speech. This is a mental ability, not a physical one. If conversing with a dog, the monk does not actually growl and bark but talks normally—reaching into the dog's mind to make it understand.

This ability does not bestow any extra intelligence to the animal. Neither does it force the animal to obey or even co-operate with the monk.

Spell Resistance: At 8th level and higher, a monk only takes half damage from all spells and spell-like abilities. If the attack normally allows a saving throw for half damage then the monk only takes a quarter of normal damage if they save successfully.

Breath Evasion: At 8th level and higher, a monk only takes half damage from all breath weapons such as those used by dragons. If the attack normally allows a saving throw for half damage then the monk only takes a quarter of normal damage if they save successfully.

Fighter Abilities: At 9th level and higher, a monk can use the following fighter abilities: *Parry* and *Smash*.

Speak with Anyone: At 10th level, a monk's Speak with Animals ability is no longer limited to animals and can now be used to speak with any creature that has a natural language.

Mind Blank: Starting at 12th level, monks are immune to *Charm Person*, *Quest* and *Geas* spells, *Hold Person* and *Slow* spells, and *ESP*.

Fade: At 14th level and higher, a monk can make themselves fade from view once per day. This is a mental effect rather than a physical invisibility effect, so spells and abilities that can detect the presence of invisible creatures do not detect the monk. The fade lasts for up to one round per level of the monk, and stops instantly if the monk does something to attract attention to themselves such as attacking or speaking.

Dim Mak: At 16th level and higher, a monk is able to touch an opponent with the dreaded dim mak ability once per day.

The dim mak touch can have one of the following effects on the target, who gets no saving throw against the affect but must have no more hit dice or levels than the monk:

- *Charm Person* (as the spell of the same name, except lasting only 24 hours)
- *Heal* (as the spell of the same name)
- Death
- *Quest* (as the spell of the same name except lasting only 24 hours)
- Paralysis (lasting 24 hours)

The dim mak ability can only be used once per day, and the desired effect must be announced before the attack is made. However, if the attack misses then the dim mak is not used up and can be attempted again against the same target or a different target.

Ability Requirements: Wisdom 13, Dexterity 13
Prime Requisite: Strength and Dexterity
Hit Dice: 1d6
Weapons: Any
Armor: None
Special Abilities: Climb Walls, Find Traps, Hide in Shadows, Move Silently, Remove Traps, Strike to Kill Damage, Unarmed Attack As, Alertness, Self Healing, Strike to Kill Attacks, Speak with Animals, Spell Resistance, Breath Evasion, Parry, Smash, Speak with Anyone, Mind Blank, Fade, Dim Mak

Table 3.13: Monk Progression

Level	Experience	Hit Dice	Movement	Attack Bonus	Natural AC	Saving Throws: Death Ray/ Poison	Saving Throws: Magic Wands	Saving Throws: Paralysis/ Petrify	Saving Throws: Breath Weapon	Saving Throws: Rod/Staff/ Spell	Special
1	0	1d6	40’	+1	9	12	13	14	15	16	Climb Walls, Find Traps, Hide in Shadows, Move Silently, Remove Traps, Strike to Kill Damage, Unarmed Attack As
2	2,000	2d6	45’	+1	8	12	13	14	15	16	Alertness
3	4,000	3d6	45’	+1	7	11	12	13	14	15	-
4	8,000	4d6	50’	+2	6	11	12	13	14	15	Self Healing
5	16,000	5d6	55’	+2	5	10	11	12	13	14	-
6	32,000	6d6	55’	+3	4	9	10	11	12	13	Speak with Animals
7	64,000	7d6	60’	+3	3	9	10	11	12	13	-
8	120,000	8d6	65’	+4	2	8	9	10	11	12	Breath Evasion, Spell Resistance
9	240,000	9d6	65’	+4	1	7	8	9	10	11	Parry, Smash
10	360,000	9d6+2	70’	+5	0	7	8	9	10	11	Speak with Animals
11	480,000	9d6+4	75’	+5	-1	6	7	8	9	10	-
12	600,000	9d6+6	80’	+6	-2	6	7	8	9	10	Mind Blank
13	720,000	9d6+8	85’	+6	-3	6	6	7	8	9	-
14	840,000	9d6+10	90’	+7	-4	6	6	7	8	9	Fade
15	960,000	9d6+12	95’	+7	-5	6	6	7	8	9	-
16	1,080,000	9d6+14	100’	+8	-6	5	6	6	7	8	Dim Mak
17	1,200,000	9d6+16	100’	+8	-6	5	6	6	7	8	-
18	1,320,000	9d6+18	105’	+9	-6	5	6	6	7	8	-
19	1,440,000	9d6+20	105’	+9	-6	5	5	6	6	7	-
20	1,560,000	9d6+22	105’	+10	-6	5	5	6	6	7	-
21	1,680,000	9d6+24	105’	+10	-6	5	5	6	6	7	-
22	1,800,000	9d6+26	105’	+11	-6	4	5	5	5	6	-
23	1,920,000	9d6+28	105’	+11	-6	4	5	5	5	6	-
24	2,040,000	9d6+30	105’	+12	-6	4	5	5	5	6	-
25	2,160,000	9d6+32	105’	+12	-6	4	4	5	4	5	-
26	2,280,000	9d6+34	105’	+13	-6	4	4	5	4	5	-
27	2,400,000	9d6+36	105’	+13	-6	4	4	5	4	5	-
28	2,520,000	9d6+40	105’	+14	-6	3	4	4	3	4	-
29	2,640,000	9d6+42	105’	+14	-6	3	4	4	3	4	-
30	2,760,000	9d6+44	105’	+15	-6	3	4	4	3	4	-
31	2,880,000	9d6+46	105’	+15	-6	3	3	3	2	3	-
32	3,000,000	9d6+48	105’	+16	-6	3	3	3	2	3	-
33	3,120,000	9d6+50	105’	+16	-6	3	3	3	2	3	-
34	3,240,000	9d6+52	105’	+17	-6	2	2	2	2	2	-
35	3,360,000	9d6+54	105’	+17	-6	2	2	2	2	2	-
36	3,480,000	9d6+56	105’	+18	-6	2	2	2	2	2	-

Table 3.14: Monk Special Abilities Progression

Level	Strike to Kill Damage	Unarmed Attack As
1	1d4	-
2	1d4+1	S
3	1d6	S
4	1d6+1	S
5	1d8	+1
6	1d8+1	+1
7	1d10	+1
8	1d12	+2
9	2d8	+2
10	2d10	+2
11	2d12	+3
12	3d8+1	+3
13	4d6+2	+3
14	5d6	+4
15	4d8	+4
16	3d12	+5
17	3d12	+5
18	3d12	+5
19	3d12	+5
20	3d12	+5
21	3d12	+5
22	3d12	+5
23	3d12	+5
24	3d12	+5
25	3d12	+5
26	3d12	+5
27	3d12	+5
28	3d12	+5
29	3d12	+5
30	3d12	+5
31	3d12	+5
32	3d12	+5
33	3d12	+5
34	3d12	+5
35	3d12	+5
36	3d12	+5

Rogue



Rogues are human characters who specialize in subterfuge and trickery. They come from all social classes, from bored nobles seeking excitement to wealth-seeking commoners to self-taught former street urchins.

Although they have some thieving abilities, rogue characters are not always dishonest and do not always steal. Many of them use their talents for good rather than for personal benefit, and work as scouts and adventurers. Even the most noble and honest adventuring parties often need to bypass traps and locks or to have someone who can scout ahead without being seen, and many rogues spend their adventuring careers in this type of activity and never steal a coin in their lives.

Adventuring parties find the talents of rogues extremely useful, although rogues do not make the greatest warriors so may need protecting in large fights.

Abilities

Climb Walls: Rogues are able to climb walls and other sheer surfaces. The percentage chance of success is listed in *Table 3.16: Rogue Special Abilities Progression*. The rogue's player must roll for each 100 feet or part of 100 feet climbed, with a failure indicating that the rogue has fallen half way through the climb. See *Chapter 10: Environmental Damage* for details about falling.

In some cases a slippery or smooth surface (or a particularly rough one) may cause there to be a modifier to the rogue's roll.

Find Traps: A rogue's trained senses are able to detect the presence

of traps on objects or in areas. lists the percentage chance of finding each trap in an area. The rogue does not automatically get to roll for this ability. Their player must state that the character is searching the area. The Game Master should roll the dice and inform the rogue's player whether any traps were found.

If no traps are found the rogue will not know whether it is because there were no traps or whether they simply failed to notice them. In some cases a particularly well hidden (or badly hidden) trap may cause there to be a modifier to the rogue's roll.

Hear Noise: If a rogue listens quietly at a door, window, or thin wall then they have a percentage chance of hearing faint noises that other characters would miss as listed on *Table 3.16: Rogue Special Abilities Progression*. The rogue must be in quiet conditions to use this ability—noisy chatter of other characters or fighting swamps any noises that might be heard.

The Game Master should roll for the success of this ability so that if the result is negative the rogue's player does not know whether this was because the roll failed or because there was nothing to hear.

This ability replaces the character's normal chance of listening.

Hide in Shadows: A rogue is able to hide effectively providing there is cover or shadows to hide in. The percentage chance of success is listed in *Table 3.16: Rogue Special Abilities Progression*. The rogue's player must roll for the initial hiding, and then for each round of movement, with a failure indicating that the rogue has temporarily become visible.

The Game Master should roll the dice when the rogue is hiding, so that the rogue's player does not know whether or not their character has been spotted. If someone is watching the rogue before they start to hide, they will still be able to see the rogue regardless of the success or otherwise of this ability.

Move Silently: Rogues are able to move without being heard. The percentage chance of success is listed in *Table 3.16: Rogue Special Abilities Progression*. The rogue's player must roll for each round of movement, with a failure indicating that the rogue has made a sound that others might hear. The Game Master should roll the dice when the rogue is sneaking, so that the rogue's player does not know whether or not their character has been heard.

Open Locks: If a rogue is in possession of a set of lock picks, or tools that can make improvised lock picks, they can attempt to pick any lock with a percentage chance of success listed in *Table 3.16: Rogue Special Abilities Progression*. Doing so will set off any trap that the lock is armed with unless the trap has been removed or otherwise disabled. In some cases a particularly complex (or simple) lock may cause there to be a modifier to the rogue's roll.

A rogue is only allowed one attempt to pick each lock they encounter. Should they fail then they will not be able to try to open that lock again until they have increased in level.

Pick Pockets: A rogue is able to pick the pockets of others in order to steal small items from them, with a base percentage chance of success listed in *Table 3.16: Rogue Special Abilities Progression*. This ability can be used to steal purses or belt pouches, or even steal a weapon from its scabbard, but cannot be used to steal anything that is being held by the target or is strapped onto the target such as a backpack or armor.

The base chance of success is reduced by 5% for each hit dice of the target.

The rogue's player must state the item that they wish to steal before rolling. If the rogue rolls equal to or less than their modified chance of success then they successfully steal the item. If they roll more than their modified chance of success but less than or equal to twice that chance then they are unable to steal the item but their attempted theft goes unnoticed.

If they roll more than twice their modified chance of success, or roll a 00, then not only are they unable to steal the item but they are also noticed in the attempt by the target of the theft.

Remove Traps: If a rogue is aware of the existence of a trap, they may try to disarm it to prevent it from being triggered. The percentage chance of this ability working successfully is listed on *Table 3.16: Rogue Special Abilities Progression*. Should this ability fail, the trap will be activated. In some cases a particularly complex (or simple) trap may cause there to be a modifier to the rogue's roll.

A rogue may try multiple times to remove the same trap, although since the trap is activated each time the rogue tries, doing so can be a dangerous activity.

Sneak Attack: If a rogue is able to strike an opponent who is not aware of the rogue's location, the rogue can add +4 to their attack roll and if the attack hits it does twice the normal damage that the attack would normally do. Should a rogue make two simultaneous attacks (because they are wielding two weapons) then both attacks get the +4 bonus and do double damage if they hit.

Simply being behind an enemy is not enough to get a sneak attack. The rogue must actually be hidden, invisible, or otherwise concealed, and their location must not be known to their target.

The sneak attack may be made with a melee attack or with a Projectile weapon at short range.

Read Languages: At 4th level or higher, a rogue has an 80% chance to be able to decipher any non-magical written language or code.

This only works on written text and cannot be used to understand spoken languages.

Use Wizard Scroll: Beginning at 10th level, a rogue has a 90% chance of being able to decipher and use any scroll containing a wizard spell.

Should this roll fail, the spell will still be used up from the scroll but will misfire.

An offensive spell will go off centered on the rogue rather than their intended target, and a non-offensive spell will simply fizzle with no effect.

Ability Requirements: Dexterity 9
Prime Requisite: Dexterity
Hit Dice: 1d4
Movement: 40 feet
Weapons: Any one-handed and any missile
Armor: Hide Armor, Leather Armor
Special Abilities: Climb Walls, Find Traps, Hear Noise, Hide in Shadows, Move Silently, Open Locks, Pick Pockets, Remove Traps, Sneak Attack, Read Languages, Use Wizard Scroll

Table 3.15: Rogue Progression

Level	Experience	Hit Dice	Attack Bonus	Saving Throws: Death Ray/ Poison	Saving Throws: Magic Wands	Saving Throws: Paralysis/ Petrify	Saving Throws: Breath Weapon	Saving Throws: Rod/Staff/ Spell	Special
1	0	1d4	+1	13	14	13	16	15	Climb Walls, Find Traps, Hear Noise, Hide in Shadows, Move Silently, Open Locks, Pick Pockets, Remove Traps, Sneak Attack, +4 Skill Points, +2 Weapon Feats
2	1,200	2d4	+1	13	14	13	16	15	-
3	2,400	3d4	+1	13	14	13	16	15	+1 Weapon Feat
4	4,800	4d4	+2	12	13	12	15	14	Read Languages
5	9,600	5d4	+2	12	13	12	15	14	+1 Skill Point
6	20,000	6d4	+3	11	12	11	14	13	+1 Weapon Feat
7	40,000	7d4	+3	11	12	11	14	13	-
8	80,000	8d4	+4	10	11	10	13	12	-
9	160,000	9d4	+4	10	11	10	13	12	+1 Skill Point, +1 Weapon Feat
10	280,000	9d4+2	+5	9	10	9	12	11	Use Wizard Scroll
11	400,000	9d4+4	+5	9	10	9	12	11	+1 Weapon Feat
12	520,000	9d4+6	+6	8	9	8	11	10	-
13	640,000	9d4+8	+6	8	9	8	11	10	+1 Skill Point
14	760,000	9d4+10	+7	7	8	7	10	9	-
15	880,000	9d4+12	+7	7	8	7	10	9	+1 Weapon Feat
16	1,000,000	9d4+14	+8	6	7	6	9	8	-
17	1,120,000	9d4+16	+8	6	7	6	9	8	+1 Skill Point
18	1,240,000	9d4+18	+9	5	6	5	8	7	-
19	1,360,000	9d4+20	+9	5	6	5	8	7	-
20	1,480,000	9d4+22	+10	5	6	5	7	6	-
21	1,600,000	9d4+24	+10	4	5	4	7	6	+1 Skill Point
22	1,720,000	9d4+26	+11	4	5	4	6	5	-
23	1,840,000	9d4+28	+11	4	5	4	6	5	+1 Weapon Feat
24	1,960,000	9d4+30	+12	4	5	4	5	5	-
25	2,080,000	9d4+34	+12	3	4	3	5	4	+1 Skill Point
26	2,200,000	9d4+36	+13	3	4	3	4	4	-
27	2,320,000	9d4+38	+13	3	4	3	4	4	-
28	2,440,000	9d4+40	+14	3	4	3	4	4	-
29	2,560,000	9d4+42	+14	2	3	2	3	3	+1 Skill Point
30	2,680,000	9d4+44	+15	2	3	2	3	2	+1 Weapon Feat
31	2,800,000	9d4+46	+15	2	3	2	3	2	-
32	2,920,000	9d4+48	+16	2	3	2	3	2	-
33	3,040,000	9d4+50	+16	2	2	2	2	2	+1 Skill Point
34	3,160,000	9d4+52	+17	2	2	2	2	2	-
35	3,280,000	9d4+54	+17	2	2	2	2	2	-
36	3,400,000	9d4+56	+18	2	2	2	2	2	+1 Weapon Feat

Table 3.16: Rogue Special Abilities Progression

Level	Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Silently	Open Locks	Pick Pockets	Remove Traps	Read Languages	Use Magic-User Scroll
1	87	10	34	10	20	15	20	10	-	-
2	88	15	42	15	25	20	25	15	-	-
3	89	20	50	20	30	25	30	20	-	-
4	90	25	54	25	35	30	35	25	80	-
5	91	30	58	30	40	35	40	31	80	-
6	92	40	62	35	45	45	45	42	80	-
7	93	50	66	45	55	55	55	53	80	-
8	94	60	70	55	65	65	65	64	80	-
9	95	70	74	65	75	75	75	75	80	-
10	96	80	78	75	85	85	85	84	80	90
11	97	90	82	85	95	95	95	93	80	90
12	98	95	84	90	96	96	105	97	80	90
13	99	97	86	95	98	97	115	98	80	90
14	99	99	88	99	99	99	125	99	80	90
15	100	100	90	100	100	100	129	100	80	90
16	101	102	92	100	100	101	133	102	80	90
17	102	104	94	100	100	102	137	104	80	90
18	103	106	96	100	100	103	141	106	80	90
19	104	108	98	100	100	104	144	108	80	90
20	105	110	100	100	100	105	147	110	80	90
21	106	112	102	100	100	106	150	112	80	90
22	107	114	104	100	100	107	153	114	80	90
23	108	116	106	100	100	108	156	116	80	90
24	109	118	108	100	100	109	159	118	80	90
25	110	119	110	100	100	110	162	119	80	90
26	111	120	112	100	100	111	165	120	80	90
27	112	121	114	100	100	112	168	121	80	90
28	113	122	116	100	100	113	171	122	80	90
29	114	123	118	100	100	114	174	123	80	90
30	115	124	120	100	100	115	177	124	80	90
31	116	125	122	100	100	116	180	125	80	90
32	117	126	124	100	100	117	183	126	80	90
33	118	127	126	100	100	118	186	127	80	90
34	119	128	128	100	100	119	189	128	80	90
35	119	129	129	100	100	120	192	129	80	90
36	120	130	130	100	100	120	195	130	80	90

Subclasses

Acrobat

Acrobats are human characters that are skilled in acrobatics. Most acrobats make a living by performing for a circus, but some are brave enough to adventure deep into the darkest dungeons accumulating treasure worth a considerable amount more than a performer's wage.

Acrobats do not get the Find Traps, Open Locks, Pick Pockets, Remove Traps, Read Languages, and Use Wizard Scroll class abilities.

Evade: Acrobats can evade all psychical attacks directed at them by attackers with a lower initiative. The percentage chance of success is listed in *Table 3.17: Acrobat Special Abilities Progression*.

Slow Fall: If an acrobat falls, they have a chance of landing without taking any damage (see *Chapter 10: Environmental Damage*). The percentage chance of success and the max fall distance it applies to is listed in *Table 3.17: Acrobat Special Abilities Progression*. Even if successful, the acrobat will still receive fall damage for any distance beyond what is listed.

Ability Requirements: Strength 15, Dexterity 16
Required Skills: Balance, Jumping

Table 3.17: Acrobat Special Abilities Progression

Level	Evade	Slow Fall
1	10	25/10'
2	15	50/10'
3	20	75/10'
4	25	25/20'
5	30	50/20'
6	35	75/20'
7	40	25/30'
8	45	50/30'
9	50	75/30'
10	52	20/40'
11	54	40/40'
12	56	60/40'
13	60	80/40'
14	60	20/50'
15	60	40/50'
16	60	60/50'
17	60	80/50'
18	60	20/60'
19	60	40/60'
20	60	60/60'
21	60	80/60'
22	60	15/70'
23	60	30/70'
24	60	45/70'
25	60	60/70'
26	60	75/70'
27	60	15/80'
28	60	30/80'
29	60	45/80'
30	60	60/80'
31	60	75/80'
32	60	15/90'
33	60	30/90'
34	60	45/90'
35	60	60/90'
36	60	75/90'

Assassin



Assassins are rogues that murder for hire. Utilizing their many skills, assassins will murder anyone as long as there is money to be made. It has been known for an assassin to even slit his own mother's throat for a silver piece.

Assassins do not get the Open Locks, Pick Pockets, Read Languages, and Use Wizard Scroll class abilities.

Assassinate: With careful preparations and a successful surprise roll (see *Chapter 11: Surprise*, 1-3 instead of 1-2) an assassin can kill a target with a single attack. Preparations may include disguise, moving silently, hiding, or whatever else the Game Master deems appropriate for the situation.

No hit roll is required to assassinate a target; instead the chance of success is 50%, modified by the difference of Hit Dice. For every hit die higher the target is than the assassin a -5% is applied, for every hit die lower a +5% is applied.

If all the requirements are met the target is slain, otherwise the attack becomes a normal attack.

Ability Requirements: Strength 12, Dexterity 12, Intelligence 12
Required Skills: Disguise

Bard



Bards are rogues who specialize in entertainment. They travel the world singing, playing music, reciting poems, and telling tall tales. Bards do so with such aptitude that their performance may affect listeners in almost a magical way.

Bards do not get the Pick Pockets and Sneak Attack class abilities.

Arcane Performance: Beginning at 3rd level, a bard can cause a variety of effects to his listeners by singing, playing an instrument, or reciting poetry for three rounds. A bard can affect a number of levels or hit dice equal to one-third his level (rounded down).

A successful skill check is required for the bard's chosen performance for the effect to succeed (except for the charm effect). If the bard is interrupted or wounded the effect ends.

The effects a bard can cause with arcane performance are as followed:

Charm: This effect functions identically to the 1st level wizard spell Charm Person. The victims gets a saving throw vs. spells to avoid the effect. If the bard's skill check fails, the effect can still succeed, but the victims get a +3 bonus to their saving throw.

At 9th level, this effect extends to non-undead monsters as the 4th level wizard spell Charm Monster.

At 15th level, this effect extends to plants as the 7th level wizard spell Charm Plant.

Demoralize: This effect diminishes the target's morale, causing either a -2 to their morale or a -1 to hit. The targets get no saving throw to avoid the effect.

Exalt: This effect enhances the target's moral, granting either a +2 to their morale or a +1 to hit.

Profit: All currency-using creatures within earshot will tip the bard for his performance. The amount tipped for each listener is 1 copper piece plus another for every point the bard succeeded their check by.

Swashbuckler

Swashbucklers are acrobatic swordsmen who thirst for adventure. They are sophisticated, witty, and highly charismatic. Swashbucklers tend to dwell in cities, but will pursue adventure no matter where it leads them.

Swashbucklers do not get the Pick Pockets and Sneak Attack class abilities.

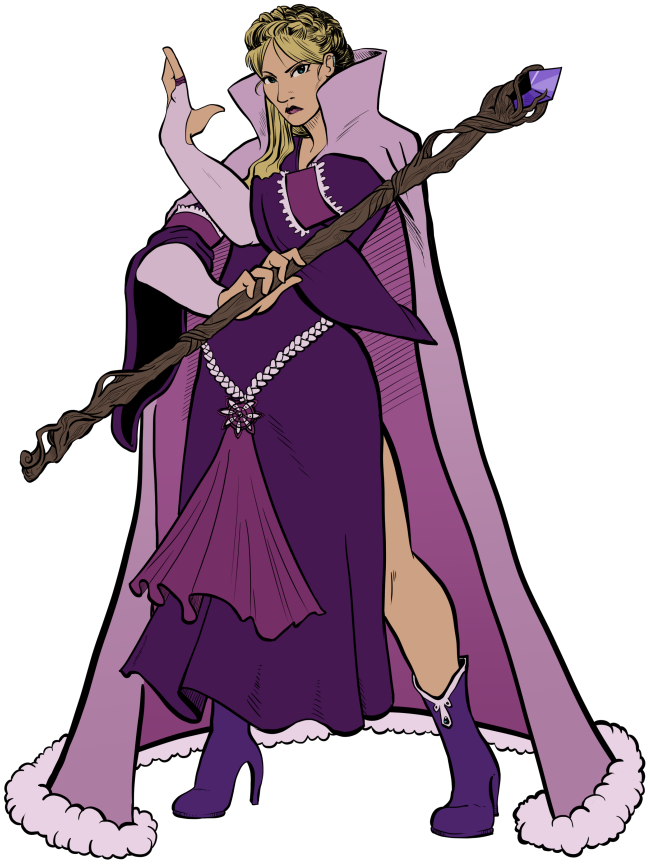
Charisma Bonus: Swashbucklers receive a +1 bonus to their charisma ability score. The score may not be raised to more than 18 in this way.

Dodge: A swashbuckler who has won initiative may dodge one melee attack. The percentage chance of success is equal to their Move Silently percentage, but may not exceed 90%.

If the swashbuckler declares no attacks, they may try to dodge all melee attacks this round. Each attack requires a separate roll.

Required Skills: Balance, Bluff, Etiquette, Jumping

Wizard



Wizards are human characters who have studied the arcane arts and who are able to cast magical spells.

Unlike the inherently magical elves, magic does not come easily to humans, and prospective wizards must study for years before they are able to master it. In some larger cities such studying is done in a university, but in more rural areas with fewer resources and fewer people it is more likely to be a master/apprentice system. Unfortunately either kind of study leaves little time for other pursuits and this means that wizards tend to be somewhat lacking in more physical traits and skills.

In an adventuring party, a wizard makes excellent artillery with a wide range of offensive spells; but must be protected by other characters as they are physically weak. At low levels, the small number of spells that a wizard has can make them almost a liability to their party—but wise parties look after their wizards since should they survive to high level they will begin to wield awesome destructive power.

Abilities

Spells: Wizards can cast wizard spells. See *Chapter 8: Spell Descriptions* for detailed descriptions of these spells.

Providing a wizard has had a good night's sleep (8 hours), they can spend an hour studying their spell book after waking up in order to gain spells for the day as indicated on *Table 3.19: Wizard Spells per Day by Spell Level*.

A 1st level wizard starts with only two spells in their spell book, and must acquire more during their adventures. Wizards may prepare any spell from their book in either the normal or the reversed form (if the spell has a reversed form), but may not prepare spells from someone else's book or from a scroll; not even by using a Read Magic spell.

Each prepared spell can be cast once during the day, and if a wizard wishes to cast a spell more than once then they must prepare the spell more than once, taking up multiple spell slots of the spell's level. Some magic user spells are reversible. These spells can be reversed in order to have an effect opposite to the normal effect of the spell. A wizard chooses whether or not to reverse the spell at the time of preparation, not at the time of casting.

A beginning wizard starts with a spell book given to them by their master, and this spell book will contain the spell Read Magic and one other 1st level spell of the player's choice. This spell book is a gift from the character's master and does not need to be paid for.

See *Chapter 8: Spells and Spellcasting* for more information on spells and spellcasting.

Ability Requirements: Intelligence 9
Prime Requisite: Intelligence
Hit Dice: 1d4
Movement: 30 feet
Weapons: Blowgun, dagger, pistol, net, sling, staff, whip
Armor: None
Special Abilities: Spells

Table 3.18: Wizard Progression

Level	Experience	Hit Dice	Attack Bonus	Saving Throws: Death Ray/ Poison	Saving Throws: Magic Wands	Saving Throws: Paralysis/ Petrify	Saving Throws: Breath Weapon	Saving Throws: Rod/Staff/ Spell	Special
1	0	1d4	+1	13	14	13	16	15	Spells, +4 Skill Points, +2 Weapon Feats
2	2,500	2d4	+1	13	14	13	16	15	-
3	5,000	3d4	+1	13	14	13	16	15	+1 Weapon Feat
4	10,000	4d4	+1	13	14	13	16	14	-
5	20,000	5d4	+2	12	13	12	15	14	+1 Skill Point
6	40,000	6d4	+2	12	13	12	15	13	+1 Weapon Feat
7	80,000	7d4	+3	11	12	11	14	13	-
8	150,000	8d4	+3	11	12	11	14	12	-
9	300,000	9d4	+3	11	12	11	14	11	+1 Skill Point, +1 Weapon Feat
10	450,000	9d4+1	+4	10	11	10	13	11	-
11	600,000	9d4+2	+4	10	11	10	13	10	+1 Weapon Feat
12	750,000	9d4+3	+5	9	10	9	12	10	-
13	900,000	9d4+4	+5	9	10	9	12	9	+1 Skill Point
14	1,050,000	9d4+5	+5	9	10	9	12	8	-
15	1,200,000	9d4+6	+6	8	9	8	11	8	+1 Weapon Feat
16	1,350,000	9d4+7	+6	8	9	8	11	7	-
17	1,500,000	9d4+8	+7	7	8	7	10	7	+1 Skill Point
18	1,650,000	9d4+9	+7	7	8	7	10	6	-
19	1,800,000	9d4+10	+7	7	8	7	10	6	-
20	1,950,000	9d4+11	+8	6	7	6	9	5	-
21	2,100,000	9d4+12	+8	6	7	6	9	5	+1 Skill Point
22	2,250,000	9d4+13	+9	5	6	5	8	4	-
23	2,400,000	9d4+14	+9	5	6	5	8	4	+1 Weapon Feat
24	2,550,000	9d4+15	+9	5	5	5	7	4	-
25	2,700,000	9d4+16	+10	4	5	4	7	3	+1 Skill Point
26	2,850,000	9d4+17	+10	4	4	4	6	3	-
27	3,000,000	9d4+18	+11	4	4	4	6	3	-
28	3,150,000	9d4+19	+11	4	4	4	5	3	-
29	3,300,000	9d4+20	+11	3	3	3	5	2	+1 Skill Point
30	3,450,000	9d4+21	+12	3	3	3	4	2	+1 Weapon Feat
31	3,600,000	9d4+22	+12	3	3	3	4	2	-
32	3,750,000	9d4+23	+13	3	3	3	3	2	-
33	3,900,000	9d4+24	+13	2	2	2	3	2	+1 Skill Point
34	4,050,000	9d4+25	+13	2	2	2	2	2	-
35	4,200,000	9d4+26	+14	2	2	2	2	2	-
36	4,350,000	9d4+27	+15	2	2	2	2	2	+1 Weapon Feat

Table 3.19: Wizard Spells per Day by Spell Level

	Spell Level								
Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-
4	2	2	-	-	-	-	-	-	-
5	2	2	1	-	-	-	-	-	-
6	3	2	2	-	-	-	-	-	-
7	3	2	2	1	-	-	-	-	-
8	3	3	2	2	-	-	-	-	-
9	3	3	2	2	1	-	-	-	-
10	4	3	3	2	2	-	-	-	-
11	4	4	4	3	2	-	-	-	-
12	4	4	4	3	2	1	-	-	-
13	5	4	4	3	2	2	-	-	-
14	5	4	4	4	3	2	-	-	-
15	5	4	4	4	3	2	1	-	-
16	5	5	5	4	3	2	2	-	-
17	6	5	5	4	4	3	2	-	-
18	6	5	5	4	4	3	2	1	-
19	6	5	5	5	4	3	2	2	-
20	6	5	5	5	4	4	3	2	-
21	6	5	5	5	4	4	3	2	1
22	6	6	5	5	5	4	3	2	2
23	6	6	6	6	5	4	3	3	2
24	7	7	6	6	5	5	4	3	2
25	7	7	6	6	5	5	4	4	3
26	7	7	7	6	6	5	5	4	3
27	7	7	7	6	6	5	5	5	4
28	8	8	7	6	6	6	6	5	4
29	8	8	7	7	7	6	6	5	5
30	8	8	8	7	7	7	6	6	5
31	8	8	8	7	7	7	7	6	6
32	9	8	8	8	8	7	7	7	6
33	9	9	9	8	8	8	7	7	7
34	9	9	9	9	8	8	8	8	7
35	9	9	9	9	9	9	8	8	8
36	9	9	9	9	9	9	9	9	9

Secondary Classes

Demi-Humans as Humans

Although physically similar, demi-humans are not human. Each type of demi-human has their own thought process and way of life. Acts such as theft and worship of *Immortals* seem strange to demi-humans, as they have no concept of ownership and they believe in other forces.

Occasionally, a demi-human may go against the grain and take on human ways. This could be due to being raised around humans or or a genetic abnormality. With the Game Master's approval, a player may choose to play as one of these demi-humans.

When doing so, the player selects a human class in addition to their chosen demi-human class. They lose all their demi-human special abilities except for 1st level hereditary abilities (such as Elfsight) and 1st level environmental abilities (such as Stonelore). Dwarves and gnomes retain their *Infravision* and Stonelore abilities, elves their Elfsight and Ghoul Immunity abilities, and halflings their Nimble, Small, and Unobtrusive abilities. They suffer a -15% penalty to gained experience for retaining these abilities.

Other than their retained abilities, the demi-human functions exactly as their chosen human class. They are still considered their demi-human class for other purposes such as ability score modifiers, aging, weight, height, magical effects, etc. Weapon and armor restrictions apply from both the demi-human and human class, but the demi-human may use any magic item available to either class.

These demi-humans tend not to stay with their own kind, as their chosen profession may be frowned upon in their society. They will usually relocate to human settlements, where they can train freely with little to no judgment.

Chapter 4: Alignment



All sapient creatures in Dark Dungeons have an alignment. This represents the philosophical outlook of the creature. There are two opposing philosophical alignments that a creature might have: Order or Chaos.

Order

Creatures aligned with order, usually referred to as "Lawful" creatures, enjoy stability, routine, and predictability. They are likely to live in large cities with well-defined social mores and caste, class systems or other forms of social stratification where everyone knows their place and there is little social mobility. Such societies can be benevolent and protective or oppressive and tyrannical in nature, but in either case one's position in society and feeling as if one belongs to a group are often seen as more important than individuality.

Chaos

Creatures aligned with chaos, usually referred to as "Chaotic" creatures, are quite the opposite. They prefer novelty and change to stodgy routine, and are more likely to live in small family groups or clans than in cities. Position and respect in such groups is often very changeable and linked to individual traits such as strength or honor. Chaotic societies can be bastions of altruism, freedom and individuality or brutal dog-eat-dog places where only the strongest survive.

Neutral

Many creatures don't wholly embrace either of these philosophies, preferring something in-between the two. These creatures are usually simply referred to as "Neutral".

Chapter 5: Skills



Characters of different classes have different unique abilities, for example wizards can cast spells and rogues can pick pockets.

However, there are some things—such as trying to walk along a thin ledge or trying to remember which type of dragon breathes fire and which type breathes frost before venturing into a lair—that any character can attempt.

These situations are handled by skills.

Using Skills

All characters start with four skill points at 1st level plus an extra skill point per point of *Intelligence* bonus. If a character has an *Intelligence* penalty, then this does not reduce the number of skill points the character has.

Characters also gain an extra skill point every four experience levels.

These skill points are spent immediately on skills listed in this chapter.

In most cases, each point spent on a particular skill will give your character a +1 bonus to their effective ability score when rolling for ability checks that correspond to the skill.

So a character with a *Strength* of 12 would normally need to roll a 12 to make an ability check to use his *Strength* to swim upstream in a river but if the character's player has spent two points in the *Swimming* skill then that character's *Strength* is effectively 14 when making the check and their player will only need to roll a 14 or less.

Such skill modifiers stack with modifiers applied by the Game Master due to circumstances.

Example

Black Leaf is hot on the trail of the Eye of Harmaz, and comes across a narrow rope bridge spanning a chasm. Unfortunately the guide rope for the rope bridge is missing, so Black Leaf will have to try to balance without its aid if she wishes to cross.
The Game Master tells Marcie that she will need to make a Balance check (an ability check against Dexterity, using the Balance skill) in order to cross the bridge—but that the strong winds blowing through the chasm will give her a -1 penalty to her effective Dexterity.
Black Leaf has a Dexterity of 16, and Marcie has spent two points on the Balance skill, so she can add these points to her effective Dexterity for the roll.
The two skill points and the wind penalty stack, so overall Marcie is going to have to roll against an effective Dexterity of (16+2-1=17). Marcie reckons that this is well worth trying, but tells the Game Master that Black Leaf is looping a rope around the bridge and around her waist so that if she falls off she won't plummet to her almost certain death at the bottom of the chasm.
She also trails a rope behind her so that after she's crossed she and the other companions can tie it off so that the less dexterous party members will have a guide rope and not need to cross the bridge the hard way.

Social Skills

Special care needs to be used when using skills designed for social situations (*Bluff*, *Diplomacy*, *Intimidation*, and *Sense Motive*).

Players and Game Masters should discuss the use of these skills before the game starts, since they have the potential to unbalance games.

Firstly, it is recommended that these skills are not used against players. If a player wishes to influence another player then this should be role played rather than rolled for using skills. Many players don't like the loss of "free will" and the loss of control that they feel when their character is forced into particular behavior by dice rolls rather than because they wanted their character to behave in that way, especially if the forced behavior is the result of another player's use of social skills against them. This can be very disruptive to your gaming group.

Secondly, the players and Game Master should agree what proportion of social interaction with NPCs should be governed by skill usage and what proportion should be governed by role play. Some people prefer more skill usage since it means that people can play silver-tongued characters even if they are not good talkers themselves. Others feel that simply rolling a *Diplomacy* check in order to find out whether the character can talk the king into pardoning their wrongly-imprisoned associates is something of a dramatic let-down and prefer to role play the issue to its conclusion. There is no single "correct" way to play using these skills, only the way that your group enjoys.

Special Skills

While most skills simply add bonuses to ability checks, some—notably language skills—work in other ways.

If a skill works in an unusual way, this will be detailed in the skill's individual description.

Adding New Skills

The list of skills in this chapter is not meant to cover all possible situations. Game Masters may require (or players may ask for) ability checks for a variety of situations other than those given here. If a particular situation crops up repeatedly, a player may—with the Game Master's permission—spend a skill point in order to buy it as a named skill in order to get a bonus to their effective ability score in that situation.

However, Game Masters and players should be careful that this does not overlap with class abilities. For example, sneaking up on someone without being heard is a specific *Rogue* ability called *Move Silently*. While in some specific circumstances it may be acceptable for players without this ability to make a *Dexterity* check in order to have their character sneak up on someone, this should not become standard practice (and players certainly shouldn't start spending points on a "Stealth" skill to help with it) since that will overlap with—and undermine—the *Move Silently* ability.

Alphabetical Skill List

Table 5.1: Alphabetical Skill List

Skill	Ability Check
Arcane Lore	Intelligence
Balance	Dexterity
Bluff	Charisma
Cooking	Wisdom
Craft (Choose Medium)	Dexterity
Diplomacy	Charisma
Disguise	Charisma
Engineering	Intelligence
Escape Artist	Dexterity
Etiquette (Choose Culture)	Charisma
First Aid	Wisdom
Gambling	Charisma
Geography	Intelligence
History	Intelligence
Intimidation	Strength or Charisma
Jumping	Dexterity
Language (Choose)	-
Laws (Choose Culture)	Intelligence
Lip Reading	Wisdom
Magical Engineering	Intelligence
Monster Empathy	Wisdom
Nature Lore	Intelligence
Navigating	Wisdom
Performance (Choose Medium)	Charisma
Religious Lore	Intelligence
Riding (Choose Animal)	Dexterity
Sense Motive	Wisdom
Snares	Intelligence
Swimming	Strength
Tracking	Wisdom

Arcane Lore

Each point spent on this skill gives a +1 bonus to *Intelligence* checks made to recognize spells, magical effects, and magical creatures.

An "average" spell or effect (at the Game Master's discretion) will give no bonus or penalty to the effective *Intelligence* used for the roll, but a particularly common spell might give a bonus and a particularly rare spell might give a penalty. Relative obscurity is more important

in this regard than level of power.

Note

Arcane Lore checks should not be used to allow the players to identify magic items without using the Analyze spell.

Balance

Each point spent on this skill gives a +1 bonus to *Dexterity* checks made to keep one's footing on a small (or moving) surface or to cross narrow ledges, beams or even tightropes.

Modifiers to the effective *Dexterity* score used for the roll can come from a wide variety of factors. Examples include:

- Strong wind
- Slippery surfaces
- Heavily encumbered character
- Trying to move quicker (or slower) than a normal walk
- Particularly narrow (or wide) ledges
- Trying to balance while dodging attacks
- Using a pole for balance

Bluff

Each point spent on this skill gives a +1 bonus to *Charisma* checks made to convince NPCs of things without evidence. While the skill is most often used to convince NPCs of untruths, it can also be used to make a convincing emotional argument in favor of something you know is true but cannot prove to be true.

Bluff checks should get modifiers for both the plausibility of what is being claimed and the potential consequences of the bluff to the target of the skill. A guard who may get executed if they let a potential assassin into the royal palace will be harder to bluff your way past than a merchant who may make a bit less profit if you manage to convince him that you should get a discount because you're a member of the city watch.

Note

See Social Skills for a warning about how some uses of this skill may disrupt the game.

Cooking

Each point spent on this skill gives a +1 bonus to *Wisdom* checks made to cook.

Modifiers to the effective *Wisdom* used for this roll are likely to be only rarely needed, except in the case of not having adequate equipment or when using ingredients that the character has never cooked before.

In most cases, failing a cooking check won't result in inedible food; merely food that is not as nice as that produced by a successful cooking check.

Craft

This skill is not a single skill. It is a group of related skills used when making things of different types. When spending a skill point on this skill, you must specify what sort of craft your character is skilled at.

An exhaustive list of possible craft skills is not possible, but examples include: carpentry, smithing, fletching, skinning, leatherworking, rope binding, tailoring, gem cutting, forgery, masonry, thatching, drawing/painting, sculpture, and machine building.

Each skill point spent on a specific craft skill gives a +1 bonus to *Dexterity* checks used to make items with that craft.

Modifiers to the effective *Dexterity* used in craft rolls can come from high or low quality materials and tools, as well as time constraints.

Depending on what is being made, success may be not be an all-or-nothing affair—a failed craft check is likely to still result in a finished item. However, the quality of the finished product should be subjectively determined by the amount that the craft check succeeded by or failed by.

Craft skills can also be used to assess the workmanship of items made using that skill. For example skill at carpentry can be used to help find the weak spot in a door, or skill at smithing can help judge how good a sword is. The exact details of this are left to the Game Master's discretion. However, in no case should a craft skill be able to be used to determine magical properties of an item.

Diplomacy

Each point spent on this skill gives a +1 bonus to *Charisma* checks made to work out compromises and calm tensions.

Diplomacy checks should get modifiers for both the amount of hostility between the parties and the amount that either side has to lose if the diplomacy fails. For example, trying to persuade the leader of a marauding band of orcs not to attack a small and lightly armed party is going to be much more difficult than trying to persuade an offended landlady that you shouldn't be thrown out of her inn and you should be allowed to spend your spare cash there instead.

Note

See Social Skills for a warning about how some uses of this skill may disrupt the game.

Disguise

Each point spent on this skill gives a +1 bonus to *Charisma* checks made to disguise a character as someone else.

These checks should be made when the disguise is first worn; with modifiers based on the answers to the following:

- Is the disguise meant to look like a specific person, or merely not look like the wearer?
- Is the disguise intended to make the character look like a different gender and/or race?
- Is the disguise meant to only be seen in from a distance or is it intended for close scrutiny?
- Is the disguise intended to fool close acquaintances of subject (or wearer) of the disguise?
- Does the person applying the disguise have access to make up and prosthetics?

The exact value of these modifiers should be determined by the Game Master on a case by case basis, and the Game Master should roll the dice for the check so that the player doesn't know whether their character's disguise will successfully fool people.

A disguise that fails to achieve its target intentions may still work to a lesser extent.

Example

Black Leaf wishes to gain access to the back room of the cartographer's guild in order to steal a map that she thinks may be there despite the guild members' denials. While her allies "accidentally" encounter one of the guild members in an inn and get him drunk, Black Leaf disguises herself as the guild member.

The Game Master decides that because Black Leaf is trying to impersonate a specific person of the opposite gender, she should get a -4 penalty to her effective Charisma when making the disguise check.

However, since she has deliberately chosen to impersonate the guild member who most closely resembles her in terms of build and facial features (gender notwithstanding) the Game Master reduces the penalty to a –3.

Unfortunately Black Leaf's Charisma is only a rather average 11, and the penalty means it is effectively only an 8 for this roll. The Game Master rolls a 10.

Since she only failed by a small amount—and would have succeeded if not for the penalties— the Game Master decides that Black Leaf's disguise is not going to fool people into thinking she is the guild member unless seen only from a distance, but is enough that people seeing her will not recognize her real identity.

Engineering

Each point spent on this skill gives a +1 bonus to *Intelligence* checks made to design machinery or identify the function of existing machinery such as siege weaponry or orreries.

Modifiers to these the effective *Intelligence* used for checks to identify machinery should come from the complexity of the machinery being examined.

In terms of the design of machinery, the Game Master should also take into account the technological level of the campaign and should veto the "invention" of devices that rely on principles unknown in the game world. Similarly, the presence of magic in the game world may mean that the laws of nature work differently there than in the real world, so at the Game Master's discretion machinery relying on certain physical principles (e.g. combustion powered guns or engines) may not work at all.

Note

Although this skill can be used to identify how a large mechanical trap works, it should not be used as a replacement for either the Find Traps or Remove Traps abilities. At best, knowing how the trap functions may give insight into how the trap may be bypassed by mundane means.

Escape Artist

Each point spent on this skill gives a +1 bonus to *Dexterity* checks made to escape from bonds or ties.

The effective *Dexterity* used for this check should be modified by the extent to which the character is tied. Escaping from simply having ones hands tied with a scarf should be much easier than escaping from iron manacles.

Note

Although this skill allows the character to wriggle free from locked manacles or padlocked chains, it does not allow the actual picking of those locks.

Etiquette

This skill is not a single skill. It is a group of related skills used in social situations in a variety of cultures.

Each point spent in the etiquette skill for a particular culture gives a +1 bonus to *Charisma* rolls used to behave properly in formal social situations in that culture.

Modifiers to the effective *Charisma* used for these checks should come from particularly common or particularly obscure social situations within that culture.

First Aid

Each point spent in this skill gives a +1 bonus on *Wisdom* rolls used to treat injuries.

The most common use of this skill is to prevent people from dying once they have reached 0 hit points (see *Chapter 12: Dying and Death*). This use of the skill can be performed during combat, and can be used multiple times until it succeeds.

The other use of the skill is to patch people up after they have taken damage. After each time a character has been injured (a whole combat only counts as a single injury for this purpose) they can be healed 1d3 of the hit points lost in this particular injury by someone making a successful first aid check. Each character using the skill is only able to make one attempt per injury, and if this first attempt fails then further attempts will not succeed.

If someone succeeds with a first aid check against a particular injury then further first aid checks will be of no benefit.

There are normally no modifiers to the effective *Wisdom* used in first aid checks.

Example

Black Leaf is unlucky enough to fall down a pit, and is injured, taking 5 points of damage out of her 9 hit points, leaving her on 4 hit points.
She uses the First Aid skill to treat this injury, and succeeds in her roll. Her player rolls 1d3 to see how many hit points are recovered and unfortunately only gets a 1. Black Leaf now recovers one of the hit points lost in the injury, taking her from 4 hit points to 5 hit points.
Since she has now had this injury treated, further first aid rolls won't be able to recover any more of the lost hit points.
Shortly afterwords, the party encounters some goblins spoiling for a fight. After a brief combat with the goblins, Black Leaf has lost another 2 hit points, leaving her with 3. While the party are resting, she tries to use the First Aid skill on herself in order to recover some of these hit points. The skill check is not successful and Black Leaf is unable to heal this injury, and cannot try again.
Seeing that her friend is still injured, Elfstar tries to use the skill on her. Elfstar's player succeeds her skill check and rolls 1d3 to see how much is healed, getting a 3. Although Black Leaf has lost a total of 6 hit points, only 2 were lost in the injury being treated by the skill roll, so the first aid can only result in the recovery of these 2 hit points.

Gambling

Each point spent on this skill gives a +1 bonus to *Charisma* checks made to determine who wins in games of skill and chance.

Modifiers to the effective *Charisma* used for gambling checks should be rare, but may be used for games that the character is unfamiliar with.

The simple way to use this skill is to simulate a single game or round in a game, by each character making a gambling check, and the game or round is won by the character who succeeds their roll by the biggest margin (or fails by the least margin, if no character succeeds).

At the Game Master's discretion, individual gambling games can be devised for their game world, which may operate on a more complex basis.

Note

This skill is designed for games where psychology, bluffing, and second-guessing opponents are an essential part of the game play. The skill does not represent a supernatural "luck" type of ability and should not be used to determine the outcome of games of pure chance.

Geography

Each point spent on this skill gives a +1 bonus to *Intelligence* checks made to recollect information about countries and regions of the game world.

The use of this skill should be modified by the obscurity of the facts that the player wishes their character to recollect. Knowing the name of a country and the majority race that lives there should be easier than knowing the name of the palace in which the king of that country lives or knowing the major trade imports and exports of that country.

History

Each point spent on this skill gives a +1 bonus to *Intelligence* checks made to recollect information about the game world's past.

The use of this skill should be modified by the obscurity of the facts that the player wishes their character to recollect. Knowing the name of countries involved in a war a couple of generations ago should be easier than knowing the name of the vizier of an empire that hasn't existed for thousands of years.

Intimidation

Each point spent on this skill gives a +1 bonus to both *Charisma* checks and *Strength* checks made to bully an NPC into co-operation through threats or shows of physical strength.

Intimidation checks should get modifiers for both the plausibility of the threats being made and the potential consequences to the target of the skill for co-operation.

Using a threat of immediate physical violence to get a bandit to flee is both a realistic threat and has only minor consequences to the bandit if they do flee; so it should be easier than using a threat of sending a dragon to kill the family of an ogre if they don't betray their tribe's location to you, which is both an unrealistic threat and has potentially fatal consequences to the ogre and their tribe.

Note

See Social Skills for a warning about how some uses of this skill may disrupt the game.

Jumping

Each point spent on this skill gives a +1 bonus to *Strength* checks made to jump long distances.

Rather than giving modifiers to the effective *Strength* based on the intended length or height of the jump, the nature of jumping means that a jump will always be successfully made but the distance of the jump will depend on the result of the check.

With a running start, a character can jump 10' horizontally or 4' vertically (remember that if the character is jumping up to reach something then the character's height should be added to the vertical distance jumped in order to determine how high they can reach).

The effects of the roll depend on whether the character is jumping for height or length.

For each point that the character succeeds the jump check by in the case of a long jump, they jump an extra foot horizontally; for each two points that the character fails the jump check by they jump a foot less horizontally.

In the case of a high jump, for each two points the character succeeds the jump roll by they jump a foot higher, and for each four points the character fails by they jump a foot less high.

In either case, jumping from a standing start means that only half of the total distance (after modification) can be jumped.

Example

Black Leaf has a Strength of only 9, but has spent two skill points on the jump skill—so she has an effective Strength of 11 when making jump checks.
After having fallen into a 10-foot-deep pit, she needs to try to get out. Her player announces that she will try to jump up and grab the edge of the pit.
The pit is 10 feet deep, and Black Leaf is 5'5" tall; so in order to reach the edge of the pit she will have to jump just over four and a half feet.
Luckily for Black Leaf, the pit is 20 feet wide, so she has chance to get a run up at the jump. Marcie rolls a 6, which is five points better than the 11 that she needed to roll, so Black Leaf jumps two and a half feet more than the default 4 feet, for a total of six and a half feet— more than enough to grab the edge of the pit and pull herself out.
Had Black Leaf not been able to take a run up, the total distance jumped would have been halved from six and a half feet down to just over three feet—not high enough to get out.

Language

Each skill point spent on this skill means that the character knows another language to an acceptable level that they can converse. However, even though the character speaks the language, their speech will be accented and they will be clearly noticeable as a foreigner.

If a character spends a second skill point on the same language, their skill increases to the point where they speak it like a native and no longer have a noticeable foreign accent.

The Game Master will determine which languages exist in their game world.

Laws

This skill is not a single skill. It is a group of related skills used in legal situations in a variety of cultures.

Each point spent in the law skill for a particular culture gives a +1 bonus to *Intelligence* checks used to recall/interpret the laws and customs of that country.

Modifiers to the effective *Charisma* used for these checks should come from particularly common or particularly obscure customs within that culture. For example knowing that a country has the death penalty for banditry is much easier than knowing that the country requires anyone setting up a market stall to buy a trading license from the alderman of the town.

Lip Reading

Each point spent on this skill gives a +1 bonus to *Wisdom* checks made to understand what someone is saying even when you can't hear them by watching the movement of their mouth.

Modifiers to the effective *Wisdom* used for this skill should be used based on how clearly the person's mouth can be seen, whether they are deliberately enunciating clearly in order to make it easy for you to lip read, and whether you are a native speaker of the language they are speaking (i.e. it's a starting language or you spent two skill points on it) or whether you are merely fluent in it (i.e. you spent one skill point on it).

Magical Engineering

Each point spent on this skill gives a +1 bonus to *Intelligence* checks made to design large scale magical effects or identify the function of existing effects such as wormholes, gates, and some large scale magical traps.

Modifiers to these the effective *Intelligence* used for checks to identify such magic should come from the obscurity of the effect being examined. Something that uses a standard spell effect should be easier than something that uses a unique effect.

When designing such effects, this skill is used for the design itself, but the building of large-scale magical constructions will involve spellcasting and crafting skills.

Note

Although this skill can be used to identify how a large magical trap works, it should not be used as a replacement for either the Find Traps or Remove Traps class abilities. At best, knowing how the trap functions may give insight into how the trap may be bypassed by mundane means.

Monster Empathy

This skill is not a single skill. It is a group of related skills used when empathizing with different types of monsters. When spending a skill point on this skill, you must specify what sort of monster you empathize with. Only non-intelligence monsters may be chosen.

Each skill point spent on a specific type of monster gives a +1 bonus to *Wisdom* checks used to sense and communicate basic feelings with them when they are within 100 feet.

If the monster's hit dice is higher than the character's level, than the difference is applied to the skill check as a penalty.

If the monster is the character's mount this skill applies a +2 bonus to the character's *Riding* skill check.

Nature Lore

Each point spent on this skill gives a +1 bonus to *Intelligence* checks made to recognize plants, natural terrain features, and natural creatures.

Most natural creatures or terrain features will give no bonus or penalty to the effective *Intelligence* used for the roll, but a particularly common plant or animal might give a bonus and a particularly rare one might give a penalty.

Navigating

Each point spent in this skill gives a +1 bonus on *Wisdom* checks used to avoid getting lost by using landmarks and the position of the sun and stars.

The effective *Wisdom* used for navigating checks may be modified by factors such as weather conditions, visibility, access (or lack of it) to equipment such as maps and/or sextants, and familiarity with the area being traveled.

Performance

This skill is not a single skill. It is a group of related skills used when putting on different types of artistic performance. When spending a skill point on this skill, you must specify what sort of artistic performance your character is skilled at. An exhaustive list of possible artistic media is not possible, but examples include: singing, musical instrument, dancing, acting, juggling, jesting, storytelling, and poetry.

Each skill point spent on a specific craft skill gives a +1 bonus to both *Dexterity* checks and *Charisma* checks used to make these artistic performances.

Modifiers to the effective *Dexterity* or *Charisma* used in performance rolls can come from such things as particularly high or low quality costume and how much rehearsal time the performance has had.

Success in a performance may not be an all-or-nothing affair—a failed performance check is likely to still result in a performance of some kind. However, the quality of the finished work should be subjectively determined by the amount that the performance check succeeded by or failed by.

Religious Lore

Each point spent on this skill gives a +1 bonus to *Intelligence* checks made to recall knowledge about religions, their targets of worship, and the creatures associated with them.

The effective *Intelligence* score used for the religious lore check should be modified by the obscurity of the knowledge being sought.

Identifying a statue of a well known god should be much easier than identifying the purpose of a particular religious rite from a foreign religion.

Note

Characters should be assumed to know all about the rites and details their own religion without needing to make religious lore checks.

Riding

This skill is not a single skill. It is a group of related skills used when making rolls to control or stay on various riding animals in unusual circumstances. When spending a skill point on this skill, you must specify what sort of animal your character is skilled at riding. An exhaustive list of animals is not possible, but examples include: Horse (includes mules and donkeys), *Camel*, *Elephant*, *Dire Wolf*, *Griffon*, *Pegasus*, *Hippogriff*, and *Gargantuan Bird of Prey*.

Each skill point spent on a specific riding skill gives a +1 bonus to *Dexterity* checks used to ride that type of animal.

Generally, simply riding a calm animal as it walks shouldn't require a riding check. However, staying on an animal when it bolts or stumbles, or when it is damaged by an attack, should require a check—with the effective *Dexterity* modified by the exact circumstances provoking the check.

Sense Motive

Each point spent on this skill gives a +1 bonus to *Wisdom* checks made to read the expressions and body language of NPCs in order to tell if they have an ulterior motive for their speech or behavior. The skill is most often used to detect when an NPC is lying, although it can also in other situations, for example to try to tell if an NPC who is ignoring a character who is hiding is deliberately ignoring that character while trying to keep an eye on them or whether they simply haven't seen them.

Note

See Social Skills for a warning about how some uses of this skill may disrupt the game.

Snares

Each point spent on this skill gives a +1 bonus to *Intelligence* checks made to building traps designed to snare animals, monsters, and intruders. A successful check indicates that the trap functions correctly. The Game Master may assign modifiers to the check depending on the availability of time, materials, etc.

Swimming

Each point spent on this skill gives a +1 bonus to *Strength* checks made to swim while weighed down or in fast flowing or turbulent waters. Characters are assumed to be able to swim in calm water (providing they are not weighed down) without needing to make a swimming check, but heavily encumbered characters or characters trying to swim in difficult conditions will need to make such checks.

The effective *Strength* used for swimming checks should be given modifiers based on the specific conditions that the character is trying to swim in, such as those listed above.

Tracking

Each point spent on this skill gives a +1 bonus to *Wisdom* checks made to follow the tracks left by one of more creatures. Following (at a slow walk) a single human-sized creature who walked through light woodland or farmland less than a day ago would require a roll with no modifiers.

The effective *Wisdom* used for the tracking check should be modified by many factors such as:

- Number of creatures being tracked
- Size of creatures being tracked
- Method of locomotion of creatures being tracked
- Age of the tracks
- Terrain being tracked through
- Weather conditions
- Tracking faster than a slow walk

Chapter 6: Weapon Feats



A character's ability to use a particular type of weapon in combat is represented by weapon feats.

There are 6 levels of proficiency with each weapon, listed below along with the abbreviations used for them in the tables in this chapter:

- Non-Proficient ('N')
- Basic Proficiency ('B')
- Skilled Proficiency ('S')
- Expert Proficiency ('E')
- Master Proficiency ('M')
- Grandmaster Proficiency ('G')

All characters except start out non-proficient with all weapons other than those that they spend their starting weapon feats to gain proficiency with.

Starting Weapon Feats

All characters start with two weapon feats at 1st level except *Dwarves* and *Fighters* who start with four. These weapon feats must be immediately spent on basic weapon proficiency on weapons usable by the character.

A character may not spend more than one first level weapon feat on the same weapon.

Gaining Weapon Feats

All characters gain an additional weapon feat at 3rd, 6th, 9th, 11th, 15th, 23rd, 30th, and 36th level. Dwarves and fighters also gain weapon feats at 19th, 27th, and 33rd level. These feats are not gained immediately upon increasing in level. Instead, the character must undergo training in order to spend the feat or feats.

Each weapon feat is spent to increase the level of expertise that the character has with a particular weapon.

When a character wishes to spend a weapon feat in order to increase their level of expertise with a weapon, they must find a trainer. Ideally this trainer will have a higher level of expertise than the character does, but it is possible—providing the character has at least basic skill with the weapon—for the character to train with their peer.

Once the character has found a suitable trainer, they must start their training. The length of time that the training must take is listed on *Table 6.1: Learning Weapon Feats*, along with the weekly cost of the training if the trainer is an NPC.

Table 6.1 also shows the chance of the training being successful. This check is made half way through the training, at which point it will be apparent to the trainer whether the student is progressing or not. Unscrupulous trainers may keep quiet and keep taking money from the student for the rest of the duration anyway, but most trainers will

warn the student that the training isn't working out and give them the choice of continuing the training until the end or abandoning it at that half way mark (and therefore saving the money they would have paid for the second half of the training.

In either case, the weapon feat is only considered to have been used if the training was successful.

If the training was not successful, the character gets a +10% cumulative bonus on all future training for the same level of expertise in the same weapon.

Example

Gretchen currently has a basic level of expertise with a mace, and has recently gone up a level and gained a weapon feat. She wishes to use this feat to increase her level of expertise with maces to skilled.

She hunts for a teacher, and finds a variety in the city, charging different prices based on their own skill level.

Deciding that economy is best, Gretchen goes for a relatively cheap trainer—a skilled mace trainer who charges 250 gp/week.

Going from basic expertise to skilled expertise will take two weeks of training, and will (with this trainer) have a 50% chance of success.

She spends 250 gp for the first week of training, and at the end of the week her player rolls for success—and gets a 79, which fails.

Gretchen's trainer takes her to one side and confides in her that it's going to take more than the initial two weeks for her to get the hang of the new techniques, and asks her if she wants to continue the training.

Gretchen decides to complete the training, so pays another 250 gp and completes week 2. She now has a +10% bonus next time she tries to lean skilled proficiency with maces.

When the training is finished, Gretchen signs up for another two weeks of training with the same teacher, consoling herself that although the training is taking longer than expected, at least four weeks with this trainer isn't costing her any more than two weeks with a more expensive trainer would have.

At the end of the first week of this new set of training, Gretchen's player rolls again, and gets a 54. This would normally be a failure since the chance of success is 50%, but the +10% bonus for the completing the previous training turns it into a success.

At the end of the second week—her fourth week in total—Gretchen becomes skilled with maces, after having spent a total of 1,000 gp and four weeks training.

In this case, Gretchen re-did the training immediately after the first unsuccessful attempt, but even if she had waited weeks or months between attempts she would still have got the +10% bonus on the second roll because she completed the first attempt.

Effects of Proficiency

As a character gains more proficiency levels with a weapon, they will usually do more damage with it. The damage done by a weapon is listed for each proficiency level in the detailed weapon descriptions in this chapter.

Increasing in proficiency level with a weapon will usually also result in an increased attack bonus with that weapon and an armor class bonus against one or more opponents when using that weapon.

Some types of weapon have special abilities such as the ability to deflect attacks or the ability to ensnare opponents, which can be used only by characters with a high enough level of proficiency.

Opponent Types

Although some weapons are equally effective against any opponent, weapons intended for warfare are often more effective against other opponents armed with melee weapons; whereas weapons intended for hunting are often more effective against unarmed opponents. *Table 6.2: Weapon Feats* lists each weapon effectiveness against each type of opponent separately.

Note that opponents wielding missile weapons use the same values as opponents who are completely unarmed or using natural attacks such as claws.

Table 6.1: Learning Weapon Feats

Desired Expertise	Time Needed	Expertise of Trainer: Basic (100 gp/week)	Skilled (250 gp/week)	Expert (500 gp/week)	Master (750 gp/week)	Grand Master (1,000 gp/week)
Basic	1 week	60%	80%	95%	99%	99%
Skilled	2 weeks	1%	50%	70%	90%	95%
Expert	4 weeks	-	1%	40%	60%	80%
Master	8 weeks	-	-	1%	30%	50%
Grand Master	12 weeks	-	-	-	1%	20%

Table 6.2: Weapon Feats

Weapon	Proficiency	To-Hit Bonus: Armed	To-Hit Bonus: Unarmed	Damage: Armed	Damage: Unarmed	Projectile Range (S/M/L)	Abilities
Axe, Battle	N	-	-	1d4	1d4	-	-
	B	-	-	1d8	1d8	-	-
	S	+1	+2	1d8+2	1d8+2	-	AC Bonus (Unarmed/-2 vs. 2), Delay
	E	+2	+4	1d8+4	1d8+4	-/5/10H	AC Bonus (Unarmed/-3 vs. 2), Delay
	M	+4	+6	1d8+6	1d8+8	-/5/10H	AC Bonus (Unarmed/-3 vs. 3), Delay, Stun
	G	+6	+8	1d8+8	1d10+10	5/10/15H	AC Bonus (Unarmed/-4 vs. 4), Delay, Stun
Axe, Hand	N	-	-	1d3	1d3	10/20/30	-
	B	-	-	1d6	1d6	10/20/30	-
	S	+1	+2	1d6+2	1d6+2	15/25/35	AC Bonus (Unarmed/-1 vs. 1)
	E	+2	+4	1d6+3	1d6+3	25/35/45	AC Bonus (Unarmed/-2 vs. 2)
	M	+4	+6	1d6+4	2d4+4	30/40/50	AC Bonus (Unarmed/-3 vs. 3)
	G	+6	+8	1d6+6	2d4+7	40/50/60	AC Bonus (Unarmed/-3 vs. 3)
Blackjack	N	-	-	1	1	-	-
	B	-	-	1d2	1d2	-	Knockout (+0)
	S	+2	+1	2d2	2d2	-	Knockout (-1)
	E	+4	+2	1d4+1	1d4+1	-	Knockout (-2)
	M	+6	+4	1d4+3	1d6+1	-	Knockout (-3)
	G	+8	+6	1d4+5	1d6+2	-	Knockout (-4)
Blowgun, Large	N	-1	-1	-	-	20/25/30	-
	B	-	-	-	-	20/25/30	-
	S	+2	+2	-	-	20/25/30	Poison Save (-1)
	E	+4	+4	-	-	25/30/40	Poison Save (-2)
	M	+6	+6	-	-	30/35/40	Poison Save (-3)
	G	+8	+8	-	-	30/40/50	Poison Save (-4)
Blowgun, Small	N	-1	-1	-	-	10/20/30	-
	B	-	-	-	-	10/20/30	-
	S	+2	+2	-	-	15/20/30	-
	E	+4	+4	-	-	15/25/35	-
	M	+6	+6	-	-	20/25/35	-
	G	+8	+8	-	-	25/30/40	-
Bolas	N	-	-	1	1	20/40/60	-
	B	-	-	1d2	1d2	20/40/60	Strangle (20)
	S	+2	+1	1d3	1d3	25/40/60	Strangle (20, Save -1)
	E	+4	+2	1d3+1	1d3+1	30/50/70	AC Bonus (Armed/-1 vs. 1), Strangle (19, Save -2)
	M	+6	+4	1d3+2	1d3+2	35/50/70	AC Bonus (Armed/-2 vs. 2), Strangle (18, Save -3)
	G	+8	+6	1d3+3	1d3+3	40/60/80	AC Bonus (Armed/-3 vs. 3), Strangle (17, Save -4 vs. 3)
Boomerang	N	-	-	1d2	1d2	40/80/160	-
	B	-	-	1d4	1d4	40/80/160	-
	S	+1	+2	1d6+1	1d6+1	50/90/160	AC Bonus (Armed, -1 vs. 2), Stun (S/M)
	E	+2	+4	1d6+3	1d6+3	60/100/170	AC Bonus (Armed, -2 vs. 3), Stun (S/M)
	M	+4	+6	1d4+5	1d6+5	70/110/170	AC Bonus (Armed, -3 vs. 3), Stun (S/M)
	G	+6	+8	1d4+6	1d6+6	80/120/180	AC Bonus (Armed, -4 vs. 4), Stun (S/M)
Bow, Long	N	-1	-1	1d3	1d3	70/140/210	-
	B	-	-	1d6	1d6	70/140/210	Delay (S/M)
	S	+1	+2	1d8+1	1d8+1	90/150/220	AC Bonus (Armed/-1 vs. 1), Delay (S/M)
	E	+2	+4	1d10+2	1d10+2	110/170/230	AC Bonus (Armed/-2 vs. 1), Delay (S/M)
	M	+4	+6	1d10+4	3d6	130/180/240	AC Bonus (Armed/-2 vs. 2), Delay (S/M)

Table 6.2: Weapon Feats (Continued)

Weapon	Proficiency	To-Hit Bonus		Damage		Projectile Range (S/M/L)	Abilities
		Armed	Unarmed	Armed	Unarmed		
	G	+6	+8	1d10+6	4d4+2	150/200/250	AC Bonus (Armed/-2 vs. 2), Delay (S/M)
Bow, Short	N	-1	-1	1d3	1d3	50/100/150	-
	B	-	-	1d6	1d6	50/100/150	-
	S	+1	+2	1d6+2	1d6+2	60/110/160	AC Bonus (Armed/-1 vs. 1), Delay (s)
	E	+2	+4	1d6+4	1d6+4	80/130/170	AC Bonus (Armed/-1 vs. 2), Delay (s)
	M	+4	+6	1d4+6	1d8+6	90/130/180	AC Bonus (Armed/-2 vs. 2), Delay (s)
	G	+6	+8	1d6+7	1d10+8	110/140/190	AC Bonus (Armed/-2 vs. 2), Delay (s)
Cestus	N	-	-	1	1	-	-
	B	-	-	1d3	1d3	-	Off-Hand
	S	+2	+1	1d4+1	1d4+1	-	Off-Hand
	E	+4	+2	2d4	2d4	-	Off-Hand
	M	+6	+4	2d4	1d4+3	-	Off-Hand
	G	+8	+6	3d4	2d4+3	-	Off-Hand
Chakram	N	-	-	1d3	1d3	10/20/30	-
	B	-	-	1d6	1d6	10/20/30	-
	S	+1	+2	1d6+2	1d6+2	15/25/35	AC Bonus (Armed/-1 vs. 1)
	E	+2	+4	1d6+4	1d6+4	20/30/45	AC Bonus (Armed/-2 vs. 2)
	M	+4	+6	1d8+6	1d4+6	25/35/50	AC Bonus (Armed/-3 vs. 2)
	G	+6	+8	1d10+7	1d6+8	30/50/60	AC Bonus (Armed/-3 vs. 3)
Claw, Bagh naka	N	-	-	1d2	1d2	-	-
	B	-	-	1d4	1d4	-	Off-Hand
	S	+1	+2	1d6+1	1d6+1	-	Off-Hand
	E	+2	+4	1d6+2	1d6+3	-	Off-Hand
	M	+4	+6	1d4+3	1d6+5	-	Off-Hand
	G	+6	+8	1d4+4	1d6+6	-	Off-Hand
Club	N	-	-	1d2	1d2	-	-
	B	-	-	1d4	1d4	-	-
	S	+1	+2	1d6+1	1d6+1	-	AC Bonus (-1 vs. 2), Deflect (1)
	E	+2	+4	1d6+3	1d6+3	-/15/25H	AC Bonus (-2 vs. 2), Deflect (1)
	M	+4	+6	1d4+5	1d6+5	-/15/25H	AC Bonus (-3 vs. 3), Deflect (2)
	G	+6	+8	1d4+6	1d6+6	10/25/40H	AC Bonus (-4 vs. 4), Deflect (2)
Crossbow, Heavy	N	-1	-1	1d4	1d4	80/160/240	-
	B	-	-	2d4	2d4	80/160/240	-
	S	+2	+1	2d6	2d6	90/160/240	AC Bonus (Unarmed/-1 vs. 1), Stun (S/M)
	E	+4	+2	2d6+2	2d6+2	100/170/240	AC Bonus (Unarmed/-2 vs. 2), Stun (S/M)
	M	+6	+4	3d6+2	1d12+4	110/170/240	AC Bonus (Unarmed/-3 vs. 2), Stun (S/M)
	G	+8	+6	4d4+4	1d10+6	120/180/240	AC Bonus (Unarmed/-3 vs. 3), Stun (S/M)
Crossbow, Light	N	-1	-1	1d3	1d3	60/120/180	-
	B	-	-	1d6	1d6	60/120/180	-
	S	+2	+1	1d6+2	1d6+2	60/120/180	AC Bonus (Unarmed/-1 vs. 1), Stun (s)
	E	+4	+2	1d6+4	1d6+4	75/130/180	AC Bonus (Unarmed/-2 vs. 2), Stun (s)
	M	+6	+4	1d8+6	1d4+6	75/130/180	AC Bonus (Unarmed/-3 vs. 2), Stun (s)
	G	+8	+6	1d6+7	2d4+5	90/140/180	AC Bonus (Unarmed/-3 vs. 3), Stun (s)
Dagger	N	-	-	1d2	1d2	10/20/30	-
	B	-	-	1d4	1d4	10/20/30	-
	S	+2	+1	1d6	1d6	15/25/35	AC Bonus (Armed, -1 vs. 1), Double Damage (20)
	E	+4	+2	2d4	2d4	20/30/45	AC Bonus (Armed, -2 vs. 2), Double Damage (19)
	M	+6	+4	3d4	2d4+2	25/35/50	AC Bonus (Armed, -2 vs. 2), Double Damage (18)
	G	+8	+6	4d4	3d4+1	30/50/60	AC Bonus (Armed, -3 vs. 3), Double Damage (17)
Dagger, Stiletto	N	-	-	1	1	10/20/30	-
	B	-	-	1d3	1d3	10/20/30	-
	S	+2	+1	1d6	1d6	15/25/35	AC Bonus (Armed, -1 vs. 1)
	E	+4	+2	2d4-1	2d4-1	20/30/45	AC Bonus (Armed, -2 vs. 2)
	M	+6	+4	3d4-1	2d4	25/35/50	AC Bonus (Armed, -2 vs. 2)

Table 6.2: Weapon Feats (Continued)

Weapon	Proficiency	To-Hit Bonus		Damage		Projectile Range (S/M/L)	Abilities
		Armed	Unarmed	Armed	Unarmed		
	G	+8	+6	4d4-1	3d4	30/50/60	AC Bonus (Armed, -3 vs. 3)
Gun, Pistol	N	-1	-1	1d3	1d3	50/100/150	-
	B	-	-	1d6	1d6	50/100/150	-
	S	+2	+1	1d8+1	1d8+1	60/110/160	Delay (S/M)
	E	+4	+2	1d10+2	1d10+2	80/130/170	Delay (S/M)
	M	+6	+4	3d6	1d10+4	90/130/180	Delay (S/M)
	G	+8	+6	4d4+2	1d10+6	110/140/190	Delay (S/M)
Gun, Smoothbore	N	-1	-1	1d4	1d4	80/160/240	-
	B	-	-	2d4	2d4	80/160/240	-
	S	+1	+2	2d6	2d6	90/160/240	AC Bonus (Unarmed, -1 vs. 1), Stun (S/M)
	E	+2	+4	2d6+2	2d6+2	100/170/240	AC Bonus (Unarmed, -2 vs. 2), Stun (S/M)
	M	+4	+6	1d12+4	3d6+2	110/170/240	AC Bonus (Unarmed, -3 vs. 2), Stun (S/M)
	G	+6	+8	1d10+6	4d4+4	120/180/240	AC Bonus (Unarmed, -3 vs. 3), Stun (S/M)
Halberd	N	-	-	1d5	1d5	-	-
	B	-	-	1d10	1d10	-	Disarm (+0), Hook (+0)
	S	+2	+1	1d10+3	1d10+3	-	AC Bonus (Armed, -1 vs. 1), Disarm (+0), Hook (-1)
	E	+4	+2	1d10+5	1d10+5	-	AC Bonus (Armed, -2 vs. 1), Deflect (1), Disarm (+0), Hook (-2)
	M	+6	+4	1d8+10	1d8+8	-	AC Bonus (Armed, -2 vs. 2), Deflect (1), Disarm (+0), Hook (-3)
	G	+8	+6	1d6+15	1d6+12	-	AC Bonus (Armed, -3 vs. 2), Deflect (2), Disarm (+0), Hook (-4)
Hammer, Throwing	N	-	-	1d2	1d2	10/20/30	-
	B	-	-	1d4	1d4	10/20/30	-
	S	+1	+2	1d4+2	1d4+2	10/20/30	AC Bonus (Unarmed/-1 vs. 2), Stun (S/M)
	E	+2	+4	1d6+2	1d6+2	20/30/45	AC Bonus (Unarmed/-2 vs. 3), Stun (S/M)
	M	+4	+6	1d4+4	1d6+4	20/40/45	AC Bonus (Unarmed/-3 vs. 4), Stun (S/M)
	G	+6	+8	1d4+6	1d6+6	30/50/60	AC Bonus (Unarmed/-4 vs. 5), Stun (S/M)
Hammer, War	N	-	-	1d3	1d3	-	-
	B	-	-	1d6	1d6	-	-
	S	+1	+2	1d6+2	1d6+2	-	AC Bonus (Armed, -2 vs. 2)
	E	+2	+4	1d8+2	1d8+2	-/10/20H	AC Bonus (Armed, -3 vs. 3)
	M	+4	+6	1d6+4	1d8+5	-/10/20H	AC Bonus (Armed, -4 vs. 3)
	G	+6	+8	1d6+7	1d8+7	10/20/30H	AC Bonus (Armed, -5 vs. 4)
Javelin	N	-	-	1d3	1d3	30/60/90	-
	B	-	-	1d6	1d6	30/60/90	-
	S	+2	+1	1d6+2	1d6+2	30/60/90	-
	E	+4	+2	1d6+4	1d6+4	40/80/120	-
	M	+6	+4	1d6+6	1d4+6	40/80/120	-
	G	+8	+6	1d6+9	1d4+8	50/100/150	-
Lance	N	-	-	1d5	1d5	-	Charge
	B	-	-	1d10	1d10	-	Charge
	S	+1	+2	1d10+3	1d10+3	-	AC Bonus (Unarmed/-2 vs. 1), Charge
	E	+2	+4	1d10+7	1d10+7	-	AC Bonus (Unarmed/-3 vs. 1), Charge
	M	+4	+6	1d8+10	1d8+12	-	AC Bonus (Unarmed/-3 vs. 2), Charge
	G	+6	+8	1d6+12	1d8+16	-	AC Bonus (Unarmed/-4 vs. 2), Charge
Lasso	N	-1	-1	-	-	10/20/30	Entangle (+0)
	B	-	-	-	-	10/20/30	Entangle (+0)
	S	+2	+2	-	-	10/30/30	Entangle (+0)
	E	+4	+4	-	-	20/30/30	Entangle (+1)
	M	+6	+6	-	-	20/30/30	Entangle (+1)
	G	+8	+8	-	-	30/30/30	Entangle (+2)
Mace	N	-	-	1d3	1d3	-	-
	B	-	-	1d6	1d6	-	-
	S	+2	+2	2d4	2d4	-	AC Bonus (Armed, -1 vs. 1)
	E	+4	+4	2d4+2	2d4+2	-/10/20H	AC Bonus (Armed, -2 vs. 2)
	M	+6	+6	2d4+4	2d4+4	-/10/20H	AC Bonus (Armed, -3 vs. 3)
	G	+8	+8	2d4+6	2d4+6	10/20/30H	AC Bonus (Armed, -4 vs. 3)

Table 6.2: Weapon Feats (Continued)

Weapon	Proficiency	To-Hit Bonus		Damage		Projectile Range (S/M/L)	Abilities
		Armed	Unarmed	Armed	Unarmed		
Net	N	-	-	-	-	10/20/30	Entangle (+0)
	B	-	-	-	-	10/20/30	Entangle (+0)
	S	+1	+2	-	-	15/25/35	AC Bonus (-2 vs. 1), Entangle (+1)
	E	+2	+4	-	-	20/30/40	AC Bonus (-4 vs. 2), Entangle (+2)
	M	+4	+6	-	-	25/35/45	AC Bonus (-6 vs. 3), Entangle (+2)
	G	+6	+8	-	-	30/40/50	AC Bonus (-8 vs. 4), Entangle (+3)
Pike	N	-	-	1d5	1d5	-	-
	B	-	-	1d10	1d10	-	-
	S	+2	+1	1d12+2	1d12+2	-	AC Bonus (Armed/-2 vs. 1), Deflect (1)
	E	+4	+2	1d12+5	1d12+5	-	AC Bonus (Armed/-2 vs. 2), Deflect (1)
	M	+6	+4	1d12+9	1d10+8	-	AC Bonus (Armed/-3 vs. 2), Deflect (2)
	G	+8	+6	1d10+14	1d8+10	-	AC Bonus (Armed/-3 vs. 3), Deflect (2)
Poleaxe	N	-	-	1d5	1d5	-	-
	B	-	-	1d10	1d10	-	-
	S	+2	+1	1d10+3	1d10+3	-	AC Bonus (Armed/-1 vs. 1), Deflect (1)
	E	+4	+2	1d10+6	1d10+6	-	AC Bonus (Armed/-2 vs. 1), Deflect (1)
	M	+6	+4	1d10+10	1d10+8	-	AC Bonus (Armed/-2 vs. 2), Deflect (2)
	G	+8	+6	1d8+16	1d8+12	-	AC Bonus (Armed/-3 vs. 2), Deflect (2)
Shield, Horned	N	-	-	1	1	-	Off-Hand
	B	-	-	1d2	1d2	-	AC Bonus (-1 vs. 1), Off-Hand
	S	+2	+2	2d2	2d2	-	AC Bonus (-1 vs. 1), Off-Hand
	E	+4	+4	1d4+1	1d4+1	-	AC Bonus (-1 vs. 2), Off-Hand
	M	+6	+6	1d4+3	1d4+3	-	AC Bonus (-1 vs. 4), Off-Hand
	G	+8	+8	1d4+5	1d4+5	-	AC Bonus (-1 vs. 6), Off-Hand
Shield, Knife	N	-	-	1d2	1d2	-	Breakable, Off-Hand
	B	-	-	1d4+1	1d4+1	-	AC Bonus (-1 vs. 1), Breakable, Off-Hand
	S	+2	+2	1d6+1	1d6+1	-	AC Bonus (-1 vs. 1), Breakable, Off-Hand
	E	+4	+4	2d4+1	2d4+1	-	AC Bonus (-2 vs. 2), Breakable, Off-Hand
	M	+6	+6	3d4	3d4	-	AC Bonus (-2 vs. 2), Breakable, Off-Hand
	G	+8	+8	4d4	4d4	-	AC Bonus (-2 vs. 2), Breakable, Off-Hand
Shield, Sword	N	-	-	1d2+1	1d2+1	-	Breakable, Off-Hand
	B	-	-	1d4+2	1d4+2	-	AC Bonus (-1 vs. 2), Breakable, Off-Hand
	S	+2	+2	1d6+3	1d6+3	-	AC Bonus (-1 vs. 2), Breakable, Off-Hand
	E	+4	+4	1d6+4	1d6+4	-	AC Bonus (-2 vs. 3), Breakable, Off-Hand
	M	+6	+6	1d6+7	1d6+7	-	AC Bonus (-2 vs. 3), Breakable, Off-Hand
	G	+8	+8	1d6+9	1d6+9	-	AC Bonus (-3 vs. 4), Breakable, Off-Hand
Shield, Tusked	N	-	-	1d2	1d2	-	Breakable, Two Attacks
	B	-	-	1d4+1	1d4+1	-	AC Bonus (-1), Breakable, Two Attacks
	S	+2	+2	1d6+2	1d6+2	-	AC Bonus (-2), Breakable, Two Attacks
	E	+4	+4	2d4+2	2d4+2	-	AC Bonus (-2), Breakable, Two Attacks
	M	+6	+6	2d4+4	2d4+4	-	AC Bonus (-3), Breakable, Two Attacks
	G	+8	+8	2d4+6	2d4+6	-	AC Bonus (-3), Breakable, Two Attacks
Sling	N	-1	-1	1d2	1d2	40/80/160	-
	B	-	-	1d4	1d4	40/80/160	-
	S	+2	+1	1d6	1d6	40/80/160	AC Bonus (Armed/-1 vs. 2), Stun (S/M)
	E	+4	+2	2d4	2d4	60/110/170	AC Bonus (Armed/-2 vs. 3), Stun (S/M)

Table 6.2: Weapon Feats (Continued)

Weapon	Proficiency	To-Hit Bonus		Damage		Projectile Range (S/M/L)	Abilities
		Armed	Unarmed	Armed	Unarmed		
	M	+6	+4	3d4	1d8+2	60/110/170	AC Bonus (Armed/-3 vs. 3), Stun (S/M)
	G	+8	+6	4d4	1d10+2	80/130/180	AC Bonus (Armed/-4 vs. 4), Stun (S/M)
Spear	N	-	-	1d3	1d3	20/40/60	-
	B	-	-	1d6	1d6	20/40/60	Set
	S	+2	+2	1d6+2	1d6+2	20/40/60	Set
	E	+4	+4	2d4+2	2d4+2	40/60/75	Set, Stun
	M	+6	+6	2d4+4	2d4+4	40/60/75	Set, Stun
	G	+8	+8	2d4+6	2d4+6	60/75/80	Set, Stun
Staff	N	-	-	1d3	1d3	-	-
	B	-	-	1d6	1d6	-	-
	S	+2	+2	1d6+2	1d6+2	-	AC Bonus (-1 vs. 2), Deflect (1)
	E	+4	+4	1d8+2	1d8+2	-	AC Bonus (-2 vs. 3), Deflect (2)
	M	+6	+6	1d8+5	1d8+5	-	AC Bonus (-3 vs. 3), Deflect (3)
	G	+8	+8	1d8+7	1d8+7	-	AC Bonus (-4 vs. 4), Deflect (4)
Sword, Bastard (One-Handed)	N	-	-	1d3	1d3	-	-
	B	-	-	1d6+1	1d6+1	-	-
	S	+2	+1	1d6+3	1d6+3	-	AC Bonus (Armed/-1 vs. 1)
	E	+4	+2	1d6+5	1d6+5	-	AC Bonus (Armed/-2 vs. 2), Deflect (1)
	M	+6	+4	1d8+8	1d6+7	-	AC Bonus (Armed/-3 vs. 2), Deflect (1)
	G	+8	+6	1d8+10	1d6+8	-	AC Bonus (Armed/-4 vs. 3), Deflect (2)
Sword, Bastard (Two-Handed)	N	-	-	1d4	1d4	-	-
	B	-	-	1d8+1	1d8+1	-	-
	S	+2	+1	1d8+3	1d8+3	-	Deflect (1)
	E	+4	+2	1d8+5	1d8+5	-/-/5H	AC Bonus (Armed/-1 vs. 1), Deflect (1)
	M	+6	+4	1d10+8	1d8+7	-/-/5H	AC Bonus (Armed/-2 vs. 2), Deflect (2)
	G	+8	+6	1d12+10	1d10+8	-/5/10H	AC Bonus (Armed/-3 vs. 2), Deflect (3)
Sword, Normal	N	-	-	1d4	1d4	-	-
	B	-	-	1d8	1d8	-	-
	S	+2	+1	1d12	1d12	-	AC Bonus (Armed/-2 vs. 1), Deflect (1), Disarm (+0)
	E	+4	+2	2d8	2d8	-/5/10H	AC Bonus (Armed/-2 vs. 2), Deflect (2), Disarm (-1)
	M	+6	+4	2d8+4	2d6+4	-/5/10H	AC Bonus (Armed/-3 vs. 3), Deflect (2), Disarm (-2)
	G	+8	+6	2d6+8	2d4+8	5/10/15H	AC Bonus (Armed/-4 vs. 3), Deflect (3), Disarm (-4)
Sword, Rapier	N	-	-			-	-
	B	-	-	2d4-1	2d4-1	-	-
	S	+2	+1	1d8+1	1d8+1	-	AC Bonus (Armed/-1 vs. 1), Deflect (1), Disarm (-1)
	E	+4	+2	1d8+2	1d8+1	-/10/20	AC Bonus (Armed/-2 vs. 2), Deflect (2), Disarm (-2)
	M	+6	+4	1d12	1d10	-/10/20	AC Bonus (Armed/-2 vs. 3), Deflect (3), Disarm (-4)
	G	+8	+6	1d12+1	1d10+1	10/20/30	AC Bonus (Armed/-3 vs. 4), Deflect (3), Disarm (-6)
Sword, Short	N	-	-	1d3	1d3	-	-
	B	-	-	1d6	1d6	-	-
	S	+2	+1	1d6+2	1d6+2	-	AC Bonus (Armed/-1 vs. 1), Deflect (1), Disarm (-1)
	E	+4	+2	1d6+4	1d6+4	-/10/20H	AC Bonus (Armed/-2 vs. 2), Deflect (2), Disarm (-2)
	M	+6	+4	1d6+7	1d4+7	-/10/20H	AC Bonus (Armed/-2 vs. 3), Deflect (3), Disarm (-4)
	G	+8	+6	1d6+9	1d4+9	10/20/30H	AC Bonus (Armed/-3 vs. 4), Deflect (3), Disarm (-6)
Sword, Two-Handed	N	-	-	1d5	1d5	-	-
	B	-	-	1d10	1d10	-	-
	S	+1	+2	2d6+1	2d6+1	-	Deflect (1), Stun
	E	+2	+4	2d8+2	2d8+2	-	Deflect (2), Stun
	M	+4	+6	2d8+3	3d6+3	-	Deflect (2), Stun
	G	+6	+8	3d6+2	3d6+6	-	Deflect (3), Stun
Trident	N	-	-	1d3	1d3	10/20/30	-

Table 6.2: Weapon Feats (Continued)

Weapon	Proficiency	To-Hit Bonus		Damage		Projectile Range (S/M/L)	Abilities
		Armed	Unarmed	Armed	Unarmed		
	B	-	-	1d6	1d6	10/20/30	-
	S	+1	+2	1d8+1	1d8+1	10/20/30	Skewer (4 HD)
	E	+2	+4	1d8+4	1d8+4	20/30/45	Skewer (7 HD)
	M	+4	+6	1d6+6	1d8+6	20/30/45	Skewer (10 HD)
	G	+6	+8	1d4+8	1d6+9	30/45/60	Skewer (15 HD)
Unarmed Strike	N	-	-	1	1	-	-
	B	-	-	1	1	-	Knockout (+0)
	S	+2	+1	1d3	1d3	-	Knockout (+0)
	E	+4	+2	1d4+1	1d4+1	-	Knockout (-1), Off-Hand
	M	+6	+4	2d4	1d4+1	-	Knockout (-3), Off-Hand
	G	+8	+6	3d4	2d4+1	-	Knockout (-5), Off-Hand
Whip	N	-	-	1	1	-	-
	B	-	-	1d2	1d2	-	Entangle (+0)
	S	+1	+2	1d4	1d4	-	AC Bonus (Unarmed/-2 vs. 2), Entangle (-1)
	E	+2	+4	1d4+1	1d4+1	-	AC Bonus (Unarmed/-3 vs. 3), Entangle (-2)
	M	+4	+6	1d3+2	1d4+3	-	AC Bonus (Unarmed/-4 vs. 3), Entangle (-3)
	G	+6	+8	1d3+3	1d4+5	-	AC Bonus (Unarmed/-4 vs. 4), Entangle (-4)

Weapon Abilities

The various weapon abilities listed on the previous tables are described below.

AC Bonus: When using the weapon, a character gains the listed armor class bonus against the given number of incoming attacks each round. For example, an entry of "-2 vs 3" means that the wielder of the weapon gains a –2 bonus to their armor class against three incoming attacks. The character can decide which attacks to use the bonus against, so they can save the bonus for use against a tougher opponent who is attacking later in the round rather than having to use them against a weak opponent who happens to be attacking first. However, the character must announce which attacks they wish to use the bonus against before attacks are rolled.

These armor class bonuses must be used against attacks coming from opponents of the relevant type, regardless of what type of opponent the character is attacking. For example, a character who is skilled with a normal sword gets a –2 AC bonus against one attack from an armed opponent per round, even if the character is actually attacking an unarmed opponent.

When a character uses two weapons in combat, they get whichever AC bonus is most beneficial against each incoming attack. The bonuses do not stack.

Example

Black Leaf is wielding a normal sword in her main hand and a club in her off hand. She has expert proficiency with each weapon, although because the club is in her off hand it counts as having only skilled proficiency.
The sword gives her –2 AC vs 2 attacks by armed opponents.
The club gives her –1 AC vs 2 attacks by armed opponents and –1 AC vs 2 attacks by unarmed opponents.
The bonuses against armed opponents don't stack, so each round Black Leaf has a total of –2 AC against two attacks by armed opponents and –1 AC against two attacks by unarmed opponents.

Breakable: A breakable shield weapon is more fragile than a normal weapon and has a chance of breaking when used.

Whenever the character using it rolls the exact number needed to hit an enemy or an enemy rolls the exact number needed to hit the character, there is a chance that the shield weapon will break.

The Game Master should roll a d10, add the magical bonus of the shield weapon itself and subtract the magical bonus of the weapon (if any) that struck it. If the modified total is 5 or less, then the shield weapon has broken. When broken, it will still provide its armor class bonus, but can no longer be used to make attacks.

Charge: When a weapon with the charge ability is used after the wielder's mount has charged 20 feet or more in the round, the weapon does double the normal amount of damage.

Deflect: If a number is listed for this ability, the wielder of the weapon can attempt to deflect a number of incoming attacks equal to this number by making a saving throw vs. death ray against each of them. A successful saving throw means that the attack is deflected and the character takes no damage.

The character can decide which attacks to try to deflect, so they can save the attempts for use against a tougher opponent who is attacking later in the round rather than having to use them against a weak opponent who happens to be attacking first. However, the character must announce which attacks they wish to try to deflect against before attacks are rolled.

These deflection attempts must be used against attacks coming from opponents of the relevant type, regardless of what type of opponent the character is attacking. For example, a character who is skilled with a normal sword gets a deflection attempt against one attack from an armed opponent per round, even if the character is actually attacking an unarmed opponent.

When a character uses two weapons in combat, the deflection attempts given by each weapon do not stack. The character gets to use a number of attempts equal to the higher number granted by either of the weapons.

Delay: When the wielder of a weapon with the delay ability hits an opponent with it, the opponent must make a saving throw vs. paralysis or automatically lose initiative in the following round.

Some projectiles can only delay opponents at listed ranges.

Disarm: The wielder of a weapon with the disarm ability can choose to try to disarm their opponent instead of attacking for damage. The character's player must announce that a disarm attempt is being made before rolling any dice for the attack. If the attack hits then the target of the attack must make a *Dexterity* check (see *Chapter 2: Ability Checks*) with the listed penalty to their effective *Dexterity* or drop their weapon.

Double Damage: If the wielder of the weapon rolls the number indicated or higher on the dice, before modifiers, and the attack hits the target after modifiers, then the attack does double the normal amount of damage.

Entangle: Any target that the weapon hits may become delayed, slowed or entangled depending on their hit dice or level compared to the proficiency level of the weapon wielder. See *Table 6.3: Entangling Weapons* for details. The target must make a saving throw vs. death ray with a penalty based on the proficiency of the wielder when first hit in order to avoid the effect. If this fails, the target is affected but may repeat the saving throw each round until they make it, at which point they are no longer affected.

An entangled target cannot attack, cast spells, or move.

Table 6.3: Entangling Weapons

Level or Hit Dice of Target	Saving Throw Bonus	None/ Basic/ Skilled	Expert/ Master	Grand Master
Up to 1	+0	Entangled	Entangled	Entangled
1+ to 3	+1	Entangled	Entangled	Entangled
3+ to 6	+2	Slow	Entangled	Entangled
6+ to 9	+3	Slow	Slow	Entangled
9+ to 12	+4	Delay	Slow	Slow
12+ to 16	+5	Delay	Delay	Slow
16+ or more	+5	Delay	Delay	Delay

Hook: The wielder of a weapon with the hook ability can choose to try to hook their opponent and trip them instead of attacking for damage. The character's player must announce that a hook attempt is being made before rolling any dice for the attack. If the attack hits, the weapon causes only minimum damage and the target must make a saving throw vs. paralysis or fall *Prone*.

Knockout: Any target that the weapon hits may become delayed, stunned or knocked out depending on their hit dice or level compared to the proficiency level of the weapon wielder. See *Table 6.4: Knockout Weapons* for details. The target must make a saving throw vs. death ray with a penalty based on the proficiency of the wielder when hit in order to avoid the effect. If this fails, the target is affected as normal by the delay, stun or knock out.

An enemy who is knocked out will be unconscious for 1d100 rounds before waking up.

Table 6.4: Knockout Weapons

Level or Hit Dice of Target	Saving Throw Bonus	None/ Basic/ Skilled	Expert/ Master	Grand Master
Up to 1	+0	K/O	K/O	K/O
1+ to 3	+1	K/O	K/O	K/O
3+ to 6	+2	Stun	K/O	K/O
6+ to 9	+3	Stun	Stun	K/O
9+ to 12	+4	Delay	Stun	Stun
12+ to 16	+5	Delay	Delay	Stun
16+ or more	+5	Delay	Delay	Delay

Off-Hand: A weapon with this ability does not suffer the normal to-hit and proficiency penalties when used in the wielder's off hand.

Poison Save: If the weapon with this ability is poisoned, the target takes the listed penalty on their saving throws against the poison.

Projectile Range: This weapon is either a missile weapon or can be used as one. The three numbers given are the short/medium/long ranges of the weapon.

A range marked with a (H) indicates that with great skill and effort it can be hurled at an opponent. Such hurling of weapons uses the character's *Strength* modifier rather than their *Dexterity* modifier. Because such weapons are not aerodynamic and do not fly well, opponents who are not surprised by the attack may make a saving throw vs. death ray in order to take half damage.

However, the first time in each fight that an opponent has the weapon thrown at them, they must roll for surprise at normal chances due to the unexpected nature of the attack.

Set: The wielder of this weapon may brace it against a charging foe. The wielder automatically gains initiative over the charging foe, and if they hit then they do double normal damage.

Skewer: If the weapon hits an opponent with the listed number of hit dice (or levels) or less, the opponent may be skewered if the attacker so chooses.

The attacker must let go of the weapon, and it remains caught in the opponent for 1d4+4 rounds, doing 1d6 damage each round. If the opponent spends a round removing the weapon, they take double damage that round but are then free of the weapon.

Strangle: If the wielder of the weapon rolls the number indicated or higher on the dice, before modifiers, and the attack hits the target after modifiers, then the target of the attack must make an immediate saving throw vs. death ray with the listed penalty or be paralyzed and die after 1d6+2 rounds of strangulation. Should the target be freed from strangulation, they will remain paralyzed for 2d6 rounds.

If the wielder of the weapon does not roll the required numbers but still hits the target, the target is affected as though the weapon were an entangling weapon with the same saving throw penalty.

Stun: A weapon with the stun ability will stun any opponent it hits that is approximately the same size as the wielder of the weapon (or smaller) unless they make a saving throw vs. death ray.

Some projectiles can only stun opponents at listed ranges.

Two Attacks: Weapons with this ability can be used to attack twice each round, as if the attacks were made by a primary hand and off

hand weapon, but without the normal off hand penalties to their to-hit rolls and proficiency level.

Chapter 7: Equipment



They say that money makes the world go around, and that applies to the Dark Dungeons world just as much as it applies to the real world. Trade and commerce are the backbone of civilization, and even brave adventurers need to buy things—from food to armor to ships or even siege artillery.

Money

The actual type of money that people use, in terms of the names and denominations of coins, will vary from campaign setting to campaign setting and probably from country to country within an individual campaign setting.

However, for simplicity's sake and consistency's sake, the Dark Dungeons rules assume a simple gold standard. The standard coin that most prices are measured in is the gold piece (usually abbreviated to simply gp). The value of a gold piece is—quite literally—its weight in gold, rather than any artificial economic value. Complex economic factors such as exchange rates are assumed not to exist.

A gold piece is a large (by real-world standards) gold coin approximately 3cm in diameter and 1/3cm in thickness. This amount of gold weighs 1.6 ounces, or 1/10 of a pound. Therefore, a pound of gold is worth 10 gp, and 10 gp weighs a pound in weight.

Other coins are made from a similar weight of different metals—namely copper, silver, electrum (a natural alloy of gold and silver) and platinum. The relative rarity of these metals gives the different coins their different values relative to gold as indicated on *Table 7.1: Money*.

Table 7.1: Money

Coin	Gold Value
1 cp (copper piece)	1/100 gp
1 sp (silver piece)	1/10 gp
1 ep (electrum piece)	1/2 gp
1 pp (platinum piece)	5 gp

Encumbrance and Weight

Just as the gold coin is the standard for prices, the weight of a gold coin—1/10 of a pound—is used as the standard for weights. The weights of most items are measured in coins (usually abbreviated to cn). A character can normally carry only 400 cn without being slowed by the weight. Anything heavier reduces the character's movement as shown on *Table 7.2: Encumbrance and Weight*.

Table 7.2: Encumbrance and Weight

Coins	Movement
Up to 400 cn	Full
401 cn to 800 cn	3/4
801 cn to 1,200 cn	1/2
1,201 cn to 1,600 cn	1/4
1,601 cn to 2,400 cn	1/8
2,401 cn and over	Cannot move

Armor is counted when calculating the encumbrance of a character, but normal clothing is not counted if it is being worn, only if it is being carried.

Mundane Items

Table 7.3: Mundane Items

Item	Cost	Weight
Backpack (holds 400 cn)	5 gp	20 cn
Belt	2sp	5 cn
Boots, Fancy	5 gp	15 cn
Boots, Plain	2 gp	10 cn
Cloak, Long	1 gp	15 cn
Cloak, Short	5sp	10 cn
Clothes, Merchant	5 gp	20 cn
Clothes, Noble	20 gp	20 cn
Clothes, Peasant	5sp	20 cn
Clothes, Royal	50+gp	30 cn
Garlic	5 gp	1 cn
Grappling Hook	25 gp	80 cn
Hammer, Small	2 gp	10 cn
Hat	2sp	3 cn
Holy Symbol	25 gp	1 cn
Holy Water (small vial)	25 gp	1 cn
Iron Spike	1sp	5 cn
Lantern	1 gp	30 cn
Mirror, Steel	5 gp	5 cn
Oil (flask)	2 gp	10 cn
Pole (10 ft.)	1 gp	100 cn
Purse (holds 50 cn)	5sp	2 cn
Quiver	1 gp	5 cn
Rations, Dried (1 week)	15 gp	70 cn
Rations, Fresh (1 week)	5 gp	200 cn
Red Powder (flask)	5 gp	10 cn
Rope (50 ft.)	1 gp	50 cn
Sack (holds 200 cn)	1 gp	1 cn
Sack (holds 600 cn)	2 gp	5 cn
Shoes	5 sp	8 cn
Spell Book	25 gp	25 cn
Stakes (3) and Mallet	3 gp	10 cn
Tent	20 gp	200 cn
Rogues' Tools	25 gp	10 cn
Tinder Box	3 gp	5 cn
Torch	2sp	20 cn
Waterskin, Empty	1 gp	5 cn
Waterskin, Full (1 day)	1 gp	30 cn
Wine	1 gp	30 cn
Wolfsbane	10 gp	1 cn

Backpack (holds 400 cn): A leather or canvas backpack with shoulder straps for carrying things while leaving the hands free.

Belt: A sturdy leather belt.

Boots, Plain: Simple yet sturdy hard leather boots for walking or riding in.

Boots, Fancy: Ornate boots, possibly with fold-down tops or designs and patterns on the leather.

Cloak, Short: A waist length weatherproof outer garment.

Cloak, Long: A knee or ankle length weatherproof outer garment.

Clothes, Peasant: Simple clothes that a peasant or manual laborer (or even slave) would wear.

Clothes, Merchant: High quality clothes that a middle-class artisan or merchant would wear.

Clothes, Noble: Fancy clothing that a minor noble or other rich person would wear.

Clothes, Royal: Extravagant and ostentatious clothing fit for a king or even an emperor.

Garlic: A pungent flavored herb used for cooking or repelling vampires.

Grappling Hook: A large iron hook that is tied to the end of a rope and then swung over a target such as a wall or tree branch. The hooks catch on the target and support the weight of someone climbing the rope.

Hammer, Small: A working hammer, for hammering nails, spikes or tent pegs.

Hat: A weatherproof hat made out of waxed linen.

Holy Symbol: This is a small symbol, usually metal, that represents an icon of the character's religion. Most clerics carry holy symbols, although they can operate without one.

Holy Water (small vial): Water that has been especially prepared by a cleric or other priest. It is used in some religious ceremonies and can damage some undead monsters.

Iron Spike: A 9-inch-long iron nail. These find a multitude of uses, from wedging doors open (or shut) or to use as tent pegs. They are most useful if accompanied by a hammer for driving them into hard surfaces.

Lantern: An oil fired lamp that gives of light within a 30-foot radius. A single flask of oil will last 4 hours.

Mirror, Steel: Useful for personal grooming, and also for seeing around corners or fighting creatures without looking at them directly. Fighting in such a manner gives a -2 penalty to attack rolls.

Oil (flask): Fine grade lantern oil. If a burning wick is inserted, it can also make an emergency missile weapon, doing 1d8 damage to all within a 5-foot radius, with a chance to also set them alight (see *Chapter 10: Environmental Damage* for the dangers of being set alight).

Pole (10 ft.): A stout wooden pole often used to probe ahead or to prod suspicious looking piles of refuse.

Purse (holds 50 cn): A small leather or cloth purse or pouch that ties to a belt.

Quiver: A leather container that holds 20 arrows or crossbow bolts.

Rations, Dried (1 week): Enough dried, smoked, or otherwise preserved food to feed a person for a week. The preservation means that this food will last for two months before going bad.

Rations, Fresh (1 week): Enough fresh food to feed a person for a week. The food will go bad after a week.

Red Powder (flask): Red powder is a naturally occurring magical substance with unusual properties. In large quantities such as in a barrel it is perfectly safe, but in small quantities it becomes dangerously flammable or even explosive. Although it is normally found in large underground deposits with the consistency of talc or other soft rock, it is normally ground up (in a water bath to stop it igniting) and then sold in powdered form. Water temporarily suppresses the explosive properties of red powder, but does not spoil it—it is usable again once it has dried sufficiently.

Red powder is normally used to power guns; a single flask is enough to power 100 gun shots or a single cannon shot. However, in an emergency a full flask can also have a wick or fuse stuck in it and lit, and then be hurled as a grenade like weapon. In this case it will explode for 2d6 damage to all within 10 feet. Targets that can make a saving throw vs. breath weapon take only half damage.

Because of red powder's unusual self-stabilizing property, multiple flasks cannot be combined in order to make bigger explosions.

Rope (50 ft.): A strong hemp or silk rope that can support up to 7,500 cn (approximately three people and their equipment).

Sack (holds 200 cn): A canvas sack for either carrying in one hand or loading onto a horse or other beast of burden. Small enough to be tied around a belt.

Sack (holds 600 cn): A canvas sack for either carrying in two hands or loading onto a horse or other beast of burden.

Spell Book: A large book for an elf or wizard to write their spells into. A spell book contains 100 pages, and can hold up to 100 levels worth of spells.

Shoes: These are normal leather shoes. It is recommended that characters wear some sort of footwear, as the Game Master may apply damage to barefoot characters who walk through rough terrain.

Stakes (3) and Mallet: Three 18 inch wooden stakes and a wooden mallet.

Tent: A waxed canvas tent with wooden poles. Although heavy, such tents are invaluable when traveling through inclement weather and cold nights.

Rogues' Tools: A variety of lockpicks, needles, wire, pliers, etc. A rogue cannot pick locks or disarm traps without a set of these tools.

Tinder Box: A set of fire making equipment in a water resistant box. Starting a fire with a tinder box takes 1d3 rounds.

Torch: A 1-to-2-foot length of wood dipped in pitch or tallow. A torch gives off light in a 30-foot radius and burns for one hour. If used in combat, a torch has the same statistics (and uses the same weapons feats) as a club.

Waterskin: A waterskin is a flexible bladder that can hold up to two pints of water or other liquid, enough for a person for one day.

Wine: One quart of common wine without a container.

Wolfsbane: A hood-shaped wildflower used to repel werewolves.

Weapons

Refer to *Chapter 6: Weapon Feats* for the weapon's damage, range and abilities.

Table 7.4: Weapons

Item	Cost	Weight
Axe, Battle	7 gp	60 cn
Axe, Hand	4 gp	30 cn
Blackjack	5 gp	5 cn
Blowgun, Large	3 gp	15 cn
Blowgun, Small	6 gp	6 cn
Bolas	5 gp	5 cn
Boomerang	10 gp	50 cn
Bow, Long	40 gp	30 cn
Bow, Short	25 gp	20 cn
Cestus	5 gp	10 cn
Chakram	1 gp	5 cn
Claw, Bagh nakh	45 gp	10 cn
Club	3 gp	50 cn
Crossbow, Heavy	50 gp	80 cn
Crossbow, Light	30 gp	50 cn
Dagger	3 gp	10 cn
Dagger, Silver	30 gp	10 cn
Dagger, Stiletto	3 gp	5 cn
Gun, Pistol	250 gp	20 cn
Gun, Smoothbore	150 gp	75 cn
Halberd	7 gp	150 cn
Hammer, Throwing	4 gp	25 cn
Hammer, War	5 gp	50 cn
Javelin	1 gp	20 cn
Lance	10 gp	180 cn
Lasso	5 sp	30 cn
Mace	5 gp	30 cn
Net	4 gp	40 cn
Pike	3 gp	80 cn
Poleaxe	5 gp	120 cn
Shield, Horned	15 gp	20 cn
Shield, Knife	65 gp	70 cn
Shield, Sword	200 gp	185 cn
Shield, Tusked	200 gp	275 cn
Sling	2 gp	20 cn
Spear	3 gp	30 cn
Staff	5 gp	40 cn
Sword, Bastard	15 gp	80 cn
Sword, Normal	10 gp	60 cn
Sword, Rapier	15 gp	40 cn
Sword, Short	7 gp	30 cn
Sword, Two-Handed	15 gp	100 cn
Swordstick	10 gp	20 cn
Thrown Object	Varies	10 cn
Trident	5 gp	25 cn
Whip	10 gp	100 cn

Axe, Battle: A battle axe is a two handed axe 2-4 feet in length, usually with a double blade or a spike on the reverse of the blade.

Axe, Hand: A hand axe is a one handed axe 1-2 feet in length, usually with a single blade. A hand axe is often thrown while its owner rushes towards melee range.

Blackjack: A blackjack, also known as a cosh, is a small leather club usually filled with sand. Blackjacks are too soft to do significant damage, but are very useful for temporarily knocking people unconscious without doing permanent damage.

Blowgun, Small: Small blowguns are tubes 1-2 feet in length through which tiny darts are blown. Blowgun darts are too small to cause more than a scratch, but are an effective means by which poison can be delivered. Small blowguns can be used in one hand. Blowguns require the use of darts as ammunition.

Blowgun, Large: Large blowguns are tubes 2-4 feet in length through which tiny darts are blown. Blowgun darts are too small to cause more than a scratch, but are an effective means by which poison can be delivered. Large blowguns require two hands to fire them. Blowguns require the use of darts as ammunition.

Bolas: A bolas is a set of weights (usually three) on the ends of connected ropes 3-4 feet in length. The bolas is whirled around and then thrown at the opponent in order to entangle or even strangle them.

Boomerang: A boomerang is a 14-to-18-inch curved wooden device. When thrown the boomerang returns to the owner if it doesn't hit anything.

Bow, Long: A long bow is a 4-to-6-foot bow, either made from a single piece of wood or a composite of different woods. A long bow requires both hands to fire. Bows require the use of arrows as ammunition.

Bow, Short: A short bow is a 3-to-4-foot bow, either made from a single piece of wood or a composite of different woods. A short bow requires both hands to fire. Bows require the use of arrows as ammunition.

Cestus: A cestus is a spiked or bladed metal band that may either be worn around the hand or built into a gauntlet. Although only a small weapon, it can be used without incurring off-hand penalties.

Chakram: A chakram is small steel ring, 5-12 inches in diameter. The outer edge of the ring is very sharp. A chakram can be either thrown or used in melee.

Claw, Bagh nakh: A bagh nakh is a claw-like weapon designed to fit over the knuckles. The claws are 2-3 inches in length and are designed to cut through flesh.

Club: A club is a crude blunt weapon—little more than a roughly shaped piece of wood—that can be used in one hand.

Crossbow, Heavy: A heavy crossbow is a large two-handed missile weapon. It has powerful metal arms and a string that is pulled back using a crank. Crossbows require the use of bolts as ammunition.

Crossbow, Light: A light crossbow is a medium-sized missile weapon, although it still needs two hands to wield. It has powerful metal arms and a string that is pulled back using a lever. Crossbows require the use of bolts as ammunition.

Dagger: A dagger is a short light blade which is 18 inches long or less. Daggers are popular weapons because their small size makes them easy to conceal and they can be either thrown or used in melee.

Dagger, Stiletto: A stiletto is a dagger with a 8-to-9-inch slender blade, topped with a needle-like point. Like normal daggers, they can also be thrown or used in melee.

Gun, Pistol: A pistol is a short gun, 9-12 inches long. It can be fired using only one hand, but needs both hands to reload. Pistols require both bullets as ammunition and *Red Powder* to fire them.

Gun, Smoothbore: A smoothbore is a long gun, 3-5 feet long. It requires two hands to both fire and reload. Smoothbores require both bullets as ammunition and *Red Powder* to fire them.

Halberd: A halberd is a large pole-arm 6-8 feet in length, the head of which has a long spike with an axe blade on one side and a hook on the reverse side.

Hammer, Throwing: A throwing hammer is a one handed hammer from 18 inches to 2 feet in length that is weighted for throwing. Despite the name, it can also be used in melee.

Hammer, War: A war hammer is a large one handed hammer, usually 2-3 feet in length. The head of a war hammer is often symmetrical to aid in balance.

Javelin: A javelin is a light one-handed throwing spear. Although primarily used as a thrown weapon, it can also be used in melee.

Lance: A lance is an extremely long spear, 9-12 feet long. It is too unwieldy to use on foot, and can only be used when mounted—in which case it can be used in one hand despite its length.

Lasso: A lasso is a coil rope, up to 40 feet long. It has a noose on one end that can be used to entangle targets.

Mace: A mace is a one handed melee weapon consisting of a 2-to-3-foot shaft with a heavy metal head. The head can be smooth (round or pear shaped), can contain flanges or studs, or can even be sculpted into the shape of a fist or skull or other roundish object.

Net: Nets designed for use in combat are generally 6-9 feet in diameter, and usually have small weights around their edge to hold them open when they are flung. This arrangement lets them be thrown one-handed if held in their center. Nets do no damage to opponents in combat, but are excellent defensive weapons.

Pike: A pike is an extremely long spear, 7-15 feet long. It can only be wielded using two hands.

Poleaxe: A poleaxe consists of an axe blade (usually single sided, but occasionally double-sided) with a 6-to-8-foot shaft. It is wielded in both hands like a large two-handed axe.

Shield, Horned: A horned shield is a small (1 foot) buckler (strap-on shield) with a horn, spike or blade protruding from the center at right angles to the shield. It is primarily used for attacking, and does not provide a normal shield bonus; only an AC bonus based on proficiency level.

Shield, Knife: A knife shield is a small (1 foot) buckler (strap-on shield) with a knife blade protruding from either side, at right angles to the arm. It is primarily used for attacking, and does not provide a normal shield bonus; only an AC bonus based on proficiency level.

Shield, Sword: A sword shield is a medium-sized (1 foot) buckler (strap-on shield) with a sword or spear blade protruding from the end, parallel to the wielder's arm so that it sticks out from behind their hand. It is primarily used for attacking, and does not provide a normal shield bonus; only an AC bonus based on proficiency level.

Shield, Tusked: A tusked shield is a large hold-out shield, with spikes all around the edge and a spike protruding from the center. This heavy shield must be used in two hands, and it does not provide a normal shield bonus; only an AC bonus based on proficiency level.

Sling: A sling is a long (4-6 feet) leather cord with a pouch half way along. The wielder straps one end of the cord around their wrist and holds the other end in the same hand. They then place a lead pellet in the pouch and swing the cord over their head. At the mid-point of the swing, they let go of the loose end, which releases the pellet. Slings normally require pellets as ammunition, although they can be used with stones taken from the ground, albeit with a -1 penalty on to-hit and damage rolls.

Spear: A spear is a 5-to-7-foot shaft with a stabbing blade on the end. Despite its length, a spear is a well balanced weapon and can either be used in melee one-handed or thrown.

Staff: A staff is one of the most simple weapons. It consists of just a length of wood 5-7 feet in length, which is wielded in two hands.

Sword, Bastard: A bastard sword, also known as a longsword, is a sword with a long (3-4 feet) narrow blade that is used either one-handed or two-handed. The same weapon proficiency covers both forms of usage.

Sword, Normal: A normal sword is a one-handed sword with a straight or curved blade 2-3 feet long. This category of sword encompasses a variety of different styles of sword, ranging from scimitars to broadswords.

Sword, Rapier: A rapier is a one-handed sword with a thin blade 3-4 feet long. It is primarily used as a thrusting weapon, but may also be used as a slashing weapon.

Sword, Short: A short sword is a sword with a straight 18-inch-to-2-foot blade. Primarily used as a stabbing rather than slashing weapon, this small blade can be used in one hand.

Sword, Two-Handed: A two-handed sword, sometimes known as a greatsword, is a large and heavy sword with a 4-to-5-foot blade. It is always used in two hands.

Swordstick: A swordstick is a 2-to-4-foot cane containing a hidden blade. It is useful for keeping one's self armed in places that restrict weapons.

Mechanically, it functions as a normal sword once the blade is exposed.

Trident: A trident is a short (4-6 feet) spear which is split at the end into three tines, like a fork. Each tine is usually barbed. A trident is used in one hand either in melee or as a thrown weapon, and is often used as a fishing spear, since the barbs on the points can lift the fish out of the water when the trident is withdrawn.

Thrown Object: This can be any small hard object such as a rock. It causes 1d3 points of damage and has a range of 10/30/50. Proficiency is not required to throw an object.

Whip: A whip is a woven leather cord from 5-15 feet in length that is used in one hand. Whips do little damage, and are more often used for corporal punishment than for serious combat.

Miniature/Giant Weapons

The weapons listed in this book are assumed to be used by human-sized creatures. Some weapon-wielding monsters are smaller or larger than this. Weapons for these monsters require special care or additional materials resulting in double the listed cost. Miniature weapons deal one less die of damage (minimum of 1 hit point), giant weapons deal one additional die (maximum d12, +2 damage thereafter). Miniature projectile weapons halve their range, giant projectiles double it.

Ammunition

All missile weapons require ammunition, for example bows need arrows and guns need bullets. In addition, guns also require a charge of *Red Powder* to work.

Any character can load a weapon with ammunition, even those who are not proficient in its use. Loading a weapon does not take an action, and is assumed to be part of the normal *Attack* action (see *Chapter 12: Actions*).

If a character gets multiple attacks for any reason, they can reload between each attack. For example, a 28th level fighter is able to make three attacks against opponents that they can hit on a 2+ (after modifiers). That fighter could make all three attacks with a bow, crossbow, sling or gun and reload between each attack all in a single *Attack* action.

The only exception to this rule is with pistols. Although pistols require only one hand to fire, they require two hands to reload. Therefore, unless a character has a free hand, they can only fire a single shot from a pistol in one *Attack* action even if they would normally get more than one attack.

Similarly, if a character has no free hand, they cannot make a second attack with a pistol in subsequent rounds until such time as they have a free hand in order to reload.

A character equipped with multiple pistols but no free hand can take advantage of having multiple attacks if they are prepared to drop each empty pistol after firing it and draw a new loaded one.

Table 7.5: Ammunition

Item	Cost	Weight
Arrows (20)	5 gp	10 cn
Arrows, Silver (2)	10 gp	1 cn
Bolts (30)	10 gp	10 cn
Bolts, Silver (3)	15 gp	1 cn
Bullets (20)	2 gp	4 cn
Bullets, Silver (5)	25 gp	1 cn
Darts (5)	1 gp	1 cn
Pellets (30)	1 gp	6 cn
Pellets, Silver (5)	25 gp	1 cn

Arrows: Arrows are the ammunition used by bows. The same arrows are usable in either long or short bows. Arrows are often broken in use. At the end of a combat, a character will only be able to recover half (round down) of the arrows fired during that combat. The rest are either lost or unusable.

Bolts: Bolts are the ammunition used by crossbows. The same bolts are usable in either heavy or light crossbows. Bolts are often broken in use. At the end of a combat, a character will only be able to recover half (round down) of the bolts fired during that combat. The rest are either lost or unusable.

Bullets: Bullets are the ammunition used by guns. The same bullets are usable in either pistols or smoothbores. Bullets are not recoverable after they have been fired. Those that have not been lost will have been deformed beyond use.

Darts: Darts are the ammunition used by blowguns. The same darts are usable in either small or large blowguns. Darts are usually dipped in poison of some kind before use, although such poison is not included in the basic price. Darts are often broken in use. At the end of a combat, a character will only be able to recover half (round down) of the darts fired during that combat. The rest are either lost or unusable.

Pellets: Pellets are the ammunition used by slings. Pellets are easy to lose in use. At the end of a combat, a character will only be able to recover half (round down) of the pellets fired during that combat. The rest are lost.

Armor

Armor is toughened clothing, made out of leather or metal, that protects its wearer. In game terms, this reduces the armor class of the character wearing it from the default value of 9 to a better (i.e. lower) value. This value may be further adjusted by *Dexterity* or magical factors, or by use of a shield.

Monsters and demi-human characters with an above average natural armor class who wear armor get either their normal armor class or the armor class granted by the armor they are wearing, whichever is better.

Although armor is made from a variety of pieces—from vambraces and greaves through to helmets and gauntlets—armor in Dark Dungeons is assumed to come in sets. Two sets of chain mail are considered to be the same, even if one consists of a chain shirt, chain trews and a coif whereas the other consists of a chain hauberk with leather vambraces and a steel helmet. Only one set of armor may be worn at

a time, and adding or removing a helmet does not change the armor class granted by armor.

Since most people making armor—and especially those making magical armor—will be doing so for customers of different races, most armor is made with straps and so forth that can adjust it to fit wearers of differing size. Therefore all humans and demi-humans can wear the same armor. Similarly, most humanoids of approximately the same human to halfling size range can also wear the same armor.

Table 7.6: Armor

Item	Cost	Armor Class	Weight
Hide Armor	10 gp	8	100 cn
Leather Armor	20 gp	7	200 cn
Scale Mail	30 gp	6	300 cn
Chain Mail	40 gp	5	400 cn
Banded Mail	50 gp	4	450 cn
Plate Mail	60 gp	3	500 cn
Suit Armor	250 gp	0	750 cn

Banded Mail: This is a suit primarily composed of chain mail with horizontal metal strips fastened into the mail. Banded mail gives a character an armor class of 4. It doesn't quite have the protection of plate mail, but is cheaper and lighter.

Chain Mail: This is a suit primarily composed of small metal rings that are linked together to form a flexible protective material. Chain mail gives a character an armor class of 5.

Hide Armor: This is a suit made of the hide of a creature. Hide armor gives an armor class of 8, and because it is made from natural materials it can be worn by druids. It is also light and quiet enough to be worn by rogues.

Leather Armor: This is a suit primarily composed of leather plates and strips. The leather is often boiled in wax to harden it. Leather armor gives an armor class of 7, and because it is made from natural materials it can be worn by druids. It is also light and quiet enough to be worn by rogues.

Plate Mail: This is a suit primarily composed of large metal plates—the largest being the breastplate—linked together with chain mail. Plate mail gives a character an armor class of 3.

It is the best armor that can be bought second hand or looted, since suit armor must be custom-made.

Scale Mail: This is a suit primarily composed of leather plates that have metal scales or studs sewn onto them for added protection. Scale mail gives a character an armor class of 6.

Suit Armor: This is a suit primarily composed of overlapping metal plates, with chain mail underneath.

Also, known as jousting plate, suit armor must be specially made to fit its owner—and is often worn by nobility as a status symbol as much as for protection. However, it does provide more protection than any other (non-magical) armor. Suit armor gives a character an armor class of 0, and also reduces all damage done to the character by area effect attacks (such as *Fireball* spells and dragon's breath) by one point per die of damage. If the suit armor is magical, it reduces such damage by an additional point per two points of enhancement bonus.

Unfortunately, since suit armor is designed for tourney use and parades where the wearer spends their time on horseback, it is very bulky and noisy when worn on foot. When on foot, someone wearing suit armor can he heard moving up to 120 feet away, negating any chance of surprise; and only has a 1 in 6 chance per round of being able to stand unaided if knocked *Prone*.

Shields

A shield is a large solid piece of wood or metal that is either held in one hand or strapped to one arm. It is used to parry melee attacks and provide cover from missile attacks. A shield is normally used in conjunction with armor and provides an extra bonus to the character's armor class. If used without other armor, a shield provides a bonus to the character's natural armor class. These bonuses do not apply if the wearer is attacked from behind. Wooden shields may be used by druids, since they are made of natural materials.

Table 7.7: Shields

Item	Cost	Armor Class	Weight
Shield, Small	5 gp	-1 to AC	50 cn
Shield, Normal	10 gp	-2 to AC	100 cn
Shield, Kite	15 gp	-3 to AC	200 cn
Shield, Tower	20 gp	-4 to AC	300 cn

Shield, Small: Small shields are around 12 to 18 inches in diameter and are held in the fist.

Shield, Normal: A normal shield is a medium-sized shield around 2-3 feet in diameter that is held in the fist. They come in a variety of shapes.

Shield, Kite: A kite shield is a large, almond-shaped shield around 18 inches wide and up to 4 feet tall. Too big to be held in the fist, it is worn strapped to the arm.

Shield, Tower: A tower shield is a large, oblong or rectangular shield around 2 feet wide and up to 5 feet tall. Too big to be held in the fist, it is worn strapped to the arm. These shields are too heavy and bulky to be used while on a mount.

Land Transport

Whether trekking across a desert, riding from city to city, or driving a caravan of wagons filled with a dragon's hoard, adventurers often need land transport other than walking.

Pretty much all land transport is powered by animals, and the vast majority of these animals are horses and mules, ranging from the smallest pony to the largest draft horse.

The speeds listed in *Table 7.8: Pack and Riding Animals* are for the animals when carrying a load up to their listed carrying capacity. Animals can carry twice the listed load, but can only move at half the listed speed while doing so.

Animals pulling vehicles use the carrying capacity of the cart or wagon rather than their own capacity, and cannot be loaded whilst hitched to a vehicle in this manner. When pulling a vehicle, an animal moves

at its normal speed when the vehicle is carrying up to its capacity and at half speed when the vehicle is carrying up to twice its capacity.

Table 7.8: Pack and Riding Animals

Item	Cost	Carrying Capacity	Speed
Camel	100 gp	3,000 cn	50 ft./rnd
Donkey	20 gp	2,000 cn	30 ft./rnd
Horse, Draft	40 gp	4,500 cn	30 ft./rnd
Horse, Riding	75 gp	3,000 cn	80 ft./rnd
Horse, War	250 gp	4,000 cn	40 ft./rnd
Mule	30 gp	3,000 cn	40 ft.rnd
Pony	35 gp	2,000 cn	70 ft./rnd

Table 7.9: Land Transport Equipment

Item	Cost	Carrying Capacity	Weight
Saddle and Tack	25 gp	200 cn	300 cn
Saddle Bags	5 gp	800 cn	100 cn
Trap (1 donkey/mule/pony)	50 gp	2,000 cn	-
Cart (1 horse or 2 mules/ponies)	100 gp	4,000 cn	-
Cart (2 horses or 4 mules/ponies)	100 gp	8,000 cn	-
Chariot (2 horse)	200 gp	4,000 cn	-
Chariot (4 horses)	200 gp	6,000 cn	-
Wagon (2 horses)	200 gp	15,000 cn	-
Wagon (4 horses)	200 gp	25,000 cn	-

Table 7.10: Barding

Item	Cost	Armor Class	Weight
Leather Barding	40 gp	7	250 cn
Scale Barding	75 gp	6	400 cn
Chain Barding	150 gp	5	600 cn
Banded Barding	400 gp	4	1,500 cn
Plate Barding	500 gp	3	3,000 cn
Field Barding	600 gp	2	4,000 cn
Joust Barding	700 gp	0	5,000 cn

Banded Barding: This is a suit primarily composed of chain mail with horizontal metal strips fastened into the mail.

Banded barding gives an animal an armor class of 4, unless the animal's armor class is already better than 4.

Camel: Camels are normally only found in desert or semi-desert environments where horses don't fare well.

Cart: A medium-sized two-wheeled vehicle pulled by one or more horses. A cart is designed for carrying cargo, and may optionally have a seat for a driver. If there is no seat, the horse must be led.

Chariot: Chariots are armored medium-sized two-wheeled vehicles made of wood, chitin, and hardened leather. They are pulled by 2 or more horses and are designed for riding and combat. Untrained riders attacking from a moving chariot suffer a -2 penalty to attack and the damage is reduced to half.

Chain Barding: This is a suit primarily composed of small metal rings that are linked together to form a flexible protective material. Chain barding gives an animal an armor class of 5, unless the animal's armor class is already better than 5.

Donkey: Donkeys are rarely ridden, but they make a cheap—if somewhat stubborn and willful—pack animal.

Field Barding: This is a suit primarily composed of large metal plates linked together with chain mail. The plates are heavier and more numerous than normal plate barding. Field barding gives an animal an armor class of 2, unless the animal's armor class is already better than 2.

Horse, Draft: A large powerful horse, that sacrifices speed for strength and can carry heavy loads over long distances.

Horse, Riding: A typical horse, fast and light but easily spooked and not suitable for combat situations.

Horse, War: A large horse specially trained to not panic in combat situations.

Joust Barding: This is a suit primarily composed of overlapping metal plates that completely protect the front of the animal, to protect it from injury in jousting competitions. The plates are even heavier than field barding. Joust barding gives an animal an armor class of 0, unless the animal's armor class is already better than 0.

Leather Barding: This is a suit primarily composed of leather plates and strips. The leather is often boiled in wax to harden it. Leather armor gives an animal an armor class of 7, unless the animal's armor class is already better than 7.

Mule: A cross between a donkey and a horse, combining the best features of both. It is larger and stronger than a donkey, but smarter than a horse.

Plate Barding: This is a suit primarily composed of large metal plates linked together with chain mail. Plate barding gives an animal an armor class of 3, unless the animal's armor class is already better than 3.

Pony: A small light horse that is cheaper to feed and easier to care for than other breeds of horse, but lacks their strength.

Saddle and Tack: A saddle, blanket, bridle and reins—everything needed to ride a horse safely. It is possible to ride a horse bareback without these items, but *Dexterity* checks made to control the horse will be made at a -3 to effective *Dexterity*.

The 200 cn carrying capacity of a saddle and tack does not refer to the weight of the rider, but to the weight that can be carried in the bags and pouches that come with it.

Saddle Bags: Saddle bags are long pairs of sacks sewn together at the top with a length of material. They are slung over a horse's saddle so that one bag hangs down either side of the horse distributing the weight evenly.

Scale Barding: This is a suit primarily composed of leather plates that have metal scales or studs sewn onto them for added protection. Scale barding gives an animal an armor class of 6, unless the animal's armor class is already better than 6.

Trap: A small two-wheeled vehicle with two seats, that is pulled by a single pony, mule or donkey. Although a trap can be used for transporting cargo, it is primarily designed as a means of personal transport.

Wagon: A large four-wheeled vehicle, pulled by a team of horses. Wagons are mostly used for cargo transport, although some traveling people live in them as an alternative to tents.

Sea Transport

For long distance travel, it is much more efficient to travel by boat than by land—and depending on the destination, land travel may not be possible.

If characters are traveling along an established route, they can book passage on an existing ship. If not, they may need to buy a ship and hire crew to sail it.

All ships and boats need skilled crew to sail them, and some also need unskilled rowers. If more than 5 crew are needed one of them must be a captain, and if more than 15 crew are needed one of them must be a captain and one of them must be a first mate.

Crew (and troops, if mentioned in the description) do not count towards a ship's carrying capacity.

Table 7.11: Ships and Boats

Item	Cost	Minimum Crew	Capacity	Move per Day	Weight†
Barque	20,000 gp	20 Crew	20,000 cn	90 miles	400 tons
Canoe, River	50 gp	1 Crew	6,000 cn	18 miles	1,000 cn
Canoe, Sea	100 gp	1 Crew	6,000 cn	18 miles	3,000 cn
Galley*	10,000 gp	10 Crew, 60 Row	10,000 cn	90 miles	50 tons
Longship*	15,000 gp	75 Crew	15,000 cn	90 miles	30 tons
Passage, Average	1sp/5 miles	-	6,000 cn	-	-
Passage, Basic	1sp/20 miles	-	1,500 cn	-	-
Passage, Luxury	1sp/mile	-	15,000 cn	-	-
Passage, Skysailing	1 gp/mile	-	15,000 cn	-	-
Quinquirime	60,000 gp	30 Crew, 300 Row	60,000 cn	72 miles	120 tons
Raft, Professional	100 gp	-	10,000 cn	12 miles	5,000 cn
Raft, Scavenged	-	-	5,000 cn	12 miles	5,000 cn
River Barge*	4,000 gp	2 Crew, 8 Row	40,000 cn	36 miles	10 tons
Rowing Boat*	1,000 gp	-	1,000 cn	18 miles	5,000 cn
Sail of Skysailing	200,000 gp	1 Spellcaster	100 tons	Varies	500 cn
Skiff*	3,000 gp	1 Crew	20,000 cn	72 miles	5 tons
Sloop*	5,000 gp	10 Crew	5,000 cn	72 miles	70 tons
Trireme*	30,000 gp	20 Crew, 180 Row	30,000 cn	72 miles	80 tons
Troopship	30,000 gp	20 Crew	30,000 cn	54 miles	400 tons

*These ships may be equipped with a Sail of Skysailing †1 ton = 20,000 cn

Barque: A barque is a three masted ocean going ship 100-150 feet long and 25-30 feet wide, with a draft of 10-12 feet. There are raised decks at the fore and aft, and the ship can be fitted with up to two light catapults or cannons.

In addition to its crew, a barque may house 50 troops.

Canoe, River: A canoe is a small boat 15 feet long and 3 feet wide with a 1-foot draft. A canoe is normally made of waxed canvas or hides stretched over a wooden frame, and has one or two seats. Canoes are designed for use in rivers and swamps, and can easily be carried across land. A canoe weighs 1,000 cn if carried—but two people can share the weight.

Canoe, Sea: A sea canoe is a small boat 15 feet long and 3 feet wide with a 1-foot draft, with one or two floats held out either side for stability. A sea canoe is normally made of waxed canvas or hides stretched over a wooden frame, and has one or two seats. Sea canoes are designed for use in coastal waters, and can be carried across land.

A canoe weighs 3,000 cn if carried—but two to four people can share the weight.

Galley: A galley is an ocean-going ship 60-100 feet long and 10-15 feet wide with a 2-to-3-foot draft. Because of its small draft, it can travel along rivers as long as they are wide enough for it.

The listed speed is for the galley under sail.

If becalmed, it can be rowed at 18mi/day. A galley has a single line of rowers.

A galley can be fitted with a light ship's ram (at a cost of 3,000 gp) and up to two light catapults or cannons.

In addition to its crew, and rowers it will normally house 20 troops.

Longship: A longship is a single masted boat 60-80 feet long and 10-15 feet wide, with a 2-to-3-foot draft. It is designed for troop transport along rivers and coasts. The 75 crew normally act as both rowers and troops when necessary.

The listed speed is for the longship under sail. If becalmed, it can be rowed at 18mi/day.

Passage, Average: Average passage includes a small shared cabin that can hold up to 1,000 cn plus the character, basic meals, and an additional 5,000 cn of hold space.

Passage, Basic: Basic passage includes a bunk in a shared hold with space for 500 cn plus the character, no meals unless the character brings their own food or pays for ship's food separately, and 1,000 cn of hold space.

Passage, Luxury: Luxury passage includes a spacious private cabin that can store up to 5,000 cn plus the character, excellent meals, and an additional 10,000 cn of hold space.

Passage, Skysailing: Skysailing passage is passage on a ship equipped with a *Sail of Skysailing* which enables it to fly at great speed. This price is for atmospheric travel only. Voidspeed travel is charged at 100 gp/day in addition to the mileage to the edge of the atmosphere.

Quinquirime: A quinquirime is an ocean-going ship 120-150 feet long and 20-30 feet wide with a 4-to-6-foot draft. Because of its width, it cannot usually travel along rivers.

The listed speed is for the quinquirime under sail. If becalmed, it can be rowed at 12mi/day by five tiers of rowers.

A quinquirime includes a heavy ship's ram and fore and aft towers. It can be fitted with up to three light catapults or cannons. In addition to its crew, it will normally house 75 troops.

Raft: A raft is a flat platform 10 feet long and 10 feet wide, with a 3-to-6-inch draft. A raft is the most basic of vessels, and is normally limited to swamps, lakes and slow moving rivers. Up to 12 rafts can be lashed together to make a single larger raft with proportionally higher carrying capacity.

River Barge: A river barge is a flat-bottomed sail-less boat 20-30 feet long and 10 feet wide with a 2-to-3-foot draft. It is normally used for carrying cargo up and down slow moving rivers.

Rowing Boat: A rowing boat is a small sail-less boat 20 feet long and 4-5 feet wide, with a 1-to-2-foot draft. Rowing boats are often stored on larger ships and used to transport people to and from shore or, in an emergency, used as lifeboats. Each rowing boat stored in this manner takes up 5,000 cn of its parent ship's capacity.

Sail of Skysailing: A sail of skysailing is a magical sail made chiefly from the silk of phase spiders. It can be attached to most boats and ships that weigh 100 tons or less, although some very small boats such as rafts and canoes are unsuitable as they have nowhere to fasten it.

When fitted to a new ship for the first time, the sail must be left in place for a week in order to attune to that ship. During that time, the sail changes shape to fit the rigging of the ship.

Once attunement has taken place, the sails can be hoist (on that individual ship) or stowed repeatedly without losing the attunement. However, a sail of skysailing can only be attuned to one ship at a time, and cannot be used on a different ship—not even one of the same design—without being re-attuned.

See *Chapter 10: Skysailing* for detailed rules on using a Sail of Skysailing to fly a ship.

Skiff: A skiff is a single masted boat 15-45 feet long and 5-15 feet wide with a 3-to-8-foot draft. It is designed for lakes and coastal waters, and can sometimes be too deep keeled for river use.

Skiffs are commonly used as fishing boats.

Sloop: A sloop is a one or two masted ocean going ship 60-80 feet long and 20-30 feet wide, with a draft of 5-8 feet. There may be a raised deck at the aft.

In addition to its crew, a sloop may house 25 troops.

Trireme: A trireme is an ocean-going ship 120-150 feet long and 15-20 feet wide with a 3-foot draft. Because of its small draft, it can travel along rivers as long as they are wide enough for it.

The listed speed is for the trireme under sail. If becalmed, it can be rowed at 18mi/day by three tiers of rowers.

A trireme can be fitted with a heavy ship's ram (at a cost of 10,000 gp) and up to two light catapults or cannons. In addition to its crew, it will normally house 50 troops.

Troopship: A troopship is a three masted ocean going ship 100-150 feet long and 25-30 feet wide, with a draft of 10-12 feet. The hull is the same as that of a large sailing ship, but the ship has been converted to carry the maximum number of troops. A troopship often has large fold-down doors on its sides so that troops—often including cavalry—can rapidly exit.

In addition to its crew, a troopship will normally house 100 troops.

Services

Whether looking for hired help to take out a goblin's lair, or looking for crew to accompany you on a sea voyage, or looking for people to manage your estates, or even looking for a cleric to raise your friend; adventurers need the services of others. Employees of the characters come in three types—*Hirelings*, *Mercenaries* and *Specialists*.

Hirelings

Hirelings are adventurers (or would-be adventurers) willing to temporarily join a party for a mission.

Although hirelings travel with—and adventure with—a party, they are not equal party members. They view the party as employers rather than companions, and may desert or even rebel against their employers if maltreated or exposed to excessive danger (see *Chapter 12: Morale*).

Since parties are prone to argument and internal disagreements, hirelings are normally employed by—and follow the orders of—a single designated "party leader".

This will normally be the party member with the highest *Charisma*. See *Chapter 2: Charisma* for details on how *Charisma* affects the employment of hirelings. Hirelings will not normally obey suicidal orders or allow themselves to be used as "trap detectors". They are there to help out in fights and to help in transporting supplies and loot, not to act as monster fodder.

Getting the right hirelings can be a tricky business. On the one hand a party will want to hire competent help who are likely to survive the adventure and prove useful, but on the other hand there is both a cost consideration and also the consideration that particularly competent adventurers are likely to be interested in adventuring on their own rather than seeking employment with an existing group, since that is much more lucrative.

Although exact details may vary depending on the campaign world, a useful rule of thumb is that hirelings that are available will range from commoners to adventurers of half the level of the party leader (rounded down, but with a minimum of first level and a maximum of fifth level).

They can be hired for a single adventure for a cost in gold of a tenth of the experience that a character of their class would need for the level above theirs (or 50 gp for a commoner), or for an extended expedition into the wilderness for that cost per month. The party are expected to provide whatever equipment or mounts are needed by the hirelings, and they will expect half payment in advance.

Example

A party whose leader is fifth level wishes to employ some hirelings to accompany them on a mission to drive out an orc encampment that has been raiding in the local area.
Since the party leader is fifth level, hirelings of up to 2nd level will be available.
A 2nd level rogue needs a total of 2,400 XP to reach 3rd level, that 2nd level rogue would demand payment of a tenth of that in gold—i.e. 240 gp. A 2nd level wizard, on the other hand, would need 5,000 XP to reach 3rd level, that 2nd level wizard would demand payment of a tenth of that in gold—i.e. 500 gp.
Hirelings do not normally expect a share of treasure or magic items over and above their pay, although if given (or promised) such a share then their morale will be higher. Hirelings who are given magic items to test will expect to be allowed to keep those magic items as payment for the dangers involved in testing them.

Mercenaries

If characters need an entire army, rather than just a few helpers, they can hire mercenaries. Mercenaries are trained troops that will work and fight for pay. The cost for mercenaries of different types are listed in *Table 7.8: Pack and Riding Animals*. The listed costs are for peacetime guarding and patrolling duties. For active war-time duties, double all costs.

When hiring mercenaries, they are assumed to come with captains and other leaders as part of the cost.

Mercenaries provide their own equipment when first hired, but if garrisoned for an extended period their employer is expected to provide armorers and blacksmiths to repair and maintain their equipment.

Table 7.12: Mercenaries

	Cost per Month				
Mercenary Type	**Human**	**Dwarf**	**Elf**	**Goblin**	**Orc**
Archer	5 gp	-	10 gp	2 gp	3 gp
Cavalry, Heavy	20 gp	-	-	-	-
Cavalry, Light	10 gp	-	20 gp	-	-
Cavalry, Medium	15 gp	-	-	-	-
Crossbowman	4 gp	6 gp	-	-	2 gp
Crossbowman, Pony	-	15 gp	-	-	-
Footman, Heavy	3 gp	5 gp	6 gp	-	15sp
Footman, Light	2 gp	-	4 gp	5sp	1 gp
Horse Archer	15 gp	-	30 gp	-	-
Longbowman	10 gp	-	20 gp	-	-
Militia	1 gp	-	-	-	-
Wolf Rider	-	-	-	5 gp	-

Archer: First level fighters (or racial equivalent) armed with short bows and swords and wearing leather armor.

Cavalry, Heavy: First level fighters armed with swords and lances and wearing plate armor, riding war horses in plate barding.

Cavalry, Light: First level fighters (or racial equivalent) armed with lances and wearing leather armor, riding war horses in leather barding.

Cavalry, Medium: First level fighters (or racial equivalent) armed with lances and wearing chain mail armor, riding war horses in chain barding.

Crossbowman: First level fighters (or racial equivalent) armed with heavy crossbows and wearing chain mail armor.

Crossbowman, Pony: First level dwarves armed with crossbows and riding ponies.

Footman, Heavy: First level fighters (or racial equivalent) armed with swords and shields and wearing chain mail armor.

Footman, Light: First level fighters (or racial equivalent) armed with swords and shields and wearing leather armor.

Horse Archer: First level fighters (or racial equivalent) armed with short bows, riding normal horses.

Longbowman: First level fighters (or racial equivalent) armed with longbows and swords and wearing chain mail armor.

Militia: Commoners armed with spears.

Wolf Rider: Goblins armed with spears and wearing leather armor, riding dire wolves.

Specialists

Sometimes a character will need the help of a different kind of specialist. Maybe they need an engineer to oversee the building of a large castle, maybe they need a scribe to write their memoirs, or maybe they just need a cleric to raise a dead party member.

All of these situations require the character to employ a skilled specialist of some kind or another.

Specialists will not expose themselves to danger, and will not accompany characters on adventures.

The costs for different types of specialists are listed in *Table 7.13: Specialists*. Any specialist not listed in this table (for example a leatherworker or a scribe) should be assumed to have a cost of 5 gp/month if skilled or 2 gp/month if unskilled.

Table 7.13: Specialists

Specialist Type	Cost per Month
Animal Trainer	500 gp
Armorer	100 gp
Artillerist	750 gp
Bailiff	5 gp
Blacksmith	25 gp
Castellan	2,000 gp
Chamberlain	5 gp
Chaplain	500 gp
Chemist	1,000 gp
Chief Magistrate	2,000 gp
Engineer	750 gp
Equerry	5 gp
Guard Captain	4,000 gp
Herald	400 gp
Magist	3,000 gp+
Marshal	5 gp
Provost	5 gp
Reeve	500 gp
Rower	2 gp
Sage	2,000 gp
Sailor	10 gp
Seneschal	4,000 gp
Sheriff	5 gp
Ship's Captain	250 gp
Ship's Navigator	150 gp
Spellcaster for Single Spell	Special
Steward	1,000 gp
Warden	5 gp

Animal Trainer: An animal trainer domesticates and trains unusual animals.

An animal trainer is not required for horses, mules, donkeys or dogs, but other animals can only be taught "tricks" by an animal trainer, who can handle up to six creatures of the same species at a time. The length of time needed to train an animal will depend on the animal type, but a month is average.

Armorer: An armorer makes and repairs armor. One armorer is needed per 50 troops, whether the troops are conscripted or mercenaries.

Artillerist: An artillerist is usually a fighter (or racial equivalent class) of 3rd to 5th level, who is in charge of the placement, maintenance and operation of siege weapons.

Bailiff: A bailiff is an official who looks after part or all of a castle, and makes sure that that part of the stronghold is in good repair.

Blacksmith: A blacksmith extracts pure iron from iron ore and makes steel.

Sometimes a blacksmith will also make simple metal goods; other times the blacksmith will simply make ingots of metal that other craftsmen will use.

Castellan: A castellan is usually a fighter (or racial equivalent class) of 5th to 9th level, and is in overall charge of the military aspects of a stronghold.

Chamberlain: A chamberlain is in charge of cleaning and cooking staff in a stronghold.

Chaplain: A chaplain is a cleric who works full-time at a stronghold looking after the chapel and performing religious services. Unlike clerics who work in independent temples around a dominion, the chaplain is salaried rather than living on donations and tithes.

Chemist: A chemist is a non-spell-caster who studies alchemy, and may make potions like a wizard, but takes twice the time and cost to do so.

Chief Magistrate: A chief magistrate is in charge of justice within the dominion of a stronghold, and oversees the common magistrates and sheriffs.

Engineer: An engineer oversees the design and construction of buildings, roads, bridges, and other large scale structures. One engineer is needed per 100,000 gp cost of a building project.

Equerry: An equerry is in charge of the stables, and is a specialized form of bailiff.

Guard Captain: A guard captain is usually a fighter (or racial equivalent) of 8th level or higher, and is in charge of both the rulers personal guard and the guarding of the stronghold.

Herald: A herald is in charge of making announcements, and also in charge of maintaining up to date news about (and coats of arms of) the rulers of nearby dominions. A herald also acts as an adviser on matters of etiquette.

Magist: A magist is a wizard (or racial equivalent class) of 9th level or higher who acts as an adviser on magical affairs.

Marshal: A marshal is a fighter (or racial equivalent class) who is in charge of recruiting and training troops.

Provost: A provost collects taxes.

Reeve: A reeve is in charge of book-keeping and accounts within a stronghold.

Rower: A rower is an unskilled seaman who rows in a galley.

Sage: A sage is an adviser who specializes in history and lore.

Sailor: A sailor is skilled at operating and maintaining ships and boats.

Seneschal: A seneschal, sometimes called a vizier, is a ruler by proxy who speaks for the actual ruler of the dominion when the ruler is absent or when the ruler does not wish to bother with a particular matter.

Sheriff: A sheriff is responsible for law enforcement in an area of dominion.

Ship's Captain: A ship's captain is in charge of the well-being of a ship and its crew.

Ship's Navigator: A ship's navigator is in charge of ensuring a ship follows the correct course and getting it back on course if there have been problems.

Spellcaster for Single Spell: Sometimes a character doesn't need to employ a spellcaster over a long term. They simply need a single spell cast, whether it is to identify a magic item or to raise a dead companion back to life.

The issues involved in this vary depending on the type of caster. *Clerics* vary from religion to religion. While some secretive cults will simply refuse to cast spells for outsiders (or will only do so if paid in a

similar manner to wizards), the clerics of most mainstream religions are dedicated to good works and spreading the popularity of their religion. As such, they will generally cast spells for free, especially if it is for something they consider to be a good cause.

However, the problem is availability rather than cost—particularly for healing (and raising) clerical spells or others that would compete for the same spell slots. There may be a waiting list for such spells, as locals also need them. A few clerics may accept a bribe to push adventurers to the front of the queue, but most will not since their own lay members and followers come first.

When trying to get a spell cast by a mainstream cleric, consult *Table 7.14: Spellcaster for Single Spell*.

Table 7.14: Spellcaster for Single Spell

1d8	Availability
0 or less	There is no cleric who can (or is willing to) cast the spell at this time.
1-2	There is a long queue of people wanting the spell. It will be available after 3d6 days.
3-4	There is a queue of people wanting the spell. It will be available after 1d6 days.
5-6	Spell is used up or not learned, but will be available the following day.
7 or more	Spell is available immediately.

Most of the time, the size of the temple or chapel will not affect the roll, since larger temples have more (and higher level) clerics but also serve greater numbers of lay worshipers.

However, if there is a particular reason for a high level cleric to be in a small temple, the roll should get a +1 bonus; and if there is a particular reason for a large temple to have a shortage of high level clerics then the roll should get a -1 penalty. Similarly, if the desired spell is 2nd level or lower the roll should get a +1 bonus and if the desired spell is 5th level or higher the roll should get a -1 penalty with an additional -1 penalty if the spell is 7th level.

Wizards and *elves*, on the other hand, tend to set artificially high prices in order to not be constantly disturbed with petty requests. Generally, this will be a cost of 10 gp/caster level for each consultation (whether that results in a spell being cast or not). *Druids* set similar prices, but will generally be interested in an equivalent value of goods, since they have little use for money.

Steward: A steward is in charge of household affairs at a stronghold, including housekeeping, maintaining food supplies, and so forth.

Warden: A warden is a military adviser subordinate to the castellan and is responsible for the defenses of a particular area within the dominion or stronghold.

Siege Weaponry

Siege weaponry is, naturally enough, used when besieging a stronghold. However, it can also be used defensively firing from the stronghold itself or even used in naval warfare. Full rules for siege combat are found in *Chapter 12: Mass Combat*.

Table 7.15: Siege Weaponry

Item	Cost	AC	Hit Points	Artillerists	Other Crew	Range	Damage	Fire Rate	Ammo Cost	Weight
Ballista	75 gp	4	9	-	4	100/200/300	1d10+6	1/2 rnds	2,000 gp/wk	6,000 cn
Battering Ram	100 gp	-4	50	-	10	-	1d6+8	1/2 rnds	-	3,000 cn
Belfry	750 gp	0	75	-	-	-	-	-	-	250,000 cn
Bore	150 gp	-4	50	-	10	-	1d6+14	1/2 rnds	-	3,000 cn
Cannon	1,000 gp	-4	75	2	3	250/350/450	1d10+10	1/3 rnds	12,000 gp/wk	10,000 cn
Catapult, Heavy	250 gp	0	27	1	7	250/325/400*	1d10+10	1/6 rnds	6,000 gp/wk	18,000 cn
Catapult, Light	150 gp	4	18	1	5	200/250/300*	1d8+8	1/5 rnds	4,000 gp/wk	12,000 cn
Gallery Shed	300 gp	4	40	-	8	-	-	-	-	8,000 cn
Hoist	150 gp	4	15	-	6	-	-	-	-	12,000 cn
Ladder	3 gp	4	3	-	2	-	-	-	-	900 cn
Mantlet	16 gp	0	16	-	-	-	-	-	-	4,800 cn
Ship's Ram, Heavy	10,000 gp	-	-	-	-	-	6d6†	-	-	-
Ship's Ram, Light	3,000 gp	-	-	-	-	-	3d8†	-	-	-
Timber Fort	32 gp	0	32	-	-	-	-	-	-	7,200 cn
Trebuchet	400 gp	0	50	1	11	250/400/500*	1d12+13	1/6 rnds	8,000 gp/wk	24,000 cn

*Catapults and trebuchets have a minimum range of 150 feet †Ship's Rams do full damage against other ships.

Ballista: A ballista is a large crossbow mounted on a sturdy platform. It fires bolts that are the size of spears. It is most commonly used to shoot into formations of troops, as the spears are of little use against fortifications. A ballista on wheels can be pulled by a single horse, mule or pony.

Battering Ram: A large heavy post or log that is usually used to break down wooden walls or doors.

If it is mounted inside a belfry or gallery sled, it only needs half the normal crew.

Belfry: A portable tower 30 feet tall with a drawbridge at the top and a door at the bottom, connected by an internal staircase. The belfry is pushed up to the walls of a fortification and then the drawbridge is lowered so that it rests on top of those walls. Troops climb the stairs and cross the drawbridge onto the fortification walls. A belfry needs to be pulled by a team of four horses or pushed by 20 humans. A belfry provides troops inside it with a -8 bonus to armor class.

Bore: A bore is a large drill hung from chains like a battering ram. It is pushed against the side of a fortification and used to drill into the side of it, weakening it.

Cannon: A cannon is basically an over-sized gun on wheels that shoots large iron balls rather than bullets. Although lighter than catapults and trebuchets and requiring fewer untrained crew; cannons are expensive to make, require more trained crew, and require a steady supply of *Red Powder* to work.

Catapult: A catapult consists of a frame containing a wooden pole with a basket or bowl on the end that is pulled back under tension and then quickly released so that it springs forward within the frame hurling whatever was put in the bowl towards the enemy.

A light catapult can be towed by a single horse, and a heavy catapult can be towed by a pair of horses.

Gallery Shed: A gallery shed is a wooden frame with side walls and a roof but no end walls. It is used to either give cover to troops, allowing them to get close to a fortification, or to house a battering ram or bore. A gallery shed provides troops inside it with a -12 bonus to armor class.

Hoist: A hoist is a small platform fastened to a 30-foot-tall pole which rests on a mobile base. It is pushed towards the wall of a fortification, and then elite troops stand on the platform while the crew pull it to the top of the pole by means of a rope and pulley system. Although it does not offer the protection that a belfry does, it is both cheaper and far more portable.

Ladder: This is simply a 30-foot-long normal ladder that is put up against the wall of a fortification and climbed. Since it is very vulnerable to being dislodged or broken, it is normally only used for either stealth attacks or secondary attacks while most wall defenders are busy trying to fight off belfries and hoists.

Mantlet: A mantlet is an 8-foot-long-by-4-foot-high wooden palisade on wheels that up to five troops can use to shield themselves from missile fire as they advance towards a fortification.

A mantlet provides troops behind it with a -4 bonus to armor class.

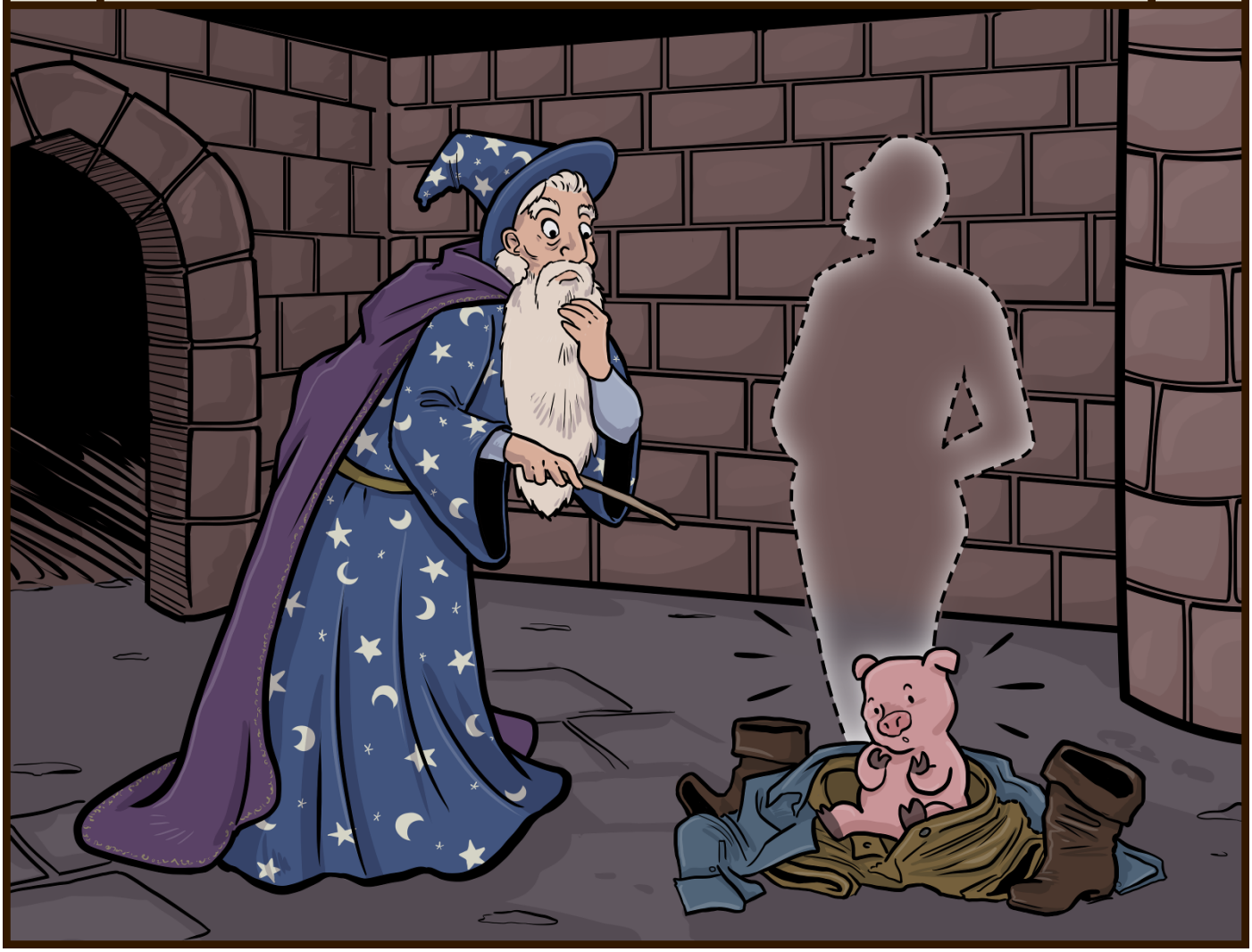
Ship's Ram: A ship's ram is like a battering ram, except fastened to the front of a ship below the water line, offset to either side. The ship attacks by ramming its target with a glancing blow, so that the ship's itself doesn't get significantly damaged by impacting the enemy vessel with force, but the ram scrapes along the enemy's hull as the two ships pass. Ship's rams do full damage to other ships.

Timber Fort: A timber fort is a number of 8-foot-long-by-5-foot-high sections of wooden palisade that can be carried on a wagon and quickly deployed in the field on order to provide cover from missiles. Once deployed, it cannot be moved with any great speed.

A timber fort provides troops inside or behind it with a -8 bonus to armor class.

Trebuchet: A trebuchet is a long pole with a sling on one end and a heavyweight on the other. The whole thing is mounted on a wheeled frame. The pole is pulled down so that the sling is down to the ground and can be loaded, then it is released—at which time the weight forces the pole to swing and the sling to fire the ammunition in the direction of the enemy.

Chapter 8: Spells and Spellcasting



Many characters in Dark Dungeons can use spells. Humans are the most versatile spellcasters. They can become clerics, druids, or wizards and learn to cast many spells per day. Experienced rogues can learn to use wizard scrolls to cast spells with a good chance of success. And even fighters can—if they take knightly vows—start casting low level clerical spells.

Many non-human races use spells too. Some creatures have natural (or magical) abilities that work like spells, but many of the intelligent races (humanoid or otherwise) can have shamans or sorcerers who cast spells like clerics and wizards, although doing so through innate ability rather than formal training they lack the versatility of human spellcasters.

The demi-human races are somewhat unusual, in that they have no clerical or shaman spellcasters, and with the exception of elves—who can cast spells just like human wizards—have no wizards or sorcerers either.

All these major types of spellcaster (clerics, druids, shamans, sorcerers, wizards) share a common basis for spellcasting, as detailed in this chapter.

Spell Levels

All spells have a level. This is a measure of how powerful the spell is and how difficult it is to prepare. Spells of the same level are roughly similar in terms of power level, and are interchangeable when it comes to spell preparation, providing the caster has access to each spell.

Cleric and druid spells range in level from 1-7. *Elf* and wizard spells range in level from 1-9. Shamans and sorcerers can only cast spells from levels 1-6.

Each spellcasting character is limited in the number of spells they can prepare each day. When first able to cast spells they will probably be limited to only preparing a single 1st level spell per day, but as they get more experienced they will be able to cast more spells and also more powerful spells. See *Chapter 3: Classes* for exactly how many spells of each level a character gets based on their class.

Shamans get the same number of spells as clerics of the same level, and sorcerers get the same number of spells as wizards of the same level.

Acquiring Spells

Spellcasting characters acquire spells in different ways.

Clerics: *Clerics* (and fighters who have taken knightly vows) always

have access to all clerical spells of levels that they can cast. As part of the new cleric's rite of investiture (the details of which will vary from religion to religion and may be full of pomp and ceremony or be a quiet personal affair) their patron *Immortal* magically alters the cleric's life force so that it will accept spells from that *Immortal*. This is a permanent alteration, and costs the *Immortal* some of its own essence; so it is not done lightly. The cleric now has access to all their clerical spells, providing nothing untoward happens to the *Immortal* who grants them the spells. This sort of thing rarely happens, but it is not unheard-of.

Since the change done to the cleric has a permanent effect, the cleric will continue to gain spells even if they split from their church into heresy or even give up their religion altogether. However, depending on the attitude of the church towards this, it may result in the cleric being denounced and hunted down and killed.

In extreme cases it is possible for the *Immortal* to personally visit the offending cleric and remove their clerical powers in the same way that they granted them. However, since this also costs the *Immortal* some of its essence it is not done by any but the most forgiving *Immortals*. Less forgiving *Immortals* will either ignore the offending cleric and leave them for their worshipers to deal with or simply kill them outright.

Forsaking one's church can be a dangerous business.

Dervishes, Druids, and Fey: Dervishes, druids, and fey get their spells from nature itself. Like clerics, they have access to all spells they can cast, but unlike clerics this access cannot be blocked—since nature itself is never in a situation where it is unable to grant spells.

Elves, Wise Women, and Wizards: Elves, wise women, and wizards do not automatically acquire spells. Each spell they wish to learn must be formally studied and recorded in a spell book. Each spell book can contain up to 100 levels of spells, so a powerful magic user may need up to 6 spell books to hold all their spells.

A starting elf or wizard begins with a free spell book, which contains the Read Magic spell and one other first level spell of their choice.

A spell book is a very personal item, and the spells written in it are scribed using an arcane symbolism unique to the individual spellcaster. Each caster needs their own spell book in order to prepare spells, and no caster can prepare spells from anyone else's spell book.

Although each elf or wizard is dependent on their spell book to be able to prepare spells, their knowledge of spells does not rely on their book. If they lose their book for any reason or it gets destroyed, they can—given time and effort—make a replacement of it by writing down all the spells that they know.

However, because of the personal connection to the book, each elf or wizard can only have one set of spell books in existence at a time. Writing a spell into a new one makes the old copy obsolete and useless; so it is not possible to keep a spare set around just in case.

In order to acquire mastery of a new spell in order to write it into their spell book the elf or wizard needs two things. Firstly they need time to practice the spell. Secondly they need a source containing the spell. This source can be another elf or wizard willing to teach the spell to them, or it can be another wizard's spell book or even a Spells Scroll.

Depending on the campaign world, there may be organized wizard's guilds or magical universities that teach magic, or characters may have to seek out individual teachers. The Game Master should be careful not to make it too hard for wizards and elves to find suitable teachers; since the game assumes that the cost in terms of money and time is enough on its own to balance the utility of having more spells.

The teacher must know, and be able to cast, the spell that the student is trying to learn; and the student must be high enough level to cast the spell.

Once the character has found a suitable teacher, they must start their study. The length of time that the study must take is listed on *Table 8.1: Learning New Spells*, along with the weekly cost of the study if the trainer is an NPC.

Table 8.1 also shows the chance of the study being successful. This check is made halfway through the study, at which point it will be apparent to the teacher whether the student is progressing or not. Unscrupulous teachers may keep quiet and keep taking money from the student for the rest of the duration anyway, but most teachers will warn the student that the study isn't working out and give them the choice of continuing the study until the end or abandoning it at that halfway mark (and therefore saving the money they would have paid for the second half of the study).

If the studying was not successful, the character gets a +10% cumulative bonus on all future study (or research) for the same spell.

Table 8.1: Learning New Spells

		Level of Teacher					
Spell Level	Time Needed	0 (50 gp/week)	1-4 (100 gp/week)	5-8 (250 gp/week)	9-14 (500 gp/week)	15-20 (750 gp/week)	21+ (1,000 gp/week)
1-2	1 week	1%*	60%	80%	95%	99%	99%
3-4	2 weeks	-	1%*	50%	70%	90%	95%
5-6	4 weeks	-	-	1%*	40%	60%	80%
7-8	8 weeks	-	-	-	1%*	30%	50%
9	12 weeks	-	-	-	-	1%*	20%

* A teacher of this level cannot teach the spell. This is the chance for individual research done without a teacher

Unlike weapon training, it is possible for an elf or wizard to do their own research in order to learn a spell if there is no teacher available.

In order to do such research, the elf or wizard must have access to either a scroll of the spell or someone else's spell book that contains the spell. Although an elf or wizard cannot use another caster's spell book to prepare spells, casting a Read Magic spell on it will allow them to read its contents and use it as a research tool in order to learn the spells themselves.

In the case of individual research, the chance of success is based on the amount of money that the researcher is prepared to spend per week on research materials and laboratory usage.

However, the maximum that a researcher can spend is the equivalent of a teacher of one level group lower than the researcher's actual level.

Unlike study with a teacher, characters doing research do not roll for their success until after the whole research period has finished, however if their research fails they still get the +10% cumulative bonus on future research or study of the same spell.

Example

Aloysius is a 16th level wizard who does not know the 3rd level spell Create Air. Unfortunately, the small town that he is in does not have any wizards other than himself, and he can't leave the town for any extended period since he has sworn an oath to stay there and protect it for the rest of the season—so there is no-one to learn the spell from. He does own a spell book containing the spell though. One that he once looted from a lich's tomb and kept.

Since he has no teacher, he must try to research the spell on his own.

The spell is 3rd level, so Aloysius must spend at least 100 gp/week on his research in order to have a chance of learning it, and can spend up to a maximum of 500 gp/week on research, since that is the equivalent of a level 9-14 teacher—one level group lower than his own 16th level.

Since he knows that he's going to be in town for a while, he decides that there's no point throwing excess money at the issue, so he decides to spend the more modest 250 gp/week on his research.

Researching a 3rd level spell at 250 gp per week is exactly the same as being taught the 3rd level spell by a teacher of level 5-8—it will take two weeks, cost 250 gp per week, and have a 50% chance of success. However, this chance of success is rolled at the end of the two-week period, rather than in the middle of it.

Aloysius spends the two weeks and the 500 gp, and at the end of that period his player rolls a 17. Aloysius now knows the Create Air spell and can add it to his spell book.

Medicine Men: Medicine men are granted their spells by their spirit totem. They follow exactly the same rules as clerics.

Shamans: Shamans are granted their spells either by an *Immortal* or by nature, depending on the individual shaman and their race and religion. Therefore, they follow exactly the same rules as either clerics or druids.

Sorcerers: Sorcerers are able to use magic via a natural talent. Although they prepare spells in the same way as wizards—and all sorcerer spells are also wizard spells—they are able to do so without the aid of spell books or any kind of formal training.

A sorcerer's spellcasting is simply intuitive. Every so often, as they get more experienced, they will simply gain an insight and "know" how to prepare a new spell that they weren't previously able to prepare.

Preparing Spells

Spells are complicated affairs involving powerful magical energies, and can not simply be cast on a whim.

Before a spell can be cast, it must be prepared by the caster. When preparing a spell, a caster gathers the magical energy and shapes it into the spell that they wish to cast, leaving it primed. Then at the time of casting the spellcaster says the final words and makes the final gestures, which set the parameters for the spell effect and release the energy. This final release of the spell's energy is known as casting the spell.

On a typical day, and adventuring spellcaster will prepare all the spells they can first thing in the morning after waking up, and then cast them at various times during the day—often in the middle of combat.

Since each extra spell that is prepared adds more magical energy to the caster's control, and higher level spells require more precise control than lower level ones, the number of spells a caster can have prepared at one time is limited by their experience level, as listed in the various tables in *Chapter 3: Classes*.

Once a spell has been prepared, it will not fade away. Prepared spells can be kept primed for days or even weeks at a time before being cast; although a caster can dissipate the magical energy of a spell at any time in order to free up the spell slot that it was taking up.

Preparing spells requires a clear head, and must be done directly after a good night's sleep, and before any strenuous or stressful activity has happened.

The character must then spend an hour performing meditation and rites (involving their spell book if they use one) in relatively quiet surroundings. Preparing spells is possible in the bustle of a campsite or shared room, and the caster can wave away interruptions without disturbing their preparation, but preparation is not possible in a crowded marketplace or in the middle of a fight.

At the end of the hour, any spare spell slots the character has that don't already contain prepared spells can be filled with the character's choice of spells from those that they know (of the appropriate level).

If a spellcaster expects to cast a spell twice during a day, they must prepare it twice, taking up two slots of the appropriate level.

Reversible Spells

Some spells are marked in the spell lists with an asterisk (*). This indicates that the spell is reversible. Reversible spells can be cast in one of two ways, usually with the opposite effect. For example, a Raise Dead spell is normally cast to bring someone back from the dead, but it can be reversed and cast as a Finger of Death in order to kill someone.

Clerics, dervishes, druids, fey, medicine men and shamans always prepare their spells in the normal form, and can choose to either use them in that form or reverse them at the time of casting. Although any cleric can cast any clerical spell, some religions may discourage or even prohibit the reversal of some spells.

Elves, wise women, wizards and sorcerers must decide at the time of preparation whether they wish to prepare the normal or reversed form of the spell. Although they can, of course, prepare both forms of the same spell if they have two or more spell slots of an appropriate level.

Environmental Effects

Some spells are marked in the spell lists with a dagger (†). This indicates that the spell functions differently or not at all when cast in certain environments. For example, a Fly spell normally allows a target to fly, but when cast underwater it instead allows a target to swim faster.

Casting Spells

Unless the spell description explicitly says otherwise, any spell can be cast in a character's turn in combat as a normal action.

However, casting a spell requires precise gestures and speaking. Therefore, a spellcaster must have at least one hand free and must be able to speak in order to be able to cast a spell.

If you wish to cast a spell, you must announce what spell you are casting at the beginning of the round before initiative is rolled. If you then take any damage before your initiative, your spellcasting will be disrupted and you will lose the prepared spell but it will dissipate without effect.

When casting a spell that targets creatures or objects other than yourself, you must be able to see those targets. However, you can hit unseen or invisible targets with area effect spells even if you can't see them (and even if you don't know they are there).

Some spells, such as Cause Light Wounds require the caster to make a successful melee attack in order to touch the target in order for the spell to work.

This attack does not require a separate action in combat—it can be performed as part of the Cast Spell action.

The attack must be done with bare hands and does not use the Unarmed Strike weapon feat. Touching someone with a spell is very different from striking someone in melee.

However, if the attack misses the spell is not wasted. The spell that the caster was attacking with will stay "primed" for ten minutes or until they cast another spell. Therefore, the caster can try repeatedly to touch the same (or a different) target. These additional attempts to touch a target each require an Attack action.

Saving Throws

Most spells that have an effect on others allow their targets to roll a saving throw in order to lessen or negate the effect. Unless the specific spell description mentions otherwise, all such saving throws are vs. spells.

If a spell does not mention giving a saving throw, then none should be given.

Conflicting Spells

When different spells are cast on the same target, each of the spells has its normal effect for its duration. However, multiple castings of the same spell (or spells that are the same except in terms of area of

effect—such as Protection from Evil and *Protection from Evil 10-foot radius*) do not stack. The target gets the effect only once.

However, in cases where the multiple castings of the same spell could apply to the target without conflict (such as a target having two active Quest spells at the same time, or the target being simultaneously charmed by two different casters and therefore believing both of them to be friends) each of the spells stays active.

Anti-Magic

Some creatures have an anti-magic ability, either as a personal ability or occasionally as an area effect ability.

Anti-magic is usually listed with a percentage (e.g. "50% Anti-Magic"). In cases where it is not, assume that it is 100%.

In an anti-magic area, all existing magic has a chance of not working. Each magical effect that is brought into the area has a percentage chance equal to the anti-magic percentage of being temporarily suppressed while in the area and ceasing to work. Existing magic with a duration still has its duration counted while in the area, even if it is not working. Existing magic brought into an anti-magic area will resume functionality (assuming its duration has not run out) once it leaves the area.

Example

Oeric, using a +2 Sword of Flaming and under the influence of a Potion of Flying, is attacking a gazer. The gazer turns its anti-magic ray in his direction.
Since the anti-magic ray of a gazer is not given a percentage, it is assumed to be 100% effective. Oeric's +3 Sword of Flaming goes out, and is now a normal sword. Similarly, Oeric falls to the ground as his Potion of Flying is suppressed.
Two rounds later, the gazer looks away. Oeric's sword immediately bursts into flame again and regains its +2 bonus, and Oeric can now fly again. The two rounds that he spent unable to fly still count towards the duration of his potion.

Additionally, while in an anti-magic area, any spell cast or any magical ability used has a percentage chance of failing to work. In this case, the spell or ability will not suddenly kick in after the area is left, and the spell or ability does count as having been used for purposes of charges or uses-per-day.

If the anti-magic is a personal ability rather than an area effect, it is simpler. The creature with the ability simply has that percentage chance of being unaffected by the magic. The magic will still function normally other than not affecting the creature.

Example

Aloysius casts a Fireball spell from an artifact that he owns at a marilith and the trolls that are accompanying her. Because the fireball is from an artifact, it gets past the marilith's immunity to mortal level magic. However, her anti-magic still applies.
The marilith has a 25% anti-magic against immortal level magic, so the Game Master rolls for the Fireball and gets a 12.
The fireball goes off as normal, hurting all the trolls. However, the marilith stands in the middle of it totally unaffected by the magic and totally undamaged.

Spell Lists

Table 8.2: Cleric Spells

1st Level	2nd Level	3rd Level	4th Level
Cure Light Wounds*	Bless*	Continual Light*	Animate Dead
Detect Evil	Find Traps	Cure Blindness	Create Water
Detect Magic	Hold Person*	Cure Disease*	Cure Serious Wounds*
Light*	Know Alignment*	Growth of Animal	Dispel Magic
Protection from Evil	Resist Fire	Locate Object	Neutralize Poison*
Purify Food and Water	Silence 15-foot radius	Remove Curse*	Protection from Evil 10-foot radius
Remove Fear*	Snake Charm	Speak with Dead	Speak with Plants
Resist Cold	Speak with Animal	Striking	Sticks to Snakes†
5th Level	**6th Level**	**7th Level**	
Commune	Aerial Servant†	Earthquake†	
Create Food†	Animate Objects	Holy Word	
Cure Critical Wounds*	Barrier*	Raise Dead Fully*	
Dispel Evil	Create Normal Animals	Restore*	
Insect Plague†	Find the Path	Survival	
Quest*	Heal	Travel	
Raise Dead*	Speak with Monsters*	Wish	
Truesight	Word of Recall	Wizardry	

*Reversible spell
†Effected by environment

Table 8.3: Dervish Spells

1st Level	2nd Level	3rd Level	4th Level
Detect Magic	Hold Person*	Call Lightning†	Charm Animal
Detect Water	Obscure	Growth of Plants	Create Water
Faerie Fire	Snake Charm	Hold Animal	Neutralize Poison*
Locate	Speak with Animal	Know Destiny	Speak with Plants
Predict Weather	Truth or Else	Shift Sand	Summon Animals
5th Level	**6th Level**	**7th Level**	
Commune	Anti-Animal Shell	Creeping Doom†	
Conjure Elemental†	Find the Path	Earthquake†	
Control Winds†	Speak with Monsters*	Holy Word	
Passwall	Summon Weather	Survival	
Quest*	Word of Recall	Weather Control	

*Reversible spell
†Effected by environment

Table 8.4: Druid Spells

1st Level	2nd Level	3rd Level	4th Level
Cure Light Wounds*	Bless*	Call Lightning†	Animate Dead
Detect Danger	Find Traps	Continual Light*	Control Temperature 10-foot radius
Detect Evil	Heat Metal	Cure Blindness	Create Water
Detect Magic	Hold Person*	Cure Disease*	Cure Serious Wounds*
Faerie Fire	Know Alignment*	Growth of Animal	Dispel Magic
Light*	Obscure	Hold Animal	Neutralize Poison*
Locate	Produce Fire†	Locate Object	Plant Door
Predict Weather	Resist Fire	Protection from Poison	Protection from Evil 10-foot radius
Protection from Evil	Silence 15-foot radius	Remove Curse*	Protection from Lightning
Purify Food and Water	Snake Charm	Speak with Dead	Speak with Plants
Remove Fear*	Speak with Animal	Striking	Sticks to Snakes†
Resist Cold	Warp Wood	Water Breathing*	Summon Animals
5th Level	**6th Level**	**7th Level**	
Anti-Plant Shell	Aerial Servant†	Creeping Doom†	
Commune	Animate Objects	Earthquake†	
Control Winds†	Anti-Animal Shell	Holy Word	
Create Food†	Barrier*	Metal to Wood	
Cure Critical Wounds*	Create Normal Animals	Raise Dead Fully*	
Dispel Evil	Find the Path	Restore*	
Dissolve*	Heal	Summon Elemental†	
Insect Plague†	Speak with Monsters*	Survival	
Pass Plant	Summon Weather	Travel	
Quest*	Transport Through Plants	Weather Control	
Raise Dead*	Turn Wood	Wish	
Truesight	Word of Recall	Wizardry	

*Reversible spell
†Effected by environment

Table 8.5: Elf Spell

1st Level	2nd Level	3rd Level	4th Level
Analyze	Detect Danger	Call Lightning†	Charm Monster
Command Word	Detect Evil	Clairvoyance	Confusion
Charm Person	Detect Invisible	Cure Disease	Dimension Door
Detect Magic	Entangle	Cure Light Wounds	Enchanted Weapon
Faerie Fire	ESP*	Dispel Magic	Fear
Faerie Lights	Invisibility	Fly†	Growth of Animal
Fellowship	Know Alignment*	Haste*	Growth of Plants*
Light*	Levitate	Heat Metal	Hallucinatory Terrain
Locate	Locate Object	Hold Animal*	Massmorph†
Longstride	Mirror Image	Hold Person*	Polymorph Other
Magic Missile	Phantasmal Force	Invisibility 10-foot radius	Polymorph Self
Precipitation	Predict Weather	Obscure	Remove Curse*
Protection from Evil	Produce Fire†	Protection from Evil 10-foot radius	Summon Animals
Read Languages	Purify Food and Water	Protection from Normal Missiles	Wall of Fire†
Read Magic	Resist Fire	Protection from Poison	Wizard Eye
Resist Cold	Silence	Speak with Animal	
Ventriloquism	Warp Wood	Water Breathing*	
Watcher	Web		
5th Level	**6th Level**	**7th Level**	**8th Level**
Conjure Elemental†	Anti-Animal Shell	Charm Plant	Charm, Mass*
Contact Outer Plane	Anti-Magic Shell	Create Normal Monsters	Creeping Doom†
Control Temperature 10-foot radius	Cure Serious Wounds	Dispel Evil	Dance
Control Winds†	Geas*	Invisibility, Mass	Force Field
Dissolve*	Lower Water†	Lore	Metal to Wood
Feeblemind	Move Earth	Magic Door*	Mind Barrier*
Insect Plague†	Pass Plant	Statue	Permanence
Magic Jar	Projected Image	Teleport Any Object	Polymorph Any Object
Neutralize Poison	Reincarnation	Transport Through Plants	Symbol
Plant Door	Stone to Flesh	Truesight	Travel
Protection from Lightning	Weather Control	Turn Wood	
Telekinesis			
Teleport			
9th Level			
Contingency	Immunity	Summon Object	Wish
Gate*	Maze	Sword	
Heal	Shapechange	Timestop	

*Reversible spell
†Effected by environment

Table 8.6: Fey Spells

1st Level	2nd Level	3rd Level	4th Level
Chill	Continual Light*	Anti-Plant Shell	Anti-Animal Shell
Charm Person	Detect Danger	Charm Monster	Call Lightning†
Courier	Entangle	Clairvoyance	Charm Plant
Detect Evil	ESP*	Create Water	Confusion
Detect Invisible	Faerie Slumber	Dispel Magic	Create Food†
Detect Magic	Heat Metal	Fear	Cure Blindness or Disease
Faerie Fire	Hold Animal*	Fly†	Dimension Door
Hold Portal	Horse-rush	Gaseous Form	Enchanted Weapon
Light*	Infravision	Growth of Plants*	Find the Path
Locate	Knock	Hallucinatory Terrain	Growth of Animal
Magic Missile	Know Alignment*	Haste*	Massmorph†
Precipitation	Levitate	Hold Person*	Pass Plant
Predict Weather	Locate Object	Invisibility	Plant Door
Protection from Evil	Mirror Image	Polymorph Self	Polymorph Other
Read Languages	Obscure	Protection from Evil 10-foot radius	Second Sight
Read Magic	Phantasmal Force	Protection from Normal Missiles	Summon Weather
Shield	Produce Fire†	Protection from Poison	Telekinesis
Sleep	Purify Food and Water	Remove Curse*	Wizard Eye
Ventriloquism	Silence	Silence 15-foot radius	
Watcher	Warp Wood	Summon Animals	
	Web	Water Breathing*	
	Wizard Lock		

5th Level	6th Level	7th Level
Animate Objects	Conjure Elemental†	Contingency
Anti-Magic Shell	Create Normal Monsters	Create Magical Monsters
Charm, Mass*	Dance	Creeping Doom†
Control Temperature 10-foot radius	Geas*	Disintegrate
Control Winds†	Lower Water†	Dispel Evil
Create Normal Animals	Metal to Wood	Maze
Dissolve*	Move Earth	Mind Barrier*
Feeblemind	Polymorph Any Object	Permanence
Hold Monster*	Projected Image	Polymorph Any Object
Insect Plague†	Shapechange	Power Word Blind
Invisibility, Mass*	Speak with Dead	Reincarnation
Lore	Speak with Monsters*	Summon Object
Magic Jar	Stone to Flesh*	Teleport Any Object
Neutralize Poison*	Survival	Timestop
Protection from Lightning	Sword	
Statue	Truesight	
Transport Through Plants		
Weather Control		

*Reversible spell
†Effected by environment

Table 8.7: Medicine Man Spells

1st Level	2nd Level	3rd Level	4th Level
Command Word	Animal Charm	Call Lightning†	Bind Totem
Detect Evil	Bless	Call Totem	Control Temperature 10-foot radius
Detect Magic	Cure Light Wounds*	Continual Light*	Cure Serious Wounds
Detect Poison	Find Traps	Cure Blindness	Dispel Magic
Detect Totem	Hold Person*	Cure Disease	Fate
Fellowship	Hunting Paint	Detect Curse	Fire Gate
Light*	Know Alignment	Firebow	Growth of Plants
Locate	Locate Totem	Hold Animal	Neutralize Poison
Minor Blessing	Produce Fire†	Hold Spirit	Protection from Lightning
Pass Without Trace	Resist Fire	Invisibility to Spirits	Sanctify
Predict Weather	Shimmer	Locate Object	Speak with Plants
Protection from Evil	Silence 15-foot radius	Protection from Poison	Sticks to Snakes†
Purify Food and Water	Snake Charm	Remove Curse*	Summon Animals
Remove Fear*	Speak with Animal	Silent Move	Summon Herd
Trance	Spirit Sending	Thunder Drum	Summon Lesser Animal Spirit
		War Paint	
5th Level	**6th Level**	**7th Level**	
Commune	Animate Objects	Creeping Doom†	
Confound	Barrier*	Earthquake†	
Control Winds†	Find the Path	Holy Word	
Cure Critical Wounds	Heal	Metal to Wood	
Dispel Evil	Infusion	Spell Turning	
Dissolve*	Lore	Summon Greater Animal Spirit	
Eye of the Eagle	Madness	Survival	
Polymorph Self	Spirit Storm	Travel	
Quest	Speak with Monsters*	Weather Control	
Spirit Walk	Summon Weather	Wish	
Strength of Mind	Symbol		
Sword of Fire	Turn Wood		
Totem Mastery	Wrath of Amerind		
Truesight	Word of Recall		

*Reversible spell
†Effected by environment

Table 8.8: Shaman Spells

1st Level	2nd Level	3rd Level
Cure Light Wounds*	Bless*	Continual Light*
Detect Magic	Hold Person*	Cure Blindness
Light*	Snake Charm	Cure Disease*
Protection from Evil	Speak with Animal	Remove Curse*
4th Level	**5th Level**	**6th Level**
Cure Serious Wounds*	Create Food†	Find the Path
Dispel Magic	Cure Critical Wounds*	Heal
Neutralize Poison*	Dispel Evil	Speak with Monsters*
Speak with Plants	Insect Plague†	Word of Recall

*Reversible spell
†Effected by environment

Table 8.9: Sorcerer Spells

1st Level	2nd Level	3rd Level
Detect Magic	Continual Light*	Clairvoyance
Light*	Detect Evil	Dispel Magic
Protection from Evil	Detect Invisible	Fireball†
Read Languages	Invisibility	Fly†
Read Magic	Levitate	Lightning Bolt†
Sleep	Web	Water Breathing*
4th Level	**5th Level**	**6th Level**
Charm Monster	Animate Dead	Death Spell
Growth of Plants*	Cloudkill†	Move Earth
Ice Storm/Wall of Ice†	Dissolve*	Projected Image
Massmorph†	Hold Monster*	Reincarnation
Remove Curse*	Passwall	Stone to Flesh*
Wall of Fire†	Wall of Stone	Wall of Iron

*Reversible spell
†Effected by environment

Table 8.10: Wizard Spells

1st Level	2nd Level	3rd Level	4th Level
Analyze	Continual Light*	Clairvoyance	Charm Monster
Charm Person	Detect Evil	Create Air	Clothform
Detect Magic	Detect Invisible	Dispel Magic	Confusion
Floating Disc	Entangle	Fireball†	Dimension Door
Hold Portal	ESP*	Fly†	Growth of Plants*
Light*	Invisibility	Haste*	Hallucinatory Terrain
Magic Missile	Knock	Hold Person*	Ice Storm/Wall of Ice†
Protection from Evil	Levitate	Infravision	Massmorph†
Read Languages	Locate Object	Invisibility 10-foot radius	Polymorph Other
Read Magic	Mirror Image	Lightning Bolt†	Polymorph Self
Shield	Phantasmal Force	Protection from Evil 10-foot radius	Remove Curse*
Sleep	Uncontrollable Hideous Laughter	Protection from Normal Missiles	Wall of Fire†
Ventriloquism	Web	Water Breathing*	Wizard Eye
	Wizard Lock		
5th Level	**6th Level**	**7th Level**	**8th Level**
Animate Dead	Anti-Magic Shell	Charm Plant	Charm, Mass*
Cloudkill†	Death Spell	Create Normal Monsters	Clone
Conjure Elemental†	Disintegrate	Delayed Blast Fireball	Create Magical Monsters
Contact Outer Plane	Geas*	Invisibility, Mass*	Dance
Dissolve*	Invisible Stalker†	Ironform	Explosive Cloud
Earth to Air*	Lower Water†	Lore	Force Field
Feeblemind	Move Earth	Magic Door*	Mind Barrier*
Hold Monster*	Projected Image	Power Word Stun	Permanence
Ice to Water*	Reincarnation	Reverse Gravity	Polymorph Any Object
Magic Jar	Stone to Flesh*	Statue	Power Word Blind
Passwall	Stoneform	Summon Object	Steelform
Telekinesis	Wall of Iron	Sword	Symbol
Teleport	Weather Control	Teleport Any Object	Travel
Wall of Stone			
Woodform			
9th Level			
Contingency	Immunity	Prismatic Wall	Wish
Create Any Monster	Maze	Shapechange	
Gate*	Meteor Swarm	Survival	
Heal	Power Word Kill	Timestop	

*Reversible spell
†Effected by environment

Spell Format

Each spell description contains a stat block containing the following entries.

Target: This shows the possible targets and how many of them that the caster may affect with this spell.

Range: This shows how far or how much area a caster can target with this spell.

Duration: This lists how long the spell holds it's effect.

Spell Descriptions

Aerial Servant

Cleric 6, Druid 6
Target: None
Range: 60 ft.
Duration: 1 day/level

This spell summons an aerial servant (see *Chapter 17: Aerial Servant*) and gives it a specific task. When the aerial servant arrives, the caster must describe a creature or object (and can optionally describe its location to make the aerial servant's task easier and more likely to succeed).

The aerial servant will then search for the object or creature and do its best (fighting to the death if necessary) to return it to the caster. It will not be distracted from this task except to defend itself.

However, if the duration of the spell runs out before the aerial servant has returned with the item then the aerial servant will drop the item (if it already has it) and return immediately to the caster and attempt to slay them unless the caster was an *Immortal*.

Environmental Effect: If this spell is cast underwater, an Undine is summoned rather than an Aerial Servant.

Analyze

Elf 1, Wizard 1
Target: One magic item
Range: Special (see below)
Duration: Instant

To use an analyze spell, the caster must imitate using the item. This includes wearing armor (which won't disrupt this spell), wielding weapons, wetting one's lips with a potion, and so on.

Any curses or other ill effects of the item may affect the caster.

The caster then has a chance equal to 15% plus 5% per level to identify one magical property of the item and how to activate it (or that the item has no more unrevealed magical properties). If an item has more than one magical property, then the one that is revealed will be one

that the caster does not already know about.

The caster does find out command words or other instructions needed to activate the power(s) that are discovered on the item, but does not discover how many charges each power has.

Animal Charm

Medicine Man 2
Target: 1 non-magical creature
Range: 60 ft.
Duration: 1 hour

Animate Dead

Cleric 4, Druid 4, Sorcerer 5, Wizard 5
Target: One or more corpses
Range: 60 ft.
Duration: Permanent

When this spell is cast, a number of dead bodies or skeletons within range will be animated and will become zombies or skeletons respectively.

A created skeleton will have the same number of hit dice as the race of the original creature had (not including extra hit dice gained from class levels). A created zombie will have one more hit dice than the original creature had (not including extra hit dice gained from class levels).

Therefore, a human or demi-human skeleton will always have 1 hit die, and a human or demi-human zombie will always have 2 hit dice.

Each casting of the spell will create a total number of hit dice of undead equal to the caster's level, starting with those nearest the caster.

See *Chapter 17: Monster Descriptions* for more details about skeletons and zombies.

The animated undead will mindlessly obey the commands of the caster, and there is no limit to the total number of undead that the caster can create and control using multiple castings of this spell.

The zombies and skeletons created by this spell can be turned or destroyed normally. Unless the caster of this spell is an *Immortal*, they are also vulnerable the Dispel Magic spell.

Animate Objects

Cleric 6, Druid 6, Fey 5
Target: One or more objects
Range: 60 ft.
Duration: 1 hour

This spell will animate a number of non-magical objects, giving them the capability of movement and causing them to mindlessly obey the caster's commands, including being made to attack opponents. Each casting of the spell will animate one large object (such as a bed or tree), two medium objects (such as a table or chest), four small objects (such as chairs), or eight tiny objects (such as candlesticks). Two objects of a size smaller can be substitutes for one object of any given size—for example a single casting can animate a medium table, two small chairs and four tiny candlesticks.

This spell can be used to animate normally static plants, even if they are alive; but cannot be used to animate or control the movement of normally mobile creatures unless they are dead.

A dead body animated by this spell is not undead and uses the statistics of an animated object of the appropriate size and not those of a zombie.

See *Chapter 17: Animated Object* for details and abilities of animated objects of different sizes.

Anti-Animal Shell

Dervish 6, Druid 6, Elf 6, Fey 4
Target: Caster
Range: Personal
Duration: 10 mins/level

This spell prevents any animals from coming within an inch of the caster's body, and therefore prevents them from physically attacking the caster. This protection also prevents the caster from physically attacking animals for the duration.

Since the protection is only against the animals themselves, it does not prevent such things as animals throwing things at the caster or spitting at the caster. Similarly, it does not prevent the caster from using missile weapons or spells against animals—unless those spells have a touch range.

Anti-Magic Shell

Elf 6, Fey 5, Wizard 6
Target: Caster
Range: Personal
Duration: 2 hours

When this spell is cast, it creates an invisible shell around the caster that prevents the passage of magic in either direction. For the duration of the spell, the caster can not be affected by any spell or other magical effect except those that they cast themselves; but also cannot affect anything other than themselves with their magic; since magic cannot pass through the shell in either direction.

The shell cannot be bypassed by any other magic except a Wish spell, which can be used to destroy it.

The caster can cancel the shell at any time before the duration has expired, but if they do so then they can't put it back without casting this spell again.

Anti-Plant Shell

Druid 5, Fey 3
Target: Caster
Range: Personal
Duration: 1 rnd/level

This spell prevents any plants from coming within an inch of the caster's body, and therefore prevents plant-like monsters from physically attacking the caster. This protection also prevents the caster from physically attacking plants or plant-like monsters for the duration.

Since the protection is only against the plants themselves, it does not prevent such things as plants shooting spores at the caster. Similarly, it does not prevent the caster from using missile weapons or spells against plants—unless those spells have a touch range.

While using this spell, the caster can push their way through thorny and tangled undergrowth without danger, leaving a trail that others can follow.

Barrier

Cleric 6, Druid 6
Target: 15-foot radius ring
Range: 60 ft.
Duration: 2 hours

When this spell is cast, a ring shaped wall of spinning and whirling hammers appears up to 15 feet in radius and up to 30 feet tall.

The barrier must be created where there is room for it—it cannot be created on top of creatures or objects. Once it is in place, any creature passing through it takes 7d10 damage from the hammers.

Reverse: Remove Barrier will destroy the effect created by any one of the following spells: Barrier, Clothform, Wall of Ice, Wall of Fire, Wall of Stone, Woodform.

Bind Totem

Medicine Man 4
Target: One animal
Range: 60 ft.
Duration: Permanent

Bless

Cleric 2, Druid 2, Medicine Man 2, Shaman 2
Target: All allies in a 20-foot radius
Range: 60 ft.
Duration: 1 hour

When this spell is cast, all friendly creatures in the area of effect gain a +1 bonus to attack, damage, and morale rolls for the duration, providing they are not already engaged in combat.

Reverse: Blight gives each enemy in the area a -1 penalty to attack, damage and morale rolls for the duration providing they are not already in combat. Each of these enemies may make a saving throw vs. spells to avoid the effect.

Call Lightning

Dervish 3, Druid 3, Elf 3, Fey 4, Medicine Man 3
Target: One or more 10-foot radius bolts
Range: 360 ft.
Duration: 10 mins/level

This spell can only be used outside when there is stormy weather. Once per 10 minutes (60 rounds) the caster may direct the storm to strike the area of their choosing (within range) with lightning. All creatures within 10 feet of the strike take 8d6 points of electrical damage, but can make a saving throw vs. spells to take half damage.

Environmental Effect: This spell has no effect if cast underwater.

Call Totem

Medicine Man
Target: One totem animal
Range: Special
Duration: Special

Charm Animal

Dervish 4, Elf 4, Sorcerer 4, Wizard 4
Target: One or more animals
Range: 120 ft.
Duration: Special

When this spell is cast, one or more animals will imagine the caster to be their best friend, and treat them accordingly. It does not make them fanatically loyal and will not make them attack their other friends.

If cast on animals with 3 hit dice or fewer, it will affect 3d6 targets, otherwise it will affect only a single target. In either case, all targets get a saving throw vs. spells to avoid the effect.

If a target fails its saving throw, then it gets another one periodically to throw off the charm effect. The frequency of the saving throw is based on the animal's *Intelligence* as indicated on *Table 8.11: Charm*.

If the caster behaves in an overtly hostile manner to the charmed target, such as attacking it or ordering others to attack it, then the charm is broken.

If an *Immortal* is charmed using this spell, they may make a save every 10 minutes even if they have less than 21 *Intelligence*.

Charm Monster

Elf 4, Fey 3, Sorcerer 4, Wizard 4
Target: One or more creatures
Range: 120 ft.
Duration: Special

When this spell is cast, one or more creatures will imagine the caster to be their best friend, and treat them accordingly. It does not make them fanatically loyal and will not make them attack their other friends.

This spell works on any living creature, but not on undead or non-living creatures such as golems.

If cast on creatures with 3 hit dice or fewer, it will affect 3d6 targets, otherwise it will affect only a single target. In either case, all targets get a saving throw vs. spells to avoid the effect.

If a target fails its saving throw, then it gets another one periodically to throw off the charm effect. The frequency of the saving throw is based on the creature's *Intelligence* as indicated on *Table 8.11: Charm*.

If the caster behaves in an overtly hostile manner to the charmed target, such as attacking it or ordering others to attack it, then the charm is broken.

If an *Immortal* is charmed using this spell, they may make a save every 10 minutes even if they have less than 21 *Intelligence*.

Charm Person

Elf 1, Fey 1, Wizard 1
Target: One or more humanoids
Range: 120 ft.
Duration: Special

When this spell is cast, one humanoid creature will imagine the caster to be their best friend, and treat them accordingly. It does not make them fanatically loyal and will not make them attack their other friends.

This spell works on any living humanoid, but not on undead or non-living creatures such as golems and not on non-humanoid creatures. The target gets a saving throw vs. spells to avoid the effect.

If the caster behaves in an overtly hostile manner to the charmed target, such as attacking it or ordering others to attack it, then the charm is broken.

If the target fails its saving throw, then they get another one periodically to throw off the charm effect. The frequency of the saving throw is based on the target's *Intelligence* as indicated on *Table 8.11: Charm*.

Table 8.11: Charm

Intelligence	Frequency
0	Save every 120 days
1	Save every 90 days
2	Save every 60 days
3	Save every 45 days
4-5	Save every 30 days
6-8	Save every 15 days
9-12	Save every 7 days
13-15	Save every 3 days
16-17	Save every 24 hours
18	Save every 8 hours
19	Save every 3 hours
20	Save every hour
21-29	Save every 10 minutes
30+	Save every round

If an *Immortal* is charmed using this spell, they may make a save every 10 minutes even if they have less than 21 *Intelligence*.

Charm Plant

Elf 7, Fey 4, Wizard 7
Target: One or more plants
Range: 120 ft.
Duration: Special

When this spell is cast, one plant or plant-like creature will imagine the caster to be their best friend, and treat them accordingly. In the case of plant-like creatures, it does not make them fanatically loyal and will not make them attack their other friends.

This spell will affect one tree or plant-like creature, six medium-sized bushes, or 24 smaller plants. If the target is a plant-like creature such as a treant, it gets a saving throw vs. spells to avoid the effect. Normal plants get no save.

Normal plants affected by this spell will understand the commands of the caster and mindlessly carry them out, such as entangling or attacking creatures that come near them.

On normal plants, the effect lasts for 6 months.

If an intelligent plant-like target fails its saving throw, then it gets another one periodically to throw off the charm effect. The frequency of the saving throw is based on the target's *Intelligence* as indicated on *Table 8.11: Charm*.

If the caster behaves in an overtly hostile manner to a charmed plant-like creature, such as attacking it or ordering others to attack it, then the charm is broken.

Charm, Mass

Elf 8, Fey 5, Wizard 8
Target: One or more creatures
Range: 120 ft.
Duration: Special

When this spell is cast, one or more creatures will imagine the caster to be their best friend, and treat them accordingly. It does not make them fanatically loyal and will not make them attack their other friends.

If a target fails its saving throw, then it gets another one periodically to throw off the charm effect. The frequency of the saving throw is based on the creature's *Intelligence* as indicated on *Table 8.11: Charm*.

If the caster does something to break the charm against one target, such as attacking it, then other targets who see the incident get an immediate saving throw to break their charm too.

This spell works on any living creature, but not on undead or non-living creatures such as golems. The spell will affect a total of 30 hit dice or levels of creatures, and all targets get a saving throw vs. spells at a penalty of -2 to avoid the effect. Creatures who make the saving throw still count towards the 30 hit dice limit.

Reverse: Remove Charm removes all charm effects in a 10-foot radius with no chance of failure, and also prevents any object or creature within that radius from creating charm effects for 10 minutes.

Chill

Fey 1
Target: One creature
Range: 30 ft.
Duration: Concentration

The spell reduces the body temperature of a creature, which inflict 1 point of damage per round for as long as the caster concentrates. The first round of damage is automatic, with subsequent rounds allowing a saving throw vs. spells. The spell end when either the caster's concentration is broken or the target makes a successful save.

Clairvoyance

Elf 3, Fey 3, Sorcerer 3, Wizard 3 **Target:** One creature at a time
Range: 60 ft.
Duration: 2 hours

This spell allows the caster to see through the eyes of any one creature within range. Once the spell is cast, it takes 10 minutes to start seeing through the eyes of a creature, but then once the connection is established, the caster can change to a different creature (within

range of the caster and within sight of the current creature) instantly. The caster can keep changing creatures until the spell duration runs out.

The creatures affected by this spell do not get a saving throw and are not aware that they are affected by it. The sight is temporarily blocked if the creature goes out of range or there is more than two feet or rock (or a thin coating of lead) between the creature and the caster.

Clone

Wizard 8
Target: One creature
Range: 10 ft.
Duration: Permanent

This spell is cast on a piece of flesh that has been taken from a single living or dead creature (but not a non-living or undead one).

The caster must place the flesh in a vat of alchemical reagents and let it slowly grow into a copy of the original creature.

The difficulty (and effect) of making a clone depends on the type of creature cloned.

Human or Demi-Human: The process takes a week per level of the target, and each such week costs 5,000 gp in reagents and components. The piece of flesh used must be at least one pound in weight.

When the clone is fully grown, it wakes up and has the memories, personality and abilities (including level) that the original had at the time the flesh was taken. Note that if the target is alive then they will have gained more memories—and possibly more experience—since that time. The clone will not have these.

If the original is still alive when the clone wakes up (or if the original is raised from the dead after this time) and is on the same plane (and within the same Celestial Sphere, if on the prime material plane) as the clone, a mind link is immediately established between the two of them. They are both aware of each other's existence and emotions. Further, any damage taken by one of them is also taken by the other, although the other can make a saving throw vs. spells to only take half damage.

The clone will also immediately become obsessed with destroying their original, even at the cost of their own life. This mind link remains even if the original and clone are separated onto different planes or Celestial Spheres, but if either one dies then it will be canceled. The clone cannot be raised or reincarnated, but if the original was the one that died then raising or resurrecting them will cause the mind-link to re-establish itself.

After the pair have been mind-linked for a number of days equal to the level of the caster of the clone spell, and both are still alive, the clone will become completely insane. The original will permanently lose a point of *Intelligence* and a point of *Wisdom* when this happens, and has a 5% chance (not cumulative) per day of also going insane. Once both are insane, they will both die a week later. The clone cannot be raised or reincarnated, and the original can only be raised by a Wish spell.

A human or demi-human can only have one clone at a time. Any attempt to make a second clone will fail. However, if the original is dead, the clone is effectively an independent being, and can be cloned (or raised) itself. Should the original be raised, all clones will be mind-linked as above.

If a clone is made of the preserved flesh of a person who has become an *Immortal*, it will retain the personality that the *Immortal* had during their mortal life, but not their abilities or memories. Instead, it will be a 1st level character of the immortal's old class with no memories (and no knowledge that they are connected with the *Immortal* in any way).

Other Creatures: If the clone is made from another living creature other than a human or demi-human, the process takes a week per hit die of the target, and each such week costs 500 gp in reagents and components. The piece of flesh used must be at least one percent of the weight of the original creature.

Once the clone wakes up, it will unfailingly obey the commands of its creator, and the caster can mentally command the clone when within 10 feet of it.

The clone will begin with only 50% of the physical abilities (hit points, damage caused by attacks, strength, size) of the original creature, and will have a 50% chance to possess each special ability (except spell like abilities) that the original creature possessed.

Each week after waking, the clone continues to grow. The physical abilities of the clone increase by a further 5%, and it can re-roll for any special abilities (including spell like abilities) that it has not yet acquired, until 8 weeks have passed (at which time it will have 90% of the physical attributes of the original and will have had 8 chances to re-roll for special abilities). At this point it stops growing.

The clone does not have any special connection to the original creature.

Clothform

Wizard 4
Target: None
Range: Touch
Duration: Instant

When this spell is cast, it creates a single piece of un-worked and un-dyed linen up to 30 by 30 feet in size.

If the caster makes a *Dexterity* check (with an appropriate craft skill) then the cloth can be created in a more finished form, such as with seams or twisted into 60 feet of rope. The Game Master must decide on any penalties to the caster's effective *Dexterity* based on the complexity of what is desired.

The cloth is non-magical once created, and cannot be dispelled.

If the caster chooses to leave one or more ends of the cloth unfinished, with loose thread hanging from it, then a second casting of this spell can add to the existing cloth at that edge rather than creating a separate piece.

The cloth comes out of the caster's hands when created and falls in a heap on the floor. The caster cannot use this spell to create cloth over targets' heads or create cloth attached to (or tying) anything.

Cloudkill

Sorcerer 5, Wizard 5
Target: 15-foot radius
Range: 1 ft.
Duration: 1 hour

This spell creates a 15-foot radius and 20-foot-tall cloud of poisonous gas, the closest edge of which must be within 1 foot of the caster. The gas is dense enough to be visible, but does not block sight. If cast within an enclosed space, the cloud may be smaller than the dimensions above. It will not expand to fill the same volume.

The cloud moves in a straight line away from the caster at a rate of 20 feet per round, although it is also affected by winds. It is heavier than air, so will sink through holes or into pits, and will go around rather than over obstacles. If the cloud moves into thick vegetation it will dissipate.

The poisonous nature of the cloud means that all living (but not undead or non-living) creatures within it take 1 point of damage per round. Living creatures with fewer than 5 hit dice must also make a saving throw vs. poison each round or be killed.

Environmental Effect: If this spell is cast underwater, the cloud is instead a mass of dark green bubbles that rise 60 feet per round.

Command Word

Elf 1, Medicine Man 1
Target: One living creature
Range: 10 ft.
Duration: 1 round

The caster utters a single word that the target living creature must abide by. The word must be in a language the creature understands. A command of "Die" will result in the creature fainting for a round. Creatures with an Intelligence of 13 or higher or with 6 or more HD are allowed a saving throw vs. spells to ignore the command.

Commune

Cleric 5, Dervish 5, Druid 5, Medicine Man 5
Target: Caster
Range: Personal
Duration: 30 minutes

This spell can be cast only once per week. The caster uses it to ask three questions of their patron *Immortal* that can be answered with a "yes" or a "no". The *Immortal* will answer these questions to the best of their ability, which will almost always be sufficient to answer correctly. The *Immortal* may lie if they have a reason to mislead the caster, and on very rare occasions may be forced to answer "unknown".

If the *Immortal* is more than 10 planar boundaries away from the caster, or is in a different Celestial Sphere, this spell will fail to contact them.

If this spell is cast on one particular day of the year (which will vary from religion to religion), the caster will get to ask 6 questions instead of the usual 3.

When cast by an *Immortal*, this spell allows a full telepathic conversation with another *Immortal* of their choice (providing that *Immortal* is no more than 10 planes away and is in the same Celestial Sphere) rather than just a limited number of yes/no questions

Confound

Medicine Man
Target:
Range:
Duration:

Confusion

Elf 4, Fey 4, Wizard 4
Target: 3d6 creatures in a 30-foot radius
Range: 120 ft.
Duration: 12 rounds

When this spell is cast, 3d6 creatures within 30 feet of the target point of the spell, starting with the closest, will be both confused and enraged, wishing to lash out at enemies but being unable to determine who those enemies are. Creatures with 2 hit dice or fewer will be automatically affected, but creatures with more than 2 hit dice may make a saving throw vs. spells each round to shake off the effect. Creatures who leave the area automatically shake off the effect, and new creatures who enter the area are unaffected.

Confused creatures act randomly each round as indicated on *Table 8.12: Confusion*.

Table 8.12: Confusion

2d6	Effect
2-5	Attack the caster's party
6-8	Do nothing but shout and scream
9-12	Attack the creature's own party

Conjure Elemental

Dervish 5, Elf 5, Fey 6, Wizard 5
Target: None
Range: 240 ft.
Duration: Concentration

When this spell is cast, a 16 hit dice Elemental (see *Chapter 17: Elemental*) will appear within 240 feet of the caster. If this spell is cast more than once during the same day, a different type of elemental must be conjured each time.

While the caster controls the elemental, they can make it do anything it is capable of doing, including fighting to the death on the caster's behalf. The caster can also send the controlled elemental home.

The caster must concentrate to keep controlling the elemental, and cannot fight or cast other spells or move at more than half normal speed. If the caster's concentration is broken, either because they did one of those things or they take damage, then the control is broken.

Once the control is broken, it can not be re-established. The elemental will try to kill the caster who conjured it, but will not commit suicide doing so. If it looks to be a hopeless fight the elemental will flee instead.

A conjured elemental is blocked by a Protection from Evil, and can be sent home by a Dispel Magic or a Dispel Evil.

Environmental Effect: If this spell is cast underwater, only an Earth Elemental or Water Elemental may be conjured. Earth Elemental must stay in contact with the ground or they will be sent home in 1d4 rounds. Each type of elemental may be summoned up to four times a day.

Contact Outer Plane

Elf 5, Wizard 5
Target: Caster
Range: Personal
Duration: Special

This spell contacts an *Immortal* or other powerful entity on another plane and asks it questions. It can only be cast once per month. It is a risky procedure, since the *Immortal* is under no obligation to the caster and may not appreciate being disturbed. The caster may not get accurate answers and may be driven insane by the mental contact.

The caster must choose which plane to direct their questions to—further planes allow more questions but also increase the chance of insanity, as shown on *Table 8.13: Contact Outer Plane*. The chance of insanity must be checked first before any questions are asked.

For each level of the caster above level 20, the chance of insanity is reduced by 5%. If the caster is driven insane, no questions are answered and in will take a number of weeks equal to the number of questions asked for them to recover.

If the caster is not driven insane, they may ask a number of questions equal to the distance to the plane contacted plus two, with the listed chance of each question being answered correctly. Incorrect answers may be because the *Immortal* does not know the answer, or may be simply because the *Immortal* is unhappy about being contacted and is lying to the caster.

When cast by an *Immortal*, this spell allows a full telepathic conversation with another *Immortal* of their choice (providing that *Immortal* is no more than 10 planes away and is in the same Celestial Sphere) rather than just a limited number of questions, and the caster has no chance of going insane.

Table 8.13: Contact Outer Plane

	Chance Of...		
Distance /Number of Questions	Correct	False	Insanity
1/3	25%	75%	5%
2/4	30%	70%	10%
3/5	35%	65%	15%
4/6	40%	60%	20%
5/7	50%	50%	25%
6/8	60%	40%	30%
7/9	70%	30%	35%
8/10	80%	20%	40%
9/11	90%	10%	45%
10/12	95%	5%	50%

Contingency

Elf 9, Fey 7, Wizard 9
Target: One creature, object or place
Range: Touch
Duration: Special

When this spell is cast, the caster also casts a second spell at the same time. The second spell must be 4th level or lower, and must not be a spell that causes damage.

The second spell does not go off immediately. Instead, the caster describes a situation upon which the second spell will activate, and the spell remains dormant until that time.

If the contingent spell has parameters that need to be decided at the time of casting, they must be decided at the time the contingency is set.

When the situation comes about, the spell triggers automatically and immediately. This may interrupt the action that caused the contingency to apply.

Example

Aloysius casts a Contingency on himself with a Dimension Door spell setting the following condition: "If I am about to be dealt a blow that would knock me unconscious, Dimension Door me one hundred feet to the left of my position, or to the nearest open space to that point."
Some weeks later he is bitten by a large dragon. The Game Master rolls the damage for the attack, and it would knock him unconscious. The contingency kicks in and he is teleported away before taking the damage.

A contingency will last until discharged, and each creature or object can only have a single contingency active on it at any time. Casting a second contingency dissipates the first. A waiting contingency cannot be dispelled, but if the contingent spell has a duration it can be dispelled normally once it has activated.

Continual Light

Cleric 3, Druid 3, Fey 2, Shaman 3, Sorcerer 2, Wizard 2
Target: 30-foot radius
Range: 120 ft.
Duration: Permanent

When this spell is cast, the area within 30 feet of the target point is lit with light as bright as daylight on an overcast day.

This area will continue to be lit until it is dispelled.

The caster can choose to either cast this spell in a location, in which case it will stay in that location, or cast it on an object—in which case it will move as the object moves.

This spell creates ambient light throughout the area, not a light source in the center of the area. There are no shadows in the area covered by this spell, and covering the object that the spell is centered on will not block out the light. However, any amount of lead or 6 inches of stone will block the area.

If this spell is cast on a creature's eyes, that creature must make a saving throw vs. spells or be *Blinded* until the spell is canceled.

See *Chapter 10: Light vs. Darkness* for details about how different types of natural and magical light and darkness interact.

Reverse: Continual Darkness causes the area within 30 feet of the target point to be absolutely dark, with not even the heat vision of some demi-humans or the dark vision of some monsters able to penetrate it.

This spell creates ambient darkness rather than darkness radiated from a center point, so covering the object that the spell was cast on will not block the darkness. However, any amount of lead or 6 inches of stone will block the area.

If this spell is cast on a creature's eyes, that creature must make a saving throw vs. spells or be *Blinded* until the spell is canceled.

See *Chapter 10: Light vs. Darkness* for details about how different types of natural and magical light and darkness interact.

Control Temperature 10-foot radius

Druid 4, Elf 5, Fey 5
Target: 10-foot radius
Range: Personal
Duration: 10 mins/level

This spell allows the caster to alter the air temperature within 10 feet of themselves. The spell will protect the caster and all around them from hot or cold environments, but will not protect them from fire sources or hot or cold items.

The caster can change the ambient temperature by concentrating for a round, and can vary that temperature from -5 to 40 degrees celsius (23 to 104 fahrenheit).

Control Winds

Dervish 5, Druid 5, Elf 5, Fey 5
Target: 10-foot radius/level
Range: Personal
Duration: 10 mins/level

This spell lets the caster completely control the speed and direction of wind within the area, from dead calm to gale force.

Changing the wind is slow and it can take up to 10 minutes to change from one extreme to another.

If cast at an air elemental or other creature made of air, the creature can resist the spell by making a saving throw vs. spells. If this saving throw fails, the caster can completely control the creature for the duration of the spell—or even choose to kill it outright.

Environmental Effect: If this spell is cast in a desert, the spell creates a sandstorm causing all creatures in the area to become *Blinded*.

If this spell is cast underwater, it effects currents rather than wind and can target a Water Elemental rather than an Air Elemental.

Courier

Fey 1
Target: None
Range: 10 ft.
Duration: 1 day/level

The caster summons one small animal that will deliver a message. The message can be spoken to the animal in which the animal will understand and repeat the message for the recipient or the animal can carry a small piece of paper such as a scroll. The caster must be able to accurately describe the location of the recipient and the recipient must be within a mile of the location described for the message to be delivered. If the duration expires before the animal finds the recipient than the animal will forget it's task. If the duration allows, the recipient may use the animal to send a response.

Create Air

Wizard 3
Target: 8,000 cubic feet or one creature or object
Range: Touch
Duration: 1 hour/level

This spell can be cast in a static area of up to 8,000 cubic feet (20 by 20 by 20 feet or the equivalent) in order to fill that area with breathable air for the duration.

It can also be cast on an enclosed object, from a small one such as a helmet to one as large as 20 by 20 by 20 feet such as the interior of a ship's hold in order to fill that object with constantly refreshing air for the duration even if the object moves around. If the object is not airtight then the air will constantly leak out and be replaced.

Finally, it can be cast on a creature to surround the creature in a thin skin-like bubble of breathable air for the duration, even if the creature moves. In this case, a creature that flies using wings can use that air around it to fly even if there is no other air, so it can fly through an airless Void or even the Luminiferous Aether. This bubble will maintain its integrity underwater or in a such a Void.

In any of these cases, although the spell provides air where there may be none, it doesn't stop poison from mixing with that air—so it provides no protection from Cloudkill spells or the poisonous breath of some monsters.

Create Any Monster

Wizard 9
Target: None
Range: 90 ft.
Duration: 30 minutes

This spell causes monsters to temporarily appear and obey the caster's commands for the duration, before disappearing.

Any type of creature can be created except for humans and demi-humans, and the creatures will be typical for their species. Creatures of only one species can be created per casting.

The total number of hit dice of creatures that can be created at once is equal to the caster's level, and if the creatures are humanoid then they appear with normal (non-magical) equipment that disappears when they do.

This spell can also be used to create a construct. See *Chapter 17: Monsters* for details of different types of construct and *Chapter 18: Making Constructs* for how to create them. When used to create a construct, the duration of the spell is permanent, and the construct

cannot be destroyed by a Dispel Magic, although it is still affected by Protection from Evil, Dispel Evil, and Anti-Magic Shell.

Create Food

Cleric 5, Druid 5, Fey 4, Shaman 5
Target: None
Range: 10 ft.
Duration: Permanent

Each time this spell is cast, it creates enough food to feed up to 36 humans or demi-humans. If mounts such as horses are fed using this spell, each one eats food equivalent to 2 humans.

For every caster level above 10, 36 extra people can be fed by this spell, although the caster can produce less food if desired.

The food created by this spell is similar to a bland and almost tasteless porridge, but is highly nutritious. However, it will spoil after 24 hours.

Environmental Effect: If this spell is cast underwater, the conjured food is polluted by the salt water. Anyone who eats it suffers from stomach cramps for 1d6 minutes unless they can make a saving throw vs. poison. Creatures effected by stomach cramps suffer a -4 penalty to hit, move a quarter of their normal speed, and suffer a -5 penalty to all saving throws made against spells that have an area effect.

Create Magical Monsters

Fey 7, Wizard 8
Target: None
Range: 60 ft.
Duration: 20 minutes

This spell causes monsters to temporarily appear and obey the caster's commands for the duration, before disappearing.

Any type of creature that has up to two special abilities (up to two asterisks on its hit-dice) can be created except for humans and demi-humans, and the creatures will be typical for their species. Creatures of only one species can be created per casting.

The total number of hit dice of creatures that can be created at once is equal to the caster's level, and if the creatures are humanoid then they appear with normal (non-magical) equipment that disappears when they do.

This spell can also be used to create a construct with up to two special abilities (up to two asterisks on its hit-dice). See *Chapter 17: Monsters* for details of different types of construct and *Chapter 18: Making Constructs* for how to create them. When used to create a construct, the duration of the spell is permanent, and the construct cannot be destroyed by a Dispel Magic, although it is still affected by Protection from Evil, Dispel Evil and Anti-Magic Shell.

If this spell is cast by an *Immortal*, the caster may choose to let the monsters remain in existence after the spell runs out, although if they do so the monsters will no longer be under their control.

Create Normal Animals

Cleric 6, Fey 5, Druid 6
Target: None
Range: 30 ft.
Duration: 2 hours

This spell causes animals to temporarily appear and obey the caster's commands for the duration, before disappearing.

The spell will create one large animal (Camel, Dolphin, Elephant, etc.), three medium-sized animals (Black Bear, Mountain Lion, Pony, etc.), or six small animals (Bird of Prey, Rat, Spitting Cobra, etc.) and the creatures will be typical for their species. The caster can decide on the number and size of creature that they wish to create, but not on the actual species. Only one species of animal will appear per casting, and the animals will be typical for their species.

If this spell is cast by an *Immortal*, the caster may choose to let the animals remain in existence after the spell runs out, although if they do so the animals will no longer be under their control.

Create Normal Monsters

Elf 7, Fey 6, Wizard 7
Target: None
Range: 30 ft.
Duration: 10 minutes

This spell causes monsters to temporarily appear and obey the caster's commands for the duration, before disappearing.

Any type of creature that has no special abilities (no asterisks on its hit-dice) can be created except for humans and demi-humans, and the creatures will be typical for their species. Creatures of only one species can be created per casting.

The total number of hit dice of creatures that can be created at once is equal to the caster's level, and if the creatures are humanoid then they appear with normal (non-magical) equipment that disappears when they do.

This spell can also be used to create a construct with no special abilities (no asterisks on its hit-dice). See *Chapter 17: Monsters* for details of different types of construct and *Chapter 18: Making Constructs* for how to create them. When used to create a construct, the duration of the spell is permanent, and the construct cannot be destroyed by a Dispel Magic, although it is still affected by Protection from Evil, Dispel Evil, and Anti-Magic Shell.

If this spell is cast by an *Immortal*, the caster may choose to let the monsters remain in existence after the spell runs out, although if they do so the monsters will no longer be under their control.

Create Water

Cleric 4, Dervish 4, Druid 4, Fey 3
Target: None
Range: 10 ft.
Duration: 1 hour

When this spell is cast, a magical spring will appear from the ground or a wall and flow for an hour.

The spring will provide enough water for 36 humans or demi-humans (50 gallons or enough water to fill a 10-by-10-by-2 foot pool) before drying up. If mounts such as horses are being watered, each one will take the same water as 2 humans. For each level of the caster above 8th, enough water for an additional 36 humans will flow through.

The caster can stop the spring at any time before the duration has expired, although this will not make the existing water disappear.

Creeping Doom

Dervish 7, Druid 7, Elf 8, Fey 7, Medicine Man 8
Target: None
Range: 120 ft.
Duration: 1 rnd/level

This spell summons a swarm of hundreds of thousands of crawling insects and spiders. The swarm can vary from having a 10-foot radius to a 30-foot radius, and the caster can move the swarm up to 20 feet per round and also alter the radius on a round by round basis.

The swarm is initially capable of doing 1,000 points of damage per round, which must be split as evenly as possible between all creatures in the area of the swarm; although no individual creature can be dealt more than 100 damage, so if there are fewer than 10 creatures in the area then some of the potential damage will be wasted. The insects cannot damage creatures that can be hit only by magical weapons.

Normal attacks will slay many dozens of insects, with each point of damage reducing the damage potential of the swarm on a 1-for-1 basis, so if an attack deals 50 damage then the swarm will only be capable of doing 950 points of damage from then on. Area effect attacks, such as a Fireball spell, do double damage against the swarm.

A Protection from Evil spell won't keep the insects out, but a Dispel Magic will work against the swarm with normal chances of success.

Environmental Effect: If this spell is cast underwater, shrimp are summoned rather than insects and spiders.

Cure Blindness

Cleric 3, Druid 3, Medicine Man 3, Shaman 3
Target: One living creature
Range: Touch
Duration: Permanent

This spell cures both mundane blindness and magical blindness caused by Light and Darkness spells (and their continual versions). The only form of blindness it will not normally cure is that caused by a Curse. This spell can only cure blindness caused by a Curse when it is cast by an *Immortal*.

Cure Blindness or Disease

Fey 4
Target: One living creature
Range: Touch
Duration: Permanent

This spell duplicates the effects of a Cure Blindness or Cure Disease spell. The caster chooses which effect will take place, unless the target suffers from both ailments in which case there is an equal chance of either being cured.

Cure Critical Wounds

Cleric 5, Druid 5, Medicine Man 5, Shaman 5
Target: One living creature
Range: Touch
Duration: Permanent

This spell cures one living (not undead or non-living) creature of 3d6+3 points of damage. The caster can cure themselves with this spell.

Reverse: Cause Critical Wounds inflicts 3d6+3 damage to a touched living (not undead or non-living) target. The target gets no saving throw against the damage, but the caster must make a normal attack roll to touch an unwilling target.

Cure Disease

Cleric 3, Druid 3, Elf 3, Medicine Man 3, Shaman 3
Target: One living creature
Range: 30 ft. (Elf: Touch)
Duration: Permanent

This spell will cure any living (not undead or non-living) creature of a single disease. It will cure any mundane disease, and will even cure magical diseases such as Mummy Rot and kill disease-like monsters such as green slime.

This spell will only cure lycanthropy if cast by a caster of 11th level or higher.

Reverse: Cause Disease causes the target to contract a non-contagious disease that gives them a -2 to attack rolls, stops magical healing working on them, and causes natural healing to take twice as long. The target may make a saving throw vs. spells to avoid the effect.

This magical disease can only be cured by a Cure Disease spell, and if not cured it will prove fatal in 2d12 days.

Cure Light Wounds

Cleric 1, Druid 1, Elf 3, Medicine Man 2, Shaman 1
Target: One living creature
Range: Touch
Duration: Permanent

This spell cures one living (not undead or non-living) creature of 1d6+1 points of damage. The caster can cure themselves with this spell.

Alternately, if not cast by an elf, the spell can be used to cure paralysis (except that caused by a Hold Person or Hold Monster spell), although if it does so then no damage will be cured at the same time.

Reverse: Cause Light Wounds inflicts 1d6+1 damage to a touched living (not undead or non-living) target. The target gets no saving throw against the damage, but the caster must make a normal attack roll to touch an unwilling target.

Cure Serious Wounds

Cleric 4, Druid 4, Elf 6, Medicine Man 4, Shaman 4
Target: One living creature
Range: Touch
Duration: Permanent

This spell cures one living (not undead or non-living) creature of 2d6+2 points of damage. The caster can cure themselves with this spell.

Reverse: Cause Serious Wounds inflicts 2d6+2 damage to a touched living (not undead or non-living) target. The target gets no saving throw against the damage, but the caster must make a normal attack roll to touch an unwilling target.

Dance

Elf 8, Fey 6, Wizard 8
Target: One creature
Range: Touch
Duration: Special

When this spell is cast, the caster must touch a single target by making a successful attack roll. The target gets no saving throw, and is forced to dance wildly for three or more rounds.

While dancing, the target is unable to attack, move quicker than a walk, or use spells or spell like abilities. The target also has a -4 penalty to all saving throws and a +4 penalty to armor class until they stop dancing.

The duration of the spell is based on the caster's level as indicated on *Table 8.14: Dance*.

Table 8.14: Dance

Level	Duration
18-20	3 rounds
21-24	4 rounds
25-28	5 rounds
29-32	6 rounds
33-36	7 rounds

An *Immortal* target of this spell may make a saving throw each round to stop dancing.

Death Spell

Sorcerer 6, Wizard 6
Target: One or more creatures in a 30-foot radius
Range: 240 ft.
Duration: Instant

This spell sucks the life out of all creatures within a 30-foot radius of the target point of the spell.

Roll 4d8 to see how many hit dice worth of creatures are slain by the effect.

Go through all the living (not undead or non-living) creatures in the area with fewer than 8 hit dice or levels, starting with the weakest. If there are enough hit dice left from the roll, that creature is slain unless they can make a saving throw vs. death ray and their hit dice are taken from the running total (whether they make or fail the save).

Once there are no more creatures left with fewer (or equal) hit dice to the number of hit dice left over, the spell stops.

Example

Aloysius casts a Death Spell at a mixed bunch of opponents. There are ten goblins with one hit die each, three wolves with 2 hit dice each, and a giant with 9 hit dice along with his 5 hit dice hellhound pet.
Aloysius's player rolls 4d8 and gets a total of 19. The ten goblins are the weakest creatures, so they are all affected, taking 1 hit dice each from the total (even though two of them make their saving throws and survive) leaving 9 left. The three wolves take 2 hit dice from the total each, leaving 3 more left. This is not enough to kill the 5 hit dice hellhound, so it is left alive. The giant is unharmed since even if there were no other creatures, it has 8 or more hit dice and is too powerful for the spell to kill.

Creatures with no hit points (vermin, insects, small plants, etc.) are instantly slain with no saving throw, and do not count towards this total.

Delayed Blast Fireball

Wizard 7
Target: 20-foot radius
Range: 240 ft.
Duration: 0-60 rounds

When this spell is cast, the caster chooses a length of delay, from 0 to 60 rounds. A small ruby-like gem then shoots out to the target location, waits for the specified number of rounds, and explodes into a ball of fire that does 1d6 points of damage per caster level (to a maximum of 20d6 unless the caster is an *Immortal*) to all within a 20-foot radius. Creatures within that radius can make a saving throw vs. spells to take half damage.

During the time between the casting of this spell and the explosion, the gem can be moved by normal means (carried, thrown, dropped, etc.) but it is immune to all magical attempts to move it (Teleport, Telekinesis, etc.)

Nothing can delay the gem's explosion at the appointed time or make it explode before its time is up except a Wish spell. However, a Dispel Magic has normal chances to destroy the gem and thus prevent the explosion.

Detect Curse

Medicine Man
Target:
Range:
Duration:

Detect Danger

Druid 1, Elf 2, Fey 2
Target: 5 ft./level
Range: Personal
Duration: 1 hour or 1/2 hour

This spell allows the caster to detect the presence of danger. If cast outdoors, it lasts for an hour, but if cast indoors then it only lasts for half an hour.

During that time, the caster can concentrate on a square foot of ground or wall, human-sized creature, or a chest sized object for a full round and know whether it is immediately dangerous, potentially dangerous, or benign (from the caster's point of view).

Objects larger than those mentioned above can be examined, but will take correspondingly more time.

Detect Evil

Cleric 1, Druid 1, Elf 2, Fey 1, Medicine Man 1, Sorcerer 2, Wizard 2
Target: 120-foot radius
Range: Personal
Duration: 1 hour

This spell allows the caster to see a glow around any creature or intelligent object within range that wishes them harm. The caster does not know exactly what harm the creature is intending or what they are capable of, merely that the intent is there.

Detect Invisible

Elf 2, Fey 1, Sorcerer 2, Wizard 2
Target: 10-foot radius/level
Range: Personal
Duration: 1 hour

This spell allows the caster to see all invisible creatures and objects within range. *Invisible* creatures do not get a saving throw against this effect.

Detect Magic

Cleric 1, Dervish 1, Druid 1, Elf 1, Fey 1, Medicine Man 1, Shaman 1, Sorcerer 1, Wizard 1
Target: 60-foot radius
Range: Personal
Duration: 20 minutes

This spell allows the caster to see a glow around any magical creature, object and place within range. Magical creatures do not get a saving throw against this effect.

The glow only extends a couple of inches around the magical object, so if it is in a container or behind another object then some or all of the glow may not be visible.

Detect Poison

Medicine Man
Target:
Range:
Duration:

Detect Totem

Medicine Man 1
Target: One living creature
Range: None
Duration: Permanent

Detect Water

Dervish 1
Target: 300-foot radius
Range: Personal
Duration: 20 minutes

This spell allows the caster to discern the location of any water within range. It will also allow the caster to determine the quantity of the water.

Dimension Door

Elf 4, Fey 4, Wizard 4
Target: One creature
Range: 10 ft.
Duration: Instant

This spell will teleport either the caster or a single creature within 10 feet a distance of up to 360 feet from its current location. If the caster cannot see the destination then it must be described in terms of direction and distance.

If the destination is occupied by solid matter, the spell fails and the target does not move.

An unwilling target may make a saving throw vs. spells to avoid being teleported by the spell.

Disintegrate

Fey 7, Wizard 6
Target: One creature or object
Range: 60 ft.
Duration: Instant

This spell destroys a single creature or a single non-magical object, leaving only a trace of fine silvery dust. If targeted on a creature, that creature may make a saving throw vs. death ray to avoid the effect.

Dispel Evil

Cleric 5, Druid 5, Elf 7, Fey 7, Medicine Man 5, Shaman 5
Target: One or more creatures
Range: 30 ft.
Duration: 10 minutes

When cast, the caster can choose to make this spell affect any animated, charmed, controlled, created, cursed, summoned, or undead creatures within range, or target it at a single such creature or object.

Each targeted creature must make a saving throw vs. spells (if a single creature is targeted it saves at -2) or take the following effect:

Animated: Creature is no longer animated.

Charmed: The charm is removed from the creature.

Controlled: The control is removed from the creature.

Created: The creature is destroyed.

Cursed: The curse is removed from the creature.

Summoned: Creature is banished to where it was summoned from.

Undead: The creature is destroyed.

Even if the creature makes its saving throw, it must still flee for the duration of the spell. If the caster moves before the duration is up, the spell is ended early.

In the case of objects, the spell will remove any curse from the object, but only if the object is specifically targeted by the spell.

If an elf cast this spell, only creatures that are elves are affected.

Dispel Magic

Cleric 4, Druid 4, Elf 3, Fey 3, Medicine Man 4, Shaman 4, Sorcerer 3, Wizard 3
Target: All spells in 10-foot radius
Range: 120 ft.
Duration: Permanent

When this spell is cast, it has a chance of canceling all ongoing spell effects that are wholly or partly within a 10-foot radius of the target point of the spell.

Spells cast by casters of equal or lower level to the caster of the dispel are automatically canceled. Spells cast by higher level casters have a 5% chance per level of difference of resisting the dispel.

Example

Elfstar casts Dispel Magic on a Barrier spell cast by a 15th level cleric. Elfstar is only 12th level which is three levels difference, so there is a 15% chance of the Barrier spell resisting the dispel.

This spell will not destroy magic items unless cast by an *Immortal*, although it will cancel spell effects that were created by magic items. Even if cast by an *Immortal*, this spell will not destroy an artifact.

For purposes of this spell, *Immortals* are considered to be casters of twice their hit dice, rather than casters of their level. For example, a first level *Immortal* with 15 hit dice dispels other spells as if they were a 30th level caster, and has their spells dispelled as if they were a 30th level caster.

Immortal level spells can not be dispelled with this spell.

Dissolve

Druid 5, Elf 5, Fey 5, Sorcerer 5, Wizard 5
Target: 3,000 square feet of ground
Range: 240 ft.
Duration: 3d6 days

This spell turns an area of up to 3,000 square feet of soil or natural rock (not constructions or worked rock) into a slurry of mud. The area can be shaped how the caster desires, but all of it must be within the range of the spell.

The mud is too thin to walk on properly and too thick to swim through. Creatures attempting to wade through it can only move at 10% of their normal speed.

The mud will dry out naturally in 3d6 days.

Reverse: Harden will change 3,000 square feet of mud, up to 10 feet deep, into solid rock permanently.

Any creature standing in the mud must make a saving throw vs. spells to avoid being trapped by the solidifying mud.

Earth to Air

Wizard 5
Target: 3,000 square feet of ground
Range: 240 ft.
Duration: 3d6 days

This spell turns an area of up to 3,000 square feet of soil or natural rock (not constructions or worked rock) into air.

Reverse: Air to Earth will change 3,000 square feet of air into solid rock permanently. The area can be shaped how the caster desires, but all of it must be within the range of the spell.

Any creature located within the area must make a saving throw vs. spells to avoid being trapped in the newly formed rock.

Earthquake

Cleric 7, Dervish 7, Druid 7
Target: 60 ft.+5 ft./level diameter
Range: 360 ft.
Duration: 10 minutes

This spell causes a powerful but localized earthquake. It will destroy small buildings and damage large ones, and may cause rockslides.

Each creature in the area has a 1 in 6 chance of being in danger of being engulfed in a crack in the ground. The creature must make a saving throw vs. death ray in order to stop themselves falling in and being crushed for 1d100+100 damage per round.

Environmental Effect: If this spell is cast on the sea floor, it creates shock waves that will stun all creatures within the area of effect unless they make a saving throw vs. death ray. If cast underwater, the area of effect is reduced by half. The stun effect last until 1d6 rounds after the creature has left the area of effect.

Enchanted Weapon

Elf 4, Fey 4
Target: One weapon
Range: Touch
Duration: 5 rnd/level

The target weapon of this spell becomes magical allowing it to be used against creatures that are invulnerable to normal weapons (e.g. gargoyles, lycanthrope, various undead).

Entangle

Elf 2, Fey 2, Wizard 2
Target: One rope or vine
Range: 30 ft.
Duration: 1 rnd/level

This spell animates a single rope or vine that can be up to 50 feet long plus 5 feet per level of the caster.

The rope cannot be ordered to attack, but it can be ordered to loop or tie around something, to knot or unknot itself, or to neatly coil up.

Using a combination of these commands, the rope can be used for climbing or for capturing enemies. The rope cannot stretch itself out, it can only grasp things within 1 foot of it—so it must be thrown by hand at the thing it is commanded to loop or tie around.

If the rope is thrown at a creature and commanded to tie it, the creature gets a saving throw vs. spells to avoid the rope.

ESP

Elf 2, Fey 2, Wizard 2
Target: One creature at a time
Range: 60 ft.
Duration: 2 hours

This spell allows the caster to hear and understand the thoughts of any living creature within range, regardless of language.

The caster must concentrate for six rounds. If there is more than one creature in the same direction, it takes the caster an additional six rounds to filter the thoughts of a single creature out of the cacophony.

The spell is blocked by two feet of stone or any thickness of lead, and each individual targeted can make a saving throw vs. spells to block out the ESP.

Reverse: Mindmask makes the caster or a touched creature immune to all forms of mind reading for the duration.

Explosive Cloud

Wizard 8
Target: 15-foot radius
Range: 1 ft.
Duration: 1 hour

This spell creates a 15-foot radius and 20-foot-tall cloud of poisonous gas, the closest edge of which must be within 1 foot of the caster. The gas is dense enough to be visible, but does not block sight. If cast within an enclosed space, the cloud may be smaller than the dimensions above. It will not expand to fill the same volume.

From the outside, the cloud is indistinguishable from that created by a Cloudkill spell.

The cloud is poisonous, and each round all within it must make a saving throw vs. spells or be paralyzed for that round. Additionally, the cloud contains sparkling lights visible only to those within it. These lights are small explosions that do 1 point of damage per two caster levels to each creature within the cloud. This damage will affect any creature, even those immune to fire, gas and poison, and there is no saving throw against it.

Eye of the Eagle

Medicine Man
Target: One living creature
Range: None
Duration: 1 day

Faerie Fire

Dervish 1, Druid 1, Elf 1, Fey 1
Target: One or more creatures
Range: 60 ft.
Duration: 1 rnd/level

This spell causes one or more creatures or objects within the area to glow with flickering greenish flames as if on fire. The fire is bright enough to make the targets glow in the dark, but not bright enough to use as a light source.

The caster can outline one human-sized target or the equivalent per 5 levels.

All attacks against outlined creatures gain a +2 bonus to hit.

Faerie Lights

Elf 1
Target: Area
Range: 40 ft. + 10 ft./level
Duration: 2 rounds/level

This spell creates up to 4 hovering light sources such as lanterns, torches, etc. The light sources must be created where the caster can see but once created can me moved anywhere within the spell's range. The caster can alter the intensity of the light sources by concentrating for a round. Once the spell ends, the light sources disappear.

Faerie Slumber

Fey 2
Target: 2-16 HD living creatures within a 40 ft. square
Range: 240 ft.
Duration: 4d4 turns

This spell functions like the Sleep spell, but can effect creatures with greater than 4+1 hit dice and target's are allowed saving throws vs. spells. Also for each target, before a saving throw is made, the caster rolls 1d4 + their level and if the result is lower than the target's HD than the spell fails against that target.

Fate

Medicine Man
Target:
Range:
Duration:

Fear

Elf 4, Fey 3
Target: One or more creatures
Range: 120 ft.
Duration: Special

This spell creates a cone of fear, 60 feet long and 30 feed wide at the end. All creatures within the cone must make a saving throw vs. spells or flee in terror for 5 minutes. Affected creatures that are cornered will cower and fight only to defend themselves.

Feeblemind

Elf 5, Fey 5, Wizard 5
Target: One spell-using creature
Range: 240 ft.
Duration: Permanent

This spell blasts the mind of the target, who must be a spellcaster. The target must make a saving throw vs. spells (with a penalty of -4 to the roll unless the target is an *Immortal*) or be made *Helpless*, unable to think clearly and unable to cast spells. The victim's *Intelligence* is reduced to a score of 2.

The effect is permanent, although it can be removed by a Dispel Magic (with the normal chance of success) or by a Heal spell.

Fellowship

Elf 1
Target: Caster
Range: Personal
Duration: 1 round/level

This caster temporarily gains 2d4 points of *Charisma* in the eyes of anyone they meet who fails a saving throw vs. spells or a loss of 1d4 to those who pass.

Targets who fail the saving throw wish to become the caster's friend and will do their best to assist the caster anyway they can. Targets who pass the saving throw find the caster irritating and don't wish to be around them.

This spell has no effect on targets with animal intelligence or lower and does not effect *Charisma* skills.

Find the Path

Cleric 6, Dervish 6, Druid 6, Fey 4, Shaman 6
Target: Caster
Range: Personal
Duration: 1 hour + 10 mins/level

This spell mentally guides the caster to a specific place. The caster is subconsciously able to take the correct route, and even know the location of secret doors and know passwords. The caster is not conscious of any of this knowledge, however, and is therefore unable to remember it after the spell's duration runs out or communicate it to others.

Once the spell runs out, the caster will remember the vague direction to the goal, but that is all.

The spell must be used to direct the caster to a fixed location that the caster has either visited before or had described in detail. It can not be used to simply find the current location of an object. It will only find a path that does not involve crossing planar boundaries. If there is no such path, then the caster will know this after casting the spell.

Find Traps

Cleric 2, Druid 2
Target: 30-foot radius
Range: Personal
Duration: 20 minutes

This spell causes the caster to see a glow around any mechanical or magical traps that are within 30 feet of them.

It does not give any indication about the type of trap or the triggering mechanism, and cannot find natural hazards or ambushes.

Fire Gate

Medicine Man
Target:
Range:
Duration:

Fireball

Sorcerer 3, Wizard 3
Target: 20-foot radius
Range: 240 ft.
Duration: Instant

This spell creates a small ball of flame that shoots out to the target point and then explodes into a 20-foot radius ball of fire.

The fire does 1d6 damage per caster level (to a maximum of 20d6, unless the caster is an *Immortal*) to each creature in the area. Creatures that make a saving throw vs. spells take only half damage.

Environmental Effect: If this spell is cast underwater, the ball is composed of lightning rather than fire.

Firebow

Medicine Man
Target: One wooden bow
Range: None
Duration: Special

Floating Disc

Wizard 1
Target: None
Range: Personal
Duration: 1 hour

This spell creates a small flying platform of force, about the size and shape of a round shield. The platform is invisible to all but the caster and hovers at the height of the caster's waist. The platform follows the caster around, never getting more than 6 feet away from them.

The platform can support 500lbs of weight.

The platform has no edges and can not be used as a weapon in any way, since it has no physical existence other than to support weight.

Fly

Elf 3, Fey 3, Sorcerer 3, Wizard 3
Target: One creature
Range: Touch
Duration: 10 mins/level + 1d6x10 mins

This spell allows the target to fly at 120 feet per round by concentrating. If the target stops concentrating they will hover in place.

Environmental Effect: If this spell is cast underwater, instead of granting flight it allows the target to swim at three times their normal speed.

Force Field

Elf 8, Wizard 8
Target: None
Range: 120 ft.
Duration: 1 hour

This spell creates an impossibly hard field of force that cannot be dispelled and can only be broken by a Disintegrate or Wish spell.

The force field must be a simple smooth shape—either a flat plane of up to 5,000 square feet, a sphere or hemisphere of up to 20-foot radius, or a rectangular box with a surface area of up to 5,000 square feet. Regardless of shape, it must always be created in an empty area. It can not be created inside any object or creature to cut them in half.

However, the edges of the force field will conform to the shape of surrounding material such as walls.

The force field does not need to be supported, its edges are not sharp, and it is completely immobile—only a Wish spell can move a force field.

No physical or magical force except those noted above can destroy or pass through a force field, although a Teleport or Dimension Door spell will bypass it.

Creatures enclosed within a force field are magically preserved, and will not starve or suffocate.

This spell can be made permanent with a Permanence spell, and if this happens then the permanence can still be dispelled even though the force field cannot be. If the permanence is dispelled after the normal duration of the force field has expired then the force field will immediately disappear.

A force field cast by a mortal can be destroyed by an *Immortal*'s attacks (treat it as having an armor class of -10 and 50 hit points).

A force field cast by an *Immortal* cannot be broken by Disintegrate or Wish spells cast by mortals, and cannot be penetrated by mortal Teleport, Gate, or Dimension Door spells.

Gaseous Form

Fey 3
Target: One creature
Range: Touch
Duration: 10 mins/level

The target's body transforms to a cloud of gas for up to 1 hour, causing all their equipment and carried items to fall to the floor. The target keeps control of their body, and can move through any non-airtight barrier.

While in gaseous form, the target cannot attack, but has an armor class of -2 and can only be hit by magical weapons.

Gate

Elf 9, Wizard 9
Target: One extraplanar being
Range: 30 ft.
Duration: Special

This spell opens a one-way rift between two planes, even those attached to two different Celestial Spheres.

Normally, the caster must specify the target plane and the name of a creature on that plane. If the creature is on the named plane, then the spell opens a one-way physical portal between the caster's current location and the creature's location allowing the creature to step through to the caster (but not vice versa). If the creature is not on the named plane then the spell fails. If the creature is an *Immortal*, it can refuse to allow the gate to open.

However, the spell can also be cast through the open end of an open one-way gate, targeting the other end of the gate rather than a specific creature. In this case, the caster does not need to specify (or even know) where the other end of the gate is located. If cast in this manner, the gate becomes two-way and creatures can pass through in either direction.

The open end of a one-way gate appears misty and is opaque. The closed end of a one-way gate is invisible, although detectable with a Detect Magic spell. A two-way gate can be seen through in either direction.

If the either end of the gate is an outer plane then the gate only stays open for 10 minutes. Otherwise, it stays open for 1d10 x 100 minutes.

Any creature can step through the open end of a gate, and there is a base 10% chance of a random inhabitant of the far plane (modified by the location that the gate is opened to) noticing the open gate and investigating it.

A gate can be held open permanently with a Wish spell, although if the gate is two-way then a separate Wish must be used for each direction.

It costs an *Immortal* 50 pp to step through a gate. This makes summoning one for frivolous reasons a risky proposition at best.

Reverse: Close Gate closes a gate to another plane, whether one made by this spell or a natural planar rift.

Geas

Elf 6, Fey 6, Wizard 6
Target: One creature
Range: 30 ft.
Duration: Special

This spell forces the target to either perform a specific action or refrain from performing a specific action. The target may make a saving

throw vs. spells to escape the effect.

The action must be something that is possible, and can't be something suicidal—for example you can't geas someone into jumping off a cliff or geas someone into never eating.

The target must perform (or refrain from performing) the action, but they are not mind controlled in any way, and they are fully aware that they may only be performing the action or refraining from it in order to avoid the consequences of this spell.

If the target goes against the geas, they receive a Curse, as if by the reversed form of the Remove Curse spell. Neither this curse nor the geas itself can be dispelled or removed via a Remove Curse spell, although a Dispel Evil will remove it. The curse will not lift until the geas is fulfilled (or, in the case of geases against performing actions, a week has passed without the action being performed).

This spell cannot affect an *Immortal*, even if cast by another *Immortal*.

Reverse: Remove Geas will remove an unwanted geas, although for each level the caster of the geas is above the caster of the remove geas there is a 5% chance of failure.

Growth of Animal

Cleric 3, Druid 3, Elf 4, Fey 4
Target: One animal
Range: 120 ft.
Duration: 2 hours

This spell causes one animal to grow to double its normal size, giving it twice its normal strength and making it do twice its normal damage in combat. The animal may also carry twice its normal load.

Growth of Plants

Dervish 3, Elf 4, Fey 3, Medicine Man 4, Sorcerer 4, Wizard 4
Target: 3,000 square feet of undergrowth
Range: 120 ft.
Duration: Permanent

This spell causes all undergrowth (grasses, brambles, vines etc.) within a 3,000 square foot area of whatever shape the caster desires to become thickly overgrown. This growth makes the area impassable to creatures smaller than giant sized.

The effect can be removed by a Dispel Magic or by the reverse of this spell.

Reverse: Shrink Plants reverses this spell or makes a similar area of naturally overgrown plants shrink and shrivel making the area easily passable.

Hallucinatory Terrain

Elf 4, Fey 3, Wizard 4
Target: One terrain feature up to 480-foot-diameter
Range: Touch
Duration: Special

This spell masks a terrain feature (either indoors or outdoors) and makes it look like a different feature. For example a pit could be made to look like solid floor or a small hill could be made to look like a patch of swamp.

The illusion last until it is touched by an intelligent creature.

Haste

Elf 3, Fey 3, Wizard 3
Target: 24 creatures in a 30-foot radius
Range: 240 ft.
Duration: 30 minutes

This spell speeds up creatures in a 30-foot radius of the target point. Up to 24 creatures can be affected.

Affected creatures move twice their speed and can make twice as many attacks. They also get a +2 bonus on their initiative rolls. Spellcasting (whether innate or through items) is not sped up.

Multiple haste spells from a single source do not stack, but different sources (e.g. a haste spell and a Potion of Speed) do stack, to a maximum of double effect.

This spell has no effect on *Immortals*.

Reverse: Slow slows creatures in the area rather than speeding them up. Affected creatures move at half their speed and can only make half of their attacks. They also get a -2 penalty on their initiative rolls. Spellcasting (whether innate or through items) is not slowed down.

Creatures can only be affected by one slow spell at a time.

Creatures may find that they are making half an attack per round or one and a half attacks per round when effected by slow. In these cases, the creature's "half" attack is made every other round.

Heal

Cleric 6, Druid 6, Elf 9, Medicine Man 6, Shaman 6, Wizard 9
Target: One living creature
Range: Touch
Duration: Permanent

This spell will cure nearly all damage from a living (not undead or non-living) target, leaving them with only 1d6 damage—although if the target is already healthier than that it won't damage them.

Alternatively, the spell can be used as a Remove Curse, Cure Disease or Cure Blindness spell, or it can be used to cure a Feeblemind spell. However, it will only cure one thing per casting.

If cast on someone who has recently been brought back to life by a Raise Dead spell, it will eliminate the rest period and bring the target back to full strength immediately.

Heat Metal

Druid 2, Elf 3, Fey 2
Target: One metal object
Range: 30 ft.
Duration: 7 rounds

This spell heats one metal object to red-hot over the course of 4 rounds. The object then takes a further three rounds to cool.

Any metal object of up to half a pound (5 cn) per caster level can be affected by this spell. The metal is not damaged by the heating and cooling, although if the metal forms part of an object that also has wood or leather then the non-metal parts of the object may be scorched unless the object is magical.

If the object is being held or worn by a creature, the creature will take 1 damage on the first round, 2 on the second, 4 on the third, 8 on the fourth, 4 on the fifth, 2 on the sixth, and 1 on the seventh. The holder of the item gets no saving throw, although creatures will usually drop the item before the duration is up. The holder cannot cast spells while holding a hot item.

Hold Animal

Dervish 3, Druid 3, Elf 3, Fey 2, Medicine Man 3
Target: One or more animals
Range: 180 ft.
Duration: 10 mins/level

This spell will paralyze several animals for the duration.

It will affect 1 hit dice of animal per level of the caster, although each animal gets a saving throw vs. spells to avoid the effect.

Hold Monster

Fey 5, Sorcerer 5, Wizard 5
Target: One to four creatures
Range: 120 ft.
Duration: 1 hour + 10 min/level

This spell will paralyze up to four living creatures (not undead or non-living creatures) for the duration.

It can be cast at a single target, in which case the target may save vs. spells at a -2 penalty to avoid the effect; or at a group, in which case it will affect 1d4 of them each of which may save vs. spells without penalty to avoid the effect.

Reverse: Free Monster removes the paralysis caused by either this spell or a Hold Person spell. It will also remove the paralysis effect of an *Immortal*'s aura, but only when cast by an *Immortal*.

Hold Person

Cleric 2, Dervish 2, Druid 2, Elf 3, Fey 3, Shaman 2, Wizard 3
Target: One to four humanoids
Range: 180 ft.
Duration: 90 minutes

This spell will paralyze up to four living humanoid creatures (not undead or non-living creatures) for the duration.

It can be cast at a single target, in which case the target may save vs. spells at a -2 penalty to avoid the effect; or at a group, in which case it will affect 4 of them each of which may save vs. spells without penalty to avoid the effect.

Reverse: Free Person removes the paralysis caused by this spell. It will also remove the paralysis effect of an *Immortal*'s aura, but only when cast by an *Immortal*.

Hold Portal

Fey 1, Wizard 1
Target: One door, chest or gate
Range: 10 ft.
Duration: 2d6x10 minutes

This spell will hold a single portal or door closed by magical means.

The portal can only be forced open by creatures who have at least three hit dice more than the caster or opened with a Knock spell, although in either case if the portal is allowed to close it will continue to be held for the duration of the spell.

Immortals can always open doors held by a mortal's casting of this spell, even if they have fewer hit dice.

Hold Spirit

Medicine Man 3
Target:
Range:
Duration:

Holy Word

Cleric 7, Dervish 7, Druid 7
Target: All creatures in range
Range: 40 ft.
Duration: Instant

This spell affects all creatures within 40 feet of the caster. The exact effect varies depending on the creature's level or hit dice as indicated on *Table 8.15: Holy Word*.

Table 8.15: Holy Word

Level or Hit Dice	Effect
Up to 5 HD	Killed
6-8 HD	Stunned for 2d10x10 minutes
9-12 HD	Stunned for 1d10 rounds
13+ HD	Deafened for 1d6x10 minutes

Only creatures of the same alignment as the caster (and any creature of 13 or more hit dice) may make saving throws vs. spells to avoid the effect.

Horse-rush

Fey 2
Target: One living rush
Range: Touch
Duration: Up to 1 hour/level

This spell enchants a rush allowing it to change into a Riding Horse and back. Once the spell takes effect, the caster can put the rush between their legs and say the words "gitty up" which the rush will than turn into a riding horse. Saying the words "simmer down" will revert it back to a rush. When the duration has expired, the rush will take it's natural form and stay that way unless the spell is recast on it.

Hunting Paint

Medicine Man 2
Target: Body paints
Range: None
Duration: 1 day

Ice Storm/Wall of Ice

Sorcerer 4, Wizard 4
Target: Special
Range: 120 ft.
Duration: Instant or 2 hours

This spell can be cast in one of two ways, and the caster can decide which way to use it at the time of casting.

The first way to use the spell is to create a 10-foot radius ice storm. This ice storm does 1d6 cold damage per caster level (maximum of 20d6) to every creature in the area. Each creature can make a saving throw vs. spells to take half damage.

Fire based creatures have a -4 penalty to their saving throws, but cold based creatures are immune to the spell.

The second way to use the spell is to create a vertical wall of ice of up to 1,200 square feet. The wall is not transparent, and must be created in unoccupied space on ground that will support it.

The wall will melt in two hours, but can be broken before that time by creatures of 5 hit dice or more. However, such creatures take 1d6 cold damage while doing so (fire based creatures take 2d6, cold based creatures take none).

Environmental Effect: If an ice storm is cast underwater, the damage is reduced to 1d4 damage per caster level due to losing some of its downward force.

If an ice wall is cast underwater, the wall will float to the surface at the rate of 60 feet per round unless it is braced.

Ice to Water

Wizard 5
Target: 3,000 square feet of ground
Range: 240 ft.
Duration: 3d6 days

This spell turns an area of up to 3,000 square feet of solid ice into slush. The area can be shaped how the caster desires, but all of it must be within the range of the spell.

The slush is too thin to walk on properly and too thick to swim through. Creatures attempting to wade through it can only move at 10% of their normal speed.

The slush will naturally refreeze or melt (depending on the temperature of the area) in 3d6 days.

Reverse: Water to Ice will change 3,000 square feet of slush, up to 10 feet deep, into solid ice permanently.

Any creature standing in the slush must make a saving throw vs. spells to avoid being trapped by the solidifying slush.

Immunity

Elf 9, Wizard 9
Target: One creature
Range: Touch
Duration: 10 mins/level

This spell gives the creature touched complete immunity to spells of 3rd level or less, and spells of 5th level or less only have half normal effect (halve whatever quantifiable effects they have, such as damage, duration, penalties, etc.)

The spell also grants immunity to all missiles and all non-magical weapons.

The target can drop the immunity temporarily by concentrating, if they wish to be affected by a beneficial spell.

Infravision

Fey 2, Wizard 3
Target: One living creature
Range: Touch
Duration: 1 day

This spell gives a living (not undead or non-living) *Infravision* (see *Chapter 10: Infravision*).

Infusion

Medicine Man
Target: Up to 1 creature/level
Range: None
Duration: Permanent

Insect Plague

Cleric 5, Druid 5, Elf 5, Fey 5, Shaman 5
Target: None
Range: 480 ft.
Duration: Concentration

This spell summons a 30-foot radius swarm of insects which obscures vision in the area.

The insects do no damage, but will drive away any creature of less than 3 hit dice with their stinging and biting. There is no saving throw against this effect.

The insect swarm can be moved up to 20 feet per round by the caster, and lasts until the caster stops concentrating.

Elves can only cast this spell in wilderness environments.

Environmental Effect: If this spell is cast underwater, shrimp rather than insects are summoned.

Invisibility

Elf 2, Fey 3, Sorcerer 2, Wizard 2
Target: One creature or object
Range: 240 ft.
Duration: Special

This spell makes a single creature or object invisible.

If cast on a creature, the creature's clothing and equipment also become invisible. Any item the creature drops will become visible, but items the creature picks up will not become invisible.

The creature will become visible again if it attacks another creature or if it casts a spell. Otherwise, the invisibility is permanent.

If the spell is cast on an object, the object remains invisible until touched by an intelligent creature.

Invisibility 10-foot radius

Elf 3, Wizard 3
Target: One creature
Range: 120 ft.
Duration: Special

This spell makes all creatures in a 10-foot radius around the target invisible.

The creatures' clothing and equipment also become invisible. Any item any creature drops will become visible, but items that one of the creatures pick up will not become invisible.

Any creature that strays more than 10 feet from the target creature also becomes visible, and re-entering that radius does not make the creature become visible again.

Any creature will become visible again if it attacks another creature or if it casts a spell. Otherwise, the invisibility is permanent.

Invisibility, Mass

Elf 7, Fey 5, Wizard 7
Target: One or more creatures
Range: 240 ft.
Duration: Special

This spell makes all creatures in a 30-foot radius around the target point of the spell invisible. The creatures' clothing and equipment also become invisible. Any item any creature drops will become visible, but items that one of the creatures pick up will not become invisible.

Any creature will become visible again if it attacks another creature or if it casts a spell. Otherwise, the invisibility is permanent.

Reverse: Appear causes all invisible creatures and objects within a 10-foot radius of the target point of the spell to become visible and be unable to become invisible again for 10 minutes. Ethereal creatures are unaffected by this spell.

Invisibility to Spirits

Medicine Man
Target:
Range:
Duration:

Invisible Stalker

Wizard 6
Target: None
Range: Personal
Duration: Special

This spell summons an Invisible Stalker (see *Chapter 17: Invisible Stalker*).

The caster must specify one task for the stalker to perform, and the stalker will attempt to perform that task even at the cost of its own life until either the task becomes impossible or a year and a day have passed. In either case, the spell then ends.

Environmental Effect: If this spell is cast underwater, an Ice Spider is summoned rather than an Invisible Stalker. A Dispel Evil spell will banish the Ice Spider back to their home plane.

Ironform

Wizard 7
Target: None
Range: Touch
Duration: Permanent

This spell creates a sheet of iron up to 2 inches thick and up to 500 square feet in area. The sheet can be created flat or can be created pre-shaped. The iron does not appear instantly, but takes time to form, ranging from a single round for a simple sheet of iron to two hours to create something with a precise specification.

Whatever the complexity of the shape, the iron must form a single piece with no moving parts. However, the caster can create the iron in a "rough" form, which can then have the ironform spell cast on it again in order to either add to the object or reshape it. If the caster does create the iron in rough form, then this spell is cast once again to "set" the iron in its final form so that other casters can't cast this spell on it in order to modify it.

Note that whatever shape the sheet takes, it is always a maximum of 2 inches thick—so that if it is formed into a statue, for example, the statue would be hollow.

Once created, the iron is real and cannot be dispelled, and it will last until it is physically or magically destroyed.

Knock

Fey 2, Wizard 2
Target: One lock
Range: 60 ft.
Duration: Special

This spell will temporarily unlock any lock, or open a door that is closed by a Hold Portal or Wizard Lock spell. If the door was locked by mundane means then it remains unlocked until physically locked again, but if it is held shut by magical means then it will re-fasten once closed.

This spell will even unbar a door that is barred on the other side, although if the door is both barred and locked then it will take two castings to remove both.

Know Alignment

Cleric 2, Druid 2, Elf 2, Fey 2, Medicine Man 2
Target: One creature or item
Range: 10 ft.
Duration: Instant

This spell allows the caster to discern the alignment of a single creature or item within 10 feet. Most items do not have an alignment, but some magical ones might.

Reverse: Confuse Alignment lets the caster give a false alignment to a touched creature for 10 minutes per level of the caster. The creature does not actually take on the false alignment, but any magical effect that relies on alignment—such as the normal form of this spell, or an item that can only be operated by creatures of a particular alignment, or even a Holy Word spell—will be fooled and will treat the target as if the false alignment were their true one.

Know Destiny

Dervish 3
Target: Caster
Range: Personal
Duration: Instant

This spell functions like the Commune spell, but rather than a yes or no answer the caster receives a hint.

Levitate

Elf 2, Fey 2, Sorcerer 2, Wizard 2
Target: Caster
Range: Personal
Duration: 1 hour + 10 mins/level

This spell allows the caster to rise into the air supported by magic. The caster can rise or lower themselves at a rate of 20 feet per round, but the spell does not let the caster move horizontally.

The caster can move horizontally via other means while under the influence of this spell, such as by pulling themselves along a rope or crawling on the underside of a ceiling.

Environmental Effect: If this spell is cast underwater, instead of granting levitation it allows the caster to swim at twice their normal speed.

Light

Cleric 1, Druid 1, Elf 1, Fey 1, Shaman 1, Sorcerer 1, Wizard 1
Target: 15-foot radius
Range: 120 ft.
Duration: 1 hour + 10 mins/level

When this spell is cast, the area within 15 feet of the target point is lit with light as bright as torchlight.

The caster can choose to either cast this spell in a location, in which case it will stay in that location, or cast it on an object—in which case it will move as the object moves.

This spell creates a central light source that radiates light throughout the area, so there are shadows in the area covered by this spell, and covering the object that the spell is centered on will block out the light.

If this spell is cast on a creature's eyes, that creature must make a saving throw vs. spells or be *Blinded* for the duration of the spell.

See *Chapter 10: Light vs. Darkness* or details about how different types of natural and magical light and darkness interact.

Reverse: Darkness causes the area within 15 feet of the target point to be absolutely dark, although the heat vision of some demi-humans or the dark vision of some monsters is able to penetrate it.

This spell creates a central source that radiates darkness rather, so covering the object that the spell was cast on will block the darkness.

If this spell is cast on a creature's eyes, that creature must make a saving throw vs. spells or be *Blinded* for the duration of the spell.

See *Chapter 10: Light vs. Darkness* for details about how different types of natural and magical light and darkness interact.

Lightning Bolt

Sorcerer 3, Wizard 3
Target: 60 ft. x 5 ft. bolt
Range: 180 ft.
Duration: Instant

This spell creates a bolt of lightning that strikes creatures in the area for 1d6 damage per caster level (to a maximum of 20d6 unless the caster is an *Immortal*). Each creature hit may make a saving throw vs. spells to take half damage.

The caster may start the lightning bolt up to 180 feet away from themselves, and the 60-foot area of effect is then measured directly away from the caster in the same direction. If the bolt hits a wall, door, or other solid obstacle before it reaches a length of 60 feet, it will double-back and return directly towards the caster. Creatures in a doubled portion of the bolt do not take double damage.

Environmental Effect: If this spell is cast underwater, the lightning becomes conducted by the water causing it to take the form of a 20-foot sphere. Anyone within the sphere takes normal damage.

Locate

Dervish 1, Druid 1, Elf 1, Fey 1
Target: One animal or plant
Range: 120 ft.
Duration: 1 hour

This spell lets the caster know the direction and distance to all instances of a particular animal or plant (chosen at time of casting) that fall within range. Animals detected by this spell do not get a saving throw. It will not locate animals or plants that are not on the same plane as the caster.

Locate Object

Cleric 3, Druid 3, Elf 2, Fey 2, Wizard 2
Target: One object
Range: 120 ft.
Duration: 1 hour

This spell lets the caster know the direction (but not distance) to the closest instance of a particular type of object (chosen at time of casting) that falls within range. The description of the object can be as vague or detailed as the caster chooses, although the object must be described rather than named.

This spell will not detect living creatures, and the object must be on the same plane as the caster.

Locate Totem

Medicine Man 2
Target: One living creature
Range: None
Duration: 1 hour

Longstride

Elf 1
Target: One bipedal human or demi-human
Range: Touch
Duration: 5-8 hours

The target of this spell doubles their walking speed for 1d4+4 hours and can move up to that speed without tiring. After the spell ends, the target must rest and consume nurishment for the same amount of time they walked during this spell. If the target does not, they temporarily lose 2d4 points of *Constitution* which is recovered at 1d4 days of rest per point lost and they must still consume nurishment.

Lore

Elf 7, Fey 5, Medicine Man 6, Wizard 7
Target: Caster
Range: Personal
Duration: Instant

This spell allows the caster to meditate on an item, place or person and gain knowledge about them. The meditation can take a long time, so can be split between multiple castings of this spell.

If the spell is cast with respect to an item that the caster has to hand, it will take 1d4x10 minutes of meditation to receive the information. At the end of that time, the caster learns the name of the item if it has one, the details of one of the item's magical powers and how to activate that power (and how many charges it has, if applicable).

The caster does not learn whether or not the item has any additional powers, and must cast this spell again to find out.

If the spell is cast with respect to a place, an object that is not present, or a person; then the spell takes 1d100 days of meditation for the caster to learn about the subject, and the exact information learned is up to the Game Master's discretion.

Lower Water

Elf 6, Fey 6, Wizard 6
Target: 10,000 square feet of water
Range: 240 ft.
Duration: 100 minutes

This spell causes an area of water to be reduced to half its normal depth. If cast on part of a larger body of water, it will create a trench in the water's surface and will hold back the sides for the duration.

Any boat or ship caught in such a trench will take 1d12+20 points of hull damage when the water rushes back at the end of the duration, and all items on deck (including people if they fail saving throws vs. spells) will be swept off the ship.

Environmental Effect: If this spell is cast underwater, the water will rise rather than be lowered. A boat or ship caught above the effected area will get lifted into the air and flung back into the water causing 2d20+20 points of hull damage to the vessel. Creatures in the effected area will also get flung out to sea, suffering 3d20 points of damage.

Madness

Medicine Man
Target:
Range:
Duration:

Magic Door

Elf 7, Wizard 7
Target: One flat surface
Range: 10 ft.
Duration: 7 uses

This spell creates a magical doorway in a solid non-living surface such as a wall or a floor. Behind the doorway is an invisible passage up to 10 feet long with a similar door at the other end. The caster can see both door and passage and can pass through the passage 7 times before both disappear.

The door and passage are completely undetectable by normal means, although they will show up on a Detect Magic spell. The only way to destroy the passage (without destroying the wall that it runs through) is to use a Dispel Magic spell.

Reverse: Magic Lock seals any one door, chest lid, gate, archway, or other portal up to 10 by 10 feet in size with an invisible barrier.

The barrier doesn't prevent the door (if there is one) from being opened, but it prevents passage through the portal by any but the caster. Once the caster has passed through the portal 7 times, the spell ends and the barrier disappears.

The barrier can be removed by either a Dispel Magic or Disintegrate spell.

Magic Jar

Elf 5, Fey 5, Wizard 5
Target: One object
Range: 30 ft.
Duration: Special

This spell takes the caster's life-force and places it in one object within range (the object does not have to be an actual jar).

The caster's body falls into a deep trance while their life-force is missing, and appears dead to all but a detailed examination. The caster's

body does not need air or sustenance while their life-force is in the jar, so the caster can stay in the jar indefinitely.

The caster may attempt to possess any creature within a range of 120 feet of the jar. The target must make a saving throw vs. spells to prevent this possession, and if the saving throw succeeds the caster may not try to possess that target again for 10 minutes—although they may try to possess a different target immediately.

If the caster successfully possesses the target, the caster's life force moves into the target's body, and the target's life force is forced into the jar.

The caster can use the target's body, and its natural physical abilities; but cannot use the target's special or magical abilities, and can cast neither their own spells nor the target's spells.

If the target's body is killed while the caster is in it, the target dies and the caster's life-force returns to the jar.

If the jar is destroyed while the caster's life-force is in it, the caster is killed.

If the jar is destroyed while the target's life-force is in it, the target is killed and the caster is trapped in the target's body until death.

If the caster's own body is killed while the caster is either in the jar or in a target's body, there is no immediate effect but the caster can no longer return to their body and must either stay in the jar or possess other bodies.

A Protection from Evil spell will stop the caster from possessing a potential target, and a Dispel Evil spell will force the caster back into the jar.

Immortal bodies cannot be possessed by use of this spell, and if an *Immortal* tries to possess a mortal body, the body is destroyed as if by a Disintegrate spell.

Magic Missile

Elf 1, Fey 1, Wizard 1
Target: One or more creatures
Range: 150 ft.
Duration: 1 hour

This spell creates one or more glowing missiles in the form of arrows that appear in the air around the caster and follow the caster's movements, hovering in position.

When the caster commands, each missile will launch itself at a single target that is visible to the caster (if the caster is firing more than one missile then they may be aimed at different targets) and automatically hit for 1d6+1 damage, with no saving throw allowed.

The arrows are intangible until used, and cannot be touched or destroyed except by a Dispel Magic spell. Arrows that are not used within an hour of casting disappear.

For each 5 levels the caster has above 1st, two more missiles are created (i.e. 3 missiles at 6th level, 5 missiles at 11th level, 7 missiles at 16th level, 9 missiles at 21st level, 11 missiles at 26th level, 13 missiles at 31st level, 15 missiles at 36th level).

Massmorph

Elf 4, Fey 4, Sorcerer 4, Wizard 4 **Target:** 120-foot radius
Range: 240 ft.
Duration: Special

This spell creates an illusion that makes up to 100 human-sized creatures within a 120-foot radius of the target point appear to be trees. Creatures that are larger than human-sized may count as more than one towards this 100 creature total, for example horses count as two people each.

The illusion is effective against creatures both outside and passing through the area, and is not broken by movement of the illusion-covered creatures within the area. If creatures covered by the illusion leave the area or attack or cast spells then the illusion ends for those individual creatures (even if they return to the area), but continues to affect those that remain.

The spell lasts until none of the targeted creatures are still covered or until it is dispelled, although the caster can cancel it early if they desire.

Environmental Effect: If this spell is cast underwater, the targets appear as kelp.

Maze

Elf 9, Fey 7, Wizard 9
Target: 1 creature
Range: 60 ft.
Duration: Varies

This spell transports the target to an indestructible maze within a temporarily created outer planar space unless they can make a saving throw vs. spells. After the target has negotiated their way out of the maze, they re-appear in the exact location that they left (or as near to it as possible without appearing inside a solid object) and the outer planar space collapses into nothingness.

The length of time taken to escape the maze is based on the creature's *Intelligence* as indicated on *Table 8.16: Maze*.

Table 8.16: Maze

Intelligence	Time
Up to 8	1d6x10 mins
9-12	2d20 rounds
13-17	2d4 rounds
18+	1d4 rounds

Metal to Wood

Druid 7, Elf 8, Fey 6
Target: One metal item
Range: 120 ft.
Duration: Permanent

This spell changes a single metal item weighing up to 5 pounds (50 cn) per level of the caster into wood.

If the metal is magical then this spell has only a 10% chance of working, otherwise it automatically works.

The item becomes normal non-magical wood, and this spell cannot be dispelled. Armor affected by this spell becomes useless and metal weapons become non-magical clubs.

Meteor Swarm

Wizard 9
Target: Special
Range: 240 ft.
Duration: Instant

This spell creates a number of flaming meteors that streak out from the caster's fingertips and strike enemies, before each explodes into a 20-foot radius fire ball.

The meteors automatically hit their targets (no attack roll or saving throw allowed) doing physical damage, and then explode for fire damage. All in the radius of the fire damage (including the target struck) can make saving throws vs. spells to take half damage from the explosion.

Each meteor must be aimed at a different target, although if the targets are close together then some or all of them may take damage from multiple explosions, which do stack with each other.

The caster can choose to shoot either four meteors that each do 8d6 physical damage (no save) to their targets plus 8d6 fire damage (save for half) in their explosions or eight meteors that each do 4d6 physical damage (no save) to their targets plus 4d6 fire damage (save for half) in their explosions.

Environmental Effect: If this spell is cast underwater, it creates balls of lightning rather than meteors.

Mind Barrier

Elf 8, Fey 7, Wizard 8
Target: One creature
Range: 10 ft.
Duration: 1 hour/level

This spell makes the target immune to the ESP and Clairvoyance spells, and any type of magical scrying or information gathering spell.

This includes protecting the target from being the subject of Lore and Locate spells and protects the target from having their location discovered via the use of a Summon Object spell.

The target also gets a +8 bonus to all saving throws against mind-affecting attacks such as Charm and Feeblemind spells and abilities, illusions and phantasms that require saving throws, etc. However, it does not grant a saving throw against abilities that do not normally grant one.

Reverse: Open Mind causes the victim to get a -8 penalty to all saving throws against mind-affecting attacks such as Charm and Feeblemind spells and abilities, illusions and phantasms that require saving throws, etc.

The target gets no saving throw against open mind, but the caster must make a melee attack to touch the target.

Minor Blessing

Medicine Man 1
Target: One object, creature, or place
Range: None
Duration: Permanent

Mirror Image

Elf 2, Fey 2, Wizard 2
Target: Caster
Range: Personal
Duration: 1 hour

This spell creates 1d4 duplicate images of the caster which follow the caster's every move and shift into and through each other.

It is impossible to tell which is the real caster and which are the images.

Every time the caster is hit by an attack that requires an attack roll, the attack will instead strike an image, destroying it. The caster takes no damage or other effect from the attack. Attacks and other effects that cause damage automatically (without an attack roll), such as falling or the Magic Missile spell, affect the caster normally without destroying any images.

Any attack that affects everything in an area, such as a Fireball spell or a dragon's breath, will destroy all remaining images and the caster will be affected normally by the attack.

Move Earth

Elf 6, Fey 6, Sorcerer 6, Wizard 6
Target: Special
Range: 240 ft.
Duration: 1 hour

This spell allows the caster to cause soil, clay or sand—but not rock—to move horizontally or vertically in order to build a rampart or hill or to dig a hole or trench.

The caster can move soil at a rate of 60 feet per turn, and will usually be able to dig to a depth of 240 feet before reaching solid rock.

Soil can only be dug and pushed around with this spell. It cannot be made into structures that won't support themselves.

When the duration expires, the soil stays where it is, although wind and rain may make it settle over the course of time.

Neutralize Poison

Cleric 4, Dervish 4, Druid 4, Elf 5, Fey 5, Medicine Man 4, Shaman 4
Target: One creature, object or container
Range: Touch
Duration: Instant

This spell will make the poison in and on one creature, object or container harmless.

The spell affects all poisons present at the time of casting, but does not cure damage. However, if a creature has been killed by poison and this spell is cast within 10 rounds of the creature's death then it will revive the creature.

If this spell is cast by an elf, it only effects targets who were poisoned by plants or animals.

Reverse: Create Poison will either poison a creature touched by the caster (requiring a melee attack), killing it unless it can make a saving throw vs. poison, or poison the contents of a container so that anyone who drinks or eats those contents will be killed unless they can make a saving throw vs. poison.

Obscure

Dervish 2, Druid 2, Elf 3, Fey 2
Target: Caster
Range: Personal
Duration: 10 mins/level

This spell creates a cold, dense cloud of mist around the caster, 1 foot high per level of the caster and 10-foot radius per level of the caster.

The mist has no effect other than to completely obscure vision within it including *Infravision*. Only the caster and creatures able to see invisible things can see through the mist.

Environmental Effect: If this spell is cast in a desert, a dust devil is created rather than mist.

Pass Plant

Druid 5, Elf 6, Fey 4
Target: Caster
Range: Special
Duration: Instant

This spell allows the caster to step inside a tree that is large enough to enclose them and instantly step out of another tree of the same kind some distance away. The maximum distance that can be teleported using this spell depends on the type of tree as indicated on *Table 8.17: Pass Plant*.

Table 8.17: Pass Plant

Type	Distance
Oak	1,800 ft.
Ash, Elm, Linden	1,080 ft.
Other deciduous	900 ft.
Evergreen	720 ft.

Pass Without Trace

Medicine Man
Target:
Range:
Duration:

Passwall

Dervish 5, Sorcerer 5, Wizard 5
Target: One wall, ceiling or floor
Range: 30 ft.
Duration: 30 minutes

This spell opens a tunnel through a stone wall, ceiling or floor by making the stone disappear. The tunnel is 5 feet wide and tall, and 10 feet long.

At the end of the duration, the stone re-appears and the tunnel closes. Anyone caught in it when that happens must make a saving throw vs. spells or be trapped in the re-appearing stone and killed.

Those who make their saving throws are ejected from the closest end of the tunnel.

Permanence

Elf 8, Fey 7, Wizard 8
Target: Special
Range: 10 ft.
Duration: Permanent

This spell causes another spell to become permanent in duration. The two spells must be cast together (the permanence spell cannot be cast on a spell that has already been cast and is currently still active).

The following spells can be made permanent using this spell: *Anti-Magic Shell*, *Cloudkill*, *Confusion*, *Create Air*, *Create Normal Monsters*, *Detect Evil*, *Detect Invisible*, *Detect Magic*, *ESP*, *Floating Disc*, *Fly*, *Force Field*, *Hold Person*, *Hold Portal*, *Infravision*, *Levitate*, *Light*, *Lower Water*, *Mirror Image*, *Move Earth*, *Phantasmal Force*, *Polymorph Self*, *Projected Image*, *Protection from Normal Missiles*, *Protection from Evil*, *Protection from Evil 10-foot radius*, *Read Languages*, *Read Magic*, *Shield*, *Statue*, *Sword*, *Telekinesis*, *Wall of Fire*, *Wall of Ice*, *Water Breathing*, and *Web*.

If cast by an *Immortal*, this spell can also make the following spells permanent: *Explosive Cloud*, *Gate*, *Polymorph Any Object*, *Power Word Blind*, *Prismatic Wall*, *Shapechange*, *Survival*, *Timestop*, and *Travel*.

The permanence spell only makes the natural duration of the above spells permanent. Spells that can be partially or fully canceled. before their duration has expired by particular situations (e.g. Mirror Image ending because all the images have been struck, Phantasmal Force or Projected Image ending because the illusion has been touched, or Protection from Evil partially ending because the caster has attacked a target of the spell) will be still partially or fully canceled if that situation occurs.

This spell can be dispelled by a Dispel Magic spell, and this will cause the spell that it is sustaining to immediately end—even if that spell can not normally be dispelled.

Any area or non-living object can only have one permanence spell active at a time. If a second one is cast on the same area or object then both immediately fail.

A living creature can have up to two Permanence spells active at on it one time. If a third one is cast on the same creature than all three immediately fail.

Phantasmal Force

Elf 2, Fey 2, Wizard 2
Target: 10-foot radius
Range: 240 ft.
Duration: Concentration

This spell creates a visual illusion within the area of effect that disappears when touched or when the caster stops concentrating.

The illusion can alter the appearance of everything within the area, and create images where there is nothing. The images can be mobile or static.

Any illusionary creatures created by this spell are armor class 9, and disappear if they take any damage.

If an illusion is of something which attacks a target, the attack is made as if the caster was making it. If that illusionary attack would damage the target, the target may make a saving throw vs. spells. If the saving throw succeeds, the target realizes that the attack is illusionary and the attack has no effect.

If the target fails the saving throw, they take damage as normal from the attack (assuming it is something they would expect to damage them) but such damage is illusionary and fades away in 1d4x10 minutes. Such illusionary damage cannot kill the target. At the most it can knock them unconscious until it fades.

Since attacking a target with an illusion usually involves the illusion touching the target, this will normally end the illusion.

Plant Door

Druid 4, Elf 5, Fey 4
Target: Caster
Range: Personal
Duration: 10 mins/level

This spell causes the caster to be completely intangible to plants. The caster can walk through dense undergrowth and even step through living trees (or hide inside them).

The spell only works on living plants, not dead wood; and although the effect includes the caster's equipment, it doesn't include other creatures carried by the caster.

When the duration ends, flexible plants will be bent around the caster to give them room as they reappear, and solid plants such as trees will gently push the caster out.

Polymorph Any Object

Elf 8, Fey 6, Wizard 8
Target: One object or creature
Range: 240 ft.
Duration: Special

This spell will change any object or creature into another type of object or creature. If cast at a large object, it will only change a 10-by-10-by-10-foot section of the object.

If the spell is cast at a creature, the creature may make a saving throw vs. spells at a -4 penalty to avoid the effect.

The duration of the spell depends on the degree of change between the old and new forms as indicated on *Table 8.18: Polymorph Any Object Duration*.

Table 8.18: Polymorph Any Object Duration

	Polymorphed Object Type		
Original Object Type	**Animal**	**Plant**	**Non-Living**
Animal	Permanent	1 hour/level	10 mins/level
Plant	1 hour/level	Permanent	1 hour/level
Non-Living	10 mins/level	1 hour/level	Permanent

Regardless of the duration, the change can be dispelled with a Dispel Magic spell.

This spell can not affect a creature's hit points, and only works on creatures with no more than 2 hit dice per level of the caster.

The target is given all special abilities of the new form, including thinking and behaving as the new form. It cannot create a duplicate of a specific individual, only a generic individual of the desired race or monster species; and if something is polymorphed into a human or demi-human then it will not have class levels.

If this spell is cast by an *Elf* or Fey, only natural objects (e.g. bone, flesh, stone, wood) can be changed.

Polymorph Other

Elf 4, Fey 4, Wizard 4
Target: One living creature
Range: 60 ft.
Duration: Permanent

This spell changes a living (not undead or non-living) creature into a different type of living creature.

The target creature type must have no more than twice the number of hit dice that the original creature has, and the creature's hit points do not change.

The target of this spell can make a saving throw vs. spells to avoid the effect.

The change can be dispelled by a Dispel Magic spell.

The target is given all special abilities of the new form, including thinking and behaving as the new form. It cannot create a duplicate of a specific individual, only a generic individual of the desired race or monster species; and if something is polymorphed into a human or demi-human then it will not have class levels.

If an *Immortal* is polymorphed by this spell, they change in outward form only. They retain their mind (and their aura), and do not get the special abilities of the new form. However, they can return to their normal form at any time.

Polymorph Self

Elf 4, Fey 3, Medicine Man 5, Wizard 4
Target: Caster
Range: Personal
Duration: 1 hour + 10 mins/level

This spell allows the caster to change their shape into that of another race or species.

The caster can only change into a form that has no more hit dice than the caster's normal form. The caster cannot take the form of a specific individual, only a generic individual of the desired race or species.

The caster's basic statistics (armor class, hit points, attack rolls, and saving throws) do not change, and the caster does not get special or magical abilities of the new form (such as the breath of a dragon or hellhound, or the regeneration ability of a troll).

The caster does get the basic physical characteristics and physical attacks of the new form (such as a dragon's flight and a hellhound's bite). The caster cannot cast spells while polymorphed.

If the caster is killed while polymorphed, this spell ends and they revert back to their normal shape. It also ends if dispelled.

An *Immortal* under the effect of this spell retains their aura.

Power Word Blind

Fey 7, Wizard 8
Target: One creature
Range: 120 ft.
Duration: Special

This spell blinds the targeted creature with no saving throw allowed.

Creatures with 40 or fewer hit points are *Blinded* for 1d4 days. Creatures with 41-80 hit points are *Blinded* for 2d4 hours. Creatures with 81+ hit points are unaffected by the spell.

Power Word Kill

Wizard 9
Target: One or more living creatures
Range: 120 ft.
Duration: Instant

This spell can be cast on either a single living (not undead or non-living) creature or a group of creatures.

If cast on a single creature with 60 or fewer hit points the creature dies. If cast on a single creature with 61-100 hit points the creature is *Stunned* for 1d4x10 minutes. Creatures with 101+ hit points are unaffected by the spell.

If cast on a group of up to five creatures, any of them with 20 or fewer hit points will die, but any with 21+ hit points will be unaffected by the spell.

The target or targets of this do not get a saving throw unless they are wizards or can cast wizard spells. Even if they can cast such spells, they must make a saving throw vs. spells at a penalty of -4 in order to avoid the effects of this spell.

Power Word Stun

Wizard 7
Target: One creature
Range: 120 ft.
Duration: Special

This spell stuns the targeted creature with no saving throw.

Creatures with 35 or fewer hit points are stunned for 2d6x10 minutes. Creatures with 36-70 hit points are stunned for 1d6x10 minutes. Creatures with 71+ hit points are unaffected by the spell.

Precipitation

Elf 1, Fey 1
Target: 30 ft. + 10 ft./level diameter
Range: 10 ft./level
Duration: 1 round/level

Predict Weather

Dervish 1, Druid 1, Elf 2, Fey 1, Medicine Man 1
Target: Caster
Range: Personal
Duration: Instant

This spell lets the caster know exactly what the weather will be like for the next 12 hours, over a range of 1 mile per level of the caster.

Prismatic Wall

Wizard 9
Target: Special
Range: Special
Duration: 1 hour

This spell creates seven magical barriers, each a quarter of an inch apart, that between them form a 2-inch-thick magical wall.

The wall can either be created as a 10-foot radius sphere around the caster or as a vertical wall of up to 500 square feet within 60 feet of the caster.

Once the wall is in place, only the caster may move through it without effect, and the wall may not be moved by any force—not even a Wish spell.

The wall must be created where there is room for it. If there are creatures or objects blocking the wall then it will form around them without affecting them.

Each magical barrier is a different color, starting with violet—the barrier closest to the caster—and ending with red.

Any creature trying to pass through the barrier will be affected by each layer in turn as they move through. A creature with an Anti-Magic Shell spell active (including the caster) cannot pass through the barriers but cannot be affected by them either.

Each barrier has a different effect, and can only be destroyed in a specific way or by a Wish spell, which will destroy the nearest three barriers to the caster. In either case, only the barrier closest to the creature trying to destroy it can be destroyed. A barrier in the middle of the wall cannot be destroyed even in the listed manner while there is another barrier between it and the creature trying to destroy it.

The barriers extend into the *Ethereal Plane* and have their full effect there as well as on the Material Plane.

Red: This barrier inflicts 12 points of damage (no save allowed) to any creature that crosses it. It blocks all magical missiles, and can only be destroyed by taking (any amount of) magical cold damage.

Orange: This barrier inflicts 24 points of damage (no save allowed) to any creature that crosses it. It blocks all non-magical missiles, and can only be destroyed by taking (any amount of) magical lightning damage.

Yellow: This barrier inflicts 48 points of damage (no save allowed) to any creature that crosses it. It blocks all breath weapons, and can only be destroyed by a Magic Missile spell.

Green: This barrier kills any creature that crosses it unless they can make a saving throw vs. spells. It blocks all forms of magical detection, and can only be destroyed by a Passwall spell.

Blue: This barrier turns any creature that crosses it to stone unless they can make a saving throw vs. petrification. It blocks all poisons, gasses and gaze attacks, and can only be destroyed by a Disintegrate spell.

Indigo: This barrier transports any creature that touches it to a random outer plane unless they can make a saving throw vs. spells. It blocks all matter, and can only be destroyed by a Dispel Magic spell.

Violet: This barrier knocks any creature that crosses it unconscious and sends them permanently insane, unless they make a saving throw vs. spells (only one saving throw is needed to avoid both effects at once). The insanity can only be cured by a Heal spell or a Wish spell. It blocks all magic, and can only be destroyed by a Continual Light spell.

Produce Fire

Druid 2, Elf 2, Fey 2, Medicine Man 2
Target: Caster
Range: Personal
Duration: 20 mins/level

This spell causes a small ball of flame to appear in the caster's hand. The flame sheds light as a torch, and does not burn the caster.

The caster can cause the flame to disappear or reappear by concentrating for a round at any time during the duration of the spell.

The fire can be thrown up to 30 feet by the caster and will set fire to particularly flammable objects that it hits or do 1d4 damage to a creature.

In either case, the flame will then disappear, although the caster can make it reappear again (back in their hand) as normal.

Environmental Effect: This spell has no effect if cast underwater.

Projected Image

Elf 6, Fey 6, Sorcerer 6, Wizard 6
Target: Special
Range: Personal
Duration: 1 hour

This spell causes an illusionary duplicate of the caster to appear within 240 feet of the real caster.

For the duration of the spell, the caster can control the image's actions by concentrating (the caster can have the image walk as they walk) and any spells cast by the caster will appear to be cast by the image—although the caster must be able to see the targets of the spell as normal, the caster cannot see through the image's eyes.

The duplicate is armor class 9, but will not be affected by spells or missile attacks. It will disappear if touched.

Protection from Evil

Cleric 1, Druid 1, Elf 1, Fey 1, Medicine Man 1, Shaman 1, Sorcerer 1, Wizard 1
Target: Caster
Range: Personal
Duration: 2 hours

This spell creates a barrier an inch away from the caster's body that protects the caster from various creatures.

No creature that is magically summoned, controlled, charmed or possessed can touch the caster. Neither can any creature that can only be hit by magical weapons. Such creatures can still throw or shoot things at the caster.

Additionally, all attacks against the caster are at a -1 penalty to hit and the caster gets a +1 bonus to all saving throws for the duration of this spell.

If the caster attacks a creature that is being blocked by this spell from touching them, that individual creature is no longer blocked. The to-hit penalty still applies to the creature, however.

Protection from Evil 10-foot radius

Cleric 4, Druid 4, Elf 3, Fey 3, Wizard 3
Target: 10-foot radius
Range: Personal
Duration: 2 hours

This spell creates a 10-foot radius barrier around the caster's body that protects all within it from various creatures.

No creature that is magically summoned, controlled, charmed or possessed can touch those within the barrier. Neither can any creature that can only be hit by magical weapons. Such creatures can still throw or shoot things at those within.

Additionally, all attacks against creatures within the barrier are at a -1 penalty to hit and those creatures get a +1 bonus to all saving throws while inside.

If anyone within the barrier attacks a creature that is being blocked by this spell from touching them, that individual creature is no longer blocked from touching anyone inside the barrier. The to-hit penalty still applies to the creature, however.

Protection from Lightning

Druid 4, Elf 5, Fey 5
Target: One creature
Range: Touch
Duration: 10 mins/level

This spell protects the target from lightning damage. The spell will stop a total of 1 die of damage (of whatever die type the attack uses) per level of the caster from attacks. In the case of dragon breath, each hit dice of the dragon counts as a damage die.

Dice that are stopped by this spell are removed before rolling the damage.

Protection from Normal Missiles

Elf 3, Fey 3, Wizard 3
Target: One creature
Range: 30 ft.
Duration: 2 hours

This spell stops all small non-magical missiles (arrows, bolts, sling stones, thrown weapons, etc.) from striking the target creature.

Large missiles such as those from siege weaponry and magical missiles are not blocked by this spell.

Protection from Poison

Druid 3, Elf 3, Fey 3
Target: One creature
Range: Touch
Duration: 10 mins/level

This spell makes the target completely immune to all non-magical poisons, and magical poison spells such as the Cloudkill spell. It also gives the target a +4 bonus to all saving throws against the poisonous breath weapons that some creatures possess.

Purify Food and Water

Cleric 1, Druid 1, Elf 2, Fey 2, Medicine Man 1
Target: Special
Range: 10 ft.
Duration: Permanent

This spell will purify spoiled or poisoned food and drink.

It will affect enough fresh food to feed a dozen people, or enough preserved food (making it fresh again) for one person, or enough water for six people.

The spell will purify muddy or otherwise dirty water by settling out the sediment, but will have no effect on water-based creatures.

This spell does not affect preserved food if cast by an elf.

Quest

Cleric 5, Dervish 5, Druid 5, Medicine Man 5
Target: One living creature
Range: 30 ft.
Duration: Special

This spell forces the target to perform a specific action. The target may make a saving throw vs. spells to escape the effect.

The action must be something that is possible, and can't be something suicidal—for example you can't quest someone into jumping off a cliff.

The target must perform the action, but they are not mind controlled in any way, and they are fully aware that they may only be performing the action in order to avoid the consequences of this spell.

If the target goes against the quest, they receive a Curse, as if by the reversed form of the Remove Curse spell. Neither this curse nor the quest itself can be dispelled or removed via a Remove Curse spell, although a Dispel Evil will remove it. The curse will not lift until the quest is fulfilled.

This spell cannot affect an *Immortal*, even if cast by another *Immortal*.

Reverse: Remove Quest will remove an unwanted quest, although for each level the caster of the quest is above the caster of the remove quest there is a 5% chance of failure.

Raise Dead

Cleric 5, Druid 5
Target: One human or demi-human
Range: 120 ft.
Duration: Permanent

This spell raises the body of a human or demi-human from the dead.

If the body has been dead for more than four days per level of the caster above 7th then this spell will not work.

The body must be reasonably whole for this spell to work, and severed or missing body parts will still be missing afterwards, possibly leading to disability.

The target returns to life in a weakened state that lasts until they have had two weeks of bed rest, being unable to move faster than a walk and unable to attack or cast spells or use class abilities. Additionally, the target has only 1 hit point and cannot be cured further until they have rested for the two weeks.

A Heal spell can be used to remove the two-week rest period, but will not do this and also cure the target at the same time.

If a Raise Dead spell is cast on an undead creature with 9 or fewer hit dice, the creature must make a saving throw vs. spells or be destroyed. Vampires are not destroyed by this spell, but forced into gaseous form and forced to retreat to their coffins until the following night.

If Raise Dead is cast on an undead creature with more than 9 hit dice, the creature takes 3d10 damage, although it can make a saving throw vs. spells to take only half damage.

When a character becomes an *Immortal*, this spell will not bring their former mortal body back to life.

Reverse: Finger of Death will kill any one living creature within 60 feet unless it can make a saving throw vs. spells. Undead targeted by this spell are cured of 3d10 damage.

Raise Dead Fully

Cleric 7, Druid 7
Target: One dead creature
Range: 60 ft.
Duration: Permanent

This spell raises the body of any formerly living creature from the dead.

If the body has been dead for more than four months per level of the caster above 16th then this spell will not work.

If the body has been dismembered, eaten or otherwise damaged, then only a small piece of it—a lock of hair or a sliver of bone— is needed to cast this spell, and the whole body will re-form around that piece. The piece must have been recovered from the body after death.

If the target is a human or demi-human, they are raised back up to full health and can immediately use abilities and spells with no rest period required.

If the target is not a human or demi-human, they return to life in a weakened state that lasts until they have had two weeks of bed rest, being unable to move faster than a walk and unable to attack or cast

spells or use class abilities. Additionally, the target has only 1 hit point and cannot be cured further until they have rested for the two weeks.

A Heal spell can be used to remove the two-week rest period, but will not do this and also cure the target at the same time.

If this spell is cast on an undead creature with 7 or fewer hit dice, the creature is destroyed with no saving throw.

If this spell is cast on an undead creature with 8-14 hit dice, the creature must make a saving throw vs. spells with a -4 penalty or be destroyed.

If this spell is cast on an undead creature with 15+ hit dice, the creature takes 6d10 damage, although it can make a saving throw vs. spells to take only half damage.

When a character becomes an *Immortal*, this spell will not bring their former mortal body back to life.

Reverse: Obliterate will kill any one living creature.

If an obliterate spell is cast on a living creature with 7 or fewer hit dice or levels, the creature is killed with no saving throw.

If an obliterate spell is cast on a living creature with 8-14 hit dice or levels, the creature must make a saving throw vs. spells with a -4 penalty or be killed.

If obliterate is cast on a living creature with 15+ hit dice or levels, the creature takes 6d10 damage, although it can make a saving throw vs. spells to take only half damage.

If obliterate is cast on an undead creature, it will cure nearly all damage from the target, leaving them with only 1d6 damage—although if the target is already healthier than that it won't damage them.

Alternatively, the spell can be used on an undead creature as a Remove Curse, Cure Disease or Cure Blindness spell, or it can be used to cure an undead creature of a Feeblemind spell. However, it will only cure one thing per casting.

Read Languages

Elf 1, Fey 1, Sorcerer 1, Wizard 1
Target: Caster
Range: Personal
Duration: 20 minutes

This spell lets the caster read (but not speak or write) any non-magical written language or code.

Read Magic

Elf 1, Sorcerer 1, Wizard 1
Target: Caster
Range: Personal
Duration: 10 minutes

This spell lets the caster read magical runes and writings. Once a particular magical inscription has been read by this spell, the caster can re-read it at any time without needing to cast this spell again.

The most common use of this spell is to read magical scrolls.

Reincarnation

Elf 6, Fey 7, Sorcerer 6, Wizard 6
Target: One dead creature
Range: 10 ft.
Duration: Permanent

This spell creates a new body—not necessarily of the same species—to house the life-force of a dead creature. There is no limit on how long the creature can have been dead for, but the caster must have part of the creature's body to cast this spell.

If the body has been dismembered, eaten or otherwise damaged, then only a small piece of it—a lock of hair or a sliver of bone— is needed to cast this spell, and the new body will re-form around that piece. The piece must have been recovered from the body after death.

All creatures have an 80% chance to come back in a body of the same gender, and a 20% chance to come back in a body of the opposite gender.

A human who comes back in a human body has the same class and level as before they died.

A demi-human who comes back in a human body has the same experience points as before they died, and will be the class that is closest to their racial class (elf = wizard or fighter at the player's choice, dwarf = fighter, gnome = fighter, halfling = fighter or rogue at the player's choice).

A human or demi-human who comes back in a demi-human body has the same experience points as before they died, but now has the racial class that corresponds to their new race.

A humanoid that comes back in a human or demi-human body will be a normal commoner without a class or levels.

A human or demi-human that comes back in a humanoid body will be a normal member of that race and unable to gain further experience.

When a creature is reincarnated, consult *Table 8.19: Reincarnation* to determine the race or species of the new body.

Table 8.19: Reincarnation

1d8	Race/Species
1-2	Original
3-5	Close (GM's choice)
6 -7	Distant (GM's choice)
8	Very Distant (GM's choice)

Close: Similar in both form and outlook to the original race. For example, humans and demi-humans are close to each other, and goblins and hobgoblins are close to each other—but a human is not close to a goblin.

Distant: Similar in either form or outlook, but not both, to the original race. For example humans and kobolds are distant from each other, as are elves and treants.

Very Distant: Similar in neither form nor outlook, for example humans and badgers.

When a character becomes an *Immortal*, this spell will not bring their former mortal body back to life.

Remove Curse

Cleric 3, Druid 3, Elf 4, Fey 3, Medicine Man 3, Shaman 3, Sorcerer 4, Wizard 4
Target: One creature or item
Range: Touch
Duration: Permanent

This spell removes a curse from a creature or item. Some very powerful curses may not be removable with this spell.

Reverse: Curse gives the target a curse unless they can make a saving throw vs. spells.

The exact nature of the curse is up to the caster, although the following are typical effects.

- Something that produces up to a -4 penalty to attacks (e.g. blindness)
- Something that produces up to a -2 penalty on saving throws (such as a susceptibility to poison)
- Something that produces up to a -2 penalty to social interactions (such as smelling like a corpse)
- Something that causes a halving of a single ability score (such as withering of a limb).

Using the Curse spell to inflict effects other than things in this list require the Game Master's permission.

Remove Fear

Cleric 1, Druid 1
Target: One living creature
Range: Touch
Duration: 20 minutes

This spell makes the touched creature resist fear effects. Any fear effect that allows a saving throw will automatically be resisted by the target. The target is also allowed a saving throw against effects that do not normally allow saving throws, with a bonus on the saving throw equal to the caster's level.

Remove fear can be cast on a target who is already afraid, and will either remove or allow an immediate saving throw against the fear as above.

This spell will also remove the terror effect of an *Immortal*'s aura, but only when cast by an *Immortal*.

Reverse: Cause Fear can be cast on any living creature within 120 feet and will make it flee in terror for 20 minutes unless it can make a saving throw vs. spells. If the target is cornered, they will cower and fight only to defend themselves.

Resist Cold

Cleric 1, Druid 1, Elf 1
Target: 30-foot radius
Range: Personal
Duration: 1 hour

This spell protects all creatures in the area from frostbite in freezing temperatures, gives each creature a +2 bonus to saving throws made against cold based attacks, and reduces all magical cold damage by one point per die of damage (to a minimum of 1 damage per die). In the case of dragon breath, each hit dice of the dragon counts as a damage die.

Resist Fire

Cleric 2, Druid 2, Elf 2, Medicine Man 2
Target: One creature
Range: 30 ft.
Duration: 20 minutes

This spell protects the target from being burned by natural fires, gives them a +2 bonus to saving throws made against fire based attacks, and reduces all magical fire damage by one point per die of damage (to a minimum of 1 damage per die). In the case of dragon breath, each hit dice of the dragon counts as a damage die.

Restore

Cleric 7, Druid 7
Target: One creature
Range: Touch
Duration: Permanent

This spell restores one level that has been drained from the target by an Energy Drain spell or an energy draining creature. The target is restored to the exact experience total that they had before they were energy drained. If the target has already gained more experience than that since the energy drain then this spell does not add extra experience.

Restore can also be used to remove a magical aging effect from a creature, restoring them to their normal age (plus any time that has passed since the magical aging happened). It will not remove natural aging.

Unless the caster of this spell is an *Immortal*, they temporarily lose a level when casting this spell as if they had been energy drained themselves. However, this level is recovered after 2d20 days of rest.

Reverse: Energy Drain drains a single level from the target, who the caster must touch (make a normal attack), but who gets no saving throw.

If an *Immortal* casts energy drain at another *Immortal*, the target must make a saving throw vs. power or lose 5 pp. *Immortals* can not lose levels due to energy drain, even if they have no power points left.

Reverse Gravity

Wizard 7
Target: 30-foot radius
Range: 90 ft.
Duration: 2 seconds

This spell reverses the pull of gravity on all creatures within a 15-foot radius of the target point. The creatures will fall upwards for the duration of the spell, falling a maximum of 65 feet. Then, at the end of the spell's duration, they will fall back to the floor again.

There is no saving throw against this spell.

Creatures who hit obstacles on either the upwards or downwards fall take 1d6 damage per 10 feet fallen.

Sanctify

Medicine Man
Target: One creature or object
Range: None
Duration: Permanent

Second Sight

Fey 4
Target: Caster
Range: Personal
Duration: 1 day/level

This spell allows the caster to see all invisible things and the true form of any shapechanged creatures.

Shapechange

Elf 9, Fey 6, Wizard 9
Target: Caster
Range: Personal
Duration: 10 mins/level

This spell allows the caster to change their shape into that of other races or species. The caster can change shape as often as they like during the spell's duration, with each change taking a round.

The caster cannot take the form of a specific individual, only a generic individual of the desired race or species.

The caster's basic statistics (armor class, attack rolls, number of attacks) change, although the caster's hit points and saving throws do not.

The caster does get the special abilities of the new form (such as the breath of a dragon or hellhound, and the regeneration ability of a troll). This applies to flaws of the form as well as benefits.

The caster cannot cast spells while shapechanged, unless in the form of a bipedal humanoid. In any case, the caster can only cast their own spells, not spells that are innate to the form (such as a dryad's innate Charm Person spell).

If the caster is killed while shapechanged, this spell ends and they revert back to their normal shape. It also ends if dispelled.

A shapechanged caster cannot pass through a Protection from Evil spell or an Anti-Magic Shell spell.

A shapechanged *Immortal* retains their aura, and can cast spells regardless of form.

Shield

Fey 1, Wizard 1
Target: Caster
Range: Personal
Duration: 20 minutes

This spell creates a magical barrier an inch away from the caster's body that shields the caster from harm.

While this spell is in effect, the caster has an armor class of 2 against missile attacks and an armor class of 4 against all other attacks rather than their normal armor class of 9.

This spell also grants the caster a saving throw vs. spells each time they would be hit by the missile from a Magic Missile spell. If the saving throw fails, the missile hits the caster normally. If the saving throw succeeds, the missile is blocked, but this spell is ends immediately.

When cast by an *Immortal*, this spell gives the caster a -4 AC bonus against missile attacks and a -2 AC bonus against other attacks.

Shift Sand

Dervish 3
Target: 25 cubic feet of sand
Range: 30 ft.
Duration: Special

This spell causes sand to flow like water, but at the caster's bidding. It can be used to tunnel passages, unbury objects, or excavate a ruin. When the spell ends, the sand returns to normal, flowing naturally with gravity. The sand will retain its shape for one day if it is thoroughly wetted before casting this spell.

Shimmer

Medicine Man
Target:
Range:
Duration:

Silence

Elf 2, Fey 2
Target: One creature
Range: Touch
Duration: 2 hours

This spell makes it impossible for any noise to be produced by the target creature. The creature may make a saving throw vs. spells to avoid the effect.

Silence 15-foot radius

Cleric 2, Druid 2, Fey 3
Target: 15-foot radius
Range: 180 ft.
Duration: 2 hours

This spell makes it impossible for any noise to be produced in the targeted area. However, noises from outside the area can still be heard from within it.

The spell can be cast at an area, in which case the effect is static until the duration ends or it is dispelled, or it can be cast at a creature, in which case the creature must make a saving throw vs. spells. If the saving throw fails, the spell moves with the creature. If the saving throw succeeds, the spell still works centered on the creature's current position; but does not move with the creature.

Silent Move

Medicine Man
Target:
Range:
Duration:

Sleep

Fey 1, Sorcerer 1, Wizard 1
Target: Creatures in a 20-foot radius
Range: 240 ft.
Duration: 4d4 x 10 minutes

This spell puts one or more creatures to sleep.

Roll 2d8 to see how many hit dice worth of creatures are slept by the effect.

Go through all the living (not undead or non-living) creatures in the area with fewer than 5 hit dice or levels, starting with the closest to the target point of the spell. If there are enough hit dice left from the roll, that creature is slept with no saving throw and their hit dice are taken from the running total. Once there are no more creatures left with fewer (or equal) hit dice to the number of hit dice left over, the spell stops.

Falling to the ground when slept by this spell will not wake the target up, and neither will noise. Targets will awaken if kicked, shaken or otherwise physically disturbed.

Sleeping creatures are considered to be *Helpless* opponents.

Snake Charm

Cleric 2, Dervish 2, Druid 2, Shaman 2
Target: One or more snakes
Range: 60 ft.
Duration: Special

This spell charms 1 hit dice of snakes per level of the caster, with no saving throw allowed.

The affected snakes will rise up and sway, and will not attack any creature unless they are attacked themselves.

If this spell is cast on snakes that are attacking the caster, it lasts for 1d4+1 rounds. If cast on snakes that are not attacking the caster, it lasts for 10 minutes + 1d4 x 10 minutes.

After the spell duration has ended, the snakes return to their normal behavior.

Speak with Animal

Cleric 2, Dervish 2, Druid 2, Elf 3, Medicine Man 2, Shaman 2
Target: Caster
Range: Personal
Duration: 1 hour

This spell lets the caster communicate with a single species of animal for the duration. The species named must be a normal type of animal, not a magical or intelligent type.

The communication is limited by the intelligence of the animal being communicated with.

Speak with Dead

Cleric 3, Druid 3, Fey 6
Target: One corpse
Range: 10 ft.
Duration: 1 rnd/level

This spell lets the caster ask three questions to a dead body. The spirit of the deceased will is summoned and must answer the questions, although it cannot interact in any other way unless it is already an undead creature such as a ghost or spectre.

The caster must possess a part of the corpse, such as a lock of hair or a piece of bone. The age of the corpse that can be spoken with by use of this spell depends on the level of the caster as indicated on *Table 8.20: Speak with Dead*.

Table 8.20: Speak with Dead

Level	Age
6-7	4 days
8-14	4 months
15-20	4 years
21+	Unlimited

The spirit of the deceased will always reply in a language known to the caster, and must answer the questions truthfully, but a hostile spirit may equivocate and mislead if it chooses providing it does not directly lie.

The spirit will only have knowledge of things that it experienced when it was alive.

Speak with Monsters

Cleric 6, Dervish 6, Druid 6, Fey 6, Shaman 6
Target: 30-foot radius
Range: Personal
Duration: 1 rnd/level

This spell lets the caster communicate with any creature for the duration.

The depth of communication is limited by the intelligence of the creature being communicated with, although even unintelligent creatures which do not normally communicate can do so in a rudimentary fashion if this spell is used.

Reverse: Babble causes one target within 60 feet of the caster to be completely unable to communicate with other creatures for 10 minutes per caster level, unless they can make a saving throw vs. spells with a -2 penalty.

Any attempt to communicate with others—including hand signals, telepathy and writing will be garbled.

The target can still cast spells, but is unable to use magic items that require command words to activate them.

Speak with Plants

Cleric 4, Dervish 4, Druid 4, Medicine Man 4, Shaman 4
Target: Caster
Range: Personal
Duration: 30 minutes

This spell allows the caster to talk to plants, which will respond as if they were intelligent.

Normal plants will be friendly to the caster, and are able to move slowly while under the influence of this spell in order to obey simple

commands from the caster, such as picking something up or leaning out of the way of a path.

The spell also allows the caster to talk to plant-like monsters, although it does not influence them.

Spell Turning

Medicine Man
Target:
Range:
Duration:

Spirit Sending

Medicine Man
Target:
Range:
Duration:

Spirit Storm

Medicine Man
Target:
Range:
Duration:

Spirit Walk

Medicine Man
Target:
Range:
Duration:

Statue

Elf 7, Fey 5, Wizard 7
Target: Personal
Range: Caster
Duration: 20 mins/level

This spell allows the caster to transform to or from a statue as often as they like during the duration. Each transformation takes a round. The caster can even turn back to normal after having been petrified by a monster's attack or a spell, providing this spell was already active when the petrification happened.

While in stone form, the caster cannot move or cast spells (but can continue to concentrate on spells already cast). The caster is armor class -4, and cannot be hurt by non-magical weapons or by cold or fire attacks. The caster does not need to breathe while in statue form and is immune to poison, drowning, and gas-based attacks.

When this spell is active but the caster is in normal form, the caster gets a +2 bonus on initiative rolls if their action for the round is to turn to statue form.

If this spell is cast by an elf or Fey, they instead turn into a rock similar to ones in the area.

Steelform

Wizard 8
Target: None
Range: Touch
Duration: Permanent

This spell creates a sheet of high quality steel up to 2 inches thick and up to 500 square feet in area. The sheet can be created flat or can be created pre-shaped. The steel does not appear instantly, but takes time to form, ranging from a single round for a simple sheet of steel to two hours to create something with a precise specification, such as a sword.

Whatever the complexity of the shape, the steel must form a single piece with no moving parts.

However, the caster can create the steel in a "rough" form, which can then have the Steelform spell cast on it again in order to either add to the object or reshape it. If the caster does create the steel in rough form, then this spell is cast once again to "set" the steel in its final form so that other casters can't cast this spell on it in order to modify it.

Note that whatever shape the sheet takes, it is always a maximum of 2 inches thick—so that if it is formed into a statue, for example, the statue would be hollow.

Once created, the steel is real and cannot be dispelled, and it will last until it is physically or magically destroyed.

Sticks to Snakes

Cleric 4, Druid 4
Target: Up to 16 sticks
Range: 120 ft.
Duration: 1 hour

This spell turns a number of normal sticks into snakes.

Roll 2d8. That many sticks in range turn into small snakes. Each snake has an equal chance to be a Poisonous or Racer snake.

The snakes obey the caster, and then turn back to sticks when either the duration ends or they are killed.

Environmental Effect: If this spell is cast underwater, the sticks are turned into eels rather than snakes. The spell may also be cast on seaweed fronds.

Stone to Flesh

Elf 6, Fey 6, Sorcerer 6, Wizard 6
Target: One creature or object
Range: 120 ft.
Duration: Permanent

This spell turns any one stone object (or a 10-by-10-by-10-foot section of stone wall) to flesh.

If the stone object is a petrified creature or part of one, then the creature will be restored by this spell (although they may immediately die if there are parts missing). If the stone object is not a petrified creature or part of one, then it turns into a gelatinous mass of shapeless skin, fat and dead flesh with tufts of coarse hair and the occasional

eye. The lump of flesh has no proper internal structure or bones, and cannot support its own weight. It cannot be raised or reincarnated, since it has never had a life-force.

The meat is edible, although it smells and tastes foul.

Reverse: Flesh to Stone will permanently turn one living creature (including all equipment carried) into stone unless the target makes a saving throw vs. petrification.

If an *Immortal* is petrified by this spell, it only lasts for one round per hit dice the *Immortal* has, and the target remains fully aware of their surroundings while petrified. An *Immortal* whose *Embodied Form* is petrified can still switch to Spirit Form.

If this spell is cast by an elf, it is not reversible.

Stoneform

Wizard 6
Target: None
Range: Touch
Duration: Permanent

This spell creates a mass of stone up to 1,000 cubic feet in area. The mass can be arranged in any manner the caster desires. The stone does not appear instantly, but takes time to form, ranging from a single round for a simple stone wall to two hours to create something with a precise specification, such as a statue.

The stone created by this spell can be as soft as chalk or as hard as granite, but cannot be a precious or semi-precious stone. The exception to this is that the spell can create clear (or tinted) lead crystal of a fine enough quality to be used for windows.

Whatever the complexity of the shape, the stone must form a single piece with no moving parts. However, the caster can create the stone in a "rough" form, which can then have the stoneform spell cast on it again in order to either add to the object or reshape it. If the caster does create the stone in rough form, then this spell is cast once again to "set" the stone in its final form so that other casters can't cast this spell on it in order to modify it.

Note that whatever shape the stone takes, it cannot be created in the space where another object exists and must be created on a surface that can support its weight.

Once created, the stone is real and cannot be dispelled, and it will last until it is physically or magically destroyed.

Strength of Mind

Medicine Man
Target:
Range:
Duration:

Striking

Cleric 3, Druid 3
Target: One weapon
Range: 30 ft.
Duration: 10 minutes

This spell temporarily enchants a weapon to do extra damage. It can only be cast on hand-held weapons or missile weapons, not on the natural weaponry of a creature.

Until the duration ends, the weapon does an extra 1d6 damage to anything it hits, and can hit creatures that are only hit by magical weapons (although it does not grant the weapon any magical bonuses to hit).

Summon Animal Spirit, Greater

Medicine Man
Target:
Range:
Duration:

Summon Animal Spirit, Lesser

Medicine Man
Target:
Range:
Duration:

Summon Animals

Dervish 4, Druid 4, Elf 4, Fey 3, Medicine Man 4
Target: Special
Range: 360 ft.
Duration: 30 minutes

This spell summons one or more animals within range. It only affects normal, non-magical animals, and not normal insects and arthropods.

The caster may specify a particular species or group of animals (but not individual named animals) or may summon any animals in range.

The minimum number of animals that arrive will be none—if there are no animals within range—and the maximum number of animals is a number whose hit dice are equal to the caster's level. Tiny animals (such as mice, songbirds, frogs, rabbits etc.) count as a tenth of a hit dice each.

When the animals arrive, they will understand the caster's instructions and help the caster in any way they can, although if they are attacked by anything they will not fight to the death but will flee instead—although if the caster is already in combat when the animals arrive, they will fight to help the caster unless badly injured.

When deciding which animals answer the summons, animals that the caster can see will be affected first, even if they are currently hostile to the caster.

Summon Elemental

Druid 7
Target: None
Range: 240 ft.
Duration: 1 hour

When this spell is cast, a 16 hit dice Elemental (see *Chapter 17: Elemental*) will appear within 240 feet of the caster. If this spell is cast more than once during the same day, a different type of elemental must be summoned each time.

While the caster controls the elemental, they can make it do anything it is capable of doing, including fighting to the death on the caster's behalf. The caster can also send the controlled elemental home.

The caster does not need to concentrate to keep controlling the elemental.

A summoned elemental is blocked by a Protection from Evil, and can be sent home by a Dispel Magic or a Dispel Evil.

Environmental Effect: If this spell is cast underwater, only an Earth Elemental or Water Elemental may be conjured. Earth Elementals must stay in contact with the ground, or they will be sent home in 1d4 rounds. There are no restrictions on consecutively summoning the same type of elemental.

Summon Herd

Medicine Man
Target:
Range:
Duration:

Summon Object

Elf 9, Fey 7, Wizard 7
Target: One object in caster's home
Range: Infinite
Duration: Instant

This spell summons a non-living object weighing 50 pounds (500 cn) or less from the caster's home to their hand, no matter how great the distance even if the caster is on another plane, but providing the caster is in the same Celestial Sphere as their home. The object must be no bigger than a staff or small chest.

The caster must know the exact location of the item, and must be familiar with it. The item must also have been prepared beforehand by sprinkling it with a special powder that costs 1,000 gold pieces per item. The powder evaporates as part of the preparation process, and does not affect the item in any way once the preparation is complete.

If the item is a container of some sort, it will appear without its contents—even if those contents have been independently prepared.

If another creature has taken the object from where the caster placed it, the object will not be summoned—but the caster will know roughly where the object is and who has it.

If an *Immortal* casts this spell while in a Mortal Form, it will not summon objects from the home of the *Immortal's Embodied Form*.

Summon Weather

Dervish 6, Druid 6, Fey 4
Target: One weather phenomenon
Range: 5+ miles
Duration: 1 hour/level

This spell summons a weather phenomenon within range that the caster is aware of (either by being able to see it or knowing about it through a Predict Weather spell or other form or scrying) to the caster's current location.

The weather phenomenon must be within 5 miles, plus a mile for every caster level above 15th.

Particularly powerful weather conditions such as hurricanes, tornadoes, etc. can only be summoned by a caster of 21st level or higher.

Survival

Cleric 7, Dervish 7, Druid 7, Fey 6, Wizard 9
Target: One creature
Range: Touch
Duration: 1 hour/level

This spell protects the target from harmful environments.

The target is completely protected from normal heat and cold, and can survive without air, food, water or sleep.

This spell does not protect the target against attacks of any kind, only the natural environment. It does protect completely from the environment of other planes, and even the Luminiferous Aether.

Sword

Elf 9, Fey 6, Wizard 7
Target: None
Range: 30 ft.
Duration: 1 rnd/level

This spell creates a glowing sword made from magical force next to the caster.

The caster can make the sword attack any creature within 30 feet by concentrating. The sword flies to the target and attacks.

If the caster stops concentrating, the sword stops attacking, but remains in existence and returns to the caster's side, following them for the duration.

The sword attacks twice per round, making attacks at the caster's base attack bonus for 1d10 damage. The sword has no magical bonuses to its attack rolls, but can hit any target.

The sword cannot be physically damaged in any way, but may be dispelled.

If an elf cast this spell, they may choose to wield the sword. This allows them to use any special maneuvers that they would normally be able to use with a normal sword.

Sword of Fire

Medicine Man
Target:
Range:
Duration:

Symbol

Elf 8, Medicine Man 6, Wizard 8
Target: Special
Range: Touch
Duration: Permanent

This spell creates a glowing magical rune that can be traced either on an object or surface or even traced in the air.

The rune can have one of six different effects, chosen at the time of casting.

Any creature that passes through a rune in the air, or touches the object on which the rune is placed, is affected by the rune immediately with no saving throw allowed.

Merely seeing the rune is not enough to make it work, but reading the rune aloud will also trigger it with no saving throw.

A character using the Read Magic spell can read a rune safely in order to identify which type of rune it is without triggering it.

A symbol can be triggered any number of times, and will remain active until dispelled.

If placed on an object, the symbol must be exposed for it to work. A symbol will not work if it is covered over and hidden.

Symbol of Death: Kills any creature with 75 hit points or fewer. Creatures with more than 75 hit points are unaffected.

Symbol of Discord: Confuses the creature permanently, as if the Confusion spell had been cast upon them. The confusion can be cured by a Heal spell or a Wish spell.

Symbol of Fear: Causes the target to flee for 30 rounds.

Symbol of Insanity: Causes the victim to be driven permanently insane and unable to cast spells. The insanity can only be cured by a Heal spell or a Wish spell.

Symbol of Sleep: Sends the creature into a magical sleep for 1d10+10 hours, which they cannot be woken from unless the sleep is dispelled.

Symbol of Stunning: Stuns any creature with 150 or fewer hit points for 2d6x10 minutes.

Immortals are immune to the effects of symbol spells, even if cast by other *Immortals*.

Telekinesis

Elf 5, Fey 4, Wizard 5
Target: One object or creature
Range: 120 ft.
Duration: 6 rounds

This spell lets the caster move an object or creature weighing up to 20 pounds (200 cn) per level of the caster by concentrating on it.

The object can be moved at a speed of 20 feet per round.

If the target is a creature, it can avoid the effect by making a saving throw vs. spells.

If the target is an object being held by a creature, such as a weapon in the creature's hand, the creature can make a saving throw vs. spells with a -2 penalty in order to keep hold of the object—but if the caster is high enough level to move the weight of both the object and creature together, this will result in the creature being dragged along with the object unless they let go.

If the target is an object being carried (but not held) by a creature, such as a weapon in the creature's scabbard, the creature can make a saving throw vs. spells with a -5 penalty in order to keep hold of the object—but if the caster is high enough level to move the weight of both the object and creature together, this will result in the creature being dragged along with the object unless they let go.

If the target is an object being worn by a creature, such as a backpack, it cannot be moved unless the caster is high enough level to move the weight of both the object and creature together, this will result in the creature being dragged along with the object.

Teleport

Elf 5, Wizard 5
Target: One living creature
Range: 10 ft.
Duration: Instant

This spell instantly transports a living (not undead or non-living) creature to another place on the same plane and within the same Celestial Sphere. The caster can use this spell to transport themselves.

The destination can be any distance from the target's current location, but it cannot be a place occupied by a solid object and must be a place with a solid ground or floor.

If the target is unwilling to be teleported, they may make a saving throw vs. spells to avoid the effect.

There is a chance that this spell will result in the target appearing too high or too low. A character appearing in solid matter (usually because they appeared to low) is instantly killed.

The chance of failure depends on how familiar the caster is with the destination as indicated on *Table 8.21: Teleport*.

Table 8.21: Teleport

Familiarity (1d100)			
Unfamiliar	Familiar	Very Familiar	Result
01-50	01-80	01-95	On Target
51-75	81-90	96-99	1d10x10 ft. too high
76-00	91-00	00	1d10x10 ft. too low

Unfamiliar: The caster has been to the location but spent less than a day there, or the caster is currently scrying the location but has not studied it.

Familiar: The caster has spent more than a day at the destination, or has spent several weeks scrying on the destination.

Very Familiar: The caster can see the destination or the caster has spent several weeks there.

Teleport Any Object

Elf 7, Fey 7, Wizard 7
Target: One object or creature
Range: Touch
Duration: Instant

This spell instantly transports one creature or object that weighs up to 50 pounds (500 cn) per level of the caster to another place on the same plane and within the same Celestial Sphere. The spell can be used to transport a 10-by-10-by-10-foot section of rock such as from

a wall or floor, but can not be used in this way to transport only part of a creature.

The caster can use this spell to transport themselves, and if doing so there is no chance of error.

The destination can be any distance from the target's current location, but it cannot be a place occupied by a solid object and must be a place with a solid ground or floor.

If the target is unwilling to be teleported, or unwilling to have an object that they are holding or carrying teleported, they may make a saving throw vs. spells with a -2 penalty to avoid the effect.

Unless the caster is teleporting themselves, there is a chance that this spell will result in the target appearing too high or too low. A character appearing in solid matter (usually because they appeared to low) is instantly killed.

The chance of failure depends on how familiar the caster is with the destination as indicated on *Table 8.21: Teleport*.

Thunder Drum

Medicine Man 3
Target: One animal
Range: 120 ft.
Duration: 1 round

Timestop

Elf 9, Fey 7, Wizard 9
Target: Caster
Range: Personal
Duration: 1d4+1 rounds

This spell speeds up the caster so much that from their perspective time seems to have stopped.

From the caster's point of view, time has effectively stopped, and they have 1d4+1 rounds during which everything else is frozen.

The extra rounds that a caster has during this spell are not affected by Haste and Slow spells. The caster always gets the normal one action per round.

During the spell, the caster is still harmed by magical fire, cold, gas, poison and so on; but not by their non-magical equivalents.

The caster can move freely through air and water during the timestop, but cannot affect creatures or normal objects (other than those the caster was carrying when the spell was cast) in any way.

The caster can cast other spells during the timestop. Those of instant duration such as a Fireball spell will have no effect on anything other than the caster, and those with a non-instant duration will not come into effect until the timestop runs out.

The caster cannot pass through a Protection from Evil or an Anti-Magic Shell during the timestop.

Immortals within 50 feet of the caster when the spell is cast (or whom the caster approaches within 50 feet during the spell's duration) are sped up alongside the caster and can interact with the caster and each other normally until they are no longer within 50 feet.

Totem Mastery

Medicine Man
Target:
Range:
Duration:

Trance

Medicine Man
Target:
Range:
Duration:

Transport Through Plants

Druid 6, Elf 7, Fey 5
Target: Caster and up to two others
Range: Touch
Duration: Instant

This spell allows the caster to magically enter a plant large enough to hold them within range that is and emerge from a similar plant at their chosen destination.

The caster can either specify an exact plant that they wish to emerge from, or specify a general location; in which case they will emerge from a random plant at that location. There is no limit to the distance that can be traveled using this spell, although both plants must be alive and both plants must be on the same plane and within the same Celestial Sphere.

If either plant is dead, or if there is no plant large enough to hold the caster at the specified location, the spell fails.

The caster can take up to two creatures with them, providing each creature is small enough to fit into the plants and each creature is willing.

This spell can only be cast once per day.

Travel

Cleric 7, Druid 7, Elf 8, Wizard 8
Target: Special
Range: Personal
Duration: 10 mins/level

This spell allows the caster, to travel quickly, even from plane to plane.

The caster can fly at a rate of 120 feet per round, and can enter another plane (adjacent to the caster's current plane) by concentrating for a round. The caster can only enter one plane per 10 minutes.

The caster can also use this spell to open up a hole in a celestial shell in order to travel from a Celestial Sphere to the Luminiferous Aether or vice versa. The hole is 100 feet in diameter, and lasts for 10 minutes before closing. Not even a Wish spell can hold such a hole open for longer.

The caster can also turn to smoke, and fly at double the normal rate (240 feet per round).

While in smoke form the caster cannot use items or cast spells, but cannot be hurt by non-magical means. Also, while in smoke form, the caster cannot pass through a Protection from Evil spell or an Anti-Magic Shell.

The caster can bring up to one other creature with them for each five levels. All passengers must be touching the caster at all times, and the caster controls the direction and form of travel. Unwilling passengers may make a saving throw vs. spells to avoid the effect.

The caster must travel with all passengers, they cannot send passengers on while remaining behind.

When an *Immortal* is traveling under the effect of this spell, it costs them 5 pp to cross a planar boundary, or 10 pp if the planes either side of the boundary are both Outer Planes. Opening a hole in a Celestial Sphere costs an *Immortal* 100 pp.

Truesight

Cleric 5, Druid 5, Elf 7, Fey 6, Medicine Man 5
Target: Caster
Range: Personal
Duration: 10 mins + 1 rnd/level

This spell allows the caster to see all ethereal, hidden and invisible things within 120 feet.

The caster also sees the true form of any disguised, polymorphed and shapechanged creatures.

Finally, the caster can tell the alignment and level or hit dice of any creature by looking at them.

Truth or Else

Dervish 3
Target: One living creature
Range: Touch
Duration: Instant

A creature who swears an oath to perform an action or declares a statement as true will be inflicted by the Curse spell if they do not complete the action or if their statement was intentionally falsified.

It is the Game Master's decision on whether or not the action was completed or if the statement was true. It is also their decision on when the curse takes effect and the type of curse inflicted.

A target of this spell can make a saving throw vs. spells at a -4 penalty to avoid the curse.

Turn Wood

Druid 6, Elf 7
Target: Special
Range: 360 ft.
Duration: 10 mins/level

This spell creates an invisible force field 120 feet wide and 60 feet tall anywhere within 30 feet of the caster.

The field moves away from the caster at 10 feet a round until it reaches a maximum distance of 360 feet from the caster. The caster can stop the movement of the field at a shorter distance, but if they do so they can not re-start it again.

The field pushes all wood and wooden objects, including those held by creatures but excluding those securely fastened down, away. The objects aren't harmed by the pushing—if pushed against a wall they won't be damaged—but can't be moved back through the field and are therefore probably unusable.

The caster can cancel the spell at any time, or it can be dispelled. Otherwise, the force field remains until the end of the duration.

Uncontrollable Hideous Laughter

Wizard 2
Target: One creature
Range: 60 ft.
Duration: 1 rnd/level

The target of this spell collapses into an uncontrollable fit of laughter. While in this state, the target suffers a -4 to their armor class and may not take any actions.

Creatures with an intelligence score less than 2 are not affected by this spell.

Ventriloquism

Elf 1, Fey 1, Wizard 1
Target: One object or location
Range: 60 ft.
Duration: 20 minutes

This spell allows the caster to make the sound of their voice come from the targeted object or location rather than from their own mouth.

The caster can still cast spells normally while this spell is in effect.

Wall of Fire

Elf 4, Sorcerer 4, Wizard 4
Target: Special
Range: 60 ft.
Duration: Concentration

This spell creates a vertical wall of fire of any shape with a total area of up to 1,200 square feet. The entire wall must be within 60 feet of the caster. The wall cannot be created in the space occupied by creatures or objects.

The wall blocks sight, and lasts as long as the caster concentrates.

The wall cannot be pushed through by creatures with less than 4 hit dice or levels. Creatures with 4 or more hit dice or levels can push through the wall but take 1d6 damage while doing so (cold based creatures and undead take double damage). Pushing through does break the wall or leave a hole in it.

Environmental Effect: If this spell is cast underwater, the duration is quartered and it causes the water around it to coming to a steaming boil, obscuring vision in the area.

Wall of Iron

Sorcerer 6, Wizard 6
Target: Special
Range: 120 ft.
Duration: Permanent

This spell creates a wall of solid iron, up to 500 square feet in area and 2 feet thick. The entire wall must be within 120 feet of the caster.

The wall cannot be created in the space occupied by creatures or objects, and it must rest on the ground or similar support.

The wall is magical and lasts until it is dispelled, disintegrated or physically destroyed.

If the wall is toppled over, it will cause 10d10 damage to those it lands on, and then it crumbles to rust colored dust and disappears. Any iron chipped or hacked off the wall also crumbles to rust colored dust and disappears.

Wall of Stone

Sorcerer 5, Wizard 5
Target: Special
Range: 60 ft.
Duration: Permanent

This spell creates a wall of solid stone, up to 500 square feet in area and 2 feet thick. The entire wall must be within 60 feet of the caster. The wall cannot be created in the space occupied by creatures or objects, and it must rest on the ground or similar support.

The wall is magical and lasts until it is dispelled, disintegrated or physically destroyed.

If the wall is toppled over, it will cause 10d10 damage to those it lands on, and then it crumbles to sand. Any stone chipped or hacked off the wall also crumbles to sand and disappears.

War Paint

Medicine Man 4
Target: Body paints
Range: None
Duration: 1 day

Warp Wood

Druid 2, Elf 2, Fey 2
Target: One or more wooden weapons
Range: 240 ft.
Duration: Permanent

This spell causes one or more wooden weapons within range to bend and twist and become unusable.

The spell will affect one arrow per level of the caster. Spears, javelins or magical wands count as two arrows each, and clubs, bows, axe or mace shafts, or staffs count as four arrows each.

Weapons wielded by creatures will be unaffected if their holders make a saving throw vs. spells. Weapons merely carried by creatures get no such saving throw.

Magic items have a 10% chance per magical plus (rolled independently of the saving throw, if any) to be unaffected.

Watcher

Elf 1, Fey 1
Target: One plant or animal
Range: 10 ft.
Duration: 2-8 turns + 1 turn/level

Water Breathing

Druid 3, Elf 3, Fey 3, Sorcerer 3, Wizard 3
Target: One creature
Range: 30 ft.
Duration: 1 day

This spell lets the target creature breathe water for the duration of the spell. It does not affect movement in any way.

Reverse: Air Breathing lets the target creature breathe air for the duration of the spell. It does not affect movement in any way.

Weather Control

Dervish 7, Druid 7, Elf 6, Fey 5, Medicine Man 8, Wizard 6
Target: 720-foot radius around caster
Range: Personal
Duration: Concentration

This spell allows the caster to control the weather in the surrounding area. The spell only works outdoors, and lasts as long as the caster concentrates.

The caster may make any of the following conditions, and can change the conditions by one minute of concentration:

Clear: This nullifies any existing weather conditions, and has no special effect of its own.

Fog: Reduces visibility to 20 feet and halves the movement rate of all creatures.

Gales: Halves the movement rate of all creatures, and makes missile fire and flying impossible. Speeds up the movement of sailing ships by 50%. In a desert, sandstorms reduce visibility to 20 feet.

Heatwave: Halves the movement rate of all creatures and after 30 minutes dries up rain, mud and snow.

Rain: Gives a -2 penalty to attack rolls with missile weapons. After 30 minutes, the ground turns muddy and non-flying movement is halved.

Snow: Visibility is reduced to 20 feet and all non-flying creatures have their movement halved. After 30 minutes, standing water and slow rivers and streams freeze. When the snow thaws, the ground turns muddy and non-flying movement is halved.

Tornado: Treat as a 12 hit dice Air Elemental (see *Chapter 17: Air Elemental*) under the caster's control.

Web

Elf 2, Fey 2, Sorcerer 2, Wizard 2
Target: 10 ft. x 10 ft. x 10 ft. cube
Range: 10 ft.
Duration: 8 hours

This spell creates a mass of sticky web in the area, blocking the area from movement and trapping all those within it. Creatures caught in the web can still defend themselves but cannot move.

To break through or out of the web takes 2d4x10 minutes for creatures of human strength. Creatures with giant *Strength* (21+) can break through or out in two rounds, and creatures with ogre *Strength* (18+) can break through or out in four rounds.

The web is highly flammable and if touched by a flame it will burn away in two rounds doing 1d6 damage to all creatures within it.

Wish

Cleric 7, Druid 7, Elf 9, Wizard 9
Target: Varies
Range: Varies
Duration: Varies

This particularly powerful spell can only be cast by a 36th level caster with 18 or higher *Wisdom*.

The caster speaks a wish out loud and the universe itself—a power beyond even the *Immortals*, although *Immortals* are certainly capable of casting this spell—will rearrange matters to make the wish come true within limits.

If the wish is overly powerful, then it may be only partially granted or may be granted in a way that fits the caster's literal wording but goes against the caster's intent.

However, usage of this spell should not be allowed to degenerate into a contest between the player and the Game Master where the player tries to make the wording of the wish as airtight as possible in order to achieve an effect that the Game Master would otherwise not allow and the Game Master tries their best to find loopholes in the wording that they can use to mess up the player's intent.

Instead, if the Game Master is not happy with the wording of the wish because the effect is too powerful they should simply say that it does not work, and explain what it is about it that they think is too powerful.

The exact limits of this spell are left to the Game Master's discretion, although some default limitations and examples are given below:

A wish can duplicate the effects of any other wizard spell of 8th level or lower, or any other cleric or druid spell of 6th level or lower.

A wish cannot give experience points or levels.

A wish can gain the caster treasure, goods or magic items worth up to 50,000 gp, but at the cost of an equal number of experience points.

A wish cannot hurt or kill another creature (unless it is duplicating a lower level spell that might have that effect), but can inconvenience them such as by transporting them away.

A wish can change the species or race of an intelligent creature as if it had been killed and raised by the Reincarnation spell, with the caster choosing the new race. An unwilling target of this can make a saving throw vs. spells at a -4 penalty to avoid this effect.

Multiple wishes can permanently raise an ability score by one point, up to a maximum of 18. It takes a number of wishes equal to the new value of the ability score, and they must all be cast within a week by the same caster.

Some other spells, items or abilities specifically say that their effects can be altered by a wish or that their effects cannot be altered by a wish. Those effects override the limitations and permitted usages listed here.

When cast by an *Immortal*, this spell costs the *Immortal* 100,000 experience points, and this spell can not be used to increase an *Immortal*'s ability scores.

Wizard Eye

Elf 4, Fey 4, Wizard 4
Target: One invisible eye
Range: 240 ft.
Duration: 1 hour

This spell creates an invisible magical eye the size of a human eye. It can see as well as a human and has *Infravision*.

The caster can see through and/or move the eye (40 feet per round) by concentrating, although it remains in existence for the duration even while the caster is not concentrating; returning to the caster's side and following them.

Wizard Lock

Fey 2, Wizard 2
Target: One portal or other lock
Range: 10 ft.
Duration: Permanent

This spell magically holds closed any door, gate or other portal; or magically holds locked any lock.

The caster can open the door at any time, but otherwise the door can only be forced open by creatures with at least three more levels or hit dice than the caster or by a Knock spell. In either case, the door re-locks as soon as it is allowed to close, and this spell resumes until dispelled.

An *Immortal* can always open a door that is being held closed by a mortal's casting of this spell.

Wizardry

Cleric 7, Druid 7
Target: One magical item
Range: Personal
Duration: 10 minutes

This spell allows the caster to use one magic item that is normally useable only by wizards or elves (e.g. a wand or staff), or read one scroll containing a wizard spell of up to third level.

If used to read a scroll, the scroll (but not others with the same spell) is considered "known" to the caster, who can use it at a later time after this spell has run out. The caster is treated as if they are a wizard of the minimum level needed to cast the spell on the scroll.

Woodform

Wizard 5
Target: None
Range: Touch
Duration: Permanent

This spell creates a mass of wood up to 1,000 cubic feet in area. The mass can be arranged in any manner the caster desires. The wood does not appear instantly, but takes time to form, ranging from a single round for a simple wooden wall to two hours to create something with a precise specification, such as a staircase.

Whatever the complexity of the shape, the wood must form a single piece with no moving parts. However, the caster can create the wood in a "rough" form, which can then have the woodform spell cast on it again in order to either add to the object or reshape it. If the caster does create the wood in rough form, then this spell is cast once again to "set" the wood in its final form so that other casters can't cast this spell on it in order to modify it.

Note that whatever shape the wood takes, it cannot be created in the space where another object exists and must be created on a surface that can support its weight.

Once created, the wood is real and cannot be dispelled, and it will last until it is physically or magically destroyed.

Word of Recall

Cleric 6, Dervish 6, Druid 6, Shaman 6
Target: Caster
Range: Personal
Duration: Instant

This spell instantly teleports the caster and their equipment (but no other creatures) back to the caster's home, providing the caster is on the same plane and within the same Celestial Sphere.

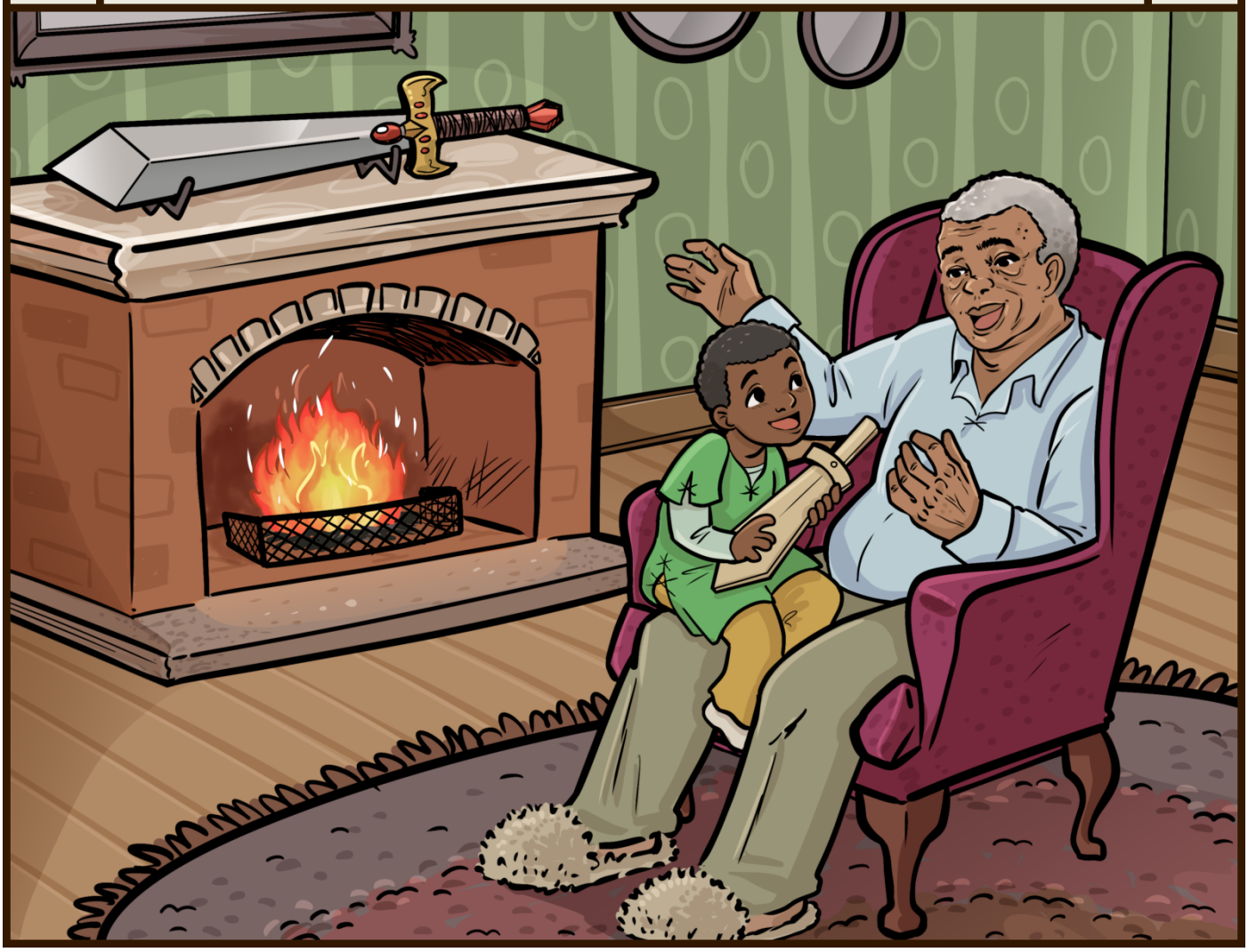
The caster must have a permanent home for this spell to work, and must have a private bedroom or meditation chamber within that home.

The caster automatically wins initiative in the round that they cast this spell, although it cannot be cast in a surprise round.

Wrath of Amerind

Medicine Man 6
Target: None
Range: 240 ft.
Duration: 1 turn

Chapter 9: Experience



As characters adventure, they gain experience and get better at what they do. This is measured in experience points (often abbreviated to XP).

Gaining Experience

Characters are awarded experience points in various situations, and these get added to the character's experience point total. With the exception of being caught by an *Energy Drain* attack, experience points are never deducted from a character's total.

Experience earned by a character may be affected by their *Prime Requisite* (see *Chapter 2: Prime Requisite*). This adjustment is applied to all experience points that the character gains (with the exception of experience gain or lost by spells or effects).

There are a variety of things that characters can be given experience points for:

Treasure: By far the most experience that a character normally gets is by gaining treasure. For each 1 gp value of treasure gained, 1 XP is gained.

Treasure from the following sources should always count as experience:

- Treasure found while adventuring.
- Money paid as "rewards" or other payment for missions or adventures.
- Money stolen from monsters or NPCs.
- Monthly income from a dominion.
- Income from the sale of gems, jewelery and other valuable items and goods (except magic items) found while adventuring.

The following sources of income should never count experience:

- Money given to the character by (or stolen from) other party members.
- Income from plying a mundane trade.
- Income from the sale of magic items.

In other cases, experience may or may not be awarded for money gained at the discretion of the Game Master.

Note that experience points gained for treasure are individual in nature. If an adventuring party finds treasure collectively, experience is gained by each party member separately based on how much they individually receive when the money is shared out (which may or may not be equal to the amount that other party members receive, depending on how the party decides to share out treasure and magic item(s).

Monsters: The party collectively gain experience for every monster

that is defeated over the course of an adventure. This does not necessarily mean that the monsters have to be killed. Driving off a monster or forcing it to surrender still counts as defeating it.

Monsters can sometimes be evaded, or successfully dealt with diplomatically, avoiding a fight altogether; or sometimes they can be "defeated" in other ways such as by the party solving a riddle that the monster poses.

Only monsters that were a potential threat to the party should be worth experience for defeating. The party should not be given experience for "defeating" the high priestess of the local temple just because they persuaded her to heal a party member, for example.

See *Chapter 17: Monsters* for details of how many experience points each monster is worth.

Unless the adventure is some kind of special solo side quest for an individual character, experience gained for defeating monsters should be shared equally between all party members even if not all took an equal part in the fight (or even if not all party members were present and conscious for every fight).

It is usually most convenient to give experience for monsters in a single lump sum at the end of an encounter or series of encounters that take place within a single day of game time.

Achieving Plot Goals: If the party are taking part in an ongoing plot, they may be given bonus experience for achieving goals that move the plot towards conclusion, at the Game Master's discretion.

Other: At the Game Master's discretion, characters can be given other miscellaneous experience point awards for such things as good roleplaying, humor, or even being the only person to remember to bring dice! Whether or not this type of miscellaneous award is used (and how often) will depend heavily on the tone of the campaign.

Gaining Levels

The adventuring careers of player characters are split up into levels. Each character normally starts at level one, which means that they are inexperienced and have never adventured before.

Every class has experience totals needed for each level of experience from 1 to 36 listed in their class table in *Chapter 3: Classes*. When a character gains enough experience points such that their experience total is equal to or higher than that needed for the next level, their level will increase.

An increase in level is accompanied by an increase in the character's abilities and attributes, showing that the character is now more experienced and becoming more capable in their chosen adventuring profession.

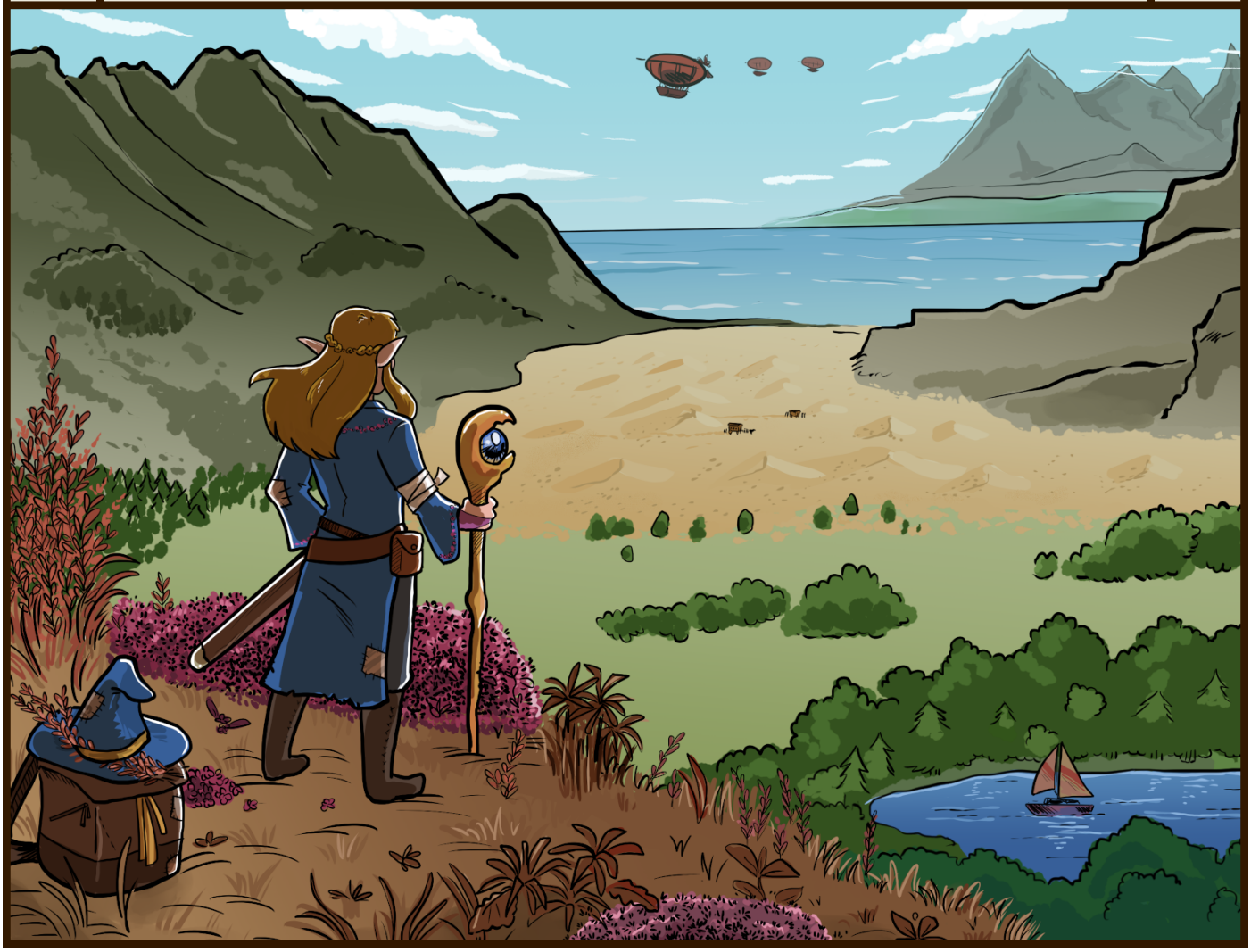
The level increase will not happen immediately (such as in the middle of a fight, for example). It will happen the next time the character rests for the night and has chance to dwell on the experiences of the day.

The following morning, the character will have all the abilities of their newly acquired level; including extra hit points and possibly extra spells per day.

Weapon feats are not automatically gained, only the empty weapon feat slots are gained. In order to fill those available slots, characters must train separately.

Similarly, although all spellcasters gain extra spells per day, wizards and elves do not automatically learn new spells when increasing in level. Any new daily spell slots for spell levels in which the elf or wizard does not actually know any spells are useless until the character learns at least one spell of that level.

Chapter 10: Movement



When characters are not in combat, time is simply measured in straightforward hours and minutes. Characters normally move at three times their normal movement speed (see *Chapter 3: Classes*) per ten minutes.

Example

Elfstar is encumbered by her armor and weapons and has a movement speed of 30 feet per round. She will move at 90 feet per ten minutes. Aloysius is unencumbered and has a movement speed of 40 feet per round. He will move at 120 feet per ten minutes.

When moving over familiar routes, characters can move at full combat rates.

Generally, it is not necessary to switch from general timekeeping to round-by-round timekeeping for simple actions such as someone casting a spell or picking a lock. However, when an encounter happens and it looks like a fight is about to break out then you should start counting off time round by round.

Vision

In order to move, creatures need to see. Adventurers and denizens commonly find themselves in areas that are not adequately lit. This situation can be overcome by carrying sources of light, magical means, or inherited abilities.

Infravision

Some creatures have the ability to see not only the color of things but also their temperature. When a creature with this ability is in the dark (and only then—normal light overloads infravision and prevents it from working) they can use their infravision to navigate and even to fight. However, infravision doesn't allow the creature to see pictures and writing unless they are carved into the surface that the creature is looking at.

Light vs. Darkness

Sometimes adventurers or denizens may also have magical light sources or even sources of magical darkness. These all interact in the following hierarchy:

Normal Darkness: This is the default state in the absence of any natural or magical light. Humans can't see in this darkness, although creatures with *Infravision* can use it to see.

Normal Light: Light from non-magical sources (e.g. torches, lanterns or natural daylight) trumps normal darkness and overrides it. Creatures with *Infravision* cannot use it in normal light that is

stronger than moonlight, but can see normally. A normal light is blocked by opaque objects and casts shadows behind such objects.

Light Spells: The Light spell creates a central light source (that hovers in the air or that moves with an object). That light source radiates magical light that is blocked by opaque objects. Creatures with *Infravision* cannot use it in the magical light, but can see normally.

Magical light from a Light spell trumps both normal light and normal darkness except where blocked.

Any location within the area of one or more Light spells and also one or more Darkness spells is either lit or darkened depending on which spell it is closest to the center point of (excluding spells whose center points are obscured from the location by opaque cover).

In the simplest case—of an overlapping Light spell and Darkness spell with nothing to obscure either of them—this will result in a straight line between the two with everything on one side light and everything on the other side dark.

Darkness Spells: The reversed form of the Light spell creates a central source of darkness that hovers in the air or that moves with an object). That source radiates magical darkness that is blocked by opaque objects. Creatures with *Infravision* can use it in the magical darkness, but normal vision is useless.

Magical darkness from a Darkness spell trumps both normal light and normal darkness except where blocked.

Any location within the area of one or more Light spells and also one or more Darkness spells is either lit or darkened depending on which spell it is closest to the center point of (excluding spells whose center points are obscured from the location by opaque cover).

In the simplest case—of an overlapping Light spell and Darkness spell with nothing to obscure either of them—this will result in a straight line between the two with everything on one side light and everything on the other side dark.

Continual Light: The Continual Light spell creates an area of ambient light centered on a point (that hovers in the air or that moves with an object). The area of effect is completely lit, regardless of opaque objects, leaving no shadows (although any amount of lead or 6 inches of stone will block the effect). Creatures with *Infravision* cannot use it in the magical light, but can see normally.

Magical light from a Continual Light spell trumps both normal light and normal darkness and also magical light and magical darkness from a Light or Darkness spell.

Any location within the area of one or more Continual Light spells and also one or more Continual Darkness spells is either lit or darkened depending on which spell it is closest to the center point of (regardless of the presence of opaque cover).

In the simplest case—of an overlapping Continual Light spell and Continual Darkness spell—this will result in a straight line between the two with everything on one side light and everything on the other side dark.

Continual Darkness: The reversed form of the Continual Light spell creates an area of ambient darkness centered on a point (that hovers in the air or that moves with an object). The area of effect is completely dark, regardless of opaque objects (although any amount of lead or 6 inches of stone will block the effect). Creatures with *Infravision* cannot use it in the magical darkness, and normal vision is also useless.

Magical darkness from a Continual Darkness spell trumps both normal light and normal darkness and also magical light and magical darkness from a Light or Darkness spell.

Any location within the area of one or more Continual Light spells and also one or more Continual Darkness spells is either lit or darkened depending on which spell it is closest to the center point of (regardless of the presence of opaque cover).

In the simplest case—of an overlapping Continual Light spell and Continual Darkness spell—this will result in a straight line between the two with everything on one side light and everything on the other side dark.

Listening

Before walking down a dark corridor or through a closed door, it may be a good idea to listen for danger on the other end.

Characters making a listening attempt must stand away from the rest of the party and even then the party must be being quiet. It is not possible to listen while there is conversation or combat going on.

To see if a character hears a noise, the Game Master rolls 1d6. If the character is a human, they hear a noise if a 1 was rolled. If the character is demi-human, they hear a noise if a 1-2 was rolled.

The Game Master should not distinguish between rolls that failed and rolls that succeeded but in situations where there was no noise to hear.

Doors

Adventurers commonly encounter doors of one type or another.

Most doors are made of wood. In well maintained and occupied structures, they are likely to be in a good state of repair and may or may not be locked, but in old or abandoned structures, they may be swollen or otherwise stuck. In some cases they may have even been magically locked.

The difficulty of opening a door depends on its state. Obviously there may be individual situations that are different—such as metal or stone doors—but usually they fall into one of the following categories.

Normal Door: Characters can simply push or pull this door open and walk through.

The chances of the characters surprising or being surprised (see *Chapter 11: Surprise*) by whatever is at the other side of the door are normal.

Stuck Door: A door that has become stuck must be shoulder-barged open. One character may attempt this per round, and must roll a *Strength* check in order to do so. If the first attempt is not successful, then whatever is at the other side of the door will be alerted by the noise and has no chance of being surprised (see *Chapter 11: Surprise*).

Locked Door: A locked door may be barged open in the same way that a stuck door can be, although the *Strength* check is made with a

-4 penalty to effective *Strength*. Alternatively, a rogue can attempt to pick the lock. Each rogue is only allowed one attempt to pick each lock, and if this fails they must either give up or try again when they have improved their Open Locks ability. However, a failed attempt to pick a lock will not alert creatures on the other side of the door.

Barred Door: A door that is heavily barred may be barged open in the same way as a stuck door, although the *Strength* check is made with a -8 penalty to effective *Strength*. A rogue cannot use their Open Locks ability to open a barred door unless there is a mechanism for lifting the bar from the front of the door.

Magically Locked Door: A magically locked door cannot be physically forced open. The magic must be bypassed or dispelled in some way (the exact details will vary depending on the specific magic used).

Secret Door: A secret door is a door that is camouflaged so that it does not appear to be a door. Typical secret doors include walls that shift out of the way when a lever is pulled, fireplaces or bookshelves that rotate, or simply wooden doors that match the wooden paneled walls of a room.

Unless the secret door consists of a shifting stone wall (in which case a dwarf or gnome has a chance to notice it when simply walking past), a secret door will not be seen by characters unless they either specifically search for it or they accidentally trigger its opening method.

Searching for a secret door takes 10 minutes per 10-foot section of wall searched, and each character searching must roll 1d6. Any character who rolls a 6 (or any elf who rolls a 5-6) finds the door. Note that if characters split up to search a room more efficiently, only one is likely to search the location of the secret door.

One-Way Door: Some doors may be opened freely from one side but are magically locked from the other, thus allowing access in one direction only.

Traps

Traps are a common hazard that are always a danger to adventurers.

The most common types of trap are often the simplest—pits with fragile covers that will give way when someone walks over them; poison needles in locks so that someone trying to pick the lock will prick themselves on them; blades or spears that are rigged to shoot out of the wall when a flagstone is stepped on; and so on.

Generally, adventurers will have no chance to accidentally notice these traps—although some individual traps that are crude or badly made may offer a chance. Traps must instead usually be detected by magical means or by the Find Traps ability of rogues.

With the exception of large traps involving moving walls—which may be noticed by a dwarf's or gnome's Stonelore ability as they merely pass them—traps must be actively searched for. A rogue does not get to roll for their Find Traps ability by just walking past an area that happens to contain a trap.

Searching a 10-by-10-foot area for traps takes 10 minutes, just like searching for secret doors, and a rogue can search for both types of things at the same time.

When a trap is found, adventurers generally have three options. They can try to get past the trap without setting it off. They can try to set off the trap without getting hurt by it. Or if they are a rogue, they can try to disarm it.

If the attempt to disarm the trap fails, the trap is set off—although the adventurer will usually not get hurt by it, depending on the way the trap works. Should the trap be one that can be triggered more than once without needing to be manually reset, the adventurer may attempt to disarm it a second time.

Example

Black Leaf discovers a trap door rigged to open under the weight of a person and deposit them in a pit. She tries to remove the trap, and fails. The trap door swings open. Although she was not standing on it and therefore hasn't fallen in, it is now open revealing a 10 feet wide pit that the party must work out how to cross.

Later, the party are walking up some stairs when Oeric steps on a trapped step and a blade scythes out catching him on the leg. While Elfstar heals his wound, Black Leaf attempts to remove the trap so that it won't go off again and hurt anyone else. Not having a good day, she fails again. The blades scythe once more, but she is not standing on the trapped step so they do not hit her.

Eventually, the party come to a treasure vault containing a pedestal on which sits a golden chalice. Black Leaf discovers that the pedestal is trapped and if the chalice is removed then some gas or liquid will be squirted out of it. She tries to remove the trap and fails yet again. Poisonous gas is ejected from the pedestal and fills the room. Unfortunately, since this fills the whole room leaving nowhere safe to stand, it will affect Black Leaf.

Environmental Damage

Whether falling down pits, being squirted with burning oil, or being trapped in a room that is slowly filling with water; characters can be subject to a variety of harmful environments.

Listed below are a number of common ways that characters can be hurt by the environment:

Falling: Falling in an uncontrolled manner does 1d6 damage per 10 feet fallen. If a character has deliberately jumped down rather than simply fallen down, they may make a Jumping check as if making a high jump from a standing start. Whatever height they get on the Jumping check is subtracted from the height of the fall before damage is rolled.

Fire: Being hit with a burning torch will do 1d4 damage.

A natural fire the size of a camp fire will do 1d6 damage per round and each round after the first it has a 5% chance per point of total damage done of igniting the target's hair and/or clothing.

Being in a fiercely burning building will do 2d6 damage per round and each round after the first after the first it has a 5% chance per point of total damage done of igniting the target's hair and/or clothing.

Burning oil, such as a flask of lamp oil that has been lit and thrown, will do 1d8 damage and also has a 5% chance per point of damage done of igniting the target's hair and/or clothing.

Characters whose hair and/or clothing has been ignited will continue to burn for 1d6 rounds doing 1d4 damage per round, unless they have some way of putting out the flames, such as smothering them or dousing them with water.

Example

The inn that Elfstar is staying in has caught fire. The first thing that Elfstar knows about this is when she is awoken by a burning beam crashing through the ceiling of her room onto her bed. In the first round, Elfstar is woken, but takes no damage since the beam missed her.

In the second round, Elfstar takes 1d6 points of damage from being in the burning bed. She rolls a 4, so takes 4 damage, but doesn't need to roll for her clothing igniting since this is the first round in which she is in the fire. Luckily, Elfstar has unused spells left over from the previous day, and casts Resist Fire on herself. This will prevent her from taking any more damage from non-magical fire sources.

In the third round, Elfstar again takes 1d6 points of damage from being in the burning bed. She rolls a 2, but resists the damage because of her Resist Fire spell. Since this is now the second round that she has been in the fire, she has to roll to see if her clothing ignites. The fire has done a total of 6 damage to her, so her nightshirt has a 6x5% = 30% chance of igniting. She rolls a 16, and her nightshirt goes up in flames. Elfstar quickly leaves the burning bed.

In the fourth round, Elfstar is no longer in the burning bed, but her nightshirt is on fire, doing 1d4 damage.

She rolls a 4, but doesn't mind because her Resist Fire spell is still keeping her safe.

Elfstar now has a dilemma! Does she try to put out the burning nightdress, taking time? Does she throw modesty to the wind and simply rip it off while running to rescue the other patrons of the inn from the fire? Or does she try to rescue the other patrons of the inn while still on fire herself?

Drowning and Suffocating: Characters who suddenly find themselves unexpectedly unable to breathe (because they're being choked or because they've suddenly been fallen into deep water, for example) can hold their breath for a number of rounds equal to half their *Constitution* score. If the character expects the situation and makes an effort to take deep breaths and hold their breath before entering it, they can hold their breath for a number of rounds equal to their full *Constitution* score.

Once the character can no longer hold their breath, they will start gasping uncontrollably and/or drowning; and will be at a -5 penalty to all activities (and be unable to cast spells) for 1d6 rounds.

Finally, the character will fall unconscious for a further 2d6 rounds before dying. If the character is brought to somewhere where they can breathe during this time, they can be revived by a successful First Aid check, or by any magical curing spell (Cure Light Wounds, Cure Serious Wounds, Cure Critical Wounds or Heal).

If a magical curing spell is cast on the character at any time before death but without removing them from the situation in which they cannot breathe, it will bring them back to the start of the suffocation or drowning process, as if they had just taken a deep breath.

Mapping

It is common for one player to draw a map as the party progresses. The Game Master should encourage this, and should help the players to draw such a map quickly and accurately. Remember that while the players are limited to whatever description the Game Master gives them, the actual characters can see all around them.

While it is somewhat unrealistic for the Game Master to give exact dimensions for rooms and corridors, it is nonetheless good practice, because it helps to offset the fact that the spatial memory of the characters would prevent them getting lost far better than the verbal memory of the players remembering the Game Master's descriptions will prevent them getting lost.

Misleading or confusing descriptions should only be given if there is an in-character reason for such confusion (such as a magical effect), and the players' map should not be considered an in-character item that can be lost or destroyed. It is an out of character prop to remind the players of what their characters can remember.

Climbing

Although only rogues can climb sheer surfaces, all characters can climb ordinary surfaces (tree, sloped rock face, etc.). Characters who climb these surfaces move at half their normal speed.

Swimming

Characters who are swimming move at half their normal speed. Additionally, a character's armor is counted three times when determining their swimming speed. Any character whose speed is reduced to zero or less by this extra encumbrance cannot swim at any significant speed but can keep afloat with effort. If a character's speed is reduced all the way to "cannot move", then they cannot even keep their head above water without aid.

Wilderness Movement

Characters traveling in the wilderness normally do so either on foot or on mounts of some kind.

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

The distance that a group can move in a day is based on the movement speed of the slowest member of the group.

On open terrain, a group or individual can move 60% of their per-round movement speed in miles.

For example, the movement rate of an unencumbered fighter is normally 40 feet per round.

Therefore, an unencumbered fighter can travel 24 miles per day on open terrain.

Difficult terrain such as desert, forest, hills, broken ground; or difficult weather conditions such as snow or heavy rain reduces this movement speed by a third, to 40% of their per-round movement speed in miles.

Extreme terrain such as mountains, jungle, swamp or glaciers reduces

the open terrain movement speed by half, to 30% of their per-round movement rate in miles.

Finally, paved roads increase movement speed by a half, to 90% of their per-round movement rate in miles, except in snow conditions; and established but unpaved trails increase movement speed by a half, to 90% of their per-round movement rate in miles, except in snow or heavy rain conditions.

Table 10.1: Wilderness Movement shows the movement rates (in miles per day) on each type of terrain for creatures with base speeds ranging from 10-80 feet per round.

It is important to remember that the movement rates shown in those tables are for completely unencumbered people and are therefore unlikely to be reached by actual travelers.

Armored characters will typically move half of normal speed, and unarmored humans carrying packs containing food and gear will typically move two-thirds of normal speed. Similarly, although riderless horses can move at 80 feet, a horse with a saddle and rider will typically move at half that speed.

See *Chapter 7: Encumbrance and Weight* for more details on how encumbrance affects movement rates.

Table 10.1: Wilderness Movement

Per-round Movement Rate	Per-Day Movement Rate			
	Road Trail	Open Terrain	Broken Ground, Desert, Forest, Hills, Mud, Snow	Glaciers, Jungle, Mountain, Swamp
10 ft.	9 miles	6 miles	4 miles	3 miles
20 ft.	18 miles	12 miles	8 miles	6 miles
30 ft. (e.g. Draft Horse)	27 miles	18 miles	12 miles	9 miles
40 ft. (e.g. Human)	36 miles	24 miles	16 miles	12 miles
50 ft. (e.g. Camel)	45 miles	30 miles	20 miles	15 miles
60 ft.	54 miles	36 miles	24 miles	18 miles
70 ft. (e.g. Pony)	63 miles	42 miles	28 miles	21 miles
80 ft. (e.g. Riding Horse)	72 miles	48 miles	32 miles	24 miles

Mixed Terrain

Someone traveling on a mix of terrain during the same day travels at a rate governed by the majority of the terrain that they traveled across.

The sole exception to this (and this only happens in very rare circumstances) is that this method can sometimes result in someone traveling across more of a particular terrain type in a partial day than they normally could in a whole day, because they spent the majority of the day traveling on a much less difficult terrain.

In this rare case, the person's travel distance over the more difficult terrain is limited to the amount they could normally travel on that terrain in a whole day.

Example

Black Leaf is leaving town in possession of a treasure map that she has found. The map shows a site to the north of a mountain pass.

The place that is marked on Black Leaf's map as the point at which to leave the road and start heading north is 20 miles away from the town.

With Black Leaf's normal movement rate of 40 feet per round, she can travel 36 miles per day along the mountain pass (a road), and 12 miles per day in the mountains. Since she is traveling 20 miles on the road before turning off, the majority of her day's journey will be on the road and she therefore travels at her road speed—36 miles per day.

However, this would take her along 20 miles of road, followed by 16 miles of mountains. In a whole day she can only travel across 12 miles of mountains, so her movement in the mountains is limited to this value.

Therefore, at the end of the first day, she has traveled along 20 miles of road and 12 miles of mountains, and camps for the night three-fourths through the mountains.

Fatigue

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

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

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

Example

Elfstar and Black Leaf are traveling to the capital. Unfortunately they have no horses, so they are traveling on foot.

Although Black Leaf is relatively unencumbered, Elfstar's armor means that she moves at only 30 feet per round.

The city is 240 miles away. Given Elfstar's movement rate, they pair can travel 27 miles per day. After six days of traveling, they have walked a total of 162 miles.

They now have a choice. They still have 78 miles to go, and at their walking speed this will take them another three days to walk.

They can press on, completing the whole journey in 9 days, but fatiguing themselves with a -1 penalty; or they can rest for a day before continuing. This will make the journey last an extra day, but they will not be fatigued when they arrive.

Black Leaf's suggestion of a third option—stealing a couple of horses and getting there in a day without fatigue (because they only walked for six days and the horses only walked for one day) is vetoed by Elfstar. But she does agree to see if there are any horses for sale.

Getting Lost

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

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

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

If the player fails the roll, the Game Master should secretly roll 1d6.

If the party are in open terrain, then they will get lost on a roll of 1.

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

If the party are in other terrain, then they will get lost on a roll of 1-2.

If the party becomes lost, the players should not be informed of this.

Instead, the Game Master should roll again to see which direction the party end up going in (it is better for the Game Master to always make this roll, even if it is not necessary—that way the players don't know whether or not their characters are lost).

If the second roll is 1-3, the party accidentally travel 60° to the left of their intended direction. If the second roll is 4-6, the party accidentally travel 60° to the right of their intended direction.

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

Once lost, the leader of the group still makes a Navigating check each day. If they keep failing the checks, they will continue to travel the way they were traveling the previous day without realizing their error (and the Game Master must roll again to see if they veer further off course).

Once the party leader succeeds in their daily Navigating check, they will realize that they are traveling in the wrong direction (and which direction they are actually traveling in) and—if they were intending to travel to a specific location rather than just exploring—which direction their destination now lies in.

Example

Aloysius is traveling through the desert by camel. He has a *Wisdom* of 9, and possesses no Navigating skill.
Unfortunately, his local guide has died; and he is trying to find his way back to the oasis by himself. He knows that it is south of his current location.
On the first day, Andy (Aloysius's player) rolls a Navigating check and fails. Aloysius is, unsurprisingly, not entirely sure that he is heading in the right direction.
The Game Master secretly rolls a d6 to see if he gets lost, and a second d6 to see the direction that he will get turned in if he does get lost.
The first d6 is a 1, which means that Aloysius will be lost, and the second d6 is a 4, which means that he will actually spend the day traveling southwest, thinking he is traveling south.
After traveling what he thinks is south for the whole day, Aloysius camps for the night.
On the second day, he tries a Navigating check again, and fails again.
The Game Master rolls the two d6s again, and this time the first one comes up with a 5. So Aloysius doesn't get turned around and carries on traveling southwest (although he—and Andy—still thinks he is traveling south).
After a second day of traveling southwest, Aloysius makes another Navigating check on the third morning.
This time he succeeds, and realizes that he is traveling southwest instead of south. Unfortunately he doesn't know how long he has been going in the wrong direction for. However, he does recognize some landmarks and realizes that he needs to head east from his current location in order to reach the oasis.
Cursing his lack of direction sense, and hoping he doesn't get lost again, he turns around and heads east.

Foraging

Although wise adventurers carry supplies with them, they sometimes prefer to—or need to—supplement their carried food with fresh food, whether hunted or foraged.

Characters who are traveling can gather food while on the move.

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

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

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

It is important to remember that if a party hunts while stationary in order to provide themselves with a food supply that they can carry with them for use while on the move, such unpreserved food supplies will only last a week before becoming inedible.

Parties who remain stationary cannot count a day spent gathering food as a day spent resting for the sake of avoiding or reducing fatigue.

At the Game Master's discretion, some unusual locations might have an abundance or a dearth of food supplies, so foraging may be more or less effective in those locations.

Waterborne Movement

Taking to the seas can be an efficient way of traveling long distances. However, it is not without risk.

Table 10.2: Waterborne Movement and Hull Strength shows the movement rates of various types of ship. Some ships, such as galleys and longships, are given two movement rates because they can either sail or be rowed.

Rowing is much harder work than walking over long distances, so all row powered ships and boats have smaller per-day movement rates than their per-round movement rates would otherwise indicate. However, this reduced speed takes into account rower fatigue, so rowed ships and boats do not need to stop every six days for their crew to recover.

Table 10.2: Waterborne Movement and Hull Strength

Ship Type	Movement Rate*		AC	Structure Points
	Miles/Day	Feet/Round		
River Barge	36 miles	60 ft.	8	20-40
Barque	90 miles	150 ft.	8	60-90
Canoe, River	18 miles	60 ft.	9	5-10
Canoe, Sea	18 miles	60 ft.	9	5-10
Galley	18/90 miles	90 ft./150 ft.	8	80-100
Longship	18/90 miles	90 ft./150 ft.	8	60-80
Quinquirime	12/72 miles	60 ft./120 ft.	7	120-150
Raft, Professional	12 miles	30 ft.	9	5-10
Raft, Scavenged	12 miles	30 ft.	9	3-5
Rowing Boat	18 miles	30 ft.	9	10-20
Skiff	72 miles	120 ft.	8	20-40
Sloop	72 miles	120 ft.	7	120-180
Trireme	18/72 miles	90 ft./120 ft.	7	100-120
Troopship	54 miles	90 ft.	7	160-220

* When two movement rates are given, the first is for rowing and the second is for sailing.

Wind and Storms

Sailing ships need wind to be able to travel, and are surprisingly adept at traveling even upwind by tacking.

For the purposes of Dark Dungeons, it is not necessary to track the exact wind direction and speed under normal circumstances. The sailing speeds of the various ships are averaged.

However, there are two wind conditions that can affect ships. They can become becalmed, or they can be lost in storms.

Each day that the party are out at sea (but not when they are sailing on inland lakes or rivers), the Game Master should roll 2d6.

If the Game Master rolls a 2, then there is no wind, and ships will become becalmed.

If the Game Master rolls a 12, there is a storm that day.

Any other result has no effect on sea travel.

Becalmed

When there is no wind, ships with sails cannot use them to move. Any such ship must either have the crew row, or must stay where it is for the day.

Ships with both sails and oars, such as galleys and longships, may still move by rowing while becalmed.

Storms

Storms are very dangerous to ships at sea. They can destroy even the largest ship unless the ship can "run before the storm".

When the dice indicate that there is a storm, the first thing that the Game Master must do is to determine the wind direction randomly.

If the ship has working sails, the captain must decide whether to run before the storm or to try to weather it. The former is by far the safest option unless the wind is blowing the ship towards land.

If the ship runs before the storm, it moves at triple its normal daily movement rate in the direction of the wind.

If this does not bring it up against a coastline then the ship is safe. However, if the ship is blown onto the coast when running before a storm then there is a 75% chance of it breaking up on rocks and sinking and a 25% chance of it being able to find a safe haven such as a port or a natural bay.

If the ship's captain chooses to take down the sails and weather the storm, of if the ship does not have sails, then the ship will move half of its normal daily movement rate in the direction of the wind, and will have an 80% chance of breaking up in the storm and sinking.

If the ship does not break up, and this movement does not bring it up against a coastline, then the ship is safe. However, if the ship is blown onto the coast when weathering a storm then there is a 75% chance of it breaking up on rocks and sinking and a 25% chance of it being able to find a safe haven such as a port or a natural bay.

Lost at Sea

When traveling across the sea, ships can get lost just as land travelers can get lost.

Any day that a ship starts out of sight of land (normally this will be any time it starts a day more than 8 miles from land) there is a chance for it to become lost.

The procedure is the same as wilderness travel. The ship's navigator (which may be a PC or an NPC) rolls a Navigating check, and if successful the ship is on course.

If the player fails the roll, the Game Master should secretly roll 1d6. The party will get lost on a roll of 1-2.

If the party becomes lost, the players should not be informed of this. Instead, the Game Master should roll again to see which direction the party end up going in (it is better for the Game Master to always make this roll, even if it is not necessary—that way the players don't know whether or not their characters are lost).

If the second roll is 1-3, the party accidentally travel 60° to the left of their intended direction. If the second roll is 4-6, the party accidentally travel 60° to the right of their intended direction.

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

Once lost, the leader of the group still makes a Navigating check each day. If they keep failing the checks, they will continue to travel the way they were traveling the previous day without realizing their error (and the Game Master must roll again to see if they veer further off course).

Once the party leader succeeds in their daily Navigating check, they will realize that they are traveling in the wrong direction (and which direction they are actually traveling in), and—if they were intending to travel to a specific location rather than just exploring—which direction their destination now lies in.

Airborne Movement

There are a variety of ways that characters can travel by air. They may have mounts that can fly, such as pegasi, hippogriffs or even dragons. They may have magical flying devices such as a Broom of Flying or a Flying Carpet. Or they may have a flying ship equipped with a Sail of Skysailing.

Mounts and Devices

Traveling by riding a flying mount or magical device uses the same movement rules as wilderness movement. The only difference being that all terrain is considered to be "road" for purposes of converting per-round movement speeds into daily movement speeds; with the exception of heavy rain and snow, which still reduce daily movement rates as normal.

When traveling on a flying mount or magical device, characters have no chance of getting lost. However, characters on flying mounts and devices are still subject to fatigue if they travel for more than six days without taking a rest day.

Character on flying mounts or devices cannot gather food while on the move.

Skysailing

Ships that are equipped with a Sail of Skysailing can fly at incredible speeds through the air. However, in order to do this they must be powered by a spellcaster.

If a non-spell user takes the wheel of ship that has a Sail of Skysailing, it acts in all ways as a normal ship. However, if a spell user (i.e. a cleric, druid, elf, shaman, sorcerer, or wizard) takes the wheel, they may concentrate for a round in order to activate the sails. For the rest of the day, that spell user may — while at the wheel - make the ship fly and control its course and speed. Activating the sails drains the spell user of all spells they currently had prepared for the day, as if those spells had been cast.

The speed of the ship is determined by the effective level of the spell user who is controlling it. This effective level is based on the actual level of the spellcaster, but reduced by three for each spell they have cast during the day prior to activating the sail, to a minimum of first level. *Table 10.3: Skysailing Speeds* to see the flying speed of the ship based on the spell user's effective level.

The spell user must remain at the wheel of the ship for the duration of the flight. Leaving for more than 10 minutes stops the ship, and it starts sinking to the ground at a rate of 50 feet per round (5 feet per second).

If this causes the ship to crash in water deep enough to hold it then it will be fine (assuming it is not damaged beyond seaworthiness, of course). If it lands on the ground it will take damage equal to 1d100% of its structure points.

Control of the ship may be regained by any spell user who spends a round re-activating the ship. Remember, however, that the original spell user will have used all their spells the first time they controlled it, so if they re-establish control they will be effectively first level.

A single spell user can fly a ship for 8 hours without a problem (and the daily movement rates in *Table 10.3: Skysailing Speeds* are based on an 8-hour traveling day). The spellcaster can pull a 'double shift' at the wheel, lasting for up to 16 hours, but for the second 8-hour shift they only have an effective level of one; and they will not regain spells the following morning, but must rest for a full day before they can regain spells or re-activate the sail.

Although the speed and heading of the ship are controlled by the spell user at the wheel, the ship still needs a full complement of crew to be controlled. Without a full complement of crew, the spell user at the wheel can make the ship rise and hover in place, but cannot make it fly in a straight line. Any attempt at horizontal movement will be at the mercy of the winds.

However, ships such as galleys that are normally supplemented by rowers do need them while flying. They do, however, need them if the land on water and wish to sail normally.

Table 10.3: Skysailing Speeds

Effective Spellcaster Level*	Maneuvering Speed	Cruising Speed	
		Feet per round	Miles per day
1	20'/round	400'/round	400 miles
2	20'/round	400'/round	400 miles
3	20'/round	400'/round	400 miles
4	20'/round	400'/round	400 miles
5	20'/round	400'/round	400 miles
6	40'/round	800'/round	800 miles
7	40'/round	800'/round	800 miles
8	40'/round	800'/round	800 miles
9	60'/round	1,200'/round	1,200 miles
10	60'/round	1,200'/round	1,200 miles
11	60'/round	1,200'/round	1,200 miles
12	60'/round	1,200'/round	1,200 miles
13	80'/round	1,600'/round	1,600 miles
14	80'/round	1,600'/round	1,600 miles
15	80'/round	1,600'/round	1,600 miles
16	80'/round	1,600'/round	1,600 miles
17	100'/round	2,000'/round	2,000 miles
18	100'/round	2,000'/round	2,000 miles
19	100'/round	2,000'/round	2,000 miles
20	120'/round	2,400'/round	2,400 miles
21	120'/round	2,400'/round	2,400 miles
22	120'/round	2,400'/round	2,400 miles
23	120'/round	2,400'/round	2,400 miles
24	140'/round	2,800'/round	2,800 miles
25	140'/round	2,800'/round	2,800 miles
26	140'/round	2,800'/round	2,800 miles
27	160'/round	3,200'/round	3,200 miles
28	160'/round	3,200'/round	3,200 miles
29	160'/round	3,200'/round	3,200 miles
30	160'/round	3,200'/round	3,200 miles
31	180'/round	3,600'/round	3,600 miles
32	180'/round	3,600'/round	3,600 miles
33	180'/round	3,600'/round	3,600 miles
34	180'/round	3,600'/round	3,600 miles
35	200'/round	4,000'/round	4,000 miles
36	200'/round	4,000'/round	4,000 miles

*See text for reductions to effective spellcaster level

Take Off and Landing

The incredible flight speeds of ships equipped with a Sail of Skysailing can only be maintained in a roughly straight line, and are therefore only usually used at high altitude. When traveling at a low altitude, or taking off and landing, ships must drop to maneuvering speed. This is much slower, but allows the ship to make significant heading changes and to do fine maneuvers in order to land in a harbor or dry-dock.

A ship can be flown at cruising speed at low altitude, but doing so is often suicidally dangerous.

Switching from maneuvering speed to cruising speed (or vice versa) takes 1d8 rounds of concentration.

A ship equipped with a Sail of Skysailing can land and take off normally on water, or from a specially constructed frame resembling a dry-dock where ships are built. Taking off in either situation requires 1d8 rounds of concentration in order to start the ship moving.

If a ship is forced to land in a controlled manner on normal ground, it will not be damaged, but it will roll onto its side. It will not be able to take off again unless it is righted and held upright for the duration of the take off.

Leaving the Planet

Ships equipped with a Sail of Skysailing have no upper altitude limit. Providing they have an adequate air supply, they may leave the planet completely and fly through space at speeds dwarfing even the fastest air speed to get to other planets and moons—or even leave the Celestial Sphere completely and fly through the Luminiferous Aether to other spheres.

See *Chapter 14: Other Worlds* for detailed rules about flying outside the atmosphere.

Chapter 11: Encounters



As the characters explore, they will meet various denizens and need to deal with them. This will often result in combat, but could also result in diplomacy, trade, or the two parties simply ignoring each other.

Surprise

When two groups suddenly encounter each other, then the first thing that should happen is that the game should switch from general time-keeping to round-by-round timekeeping and each group should roll to see if they are surprised.

Assuming there are no special circumstances, each group rolls 1d6. If that group rolls a 1 or 2, the group is surprised and may not act this round.

If both groups are surprised or neither group is surprised, then round-by-round time simply starts as normal.

If one group is surprised and the other group is not, the group that is not surprised gets a single round in which to act before the other group can act.

In some circumstances, one side or the other might not need to roll for surprise. For example, if a party just spent three rounds trying to break a door down, the monsters at the other side of the door cannot be surprised. Similarly, if a rogue has scouted ahead and the party are aware of the presence of the monsters, the party cannot be surprised.

In some very unusual situations, it is possible that one particular member of a group may not be surprised while the rest of the group are. If that is the case, the unsurprised member will be able to act in the first round but other members of that group will not be able to.

Reaction Roll

When the monsters have their first action, the Game Master should determine what their reaction is to meeting the player characters.

If the monsters act before the player characters have acted because they surprised the players or won initiative, the Game Master will either know in advance how the monsters will react based on their personalities and the situation, or can consult *Table 11.1: Reaction Rolls*. The results of the table are explained in the following paragraphs.

Table 11.1: Reaction Rolls

2d6	Reaction
2-3	Hostile
4-6	Aggressive
7-9	Cautious
10-11	Neutral
12	Friendly

Hostile: The monsters will immediately attack, flee or surrender;

depending on their numbers and strength compared to the apparent numbers and strength of the party.

Aggressive: The monsters will not immediately attack, but will threaten the party—either verbally or with growls and body language. If the reaction needs to be re-rolled because the party try to parley, the re-roll will take a -4 penalty.

Cautious: The monsters will not immediately attack, but will react with suspicion and may verbally challenge the party. They will ready themselves in case the party attack.

Neutral: The monsters will not attack, and will react in a neutral manner; ignoring the party or greeting them in a gruff or formal (but not overly friendly) manner. They will take precautions in case of attack by the party, but not in a threatening manner. If the reaction needs to be re-rolled because the party try to parley, the re-roll will have a +4 bonus.

Friendly: The monsters will greet the party in a friendly manner.

If the party respond to the monster's reaction by attempting to parley, or the party act before the monsters and attempt to parley, when the monsters get a turn then the Game Master will either know how they will react based on the players actions, or can roll on the table again with whatever bonus or penalty came from the original roll and an additional bonus or penalty based on the *Charisma* modifier of the party leader or spokesperson.

The players have the option, if they are deliberately trying to insult or intimidate the monsters in an attempt to provoke them into a hostile reaction, of treating any *Charisma* bonus that the party leader has as if it were a penalty of equal magnitude.

If the result of these opening reactions (whether role played or rolled for) is that the party and the monsters end up talking, trading or otherwise acting in a non-hostile manner towards each other, then the game can switch back to general timekeeping.

If the result is that a fight or chase breaks out, then the game should stay in round-by-round timekeeping, and the combat should be resolved using the rules in *Chapter 12: Combat*.

Dungeon Encounters

One of the most common places adventurers will explore is a dungeon. A dungeon can be considered an actual dungeon beneath a stronghold, an ancient tomb, or a natural cave.

The adventuring party may not be the only people (or creatures) wandering around the dungeon. Some of the monsters that live in the dungeon will almost certainly move from place to place, and there may be other creatures or other adventurers that have also entered the dungeon for reasons of their own; whether looking for food, shelter or to loot the place.

These creatures that may be found wandering around the dungeon are referred to as "Wandering Monsters".

The Game Master may decide that particular dungeons (or particular areas within a dungeon) are more or less likely places for adventuring parties to find wandering monsters; and may therefore alter the chance and frequency in those areas.

The default frequency for wandering monsters in a dungeon setting is for the Game Master to roll 1d6 every twenty minutes of game time (not real time). If the Game Master rolls a 1, then the party will encounter a group of wandering monsters.

The Game Master may have a pre-prepared list of what monsters (and how many) may be wandering around the dungeon. If not, roll on the wandering monster tables in this chapter (Table 11.2 to Table 11.7).

The wandering monster tables are arranged by the estimated difficulty of the encounters, and the numbers of monsters encountered are tailored for this difficulty rather than necessarily matching the normal numbers that the monsters are found in.

The choice of which difficulty level to use should be based on the subjective difficulty of the dungeon itself.

A good guideline is to match the difficulty to the level of characters that the dungeon was designed for.

In any case, these tables are generic and although they can produce a wide variety of monsters, they can also produce wildly unrealistic results; indicating monsters that have no place in the current dungeon.

Game Masters are advised to use these tables only when they have not made a custom table for their dungeon, and to re-roll results that don't "fit" the current dungeon.

Table 11.2: Wandering Dungeon Monsters (Difficulty 1)

1d20	Monster	Number Encountered
1	Beetle, Giant Fire	1d6
2	Centipede, Giant	1d6
3	Ghoul	1d2
4	Goblin	1d6
5	Human, Bandit	1d6
6-9	Human, Commoner	1d3
10	Kobold	2d6
11	Lizard, Giant Gecko	1d2
12	Locust, Giant	1d6
13	NPC Party	1 Party
14	Orc	1d6
15	Skeleton	1d10
16	Snake, Racer	1d2
17	Spider, Giant Crab	1d2
18	Stirge	1d8
19	Troglodyte	1d3
20	Zombie	1d3

Table 11.3: Wandering Dungeon Monsters (Difficulty 2)

1d20	Monster	Number Encountered
1	Beetle, Giant Bombard	1d6
2	Ghoul	1d4
3	Gnoll	1d4
4	Goblin	2d4
5	Gray Ooze	1
6	Hobgoblin	1d6
7-9	Human, Commoner	1d3
10	Lizard, Giant Draco	1
11	Lizardfolk	1d6
12	Neanderthal	2d4
13	NPC Party	1 Party
14	Orc	1d10
15	Skeleton	2d6
16	Snake, Poisonous	2d6
17	Spider, Giant Black Widow	1
18	Troglodyte	1d6
19	Worm, Cthonic	1
20	Zombie	1d6

Table 11.4: Wandering Dungeon Monsters (Difficulty 3)

1d20	Monster	Number Encountered
1	Ape, Cave	1d4
2	Beetle, Giant Tiger	1d4
3	Bugbear	1d6
4	Doppelganger	1d2
5	Gargoyle	1d3
6	Gelatinous Cube	1
7	Ghast	1d4
8	Harpy	1d3
9-10	Human, Commoner	1d3
11	Living Crystal Statue	1d4
12	Lycanthrope, Wererat	1d6
13	Medusa	1
14	NPC Party	1 Party
15	Ochre Jelly	1
16	Ogre	1d3
17	Shadow	1d4
18	Spider, Giant Tarantella	1
19	Wight	1d3
20	Worm, Cthonic	1d3

Table 11.5: Wandering Dungeon Monsters (Difficulty 4-5)

1d20	Monster	Number Encountered
1	Blink Dog	1d4
2	Bugbear	1d6+4
3	Caecilian, Giant	1
4	Cockatrice	1d2
5	Coerl	1d4+1
6	Gargoyle	1
7	Giant, Hill	1d4+1
8	Harpy	1d4
9	Hellhound (1d3+2 HD)	1
10	Hydra (5-headed)	1d4
11	Lycanthrope, Werewolf	1d2
12	Medusa	1
13	Mummy	1d3
14	NPC Party	1 Party
15	Ochre Jelly	1
16	Rhagodessa, Giant	1d3
17	Rust Monster	1d2
18	Scorpion, Giant	1d3
19	Troll	1d2
20	Wraith	1d2

Table 11.6: Wandering Dungeon Monsters (Difficulty 6-7)

1d20	Monster	Number Encountered
1	Basilisk	1d3
2	Caecilian, Giant	1d4
3	Cockatrice	1d3
4	Giant, Hill	1d2
5	Giant, Stone	1d2
6	Hellhound (5-7 HD)	1d4
7	Hydra (6-8 headed)	1
8	Lycanthrope*	1d3
9	Manticore	1
10	Minotaur	1d4
11	Mummy	1d4
12	NPC Party	1 Party
13	Ochre Jelly	1
14	Ogre	2d4
15	Rust Monster	1d3+1
16	Spectre	1d3
17	Spider, Giant Tarantella	1d3
18	Salamander, Flame	1d2
19	Troll	1d4+1
20	Vampire	1

*Either Werebear or Weretiger

Table 11.7: Wandering Dungeon Monsters (Difficulty 8-10)

1d20	Monster	Number Encountered
1	Basilisk	1d6
2	Black Pudding	1
3	Chimera	1
4	Construct*	1
5	Dragon*	1d2
6-7	Giant*	1d6
8	Golem*	1d4+1
9	Hydra (7-12 headed)	1
10-11	Lycanthrope, Werebear	1d6+1
12	NPC Party	1 Party
13	Phantom, Apparition	1
14	Rust Monster	1d4+1
15	Salamander*	1d4
16	Snake, Poisonous	1d4+1
17	Spectre	1d3
18	Spider*	1d4+1
19	Vampire	1d2
20	Worm, Purple	1

*Any one type; modify the number encountered for the level of monster.

Wilderness Encounters

Unlike dungeon situations, where there tend to be fixed structures with fixed creatures living in them, adventuring in the wilderness is a lot more random.

While there may be particular fixed locations that the Game Master has marked on their map as being the lairs of monsters or the territories of particular races; most of the time it is not feasible to work this out in advance for every square mile of the country or even planet that the players might want to explore.

In the same way that characters may encounter wandering monsters in dungeons, they may also encounter wandering monsters in the wilderness. The Game Master should check twice per 24-hour period; once during the day and once during the night. The chance of an encounter occurring is based on the type of terrain that the party is traveling through, and can be found on *Table 11.10: Wilderness Encounter Chances*.

If the party is traveling through terrain that fits more than one cate-

gory (e.g. wooded hills), or is traveling through more than one type of terrain during the day, then the Game Master should pick whichever type is most suitable.

Once the type of encounter has been determined, the exact encounter can either be determined by the Game Master's wishes or rolled randomly using 1d12 on the relevant table.

The number of creatures encountered is not given on the encounter tables. Instead, it is found in the monster descriptions in *Chapter 17: Monsters*. In the monster descriptions in that chapter, two numbers are given for each monster—a lair group and a wandering group. The Game Master is free to select whether the party have come across a wandering group of the monsters or whether they have come across the monsters' lair. When selecting this, the Game Master should take into account both the party's current activity (exploring, traveling along a well-worn road, or stationary) and what type of lair the monsters are likely to have.

If the Game Master wishes, they can replace these tables with tables specific to the areas of their own worlds—for example a particular mountain range might not contain kobolds, but might be known to contain lots of orcs. A replacement table could be made for that mountain range with the "kobold" entries swapped for additional "orc" entries.

Castles

The "Settled" column of *Table 11.11: Wilderness Encounters* has an entry labeled "Castle". Unlike the other entries on that table, this entry does not link to another table.

If the Game Master already has a detailed map of the area, and there is no such castle, then this entry should be re-rolled. Otherwise, it means that the party has arrived at a castle or other stronghold.

To generate a random castle, refer to *Table 11.8: Castle Owner* to see who the owner of the castle is.

Table 11.8: Castle Owner

1d20	Owner
1-3	Cleric
4	Dwarf
5	Elf
6-13	Fighter
14	Gnome
15	Halfling
16-17	Rogue
18-20	Wizard

This owner will be a level 1d20+8 character of that class.

The Game Master should also refer to *Table 11.9: Castle Owner Allegiance*, to determine randomly what allegiance the castle's owner has to the rulers of the country.

Table 11.9: Castle Owner Allegiance

1d6	Loyalty
1-2	Fanatically loyal
3-5	Reasonably loyal
6	Disloyal

Obviously, this allegiance will not usually be openly displayed to a passing adventuring party.

Encounter Balance

The encounters listed on the following pages vary tremendously in strength, ranging from simple kobolds to mighty dragon queens.

Some encounters may be very easy for the party to overcome, and others may well be nigh impossible to overcome in any way other than the party simply hiding or fleeing from the creature(s) that they have encountered.

This variation is an essential part of the game—it is dangerous out in the wilderness and low level parties venture away from settled areas at their own risk—and therefore the Game Master shouldn't feel that they have to re-roll encounters that are unsuitable for the party's level.

The players should not get the feeling that the world is "leveling up" as they do, and that the Game Master is simply selecting monsters of an appropriate difficulty.

On the other hand, it is important for the Game Master to be fair to the players. There's no fun in a low level party leaving town and getting eaten by a dragon on the first night.

The Game Master should therefore ensure that overwhelming fights can be avoided, whether that is through the party spotting the encounter before it spots them and hiding or avoiding it, or whether it is through the encounter not necessarily being hostile.

Obviously, if the party act in a belligerent or hostile manner to creatures that are far more powerful than they are, then they may well be killed. But it is unfair (and not fun for the players) to put them straight into a combat situation that they can't win just because the dice rolled a particularly hard encounter, without giving them any chance to avoid a fight by fleeing, parleying or hiding.

Table 11.10: Wilderness Encounter Chances

Terrain	Chance of Encounter (1d12) Day	Night
Arctic	1-2	1
Barren Lands	1-4	1-2
City	1-4	1-2
Clear	1-2	1
Desert	1-4	1-2
Flying (any terrain)	1-4	1-2
Forest	1-4	1-2
Hills	1-4	1-2
Jungle	1-6	1-3
Mountains	1-6	1-3
Ocean	1-4	1-2
River	1-4	1-2
Settled	1-2	1
Swamp	1-6	1-3

Table 11.11: Wilderness Encounters

1d8	Arctic	Barren, Mountains, Hills	City	Clear
1	Animal	Animal	Human	Animal
2	Animal	Dragon	Human	Animal
3	Animal	Dragon	Human	Dragon
4	Animal	Flyer	Human	Flyer
5	Dragon (White)	Human	Human	Human
6	Humanoid	Humanoid	Human	Humanoid
7	Humanoid	Humanoid	Humanoid	Insect
8	Humanoid	Unusual	Undead	Unusual
1d8	**Desert**	**Jungle**	**Ocean**	**River**
1	Animal	Animal	Dragon	Animal
2	Animal	Animal	Flyer	Dragon
3	Dragon	Dragon	Human	Flyer
4	Flyer	Flyer	Swimmer	Human
5	Human	Human	Swimmer	Humanoid
6	Human	Humanoid	Swimmer	Insect
7	Humanoid	Insect	Swimmer	Swimmer
8	Undead	Insect	Swimmer	Swimmer
1d8	**Settled**	**Swamp**	**Woods**	
1	Animal	Dragon	Animal	
2	Animal	Flyer	Animal	
3	Castle*	Human	Dragon	
4	Dragon	Humanoid	Flyer	
5	Flyer	Insect	Human	
6	Human	Swimmer	Humanoid	
7	Human	Undead	Insect	
8	Humanoid	Undead	Unusual	

*See text for details of Castle encounters

Table 11.12: Animals

1d12	Arctic	Barren Lands, Mountains, Hills	Clear	Desert
1	Ape, Snow	Ape, Cave	Ape, Rock Baboon	Camel
2	Ape, Snow	Ape, Rock Baboon	Boar	Camel
3	Ape, Snow	Ape, Snow	Cat, Lion	Cat, Lion
4	Ape, Snow	Bear, Cave	Elephant	Cat, Lion
5	Ape, Snow	Bear, Grizzly	Ferret, Giant	Herd Animal
6	Ape, Snow	Cat, Mountain Lion	Herd Animal	Herd Animal
7	Bear, Polar	Herd Animal	Horse, Riding	Lizard, Giant Gecko
8	Bear, Polar	Mule	Lizard, Giant Draco	Lizard, Giant Tuatara
9	Bear, Polar	Snake, Poisonous	Mule	Snake, Poisonous
10	Bear, Polar	Snake, Poisonous	Snake, Poisonous	Snake, Poisonous
11	Bear, Polar	Wolf	Snake, Poisonous	Spider, Giant Black Widow
12	Bear, Polar	Wolf, Dire	Weasel, Giant	Spider, Giant Tarantella
1d12	**Jungle**	**River**	**Settled**	**Woods**
1	Boar	Boar	Boar	Boar
2	Cat, Panther	Cat, Panther	Cat, Tiger	Cat, Panther
3	Herd Animal	Cat, Tiger	Ferret, Giant	Cat, Tiger
4	Lizard, Giant Draco	Crab, Giant	Herd Animal	Herd Animal
5	Lizard, Giant Gecko	Crocodile	Herd Animal	Lizard, Giant Draco
6	Lizard, Giant Horned	Crocodile, Giant	Horse, Riding	Lizard, Giant Gecko
7	Rat, Giant	Fish, Giant Stone	Rat, Giant	Lizard, Giant Tuatara
8	Shrew, Giant	Herd Animal	Shrew, Giant	Snake, Poisonous
9	Snake, Constrictor	Leech, Giant	Snake, Poisonous	Snake, Poisonous
10	Snake, Poisonous	Rat, Giant	Snake, Racer	Unicorn
11	Snake, Poisonous	Shrew, Giant	Spider, Giant Tarantella	Wolf
12	Spider, Giant Crab	Toad, Giant	Wolf	Wolf, Dire

Table 11.13: Humans

1d12	Clear	Desert	Hill	Jungle	Ocean
1	Adventurer	Adventurer	Adventurer	Adventurer	Adventurer
2	Bandit	Cleric	Bandit	Adventurer	Bandit (Buccaneer)
3	Bandit	Dervish	Bandit (Brigand)	Bandit	Bandit (Buccaneer)
4	Bandit (Brigand)	Dervish	Berserker	Bandit (Brigand)	Bandit (Pirate)
5	Berserker	Fighter	Berserker	Bandit (Brigand)	Bandit (Pirate)
6	Cleric	Merchant	Cleric	Bandit (Brigand)	Bandit (Pirate)
7	Fighter	Noble	Fighter	Berserker	Bandit (Pirate)
8	Merchant	Nomad	Merchant	Cleric	Merchant
9	Merchant	Nomad	Neanderthal	Fighter	Merchant
10	Noble	Nomad	Neanderthal	Merchant	Merchant
11	Nomad	Nomad	Neanderthal	Neanderthal	Merchant
12	Wizard	Wizard	Wizard	Wizard	Merchant

1d12	River	Settled	Swamp	Woods
1	Adventurer	Adventurer	Adventurer	Adventurer
2	Bandit	Bandit	Adventurer	Bandit
3	Bandit (Buccaneer)	Bandit	Bandit	Bandit
4	Bandit (Buccaneer)	Cleric	Bandit	Bandit (Brigand)
5	Bandit (Buccaneer)	Commoner	Bandit (Brigand)	Bandit (Brigand)
6	Cleric	Fighter	Berserker	Berserker
7	Cleric	Merchant	Cleric	Cleric
8	Fighter	Noble	Fighter	Druid
9	Merchant	NPC Party	Merchant	Fighter
10	Merchant	Trader	NPC Party	Merchant
11	NPC Party	Veteran	Trader	NPC Party
12	Wizard	Wizard	Wizard	Wizard

Table 11.14: Humanoids

1d12	Arctic	Barren Lands, Hills, Mountains	Clear	City, Settled	Desert
1	Giant, Frost	Athach	Bugbear	Dwarf	Giant, Fire
2	Giant, Frost	Cyclops	Elf	Elf	Goblin
3	Giant, Frost	Dwarf	Giant, Hill	Giant, Hill	Goblin
4	Giant, Frost	Giant, Hill	Gnoll	Gnoll	Hobgoblin
5	Giant, Frost	Giant, Stone	Gnome	Gnome	Hobgoblin
6	Giant, Frost	Giant, Storm	Goblin	Goblin	Ogre
7	Sasquatch	Gnome	Halfling	Halfling	Ogre
8	Sasquatch	Goblin	Hobgoblin	Hobgoblin	Ogre
9	Sasquatch	Kobold	Ogre	Ogre	Orc
10	Sasquatch	Orc	Orc	Orc	Orc
11	Sasquatch	Troglodyte	Pixie	Pixie	Pixie
12	Sasquatch	Troll	Troll	Sprite	Sprite

1d12	Jungle	River	Swamp	Woods
1	Bugbear	Bugbear	Gnoll	Bugbear
2	Cyclops	Elf	Goblin	Cyclops
3	Elf	Gnoll	Hobgoblin	Dryad
4	Giant, Fire	Hobgoblin	Lizardfolk	Elf
5	Giant, Hill	Lizardfolk	Lizardfolk	Elf
6	Gnoll	Lizardfolk	Lizardfolk	Giant, Hill
7	Goblin	Lizardfolk	Nixie	Gnoll
8	Lizardfolk	Nixie	Ogre	Goblin
9	Ogre	Ogre	Orc	Hobgoblin
10	Orc	Orc	Troglodyte	Ogre
11	Troglodyte	Sprite	Troll	Orc
12	Troll	Troll	Troll	Troll

Table 11.15: Other Wilderness Encounters

1d12	Dragons	Flyers (Mountain)	Flyers (Desert)	Flyers (Other)	Insects
1	Chimera	Bee, Giant	Bird of Prey, Giant	Bee, Giant	Ant, Giant
2	Dragon (Black)	Bird of Prey, Giant	Gargoyle	Cockatrice	Bee, Giant
3	Dragon (Blue)	Gargoyle	Gargoyle	Gargoyle	Beetle, Giant Bombard
4	Dragon (Gold)	Griffon	Griffon	Griffon	Beetle, Giant Fire
5	Dragon (Green)	Harpy	Harpy	Hippogriff	Beetle, Giant Tiger
6	Dragon (Red)	Hippogriff	Insect Swarm	Lizard, Giant Draco	Insect Swarm
7	Dragon (White)	Insect Swarm	Lizard, Giant Draco	Pegasus	Rhagodessa, Giant
8	Hydra	Manticore	Manticore	Pixie	Robber Fly, Giant
9	Hydra	Pegasus	Manticore	Roc	Scorpion, Giant
10	Salamander, Flame	Robber Fly, Giant	Manticore	Robber Fly, Giant	Spider, Giant Black Widow
11	Salamander, Frost	Roc	Roc	Sprite	Spider, Giant Crab
12	Wyvern	Roc, Gargantuan	Roc, Gargantuan	Stirge	Spider, Giant Tarantella
1d12	**Swimmers (River/Lake)**	**Swimmers (Ocean)**	**Swimmers (Swamp)**	**Undead**	**Unusual**
1	Crab, Giant	Giant, Storm	Crab, Giant	Ghoul	Basilisk
2	Crocodile	Hydra, Sea	Crocodile	Ghoul	Blink Dog
3	Crocodile, Giant	Hydra, Sea	Crocodile	Ghoul	Centaur
4	Fish, Giant Bass	Hydra, Sea	Crocodile, Giant	Mummy	Coerl
5	Fish, Giant Sturgeon	Merfolk	Crocodile, Giant	Skeleton	Gorgon
6	Leech, Giant	Snake, Sea	Leech, Giant	Skeleton	Lycanthrope, Werebear
7	Leech, Giant	Snake, Sea	Leech, Giant	Spectre	Lycanthrope, Wereboar
8	Lizardfolk	Snake, Sea	Leech, Giant	Vampire	Lycanthrope, Wererat
9	Lizardfolk	Snake, Sea	Lizardfolk	Wight	Lycanthrope, Weretiger
10	Merfolk	Termite, Giant Water	Lizardfolk	Wraith	Lycanthrope, Werewolf
11	Nixie	Termite, Giant Water	Termite, Giant Water	Zombie	Medusa
12	Termite, Giant Water	Termite, Giant Water	Termite, Giant Water	Zombie	Treant

Chapter 12: Combat

When a fight breaks out, or is about to break out, between two groups of characters or monsters, timekeeping in the game switches to round-by-round timekeeping and the rules in this chapter are followed.

Although in reality combat is fluid with actions happening simultaneously, in Dark Dungeons the action is split into a number of discrete rounds during which each combatant (usually) gets one action. Within the round, the action of each combatant is handled one at a time, in order of their initiative.

The Combat Round

Each combat round is a period of ten seconds. During this time, each combatant will normally perform a single action and possibly also move. The round is split up into three phases, which are always performed in order:

1. Statement of Intent
2. Initiative Roll
3. Actions (in initiative order)

When all phases have been performed, a new round starts with the first phase again. This continues until there is no more combat or round-by-round action (such as chasing fleeing combatants) happening.

Statement of Intent

At the start of each round, each player must announce what their characters are intending to do in the round, and the Game Master announces what the monsters will do.

The statement of intent phase is split into three segments, which proceed in order.

Firstly, players may announce what actions their characters will be doing this round, if they wish their characters to do such actions urgently. If a player announces their character's action at this time, their character is assumed to be pressing on with that action quickly, and the player will get a +1 bonus on their initiative roll this round. However, the disadvantage of announcing at this time is that their intent is obvious to their enemies who may decide how to respond accordingly.

Secondly, the Game Master announces what actions the monsters will be doing this round, taking into account the fact that the monsters will be aware of the intentions of the players that have already announced such intentions.

Thirdly, players who wish their characters to be fighting in a more cautious manner must announce what their characters will be doing this round. They have the advantage of not declaring (or deciding) until after they know what the monsters are doing, but pay for this hesitancy by having a -1 penalty on their initiative roll this round.

When announcing their actions, people must specify whether they are going to attack (including target and whether a special attack such as a *Charge* will be used), run (including intended destination), cast a spell (including which spell and which targets), or do another action.

Initiative

Once everyone has announced their actions for the round, everyone rolls for initiative, in order to see who manages to complete their actions first.

The basic roll for initiative is 1d6. A player who declared a statement of intent before the monsters did gets +1. A player who waited to see what the monsters were doing before declaring a statement of intent gets a -1. This roll may be further modified by such things as spells, class selection, and high or low *Dexterity*.

In some cases, an item or ability will specifically indicate that a character or monster will either automatically win initiative or automatically lose initiative.

If there is only one combatant using such an ability in a round, then the effect is straightforward. The combatant does not need to roll for initiative, and instead automatically wins or automatically loses depending on the ability.

If there is more than one combatant who "automatically wins" initiative then all those combatants will act before everyone else, but they should roll initiative normally in order to determine the order in which they go in relation to each other.

Similarly, if there is more than one combatant who "automatically loses" initiative then all those combatants will act after everyone else, but they should roll initiative normally in order to determine the order in which they go in relation to each other.

When two or more combatants roll the same initiative total, their actions should take place simultaneously with the results of both actions being resolved after both actions have taken place. Common sense should prevail here, although if both make attacks on each other, then it should be possible for both to kill each other simultaneously.

When rolling for initiative, the players should each roll individually for their characters. The Game Master should roll once per type of monster that the players are fighting, and roll separately for leaders and/or other special monsters.

Example

Elfstar and Aloysius are fighting some zombies. Elfstar has already Turned as many as she can, and Aloysius has run out of spells, so they are both resorting to melee attacks.

At the beginning of the round, Debbie knows that zombies are slow and always lose initiative. Therefore, during the statement of intent phase she waits to see what the zombies are doing—knowing that even with the -1 penalty to initiative rolls Elfstar will still act before they do.

Andy, on the other hand, knows that Aloysius's staff is a two handed weapon, and therefore also always loses initiative; so he is going to have to roll against the zombies. Wanting to finish off the zombie that is attacking him before it gets another blow, he declares during the first part of the statement of intent phase that Aloysius is hitting that zombie with his staff. Because Andy declared before the zombies, Aloysius will get a +1 bonus to his initiative roll against them.

The Game Master then gives the statement of intent for the zombies.

The one that is attacking Aloysius will continue to attack him, and the two that are attacking Elfstar will continue to attack her. The other zombie—which is too far away to attack anyone—will use its full movement to close to melee range with Aloysius.

Debbie now gives her statement of intent for Elfstar, which is to make a melee attack on one of the zombies.

Initiative is rolled. Debbie doesn't bother rolling because everyone except for her automatically loses initiative, so she automatically acts first.

Andy and the Game Master both roll 1d6. Andy rolls a 4, which—with his +1 bonus for making an early statement of intent—gives him an initiative of 5. The Game Master rolls a 2 for the zombies.

Then everyone takes their actions: Elfstar first, then Aloysius, then the zombies.

Actions

The following actions are commonly used by combatants during Dark Dungeons combat. The list is not exhaustive, as unusual situations may require unusual actions to be performed, such as breaking down a door.

In these cases, extrapolate from the listed actions in order to determine when the action can be done, how it affects initiative, and whether a character can also move in the same round.

Activate Magic Item: A combatant who declares that they are activating a magic item (such as a wand or scroll) must declare which item they are activating, which of the item's powers they wish to use, and who the targets are (if any).

Only some magic items (see *Chapter 18: Magic Items*) need to be activated in this way.

The combatant is considered to be in the process of activating the item from the start of the round until their action is resolved. If they take any damage before their turn (because someone who beat their initiative attacked them, for example) the activation is disrupted.

If the character has any deflect abilities or armor class bonuses from their weapon feats, they may not use them during a round in which they have declared an activate magic item action without voluntarily (and immediately) allowing the activation to be disrupted if it is not yet complete.

If the activation is disrupted, the item still counts as having been used. Depending on the item and power being activated, this may result in charges or 'per day' usages being used up, or even the destruction of the item if it was a single use item such as a scroll.

A combatant may abandon their activation action entirely (for example if their chosen target is no longer valid or if the activation got disrupted) but may not otherwise change the target, item or power during their action.

Attack: A combatant who declares that they are making an attack (whether in melee, by throwing something, or by firing a missile weapon) must declare who they are attacking during the statement of intent phase.

A combatant who declares that they are attacking with a two handed melee weapon automatically loses initiative.

A combatant who is attacking can move their normal per-round movement distance (40 feet for an unencumbered character) before making the attack, but may not move after the attack.

Normally a combatant can make only a single attack per attack action, but some combatants are capable of making multiple attacks. These multiple attacks occur as part of the same action and on the same initiative, and the combatant cannot move between attacks. If a combatant has multiple attacks, then they must declare the target for each attack during the statement of intent phase.

If any of the attacks are disarm attacks, this must also be declared during the statement of intent phase.

If the character has any deflect abilities or armor class bonuses from their weapon feats, they may use them at any time during a round in which they have declared an attack action.

When taking their action, the combatant must move toward and attack the target(s) that they declared attacks on. They cannot change targets during the round, although they can simply abandon either the movement or the attack or both, and simply not make one or the other if they choose.

If a combatant abandons the attack, they may not change their action.

Example

During the statement of intent phase, Marcie declares that Black Leaf is going to stab the goblin that is guarding the door. The Game Master declares that the goblin is going to try to run away.

When initiative is rolled, Marcie rolls a 1 for Black Leaf and the Game Master rolls a 5 for the goblin. Even with Black Leaf's initiative bonuses for her high *Dexterity* and for declaring first, the lucky goblin still beats her initiative roll and acts before her.

On the goblin's action, it runs away from Black Leaf as fast as it can—which is at three times its normal per-round movement speed (i.e. 3 x 30 feet = 90 feet), shouting for reinforcements to come and help fight the adventurers.

On Black Leaf's turn, she can move her normal movement rate (40 feet) towards the goblin and attack. She cannot reach the goblin with this move, but decides to make it anyway. Since she is not within melee range, she cannot make her melee attack so must abandon it.

Cast Spell: A combatant who declares that they are casting a spell must declare which spell they are casting and who the targets are (if any).

The magical special abilities of monsters are considered spells for this purpose, even if they do not exactly match the description of a standard spell.

In order to cast a spell, a caster must be able to speak and must have at least one hand free to gesture.

The caster is considered to be in the process of casting the spell from the start of the round until their action is resolved. If they take any damage before their turn (because someone who beat their initiative attacked them, for example) the spellcasting is disrupted.

If the character has any deflect abilities or armor class bonuses from their weapon feats, they may not use them during a round in which they have declared a cast spell action without voluntarily (and immediately) allowing their spell to be disrupted if casting is not yet complete.

If the spell is disrupted, the spell slot is still used up.

A caster may abandon their spellcasting action entirely (for example if their chosen target is no longer valid or if the spell got disrupted) but may not otherwise change the target or spell during their action.

Charge: A character can only charge if they are using a weapon with that ability and if they are mounted.

A combatant who declares that they are making a charge must declare the target during the statement of intent phase.

The character moves up to their mount's normal per-round movement speed, and makes a single attack against their target the end of the movement.

If the attack hits, it does double the normal damage.

If the character has any deflect abilities or armor class bonuses from their weapon feats, they may use them at any time during a round in which they have declared a charge action.

Concentrate: Some spells or other effects require ongoing concentration.

A combatant who declares that they are concentrating to maintain an effect must declare what the effect is that they are concentrating on, and if the effect is one that can be changed or moved by concentration they must also declare how they are changing or moving it. If the combatant also wishes to move in the round that they are concentrating, they must also declare where they are moving to.

A combatant who is concentrating may move up to half their normal per-round movement speed during their action (usually 20 feet for an unencumbered character).

The concentration is assumed to last for the entire round, so if the combatant who is concentrating takes any damage during the round they will lose their concentration and the effect that requires concentration to maintain will end.

If the character has any deflect abilities or armor class bonuses from their weapon feats, they may not use them during a round in which they have declared a concentrate action without voluntarily (and immediately) allowing their concentration to be disrupted.

A combatant whose concentration has been disrupted before their action may still make their declared movement.

Fighting Withdrawal: This action may only be declared if the combatant is in melee at the start of the round.

This is similar to a normal attack action in that the character can move their normal per-round movement rate and then make one or more attacks.

However, instead of being committed to attacking their target, and moving if necessary to reach the target; the combatant is instead committed to moving away from their target.

If the target acts before the character doing the fighting withdrawal, the withdrawing character gets their full defenses against any attacks the target might do.

If the target acts after the character doing the fighting withdrawal, and follows them in order to attack them, the withdrawing character interrupts the attacking character after movement but before their attack in order to make their own attack.

If the character has any deflect abilities or armor class bonuses from their weapon feats, they may use them at any time during a round in which they have declared a fighting withdrawal action.

Run: A combatant using the run action can move up to three times their normal per-round movement speed (usually 120 feet for an unencumbered character).

The combatant must declare where they are running to during the statement of intent phase—although this may be towards a moving target such as towards another combatant.

A character who chooses the run action may not change where they are running to, but may stop running at any time short of their intended destination.

A combatant who is running does not count their shield bonus towards their armor class.

If the character has any deflect abilities or armor class bonuses from their weapon feats, they may not use them during a round in which they have declared a run action.

Set Spear: A character can only set a spear if they are using a weapon with that ability.

A combatant who declares that they are setting a spear against possible charges does not need to specify targets.

The character braces their weapon against the ground for the whole round, and waits for incoming attacks.

If, at any point during the round, the combatant is attacked by someone using the charge action, they may interrupt the charging character's action after movement but before their attack in order to make their own attack.

If this attack hits the charging opponent, it does double damage, the effects of which are resolved before the charging opponent gets their attack.

If the character has any deflect abilities or armor class bonuses from their weapon feats, they may not use them during a round in which they have declared a set spear action.

Use Non-Activatable Item: A combatant who declares that they are using a non-activatable item (such as a ring or potion) must declare which item they are using, which of the item's powers they wish to use, and who the targets are (if any). If the combatant also wishes to move in the round that they are using the item, they must also declare where they are moving to.

Only some magic items (see *Chapter 18: Magic Items*) can be used without activation in this way.

A combatant who is using a non-activatable item can move their normal per-round movement distance (40 feet for an unencumbered character) before using the item, but may not move after using it.

If the character has any deflect abilities or armor class bonuses from their weapon feats, they may use them at any time during a round in which they use a non-activatable item.

When taking their action, the combatant cannot change targets during the round, although they can simply abandon either the movement or the usage or both, and simply not make one or the other if they choose.

If a combatant abandons the attack, they may not change their action.

Attack Bonus

A character or creature's attack bonus represents their combat skill. For player characters it is based on their level and class (see the class progression tables in *Chapter 3: Classes*). For monsters, it is based on their Hit Dice (see *Table 17.1: Base Monster Abilities*). Attack bonuses start at +0, which represents a person or monster who is completely unskilled and unused to combat, and increase with increasing ability, to a maximum of +50 or more.

Attack Rolls

When a combatant makes an attack, their base chance to hit an opponent is determined by adding the defender's Armor Class to the attacker's Attack Bonus. Either of these may be modified by such things as spells, magical items, and high or low ability scores. The total of these is called the To-Hit Value.

If the attacker is a character, their attack bonus is based on their class and level. See *Chapter 3: Classes* for details on level based character abilities.

If the attacker is a monster, their attack bonus is based on their hit dice (see *Chapter 17: Monsters*).

To determine if an attack hits, take the to-hit value and add a roll of 1d20 to it. If the total of the value plus roll is greater than or equal to 20, then the attack hits; otherwise it misses.

Rolling a 1 on the d20 before modifiers (called a "natural 1") is always a miss, regardless whether the total is greater than 20 or not.

Rolling a 20 on the d20 before modifiers (called a "natural 20") is always a hit regardless whether the total is greater than 20 or not.

If the to-hit value is already greater than 20 before adding the d20 roll, the attack will do extra damage if it hits. Each two points (round odd points up) that the to-hit value exceeds 20 by means that the attack will do 1 extra point of damage.

Example

A 3rd level fighter has a base attack bonus of +2, and has a +3 bonus to hit from various sources. They are attacking a target that is armor class 6. Therefore, the fighter's to-hit value is 2+3+6 = 11. If the fighter rolls 8 or less on their to-hit roll they will miss their target since 11+8 is less than the 20 that they need. If the fighter rolls 9 or higher on their to-hit roll they will hit their target since 11+9=20.

Example

A 1 hit dice creature has an attack bonus of +1, and is attacking a target that is armor class -8. The monster has no other bonuses to hit. Therefore, the monster has a to-hit value of -7. If the monster rolls a 19 or less than it will miss its target since -7+19 is less than 20. If the monster rolls a 20 then it will hit its target since although -7+20 is also less than 20, a natural 20 always hits.

Example

A 36th level fighter has a base attack bonus of +23, and a +13 bonus to hit from various sources. When attacking a target that is armor class 1, the fighter has a to-hit value of 23+13-1 = 35. If the fighter rolls a 1 on their to-hit roll they will miss their target since a natural 1 always misses.
If the fighter rolls 2 or higher on their to-hit roll they will hit their target since 2+35>20. Since the to-hit value is more than 20 even before adding the d20 roll, the fighter will do extra damage on a hit. Specifically, since it is 15 more, the fighter will do +8 damage on a hit.

Armor Class

A character or creature's armor class (abbreviated to "AC") represents how hard they are to hit in combat. A "hit" in combat does not

represent a single solid blow with a weapon but instead represents one or more potentially lethal blows.

The armor class of an unarmored human character will normally be 9. That is the default value for an average person. Monsters and demi-human characters may have better (i.e. lower) armor classes than that because of their tough hides, better-than-human agility, or a combination of the two.

Armor class may be modified by such things as armor, shields, magic items, and high or low *Dexterity* score.

Saving Throws

In some situations something might have a harmful effect on a creature other than direct damage (for example the petrifying gaze of a basilisk), or it might have a damaging effect that does not rely on an attack hitting the creature (for example a dragon's fiery breath filling an area). In these cases, player characters and monsters often have a chance to partially or fully avoid the effect by rolling a saving throw on a d20.

There are six types of saving throws that between them cover nine of these situations: death, death rays and poison; magic wands; paralysis and petrification; breath weapons; rods, staffs, and spells. The difficulty—the number which needs to be equaled or exceeded on the d20 roll—is usually based on the level of the defender (or the number of hit dice in the case of monsters), although there may rarely be modifiers.

Although rods, staffs and spells are covered by the same saving throw, player characters only add their *Wisdom* bonus (or penalty) when this saving throw is used against spells.

Projectiles

Projectiles consist of missile, hurled, and thrown weapons.

If a character is in melee with other combatants when their action occurs, they can not use a missile weapon. Thrown and hurled weapons may still be used in this situation.

If a projectile is used at short range for that weapon, the attacker has a +1 bonus to hit with the attack. If it is made at long range, the attacker has a -1 penalty to hit with the attack. *Table 6.2: Weapon Feats* for weapon ranges.

If the target of a projectile is partially or wholly hidden behind an object (e.g. a parapet or a table, or is behind an arrow slit), the attacker gets a penalty as shown on *Table 12.1: Cover*. Soft cover is cover that blocks sight of the target but will allow attacks through (such as smoke or a curtain). Hard cover is cover that will block both sight and attacks (such as a wall or an overturned table).

Table 12.1: Cover

Type of Cover	To-Hit Modifier
Soft cover up to knees	-1
Soft cover up to waist	-2
Looking around or through soft cover	-3
Fully behind soft cover	-4
Hard cover up to knees	-2
Hard cover up to waist	-4
Looking around or through hard cover	-6
Fully behind hard cover	Can't Attack

Two Weapon Fighting

When a character wields a weapon in either hand, they make one extra attack with their off hand weapon in addition to however many attacks they get with their primary weapon.

If the weapon being used in the off hand does not have the "Off Hand" ability, then the attacker is treated as having one fewer weapon feat with the weapon for all purposes, and there is an additional -4 penalty to hit.

The additional off hand attack is not modified by the number of attacks gained at high level and is not affected by the Haste or Slow spells.

Example

Oeric is a 25th level fighter and is fighting a creature that he only needs to roll a 2 to hit, and so he normally gets three attacks per round. He is wielding a normal sword in his main hand and a dagger in his off hand. He is a grand master with both weapons.
He is also hasted.
Each round, Oeric gets 6 attacks with his sword (3 per round doubled for the haste spell) plus a single attack with his dagger. The sword attacks are done at grand master level, and the dagger attack is done at master level with an additional -4 penalty to hit.

Hit Points

The ability of a character or creature to avoid potentially lethal damage is represented by their hit points. These hit points indicate a combination of skill, luck, divine favor, and sheer determination. A heroic character with many hit points will be able to keep fighting and keep dodging potentially lethal blows for a long time, whereas a character with few hit points is inexperienced and is likely to be killed rather quickly by the first or second such blow.

As characters avoid more and more potentially lethal blows, they will still pick up nicks, bruises and scrapes; and they will become more and more fatigued. Therefore, when something potentially lethal hits a character, they take Damage.

Damage reduces the number of hit points a character has left, and if a character takes enough damage they will run out of hit points and be knocked unconscious or killed.

Hit points lost to damage can be recovered by either time, the application of first aid, or magical healing.

Monsters have a number of hit dice, which shows how many d8's should be rolled to determine their hit points. Characters get extra hit points each level, at lower levels the additional hit points are rolled on a die (of varying type depending on the character's class) and the character's *Constitution* bonus or penalty is added to each roll. At higher levels, characters gain a fixed number of hit points per level (again depending on their class) and no longer also add their *Constitution* bonus or penalty.

Damage

When an attack hits, it will usually do damage to its target, reducing the target's hit points.

When player characters hit with attacks, the amount of damage that they do is based on their level of proficiency with the weapon that they are using (see *Chapter 6: Weapon Feats*).

When a monster attacks, the amount of damage it does with each attack will be listed in the monster's description.

The amount of damage done by an attack may be changed by various things such magical weapon modifiers and low or high *Strength* score.

Healing Damage

All characters heal one hit point per day if active, or two hit points per day if resting. If the characters are adventuring over an extended period, this healing should take place each morning when the characters wake up.

Characters may also be healed by other methods such as magic items, spells, and the First Aid skill.

Helpless Targets

A target who is completely helpless because they are paralysed, sleeping or unconscious may be given a Coup de Grace with any edged weapon.

This will immediately knock them unconscious (if they weren't already) and make them start dying as if they had run out of hit points, but will not actually cause them to lose any hit points.

Dying and Death

When a character runs out of hit points, they fall unconscious and can take no more actions.

At the end of the round in which they fell unconscious, the character must make a saving throw vs. death ray in order to stay alive.

If the saving throw fails, the character dies.

The saving throw must be repeated at the end of each subsequent round until either the character dies or they either have their wounds tended by a character who successfully uses the First Aid skill on them or are given magical healing.

However, each saving throw after the first gets a cumulative -1 penalty.

Example

Gretchen and Elfstar are fighting a giant. Unfortunately, Gretchen only has 7 hit points left, and the giant hits her for 21 damage.
Gretchen now has 0 hit points (the extra damage is ignored) and falls unconscious.
At the end of the round, Gretchen must roll a saving throw vs. death ray. She makes the roll and survives the round.
The following round, Elfstar is stuck, unable to tend to her friend because of the giant. Instead, she attacks the giant and hurts it badly.
At the end of the round, Gretchen rolls a second saving throw vs. death ray, this time at a -1 penalty. She makes this one too.
In the third round, Elfstar again attacks the giant, and manages to kill it.
At the end of this round, Gretchen makes her third saving throw with a -2 penalty this time. Again, she makes it.
The fight with the giant is now over, but since Gretchen is in danger of bleeding to death, the Game Master continues to use round-by-round timekeeping.
In the fourth round, Elfstar doesn't want to risk trying to bandage Gretchen's wounds in case she fails the First Aid check, Instead she casts a Cure Light Wounds spell on Gretchen.
Debbie, Elfstar's player, rolls 1d6+1 for the spell, and gets a 4.
Gretchen is healed back up to 4 hit points, and does not need to make any more saving throws to avoid dying.
Now that the immediate danger is over, Gretchen and Elfstar start to bandage their wounds.

Structures in Combat

Sometimes combat will not just involve creatures, but will also involve structures such as buildings and/or ships taking damage.

This may be incidental to the fight, or one or both sides in the fight may be deliberately targeting structures.

While a full siege is dealt with later in this chapter, the following rules can be used when there is a simple attack; such as a tribe of goblins using a battering ram to break down a town gate, or two ships exchanging cannon fire.

Attacking a structure is just the same as attacking a creature—the attacker rolls a to-hit roll based on their attack bonus and the structure's armor class.

However, damage is handled differently, since structures are much tougher than creatures but don't get fatigued.

Normal hand held weapons (including hand held missile weapons) do no damage to structures. While it's possible to totally destroy a wooden building with an axe, it's simply not possible to do it during the course of a few combat rounds.

Attacks from ogre sized or larger creatures, siege weapons and magic spells do affect structures.

Wooden structures lose 1 structure point for each 2 hit points of damage done by such attacks, although creatures which eat wood do full damage.

Stone structures lose 1 structure point for each 5 points of damage

done by such attacks, although creatures who can burrow through rock do full damage.

Table 12.2: Simple Building/Structure Combat Ratings

Type of Structure	Armor Class vs. Missile	Armor Class vs. Melee	Structure Points
Simple Wooden Building	-4	6	40
Simple Stone Building	-4	6	60
Reinforced Wooden Stockade Wall	-4	6	300
Barred Wooden Palisade Gate	-8	2	100
Reinforced Stone Castle Wall	-4	6	500
Reinforced Iron Door	-10	2	35
Iron Portcullis	-4	6	150
Wooden Ship	See *Chapter 12: Ship to Ship Combat*	See *Chapter 12: Ship to Ship Combat*	See *Chapter 12: Ship to Ship Combat*

Morale

Although players will always decide whether to stand and fight or to retreat when a fight seems to be going against them, sometimes the Game Master needs to quickly determine whether an NPC or a monster will run or fight.

In the case of monsters, each monster listing in *Chapter 17: Monsters* has a base morale score. In the case of hirelings employed by PCs, their base morale score will be based on the *Charisma* of the designated party leader. *Table 2.1: Ability Score Bonuses and Penalties* for *Charisma* bonuses and *Chapter 7: Hirelings* for more information on employing hirelings.

When a fight appears to be going against an individual or a group, the Game Master may make a morale check for them.

A morale check is made by rolling 2d6 and comparing it to the base morale score of the individual or group. If the roll is less than or equal to their base morale score then they will continue to fight, but if it is greater than their base morale score then they will either flee, surrender, or attempt to halt the fight and parley.

Characters with extremely high *Charisma* scores may provide their followers with such a high base morale score that they will never fail a morale check even with extreme situational penalties.

Morale checks should be made at the beginning of the Statement of Intent phase of combat, before the monsters or NPCs decide on their action for the round.

The exact times when a morale check is needed may vary from fight to fight, but can include such times as:

- Opponents start a fight when the group does not wish to fight.
- Opponents display vastly superior magic or fighting ability.
- Half the group is slain or incapacitated.
- Members of the group have already fled.
- The group's leader is slain or incapacitated.
- Opponents kill a significant number of the group in a single round.
- Opponents display willingness to escalate the fight (killing in a fight that was previously non-lethal).
- Reinforcements arrive to shore up the opponents' numbers.
- An individual is badly wounded (less than half hit points).
- Opponents make an offer to accept a surrender.

Although there are many possible situations listed above that might require morale checks, such checks should not be overused. Creatures should not be checking morale more than two or three times in a fight at the most.

The Game Master should also bear in mind what happens after death in their campaign setting. If the existence of life after death or some other form of continued consciousness is a known fact in the setting rather than a mere matter of faith then intelligent creatures will be more likely to fight to the death than to surrender to possible maltreatment or torture. Similarly, intelligent creatures who have good reason to think that they will be raised from the dead by their employers or priests will be more inclined to fight to the death.

The above factors should be taken into account and should give situational modifiers to the morale checks made by intelligent creatures.

Other factors that may give situational modifiers to morale checks for intelligent and/or unintelligent creatures include:

- Fighting with no escape route.
- Fighting to defend one's home or lair.
- Fighting to defend loved ones or innocents.
- The expectation that the enemy will slay incapacitated prisoners if victorious.
- The expectation that the enemy will torture prisoners if victorious.
- The expectation that the enemy will be merciful if victorious.
- The knowledge that if the combatant is incapacitated but their side wins the fight they will be healed.
- The fear of being executed (or worse) for cowardice if they run.
- A creature is fighting for reasons of desperation (e.g. extreme hunger or maddening pain).
- A previous offer to surrender has not been accepted.

When an individual or group fails a morale check, it is up to the Game Master how they behave.

In the case of unintelligent creatures, this will almost always involve a fighting retreat. Intelligent creatures may retreat or it may try to stop the fight by either surrendering or otherwise parleying with the attacking force.

In extreme cases where intelligent creatures think that escape is likely to be impossible and that the consequences of losing the fight and surviving would be worse than death, it may even include suicide.

Ship to Ship Combat

When the crew of two ships wish to fight, they can do so in three ways.

Firstly, if their ship is equipped with catapults or cannons, it can keep its distance from the enemy and try to sink it or drive it away.

Secondly, if the ship has ship's rams attached, it can try to ram the enemy ship in order to sink it.

And finally, the ship can pull up alongside the enemy and grapple it, so that the crew can cross between the ships and fight hand-to-hand.

All of this combat is done using the normal combat rules. The captain of each ship declares what action the ship will perform, and the ships act in initiative order.

Boarding Actions

If two ships pull alongside each other, (within 50 feet) either because one is in the process of ramming the other or because the captains wish to grapple and board, then either crew can attempt to grapple the other ship.

If both crews wish to grapple, then it is automatically successful. If only one crew wishes to grapple, then the other crew can roll 1d6; and on a 1-4, they manage to repel the grapple attempt by cutting and casting free the grappling hooks and lines.

If the grapple is successful, both ships are pulled tight together and crew can pass from one to the other in order to fight hand-to-hand.

Any character crossing between the two ships has difficulty maneuvering due to having to climb over rails and ropes, and takes a +2 penalty to armor class and a -2 penalty to all attacks during the round in which they cross.

Damage to Ships

Ships that are damaged lose 10% of their speed for every 10% of their structure points that they have lost.

Rowed ships also lose 10% of their speed for every 10% of their rowers that are missing.

Once a ship has lost three quarters of its structure points, it is dead in the water and can no longer sail under its own power.

When a ship has lost all of its structure points, it sinks over the course of the next 1d10 rounds.

Repairing Ships

Makeshift repairs can repair up to half the damage that a ship has taken while at sea, providing there are at least five crew assigned to repair duty; with one structure point being repaired per ten minutes. Multiple five-person crews can repair a ship simultaneously.

These jury rigged repairs will only last for 6d6 days before coming irreparably apart.

To permanently and fully repair a ship it must either be docked or magic must be used.

Skysailing Combat

Because of the speed of skysailing, combats are rare when a ship is flying at cruising speed.

Most natural creatures can't keep up with one, and the speeds mean that two ships won't even be in missile range of each other for a whole round before zooming off in different directions.

However, a ship that is traveling at maneuvering speed is much more vulnerable to—and capable of—attack.

Flying ships in combat are treated just like normal ships in combat, and can grapple, board and ram each other.

Like normal ships they lose 10% of their speed for each 10% of their structure points that are missing, and when they have lost 75% of their structure points they are reduced to maneuvering speed.

When a ship has lost 100% of its structure points, it can no longer fly and will fall to the ground.

Mass Combat

There are times when relations between two factions have broken down to the point where war is the only answer. Such a war could be between the armies of rival dominions, or between the collected armies of rival countries. It could even be between two other humanoid races. Whoever the sides are, the result is one or more battles between armies.

The normal combat system is designed for small numbers of combatants. For large battles with hundreds or even thousands of combatants on either side, the system would be completely unworkable due to the amount of time and book-keeping involved.

Therefore, this section presents rules for battles between armies. This battle system is not designed for detailed simulation of a battle with the complexity of a war game, and lots of cardboard chits or counters (representing squads or units) being moved around the battlefield. Such simulations are slow and rely on the tactical skill of the players.

Instead, each clash between two armies is resolved in a single roll.

Basics

Each army has three scores associated with it. It has a Troop Rating, which measures the experience and/or innate toughness of the troops, and which varies only when the troops gain in experience; a Quality, which is based on the Troop Rating but includes modifiers for mounts and special or magical abilities which may change between battles; and a size, which is simply the number of troops in the army.

When two armies enter battle with each other, the controller of each army decides on a tactic for the army to use in this battle, and then a Battle Score is calculated for each one. This score is based on the Quality of the army, modified by factors unique to the battle, such as the effectiveness of the tactics by each side against each other, the terrain and location in which the battle is fought, and how much one side outnumbers the other.

The results of the battle are found by adding 1d100 to each Battle Score, and seeing which side gets the higher total. The amount by which one side or the other wins determines how many casualties each side takes and whether or not the losing army must retreat or even be routed.

Multiple Armies

If the two sides in a fight have multiple armies that take the field, the armies pair off and battle each other in pairs, with army with the highest Quality score selecting an opposing army to engage, then the unengaged army with the next highest Quality score, and so on until all armies are engaged.

Should one side have more armies than the other (which doesn't necessarily mean they have more troops), the side with the fewest armies must split one or more of their armies until each side has the same number. Splitting an army in this way does not affect the Quality of the army, only the size.

Then the armies on both sides pair off as normal.

After each pair of armies has fought, one army from each pair will have been forced to leave the field of battle. If the armies remaining on the field are all on the same side, then the battle ends. Otherwise, the remaining armies re-maneuver and pair up again—again this may involve one or more armies splitting up so there are equal numbers of armies on each side.

Example

Baroness Black's dominion is under attack from a goblin horde. The goblin horde consists of two armies: a group of 500 skirmishers, and a group of 150 wolf riders. Baroness Black's dominion is protected by a single army of 600 foot soldiers. Deciding that the wolf riders are a bigger threat, Baroness Black splits her army into a 250 strong force and a 350 strong force.

The army with the highest Quality score is the wolf riders, and they attack the 250 troops. Baroness Black's armies share the next highest Quality score (they both have the Quality of her original army, just smaller sizes), so in theory her 350 troop army chooses next.

There is only one other unengaged army to choose, so the 350 troops face off against the 500 goblin skirmishers.

After the Battle Scores are added up for each battle, it turns out that the 250 troops force the 150 wolf riders to retreat, and only take 10% casualties while doing so. There are now 225 of them left.

The 500 goblin skirmishers force the 350 troop army to retreat, but take 40% casualties while doing so. There are now only 300 skirmishers left.

Since there are still armies belonging to both sides of the conflict on the field, the battle continues; with the 225 humans fighting against the 300 goblin skirmishers.

The goblin leader, not fancying these odds much, raises a flag of truce in order to try to negotiate.

Troop Rating

The troop rating of an army is based on the amount of training, experience, and general toughness that an army has. The troop rating of an army may range from "Untrained" to "Elite". See *Table 12.4: Army Quality* for the list of possible troop ratings.

Humans and Demi-Humans

For human and demi-human troops, the initial troop rating of a force gathered from peasant militia will be either "Poor" if comprised of 10% of the peasants in an area or "Untrained" if comprised of 20% of the peasants.

If mercenaries or other professional soldiers are hired, the initial troop rating will be "Below Average".

For each year that the army spends active without disbanding, it gains a level of troop rating, to a maximum rating of "Average", which is the highest rating available to troops that have not seen combat experience.

After the army has won (not merely fought) its first battle, the troop rating immediately increases by one level, and can now (by further years of training) reach "Elite".

Any time an army is routed as the result of a battle, its troop rating immediately drops by one level.

Humanoids and Other Monsters

Because humanoids and other monsters do not normally gain in experience and levels, their troop rating is simply based on their hit dice as indicated on *Table 12.3: Troop Rating*.

Table 12.3: Troop Rating

Hit Dice	Troop Rating
Less than 1	Untrained
1	Poor
1+-2	Below Average
2+-3	Fair
3+-5	Average
5+-7	Good
7+-9	Excellent
9+	Elite

Mixing Troops

There are three cases when troops of two different troop ratings will be combined to form a single army. Firstly, two smaller armies may be being combined into a single army. Secondly, new recruits may be joining an experienced army to replace combat losses. Thirdly, new recruits may be joining an experience army to simply increase its size. Note that in this latter case, it may or may not be strategically better to keep the recruits separate and maintain two smaller armies with differing ratings than to maintain a single larger army.

In each of these cases, the combined army starts at the troop rating of its best troops, and loses one rating per 20% of the combined army that has come from the less good troops. This reduction cannot reduce the army to a lower troop rating than the less good troops were before the merge.

Additionally, if the troops are human or demi-human and 50% or more of the combined army has not yet won a battle, then the whole army is considered to no longer have combat experience and cannot rise above "Average" until it wins a battle.

Example

Baroness Black has an army of 400 mercenaries that have defended her dominion for the past four years, although they have not seen a battle in that time. They were "Below Average" when she hired them, so after four years together they should have become "Excellent".
However, their lack of actual battle experience limits them to "Average".
When she received news that there was a goblin horde on its way to attack her dominion, she decided to bolster her army by recruiting another 100 mercenaries. As with her initial army, these new recruits start with a troop rating of "Below Average".
Her combined army now consists of 500 troops, 80% of which were "Average" and 20% of which were "Below Average".
Since 20% of her combined army is from the troops of lesser quality, her army is now considered to be one level less than the quality of her best troops—i.e. "Fair".
As more than 50% of her combined army has not yet won a battle (actually, none of her army has), the entire army is considered to be lacking in real combat experience and is limited to a maximum rating of "Average".

Example

Lucy the Game Master is making notes for the following evening's game. She knows that the goblin tribes that Baroness Black has been encouraging adventurers to raid are forming a horde to come and attack her.
The horde will consist of two armies; an army of 500 skirmishers and an army of 150 wolf riders.
Looking at the wolf riders, Lucy sees that the army will actually be a combination of 70 wolves and 70 goblins. The goblins are less than 1 hit die each, so rank as "Untrained" troops. The wolves are 2+ hit dice each so rank as "Fair". Therefore, the army as a whole will be two ranks below "Fair", i.e. "Poor".
Lucy combines the troop types like this because the wolves are combatant in their own right.
Had the goblins been riding ponies or horses, then they would simply have counted as 150 "Untrained" goblins.
This gives the army a basic quality of 28, with a +3 bonus for each statement from the list is true.
They are all mounted, so they get two +3 adds for that. Their movement rate is at least 35 feet per round, so they get another +3 add. They are the only adds that apply, so the total quality of the wolf rider army is: 28 + (3 x 3) = 37

Quality

To determine the quality of such an army, consult *Table 12.4: Army Quality*.

Each troop rating has a base quality and a bonus. To determine the quality of the army, start with the base quality, and for each of the following statements that is true, add the bonus:

- At least 20% of the army is mounted.
- At least 50% of the army is mounted.
- At least 1% of the army can fly.
- At least 20% of the army can fly.
- The average movement rate of the army is at least 35 feet per round.
- At least 20% of the army can have missile weapons.
- At least 20% of the army have missile weapons with a range of at least 100 feet.
- At least 1% of the army have magical abilities (breath weapons, Energy Drain, poison, Regeneration, etc.)
- At least 20% of the army have magical abilities (breath weapons, Energy Drain, poison, Regeneration, etc.)
- 100% of the army have magical abilities (breath weapons, Energy Drain, poison, Regeneration, etc.)
- At least 5% of the army are spellcasters.
- At least 30% of the army are spellcasters.

Table 12.4: Army Quality

Troop Rating	Base Quality	Bonus
Untrained	10	1
Poor	28	3
Below Average	45	5
Fair	63	7
Average	75	8
Good	90	9
Excellent	112	12
Elite	140	14

Resolving a Battle

Once both sides of the battle have ensured that they each have the same number of armies and have sorted out which armies will be engaging one another, the battles between individual armies can commence.

Firstly, determine if either side is In Defense. A side is considered to be in defense if it occupies the battlefield before the other army arrives and waits for the other army to come to it. If both armies meet each other together, then neither is considered to be in defense.

Resolving each battle has three steps: Deciding on tactics, calculating Battle Score, and then rolling for the battle itself.

Tactics

The commander of each side must decide on the tactic that their armies will use in the day's battles. Note that this is a single decision made for all the armies together, not a decision made on an army by army basis. All armies on one side work together to achieve the goals of the tactic decided by the commander.

The six tactics are:

Attack: This is the most basic tactic. The armies simply move forward and engage the enemy. Although effective against withdrawing

or holding armies, armies using this tactic can find themselves suffering if the enemy tries to envelop them or lure them into a trap. However, overall it is still one of the less risky tactics.

Envelop: The armies try to surround the enemy and attack from all sides. It is particularly effective against enemies who are holding position, but leaves the armies vulnerable to direct attacks and attempts to overrun.

Hold: The armies try to hold position, letting the enemy come to them and engaging them when they do. This tactic is a good defense against a normal attack or an attempt to lure the armies into a trap, but it is easily enveloped and can be counterproductive when the enemy tries to overrun the holding armies.

Overrun: This is an all out attack, charging the enemies and attempting to punch through the front ranks to attack the more vulnerable troops. It is great for punching a hole through troops that are trying to envelop you or for running down troops that are trying to withdraw, but it can be a costly tactic in terms of casualties.

Trap: The armies try to lure the enemy into making costly lunges and flanking maneuvers, before attacking those troops committed to such maneuvers. This tactic is effective against attacking troops and can be devastating against troops that are trying to overrun you; but is very weak against armies that are reluctant to engage directly, such as those trying to hold position or withdraw from combat completely.

Withdraw: This is simply an attempt to leave the battlefield with as little fighting as possible. It is a risky maneuver against enemies which are attacking directly or trying to overrun you, but can often avoid a fight completely if the enemy is holding position.

The player and Game Master (or the two players) should each write down the tactic that their armies are using, before revealing them simultaneously.

Table 12.5: Tactics shows the effect that each tactic has on the battle, based on the tactic that it is facing. Each side should consult this table separately. The effect will either be a modification in the number of casualties taken, a modification to the army's Battle Score, no combat taking place, or no effect.

Example

Baroness Black thinks that goblins are likely to attack directly, so decides that the best tactic is to try to lead them into traps and ambushes. Sure enough, the Game Master decides that the goblins are going to throw subtlety to the wind and try to overrun Baroness Black's troops.

Marcie checks Table 12.5, and sees that using the trap tactic against an overrun will give each of Baroness Black's armies a +20 to their Battle Score.

The Game Master also checks Table 12.5, and sees that using the overrun tactic into a trap will give each of the goblin armies +20% casualties.

Table 12.5: Tactics

	Enemy Tactic					
Tactic Chosen	**Attack**	**Envelop**	**Hold**	**Overrun**	**Trap**	**Withdraw**
Attack	+10% Cas	+10% Cas	-	-20 BS	+10% Cas	+10 BS
Envelop	-10 BS	-	+20 BS	+10% Cas	-10% Cas	+10 BS
Hold	-10% Cas	+20% Cas	No Combat	-25 BS	-10% Cas	No Combat
Overrun	+20% Cas	+10 BS	+20% Cas	+20% Cas	+20% Cas	+20 BS
Trap	+10 BS	-20 BS	-20 BS	+20 BS	-	-10% Cas
Withdraw	+20% Cas	-10% Cas	No Combat	+30% Cas	-10% Cas	No Combat

Battle Score

The basic battle score of an army is equal to its Quality. This basic score is increased by a fixed amount for each of the following statements that is true:

- +15 if the army outnumbers its opponent by at least 1.5 to 1 but less than 2 to 1.
- +30 if the army outnumbers its opponent by at least 2 to 1 but less than 3 to 1.
- +45 if the army outnumbers its opponent by at least 3 to 1 but less than 4 to 1.
- +60 if the army outnumbers its opponent by at least 4 to 1 but less than 5 to 1.
- +70 if the army outnumbers its opponent by at least 5 to 1 but less than 6 to 1.
- +80 if the army outnumbers its opponent by at least 6 to 1 but less than 7 to 1.
- +90 if the army outnumbers its opponent by at least 7 to 1 but less than 8 to 1.
- +100 if the army outnumbers its opponent by at least 8 to 1 but less than 11 to 1.
- +110 if the army outnumbers its opponent by at least 11 to 1 but less than 16 to 1.
- +120 if the army outnumbers its opponent by at least 16 to 1 but less than 21 to 1.
- +130 if the army outnumbers its opponent by at least 21 to 1 but less than 31 to 1.
- +140 if the army outnumbers its opponent by at least 31 to 1 but less than 41 to 1.
- +150 if the army outnumbers its opponent by at least 41 to 1 but less than 51 to 1.
- +160 if the army outnumbers its opponent by at least 51 to 1.
- +10 if the army is in the dominion of their liege.
- +10 if the army have beaten this enemy before.
- +10 if the troop class of the army is at least two levels higher than that of their enemy.
- +30 if ambushing an enemy while the enemy is marching.
- -10 if any allied force has routed.
- +20 if the battle is at night and the entire army has *Infravision*.
- +20 if attacking from higher ground.
- +20 for a *Halfling* army in fields or woods.
- +10 for an *Elf* army in woods or forest.
- +10 for a *Dwarf* or *Gnome* army in hills or mountains.
- -20 for mounted troops in mountains, woods, or at a stronghold.
- -20 for combat in swamp unless at least half the army can fly.
- -10 for combat in snow or sand unless at least half the army can fly.
- +10 if the army is In Defense.
- +50 if In Defense of a bridge, narrow pass, or gorge.
- +40 if In Defense and the attacker must cross deep water.
- +20 if In Defense of mountains, hills, or a town.
- +50 if In Defense of a stronghold.
- +30 if the army has more (by value) siege weaponry than its enemy does.
- +50 if at least 1% of the army is immune to the enemy's attacks.
- +50 if the whole army is immune to at least 80% of the enemy's attacks.
- +50 if the whole army is immune to all of the enemy's attacks.
- -10 if the army has medium fatigue.
- -30 if the army has severe fatigue.

Rolling for the Battle

Once both armies who are engaging each other have had their final battle scores calculated, the controller of each one rolls 1d100 and adds it to their army's battle score. Whichever side gets the highest total wins the battle, and the other side loses the battle.

The Game Master subtracts the total of the loser from the total of the winner, and checks on *Table 12.6: Battle Results* to see what the effect is on each army.

Table 12.6 has three columns for each army, detailing casualties, location and fatigue. The results for each army work in the same manner.

Table 12.6: Battle Results

Difference in Battle Scores	Casualties	Winner Location	Fatigue	Casualties	Loser Location	Fatigue
1-8	0%	Hold	None	10%	Retreat 1	None
9-15	0%	Hold	None	20%	Retreat 1	None
16-24	10%	Hold	None	20%	Retreat 1	Medium
25-30	10%	Hold	None	30%	Retreat 2	Medium
31-38	20%	Retreat 1	Medium	40%	Retreat 1	Severe
39-50*	0%	Hold	None	30%	Retreat 3	Severe
51-63	20%	Advance 1	Medium	50%	Retreat 4	Severe
64-80	30%	Advance 1	Medium	60%	Retreat 5	Severe
81-90	10%	Advance 3	None	50%	Retreat 4	Severe
91-100	0%	Advance 3	None	30%	Rout	Rout
101-120	10%	Advance 3	None	70%	Rout	Rout
121-150	10%	Advance 5	None	70%	Rout	Rout
151+	10%	Advance 5	None	100%	Rout	Rout

* Maximum possible result if the winner was using the "Hold" tactic.

Casualties: The size of the army is reduced by the given percentage. Remember that this percentage may be modified up or down by the tactics that the army used.

It is not possible for an army to take more than 100% casualties.

Location: After the battle is finished, this shows the location of the army. It may hold the battlefield, have been forced to retreat one or more miles, or have advanced one or more miles in pursuit of the enemy. Note that advancing in this manner is compulsory in order to inflict the casualties on the enemy army. Additionally, any army that was using the "Withdraw" tactic may move an extra mile (but only away from the enemy, not towards it).

Fatigue: This shows how fatigued the battle makes the army. Fatigue affects the battle score of the army in future battles that occur on the same day. Fatigue is removed from an army by spending a single day neither moving nor fighting.

Rout: An army that is routed ceases to exist as a unit. Whichever troops survive the fight will scatter, and slowly return to their homes, arriving 1d10 weeks after the battle.

Aftermath

When all the pairs of armies involved in the battle have finished fighting, the result will be that some will have held the field and some will have moved away—either in retreat or in pursuit of retreating armies.

If all the armies that still hold the field are on the same side, the battle is finished for the day. If armies of both sides still hold the field, the battle continues, with the armies first splitting if necessary to ensure that there are equal numbers on each side once more.

Strongholds in Battle

When a stronghold is under attack, it has the following effect on the battle:

- When calculating troop ratios to see who gets a bonus to their Battle Score, treat the defending armies as having four times as many troops as they actually have.
- The defender only takes half the indicated casualties.
- The defender ignores "Retreat" or "Rout" results.

The defender only gets these bonuses if they use the "Hold" tactic.

If an attacker chooses to besiege the stronghold instead of attacking, the attacker gains a +5 cumulative bonus to their Battle Score per week of siege, and if the defenders run out of food they will take 10% casualties per week of siege. Remember that high level clerics can create enough food to feed many people.

The besieged defenders can, of course, attack the sieging army at any time using any tactic except "Hold". If they choose to do so, they gain a +20 bonus to their Battle Score for the element of surprise.

Chapter 13: Strongholds and Dominions



When characters have come to the attention of the rulers of their land, usually by performing the sort of deeds that only heroes can manage, they may be granted titles of nobility and land grants.

This will vary from campaign to campaign depending on the preferences of the players and the Game Master. As a rough guideline, it should happen when the party are somewhere between 9th and 15th level—although some groups or some individual players may wish their characters to continue the life of a traveling adventurer rather than taking on the responsibility of ruling.

The area of land ruled by a noble (whether a player character or otherwise) is called a dominion. This applies whether or not the noble is given their title by a ruler or the noble strikes out on their own and simply claims land and assumes a title. A single dominion consists of a stronghold and all the surrounding land that is ruled from and protected by the stronghold. If a ruler had more than one stronghold (except for when one is simply a garrison) then each one and its land is considered a separate dominion.

Titles of Nobility

Although there may be local and cultural variations specific to parts of the campaign setting, this chapter assumes that the following titles of nobility are in use (in ascending order of rank).

Knight: A knight is the lowest title of nobility. A grant of knighthood does not come with a dominion, and a knight does not normally rule such land. The children of nobles of all non-royal blood are normally knighted as a matter of course when they come of age, receiving a greater title when (or if) they gain their inheritance.

The title "Knight" applies to both sexes, although it is not used in the name of the noble. Instead, male knights are referred to as "Sir (Name)" and female knights are referred to as "Dame (Name)". Male knights are addressed as "Sir" and female knights are addressed as "Ma'am".

Baron: A grant of baroncy comes with a single dominion. It is the lowest form of landed nobility, and may be granted by a count or higher. A baron is granted a single domain, which is called a barony.

The title "Baron (Name)" is used for male barons, and "Baroness (Name)" is used for female barons. Male barons are addressed as "Your Lordship", and female barons are addressed as "Your Ladyship".

Viscount: If a baron is granted a second dominion, or conquers a second dominion belonging to their ruler's enemy and adds it to their ruler's country, they will likely be granted the title of viscount. This title and all higher titles may only be granted by a duke or higher. The viscount may rule directly from one of the strongholds and allow an allied baron to rule the other, or may remain at court and allow allied

barons to rule both their dominions.

A viscount who is granted more dominions by their ruler or who gains them by expanding into unclaimed land remains a viscount. Viscount is therefore the highest possible title for (non-royal) nobility who are yet to prove themselves as war leaders.

The title "Lord (Name)" is used for male viscounts, and "Lady (Name)" is used for female viscounts. Male viscounts are addressed as "Your Lordship" and female viscounts are addressed as "Your Ladyship".

Count: A viscount who conquers a third dominion belonging to one of their ruler's enemies and adds it to their ruler's country will be granted the title of count. A count will therefore rule at least three dominions, at least one of which was won by military conquest. Note that the "enemy" may not necessarily be a human country—but a distinction is made between the military capture of a domain formerly ruled by an organized goblin nation, and the annexing by an adventuring party of terrain formerly populated by a few sparse orc tribes, for example. The dominions ruled by a count are collectively referred to as a county.

Like a viscount, a count may delegate the rule of some or all of their dominions to barons, and may remain at court. A count may grant the title of baron, although etiquette demands that this is normally not done without at least checking with the king or queen first.

The title "Count (Name) of (County)" is used for male counts, and the title "Countess (Name) of (County)" is used for female counts. Male counts are addressed as "Your Lordship" and female counts are referred to as "Your Ladyship".

Marquis: A count who continues to add dominions to their ruler's lands (either by conquest or expansion into unclaimed land) may be given the title of Marquis. Although a marquis has greater station and influence at court than a "mere" count, there is little practical difference between the two.

The title "The Marquis of (County)" is used for male marquises and the title "The Marquise of (County)" is used for female marquises. Male marquises are addressed as "Your Lordship" and female marquises are addressed as "Your Ladyship".

Duke: The highest rank of non-royal nobility is the Duke. The title of duke is granted to marquises who have served their ruler well and continued to add dominions to their rule. The collected dominions of a duke are referred to as a "duchy". It is rare (but not unheard-of) for a duke to actually reside in one of the strongholds in their duchy. Dukes normally stay at court except in times of war or emergency. A duke may grant any lesser title (assuming the candidate has achieved the necessary status), although etiquette demands that the king or queen be informed before such grants happen.

The title "The Duke of (Duchy)" is used for male dukes, and "The Duchess of (Duchy)" is used for female dukes. Both male and female dukes are addressed as "Your Grace".

Archduke: The title of Archduke is given to members of the royal family who are also dukes.

Some archdukes may be minor royalty who were originally granted baronies and have genuinely worked to gain their dominions, but others may be princes or other high ranking royals who have been granted archdukedoms for reasons of nepotism rather than ability.

While archdukes appointed via royal fiat do technically have the status and responsibility that their position entails, they are often not taken seriously and are sidelined when it comes to important councils of war and so forth. However, it can be dangerous to underestimate them completely. After all, they are close relatives of the king or queen, and do have their ears; as well as an array of lesser nobles (and their armies) at their disposal.

It is possible (although rare) for someone to first become a duke and then be adopted into the royal family to become an archduke. On very rare occasions, this will happen to an enemy duke who "defects" from their former ruler bringing their lands with them. Such defections cause much political turbulence, and can often be the start of major wars.

The title "The Duke of (Duchy)" is used for male archdukes, and "The Duchess of (Duchy)" is used for female archdukes. Both male and female archdukes are addressed as "Your Grace".

Prince: A prince is the child of a king or queen (or emperor), or the child of a crown prince or imperial prince. This may be by birth, or it may be by adoption—such as the adoption that turns a duke into an archduke.

A prince will always be at least a baron, although in many cases their title is a technicality and no actual domains are ruled. However, many rulers encourage their offspring to go out and actively rule—partly to keep them occupied and reduce internecine squabbling, and partly to "toughen them up" and get them used to responsibility.

A prince may not appoint lesser nobles unless entitled to do so by their own rank of nobility. The collective dominion held by a prince is called a principality.

The title "Prince (Name) is used for male princes, and "Princess (Name)" is used for female princes. Both male and female princes are addressed as "Your Highness".

Crown Prince: A crown prince is a prince who is the heir to the throne. A crown prince is almost always a prince by birth. Only if a king or queen is childless would it be possible to adopt someone as crown prince without causing outright rebellion amongst nobility.

Although it would seem that crown princes would be the most pampered of princes, the opposite is true. Because of their future responsibilities they tend to have the most preparation—and are therefore the most likely to work their way up from baroncy rather than just have higher titles awarded to them.

Being a crown prince is a risky business, since there are often many other potential heirs keen to see one fail or die, as well as foreign powers keen to cause internal strife.

The title "Crown Prince (Name) is used for male princes, and "Crown Princess (Name)" is used for female princes, although occasionally (depending on the rules of succession in the country in question) only princes of one sex will be eligible to be crown princes. Both male and female crown princes are addressed as "Your Royal Highness".

Imperial Prince: An imperial prince is a prince who is the heir to an

empire. An imperial prince is almost always a prince by birth. Only if an emperor or empress is childless would it be possible to adopt someone as an imperial prince without causing outright rebellion among the nobility.

Like crown princes, imperial princes tend to be active nobles. Because of their future responsibilities they tend to have the most preparation—and are therefore the most likely to work their way up from baroncy rather than just have higher titles awarded to them.

Being an imperial prince is even more dangerous than being a crown prince, since there are often many more interested parties keen to see one fail or die.

The title "Imperial Prince (Name) is used for male princes, and "Imperial Princess (Name)" is used for female princes, although occasionally (depending on the rules of succession in the empire in question) only princes of one sex will be eligible to be imperial princes. Both male and female imperial princes are addressed as "Your Imperial Highness".

King: A king is the ruler of an entire country. The title is passed down in an hereditary manner, and therefore the only way to become a king (if one is not already heir to a throne) is to declare yourself the king of an area and get away with it by having enough military and political support.

In some countries, being the spouse of a king or queen makes one a king or queen yourself. This depends upon the rules of succession for the country in question.

In theory, a king has absolute power over their country. In practice, however, the king is reliant on the income and military might provided by their nobles; and it therefore is a foolish king indeed that does not take advice from those nobles.

The title "King (Name)" is used for male kings, and the tile "Queen (Name)" is used for female kings. Both male and female kings are addressed as "Your Majesty".

Emperor: An emperor is the king of a country that has taken over (and had surrender to it) one or more other countries; but rather than simply expand to cover the whole area, the countries that have been taken over are allowed to remain autonomous (although sometimes their kings are deposed and replaced with more friendly kings). These countries become client countries as part of a larger empire, and the king of the country that is doing the taking over becomes the emperor of the entire empire.

The heirs of an emperor will take on the title of emperor themselves without necessarily taking over more countries than the founder of the empire did.

The kings of the client countries mostly run their states as before, although they may have policies dictated by the emperor—particularly foreign policies, and they may have to pay a yearly tribute to the emperor.

Depending on the size of the tribute and the policies imposed, the empire may be seen as a useful and benevolent thing to have (especially if it brings peace between previously antagonistic countries that have now become client states), or it may be seen as an oppressive force that the client countries would overthrow if they could.

In many cases, client countries lose control of their armies and find them replaced by a single "Imperial Army" which is paid by—and loyal to—the empire.

Empires have a tendency to be too big to be stable, and rarely last more than three or four generations before disintegrating; although the disintegration often causes utter chaos and anarchy and the former kingdoms that made up the empire rarely survive the break up.

The title "Emperor (Name)" is used for male emperors, and "Empress (Name)" is used for female emperors. Both male and female emperors are addressed as "Your Imperial Majesty".

Rogue States

Of course, it is entirely possible for player character (or non-player character) to ignore this whole hierarchy and simply claim some area of wilderness and proclaim themselves the ruler of it using whatever title they feel like. Depending on the location they choose and the title they adopt, this may be met with anything from indifference to derision to downright hostility by other local rulers.

While it may be attractive to not have a ruler to pay Salt Tax to, the independent dominion runs the constant risk of invasion—not only by monsters (since it has no allies to back it up) but also by neighboring countries who may wish to add the land to their own.

While some lucky independents—usually those in the most isolated areas away from other states—are able to grow from a single stronghold to a whole country, the vast majority soon become part of a neighboring country; either by being taken over militarily or by the political expedient of the independent ruler accepting a title of nobility from the royalty of a nearby country and swearing allegiance to that country in order to avoid a war they cannot win.

And, of course, some simply disappear; struck by plague or famine or worse.

However, claiming wilderness and declaring oneself to be an independent ruler is always an option for a particularly desperate or adventurous character who wishes to own a dominion without having to impress someone else enough to grant them one.

Building a Stronghold

No dominion can survive without a stronghold of some sort. The stronghold provides not only an administrative center for the dominion, but also a secure place to store the dominion's wealth and to retreat to in times of war.

The area of land covered by a dominion is measured in fiefs. A single fief is an area of about 12 miles radius.

Usually, a dominion will consist of a single fief, with the stronghold roughly in the center so that no point is too far away for easy access.

A large stronghold with several external troop garrisons can increase the effective dominion to anything up to seven fiefs (one containing the stronghold and another six surrounding it). However, the increased travel time needed for either troops to get from the stronghold to an outlying village or for the villagers from that village trying to seek refuge in the stronghold limits the maximum size of the dominion to no larger than this.

If someone wishes to clear out more land and enlarge their dominion beyond this size than they must build another stronghold to protect the newly cleared land—and this then becomes the center of a second dominion.

Before a stronghold can be built, the surrounding area must first be cleared of monsters that would threaten the builders. This job is ideally suited to adventuring parties.

Once the area is clear, the stronghold itself can be designed and built.

Costs and Time

Table 13.1: Stronghold Elements lists the costs of various stronghold elements. These prices all include the cost of the unskilled and semi-skilled labor that does the building, but do not include the cost of skilled architects and engineers.

Strongholds take one day per 500 gp (or part of 500 gp) total cost, and need one engineer on site to oversee the building process per 100,000 gp (or part of 100,000 gp) total cost.

The listed costs assume that the stronghold is being built as an outpost in a remote but not inaccessible region. If a stronghold is being built in an inaccessible region, double the costs—and if a stronghold is being built in a heavily settled region halve the costs.

Often a stronghold will require features of custom size, for example larger doors than normal. The prices of these features should be based on the standard prices for similar features and increased or decreased proportionally.

Table 13.1: Stronghold Elements

Item	Cost
Arrow Slit	10 gp
Barbican	37,000 gp
Battlement (100 ft.)	500 gp
Building, Stone	3,000 gp
Building, Wood	1,500 gp
Door, Exterior Iron/Stone	100 gp
Door, Interior Iron/Stone	50 gp
Door, Interior Reinforced	20 gp
Door, Interior Wood	10 gp
Door, Secret	Cost x5
Drawbridge	250 gp
Dungeon Corridor	500 gp
Floor, Flagstone	100 gp
Floor, Tile	100 gp
Floor, Wood	40 gp
Gate, Wooden	1,000 gp
Gatehouse	6,500 gp
Keep, Square	75,000 gp
Moat, Filled	800 gp
Moat, Unfilled	400 gp
Shifting Wall	1,000 gp
Shutters, Window	5 gp
Staircase, Stone	60 gp
Staircase, Wood	20 gp
Tower, Bastion	9,000 gp
Tower, Round Large	30,000 gp
Tower, Round Small	15,000 gp
Trap Door	Cost x2
Wall, Castle	5,000 gp
Wall, Wood	1,000 gp
Window, Barred	20 gp
Window, Open	10 gp

Arrow Slit: A narrow window designed to let defenders shoot out whilst not exposing them to returning fire.

Barbican: A pair of 30 feet tall x 20 feet wide towers flanking a 20-square-foot gatehouse built as a single unit. Price includes iron portcullis.

Battlement (100 ft.): 100 feet of crenelated wall with a parapet behind it. The price only includes the crenelations and parapet, not the wall that the battlement is on.

Building, Stone: A two story stone building, such as a large stone house, stables, or an inn.

Building, Wood: A two story wooden building, such as a large wooden house, stables, or an inn.

Door, Secret: A door that is disguised and hidden so that it will not be noticed unless searched for.

Door, Exterior Iron/Stone: A heavy exterior double-door, 7 feet tall by 6 feet wide.

Door, Interior Iron/Stone: A heavy internal door, 7 feet tall and 3 feet wide.

Door, Interior Reinforced: A wooden internal door reinforced with iron bands, 7 feet tall and 3 feet wide.

Door, Interior Wood: A standard wooden internal door, 7 feet tall and 3 feet wide.

Drawbridge: A 10-foot-wide, 20-foot-long reinforced wooden bridge that can be raised or lowered.

Dungeon Corridor: A 10-by-10-by-10-foot section dug out from rock. The cost is multiplied by the depth of the dungeon (in multiples of 50 feet), for example digging a 10-by-10-by-10-foot section at a depth of 150 feet will cost triple the listed price: 1,500 gp.

Floor, Flagstone: A 10-by-10-foot section of floor covered in flagstones.

Floor, Tile: A 10-by-10-foot section of floor covered in tiles.

Floor, Wood: A 10-by-10-foot floor covered in polished fitted wood.

Gate, Wooden: A 20-foot-tall-by-10-foot-wide wooden gate, reinforced and barred, suitable for putting in a stockade wall.

Gatehouse: A 30-foot-high building 20 by 20 feet in area. Price includes iron portcullis.

Keep, Square: A heavily reinforced stone building 80 feet tall and 60 by 60 feet in area.

Moat, Filled: 100-foot length of 10-foot deep, 20 feet wide canal.

Moat, Unfilled: 100-foot length of 10-foot deep, 20 feet wide ditch.

Shifting Wall: A 10-by-10-foot wall which has a counterbalance and mechanism for moving it.

Shutters, Window: Window shutters that provide little military defense, but protect against bad weather.

Staircase, Stone: A stone staircase 3 feet wide with a 10-foot ascent.

Staircase, Wood: A wooden staircase 3 feet wide with a 10-foot ascent.

Tower, Bastion: A half-circle tower, 30 feet tall and 30 feet diameter.

Tower, Round Large: A 30-foot tall, 30-foot diameter round tower.

Tower, Round Small: A 30-foot tall, 20-foot diameter round tower.

Trap Door: A 5-by-5-foot section of false floor with an opening mechanism that allows it to drop anyone standing on it through a hole in the floor.

Wall, Castle: 100-foot length of 20-foot tall and 5-foot thick reinforced stone wall, with a walkway and battlements on the top.

Wall, Wood: 100-foot length of 20-foot tall and 5-foot thick reinforced wooden wall, with a walkway on the top.

Window, Barred: A 3-by-1-foot window with bars to prevent ingress and egress.

Window, Open: A 3-by-1-foot open window.

Terrain and Resources

In order to determine the resources available to a dominion, the terrain of each fief must be determined.

Each fief is classified as either Civilized, Borderlands or Wilderness, according to *Table 13.2: Dominion Fief Classification*, depending on the terrain type of the fief and how close it is to a major city or to other civilized fiefs. Note that the other civilized fiefs don't necessarily need to belong to the same dominion or even the same country, as long as there are trade links between them and the fief in question (which will usually be the case, barring embargoes).

Table 13.2: Dominion Fief Classification

Terrain Type	Within 144 miles of a city	More than 144 miles from a city but within 72 miles of a Civilized fief	Not near a city or Civilized fief
Arctic	Borderlands	Wilderness	Wilderness
Barren Lands	Borderlands	Wilderness	Wilderness
Clear*	Civilized	Borderlands	Wilderness
Desert	Borderlands§	Wilderness	Wilderness
Forest†	Civilized	Borderlands	Wilderness
Hills*	Civilized	Borderlands	Wilderness
Jungle†	Borderlands	Wilderness	Wilderness
Mountains‡	Borderlands	Wilderness	Wilderness
Ocean	Wilderness	Wilderness	Wilderness
Settled	Civilized	Civilized	Borderlands
Swamp	Borderlands	Wilderness	Wilderness
Woods*	Civilized	Borderlands	Wilderness

*Fiefs of this type can become Settled if populated by anyone
†Fiefs of this type can become Settled if populated by elves
‡Fiefs of this type can become Settled if populated by dwarves
§Fiefs containing oases are considered to be Civilized*

This civilization level of the fief determines both the number of families that will be attracted to settle the area when the stronghold is built and also the maximum number of families that the fief can support. See *Table 13.3: Civilization Levels* for details.

Table 13.3: Civilization Levels

Level	Settling Families	Max Families
Wilderness	1d10x10	1,500
Borderlands	2d6x100	3,000
Civilized	1d10x500	6,000

Settled Terrain

Any Clear, Forest, Hills or Woods fief that is has over 1,000 families living in it is considered to be of terrain type Settled rather than its basic terrain type.

Mountains fiefs with over 1,000 families become Settled only if populated by dwarves, and Forest and Jungle fiefs with over 1,000 families become Settled only if populated by elves.

This has two effects. Firstly, settled terrain uses different columns on wilderness encounter tables than other terrain types (see *Chapter 11: Wilderness Encounters*). Secondly, the change to settled terrain may change the civilization level of the fief, with a corresponding increase in the maximum number of families that the fief can contain.

The change in civilization level of the fief may have a knock-on effect on other nearby fiefs, since they may now be within 72 miles of a civilized fief.

Example

One of Lady Gretchen's dominions consists of a castle and its fief. The entire area is Mountains, and is well away from other civilized lands. When the castle is first built, the fief is therefore at the Wilderness level of civilization.
After a few years, the population of her fief grows to 1,033 families. Because Lady Gretchen's people are primarily dwarves, that fief is now considered to be Settled rather than Mountains, and therefore becomes Borderlands and can support a higher population.
Another of Lady Gretchen's dominions is in the hills closer to the rest of the kingdom. It is also not within 144 miles of a city or within 72 miles of a Civilized fief, but two of the fiefs adjacent to it are within 72 miles of a Civilized fief.
Those two fiefs (which belong to allied barons) are therefore considered to be Borderlands Hills and Lady Gretchen's fief is considered to be Wilderness Hills.
After a few years, one of the adjacent Borderlands fiefs reaches 1,014 families. It is now considered to be Settled terrain rather than Hills. This changes the civilization level of the fief to Civilized.
This change in civilization level means that Lady Gretchen's fief is now within 72 miles of a Civilized fief, and its civilization level is now upgraded from Wilderness to Borderlands accordingly.

Any fief that loses enough population that it no longer has 1,000 families also loses its Settled type, and reverts back to its normal terrain type. Again, this may have a knock-on effect on other fiefs; which may no longer be within 72 miles of a Civilized fief, and therefore may drop in civilization level themselves.

Should this cause the maximum population of a fief to drop below its current population, the population of that fief will reduce by 20% per month until it is no longer unsupportable.

Material Resources

Each fief of the dominion will produce between one and four resources that must be exploited to generate income for the dominion, determined randomly by consulting *Table 13.4: Material Resources*

Quantity.

Table 13.4: Material Resources Quantity

1d10	Quanity
1	1 resource
2-7	2 resources
8-9	3 resources
10	4 resources

Although the actual resources available can be very varied, for game purposes they are simply split into three categories: animal, vegetable and mineral.

For each resource found, the type is determined randomly as indicated on *Table 13.5: Material Resources Type*.

Table 13.5: Material Resources Type

1d10	Type
1d10	Resource
1-3	Animal
4-8	Vegetable
9-10	Mineral

The Game Master or players may wish to go into further detail about exactly what types of resources these are; for example a mineral resource could be a gold seam or a source of strong stone for building or a source of fine clay or any one of dozens of other types of mineral. This detail may enhance role playing, particularly if the players like doing trade negotiations, but it does not affect the dominion rules. In the example above, although gold is far more expensive than building stone, there will also be far less of it and the relative income for a gold mine or a quarry in a fief will be similar.

Example

When Lady Gretchen was granted her land and built her castle, the Game Master rolled for resources for the fief. He rolled that the fief had three resources: two mineral and a vegetable. Jim discussed what those three resources could be with the Game Master, and between them they decided that there was a silver seam that could be mined, a source of granite that could be quarried, and—because the mountain fief is in a warm region and on the edge of the mountain range—olive groves in the valleys and foothills.

Ruling a Dominion

In Dark Dungeons, ruling of a dominion takes place in the timescale of months and years, dropping down to a day-to-day basis only during unusual situations.

To be specific, the population change and the economy (the income and expenditure for the dominion) are handled on a monthly basis, and the level of satisfaction—or unrest—of the populace is usually handled on a yearly basis but may need to be checked in exceptional circumstances.

Population Change

Each month, the number of families in each fief of the dominion will change due to a variety of factors. Rather than try to account for each individual factor, Dark Dungeons abstracts the whole population change for the month into a single check.

For each fief, the basic population change is based on the existing population of the fief as indicated on *Table 13.6: Population Change*.

Table 13.6: Population Change

Families	Population Change
1-100	+25%
101-200	+20%
201-300	+15%
301-400	+10%
401-500	+5%
501-750	+3%
750-1,000	+2%
1,001+	+1%

In addition to this percentage increase, each fief with fewer than 250 families may randomly lose or gain families as indicated on *Table 13.7: Family Change*.

Table 13.7: Family Change

1d6	Population Change
1-3	Lose 1d10 families
4-6	Gain 1d10 families

In the case of more populous fiefs, these small changes are simply assumed to be irrelevant compared to the normal population growth.

Example

When Lady Gretchen builds her castle, the fief is wilderness. Therefore, it attracts 1d10x10 families as settlers. Jim rolls a 7, so 70 families settle the fief.

After a month, Jim checks the fief for population growth. There are less than 100 families, so there is a 25% increase, making 94 families. Additionally, because there are less than 250 families in the fief, Jim rolls a d6 to see what the random fluctuation is. He rolls a 6, which is good news because it means that there is a further increase in population of 1d10 families, but is disappointed when he then only rolls a 2 on the 1d10. Two extra families arrive, making a total of 96 families at the start of month two.

Monthly Economy Check

Each game month, the ruler of the dominion, along with the Game Master, needs to check the economy and tally up the income and expenditure for the month.

Income

Monthly income comes from four sources:

Resources: Each fief of the dominion will have between 1 and 4 types of resource in it. These resources provide income for the dominion ruler based on their resource type as indicated on *Table 13.8: Income*.

Table 13.8: Income

Resource	Income
Animal	2 gp/family
Vegetable	1 gp/family
Mineral	3 gp/family

Each family within the fief may work on a single resource within the fief.

The ruler of the dominion may simply let the populace split themselves evenly between the available resources, or may direct the populace to concentrate on exploiting a particular resource.

However, doing so is subject to a few limitations.

Firstly, given the infrastructure needed to exploit a particular resource (animals need breeding, crops need sowing, mines need digging), the ruler of a dominion can only change the emphasis once per year. The ruler must decide what their priorities will be at the beginning of each year, and the actual change to those new priorities will happen at the beginning of the following year. When doing so, it is convenient to assign priorities in terms of percentages of families rather than in absolute numbers of families, since the total number of families in the fief will change from month to month.

Secondly, the populace must work all the resources in the fief for the local economy to thrive and for the populace to be content. In particular, forcing too much of the population to work in dangerous and unhealthy mines makes the ruler very unpopular.

In game terms, each resource must be worked by at least 20% of the families in the fief. For each 1% below that threshold in a year, there is a cumulative -1 penalty to the dominion's Confidence Rating. Similarly, no more than 50% of the families in the fief should be made to exploit mineral wealth. For each 1% above that threshold in a year, there is a cumulative -1 penalty to the dominion's Confidence Rating.

Thirdly, any fief that brings in a monthly revenue of 15,000 gp or more will attract corruption, black markets and bandits. Unless that fief contains the stronghold from which the dominion is ruled, 1d10x10% of the potential resource income will be lost to such forces.

Service: Each family in the dominion brings in the equivalent of income worth 10 gp per month in service, such as building works, growing food, tending animals, and so forth.

Unlike other sources of income, this is not actually received by the ruler of the dominion as money. However, it can be used to offset expenses such as holidays, tithes, Salt Tax, and the paying of armies (mercenary or otherwise). Any service income that is not used is wasted and cannot be stored.

Poll Tax: Each family in the dominion normally pays 1 gp per month in poll tax. This is actual money-in-the-coffers tax paid in coinage.

The ruler of the dominion can set the tax rate higher or lower if they desire. For each extra 5sp that is paid per family, there is a -10 penalty to the dominion's Confidence Rating per year. For each 5sp less that is paid per family, there is a +5 bonus to the dominion's Confidence Rating per year.

Additionally, when the ruler increases the tax rate, this gives an instant -25 penalty to the dominion's Confidence Rating and forces an immediate confidence check. Similarly, decreasing the tax rate gives an instant +10 bonus to the dominion's Confidence Rating.

Salt Tax: If the ruler of the dominion has other nobles who have sworn fealty to them, they are given 20% of the total income of each lesser noble's dominion.

This income is normally paid in the form of services, and therefore doesn't actually arrive as coinage. However, like other service income it can be used to offset expenditure. Like service income, this income cannot be stored, and must be used or wasted.

Example

In the fief containing her castle, Lady Gretchen has assigned 25% of the families to work in the silver mine, 25% of the families to work in the granite quarry, and 50% of the families to work in the olive groves. Since she has at least 20% of the population working on each resource and she does not have more than 50% of the population working on mineral resources there is no effect on her dominion's Confidence Level.
After a few years of growth, there are 447 families living in the fief. Splitting these families into the different resources (with some rounding) gives:
447x25% = 112 families mining silver
447x25% = 112 families quarrying granite
447x50% = 223 families farming olives
Therefore, the resource income for the fief in the first month of that year is: (112x3)+(112x3)+(223x1) = 895 gp
The service income of the fief is simply ten times the population, which is: (10x447) = 4,470 gp
Lady Gretchen has not set taxes higher or lower than the 1 gp/family, so in Poll Tax she receives: (1x447) = 447 gp
Therefore, for this fief, Lady Gretchen receives a total of 1,342 gp in cash and 4,470 gp in services that can offset expenditure.
The Game Master then instructs Jim to add 920 gp of extra service income for the Salt Tax paid to Lady Gretchen by the baron who looks after her second dominion.

Expenditure

Castle Staff and Maintenance: With the exception of armies, which must be accounted for, the cost of castle staff and routine maintenance is assumed to already be covered by the service income of the dominion.

However, extraordinary expenses such as rebuilding works in the wake of a siege or a monster attack must be paid for out of the ruler's pocket. Service income may be used to pay for these expenses.

Troops: Whether a full time standing army, a "special forces" unit of adventurers, or a group of mercenaries; troops must be paid for.

Armies and mercenaries can be paid for with service income, based on their costs in *Chapter 7: Mercenaries* but adventurers usually only work for cold hard cash.

In times of dire need, a peasant militia can be formed from the local populace.

Up to 10% of the families in an area can provide "poor" quality peasant militia (providing an average of 2.5 troops per family). A further

10% of the families in an area can provide "untrained" quality peasant militia (providing an average of 2.5 troops per family).

If either are called up, the families providing militia will not produce income of any type during the months in which the militia is active.

Tithes: One tenth of all gross income (income before any expenditure has been taken out) must be given in tithes to the various churches and temples that are worshiped throughout the dominion.

Tithes may be paid with either service income or money, or a combination of the two.

Failure to provide the full amount of tithes results in the churches (and possibly *Immortals* associated with them) being angered, and they make their anger known to the populace.

The net result of this is that any year in which tithes are not paid in full gives a -50 penalty to the dominion's Confidence Rating.

If tithes are short-changed for more than one year in a row, there is a 25% chance each year that an extra "Disaster" event will happen that year as the *Immortals* show their displeasure. If such an event is going to happen, it will be preceded by omens and prophetic dreams.

Salt Tax: In just the same way that the dominion may receive salt tax from subservient dominions, it must also pay twenty percent of its gross income (income before any expenditure has been taken out) to the noble or royal that the ruler of the dominion has sworn fealty to.

Salt tax may be paid with either service income or money, or a combination of the two.

Festivals and Holidays: Some days during the year are declared as festivals or holidays. These may have been declared by the ruler of the country, or by one of the major religions of the country, or the ruler of the dominion may declare their own.

The overall cost of a holiday is 5 gp per family. This represents both the expenditure for celebrations and also the lost income because people are not working. This cost may be paid with either service income or money, or a combination of the two.

If the holiday was one declared by the churches, its cost can be recouped from the tithes paid to the church. Similarly, if the holiday was one declared by the ruler of the country, its cost can be recouped from the salt tax paid to that ruler.

However, if the cost of the holiday is too great to be covered by the tithes or salt tax (or if the holiday was declared by the dominion ruler rather than by a higher power) the dominion ruler must pay the remaining cost themselves.

Each time a regular holiday or festival that the populace are expecting is canceled, a -5 penalty is applied to the dominion's Confidence Rating, and an immediate confidence check must be made.

Each time an extraordinary holiday or festival day is announced, a +2 bonus is applied to the dominion's Confidence Rating.

Entertaining Visitors: Etiquette demands that visiting nobles and royalty are entertained according to their station.

The costs on *Table 13.9: Entertaining Visitors* apply whenever a noble (and their retinue) are visiting.

Table 13.9: Entertaining Visitors

Visitor	Cost
Knight	No extra cost
Baron	100 gp/day
Viscount	150 gp/day
Count	300 gp/day
Marquis	400 gp/day
Duke	600 gp/day
Archduke	700 gp/day
Prince	As nobility + 100 gp/day
King	1,000 gp/day
Emperor	1,500 gp/day

Example

Lady Gretchen has a total income from her dominion for the month (including salt tax from her second dominion) of 1,342 gp in cash, and 5,390 gp worth of services.
Firstly, she takes 30% of that out (20% in salt tax to the queen and 10% in tithes to the church). She ends up paying 1,346 gp to the queen and 673 gp to the church for a total of 2,018 gp.
The 2,018 gp is all paid out of service income, leaving her with: 5,390-2,018 = 3,372 gp left.
There was a religious festival for one day during the month. Since the population of her dominion is 447 families, this costs her: 447x5 = 2,235 gp
Since this was a religious festival, she can use tithes to help fund it. She should be paying 673 gp in tithes, so that leaves: 2,235-673 = 1,562 gp to pay.
She pays the 1,562 gp out of her remaining service income, leaving her with: 3,372-1,562 = 1,810 gp left
Out of this 1,810 gp, she pays for her standing army consisting of 300 heavy dwarven infantry (costing 5 gp each per month) and 100 dwarven crossbowmen (costing 6 gp each per month). These troops cost her: (300x5)+(100x6) = 2,100 gp
She can pay 1,810 gp of this wage bill using services, leaving her: 2,100-1,810 = 290 gp to pay
She pays the 290 gp out of her 1,342 gp cash income, leaving her: 1,342-290 = 1,052 gp
Having balanced her finances for the month, Lady Gretchen discovers that she has managed to pay most of her expenses out of service income, but she considers cutting back on troop numbers, since she's having to dip into real cash in order to pay them.
She keeps the 1,052 gp of cash and puts it in her coffers.

Experience for Income

When calculating the amount of experience the ruler of a dominion gets from their monthly income, there are two rules that must be applied.

Firstly, only cash income (i.e. Material Resources and Poll Tax) provide experience points. Service income and income from Salt Tax of lesser nobles does not provide experience points.

Secondly, experience points are derived from the gross income of cash (income before any expenditure has been taken out). Even if all the income is spent due to heavy expenditure and the ruler ends up making a net loss, they will still receive full experience.

Example

Lady Gretchen received 1,342 gp of cash and 5,390 gp of services this month. She gets experience for all of the cash even though she had to spend some of it, but does not get money for the services. Lady Gretchen therefore gains 1,342 XP this month.

Confidence Level

Each dominion has a Confidence Rating. This is a number that represents the general state of content (or discontent!) of the populace.

There is a single confidence rating for the whole dominion—different fiefs do not have separate ratings.

When a dominion is first established, the initial confidence rating is set to the sum of the ability scores of the ruler plus 150 plus an additional d100 roll.

In addition to the confidence rating, a dominion also has a confidence level. The confidence level is based on the rating, and periodically a "confidence check" is made. Whenever a confidence check needs to be made, look up the current confidence rating on *Table 13.10: Confidence Levels* and this will indicate the new confidence level.

It is important to remember that although the confidence rating may change frequently, the confidence level only changes when a confidence check is made—even if the rating moves into a different range between checks.

Yearly Confidence Check

At the beginning of each year, the Game Master checks the current confidence rating on *Table 13.10: Confidence Levels* in order to determine the confidence level of the dominion.

This confidence check may also be required as a result of certain actions by the dominion ruler (e.g. when an expected holiday is canceled.) or as a result of a disaster striking the dominion.

Table 13.10: Confidence Levels

Confidence Rating	Confidence Level
49 or less	Turbulent
50 to 99	Belligerent
100 to 149	Rebellious
150 to 199	Defiant
200 to 229	Unsteady
230 to 269	Average
270 to 299	Steady
300 to 349	Healthy
350 to 399	Prosperous
400 to 449	Thriving
450 or higher	Ideal

Descriptions of the various confidence levels and their effects on the dominion are given below:

Average: The dominion is running smoothly. There are no special conditions or effects.

Belligerent: In each fief that has fewer troops than one half of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family).

No Poll Tax can be collected.

A quarter of normal service income can be collected in areas without a peasant militia, but none can be collected in areas with a peasant militia.

A quarter of normal resource income can be collected in areas without a peasant militia, but none can be collected in areas with a peasant militia.

A -10 penalty is applied to the confidence rating.

All trade caravans and traveling officials will be attacked by bandits.

Any of the dominion ruler's troops that move or deploy within the dominion will be attacked by peasant militia, deserters, bandits or enemy agents.

There is a 50% chance that an enemy state will provide the peasant militia with military support.

Defiant: In each fief that has fewer troops than one third of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family). However, these militia will not attack unless provoked.

No Poll Tax can be collected.

A half of normal service income can be collected in areas without a peasant militia, but only a third can be collected in areas with a peasant militia.

A half of normal resource income can be collected in areas without a peasant militia, but only a third can be collected in areas with a peasant militia.

Healthy: All income is 10% greater than normal.

There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

Ideal: All income is 10% greater than normal.

There is a 75% chance per agent that enemy agents working in the dominion will be exposed.

If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

A +25 bonus is applied to the confidence rating.

The confidence rating cannot drop below 400 before the next confidence check.

Prosperous: All income is 10% greater than normal.

There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

Rebellious: In each fief that has fewer troops than one third of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family). However, these militia will not attack unless provoked.

No Poll Tax can be collected.

A third of normal service income can be collected in areas without a peasant militia, but only a quarter can be collected in areas with a peasant militia.

A third of normal resource income can be collected in areas without a peasant militia, but only a quarter can be collected in areas with a peasant militia.

A -10 penalty is applied to the Confidence Rating.

Steady: There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

Thriving: All income is 10% greater than normal.

There is a 50% chance per agent that enemy agents working in the dominion will be exposed.

If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

Turbulent: 95% of families will form a peasant militia (providing an average of 2.5 troops per family).

No income of any kind may be collected, except by force.

A -10 penalty is applied to the Confidence Rating.

The Confidence Rating cannot rise above 100 until the ruler of the dominion is removed.

All trade caravans and traveling officials will be attacked by bandits.

Any of the dominion ruler's troops that move or deploy within the dominion will be attacked by peasant militia, deserters, bandits or enemy agents.

One or more enemy states will provide the peasant militia with military support.

Unsteady: There is a 20% chance that a -10 penalty will apply to the Confidence Rating.

Events

Each year, 1d4 random events will happen in the dominion.

Due to the huge variety of events that can occur, it is not possible to list them here. However, they can be roughly classified into types of event.

For each event that occurs, roll on *Table 13.11: Dominion Events* to determine the type of event.

Although this table is random, the Game Master should be fair to the players and should not let players' dominions be wiped out by a few bad rolls which indicate disaster after disaster. If the dice seem to be against the players, then the Game Master should introduce plot elements or potential adventures into the game that can mitigate the worst situations. Similarly, if the dice are favoring the players and they are getting bored just raking in the money every month without challenge, the Game Master should introduce plot elements or adventures that can cause additional problems.

However, in either case the Game Master should be careful not to railroad the players and make them feel that the status quo is being forcibly maintained. The Game Master should make sure that the players' decisions have a real impact on the way their dominions prosper or struggle.

Table 13.11: Dominion Events

d100	Event Type
01-05	Major Positive Event
06-20	Minor Positive Event
25-40	Neutral Event
41-75	Minor Negative Event
76-95	Major Negative Event
96-00	Disaster

Types of event and their effects are listed below:

Major Positive Event: A major positive event will benefit the dominion greatly. It may result in a bonus to the Confidence Rating of up to +25, up to a doubling of income for a month, a population increase of up to +25%, or some combination of the above. Depending on the nature of the event, the ruler may need to get involved personally in order to get the best results—but there should be some positive results even if the ruler does nothing.

Examples

New resource type found, ancient treasure found, An Immortal decides to become the patron of the dominion, A clan of demi-human refugees joins the dominion.

Minor Positive Event: A minor positive event will benefit the dominion, or at the very least not harm it. It may result in a bonus to the Confidence Rating of up to +15, up to 50% extra income for a month, a population increase of up to +15%, or some combination of the above. The ruler may need to get involved personally in order to get the benefits—but there should be no negative results even if the ruler does nothing.

Examples

A new trade route is proposed, a hostile tribe of humanoids moves away from the dominion, Passing adventurers clear out local bandits without needing to be hired to do so, A druid moves into the area.

Neutral Event: A neutral event may benefit the dominion or harm it, depending on how it is dealt with. It may result in a change to the Confidence Rating of up to +/-10, up to 25% extra or less income for a month, a population change of up to +/-10%, or some combination of the above. Whether the event works out positively or negatively should depend on how the ruler handles it.

Examples

A VIP visitor arrives unexpectedly, Comets or other omens are seen in the sky, heresy is discovered in a local church, a local tribe of humanoids is displaced by a different tribe.

Minor Negative Event: A minor positive event will harm the dominion, or at the very least not benefit it. It may result in a penalty to the Confidence Rating of up to +15, up to 50% less income for a month, a population decrease of up to -15%, or some combination of the above. The ruler may need to get involved personally in order to avoid the harm—but there should be no significant positive results no matter how well the ruler handles the situation.

Examples

Bandits start raiding, an official is assassinated, low level wandering monsters arrive in the area, a disease breaks out.

Major Negative Event: A major negative event will harm the dominion greatly. It may result in a penalty to the Confidence Rating of up to -25, up to 75% less income for a month, a population decrease of up to -25%, or some combination of the above. Depending on the nature of the event, the ruler may need to get involved personally in order to get the least bad results—but there should be some negative results no matter how well the ruler handles the situation.

Examples

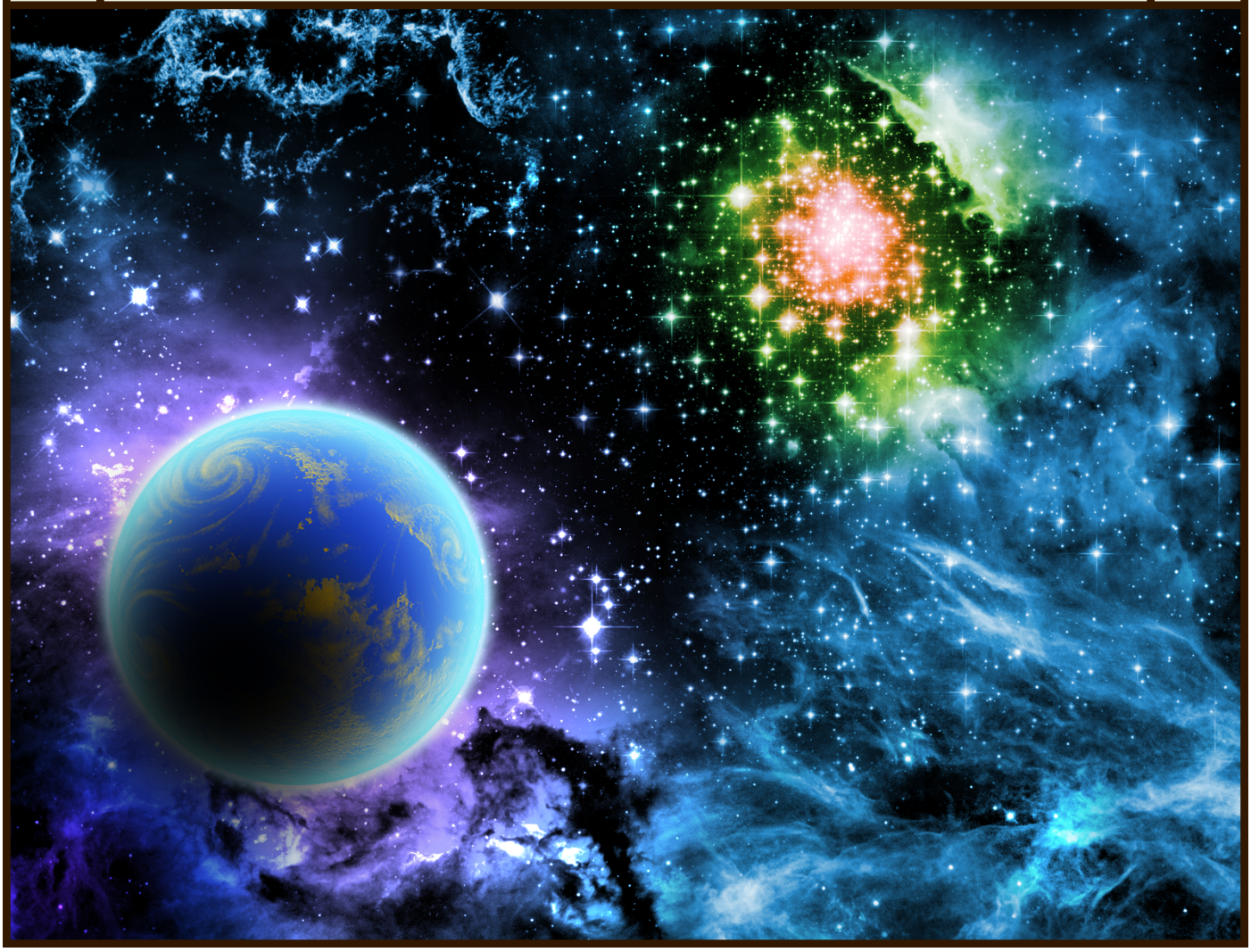
One of the fief's resources runs out, an epidemic strikes, a high level wandering monster enters the dominion, agitants foment rebellion against the ruler, a major fire breaks out.

Disaster: A disaster event will harm the dominion greatly in a similar way to a major negative event. It may result in a penalty to the Confidence Rating of up to -25, up to 75% less income for a month, a population decrease of up to -25%, or some combination of the above. It will also result in an immediate confidence check. Depending on the nature of the event, the ruler may need to get involved personally in order to get the least bad results—but there should be seriously negative results no matter how well the ruler handles the situation.

Examples

Examples: An extremely high level monster attacks the dominion, plague strikes, a hurricane, tornado or avalanche sweeps the dominion, an earthquake strikes, an Immortal smites the dominion.

Chapter 14: Other Worlds



The mundane world of castles, cities and forests is not the sum total of existence.

While it may seem so to the average commoner, seasoned adventurers know that there are a multitude of other places out there, from other planets to alternate realities. High level adventurers will likely have fought or dealt with creatures from such places, and may well—with the right magic—visit those places themselves.

This chapter is reliant on Game Master's discretion more than most. Things like the number of planets orbiting the sun and the number of Outer Planes (both of which are described in this chapter) are very dependent on the campaign setting, and therefore this chapter must be necessarily vague about such things.

Overview

The planet that adventurers live on is just that—a planet. It flies through the Void as it orbits the sun. Like many planets, it's basically a big rock surrounded by air and a bit of water. At least, that's the assumption that these rules make. Individual Game Masters can set campaigns on very different planets if they want to.

Of course, the adventurers do not live on the only planet out there. Dark Dungeons assumes that there are a few planets orbiting the sun. This being a magical world and not our real world, some of these planets are almost always inhabitable (although not always inhabited).

The whole solar system sits in the Void—an empty nothingness much like our real-world space—but the Void does not stretch forever. The solar system is inside a giant sphere known as a Celestial Sphere. The Celestial Sphere is hundreds of millions of miles across, capable of fitting the orbits of all the planets inside it.

The Celestial Sphere appears to be made of a dark, smoky crystal or glass that is completely impervious to any physical force. Dotted about the sphere are huge transparent "windows" which let in light.

These windows are visible from the surface of the planets inside the sphere as stars. These windows, however, are just as impervious as the rest of the sphere.

Huge though it is, the sphere is not the only nearby "place". There are also parallel realities called Planes.

The normal world is often called the Prime Plane, since it is the only one which is infinite in size, and it is the plane on which all others are anchored, directly or indirectly.

The other planes are split into two categories—Inner Planes and Outer Planes.

The Inner Planes are truly parallel to the Prime Plane, or at least to

the Celestial Sphere. Each inner plane is exactly the same size as the sphere, and has a sun and planets in the exact same positions and orbits as those in the Prime Plane sphere. There are five of these Inner Planes—four Elemental Planes (Fire, Earth, Air and Water) and an *Ethereal Plane*. These planes have a one-to-one correspondence with the Prime Plane in that every point on the Prime Plane has a corresponding point on each of the five Inner Planes. If you travel from the Prime Plane to The Elemental Plane of Water, then sail 20 miles, and then travel back to the Prime Plane; you'll end up 20 miles from where you started.

Outer Planes, on the other hand, are different. These planes are created by *Immortals*, and can be as varied as their creators' whims dictate.

One thing they have in common, however, is that each one has a single point where it is "anchored" onto another plane (often the Prime Plane, but theoretically any plane will do). The anchor point is the only point with a fixed correspondence to the plane that it is anchored to. If you travel to an outer plane at the anchor point and then walk, fly or sail 20 miles, you simply won't be able to travel back without either returning to the anchor point or using magic such as a Gate spell.

And that is not all...

The Celestial Sphere itself can be penetrated with powerful magic. Outside the sphere is a strange glowing substance, if substance is the right word, called the Luminiferous Aether. Sail or fly through this for long enough and you'll encounter other Celestial Spheres—each of which will contain its own unique set of planets and will have its own Inner Planes and Outer Planes attached.

However, all planes are attached to the Prime Plane inside Celestial Spheres. In the Luminiferous Aether there are no other planes.

The rest of this chapter looks at these different locations and phenomena, how to survive in them, and how to travel to and through them.

The Void

The void is the empty space between worlds. As the name suggests, it is completely empty, not even containing air.

Gravity

There is no gravity in the void away from large masses, so any unsecured object will simply drift randomly. Because of the lack of air, creatures with wings will find it impossible to fly; although magical flight still works.

Any mass in the void, from the smallest pebble to the largest planet or sun will have its own gravity. However, unlike our world this gravity does not always pull in the direction of the center of the mass and is not directly proportional to the mass of the mass(es) involved.

Instead, the Strength of the gravity around an object or group of objects is always the same; the Distance over which that gravity acts is limited and based on the size of the object or group of objects; and the Direction of the gravity is based on the shape of the object.

Strength: The strength of gravity is always simply the normal strength of gravity that is found on the real-world Earth. Within the gravity envelope of a planet, big or small, things fall just as expected.

Distance: The distance away from an object to which its gravity extends is based on the width of the object in the direction in which the distance is being measured. That's less complicated than it sounds. Basically it means that the gravity envelope for an object stretches as far above the object as the object is tall, as far to either side of the object as the object is wide, and as far in front of and behind the object as the object is deep. The gravity envelope is therefore the same shape as the object but three times the size (and 27 times the volume).

However, there is a limit to the size of the gravity envelope produced by an object. The envelope will never be more than fifty miles deep no matter how large the width of the object is.

Example

The Game Master has decided that the campaign is primarily set on a planet the size of Earth—a spherical planet of approximately 8,000 miles diameter. In theory, the gravity envelope of this planet would therefore also be spherical and stretch 8,000 miles in every direction. However, gravity envelopes cannot be more than 50 miles deep, so instead it spherical and stretches 50 miles in every direction.
The party are traveling through the void in The Black Swan—a skiff that has been equipped with a Sail of Skysailing. The Black Swan is 45 feet long, 15 feed wide and 8 feet tall. The gravity envelope of this ship is therefore an area 135 feet long, 45 feet wide and 24 feet tall. In theory, there is a thin bit of the envelope that sticks up in the middle where the mast of the ship sticks up, but practically that can be ignored for most purposes.

Direction: The direction of gravity within a gravity envelope is determined by the shape of the object that is responsible for the envelope. Each gravity envelope will have a consistent direction of gravity throughout, and if the shape of the object responsible for the envelope changes there may be a sudden flip from one gravity direction to another. Different parts of the gravity envelope will never have different directions.

The three most common directions are point, plane and line gravity.

If the object responsible for the gravity field is roughly spherical, such as a planet, then throughout the gravity field gravity pulls towards a point in the center of the object. This means that it is possible to walk all round the sphere without falling off.

If the object responsible for the gravity field is roughly cylindrical, then throughout the gravity field gravity pulls towards the central line of the cylinder. This means that it is possible to walk all around the cylinder without falling off, but it is possible to fall off either end of the cylinder. Anyone doing so would oscillate back and forth until they settled next to the end of the cylinder lined up with the mid point. The gravity envelope would prevent them from "falling" further, but there would be nothing to stop them drifting away in a direction perpendicular to the cylinder's end.

If the object responsible for the gravity envelope is roughly flat, such

as a ship, then throughout the gravity envelope gravity pulls towards a plane that cuts through the middle of the object. This means that it is possible to walk around on the upper deck(s) of the ship without falling off, and it is also possible to walk around on the underneath of the ship's hull without falling off. However, it is still possible to fall off the side of the ship, and someone doing so would oscillate back and forth until they settled next to the side of the ship lined up with the mid plane of the ship. The gravity envelope would prevent them from "falling" further, but there would be nothing to stop them drifting either along or away from the ship whilst staying on that same plane.

In the case of large objects with unusual shapes, these may have different gravity directions at the Game Master's discretion. For example a large hollow sphere might have gravity pointing towards the middle of its thickness, meaning that the inside and outside of the sphere can both be walked on; or a large doughnut-shaped object might have gravity pointing to a ring through its center, so that it can be walked around without falling off.

If in doubt, use the direction of gravity that seems the most sensible and convenient.

In any case, when a small object enters the gravity envelope of a larger object, the smaller object takes on the gravity envelope of the larger object.

Example

The Black Swan, like most ships, is roughly flat; so its gravity points in the direction of its central plane. People can stand on both its deck and the underneath of its hull without falling off.
When the ship approaches a planet in order to land, it will take on the gravity envelope of the planet. The safest way for Aloysius to manage this transition without everyone falling off is to maneuver the ship so that its hull is facing the planet. That way gravity will still be pointing "down" through the hull and people on the decks will not fall off.

Air and Breathing

The void itself contains no air of any kind. However, the objects within the void will normally be surrounded by an envelope of air that clings to them because of their gravity envelope. The air envelope is generally the same size as the gravity envelope.

Unfortunately for travelers, the air around a creature or object will go "bad" and become unbreathable if it is not replenished regularly. Large planets don't have this problem—partly because of the sheer size of the air envelope around them and partly because they have whole ecosystems constantly replenishing the air.

Air quality is divided into three levels of quality: fresh, fouled, and dead.

Fresh Air: Fresh air is healthy and normal. Creatures can survive and operate in it without problem.

Foul Air: Foul air is unhealthy, humid and smells bad. Creatures can survive in it, but will often be short of breath and take a -2 penalty to all actions that require rolls.

Dead Air: Dead air can no longer support creatures at all. Creatures trapped in dead air will suffocate to the point of unconsciousness over the course of 2d6 rounds and then die in another 1d4 minutes. Before unconsciousness sets in, creatures in dead air take a -4 penalty to all actions that require rolls.

A character who is about to knowingly enter an area of dead air can hold their breath for a number of rounds equal to their *Constitution* before symptoms start.

The exact time it takes for a creature to foul its own air envelope to the point where it drops a level in quality (if drifting in the void) depends on a multitude of factors and variables; and is best abstracted to a roll of 2d10x10 minutes. Larger creatures take more air with them, but also use more air; so the result is the same.

Undead, constructs, golems, and *Immortals* (unless in Mortal Form) do not foul the air that they carry around, since they do not need to breathe, and they also take no penalties for being in fouled or dead air.

In the case of people on a rock or on a ship, the object that they are on will provide a much bigger air envelope, so it will last much longer before becoming foul. Although the amount of air in the envelope would be most accurately determined by the exact shape and size of the object and many other factors; it is best abstracted by the following (particularly for ships equipped with a Sail of Skysailing):

For each ton of weight of the object, it's air envelope will last one person 120 days. Horses and large creatures use the same amount of air as two people (or even more in the case of extremely large creatures).

Example

The party traveling in the Black Swan consists of four people. The ship weighs 5 tons (it's a skiff), and can thus support 5 x 120 = 600 person-days. Therefore, it will take 600/4 = 150 days for the air to become fouled and a further 150 days for the air to become dead. The ship cannot safely travel for more than 300 days (with this crew) before landing on a planet to refresh its air supply.

The Create Air spell always maintains fresh air within its area of effect for the duration of the spell, but once the duration runs out, the air returns to its former fouled or dead state.

A person under the effects of a Survival spell does not suffer the effects of foul or dead air for the duration of the spell.

Movement and Travel

Getting to the void is easy. It can be done by simply flying up for long enough to reach the edge of the planet's air and gravity envelope.

However, assuming that the campaign is set on an Earth sized planet, this envelope will be 50 miles deep; so while creatures flying under their own power may be able to fly that distance they are unlikely to fly that high by accident.

Ships equipped with a Sail of Skysailing can easily fly such distances. However, they cannot necessarily fly at full cruising speed since they are fighting gravity all the way. It takes a ship a full hour to reach the edge of the gravity envelope regardless of the effective level of the pilot.

While doing such a take-off or landing, the ship can do other navigation at the same time. It can travel around the planet at normal cruising speed while ascending or descending.

Once outside of a gravity envelope, any form of magical flight will work as normal, although winged flight will not unless the creature's description specifically says that it can fly through the void. Winged creatures that do fly high enough to reach the edge of the gravity and air envelopes will be able to feel that they have reached the edge and non-intelligent ones will instinctively go no higher.

Once in the void, the main difficulty with traveling through it is that the distances are so immense. The distance from one planet to another may be anywhere from 36 million miles to 3.5 billion miles or more; and the radius of a Celestial Sphere can be up to 7 billion miles. Getting from planet to planet is therefore only possible with magic designed for that purpose. Normal magical flying effects or items are far too slow to even attempt the journey. Even a simple trip to a planet's moon is likely to be at least 200,000 miles.

Ships equipped with a Sail of Skysailing are one of the few commonly found magical effects designed for such long distance travel.

The speeds listed for such ships in *Chapter 10: Waterborne Movement* are the speeds within a gravity envelope. Once a skysailing ship has escaped the gravity envelopes of nearby planets and is in the open void, it can accelerate to Voidspeed. Unlike the speeds achieved in atmosphere, voidspeed is not dependent on the effective level of the pilot of the ship. It is fixed at 100 million miles per standard 8-hour travel day. As with air travel, the pilot of the ship can do a "double shift" if the need arises. See *Chapter 10: Waterborne Movement* for more details.

This immense voidspeed can only be maintained in a straight line. Any need to maneuver will cause the ship to drop to normal air speed. Similarly, entering the gravity envelope of another object will cause the ship to drop to normal air speed.

No encounters are normally had in the void, since the distances and speeds involved are so huge that the odds of two ships actually coming close enough to even detect each other are astronomically low.

When traveling from planet to planet, it is not necessary to calculate the exact orbits of each planet in order to find out the exact distance between them. Instead, simply use a standard "average" distance between each planet.

Example

Aloysius is piloting the Black Swan home after visiting another planet. The two planets are the same distance apart as the Earth and Mars—about 50 million miles.
Aloysius flies the Black Swan straight towards home at voidspeed, and arrives at the edge of the gravity envelope (50 miles above the surface) in 4 hours. He then maneuvers the ship so that its hull is facing the planet, and lowers it into the atmosphere. The time taken to descend through atmosphere is always 1 hour, so it takes a further hour to bring the Black Swan down to within a few hundred feet of the ground.
While descending, Aloysius checks on his maps to see whereabouts on the planet he is, and then sets off at cruising speed to get to the skyport of his choice. When he has both arrived and finished descending (whichever takes longer) he will switch to maneuvering speed in order to land carefully.

The Celestial Sphere

Although incredibly huge, the void is not endless. It is bounded by a shell of crystalline material called the Celestial Sphere.

The sphere is impervious to any physical or magical damage, even from *Immortals*.

Assuming your campaign world is not terribly unusual, the sphere will contain either a sun in the center with a number of planets orbiting it, or a central planet that is orbited by a sun and one or more other moons and planets.

In either case, the radius of the sphere will always be at least twice the radius at which the outermost planet orbits.

Example

If the campaign was set on a planet like Earth (third planet of nine from the sun, if we include Pluto), the radius of the Celestial Sphere should be at least twice the radius at which Pluto orbits.
Pluto orbits at a radius of 3.6 billion miles from the sun, so the sphere would have a radius of at least 7.2 billion miles.
At standard Voidspeed, it would take a ship 72 days to reach the edge on average.

Dotted around the sphere are glowing points of light that can be seen as stars from the various planets in the sphere. These are a part of the sphere, and cannot be moved or damaged in any way. However, they are useful for navigation, and provide a dim light in the absence of a sun.

Astronomical Bodies

The astronomical bodies—planets and sun(s)—in the sphere can be loosely categorized into four types, corresponding to the four states of matter:

Gaseous Body: A gaseous body is a gas planet. The body of the planet is made of air or some similar gas, and it is not usually possible to tell where the air envelope stops and the planet itself starts. A gaseous body may have a small core at the center, composed of debris

that has accumulated there, but generally it is entirely composed of air. A gaseous planet usually has extremely violent weather patterns.

Solid Body: A solid body is a solid planet like our own Earth. It will be primarily composed of rock, and have a normal atmosphere. Dark Dungeons assumes that the campaign is set on a solid body.

Radiating Body: A radiating body is a sun. There is usually one per sphere, and it is often in the center. A sun provides light for the whole sphere; without a sun the sphere is dark and lit only by the stars. However, a sun is not necessary to provide heat in the Void. A sphere without a sun will be cold enough to freeze water, but will still be warm enough to survive in.

If the gravity and air envelope of a radiating body is entered, treat it as if on the Elemental Plane of Fire, with the exception that there is no ground. The planet is usually fire all the way to the center, since any debris that would accumulate there will typically burn up.

Liquid Body: A liquid planet is basically a large blob of water or a similar liquid, forming a planet that is entirely sea. It may have a small core made of debris, and may also have small islands of floating debris, possibly even with settlers or refugees living on them. The atmosphere of a water planet is normal.

In a sphere without a sun, a liquid planet will be a frozen ball of ice and snow rather than liquid water.

The Inner Planes

Inside the Celestial Sphere, there is not just the mundane world (known as the *Prime Plane*). There are also parallel worlds that take up the same space as the mundane world. Such parallel worlds are called Planes, and the five that always take up the same space as the inside of a sphere are referred to as the inner planes. Each of them is finite in size and surrounded by the same crystalline sphere.

There is an exact mapping between the inner planes and the prime plane, in that each inner plane has its own copies of the astronomical bodies contained in the prime plane, and these bodies contain the same rough geographical features (mountain ranges, seas, etc.) as those on the prime plane. However, artificial structures and vegetation will not be mirrored.

The correspondence between the planes extends to movement as well. If someone travels from the prime plane to the *Ethereal Plane*, travels north for a mile, and then returns to the prime plane; they will arrive one mile north of their starting position.

The Ethereal Plane

The Ethereal Plane is the plane most often visited by adventurers. It directly touches the prime plane at all points, which makes travel relatively easy (for example an adventurer under the influence of a Travel spell can move between the ethereal and prime planes at any location).

Everything on the Ethereal Plane is made from ether, which is a kind of sticky gray ectoplasm that looks like dense smoke and feels cold and clammy to the touch. Ether can only exist on the Ethereal Plane. If it is brought off that plane onto any other plane it simply evaporates and vanishes leaving no trace.

The Ethereal Plane is constantly lit by a dim light, although visibility is equivalent to shadowy torchlight. There are no actual shadows, since the light penetrates the entire plane, but any ability that requires shadows to work will work in the dimly lit ethereal. There is no color in the Ethereal Plane as the ether is all gray; although denser ether is more whitish. The only colors that can be seen are on objects or creatures that have entered the Ethereal Plane from other planes. This often makes such creatures and objects stand out vividly despite the low light.

While all the Inner Planes touch the prime plane, the Ethereal Plane actually overlaps to some extent. The ether is attracted to matter on the prime plane, and becomes more dense in the ethereal equivalent of the location, being least dense where there is Void on the prime plane and most dense where there is metal.

Because of this effect, it is possible to "see" the shapes of things that are on the prime plane from the Ethereal Plane by seeing the patches of dense ether that correspond to them.

Example

Black Leaf is scouting well ahead of the rest of the party when she triggers a trap. The door to the room she is in slams shut and spikes protrude from the ceiling, which then starts inexorably lowering.

After failing to pick the lock on the door, Black Leaf decides that it's too risky to wait and see if the rest of the party can rescue her, and she drinks a Potion of Ethereality that she has been saving for emergencies.

Black Leaf enters the Ethereal Plane, and finds herself in what appears to be the same room with the same descending spiked ceiling, except that everything is made out of ectoplasm. The ectoplasmic ceiling continues to descend, following the descent of the real ceiling on the prime plane, but Black Leaf simply pushes through it unharmed.

Satisfied that she has escaped danger, she wades slowly through the ectoplasm back to the door. The real door is still locked, but once again she can push through the ectoplasmic copy of it and emerge back outside in the corridor.

Black Leaf then returns to the prime plane, and appears unharmed in the corridor outside the room. To any observers who can't see invisible creatures, she would have apparently disappeared when drinking the potion and then reappeared outside a minute or so later.

Creatures who could see invisible would have been able to see her shadowy form as she moved around on the Ethereal Plane.

Air and Breathing

Although there is no actual air or water on the Ethereal Plane. both air and water breathers alike can breathe the etheric ectoplasm with no ill effect.

Movement and Travel

Getting to the Ethereal Plane sually requires a Travel spell (Ethereal Plane is adjacent to the prime plane) or a Gate spell. However, there are certain magic items that provide a specialized form of the Travel spell that allows access to the Ethereal Plane but no other planes.

Movement in the Ethereal Plane is tricky at best, since even the most solid "ground" still gives. Walking is possible, but can only be done at half speed, since walking on the soft ether is like trudging through loose sand.

However, this softness does have its advantages. It is possible for a solid being visiting the Ethereal Plane to push through the ethereal representations of solid prime plane objects. Pushing through dense ether in this way reduces movement speed to one quarter of normal.

Flying (both winged and magical) can be done in the ether at normal rates through the less dense ether that corresponds to prime plain water air or Void, and can be done at half speed through the denser ether that corresponds to solid prime plane matter.

A second consequence of the overlap between the prime plane and the Ethereal Plane is that creatures able to see invisible things (whether through an innate ability or through a Detect Invisible spell) can see creatures or objects on the Ethereal Plane.

The Elemental Planes

In addition to the *Ethereal Plane*, there are four elemental planes touching the prime plane within the Celestial Sphere. These are the elemental planes of air, earth, fire and water.

As with the *Ethereal Plane*, there is a direct mapping between all points on each of these planes and the corresponding points on the prime plane.

Each elemental plane contains Void just like the prime plane, and contains copies of the same astronomical bodies as the prime plane. However, unlike the prime plane versions of these bodies, all matter in an elemental plane is composed of only a single element, in different states that simulate the other elements as far as possible. In all cases however, the elemental version of the Void is still simply Void.

Each of these elemental versions of the astronomical bodies has the same basic geographic features (mountains, rivers, seas and so on) as the equivalent prime body; but vegetation and artificial structures are not represented.

Example

Elfstar is standing by her house, which is by a stream in a forest clearing. She casts a Survival spell followed by a Travel spell and moves to the Elemental Plane of Water.
When she arrives, she is standing on ice rather than soil, and neither the house nor the trees are there.
The stream is still there, however, and through the water vapor that makes up the sky Elfstar can see a brightly shining white sun that appears to be made of steam.

The elemental equivalents of the other elements are as follows:

Air: The ground is made from soft but solid clouds, which halve the movement rates of any land based creature. However, these clouds are solid enough that they can't simply be pushed through.

The atmosphere is clear air, and bodies of water are made from a smoky vapor that settles in depressions like liquid. The "liquid air" is viscous like water, and will support swimming creatures—although it can be breathed by air breathing creatures (but not water breathing creatures) without drowning.

The sun and other large natural fire sources are made from balls of lightning.

The soft nature of the ground and the fact that air breathing creatures cannot drown in the seas and rivers actually makes the Elemental Plane of Air a fairly safe place.

Earth: The ground is, naturally, normal earth and rock. The atmosphere is made entirely of floating dust motes, which force most travelers from the prime plane to have to cover their mouths and noses with scarves or wraps to avoid choking. Even without choking on the dust, it still cannot be breathed, so travelers need to either be able to go without air or to have some means of creating air.

The seas on the Elemental Plane of Earth are composed of a fine silty sand that behaves much like a liquid. Needless to say, it is just as inhospitable to air (and water) breathers as the atmosphere is.

The sun and other large natural fire sources are composed of shining crystals, which—although they glow brightly—do not give out appreciable heat.

The biggest problem for travelers to the Elemental Plane of Earth is breathing. Other than that, the plane is relatively safe to explore.

Fire: The Elemental Plane of Fire is naturally extremely hot. The ground is made from red-hot glowing coals and ash, and the seas are made of runny lava with swirls of molten metal through it. The lava is soft enough to swim in (assuming you can take the heat) but neither air nor water breathers can breathe it.

The atmosphere of the Elemental Plane of Fire is comprised entirely of flame. Although the flame will scorch the lungs of any who try to breathe it, those who are protected from the heat find that it is actually breathable by air breathers.

The sun and other large natural fire sources are, of course, simply white-hot fire.

At first glance, the Elemental Plane of Fire appears to be the least hospitable of the elemental planes. However, once the problem of heat is overcome by some kind of magical protection, it is not too bad. The atmosphere can be breathed, and the ground is solid.

Water: On the Elemental Plane of Water, the ground is primarily made of ice and snow. Seas and rivers are made of clear fresh water.

The atmosphere in the Elemental Plane of Water is comprised of pure water vapor, and air breathing creatures who try to breathe it will drown. Water breathers can breathe it with no difficulty.

The sun and other large natural fire sources are made from glowing clouds of steam. These steam clouds are warm to the touch, but nowhere near as hot as real fire.

Providing travelers can breathe water, and wrap up well to survive the cold, the Elemental Plane of Water is a fairly safe place to explore; although the constant moisture can make travelers feel incredibly uncomfortable after a while.

Example

The Game Master has decided that the Celestial Sphere in which the campaign is set contains a sun (radiating body), two normal "earth-like" worlds (solid bodies), a water world (liquid body) and three gas giant planets (gaseous bodies).
The corresponding Elemental Plane of Air contains the same seven astronomical bodies, except that the sun is made of lightning; the earth-like worlds are made of solid clouds (with atmospheres and seas); the water world is made of vaporous smoke (also with an atmosphere); and the gas giants are basically big blobs of air.
On the Elemental Plane of Fire, the same bodies also exist. This time the sun is much like the prime plane's sun; the earth-like worlds are large balls of cinder and coals surrounded with an atmosphere made of flames; the water world is made of lava and molten metals and has a similar flaming atmosphere; and the gas giants are simply large balls of fire.

Air and Breathing

On the Elemental Plane of Air, breathing can be done normally, even in the smoky vapor that passes for liquid in the plane's seas.

Breathing on the Elemental Plane of Earth requires both a Create Air spell or the equivalent and also blocking of the nose and mouth with cloth to prevent choking on the dust.

Trying to breathe in the Elemental Plane of Fire requires a Resist Fire spell or the equivalent in order to prevent taking 2d6 damage per round from the heat.

Providing that protection is in place, the fiery atmosphere of the plane can be breathed without problem.

Breathing in the Elemental Plane of Water requires either a Water Breathing or Create Air spell or the equivalent. However, either of those spells will allow breathing both in the water vapor that makes up the atmosphere and also the seas and rivers of the plane.

Movement and Travel

All four of the elemental planes touch the prime plane at all points, so a Travel spell can take you from the prime to any one of the four or vice versa.

Because of the direct mapping between the planes, traveling to one of them and walking a mile north before returning will return you to the prime plane one mile north of where you left.

Traveling to the elemental planes while underground is emphatically not recommended, since whatever tunnels have been dug on the prime plane are highly unlikely to have also been dug on the elemental planes, and the unwary traveler is likely to appear in solid rock (or the equivalent) and be instantly killed.

Once on the elemental planes, movement and travel is usually no different to traveling on the prime plane. The only exception being that land movement is slowed to half normal rates on the Elemental Plane of Air due to the soft nature of the ground.

The Outer Planes

Outer planes, sometimes referred to as demiplanes, are small planes that sit outside the normal prime-ethereal-elemental plane structure.

Each outer plane is unique, although they can be no bigger than the size of a large planet plus atmosphere, and most are much smaller, down to the size of a large house or inn.

Unlike the Elemental Planes which mirror the structure of the prime plane, each outer plane has been deliberately created by one or more *Immortals* for a reason, and therefore there is no fixed structure to them.

Having said that, most outer planes have the same sorts of matter and rules of gravity and so on as the prime plane. Even *Immortals* find comfort in familiarity, after all.

The outer planes do not map exactly to the prime plane. Instead, there is a single location (with a radius of about 100 feet or so) on each outer plane which is its Anchor Point. This anchor point maps to a similar sized region on another plane—which can be any other plane; prime, inner or outer.

Within that region, Travel spells will work between the outer plane and the plane that it is attached to, and the usual behavior of mapped planes is exhibited (i.e. traveling from the base plane to the attached outer plane, walking 50 feet to the left, and then returning to the base plane will bring you to 50 feet left of where you started).

Outside of that region, however, Travel spells will not work, and the only way to move to other planes is via a Gate or the equivalent.

Since outer planes can be anchored onto other outer planes, it is possible for a whole "tree" of outer planes to end up being attached to the prime plane in a given location.

Example

After becoming Immortals, five characters work together to create a single plane and anchors it to the Prime Plane. Each of them then also creates a home plane for themselves and each anchors that plane to their shared plane. Finally, one of the Immortals wishes to experiment with creating new types of undead so she creates another plane in which she can perform her experiments and anchors it to her home plane.
If someone wanted to travel from the prime plane to the plane where the experiment is being conducted using a Travel spell, they would have to first locate the anchor point of the shared plane and then cross over onto that plane. From there, they would have to explore that shared plane until they find the anchor point of the Immortal's home plane, and cross over once again. Finally, they would have to explore the Immortal's home plane until they found the anchor point of the plane where the experiment is being conducted and cross over a third time.
If it were one of the other Immortals trying to get to the plane from their own home, they wouldn't be able to travel directly there either. They too would have to go to the anchor point of their home plane and cross over to the shared plane, then find and cross the other two anchor points from there.

Much as some *Immortals* may like to hide away, all outer planes must

have an anchor point connecting them to an existing plane, and "circular" anchors are not possible (i.e. it is not possible to anchor plane A to a location on plane B, then anchor plane B to a location on plane C, then anchor plane C to a location on plane A). All outer planes must be anchored—directly or indirectly—to the prime plane or one of the Inner Planes.

Needless to say, most anchor points are well guarded on one side or the other, and traffic at those points is either forbidden or monitored carefully.

However, there are many outer planes that have been abandoned or simply forgotten. Such forgotten planes may well be unguarded, but the things they contain may be dangerous in their own right.

Since traveling from adjacent plane to adjacent plane can be time-consuming and difficult, it is common for an *Immortal* to create a permanent Gate between planes that they travel between often. Gate spells can link any two planes for one-way or two-way traveling. The planes don't have to be adjacent to one another; they can even be anchored to two different Celestial Spheres. However, Gate spells still go from only a single fixed point on one plane to a single fixed point on the other plane. This can be either an advantage or a disadvantage, since it is even easier to defend a gate than it is to defend an anchor point.

Luminiferous Aether

The Celestial Sphere is not the entire universe. Beyond the sphere's edge lies an expanse of a glowing swirling substance called Luminiferous Aether.

The Luminiferous Aether is chaotic mix of raw elemental matter and ether. It has no actual density or substance to it, and permeates everything outside the Celestial Sphere. However, it can only exist outside of a Celestial Sphere. If a ship with a Sail of Skysailing goes through the sphere and into the aether, it will take its air and gravity envelopes with it; but the air—while breathable—will be mixed with Luminiferous Aether. If the ship then re-enters the Celestial Sphere, it will bring its air envelope with it but leave the Luminiferous Aether outside the sphere.

Sages and philosophers—after discussion with *Immortals* capable of creating entire Celestial Spheres—have concluded that when a Celestial Sphere is created the inside of the Celestial Sphere becomes a region of order where the Luminiferous Aether cannot exist in its raw chaotic state. Instead, within the confines of the sphere, the Luminiferous Aether is split into its constituent parts—the four elements plus ether—and these parts are sorted into their own planes leaving the inside of the Celestial Sphere full of Void.

Whether this is true or not, Luminiferous Aether does have properties similar to each of the four elements, and it is true that Luminiferous Aether can never be brought into a Celestial Sphere. It simply ceases to exist.

The Luminiferous Aether may be infinite in size. At least, no-one has ever reached any kind of edge to it. It is dotted with innumerable Celestial Spheres, each of which has its own set of astronomical bodies and its own set of Inner Planes and Outer Planes.

Since the Inner Planes are attached within each Celestial Sphere, they do not extend out into the Luminiferous Aether and cannot be reached from there.

Similarly, no outer plane can be anchored in the Luminiferous Aether and no Gate spell will reach it.

Commune and Contact Outer Plane spells cannot be used in the Luminiferous Aether, and those spells will not contact creatures who are there when cast from within Celestial Spheres.

Air and Breathing

Breathing within the Luminiferous Aether is not possible except for within the air envelope of an object; much as in the Void. Similarly, the rules for foul air apply.

However, any living creature that runs out of air in the Luminiferous Aether does not suffocate. Instead, the Luminiferous Aether itself supports them in some strange way. The creature loses consciousness and turns to a stone like substance. The creature remains that way until they are in an area with breathable air, at which point they return to normal.

This effect only happens to living creatures. Dead bodies, and undead creatures (as well as non-breathing things like golems) are unaffected.

The Luminiferous Aether is also incredibly flammable. Any spark will immediately burst into a 1-foot radius fireball doing 1d6 damage. If this catches other items alight, then take the normal damage done by such an object when burning and do three times the damage in an area three times the size of the object. For magical fires like a Fireball spell, use a similar guideline—although such spells will always explode around the caster as they are cast, rather than going off once they reach the desired target point.

Strangely, the Luminiferous Aether has the same inhibiting effect on Red Powder as large quantities of Red Powder has on itself. While in the Luminiferous Aether, Red Powder simply will not burn or explode.

Movement and Travel

Getting to the Luminiferous Aether is relatively straightforward. It can be reached from any Celestial Sphere by simply flying to the edge of the sphere and then opening it in some manner.

A Travel spell will open a temporary hole in the crystal of the sphere wall that will last long enough to fly a ship through; or for creatures traveling without a ship, a Dimension Door or Magic Door spell will allow passage through the crystal of the sphere wall.

Once in the Luminiferous Aether, travel is handled in a similar manner to in the Void. Creatures cannot fly using winged flight, but all forms of magical flight work as normal.

However, the problem of distances is even more pronounced in the Luminiferous Aether than in the Void. In fact, because of the immense distances involved, the lack of landmarks, and the fact that the Celestial Spheres drift around and do not stay static, distance is a largely meaningless concept for anything other than short range flight.

For long range travel, simply striking out in a random direction is completely pointless. It may take years or even centuries of travel to find another Celestial Sphere.

However, the Celestial Spheres are naturally tied together by "rivers" of flowing Luminiferous Aether that wind through three-dimensional paths. These rivers are huge things, around a thousand miles across, and always both start and end at particular spheres. They may flow in a single direction or flow in both directions with the two flows twisting around each other. By traveling along a river, a ship flying at voidspeed can both know that it is traveling towards another sphere and also take advantage of the river's flow to get there quicker.

As far as anyone knows, there are no "orphan" spheres with no rivers flowing to them, and there are no "dead end" spheres with rivers flowing towards them but not away from them.

The rivers also have a secondary advantage—the flow of the river will attract debris that would otherwise simply drift randomly. This is particularly the case for debris and objects that are lost from a ship that is traveling the river, and means that on well traveled rivers a lost object has a much greater chance of being found than if it were simply drifting through the vast sea of Luminiferous Aether.

Unfortunately, the rivers twist and bend over a period of time; so while it is possible to map out which spheres are connected to which other spheres (and whether such connections are single or bi-directional), it is not possible to map any kind of meaningful length or distance for a river, since this will change over time (and by how well the navigator manages to keep to the center of the river where the flow is strongest). The time taken to travel along a river is therefore wildly unpredictable. It will take 10d10 days to travel the length of a river at voidspeed in the direction of its flow, although that may include one or more stops when another gravity mass is encountered such as a particularly large piece of flotsam or another ship.

Traveling against the flow is difficult but not impossible, providing one sticks to the outer edge of the river where the flow is least strong. Traveling against the flow in this manner makes a journey from sphere to sphere take five times the normal duration.

The Game Master is encouraged to create a "sphere map" for the region of space around the world on which their campaign starts, showing what spheres exist, and how they are connected.

No-one knows how many spheres there are in total. There even be an infinite number of them. Some *Immortals* have spent centuries exploring and have never managed to run out of new things to find and new places to see.

Chapter 15: Immortals



The ultimate goal of many characters is to reach the lofty heights of immortality.

Immortality doesn't just mean not dying— although immortals are incredibly resilient—it actually means transcending flesh and transforming into a purely spiritual being of great power.

Since immortals are so different from mortal characters, and so much more powerful, an immortal level campaign will be very different in tone from a mortal level one. Most immortals don't simply go out and kill monsters; and they certainly don't hoard and spend treasure like mortal adventurers do. Instead, immortal level campaigns tend to center around political rivalries, machinations, and plotting.

The Game Master and players should take this difference into account when deciding whether or not to continue a campaign into the immortal levels. Many players may simply prefer to have their characters retire and die peacefully as mortals—or maybe use the gaining of immortality as the campaign finale rather than continue to play their characters once immortality is reached.

Whether you decide to include the immortal levels in your campaign or not, it should be the result of a conscious decision; not the result of a "lucky" (or unlucky) die roll. Suddenly finding yourself in an immortal level campaign that you weren't prepared for can be bewildering to both the players and the Game Master and is likely to kill the campaign if not prepared for. Similarly, being all geared up for an immortal level campaign and then discovering that one or more of the PCs doesn't make the transition because their players rolled badly is equally unsatisfying.

What is an Immortal?

On the one hand, immortals are powerful spiritual beings that can create entire planes and species and move planets around.

On the other hand, immortals are simply people.

For all their great power, immortals still have the desires, goals and personalities that they had when they were mortal. Dark Dungeons assumes that all immortals are in fact former mortals, although since it is normally only possible to become an immortal by being sponsored by an existing immortal, this raises the question of where the first immortal(s) came from.

It is up to the Game Master to decide what the answer to that question is in their campaign. Maybe the first immortals were created by true gods (if they exist in the setting). Maybe the first immortals simply spontaneously appeared. Maybe the first mortals were able to become immortals even without sponsors. Or maybe it was something completely different.

Given that immortals are former mortals who have been given great power, what they do with that power (and what they do with their

endless time— since immortals no longer age) is as varied as mortality itself. Some explore the universe. Some look after the mortals and protect them. Others play with mortals to amuse themselves, or play decadent political games with one another. Others are easily corrupted by the power and enjoy spoiling the plans of their peers and making life hard for mortals.

The personalities of immortals are as varied as those of mortals; and even though they have great power, they do not necessarily have the wisdom that comes with great age. Some may well be as dumb as a bag of rocks, despite their power.

The Three Forms

There are three forms that an immortal may take: Embodied Form, Spirit Form, and Mortal Form. Changing between forms normally takes a round, during which the immortal is treated (for the purposes of being attacked or other potentially damaging situations) as being in the least vulnerable of the forms.

Embodied Form

The most common form taken by an immortal is the embodied form. An immortal must always actually have an embodied form, even if they never use it.

This form is physically the most powerful and allows the immortal to use its powers more capably than other forms.

While in embodied form, immortals do not need to breathe, eat or drink—although they can do all three for pleasure if they choose. Similarly, immortals in embodied form are incapable of siring children, but can have sex for pleasure.

If an embodied form of an immortal is killed while the immortal is not on their home plane, the immortal immediately disappears and reappears on their home plane.

The immortal must immediately spend 1,000,000 XP to recreate the embodied form that just died, even if they have other embodied forms available to them. This must be done even if doing so forces them to lose a level. If this level loss would reduce them below 1st level, then they lose their immortality and become merely a dead mortal who can be raised or reincarnated as normal. This is the only way that an immortal can lose their immortality.

Once the immortal has recreated the embodied form that died, they cannot leave their home plane or take on a different form (except to project a Spirit Form through an Immortal Eye spell) for one day per hit point they have.

Additionally, their connection with all their clerics is temporarily disrupted, and their clerics may not cast spells during this period.

If an immortal's embodied form is killed while on their home plane, the immortal is simply dead, and all their clerics permanently lose their power.

Spirit Form

The spirit form is insubstantial and can travel freely through any mundane substance or any substance created by mortal level magic. This also means that the spirit form cannot interact with the mundane world in any way. For example, it cannot pick objects up or attack creatures.

The spirit form is always translucent and it glows gently (with a strength anywhere from a candle to a campfire) and cannot be made to appear invisible or solid, but the immortal may change the shape of their spirit form at will.

The most common shapes for immortals using spirit form to take are:

- A ball of light
- A transparent version of their Embodied Form
- A glowing version of the holy symbol used by their religion

Immortals in spirit form do not need to eat, drink or breathe; in fact they are incapable of doing these things as they have no physical presence. This lack of physical presence also means that the immortal does not have a gravity or air envelope when in the Void or in the Luminiferous Aether.

Mortal Form

Most immortals maintain one or more mortal forms. These mortal forms are, as the name suggests, mortal. They are completely indistinguishable from normal mortals, so an immortal can go incognito in a mortal form and manipulate things on the *Prime Plane* without being noticed. No magical detection—not even the ESP spell or other forms of telepathy—can detect that the mortal form is anything other than a mortal.

When a mortal form dies, the immortal is immediately sent back to their home plane where they reappear in Embodied Form. The immortal cannot leave their home plane or take on a different form (except to project a Spirit Form through an Immortal Eye spell) for 48 hours. The particular mortal form that was killed no longer exists, although there is nothing to stop the immortal from creating a new identical form if they wish.

When leaving mortal form, whether by changing forms or by death, any equipment that was created as part of the mortal form vanishes. Mundane items carried by the mortal form do not disappear in this manner.

Becoming an Immortal

Becoming an immortal is deceptively straightforward. All a character needs to do is to find an immortal who is willing to sponsor them and to create them their first Embodied Form. Their sponsor creates the form for them and Zap! they're now an immortal.

Of course, it isn't really that easy.

Firstly, only the strongest of life-forces can support an Embodied Form. A character needs to have at least 3,000,000 experience points to do this.

If the character doesn't have at least 3,000,000 experience points, then they simply can't be made into an immortal. Their life force is just not robust enough.

Secondly, the Embodied Form takes energy—and life force—to produce, and the sponsoring immortal must pay this. It costs the spon-

soring immortal 1,000,000 experience points to create the Embodied Form for the prospective new immortal. Of course, no immortal is going to spend such a large amount of their own experience points on a whim.

So although becoming an immortal is a very straightforward process, getting strong enough to be able to go through the process and finding an immortal willing to significantly weaken themselves in order to take you through the process are not so straightforward.

The reasons why an immortal may be willing to sacrifice some of their own life force to create another like themselves can be varied. Some may do it for companionship or even love.

Others may help their own descendants become immortal out of a sense of familial duty. Others have more prosaic reasons. They do it to gain immortal allies, or as a significant reward for mortals who have served their interests well.

In the case of adventuring parties, this last reason is probably the most common. Although there is nothing to physically prevent immortals from acting in a blatant manner on the *Prime Plane* (e.g. appearing in Embodied Form and blasting the armies of their worshipers' enemies), in most campaign settings there will be large groups of immortals who "police" the *Prime Plane* (or at least a particular Celestial Sphere) to prevent this. Experience shows time and again that unrestricted shows of immortal power on the *Prime Plane* all too quickly lead to tit-for-tat wars and wholesale destruction of entire planets.

For this reason, most immortals restrict their work on the *Prime Plane* to a series of churches, Mortal Forms and agents. Immortals therefore often show a large interest in high level adventuring parties, since they make useful agents— willing to risk great danger if the prize of potential immortality is dangled in front of them, and able to do things on the *Prime Plane* that the immortal cannot do themselves because it would be too blatant.

Of course, while some immortals may be very open and business-like about a "work for me and I'll make you an immortal too" deal, others couch it in terms of sending the mortals on "quests" or "tests" in order to determine their "worthiness" to join the ranks of the immortals. Whether these immortals actually think of what they are doing in those terms or whether they are merely being euphemistic about the true nature of the deal may vary from individual to individual, of course.

Example

Having reached 3,0000,000 experience, Elfstar is now powerful enough to become an immortal.
Diana, the immortal who Elfstar serves, visits her in a dream. She tells Elfstar that she has been a loyal servant and that now she is ready to be rewarded with the real power of being an immortal. However, because Elfstar is such a prominent member of her church, she can't afford to lose her talents straight away. Diana tells Elfstar that in order to be given her reward, she must first train up a successor to carry on her good work.

Worshipers

There is another wrinkle in becoming an immortal—and it is one that existing immortals don't like to talk about. Immortals cannot exist without the worship of free-willed mortals. No-one knows exactly why this is, but an immortal that goes for over a year without worshipers dies. This is why even in campaigns that have pantheons of gods, immortals still act as their intercessors. They need the worship of their god's followers.

The actual number of worshipers doesn't matter; even having a single one is good enough (although most immortals naturally try to have as many worshipers as possible for safety's sake). It also doesn't matter if the worship is done out of love or fear, as long as it is done. This is a one-way dependency, in that although immortals need worshipers to survive, the worshipers get nothing out of it—at least by default.

Smart immortals know that looking after their worshipers and helping them with the occasional omen or answered prayer is a great way to keep them interested. Likewise, investing clerics who can go around healing and helping (or terrorizing if that's what you prefer) the populace can gain and keep large numbers of worshipers.

An immortal without worshipers is fully aware of that state at all times, so there is no danger of an immortal—not even a new one—accidentally losing their last worshiper and not noticing until a year is up and it is too late.

Home Plane

The plane on which an immortal is first created is forever afterwards considered to be their home plane.

An immortal's home plane is their seat of power. When on their home plane an immortal is treated as if six levels higher than their actual level, to a maximum of 36th level for purposes of level-dependent abilities (e.g. hit points and power reserve). This effective level increase does not change the immortal's experience total.

However, when on their home plane an immortal can only take on Spirit Form or Embodied Form, not Mortal Form.

Because of the importance of an immortal's home plane, a sponsoring immortal will never bestow immortality onto someone on the *Prime Plane*, since this would prevent them from ever taking Mortal Form there.

In some cases where there is an established pantheon of immortals who share a single home plane, new immortals may also be created on that plane. In most cases, however, the sponsor will create a tiny (house sized) outer plane anchored on their own home plane for the new immortal and give them their immortality there. Creating such a tiny plane with the Shape Reality spell costs only 200,000 XP.

That way, the new immortal can, once they are more experienced, expand and/or alter their home plane or move it to a new location of their choosing.

Appearance

When creating a new Embodied Form for the new immortal, the sponsor must specify exactly what that form will look like, and what powers it will have.

Most sponsors will ask the new immortal what they want their form to look like and powers they want, and even if the choice is not given in character to the new immortal, the choice should still be given out of character to the character's player; for the same reason that players get to choose the class of a new mortal character they create even though the character themselves may have been apprenticed out and not had a choice in their career (and certainly not in their race).

Most new immortals already have a strong self-image, and wish to look like idealized versions of their mortal bodies. Since immortals don't age, and any apparent age has no effect on their abilities, some immortals prefer to look young and virile as they did (or at least as they imagine they did) in their youth, while others prefer to look older and more worldly wise. Many simply wish to continue to appear as they did at the point when they became an immortal.

Some new immortals choose to make a complete break from their old mortal lives, and choose to look different— occasionally very different—from how they looked while mortal. Often this will involve taking on a new name to go with the new form. Unless powers say otherwise, an immortal's form must be between three and seven feet in size.

Example

Elfstar has trained up her replacement and is in the process of investing her with her new role when Diana, not wanting to miss the chance to impress her followers, appears in her Embodied Form as the investiture rite is finishing.

Normally an immortal simply showing up on the prime plane in Embodied Form would alarm the other immortals who are watching the prime plane for direct interference, but Diana has informed them in advance that she is going to appear to her worshippers in this way so while they keep watch, they don't interfere.

Diana blesses Elfstar's replacement and then wanders through the assembled crowd of worshippers dispensing healing and advice.

Finally, she takes Elfstar by the hand and returns with her to her home plane leaving no doubt in the minds of her worshippers that Elfstar has been invited to join her pantheon.

Once on the home plane that Diana shares with the rest of her pantheon, Elfstar stays as a guest in Diana's palace for three days while Diana explains all about immortality to her.

At the end of that time, Elfstar is ready and has decided that in order to attract worshippers of her own—and not to compete for them too much with the rest of Diana's pantheon—she is going to appear as an emissary of youth and innocence (which won't surprise people who knew her during her life, since she was always chaste).

She decides that her Embodied Form should look like she did when she was still a young teenager, and decides to give it the powers of Call Other, Detection Suite, Improved Saving Throws (vs. mental attacks), and Turn Undead.

The Immortal Class



Once characters become immortals, they no longer have the character class (or even race) that they had in mortal life. Immortals, regardless of appearance, are a single class to themselves with thirty six levels just like any other class.

When a character becomes an immortal, they retain the experience total that they had in life. This means that a character becoming an immortal may begin their immortality at a level higher than 1st.

Since the immortal has a completely new body which is fundamentally different to that of a mortal, the player of a new immortal character should not be surprised if some aspects of their character appear to have got worse since they became an immortal. For example, a 1st level immortal may have fewer hit points than they had as a 32nd level fighter. This appearance can be deceptive, however, since immortals are significantly better than mortals in a number of ways and this makes direct comparisons of a single ability or score somewhat misleading.

Skills

First level immortals start with a number of skill points equal to 12 plus their *Intelligence* bonus, and this increases to a maximum of 20 plus their *Intelligence* bonus at 36th level. Skills for immortals work in exactly the same way as skills for mortals. However, the higher ability scores of immortals can sometimes make skill and ability checks unnecessary unless there are very large penalties to the effective ability score.

While most physical skills can only be used in Embodied Form, some mental or social skills can also be used in Spirit Form.

Weapon Feats

Immortals have basic proficiency with all weapons and attacks, and have no restrictions on the weapons that they are allowed to use. Immortals do not normally gain extra weapon feats, but may have higher proficiency levels in some weapons because they have chosen the Weapon Expertise power as part of their Embodied Form.

Level and Experience

Compared to mortals, immortals need huge numbers of experience points to increase in level.

However, immortals don't get experience for the same things that mortal level characters do. Immortals never gain experience for gaining treasure, and should only rarely—if ever, at the Game Master's discretion—gain experience for killing mortal level monsters. Doing such things are simply not significant to an immortal.

The only experience immortals should get for killing monsters is if the monsters pose a significant threat to the immortals.

Instead, the vast majority of experience gained by immortals will be for achieving plot goals. The Game Master is advised to give such rewards much more frequently in an immortal level campaign than in a mortal level campaign, and to make them large enough that the characters will advance in level at a rate the group finds reasonable.

Saving Throws

Since immortals are immune to mortal magic and posses Anti-Magic, they have only four types of saving throws which are spell attacks, psychical attacks, mental attacks, and power attacks.

Abilities

Some of these abilities require the immortal to spend experience points to use them. They are literally powering these abilities by using up their own life force. If spending experience points in this manner would reduce an immortal's level, the immortal cannot spend the experience and cannot use the ability.

Anti-Magic: Immortals in Embodied Form or Spirit Form have Anti-Magic against mortal level magic cast by other immortals. Even if a spell cast by an immortal level caster gets through the immortal's Anti-Magic, the immortal may still make a saving throw versus that spell where applicable. If the spell is mind-affecting, the immortal may make a saving throw vs. mental attacks, otherwise the immortal makes a saving throw vs. spell attacks.

Aura of Power: The Embodied Form of an immortal always radiates a glowing aura with a strength anywhere from that of a candle to that of a bonfire at the immortal's whim.

Once per round (as an action), an immortal in Embodied Form can cause their aura to flare up. This will affect a number of mortal creatures equal to the immortal's *Intelligence* and *Wisdom* bonuses added together; providing all the targets are within 60 feet of the immortal. Mortal creatures with no mind (such as unintelligent undead) are affected by these aura attacks.

The immortal must decide whether the desired effect of the aura is terror, awe, or beauty.

Terror: Each target will flee in terror for 30 minutes unless they can make a saving throw vs. spells. If the target is cornered, they will cower and fight only to defend themselves.

Awe: Each target will stand paralyzed for 30 minutes unless they can make a saving throw vs. spells.

Beauty: Each target will consider the immortal to be their best friend, and treat them accordingly. It does not make them fanatically loyal and will not make them attack their other friends.

All targets get a saving throw vs. spells to avoid the effect.

If a target fails its saving throw, then it gets another one periodically to throw off the charm effect. The frequency of the saving throw is based on the creature's *Intelligence* as indicated on *Table 8.11: Charm*.

If the immortal behaves in an overtly hostile manner to the charmed target, such as attacking it or ordering others to attack it, then the charm is broken.

Control Dreams: Immortals in Spirit Form can control the dreams of all dreaming mortal creature sleeping within 180 feet of them, and can do this to mortals on the *Prime Plane* while the immortal is on the *Ethereal Plane*.

Fast Healing: Immortals heal quicker than mortals do. An immortal regains 1d4 hit points per day, or 1d8 hit points per day if resting.

Immunity to Aging: Immortals in Embodied Form are immune to aging (including magical aging).

Immunity to Damage: Immortals in Spirit Form are completely immune to any form of damage or attack.

Immunity to Disease: Immortals in Embodied Form are immune to all diseases.

Immunity to Environmental Effects: Immortals in Embodied Form are immune to mundane environmental effects such as fire, cold, lightning and so on.

Immunity to Magic: Immortals in Embodied Form or Spirit Form are completely immune to all mortal level magic cast by mortals, including such magical effects as dragon breath from mortal level dragons and Energy Drain from mortal level undead.

This immunity stretches to the magical creations of existing mortal level spells. For example an immortal can walk straight through a mortal level Force Field spell. However, it does not stretch to the mundane non-magical creations of such spells.

An immortal cannot see or walk through a Wall of Stone cast by a mortal.

Immortals in Spirit Form are completely immune to any form of magic, with the exception of the immortal spells Probe and Power Attack. The immortal gets normal Anti-Magic checks and saving throws against these spells while in Spirit Form.

Immunity to Poison: Immortals in Embodied Form are immune to mortal level poison. They are not immune to immortal level poisons. However, even such powerful venoms will be delayed for a number of rounds equal to the immortal's *Constitution* bonus before taking effect; hopefully giving the immortal chance to cast a Neutralize Poison spell or similar before it is too late.

Infravision: Immortals in Embodied Form have *Infravision* (see *Chapter 10: Infravision*).

Multilingual: Immortals in Embodied Form or Spirit Form can speak and understand any language.

Multiple Attacks: An immortal in Embodied Form is able to make two attacks per round. At 13th level, this rises to three attacks and at 25th level it rises to four attacks. See *Chapter 12: Actions* for details of multiple attacks.

Natural AC: Immortals in Embodied Form have a natural armor class that rises when they gain levels. This armor class is not modified by armor and shields that are worn unless they are magical; in which case only the magical bonuses apply, not the base armor class normally granted by the armor.

Power Reserve: Immortals have a power reserve, which is a pool of points that can be spent on minor or temporary powers and abilities.

An immortal's power reserve refreshes after a night's rest, and any power points left unused are wasted.

If an immortal spends their entire power reserve, and has no more power points remaining, they are left in an exhausted state. If not already in Embodied Form, they immediately switch to their first Embodied Form, and can not leave that form until they have power points once more.

Additionally, all movement speeds are halved, as is unarmed damage; and the immortal has a -4 penalty on all saving throws.

This condition lasts until the immortal has had a chance to sleep and regain their power points back up to their normal power reserve level.

Resistance to Mortal Damage: If a mortal psychically attacks an immortal in Embodied Form, they will only cause damage if they hit with a +5 weapon or better. Even then, the immortal takes only minimum damage from each attack. If a fighter targets an immortal with their Smash ability, the fighter does not add their entire *Strength* to the damage done—they only add their *Strength* bonus instead.

Spells: By spending 18 power points, an immortal in Embodied Form may cast spells as a 36th level cleric, druid, or wizard for a day.

Once these spells are cast they are forgotten and may not be relearned unless the immortal spends another 18 power points to regain them all. If the immortal spends additional power points, the spells are not forgotten when cast. The cost to do so is 7 power points for cleric and druid spells and 32 power points for wizard spells.

When casting these spells, the hit dice of an immortal are used to determine their effective level.

Immortals in Embodied Form can also cast powerful Immortal Level Spells.

All immortals can cast all of these spells, and there is no need to prepare them in advance.

There is no limit to how often an immortal can cast any of these spells other than their cost in experience and power points.

Immortals in Spirit Form may not use any Immortal Level Spells with the exception of the Power Attack, Probe, and Probe Shield spells. The immortal may use such mortal movement or travel spell at will, as often as they like; and if the spell has variable effects based on the level of the caster then the immortal is treated as a caster with a level equal to twice their hit dice.

Strike to Kill Damage: When attacking while unarmed, an immortal in Embodied Form can choose to do strike to kill when using the Unarmed Strike weapon feat instead of striking to stun (see *Chapter 6: Weapon Feats*). If they do so, they do more damage (and *Strength* bonuses apply as normal), but lose the chance to stun or knock out their opponent. The damage done by an immortal of a particular level is listed on *Table 15.1: Immortal Progression*.

Telepathy: Immortals in Embodied Form or Spirit Form can communicate with any creature by transmitting and receiving thoughts. The immortal and the creature will understand the thoughts despite language differences.

Increased Weapon Damage: Immortals in Embodied Form of 13th level and higher do additional damage when striking with weapons. This damage is based on the type of damage normally done by the weapon at the immortal's level of expertise with that weapon, but with an additional die added to it. This increased damage does apply to unarmed strikes to stun, but does not apply to unarmed strikes to kill.

At 25th level, two dice are added to the damage.

Abilities: Powers

Immortals gain four powers of the player's choice upon creation to make them more unique. These power choices are permanent; no substitutions can be made after game play begins.

Call Other

The immortal can spend 10 power points in order to make a mental call for help back to their home plane.

If any other immortals share the same home plane and are on that plane at the time of the call, there is a 15% chance that one of them (chosen randomly) will hear the call. This chance increases for every six levels the calling immortal has attained.

The immortal hearing the call will know the identity of the calling immortal, but not the circumstances in which the call is being made. They may choose to either ignore the call or to immediately spend 50 power points to open and step through a temporary Gate to the calling immortal's location.

Control Undead

The immortal may speak with all intelligent undead, and may control undead as if they were a 33+ hit dice Undead Liege (see *Chapter 17: Undead Lieges*).

Detection Suite

The immortal gains all the special detection powers of the *Dwarf* and *Elf* classes.

Dragon Breath

The immortal can spend 50 power points to use the breath weapon of any of the normal types of dragon or dragon queen, doing damage equal to their current hit points. The immortal can only use the breath weapon of each type of dragon once per day.

If the immortal also has the Dragon Form power, these breath attacks may be used in addition to the breath attacks granted by that power.

Dragon Form

This power costs two power choices.

The immortal's Embodied Form is that of a huge dragon. The immortal has a movement rate of 60 feet on foot or 140 feet flying.

The immortal gets nine attacks per round regardless of experience level. These are two bites for 6d8 damage each; and two claws, two wing strikes, two kicks and a tail swing, for 2d8 damage each. *Strength* bonuses apply to each of these.

Additionally, the immortal must choose either a single color or a mix of two colors for their scales. They can spend 50 power points to use the breath weapon of a dragon or dragon queen of either of their colors, doing damage equal to their current hit points. The immortal can only use the breath weapon twice per day, but each time may be from the same or a different type of dragon.

If the immortal also has the Dragon Breath power, these breath attacks may be used in addition to the breath attacks granted by that power.

Enhanced Reflexes

This power may be taken more than once.

The immortal gets a +2 bonus on their Surprise and Initiative rolls.

Extra Attacks

This power may be taken more than once.

The immortal gets one extra attack per round, over and above the normal number of attacks granted by their level or other powers.

Fighter Abilities

The immortal gains the Smash and Parry fighter abilities.

Groan

Once per ten minutes, the immortal can spend 20 power points to make a horrible noise (although the power is called "Groan" the noise does not actually have to be a groan—it could be a different type of noise).

All creatures (including other immortals) within 180 feet must make a saving throw. In the case of mortal creatures, this is a saving throw vs. spells with a -2 penalty. In the case of undead creatures, this is a saving throw vs. spells with no penalty. In the case of immortals, this is a saving throw vs. mental attacks with a +4 bonus.

Any creature that fails the saving throw is paralyzed for ten minutes.

Any creature that makes the saving throw can only move at half their normal speed for ten minutes.

Multiple groans from different immortals have no additional effect on a creature already affected by this power.

Height Decrease

The immortal's Embodied Form can grow and shrink anywhere from normal human-sized to as small as three inches tall.

It takes 10 minutes for the immortal to change size, although they can remain at any given size indefinitely.

Changing size does not affect the immortal's other abilities or powers.

An immortal may have both the height decrease and Height Increase powers.

Height Increase

The immortal's Embodied Form can grow and shrink anywhere from normal human-sized to as large as twenty-two feet tall.

It takes 10 minutes for the immortal to change size, although they can remain at any given size indefinitely. Changing size does not affect the immortal's other abilities or powers.

An immortal may have both the Height Decrease and height increase powers.

Howl

The immortal may make a terrifying sound (although this power is called "Howl", the sound does not actually have to be a howl—it could be a different type of sound).

All creatures (including other immortals) within 180 feet must make a saving throw. In the case of mortal creatures, this is a saving throw vs. spells with a -2 penalty. In the case of undead creatures, this is a saving throw vs. spells with no penalty.

In the case of immortals, this is a saving throw vs. mental attacks with a +4 bonus.

Any creature that fails the saving throw must flee in terror for 3d6 rounds.

Improved Saving Throws

This power may be taken more than once.

The immortal is particularly good at resisting a certain type of effect. When this power is taken, the player must choose one of the types of immortal saving throws.

Whenever the immortal must make a saving throw of that type to avoid taking damage, success means that the immortal only takes a quarter of the normal damage from the attack, and failure means that the immortal takes a half of the normal damage from the attack.

If the attack is an all-or-nothing effect rather than an effect that does damage, then success means that the immortal is completely unaffected by the attack and failure means that the immortal takes the full effect.

If this power is taken more than once, it must apply to a different saving throw each time.

Increased Damage

This power may be taken more than once.

The immortal increases the damage done by each physical attack by one die of the type done by the attack. This power does not increase the damage done by spells cast by the immortal.

Increased Movement Rate

This power may be taken more than once.

The immortal moves at double normal speed in all modes of travel except when flying in at voidspeed in Spirit Form.

If this power is taken more than once, the multiplier increases by one for each additional time the power is taken; so an immortal who has taken this power three times moves at four times their normal movement speeds.

Leech

The immortal may suck the life force out of creatures they touch, including other immortals. This power must be consciously used—the immortal won't accidentally kill people when shaking their hands—and requires a successful attack roll against an unwilling target.

When used on a mortal creature, the touch will drain three levels of experience from the victim. There is no saving throw against this drain, and the victim will not even notice that the drain has happened unless they can make a saving throw vs. death ray at a -2 penalty. The immortal using the attack gains 3d4 hit points from the drained life force.

When used on an immortal, the victim must make a saving throw vs. power attacks. If the victim fails the saving throw then they lose 100,000 experience points.

This loss can cause the victim to lose a level, but cannot reduce them below 3,000,000 experience (i.e. it cannot reduce them below 1st level). If the victim makes the saving throw then they lose 10 power points. The immortal using the attack gains 10 power points from the drained life force.

If the attacking immortal gains more hit points or power points than their normal maximum, the excess disappear after ten minutes.

Monk Abilities

This power costs three power choices.

The immortal has the number of attacks, damage, and special abilities of a 36th level monk.

Poison

This power can be taken twice.

The immortal has a poisonous bite or a poisonous stinger. If this power is taken twice, then the immortal has both.

If the immortal makes a successful attack with either a bite or a sting, the victim must make a saving throw.

Mortal victims must make a saving throw vs. poison with a -4 penalty. If they fail the saving throw then they die instantly. If they make the saving throw then they take 6d6 damage and can do nothing but writhe in agony for a full day, being unable to even think clearly.

Immortal victims must make a saving throw vs. physical attacks. If they fail the saving throw then they take 6d6 damage and are in such pain that they cannot speak, fight, cast spells or use powers for a full day. Turning to Spirit Form will ease the pain, but turning back to an Embodied Form will make it return and turning to a Mortal Form will cause that form to instantly die. If they make the saving throw, they are unaffected.

If a mortal is slain by the poison (either from failing their saving throw or from the 6d6 damage), their blood remains poisonous enough that it can be used as twelve doses of normal save-or-die poison; although the poisonous blood will not poison the blood of its victims in turn.

Rogue Abilities

The immortal gains the special abilities of a 36th level rogue, with the exception of the Sneak Attack ability.

Snap

The immortal can stretch out a body part (hair, tongue, arms, tentacles or some other part chosen when the power is chosen) to a distance of 20 feet and make an attack with it.

If the attack hits its target, the target is grabbed and pulled to the immortal who can then make a normal melee attack against the victim. If the snap attack was made by surprise, the resulting melee attack does double damage.

Once the melee attack has been made, the victim is no longer grappled by the snapping body part.

Spit Poison

The immortal may spit poison into the eyes of any target within 30 feet. No attack roll is needed, but the target gets a saving throw.

Mortal victims must make a saving throw vs. poison at a -2 penalty. If they fail then they die instantly.

If they succeed they take 3d6 damage and are *Blinded* until cured by a Neutralize Poison spell cast by an immortal.

Immortal victims must make a saving throw vs. physical attacks. If they fail they take 3d6 damage and are *Blinded* for 2d10 rounds or until they receive a Neutralize Poison spell. If they succeed then the attack has no effect.

Summon Weapons

This power may be taken more than once.

The immortal must designate one or two weapons as their chosen weapons when they take this power. Those weapons must be hidden in a secure place on the immortal's home plane.

At any time, the immortal can summon one or both weapons to their hand instantly (this happens during the Statement of Intent phase in combat and does not affect initiative or actions).

If either of the weapons is dropped by the immortal, either deliberately or accidentally, then they immediately return to their hiding place.

If either of the weapons is ever stolen from its hiding place, it may not be summoned until it is found and returned to that place.

Swoop

The immortal can make a swoop attack while flying. This attack is treated as a Charge action, even though the immortal is not mounted.

This power can only be used once every three rounds.

Turn Undead

The immortal is able to turn undead as if a 36th level cleric.

Weapon Expertise

This power may be chosen more than once.

The immortal has the grand master level of expertise with three types of weapon chosen at the time the power is chosen.

Ability Requirements: None

Prime Requisite: None

Hit Dice: Non-Variable Hit Points

Movement (Embodied Form): 50 ft., 120 ft. (Fly), 50 ft. (Swim)

Movement (Spirit Form): Voidspeed, 240 ft. (Attentive)

Weapons: Any

Armor: Any

Special Abilities: Anti-Magic, Aura of Power, Control Dreams, Immunity to Aging, Immunity to Damage, Immunity to Disease, Immunity to Environmental Effects, Immunity to Magic, Immunity to Poison, Infravision, Multilingual, Multiple Attacks, Power Reserve, Powers, Resistance to Mortal Damage, Spells, Strike to Kill Damage, Telepathy, Increased Weapon Damage

Table 15.1: Immortal Progression

Level	Experience	Hit Dice	Hit Points	Attack Bonus	Natural AC	Saving Throws: Spell Attacks	Saving Throws: Physical Attacks	Saving Throws: Mental Attacks	Saving Throws: Power Attacks	Special
1	3,000,000	15	75	+12	9	20	15	18	17	Anti-Magic, Aura of Power, Control Dreams, Immunity to Aging, Immunity to Damage, Immunity to Disease, Immunity to Environmental Effects, Immunity to Magic, Immunity to Poison, Infravision, Multilingual, Multiple Attacks (2), Power Reserve, Powers, Resistance to Mortal Damage, Spells, Strike to Kill Damage, Telepathy
2	3,250,000	16	80	+13	9	20	15	18	17	-
3	3,500,000	17	85	+13	9	20	15	18	17	-
4	3,750,000	18	90	+14	9	20	15	18	17	-
5	4,000,000	19	95	+14	9	20	15	18	17	+1 Skill Point
6	4,500,000	20	100	+15	9	20	15	18	17	-
7	5,000,000	21	110	+15	8	20	14	17	16	-
8	6,000,000	22	120	+16	8	20	14	17	16	-
9	7,000,000	23	130	+16	7	19	13	16	15	+1 Skill Point
10	8,000,000	24	140	+17	7	19	13	16	15	-
11	9,000,000	25	150	+17	6	18	12	15	14	-
12	10,000,000	26	160	+18	6	18	12	15	14	-
13	12,000,000	27	180	+18	5	17	11	14	13	Increased Weapon Damage, Multiple Attacks (3), +1 Skill Point
14	14,000,000	28	200	+19	5	17	11	14	13	-
15	16,000,000	29	220	+19	4	16	10	13	12	-
16	18,000,000	30	240	+20	4	16	10	13	12	-
17	20,000,000	31	260	+20	3	15	9	12	11	+1 Skill Point
18	22,000,000	32	280	+21	3	15	9	12	11	-
19	25,000,000	33	300	+21	2	14	8	11	10	-
20	30,000,000	34	330	+22	2	14	8	11	10	-
21	35,000,000	35	360	+22	1	13	7	10	9	+1 Skill Point
22	40,000,000	36	390	+23	1	13	7	10	9	-
23	45,000,000	37	420	+24	0	12	6	9	8	-
24	50,000,000	38	450	+25	0	12	6	9	8	-
25	55,000,000	39	500	+26	-1	11	5	8	7	Increased Weapon Damage (2), Multiple Attacks (4), +1 Skill Point
26	60,000,000	40	550	+27	-1	10	5	8	7	-
27	70,000,000	41	600	+28	-2	9	4	7	6	-
28	80,000,000	42	650	+29	-3	8	4	7	6	-
29	90,000,000	43	700	+30	-4	7	3	6	5	+1 Skill Point
30	100,000,000	44	750	+31	-5	6	3	6	5	-
31	110,000,000	45	800	+32	-6	5	2	5	4	-
32	120,000,000	46	900	+33	-7	5	2	5	4	-
33	130,000,000	47	1,000	+34	-8	5	2	5	4	+1 Skill Point
34	140,000,000	48	1,250	+35	-9	5	2	5	4	-
35	150,000,000	49	1,500	+36	-10	5	2	5	4	-
36	160,000,000	50	2,000	+37	-11	5	2	5	4	-

Table 15.2: Immortal Special Abilities Progression

Level	Anti-Magic	Power Reserve	Strike to Kill Damage
1	50%	300	2d6
2	50%	325	2d6
3	50%	350	2d6
4	50%	375	2d6
5	50%	400	2d6
6	50%	450	2d6
7	50%	500	2d6
8	50%	600	2d6
9	50%	700	2d6
10	50%	800	2d6
11	50%	900	2d6
12	50%	1,000	2d6
13	60%	1,200	3d6
14	60%	1,400	3d6
15	60%	1,600	3d6
16	60%	1,800	3d6
17	60%	2,000	3d6
18	60%	2,200	3d6
19	70%	2,500	3d6
20	70%	3,000	3d6
21	70%	3,500	3d6
22	70%	4,000	3d6
23	70%	4,500	3d6
24	70%	5,000	3d6
25	80%	5,500	4d6
26	80%	6,000	4d6
27	80%	7,000	4d6
28	80%	8,000	4d6
29	80%	9,000	4d6
30	80%	10,000	4d6
31	90%	11,000	4d6
32	90%	12,000	4d6
33	90%	13,000	4d6
34	90%	14,000	4d6
35	90%	15,000	4d6
36	90%	16,000	4d6

Immortal Level Spells

These spells may only be cast by immortals while in Embodied Form. These spells are not stored in spell books and it is not possible to write these spells onto scrolls or make magic items that duplicate their effects.

Immortal level spells can be either lesser or greater. Lesser spells generally have temporary effects and cost the immortal power points to cast; whereas greater spells generally have permanent effects and cost the immortal experience points to cast. None of these spells can be dispelled by either mortal or immortal casters.

Table 15.3: Immortal Level Spells

Lesser Spells	Greater Spells
Conceal Magical Nature	Bestow*
Create Mundane Object‡	Create Artifact
Detect Immortal Magic	Create Embodied Form
Hear Prayers	Create Mortal Form
Immortal Eye	Create Mundane Object‡
Increase Spell Duration	Create Species
Power Attack	Create Time Gate
Prepare Mortal Magic	Grant Power
Probe	Improve Ability
Probe Shield	Invest Cleric*
Reduce Saving Throw	Shape Reality
	Time Travel
	Transform

*Reversible spell ‡Can be cast as either a Lesser Spell for temporary effect or a Greater Spell for permanent effect

Bestow

Immortal (Greater)
Cost: 50,000 XP per ability bestowed
Range: 60 ft.
Duration: Permanent

The bestow pell grants one or more permanent abilities to a mortal creature. An ability can be either a +1 bonus to an ability score or the equivalent of a mortal spell between 1st and 7th level having been cast on the mortal and made permanent by a Permanence spell.

However, unlike an actual Permanence spell, this bestows the power on the mortal as an innate ability which cannot be dispelled.

Reverse: Diminish removes one or more abilities from a mortal creature. An ability can be one granted by this spell or an innate ability such as *Infravision*, or it can result in a -1 penalty to one of the mortal's ability scores.

The mortal gets a saving throw vs. spells with a -2 penalty in order to avoid the effects.

Conceal Magical Nature

Immortal (Lesser) **Cost:** 10 pp
Range: 60 ft.
Duration: One year, or until item used

This spell will cause a single magical object (including an artifact.) to fail to show up on Detect Magic, Detect Evil, Know Alignment, and Truesight spells.

This concealment of the item's magical nature will last for one year or until the item is used; at which point this spell is canceled. and the item's magical nature will become apparent once more.

This spell does not work on living creatures, and multiple castings are not cumulative in duration.

Create Artifact

Immortal (Greater)
Cost: Varies
Range: Touch
Duration: Permanent

This spell creates an artifact (see *Chapter 18: Artifacts*)—an extremely powerful magical item.

Create Embodied Form

Immortal (Greater)
Cost: 1,000,000 XP
Range: 10 ft.
Duration: Permanent

This spell creates a new Embodied Form for either the caster or for a willing target within 10 feet.

The new Embodied Form can have any combination of four Embodied Form powers, and will look like the caster wishes.

When cast on a mortal with fewer than 3,000,000 experience points, this spell will fail. If the mortal has at least 3,000,000 experience points then casting this spell on them will make them become an immortal with the same number of experience points that they had as a mortal; and whose home plane is the plane on which this spell was cast on them.

If cast on an immortal (usually the caster themselves), this spell will give them an additional Embodied Form which may look different and have different powers to their existing form.

An immortal can have as many Embodied Forms as they like, and may change freely between them taking a round to do so.

Create Mortal Form

Immortal (Greater)
Cost: 50,000 XP
Range: Caster
Duration: Permanent

This spell creates a new Mortal Form for the caster.

The new Mortal Form can be of any race, class or monster species; but its abilities are limited to those that a normal member of that race, class or monster species would have.

Once created, the Mortal Form lasts indefinitely (although it may age as a normal member of its race or class if the caster chooses so at the time of casting) until slain. A Mortal Form cannot be raised or reincarnated. The caster may shift away from the Mortal Form and then shift back to it at a later time without needing to cast this spell again, and the Mortal Form will have aged appropriately if the caster chose for it to do so.

The caster can, of course, simply create a new Mortal Form that is identical to a previous one in order to give the appearance of restored youth to an aged one or give the appearance that a dead one has been raised.

The caster may cast Create Mundane Object in conjunction with this spell in order to create clothing and equipment for their new Mortal Form.

Any equipment created in this manner will disappear when the caster shifts to a different form and reappear when the caster shifts back to the Mortal Form.

An immortal can have as many Mortal Forms as they like, and may change freely between them taking a round to do so.

Create Mundane Object

Immortal (Greater)
Cost: 1 XP per 1 gp value of the object
Range: 10 ft.
Duration: Permanent

This spell creates a mundane object out of nothingness. It can create any non-magical object or any magic item; but can not create artifacts.

This spell can create complex items such as buildings complete with fixtures and fittings, providing the immortal pays for the total value of the object.

If the immortal chooses, they can make temporary items that disappear after either 24 hours or when the immortal switches out of Embodied Form whichever comes sooner. Temporary items do not cost experience points to create, but cost 1 power point per 10,000 gp of value created (rounded up).

Create Species

Immortal (Greater)
Cost: Varies
Range: 10 ft.
Duration: Permanent

Each casting of this spell creates a single creature, which may be intelligent.

The creature created does not have to be from an existing species or race; the immortal can simply invent a new species by casting this spell, and if they cast the spell repeatedly to create the same type of creature they can create a breeding population of this new species.

It is up to the Game Master (and the actions of the immortal in protecting, teaching and guiding their new species) to determine whether the new species will thrive or die out. This is how many of the humanoid species in the world started.

The immortal has no direct control over creatures created by this spell, but they will usually be grateful for existence and worship the immortal.

This spell costs the immortal 100,000 experience points to cast, plus an additional 100,000 experience points for each special ability of the creature created. At the Game Master's discretion, having a high number of hit dice may count as one or more special abilities in its own right.

Intelligent creatures created by this spell cannot take on human classes, but can potentially become sorcerers or shamans.

The player and Game Master may optionally create a custom racial class for the new species, similar to the racial classes that exist for dwarves, gnomes, elves and halflings.

Create Time Gate

Immortal (Greater)
Cost: 50 pp
Range: 10 ft.
Duration: Concentration

When you cast this spell, you create a portal between your time and location and another specified time and location on the same plane. The portal is circular, with a diameter anywhere between 5 feet and 20 feet.

The portals at either end of the link are one-sided, and anything passing into one emerges from the other. The portals both travel through time at the normal rate of one second per second, so they always remain the same relative distance apart in time.

Creating the portals branches the time line firstly at the point of creation and then secondly at the far end, as if you had traveled from here to there, as does ceasing concentration so that the portals disappear.

Additionally, if anything passes through the portals in either direction the time line branches at their point of departure and then almost immediately afterwards at their point of arrival in the normal manner for time travel journeys.

If multiple travelers wish to travel together without the time line branching multiple times, they must hold hands or otherwise remain in physical contact while using readied actions to pass through the time gate simultaneously.

Detect Immortal Magic

Immortal (Lesser)
Cost: 10 pp
Range: One astronomical body on the Prime Plane
Duration: 1 Day

This spell will scan one astronomical body (on the *Prime Plane* only) for immortal activity. A particularly large or complex astronomical body may require more than one detect immortal magic spell to cover it, at the Game Master's discretion.

Each round that an immortal is on the planet in Embodied Form, there is a 5% cumulative chance that this spell will detect their presence. If the embodied immortal uses spells then this becomes a 10% cumulative chance per round. There is also a 1% cumulative chance per round that this spell will detect the active use of an artifact.

The spell will not reveal the identity of the immortal, or even whether it was triggered by an immortal or an artifact, but it will reveal the location that the immortal power was detected at.

In most campaign settings, the major planets where the campaign takes place will normally have some kind of rules set up by the most powerful immortals that prohibit direct immortal activity except for particular prescribed activities (such as investing clerics or sending omens to worshipers).

This is for the safety of those living on the planet, because it is relatively simple for a dispute between immortals to destroy huge areas of civilization. Of course, not all immortals will obey such rules, so there is often a council of high level immortals on "guard duty" using this spell to monitor events and prepared to step in and stop any unauthorized direct meddling.

This spell will not detect immortals in Spirit Form, nor will it detect immortals in Mortal Form.

Grant Power

Immortal (Greater)
Cost: Varies
Range: Touch
Duration: Permanent

This spell allows the immortal so simply give away experience points.

The immortal can spend any number of experience points when casting this spell (providing they can afford to spend them without losing a level).

The target of the spell will gain the same number of experience points that the immortal has spent.

The experience can be given to a mortal, or it can be given to another immortal who has fewer experience points than the caster. However, it cannot give enough experience points to bring the target's experience total higher than the caster's.

This spell may only be cast once per experience level. Once an immortal casts grant power, they can not cast it again until they have increased in level.

Hear Prayers

Immortal (Lesser)
Cost: 5 pp
Range: Everywhere
Duration: 30 minutes

This spell allows the immortal to hear all prayers that were made to them over the previous day.

It does not grant the immortal any special ability to answer those prayers, but most immortals are aware that the occasional intervention is a great way to keep worshipers loyal.

This spell is also an ideal way for an immortal to keep up to date on the actions of their agents and minions—assuming those minions report those actions in prayer.

Immortal Eye

Immortal (Lesser)
Cost: 5 pp
Range: Anywhere
Duration: 1 hour

This spell allows the immortal to create an invisible magical eye in any location that they have previously visited, whether on the same plane or a different plane. The eye is detectable by a Detect Magic spell cast in its location, but is will not show up on a Detect Immortal Magic spell directed at the location.

The caster can move the eye at a speed of 240 feet per round by concentrating, and when they stop concentrating the eye will remain

in place. At the end of the spell's duration, the caster can spend an additional 5 power points in order to extend it for another hour.

If the caster concentrates for ten minutes, they can cause their Embodied Form to fall into a trance, and their Spirit Form to appear in the eye's location. This is the only time at which an Immortal can have more than one form simultaneously.

The Spirit Form can stay at the eye's location until the duration of the spell runs out, and cannot shift to a different form or move from that point (although it can be moved by the caster concentrating in order to move the eye itself), but it can communicate with people or enter into people's dreams as normal.

Improve Ability

Immortal (Greater)
Cost: See *Table 15.4: Improve Ability*
Range: Caster
Duration: Permanent

This spell permanently improves one of the ability scores of the caster. The score is improved in all Embodied Forms (and in the case of mental ability scores, also in Spirit Form).

The cost to improve an ability score and the maximum value to which an ability score can be raised depend on the caster's level, and can be found on *Table 15.4: Improve Ability*.

Table 15.4: Improve Ability

Level	Cost	Max Ability Score
1-12	100,000	25
13-18	200,000	50
19-24	400,000	75
25-30	800,000	100
31-36	1,600,000	100

Increase Spell Duration

Immortal (Lesser)
Cost: 1 pp per increase
Range: -
Duration: -

This spell is cast at the same time as the caster casts a mortal level spell.

For each power point spent on this spell, the mortal level spell will have its duration extended by an amount equal to its normal duration.

If the caster spends 1 pp on this spell, for example, the mortal spell it is cast with will have its duration doubled. If the caster spends 2 pp, the mortal spell it is cast with will have its duration tripled. If the caster spends 3 pp, the mortal spell it is cast with will have its duration quadrupled. And so forth.

Both this spell and the Reduce Saving Throw spell can be cast at the same time on the same mortal level spell.

This spell cannot be cast with other immortal level spells.

Invest Cleric

Immortal (Greater)
Cost: 50,000 XP
Range: Touch
Duration: Permanent

This spell will either turn a willing human mortal into a cleric of the caster or a willing non-human mortal into a shaman of the caster. If the target already has a class then this class is lost and replaced with the cleric class.

The mortal neither gains nor loses experience, so a normal commoner will become a first level cleric with no experience points but an experience adventurer may become a higher level cleric with the same amount of experience points that they had in their previous class.

Reverse: Excommunicate Cleric removes the clerical, druid or shaman class from a mortal worshiper of the caster.

The target of the spell immediately loses their cleric class and becomes fighter with the same amount of experience points that they had in the cleric class.

There is no saving throw against this excommunication, but it can only be used on clerics or shamans who are worshipers of the caster (or druids who are former worshipers of the caster). It cannot be used to neutralize the clerics or shamans of rivals.

Power Attack

Immortal (Lesser)
Cost: 2 pp per 1d6 of attack
Range: 720 ft.
Duration: Instantaneous

This spell can only be cast on other immortals or Exalted beings.

The caster can spend up to two power points per level when casting the spell. The spell automatically hits its target, although the target's Anti-Magic does apply and may stop the spell from working.

The target loses 1d6 power points per 2 power points used to cast the spell. If the target makes a saving throw vs. power attacks then they only take half damage.

This spell has no effect on creatures who do not have a power reserve.

This spell can be cast both by and against immortals in Spirit Form, and when cast by an immortal in Spirit Form it can be detected by Detect Immortal Magic.

Prepare Mortal Magic

Immortal (Lesser)
Cost: Varies
Range: Caster
Duration: 1 Day

This spell allows the caster to cast mortal level spells for the rest of day as if they had prepared them. This spell can be cast at any time, but only once per day.

When casting this spell, the caster decides how many mortal level spells they wish to cast, and must spend power points accordingly.

For 1 power point per two levels desired, the caster can prepare a number and type of spells equivalent to a cleric, druid or wizard of that level. For example an immortal could spend 10 power points (7+3) to prepare the same number and type of spells that a 14th level wizard and a 6th level cleric can prepare each day.

Alternately, for 25 power points the caster can cast any number of druid/cleric spells for the rest of the day without needing to prepare them in advance, or for 50 power points the caster can cast any number of wizard spells for the rest of the day without needing to prepare them in advance.

These options can be mixed, so the caster could spend 30 power points (25+5) to cast any number of druid/cleric spells plus a number of wizard spells equivalent to a 10th level wizard. Most immortals simply spend 75 power points at the beginning of each day to be able to cast any mortal spell any number of times during the day.

In any of the above cases, the mortal level spells cast by the immortal are cast as if by a spellcaster of equal level to the immortal's hit dice; and any saving throws that mortals make against them are made at a -2 penalty unless the individual spell specifies otherwise.

When casting mortal level spells, an immortal caster does not need to speak or gesture, and cannot have these spells disrupted by being hit before their initiative.

Probe

Immortal (Lesser)
Cost: 5 pp
Range: 720 ft.
Duration: Instant

This spell can be cast on any creature, including another immortal, and gives the caster information about that creature. There is no saving throw against the spell, and Anti-Magic does not apply.

The spell informs the caster of the level, hit dice, power points, hit points, and Anti-Magic of the creature (which, of course, will also inform the caster indirectly whether the creature is mortal or immortal).

The spell will also inform the caster of the name of the target, although this additional information can be blocked by the target's Anti-Magic or by the target making a saving throw (vs. spells at a -2 penalty in the case of mortals, or vs. spell attacks in the case of immortals).

When cast at an immortal who is in Mortal Form, this spell only reveals the details (including name) of that Mortal Form, not the details and name of the immortal.

This spell can be cast both by and against immortals in Spirit Form, and when cast by an immortal in Spirit Form it can be detected by Detect Immortal Magic.

Probe Shield

Immortal (Lesser)
Cost: 5 pp
Range: Caster
Duration: 10 Minutes

This spell makes the caster immune to the Probe spell. Anyone casting the Probe spell at the caster during the duration of this spell will only detect that the probe shield is active and will get no other information—although they may infer from the presence of the probe shield that the caster is an immortal.

This spell can be cast by immortals in Spirit Form, and when cast by an immortal in Spirit Form it can be detected by Detect Immortal Magic.

Reduce Saving Throw

Immortal (Lesser)
Cost: 1 pp per -1 penalty per target
Range: -
Duration: -

This spell is cast at the same time as the caster casts a mortal level spell.

For each power point spent on this spell, one mortal target of the mortal level spell will get a -1 penalty on its saving throw against the spell.

If the caster spends 5 pp on this spell, for example, a single mortal could be given a -5 penalty. If the caster spends 15 pp, a single mortal could be given a -15 penalty or one mortal could be given a -10 penalty and a second one given a -5 penalty, or fifteen mortals could be given a -1 penalty each. And so forth.

Both this spell and the Increase Spell Duration spell can be cast at the same time on the same mortal level spell.

This spell cannot be cast with other immortal level spells, and cannot penalize the saving throws of immortal level creatures.

Shape Reality

Immortal (Greater)
Cost: Varies
Range: Special
Duration: Permanent

This spell allows the immortal to reshape reality. The spell can be used to create or move astronomical bodies, planes or even crystal spheres. A group of immortals can cast this spell together, sharing the experience cost of the casting equally between them.

Create a Body: This spell can be used to create an astronomical body of any size. The body must be created on the *Prime Plane* within a Crystal Sphere.

The body can be of any of the four basic types (gaseous body, solid body, radiating body, liquid body), and will take on an orbit of the caster's choosing either around the center of the Crystal Sphere or around an existing body in the sphere.

It is possible to create a stationary body in the exact center of a sphere with this spell.

When a body is created using this spell, four equivalent bodies are also created in the four *Elemental Planes* and an ethereal copy of the body is created in the *Ethereal Plane*. See *Chapter 14: Other Worlds* for details on how the *Elemental Planes* and the *Ethereal Plane* work.

The orbit of the body created must not take it more than half way from the center of the sphere to its edge.

When created, a body will have no plant or animal life, although such life can be taken there. It will, however, be created with an air and gravity envelope of its own.

When an immortal uses this spell to create a body, they will become aware of the danger of the body colliding with other bodies, and therefore no immortal will accidentally cause such a collision by using this spell. However, a malicious immortal could use this spell to deliberately set up a collision if they desired.

The bodies created by this spell will normally be spherical, but the caster may create them in other shapes such as rings or flat discs if they desire.

The cost to create a body depends on the size of the body as indicated on *Table 15.5: Create a Body*.

Table 15.5: Create a Body

Body	Cost
Asteroid (50 mi radius)	50,000 XP
Small Moon (500 mi radius)	100,000 XP
Large Moon (1,000 mi radius)	200,000 XP
Small Planet (2,000 mi radius)	400,000 XP
Medium Planet (4,000 mi radius)	600,000 XP
Large Planet (10,000 mi radius)	800,000 XP
Small Sun (100,000 mi radius)	1,200,000 XP
Large Sun (500,000 mi radius)	1,400,000 XP
Unusual Shape	+200,000 XP

Move a Body: The spell can also be used to move an existing astronomical body. Moving an existing body has the same rules as creating one—the body must be moved to an orbit around the center of the sphere or around an existing body, and the Immortal cannot accidentally create a situation where two bodies will collide.

The Elemental and Ethereal equivalents of the body are moved with it.

This spell can not move a body out of the Crystal Sphere that contains it. Nor can it move a body out of the *Prime Plane*.

The cost to move a body depends on its size as indicated on *Table 15.6: Move a Body*.

Table 15.6: Move a Body

Body	Cost
Asteroid (50mi radius)	10,000 XP
Small Moon (500mi radius)	20,000 XP
Large Moon (1,000mi radius)	40,000 XP
Small Planet (2,000mi radius)	80,000 XP
Medium Planet (4,000mi radius)	120,000 XP
Large Planet (10,000mi radius)	160,000 XP
Small Sun (100,000mi radius)	240,000 XP
Large Sun (500,000mi radius)	280,000 XP

Create a Celestial Sphere: An Immortal with enough experience to spend can use this spell to create an empty Celestial Sphere. The Immortal must be in the Luminiferous Aether to use this function of the spell.

There is no chance of the new sphere colliding with an existing sphere, since the spheres will repel each other.

The newly created sphere can be from 3-9 billion miles in radius, and will be full of Void and contain no astronomical bodies, although it will have stars embedded in it. However, creating the sphere will also create a matching set of Inner Planes (Elemental Planes of Air, Earth, Fire and Water; and an *Ethereal Plane*).

If the Immortal is not in an existing river of aether when they cast this spell, a bi-directional river will spontaneously form to connect the new sphere to the nearest other sphere, and there is a 25% chance that a bi-directional river will also form to connect the new sphere to another "nearby" sphere at the Game Master's discretion.

If the Immortal is in an existing river of aether connecting two existing spheres when they cast this spell, the result is determined randomly as indicated on *Table 15.7: Create a Celestial Sphere*.

Table 15.7: Create a Celestial Sphere

1d8	Result
1-4	Bi-directional rivers form to both existing spheres. The old river between the existing spheres still exists.
5-6	Single direction rivers form to one of the existing spheres and from the other (chosen randomly). The old river between the existing spheres still exists.
7	A bi-directional river forms to one of the existing spheres (chosen randomly). The old river between the existing spheres still exists.
8	The existing river is split into two rivers, each of which keeps the direction of flow that it had before the sphere was created. It is no longer possible to travel directly between the two existing spheres without going via the new sphere.

Creating a Celestial Sphere costs 6,400,000 experience points.

Create an Outer Plane: An Immortal who is inside a Celestial Sphere (or inside any of the Inner Planes or Outer Planes attached to that sphere) can use this spell to create a new Outer Plane.

The new plane will be anchored at the Immortal's current location. If this location is on an orbiting astronomical body, the anchor point of the plane will stay is position relative to the rotation and movement of the body. See *Chapter 14: The Outer Planes* for more details on Outer Planes and their anchor points.

The plane will always be roughly spherical, and the geographic edge of the plane is similar to the crystal of a Celestial Sphere, except that it is not possible for anything to move through the crystal in any way.

The cost to create an outer plane depends on the size of the plane as indicated on *Table 15.8: Create an Outer Plane*.

Table 15.8: Create an Outer Plane

Size	Cost
Dwelling	200,000 XP
Town	300,000 XP
Island/Asteroid	400,000 XP
Continent/Moon	800,000 XP
Planet	1,600,000 XP

The caster can choose the (initial) contents of the plane from any of the possibilities that can be chosen when altering an outer plane.

However, regardless of the options chosen, Outer Planes never contain Void. They are always full of atmosphere. A newly created plane will not contain any plant or animal life.

Move an Outer Plane: If an Immortal is at the anchor point of an outer plane, they can cast this spell to move that anchor point. This is only possible if the plane is not the home plane of an unwilling Immortal.

When the Immortal casts this spell, the anchor point of the plane is folded up into a glowing sphere about the size of a grapefruit in the Immortal's hand.

The Immortal then moves to the location that they wish to move the anchor point to, and lets go of it. The anchor point of the outer plane is then fixed in the new location.

If the Immortal switches from their Embodied Form to a different form (other than directly switching to a different Embodied Form), the anchor point is immediately dropped in the current location.

The anchor point can be carried through a Gate, and can be transferred to another plane via the Travel spell or a similar ability. However, it can not be carried directly (or indirectly) into the Luminiferous Aether. Attempting to do so will cause the spell to fail and the anchor point of the plane to revert to its previous location.

Similarly, it is not possible to use this spell create a "loop" of Outer Planes by taking the anchor point into the plane that is being moved or into any plane that is anchored (directly or indirectly) onto that plane. Attempting this will also cause the spell to fail and the anchor point of the plane to return to its previous location.

While the anchor point of the plane is being carried, it cannot be crossed using Travel spells or similar abilities. Gates to and from the plane being moved remain fully functional, and Travel spells can still be used to pass between the plane being moved and planes that are anchored to it.

The cost to move the anchor point of an outer plane depends on the size of the plane as indicated on *Table 15.9: Move an Outer Plane*.

Table 15.9: Move an Outer Plane

Size	Cost
Dwelling	50,000 XP
Town	75,000 XP
Island/Asteroid	100,000 XP
Continent/Moon	200,000 XP
Planet	400,000 XP

Alter an Outer Plane: An Immortal can also use this spell to alter the characteristics of an existing Outer Plane. The plane must be either the Immortal's home plane or a plane that the Immortal created; and if the plane is also the home plane of another Immortal, that Immortal must be willing for the alteration to take place.

Each casting of the spell can alter one of the following facets of the plane:

- The basic conditions and matter can be altered to match either the *Prime Plane* or one of the Elemental Planes.
- The magical laws of the plane can be changed to one of the following selections: All magic works; All mortal-level spells are considered to be X levels higher than normal; Only magic cast by Immortals works; Only Immortal level spells work; No magic works.
- The appearance of the plane and the native matter within it can be altered (e.g. pink sky, or everything appears to be made of wood).
- The type of "body" on the plane can be changed to any one of the following types: air body, earth body, fire body, water body.
- The matter in the plane can be changed to any one of the following types: A single round astronomical body in the center of the plane; A set of tiny flat astronomical bodies floating in the plane; A hemispherical astronomical body filling half of the plane.
- The gravity on the plane can be changed to any one of the following types: Pulling in a constant "down" direction; Pulling towards the center of the plane; Pulling towards each body the plane contains as if those bodies were in the Void.

Note that changing the properties of an inhabited plane can be very dangerous to those inhabitants. Also, no matter how restricted the magic is on a plane, Immortals in Spirit Form from can always use their equivalent of the Travel spell to exit the plane at its anchor point, and the Shape Reality spell can still be used to change the restriction on magic.

The cost to alter a single facet of a plane depends on the size of the plane as indicated on *Table 15.10: Alter an Outer Plane*.

Table 15.10: Alter an Outer Plane

Size	Cost
Dwelling	10,000 XP
Town	10,000 XP
Island/Asteroid	10,000 XP
Continent/Moon	20,000 XP
Planet	40,000 XP

Time Travel

Immortal (Greater)
Cost: 20 pp
Range: Caster
Duration: Concentration

You are taken out of your current time line, and can travel up and down it at will.

You disappear from your current time (this causes time line branching as normal) and are then able to view the time line you are now on. Everything around you looks stretched like ribbons or cords, with every object and creature extended back into its past and forward into its future.

You are able to move around as normal, including the use of movement spells, but you are unable to interact with anything or affect anything. Time continues to pass while you are in the time stream, and while not actively moving forward or back in time you drift forwards at the normal rate (i.e. you drift forward at one second per second of actual time). By concentrating, you are able to actively move forward or backward in time at a speed of up to one year per minute.

When you stop concentrating, you reappear at your current position in the time line that you have been moving through. Again, this causes time line branching as normal.

Because each time you use this spell it causes the time line to branch, if someone else uses this spell it is not possible for you to cast it after they do in order to follow them, since your casting will create a new time line and you will therefore not be travelling up and down the same time line as the person you are following.

Transform

Immortal (Greater)
Cost: 50,000 XP
Range: 60 ft.
Duration: Permanent

This spell changes the form of a mortal creature in a similar manner to a Polymorph Other spell.

However, the change is non-magical and therefore cannot be detected by a Detect Magic spell or undone by a Dispel Magic spell.

Once the change has happened, the target is a normal non-magical creature of the appropriate type. However, a Probe spell cast at the target will reveal their "true" pre-transform identity as well as their post-transform identity.

The caster decides whether the target keeps their old mind; has their mind changed along with their body but keeps their memories; or has their mind changed along with their body and has their memories replaced with fake ones suitable for the new body.

If the memories of the target are suppressed, the caster may optionally set a command word that will restore them.

The target may make a saving throw vs. spells with a -2 penalty to avoid the effect, although a willing target does not need to make this saving throw.

This spell can be used to change the race and/or class of a mortal, and it can also be used to lower the amount of experience that they have. It cannot raise the experience that the target has unless the spell is being used to restore them to their prior form.

If this spell is cast on someone who has already been transformed by a previous application of this spell, the caster can choose to revert the target back to their original form without necessarily knowing what that form is.

Chapter 16: Time Travel



Time travel can be a tricky subject to get your head around, so any explanation of it needs to start with the fundamentals, before moving on to specific examples. The basics of time travel are straightforward, but things can get very complex very quickly — especially if multiple time travelers are jumping around based on each other's actions.

The Nature of Time

Time is absolute, not relative. It ticks by inexorably regardless of whatever time travel happens. In other words, if you go to the past and stay there for a day before returning to the present, the present will have advanced a day since you left.

This is a very important principle for anyone who wishes to travel in time. The present is the only "real" time and all other times are measured relative to it. The past is a set of echoes of the present, and the future is a set of potential presents, but neither of them are "real" in the same way that the present is. The present is privileged in that way. The present is the only place that contains real people with real free will, capable of changing history.

Time Lines

Get a sheet of paper, and draw a horizontal line across the middle of it. This line represents the present. Now draw a vertical line down the middle of the paper. This line represents the future (the portion of the line above the present) and the past (the portion of the line below the present). In theory, and if we had a big enough sheet of paper, we could draw the past line back as far as the beginning of the universe and the future line as far as the end of the universe.

This vertical line represents an ordered sequence of everything that has happened and everything that will happen, and it is called a time line. The present intersects it, and as time ticks on the present moves steadily forward — in our diagram that means it's moving steadily up the page from the past to the future.

In the same way that there is a single objective present, there is a single time line that represents the present's history and future. This is known as the true time line, and consequently the part of it in the past is true history and the part of it in the future is the true future.

So far, this is all rather simple and static. However, the difference between the time line and the present is that there is as single present that moves, but there are multiple time lines representing different sequences of events.

Imagine someone, we'll call her Kate, traveling back to the past to change history. Kate starts at the point where the present and the true time line intersect, we'll say that that is 9:00 a.m. on a Monday morning, and she goes back to the past. Let's say that she goes back to the year 500 (don't worry about what year numbering system we're using; we're basically just using "the year 500" as the name of an

arbitrary point in the past).

Now as Kate is traveling back in time, on our diagram she's effectively moving down the page along the time line that we've drawn. Doing that traveling takes a small amount of time, so by the time she's arrived in the year 500 the present has moved on slightly. It's now 9:03 a.m., since her journey took three minutes.

At 9:00 a.m., true history didn't include the sudden appearance of Kate in the year 500, but now at 9:03 a.m. it does. Kate has changed history. Now it might be that in the year 500 Kate appeared, had a quick look around, and then disappeared again. If that were the case, the change to history would be insignificant. It would still exist, but history as of 9:03 a.m. would still be pretty similar to history as of 9:00 a.m. However, it may be that after Kate appeared she went around assassinating important people and generally mucking about; and this causes large changes to history. Maybe the consequences of her actions are such that an entire empire that would otherwise have formed no longer does so. So at 9:00 a.m. the empire exists in the present, but as of 9:03 a.m. it suddenly no longer does. Kate has changed history and wiped it out. This would be a very significant change to history.

So according to our diagram, what has happened?

Branches

What has happened is that Kate travels down the page on the true time line until she gets to the year 500. Then, her arrival causes a new time line to be created. It's identical to the existing time line at all points prior to Kate's arrival in the year 500, but at that point it diverges off from the original time line since different events happen. It may only diverge a very tiny amount if Kate doesn't disturb much, but if Kate's appearance has a big impact then it will diverge a great deal.

However, two very important things happen. Firstly, Kate is in this new time line rather than in the original one; and secondly, as of 9:03 a.m. in the present, this new time line becomes the true time line. The old time line, the one that Kate left, is no longer the true time line. That's now an alternate time line. It was the true time line up until 9:03 a.m., but now anyone looking back in history books will discover that it never happened. Instead, according to history books, the new time line is what happened.

Effectively, what has happened is that Kate's arriving in the past has created a new time line which includes whatever she did there; and at 9:03 a.m. the present jumped from the old time line to the new one. History changed out from under people.

Let's say that it takes Kate three days to do whatever she's doing in the past to change history, and then she travels back to the present. She doesn't travel back up the same time line she traveled down. Instead, she travels up the one she's now on. When she arrives back in the present (and don't forget that the present will have moved on for three days while she's been away), she'll discover that history now records her sudden appearance in the past; her three days of actions; and her subsequent disappearance.

(The full rules of time travel as slightly more complicated than this, and Kate's return trip would have caused more than one new time line to branch off the existing one, but we'll ignore those complications for now other than to mention that they exist.)

So from Kate's point of view, she was in the present in a situation she didn't like; she went back into the past and changed history; and returned to the present to find that history had indeed changed. Depending on how informed Kate is, she may or may not be aware of the way time lines work, so she may or may not be aware of how she created a new time line and the present snapped onto it.

But what about the view of other people? What about the view of Robbie, a fellow time traveler who stayed in the present while Kate did her trip? And what about the view of Eve, someone else in the present who isn't a time traveler?

From the point of view of Robbie, Kate disappears at 9:00 a.m., and then three minutes later at 9:03 a.m. everything suddenly changes. He still remembers the "old" history, but the world now corresponds to the "new" history instead.

From the point of view of Eve, Kate disappears at 9:00 a.m. Three minutes later at 9:03 a.m. the world changes, but Eve doesn't notice this because she changes along with the rest of the world. As far as she is concerned, the "new" history has always been history, and she has no memory that three minutes ago history was different to what it is now.

Clearly there is a strong distinction between people like Robbie who are sensitive to changes in the time line, and people like Eve who are not.

The Anchored, Drifters and Alts

Time travel forever changes you. If you've never done it then you're just one of the masses, and you're at the mercy of those who can do it. You might have grown up to be a famous wizard and gained substantial power and prestige, but one change to the time line and you could find yourself with a changed history in which you never learned magic and instead you became a glassblower making a modest income.

What's worse is that your memory will have changed with history and you'll always remember being a glassblower. You'll remember your apprenticeship and career the way it now retroactively happened and you'll have no idea that you actually have a different past.

But that's not the worst case scenario. The worst case is that someone could change history so that you died in childhood, or that you were never born at all. Your entire existence could be erased, and there's nothing you can do to prevent it or to stop it; or even to realize that it's happening.

However, once you have time traveled for the first time this changes. From that point on you are protected from changes in history. This protection only applies to you personally, not your belongings or family — but it does mean that when history changes you will no longer change with it.

To use our wizard example from above, you would suddenly find that no-one else but you (and other time travelers) remembers that you are a wizard, and you're now in a glassblowing workshop instead of in your tower. You're still a wizard though and you still remember your

old history as a wizard even though everyone else seems to remember you growing up as a glassblower.

Even in the worst cases where history changes to include your death or not include you at all you still continue to exist and still continue to remember the old history. It's just that now people remember you dying as a child or don't remember you at all, and there's no official record of you existing as an adult.

Of course, the changes caused by someone traveling in time might be much smaller and subtler than that. For example, if someone goes back and kills Emperor Artaxes III and Emperor Artaxes IV takes over the empire five years earlier than happened in the old time line it's quite likely that you won't be affected by the change at all until you look in a history book and discover that a few things aren't quite how you remember them from the last time you looked in that same book.

Because of this ability to remain static while history changes around them, time travelers borrow terminology from nautical travelers and refer to someone who has traveled in time at least once (whether they continue to actively travel in time or not) as being "Anchored". Similarly, those people who have never traveled in time and who are therefore at the mercy of history changes caused by time travelers are referred to as "Drifters" because they move around with the metaphorical tides of history.

There is also a third type of person. When a time traveler travels to the past or the future, they will meet other people there. However, these people aren't quite "real" in the same way that people in the present are. Those in the past are mere echoes of real people, and those in the future are only potential people.

Although people in the past and future seem to behave like the real versions of those in the present, they are not quite the same, at least as far as time travel is concerned. People from the past or future, who are usually called "Alts" (short for "Alternatives" — because they're alternative versions of people from alternate time lines) by time travelers, are never anchored, even if their real equivalent in the present is. Effectively, they're just part of the time line rather than having true free will; although their behavior will be indistinguishable from that of real people. However, because they are merely part of history (or the future) any "time travel" that they do is also merely part of history or the future. When an alt travels in time they do not cause the time line to branch — their time travel is simply part of the existing time line.

For example, if Kate travels back in time by a week and visits a place she knows that she went to a week ago, she will meet one of her alts — an Kate of a week ago. This alt will act and react in the same way that the real Kate would, but it is not the real Kate. It is an alternate Kate from a different time line (in fact she's from the time line that Kate just created by traveling to the past).

Since the real Kate is a time traveler, and has been for longer than a week, her alt will also appear to be a time traveler. However, if Kate persuades her alt to travel further into the past and change history, this will not happen. Her alt will disappear as normal for time travel, but the time line will not change and show her appearing in the past. Philosophers studying time travel are divided about the significance of this.

Some think that because the alt isn't a "real" person they simply disappear rather than time traveling. Others think that the alt does create a new time line in the same way that someone from the present does when time traveling, but that because the alt is not from the present the time line fails to become the new true time line and as such people who are anchored (such as the real Kate) never get moved to it. Whichever the answer is, it has no practical effect on time travelers.

Traveling in Time

As mentioned earlier in the chapter, when people travel in time the sequence of events is slightly more complicated than just spawning off a single new time line when they arrive. Traveling in time will usually involve three time lines, not just two:

Time Line O: The original time line that you were on before you started traveling. This time line includes what would happen if you stayed in your starting time and didn't make your journey.

Time Line D: A time line identical to the one from which it was created, to the point where you disappeared, but which branches off at that point; having an alternate future in which you disappeared at your point of departure.

Time Line A: A time line identical to the one from which it was created, to the point where you appeared, but which branches off at that point; having an alternate future in which you appeared at your point of arrival.

The Rules

Each time you travel in time, whether into the past or the future, the following things happen in order:

- A new time line (D) is created, branching from the time line you started on (O) at the point of your departure. You are moved onto this new time line, and if your original time line was the true time line and your departure point is in the present or the past then this new time line becomes the new true time line and everyone else in the present is moved onto it too.
- Your journey through time is tracked forwards or backwards along the time line that you are now on. If your point of arrival is in the present, you are immediately moved from the time line you journeyed along to the true time line.
- A new time line (A) is created, branching from the time line you are now on at your arrival point, and you are moved onto this new time line. If your point of arrival is in the present or the past, and the time line you traveled along was the true time line, then this new time line becomes the new true time line and everyone else in the present is moved onto it too.

Permutations

The eight possible permutations of these three rules are summarized in *Table 16.1: Time Travel Permutations*.

Table 16.1: Time Travel Permutations

Depart from	Arrive in	Effects
Past	Past	Time line D is created, branching off Time Line O at your point of departure. You are moved to Time Line D, and if Time Line O was the true time line then Time Line D replaces it as the new true time line and everyone in the present is also moved to Time Line D. You travel along Time Line D, and then Time Line A is created, branching off Time Line D at your arrival point. You are moved to Time Line A, and if Time Line D was the true time line then Time Line A replaces it as the new true time line and everyone in the present is also moved to Time Line A.
Past	Present	Time line D is created, branching off Time Line O at your point of departure. You are moved to Time Line D, and if Time Line O was the true time line then Time Line D replaces it as the new true time line and everyone in the present is also moved to Time Line D. You travel along Time Line D. As soon as you arrive in the present, you are moved to the true time line, whichever one that is. Then Time Line A is created, branching off the true time line at your arrival point. Time Line A becomes the new true time line, and everyone in the present is also moved to Time Line A.
Past	Future	Time line D is created, branching off Time Line O at your point of departure. You are moved to Time Line D, and if Time Line O was the true time line then Time Line D replaces it as the new true time line and everyone in the present is also moved to Time Line D. You travel along Time Line D. When you arrive, Time Line A is created, branching off Time Line D at your arrival point. You are moved to Time Line A.
Present	Past	Time Line D is created, branching off Time Line O in the present. Time Line D becomes the new true time line, and everyone in the present is moved to it (including you). You travel along Time Line D to your destination time, whereupon Time Line A is created, branching off Time Line D at the point of your arrival. Time Line A becomes the new true time line, and everyone in the present is moved onto it.
Present	Future	Time Line D is created, branching off Time Line A in the present. Time Line D becomes the new true time line, and everyone in the present is moved to it (including you). You travel along Time Line D to your destination time, whereupon Time Line A is created, branching off Time Line D at the point of your arrival and you are moved to it.
Future	Past	Time line D is created, branching off Time Line O at your point of departure and you are moved to it. You travel along Time Line D to your destination time, whereupon Time Line A is created, branching off Time Line D at the point of your arrival and you are moved to it.
Future	Present	Time Line D is created, branching off Time Line O at your point of departure and you are moved to it. You travel along Time Line D to your destination. As soon as you arrive in the present, you are moved to the true time line, whichever one that is. Then Time Line A is created, branching off the true time line at your arrival point. Time Line A becomes the new true time line, and everyone in the present is also moved to Time Line A.
Future	Future	Time line D is created, branching off Time Line O at your point of departure and you are moved to it. You travel along Time Line D to your destination time, whereupon Time Line A is created, branching off Time Line D at the point of your arrival and you are moved to it.

Splitting the Party

The above permutations assume that you are on your own or traveling in a group that all continue to travel together. However, it is possible that a group of people will travel together from the present to the same point in either the future or the past, and then will split up with some time traveling again and others remaining behind.

When characters do split up in this manner, those who are left behind are moved into Time Line D along with those who travel on, although they will remain in their current time in Time Line D while those who travel on journey to a different time.

This is not a problem providing all the characters have a means by which to return to the present, as they will each be moved to the true time line when that happens. However, if anyone is stranded without a means of returning to the present it will be impossible for their companions to "rescue" them because any attempt to return to their time will result in a new time line being created and the character who is rescued will be an alt of the stranded character from that new time line rather than the character themselves.

Example Scenarios

The rest of this chapter consists of a number of worked examples of time travel occurring, showing how the rules work in a number of increasingly complex situations. In each one, we start with the situation, then show what will happen from the point of view of the characters involved, and then show the detail of why that happened according to the rules of time travel.

Let's Kill the Emperor

Kate goes back in time to kill Emperor Artaxes, then returns to the present. What happens?

Summary

Kate disappears from the present. Shortly afterwards, history changes to one in which Emperor Artaxes died — killed by a mysterious stranger (who happens to match Kate's description). When Kate returns to the present the following day she discovers the changes to history that she caused.

Detailed Explanation

Before Kate sets off, true history follows time line O, which is one in which Emperor Artaxes lived to an old age. Technically when Kate leaves the present, time line O is replaced by time line D1 which branches off time line O in the present, but since the only difference between them is that time line D1 has Kate disappear from the present and time line O doesn't, we can pretty much ignore this for game purposes.

Kate travels back into the past of time line D1 (which is the same as the past of time line O) and arrives in Artaxes's time. Her arrival causes time line A1, in which she appears and kills Artaxes, to be created, branching off time line D1 at the point of her arrival; and this becomes the new true history. Therefore, in the present, everyone is shunted from time line D1 to time line A1, and this is interpreted as history having changed. Note that only other time travelers who are anchored will notice the change in history. Drifters will move to the new time line and as far as they remember Artaxes was always killed in this manner. They don't have any memory of the new time line at all.

Time line A contains Kate's killing of Artaxes, but it doesn't contain her return to the present. When she sets off back to the present, time line A1 (in which she doesn't set off) is replaced by time line D2 (in which she does) and this becomes the new true time line. When she

arrives in the present, time line D2 (in which she doesn't arrive) is replaced by time line A2 (in which she does). In each of these cases, since the new time line is created from the true time line and its point of divergence is in the present or the past the new time line becomes the true time line and everyone in the present is shunted onto it. In practice, since the differences between these time lines are so small they can probably be ignored for game purposes.

If we want to be really precise, from the point of view of people in the present, history O is replaced by history D1 when Kate leaves, and then history A1 when she arrives. This is then replaced by history D2 when she leaves the past on her return journey, and then history A2 when she arrives back in the present. However, for simplicity we can ignore histories D1, D2 and A2 unless there are fellow time travelers acting at the same time as Kate. For a simple trip like this it's simpler to just say that the original history which doesn't include the death of Artaxes is replaced by one that does include his death.

The Grandfather Paradox

Kate decides to go back in time and kill her own grandmother before she gets pregnant, then returns to the present. What happens?

Summary

Shortly after Kate departs, history changes to one in which her grandmother was killed before she had any children. This is a history in which Kate was never born. The following day Kate returns to the present to discover that there's no record of her birth and none of the things she remembers from her childhood actually happened. No-one remembers her existence at all except for her fellow time travelers.

Detailed Explanation

Before Kate sets off, true history follows time line O. When she sets off, time line D1 is created and becomes the new true history, but the change is inconsequential so we can ignore it for game purposes. When she arrives in the past, time line A1 is created from time line D1, and this becomes true history. Time line A1 is the one in which her grandmother is killed before having children, and therefore it is significantly different to time line O. The significant difference being that in time line A1, Kate was never born. This doesn't mean that Kate ceases to exist though.

Kate's return trip creates time lines D2 and A2 as in the first scenario, and both of these become the new true history when created, but since each contains only inconsequential changes they can be ignored.

When Kate arrives in the present, she is now in a time line in which she was never born – and therefore there's no record of her. People who previously knew her in time line O have never met her in this new time line, so drifters fail to recognize her even if they were formerly her friends or enemies. Only other anchored people such as fellow time travelers will remember that they used to know her in a previous time line.

Killing the Traveler as a Baby

Kate has been making enemies; and fellow time traveler Robbie decides to go back and kill her as a baby before she first time traveled. What happens?

Summary

Shortly after Robbie departs for the past, history changes. Kate still physically exists but people no longer recognize her or remember her. When she looks up her own records she discovers that she died as a baby. When Robbie returns to the present, he discovers that Kate is still there, despite having "died as a baby" – and she is not happy with him.

Detailed Explanation

As usual, the original time line is O and this changes to D1 when Robbie sets off and A1 when he arrives, with both becoming the new true history.

Time line A1 includes Kate being killed as a baby. However, this isn't actually the real Kate. Instead, it's Kate's alt that Robbie kills.

If Kate were a drifter, then her alt being killed in time line A1 would mean that when everyone else is shunted over to time line A1 as it becomes the new history, she would disappear instead. However, she's not a drifter – she's anchored. Because of this, she is shunted over to time line A1 anyway, despite the fact that she doesn't belong in this time line.

As usual, Robbie's return journey creates two new time lines, D2 and A2, but these are inconsequential and can be ignored.

Cheating the Lottery

Kate decides she wants to get rich, and time travels forward to next week in order to see which ticket wins the Grand Lottery that her kingdom is holding. Traveling forward, she climbs a tree and from her vantage point sees that the lottery is won by Robbie with ticket number 169. She writes down the number before returning to the present, at which point she buys that ticket before Robbie has chance to do so. What happens?

Summary

A few days later when the lottery is drawn at the festival, ticket number 169 wins and Kate claims the prize. Looking round, she doesn't see herself in the tree watching the draw.

Detailed Explanation

As always, the original time line is O. In this time line, Kate doesn't time travel and a week later Robbie wins the lottery. When Kate sets off into the future, this creates time line D1, one in which she disappears, and this replaces time line O as the true time line.

When she arrives in the future, time line A1 (in which Kate appears and climbs the tree and Robbie wins) is created, branching off from time line D1. However, because this branch is in the future rather than the present or past, time line A does not become the true time line.

Kate setting off back to the present causes time line D2 to branch off time line A1, but since time line A is not the true time line D2 won't become the true time line either.

When Kate arrives in the present, the first thing that happens is that she is shunted from time line D2 back to time line D1, because time line D1 is the true time line. Then time line A2 branches off from time line D1 in the present, becoming the new true time line.

Kate then advances along time line A2 as normal, in which time line she wins the lottery. Because Kate was only ever in the tree in time line A1, not D1, she is not in the tree in the future of time line A2.

Crossing the Streams

Kate goes back in time to kill Artaxes III and change history. However, her fellow time traveler Robbie waits with a history book watching for the change. When he sees that killing Emperor Artaxes III doesn't change history in a way that it to his liking (Artaxes III is succeeded by Artaxes IV who is just as bad), Robbie decides to go deeper into the past and prevent the empire from forming in the first place by manipulating Artaxes I so that he never unifies the disparate kingdoms. Because this takes some time, Kate arrives back in the present before he does. What happens?

Summary

Shortly after Kate leaves for the past, Robbie notices that history has changed. While Artaxes III was killed, Artaxes IV took over and the empire remained strong. Robbie then leaves too, and shortly after his departure history changes a second time. Now the empire never formed in the first place. Kate returns to the present expecting to find that the empire collapsed after the death of Artaxes III, but instead finds that neither he nor the empire ever existed. Two weeks later, Robbie returns and is able to explain to Kate what happened.

Detailed Explanation

As always, the original time line is O and when Kate sets off this is replaced by time line D1 which becomes the new true time line. When she arrives in the past, time line D1 is replaced by time line A1, in which she kills Artaxes III. Because time line D1 was the true time line, time line A1 now becomes the true time line. Meanwhile, in the present, Robbie has been shunted from time line O to time line D1 and then to time line A1. He looks in the history book and sees that time line A1 is not to his liking, so he travels back to the founding of the empire.

When Robbie sets off, time line A1 is replaced by time line D2 as the true time line. Time line D2 is the same as time line A1 in that it includes Kate arriving in the past and killing Artaxes III, however this isn't the real Kate. Because Kate is not in the present, she isn't shunted into the new true time line. Instead, the Kate that appears and kills Artaxes in time line D2 is an alt of Kate that simply appears rather than having come from anywhere. The real Kate remains in time line A1.

Robbie travels back along time line D2 and arrives at his destination. This causes time line A2 (in which Robbie manipulates Artaxes I into never creating the empire) to branch off from time line D2 at that point. Because time line D2 was the true time line, time line A2 becomes the new true time line.

Since the empire is never formed in time line A2, it does not contain a copy of Artaxes III and consequently does not contain the appearance of an alt of Kate that kills him. Neither does it contain the real Kate; she's still in time line A1.

Kate is oblivious to Robbie's actions, since she's still in time line A1. She leaves to return to the present, causing time line D3 to be created, branching off time line A1. Although this branch is in the past, because time line A1 is no longer the true time line, time line D3 does not become the true time line.

When Kate arrives in the present she is immediately shunted to time line A2, the current true time line, and time line A3 branches off it at this point becoming the new true time line. Because time line A3 is based on time line A2, it doesn't contain Artaxes III and Kate's appearance in the past. Instead it contains a history in which the empire was never formed because of Robbie's appearance in the earlier past. Again, this is not the real Robbie but an alt, because the real Robbie is still in time line A1. He doesn't get shunted to A3 when it becomes the new true time line because he isn't in the present. Kate is somewhat confused by the nature of time line A3, but she suspects it has something to do with Robbie and waits for him to return.

After a couple of weeks in the past, Robbie has finished his work and he sets off on a return journey. When he departs for the present, this causes time line D4 to branch off from the time line he is on, A2, but since A2 is no longer the true time line (it's currently time line A3) time line D4 doesn't become the new true time line. When he arrives in the present (which has moved on by a couple of weeks) he is immediately shunted from time line D4 to time line A3, before time line A4 branches off and everyone is shunted on to that one. Everyone ends up on time line A4 in which Robbie went back and manipulated Artaxes I into not creating the empire in the first place, and in which Kate disappeared and then reappeared a day later.

Picking up Past Me

Kate decides it would be fun to go back in time, pick up her past self, and bring her past self back with her to the present. What happens?

Summary

Shortly after Kate leaves for the past, history changes to indicate that she mysteriously disappeared while younger. Shortly afterwards, Kate returns with someone who looks very like her, but a bit younger. The two have no special mental or magical connection, however; they're effectively just identical twins.

Detailed Explanation

Kate starts in time line O, and creates time line D1 when she sets off to the past and time line A when she arrives. As usual, these both become the new true time line because O was. When Kate meets her younger self in time line A1, this isn't her real self but her alt.

When Kate sets off back to the present with her alt, this creates time line D2 (in which Kate mysteriously disappeared in the past) which becomes the new true time line, and when she arrives in the present this creates time line A2 (in which she disappeared in the past and

reappeared in the present with a "twin") which also becomes the new true time line.

Despite Kate's alt not being a true time traveler because she is only an alt, she can travel to the present with the real Kate because the real Kate is a true time traveler.

Looking for Future Me 1

Kate decides to go forward a single day into the future and pick up her future self to bring back with her to the present. What happens?

Summary

Kate soon returns, disappointed that she was completely unable to find her future self.

Detailed Explanation

Kate starts in time line O, and when she sets off this creates time line D1 which becomes the new true time line.

Although we normally gloss over time line D1, this time it is important. Time line D1 is based on time line O with the difference that in time line O Kate continued to exist but in time line D1 she vanished when she set off to time travel.

When she arrives in the future, this creates time line A1 which does not become the new true time line even though D1 was because its branching off point is in the future. Since time line A1 is based on time line D1 in which Kate disappeared, there is no alt of Kate in time line A1 for the real Kate to find.

Kate sets off home, creating time line D2, but since this branches off time line A1 in the future time line D2 doesn't become the new true time line. When she arrives back at the present, she's immediately shunted onto the true time line which is currently time line D1. This creates time line A2, which becomes the new true time line.

Looking for Future Me 2

In an attempt to succeed where scenario 7 failed, Kate travels forward in time by a day and spends an hour sitting in a park before returning to the present. She then waits for a day and visits the same park hoping to meet herself. What happens?

Summary

Kate disappears, and then reappears an hour later. The following day she goes to the park but is disappointed to discover that her past self never turns up.

Detailed Explanation

Kate starts in time line O, and when she sets off for the future this creates time line D1 which becomes the new true time line. Time line D1 is similar to time line O except that it includes Kate's disappearance. When Kate arrives in the future, this creates time line A1 in which Kate disappears and then reappears and sits in the park. Because this branches off from time line D1 in the future, it does not become the true time line.

When Kate leaves the future, time line D2 is created from time line A1, and again this does not become the true time line. Upon arrival in the present, Kate is immediately shunted back onto time line D1 because this is the true time line, and then time line A2 branches off and becomes the new true time line.

Kate goes to the park in time line A2, but fails to meet herself because the time lines in which she was in the park were time lines A1 and D2, and A2 branched off D1 rather than branching off one of those.

A Little Help from My Friends

Kate is sitting in an inn with Robbie and tries to get around the previous restriction. She asks Robbie to travel forward a day into the future and pick up her future self from the park, bringing her future self back to the inn, promising that she'll wait in the inn for him to arrive. What happens?

Summary

Robbie disappears and shortly afterwards arrives with someone who looks like Kate. The two have no special mental or magical connection, however; they're effectively just identical twins. Kate, Robbie and the other Kate leave the inn without bothering to wait around for the pick up to happen, because by now they're savvy enough about time travel to know that even if they do wait Robbie won't turn up.

Detailed Explanation

Robbie starts in time line O, and when he sets off this creates time line D1 in which he disappears and Kate waits in the inn. Time line D1 becomes the new true time line.

When Robbie reappears, this creates time line A1 in which Kate is still in the inn and Robbie has disappeared and reappeared. Because this branches off from time line D1 in the future, it does not become the new true time line.

Robbie meets Kate's alt (the real Kate is still in the present) and leaves for the present. This creates time line D2, which doesn't become the new true time line because it branches off from time line A1 in the future. Robbie arrives in the present, with Kate's alt, and they are immediately shunted to the true time line, which is currently time line D1. His arrival means that time line A2 is created and becomes the new true time line.

Time line A2 contains Robbie's disappearance and subsequent reappearance with Kate's alt, but since it is based on time line D1 rather than time line A1 or time line D2, it doesn't contain Robbie's arrival and stay in the future.

Because time line A2 doesn't contain Robbie's arrival in the future, there's no reason for Kate, Robbie and Kate's alt to wait around, and all three of them leave the inn.

Chapter 17: Monsters

The Dark Dungeons world is full of a variety of creatures, from the harmless to the terrifying.

Collectively these creatures are referred to as monsters, even though some of them are mundane animals or even people. Similarly, just because a creature is referred to as a monster, it doesn't necessarily mean that the creature will be hostile to the player characters. Monsters can also be allies or friends, or merely neutral or disinterested parties which may be negotiated with.

Within this chapter, monsters are described in alphabetical order, described in a standard format.

Monster Format

Each monster description contains a stat block containing some or all of the following entries.

Size

The lists the size category of the monster. Medium creatures are human-sized, small are smaller than human-sized, and large is larger than human-sized.

Type

This contains one or more keywords that describe the monster's basic type; such as "Animal", "Undead" and so forth.

Some of these keywords are merely descriptive, but many of them are relevant when it comes to the way certain spells or items work.

The available monsters types are described below.

Animal

Animals are non-human non-magical creatures, usually vertebrates with no culture or language.

Construct

Constructs are non-living creatures that were created by magic. They are immune to poison and mind affecting effects (such as Charm, Hold, Sleep). Constructs do not naturally heal, but can be healed by magic.

Demi-human

Demi-humans appear similar to humans but possess innate abilities. They tend to live in their own communities but can also be found living among humans.

Dragon

Dragons are reptile-like creatures, usually with wings and unusual or magical abilities.

Exalted

Exalted creatures are not *Immortal* themselves, but may affect *Immortals* with spells and with magic as if they are *Immortal*.

However, *Immortals* may still use their *Anti-Magic* against spells cast by exalted monsters, and may still save vs. physical attacks to take half damage from their physical attacks.

Like *Immortals*, exalted creatures are also immune to aging, disease, *Energy Drain*, and poison.

Extraplanar

Extraplanar creatures originate from a plane other than the *Prime Plane*.

Some of these creatures look, act, or function differently on their home plane. These differences will be noted in the creature's description. Depending on their home plane, the treasure for these creatures may not be what is listed. The Game Master should replace anything not normally found on that plane with something of equivalent value.

Fey

Fey are creatures with magical abilities and a connection to nature. They are usually humanoids.

Immunity to Aging: Fey are immune to aging (including magical aging).

Immunity to Disease: Fey are unaffected by non-magical diseases.

Invisibility to Mortals: Fey can turn *Invisible* to mortals at will.

Giant

Giants are large humanoids with great strength.

Human

Humans are intelligent creatures that are bipedal and have an erect posture. They can be found almost anywhere habitable.

Humanoid

Humanoids are creatures that are human-shaped (biped, two arms, one head), but are not human or demi-human.

Monster

Monsters are creatures that can not be categorized by the other types.

Ooze

Oozes are amorphous creatures that are usually mindless.

Undead

Undead are creatures that died and were reanimated by supernatural or magical forces. They are immune to poison and mind-affecting effects (such as Charm, Hold, Sleep).

Habitat

This contains one or more habitats where the monster can be found, along with the monster's rarity in those habitats.

Wandering Group

This contains a number range which shows how many monsters of this type are typically encountered when wandering away from their lair or home. This number range is followed by a letter in parentheses, which indicates the type of treasure (see *Chapter 18: Treasure Types*) that each individual is likely to be carrying with them.

Lair Group

This contains a number range which shows how many monsters of this type typically live together in a shared lair or home. In the case of civilized creatures, this indicates the size of a typical village or camp, not the size of a whole city. This number range is followed by a letter in parentheses, which indicates the type of treasure (see *Chapter 18: Treasure Types*) that the group has in total in their lair, in addition to any treasure that might be carried by individuals.

Move

This shows the movement per round of the monster. If the monster has unusual forms of movement, such as being able to fly or swim, these will also be listed.

Armor Class

This shows the armor class of the monster. If there is an asterisk next to the armor class value then the monster has immunities to some attacks. See the monster description for details of such immunities.

Hit Dice

This shows the number of dice to roll in order to calculate the monster's hit points. It may include a modifier, which should be added to the hit point total. For example "3+1" indicates that the monster has 3d8+1 hit dice. This value is followed by a second number in parentheses which indicates the average hit points that a monster of this type will have.

The hit dice total may be followed by one or more asterisks. Each asterisk indicates that the monster has a special ability that makes it tougher than a normal monster with the same number of hit dice. Monsters with asterisks are worth more experience points than normal.

If you are inventing your own monsters or modifying monsters then you will need to judge which special abilities of the monster are worth asterisks. Generally only special abilities that give the monster an offensive bonus in combat are worth asterisks, with a rough guideline to power being that each two spell levels that a creature can cast or each two levels of weapon expertise that it has is worth an asterisk and each special ability such as *Energy Drain* or Paralysis is also worth an asterisk.

Attacks

This shows the number and type of attacks that the monster gets each round.

Unless a monster description says otherwise, all attacks are resolved on the monster's initiative using the attack bonus for their hit dice on *Table 17.1: Base Monster Abilities*, and multiple attacks may be split between valid targets. Each attack will be followed by a number range in parentheses. This number range indicates the damage done by that attack.

Power Reserve

Some very powerful monsters have a power reserve like *Immortals* do (see *Chapter 15: Immortals*).

Monsters can only spend their power points on the things listed in their description. Unless listed, they can not spend their power points on *Immortal Level Spells*.

Special

This lists all the special abilities that the creature has. Abilities that are possessed by multiple creatures are described below. All other ability descriptions are located below the creature's description.

Anti-Magic

Some creatures have *Anti-Magic* (see *Chapter 8: Anti-Magic*).

Energy Drain

Some creatures, mostly undead, have the Energy Drain ability.

Anyone hit by an energy drain immediately loses one level or hit die.

In the case of characters, the character's experience total is lowered to the mid-point of the previous level (e.g. a 7th level character is lowered to an experience total mid way between level 6 and level 7).

For all purposes, the creature is considered to now have the lower level or hit dice.

The character or monster's attack bonus and saving throws are reduced to those of the lower level, as are the number of spells that the character can prepare. If the character has now more prepared spells than they should have, the excess are lost.

However, it is not necessary to reduce the hit points, skills, or weapon feats that a character has. Characters do not "forget" these abilities.

When a character regains lost experience levels, they only regain the things that were lost. They do not gain extra hit points, skills or weapon feats.

Immunity

Some creatures are totally immune to various effects, such as spells, poisons, etc.

Immunities to spells not only cover the listed spells when cast by a spellcaster, but also similar abilities from items or monsters that mimic those spells. These immunities can be temporarily lowered to allow beneficial spells to effect the creature, but in doing so all other immunities to spells are also lowered.

Infravision

Some creatures have *Infravision* (see *Chapter 10: Infravision*).

Light Sensitivity

Creatures with this trait are sensitive to daylight. While exposed to daylight they suffer a -1 penalty on all actions.

Natural Invisibility

Some creatures are naturally *Invisible*. They remain this way even when attacking.

Regeneration

A creature with regeneration regains the amount of hit points listed in parentheses each round as long as they have at least one hit point.

Save

This shows the class and level that the monster makes saving throws as. The classes are abbreviated as follows:

- *Cleric* ('C')
- *Dwarf* ('D')
- *Fighter* ('F')
- *Halfling* ('H')
- *Immortal* ('I')
- *Rogue* ('R')
- *Wizard* ('W')

When inventing your own monsters or modifying monsters, the saving throw chances of intelligent humanoid monsters should normally be the same as those of a character of the most suitable class to match the monster's abilities and of a level equal to the number of hit dice the monster has. Other monsters should usually have saving throw chances that are the same as those of a fighter with a level equal to half the monster's hit dice.

Alignment

This indicates the most common alignment of this type of monster. Although this is the most common alignment for monsters of this type, individuals may have different alignments.

Only sapient creatures have an alignment. Non-sapient creatures that have no free will and behave purely based on instinct (or based on the command of another) have an alignment listed as "None".

Intelligence

This shows the average intelligence of this type of monster. In the case of sapient monsters, the intelligence of individuals will vary from this average; but in the case of non-sapient monsters this is a fixed score.

Non-sapient monsters can have an *Intelligence* score of up to 5 if they are particularly good at problem solving—although this doesn't mean that they are the intellectual equals of sapient creatures with a similar score.

XP Value

This shows the amount of experience points that a party should get shared between them for defeating a monster of this type. Note that defeating does not necessarily mean that the monster must be killed. See *Chapter 9: Gaining Experience* for more details about gaining experience from defeating monsters.

The monsters listed in this chapter already have experience values pre-calculated. If you are inventing your own monsters or modifying monsters then look up the monster's hit dice on *Table 17.1: Base Monster Abilities* in order to find out its experience value.

For each hit dice over 110, simply add 250 XP plus another 250 XP per * to the monster's experience value.

Table 17.1: Base Monster Abilities

Hit Dice	Attack Bonus	Base Experience	Experience per *	Hit Dice	Attack Bonus	Base Experience	Experience per *
< 1	+1	5	1	51+ to 52	+38	10,250	9,750
1	+1	10	3	52+ to 53	+39	10,500	10,000
1+	+2	15	4	53+ to 54	+39	10,750	10,250
2	+3	20	5	54+ to 55	+40	11,000	10,500
2+	+3	25	10	55+ to 56	+40	11,250	10,750
3	+3	35	15	56+ to 57	+41	11,500	11,000
3+	+4	50	25	57+ to 58	+41	11,750	11,250
4	+4	75	50	58+ to 59	+42	12,000	11,500
4+	+5	125	75	59+ to 60	+42	12,250	11,750
5	+5	175	125	60+ to 61	+43	12,500	12,000
5+	+6	225	175	61+ to 62	+43	12,750	12,250
6	+6	275	225	62+ to 63	+43	13,000	12,500
6+	+7	350	300	63+ to 64	+43	13,250	12,750
7	+7	450	400	64+ to 65	+43	13,500	13,000
7+	+8	550	475	65+ to 66	+44	13,750	13,250
8	+8	650	550	66+ to 67	+44	14,000	13,500
8+	+9	775	625	67+ to 68	+44	14,250	13,750
9	+9	900	700	68+ to 69	+44	14,500	14,000
9+ to 10	+10	1,000	750	69+ to 70	+44	14,750	14,250
10+ to 11	+10	1,100	800	70+ to 71	+45	15,000	14,500
11+ to 12	+11	1,250	875	71+ to 72	+45	15,250	14,750
12+ to 13	+11	1,350	950	72+ to 73	+45	15,500	15,000
13+ to 14	+12	1,500	1,000	73+ to 74	+45	15,750	15,250
14+ to 15	+12	1,650	1,050	74+ to 75	+45	16,000	15,500
15+ to 16	+13	1,850	1,100	75+ to 76	+46	16,250	15,750
16+ to 17	+13	2,000	1,150	76+ to 77	+46	16,500	16,000
17+ to 18	+14	2,125	1,350	77+ to 78	+46	16,750	16,250
18+ to 19	+14	2,250	1,550	78+ to 79	+46	17,000	16,500
19+ to 20	+15	2,375	1,800	79+ to 80	+46	17,250	16,750
20+ to 21	+15	2,500	2,000	80+ to 81	+47	17,500	17,000
21+ to 22	+16	2,750	2,250	80+ to 82	+47	17,750	17,250
22+ to 23	+16	3,000	2,500	82+ to 83	+47	18,000	17,500
23+ to 24	+17	3,250	2,750	83+ to 84	+47	18,250	17,750
24+ to 25	+17	3,500	3,000	84+ to 85	+47	18,500	18,000
25+ to 26	+18	3,750	3,250	85+ to 86	+47	18,750	18,250
26+ to 27	+18	3,500	3,500	86+ to 87	+47	19,000	18,500
27+ to 28	+19	3,750	3,750	87+ to 88	+47	19,250	18,750
28+ to 29	+19	4,500	4,000	88+ to 89	+47	19,500	19,000
29+ to 30	+20	4,750	4,250	89+ to 90	+47	19,750	19,250
30+ to 31	+20	5,000	4,500	90+ to 91	+48	20,000	19,500
31+ to 32	+21	5,250	4,750	91+ to 92	+48	20,250	19,750
32+ to 33	+21	5,500	5,000	92+ to 93	+48	20,500	20,000
33+ to 34	+22	5,750	5,250	93+ to 94	+48	20,750	20,250
34+ to 35	+22	6,000	5,500	94+ to 95	+48	21,000	20,500
35+ to 36	+23	6,250	5,750	95+ to 96	+48	21,250	20,750
36+ to 37	+24	6,500	6,000	96+ to 97	+48	21,500	21,000
37+ to 38	+25	6,750	6,250	97+ to 98	+48	21,750	21,250
38+ to 39	+26	7,000	6,500	98+ to 99	+48	22,000	21,500
39+ to 40	+27	7,250	6,750	99+ to 100	+48	22,250	21,750
40+ to 41	+28	7,500	7,000	100+ to 101	+49	22,500	22,000
41+ to 42	+29	7,750	7,250	101+ to 102	+49	22,750	22,250
42+ to 43	+30	8,000	7,500	102+ to 103	+49	23,000	22,500
43+ to 44	+31	8,250	7,750	103+ to 104	+49	23,250	22,750
44+ to 45	+32	8,500	8,000	104+ to 105	+49	23,500	23,000
45+ to 46	+33	8,750	8,250	105+ to 106	+49	23,750	23,250
46+ to 47	+34	9,000	8,500	106+ to 107	+49	24,000	23,500
47+ to 48	+35	9,250	8,750	107+ to 108	+49	24,250	23,750
48+ to 49	+36	9,500	9,000	108+ to 109	+49	24,500	24,000
49+ to 50	+37	9,750	9,250	109+ to 110	+49	24,750	24,250
50+ to 51	+38	10,000	9,500	> 110	+49	25,000	24,500

Weapon Expertise

Some monsters use weapons, and they can have levels of expertise in those weapons, just like player characters who have bought weapon feats. The maximum level of expertise is based on their hit dice as indicated on *Table 17.2: Weapon Expertise*.

Table 17.2: Weapon Expertise

Hit Dice	Expertise
Up to 2+	Basic
3-5+	Skilled
6 -8+	Expert
9-10+	Master
11	Grandmaster

Undead Lieges

With the exception of mindless skeletons and zombies, undead creatures can control lesser undead creatures.

An undead with three or more hit dice can try to take control of lesser undead in the same way that clerics can try to turn undead.

Normally, an undead creature can only try to take control of a lesser undead if it has at least twice as many hit dice (or levels in the case of a lich) as the lesser undead. *Table 17.3: Controlling Undead by Liege Hit Dice* gives the chance of controlling the lesser undead based on the hit dice of the liege. Roll 2d6, and if you roll equal to or greater than the listed number then the liege has successfully taken control of the lesser undead.

Undead lieges that can cast spells add +2 to their rolls, and if the lesser undead is already the minion of a different undead liege, then the liege will immediately recognize this and will get a -4 penalty to the roll.

If Table 17.3 shows a 'C' rather than a number, then taking control is automatically successful.

There are two exceptions to this rule.

Firstly, any undead that creates creatures similar to itself by draining the life from victims (e.g. a spectre or a vampire) can automatically take control of those new undead as soon as they rise, even though they have more than half the number of hit dice that the liege has.

Secondly, if an undead creature has the power to summon other undead, the summoned undead are automatically controlled by the liege, even if they have more than half its hit dice.

In any of these situations, an undead liege may only control lesser undead with a total number of hit dice less than or equal to double its own hit dice or level. However, an undead liege can release previously controlled minions in order to make room for the new ones.

Undead that are the minions of a liege can themselves be lieges with minions of their own. For example, a lich could be a liege with a spectre minion, and the spectre itself could be the liege of a number of skeleton minions.

An undead liege has a telepathic link to all of its minions and can talk to them at will. It can also see and hear through any of its minions' senses by concentrating. If the liege desires, it can totally control the actions of its minions (no saving throw is allowed) to the extent of forcing them to kill themselves.

This link and control only extends as far as the direct minions of a liege. In the example above with the lich and the spectre, the lich could see through the eyes of the spectre and control it, but cannot see through the eyes of the skeletons or control them. The closest it can manage is to command the spectre to relay commands to the skeletons.

Table 17.3: Controlling Undead by Liege Hit Dice

Hit Dice	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire	Phantom	Haunt	Spirit
3-4	7	9	11	-	-	-	-	-	-	-	-
5-6	5	7	9	11	-	-	-	-	-	-	-
7-8	3	5	7	9	11	-	-	-	-	-	-
9-10	C	3	5	7	9	11	-	-	-	-	-
11-13	C	C	3	5	7	9	11	-	-	-	-
14-16	C	C	C	3	5	7	9	11	-	-	-
17-19	C	C	C	C	3	5	7	9	-	-	-
20-23	C	C	C	C	C	3	5	7	11	-	-
24-27	C	C	C	C	C	C	3	5	9	11	-
28-32	C	C	C	C	C	C	C	3	7	9	11
33+	C	C	C	C	C	C	C	C	5	7	9

Monster Leaders

Many humanoid monsters live in tribes or clans, and are led by their strongest members.

These particularly powerful chieftains (and their bodyguards and enforcers) should be given one to three more hit dice than the listed value for the monster type.

Remember that when giving monsters extra hit dice in this way, this will change their *Attack Bonus* and may change the level of proficiency that they have with their chosen weapons.

Monster Spellcasting

Some monsters are capable of spellcasting by becoming either Shamans or Sorcerers. In these cases, the individual monster descriptions will say what level of spellcasting such monsters can achieve.

The levels given are the maximum levels that the monster type can achieve, and not all sorcerers or shamans will be that level.

Shamans and sorcerers are tougher than their normal counterparts. For each level of shaman or sorcerer casting ability, the monster gains two additional hit points. These extra hit points can take the monster over the normal maximum for its hit dice.

The extra hit dice do not increase the *Attack Bonus* of the monster, nor do they give it extra proficiency with their chosen weapons.

See *Chapter 8: Spells and Spellcasting* for details of shaman and sorcerer spells and how they acquire and cast them.

Monsters as Classes

With the Game Master's approval, some monsters may be used as a class.

Statistics

The monster's movement and abilities stay the same. The monster's attack bonus and saving throw level are equal to their hit dice, until they reach 9th level when it equals their hit dice minus one.

All the other class statistics are located in the monster's description. For an explanation of these statistics, refer to *Chapter 3: Class Format*.

Negative Levels

Some monsters have negative levels that must be reduced before reaching 1st level. These levels represent the immaturity of the monster. The monster must start their adventuring career while still immature before their natural way of life completely settles in.

Age

Monster PCs who start at 1st level can choose or roll their starting like normal PCs (see *Table 17.4: Monster PC Aging*). Monsters who start below 1st level must choose their age from their available age category, which is one category below adult for each level below 1st.

Table 17.4: Monster PC Aging

Class*	Child	Juvenile	Adult	Middle Age	Old	Max
Bugbear	2	11	14+1d6	24	45	70+2d20
Centaur	2	14	18+1d4	37	50	75+2d20
Dryad	13	80	100+3d20	1,000	1,500	3,000+3d100
Faun	3	16	20+3d4	50	67	100+1d100
Giant, Sea	10	52	65+2d6	112	167	250+1d100
Gnoll	2	13	16+1d6	26	50	75+2d20
Goblin	2	13	16+1d4	26	50	75+2d20
Gremlin	1	4	5+1d4	62	94	125+1d100
Harpy	1	6	8+1d4	13	17	25+2d12
Hobgoblin	3	16	20+1d4	30	55	75+2d20
Hsiao	1	16	20+1d6	40	60	90+1d12
Imp, Wood	1	2	3+1d2	7	13	20+1d10
Kobold	2	11	14+1d4	24	45	70+2d20
Lizardfolk	2	12	15+1d4	55	73	110+2d10
Merfolk	2	12	15	53	70	70+2d20
Minotaur	2	10	12+3d6	75	100	150+1d100
Neanderthal	2	12	15+1d4	47	63	95+2d12
Nixie	3	16	20+1d4	82	116	175+2d20
Ogre	2	10	12+1d6	22	40	60+1d20
Orc	2	14	18+1d6	28	55	80+1d20
Sasquatch	1	10	12+1d3	30	40	60+2d10
Scorpionfolk	3	16	20+1d4	35	47	70+2d10
Sphinx	5	25	38+1d6	2,500	3,333	5,000+5d100
Treant	2	12	15+2d4	2,250	3,000	4,500+5d100
Triton	7	40	50+1d10	90	120	180+2d20
Troglodyte	10	60	75+3d6	150	200	300+1d100
Troll	2	10	12+1d4	20	35	50+1d20

* Fey are not included as they are born adults and do not age.
Lycanthropes are not included as they are still human and age as such.

Height and Weight

Height and weight are chosen or rolled randomly by the player like normal PCs (see *Table 17.5: Monster PC Height and Weight*).

Table 17.5: Monster PC Height and Weight

	Height in Inches		Weight in Coin	
Class*	Base	Modifier	Base	Modifier
Brownie	24/-	1d6	240/-	2d4x10
Bugbear	72/68	2d10	2,100/1,800	6d10x10
Centaur	84/80	3d12	10,000/9,600	6d20x10
Drake, Wood	67/62	2d10	2,450/1,700	6d12x10
Dryad	-/59	2d10	-/1,000	6d10x10
Faerie	32/30	2d8	173/160	2d4x10
Faun	55/-	1d10	1,100/-	4d10x10
Giant, Sea	168/165	7d12	5,350/4,800	2d10x10
Gnoll	84/80	1d12	1,800/1,600	4d10x10
Goblin	43/41	1d10	720/680	5d4x10
Gremlin	32/27	1d4	340/160	2d6x10
Harpy	-/53	1d10	-/380	2d10x10
Hsiao	34/34	2d8	260/240	2d4x10
Hobgoblin	72/68	1d8	1,500/1,300	5d10x10
Imp, Wood	18/17	1d6	80/80	1d4x10
Kobold	32/30	3d4	520/480	5d4x10
Leprechaun	9/8	1d2	18/17	1d3x10
Lizardfolk	60/60	2d12	1,700/1,700	3d10x10
Merfolk	60/54	1d12	14500/1050	4d20x10
Minotaur	84/80	2d6	4,500/3,900	4d20x10
Neanderthal	60/56	1d6	1200/960	5d10x10
Nixie	-/32	1d4	-/230	3d4x10
Ogre	96/93	2d12	3,200/2,800	3d20x10
Orc	58/56	1d12	1,300/900	6d10x10
Pixie	24/23	3d6	550/220	4d4x10
Pooka	Varies by Animal		Varies by Animal	
Sasquatch	72/68	3d10	2,800/2,500	8d10x10
Scorpionfolk	72/71	2d10	1,700/1,300	6d10x10
Sidhe	60/59	2d10	1,400/1,000	6d10x10
Sphinx	110/108	2d12	4,800/4,700	6d10x10
Sprite	11/10	+1d2	40/30	1d2x10
Treant	180/180	3d12	6,800/6,800	5d100x10
Triton	66/60	2d6	14,700/12,50	4d20x10
Troglodyte	66/66	2d6	1,500/1,500	6d10x10
Troll	84/80	2d6	2,000/1,800	6d10x10
Werebat*	x1.2		x1.1	
Werebear*	x1.3		x1.5	
Wereboar*	x1.2		x1.4	
Werefox*	x1.2		x1.2	
Werejaguar*	x1.2		x1.2	
Werepig*	x1.1		x1.5	
Wererat*	x1.2		x1.2	
Weresabertooth*	x1.4		x1.4	
Wereseal*	x1.1		x1.3	
Wereshark*	x1.4		x1.6	
Weretiger*	x1.2		x1.2	
Werewolf*	x1.2		x1.2	

* Lycanthropes in beast form multiply their human height and weight by the given values.

If a monster can normally be a shaman or sorcerer, they can also become one when used as a class. To become a spellcaster or to gain addition spellcaster levels, the character must spend extra experience points as listed on *Table 17.6: Spellcaster Extra Experience*. Before reaching next level, the character must earn and spend the appropriate number of experience points. In effect, these extra experience point costs are added to the character's normal experience table from the moment they choose to be a spellcaster.

Table 17.6: Spellcaster Extra Experience

Spellcasting Level	Experience
1	1,000
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	130,000
9	260,000
10+	+200,000 per level

Immortality

Monster PCs can become *Immortals* at level 30 or 1,000,000 XP, whichever comes first.

Magic Item Use

Monster PCs have an additional stat block entry that lists what class they are able to use magic items as.

Some of these monsters may have difficulty using some magic items, which will cause them to fail, backfire, or have an unexpected result.

A magic item that backfires will have it's effect directed to an unintended target. Beneficial effects will be directed to the nearest enemy and detrimental effects will be directed to the monster or their nearest ally.

Unexpected results are handled by the Game Master by rolling a 1d3 to decide if the effect is beneficial or harmful to the monster. A roll of 1 is beneficial, 2 is harmful, and 3 is indifferent. The Game Master than must decide what the actual effect is.

Monster Descriptions

Actaeon

Size: Large
Type: Humanoid
Habitat: Woods (Very Rare)
Wandering Group: 0 (Nil)
Lair Group: 1 (B)
Move: 50 ft.
Armor Class: 3
Hit Dice: 11** (50 HP)
Attacks: Antler (2d8) or Special
Special: Blend, Breath Weapon
Save: C11
Alignment: Neutral
Intelligence: 12
Morale: 10
XP Value: 2,700

Actaeon are elk-like humanoids with antlers on their head, a snout, and hooved feat. Their entire body is covered with short brown fur.

Actaeon are intelligent guardians of the woods, and often ally with local druids. They can speak most languages.

Blend: Actaeon can blend into their surroundings while concentrating, effectively becoming invisible. When attacking from this state, actaeon surprise their foes on a 1-5 on 1d6.

Breath Weapon: Once per day, an actaeon can use a breath weapon in a 10-by-10-by-10-foot cloud that acts as a *Polymorph Other* spell to all in the radius turning them into small woodland animals like squirrels and hedgehogs. The change is permanent, unless the targets can make a saving throw vs. breath weapons in which case it only lasts 24 hours. Targets cannot make a saving throw to avoid the effect completely.

Spellcasting

Actaeon will often be shamans (to level 8) or sorcerers (to level 8).

Adamant

Size: Medium-Large
Type: Exalted, Extraplanar, Construct
Habitat: Any (Rare)
Wandering Group: 0 (Nil)
Lair Group: 1 (Nil)
Move: 0 ft.
Armor Class: -15*
Hit Dice: 100******** (1,000 HP)
Attacks: Nil
Special: Immunity (Mind Effects, Mortal Magic, Poison), Immortal Abilities, Powers
Power Reserve: 5,000
Save: I23
Alignment: None
Intelligence: 20 (See Below)
Morale: 12
XP Value: 196,775

An adamant is a type of construct created by *Immortals* to imprison other *Immortals* or similarly powerful entities. Adamants do not breed, and are always created for a purpose.

An adamant usually looks like a cell, sarcophagus or other prison made of what appears to be black volcanic glass, the exact shape and size of an adamant is up to the *Immortal* who creates it, but it must be somewhere between 5 by 5 by 5 feet and 100 by 100 by 100 feet. An adamant is not sapient, and can only react instinctively to fulfill its purpose—although it will attempt to fulfill the spirit of its purpose rather than the exact letter. Usually this purpose will be to prevent a particular being from escaping from it and prevent any other beings from rescuing its prisoner. An adamant will react to threats intelligently, but will not normally respond lethally; trying to stop rather than kill.

Normally, an adamant will use *Power Attack* on its prisoner immediately the prisoner regains any Power Points, in order to prevent its prisoner from assuming Spirit Form or from using any *Immortal Level Spells* of their own.

Immortal Abilities: Like *Immortals*, adamants take minimum damage from physical attacks from mortals. They also make saving throws against attacks as *Immortals* do (see *Chapter 15: Immortals* for details about *Immortal* defenses).

Immunity to Mind Effects: As constructs, they are immune to all mind affecting spells even if cast by *Immortals*.

Powers: Adamants can use the Prepare Mortal Magic and Power Attack spells, but have no other way of using power points. (see *Chapter 15: Immortals*).

Aerial Servant

Size: Large
Type: Extraplanar, Humanoid
Habitat: Any, Elemental Plane of Air (Rare)
Wandering Group: 1 (Nil)
Lair Group: 0 (Nil)
Move: 80 ft., 240 ft. (Fly)
Armor Class: 0
Hit Dice: 16** (72 HP)
Attacks: Bash (4d8) or Grab (Special)
Special: Grab, Quickcloud
Save: F16
Alignment: Chaotic
Intelligence: 12
Morale: 9
XP Value: 4,050

Aerial servants are humanoid clouds of dense fog. They are rarely encountered on the *Prime Plane* except when they have been summoned by use of the Aerial Servant spell in order to fetch an object or creature for the caster.

Aerial servants resent being summoned in this manner, and if given chance will attack the caster of the spell. They will also attack anyone stopping them from fulfilling their mission, but will otherwise not normally engage in combat.

Grab: An aerial servant will only use its grab attack against a creature that it has been asked to fetch. If the attack hits, the aerial servant will fly off with the creature back to its summoner. A grabbed creature has a percentage chance equal to its hit dice or level to escape the grab each round. Because of this, an aerial servant will normally pummel a persistently struggling creature into unconsciousness (pulling its blows in order to not kill it).

Quickcloud: The speed and transparency of aerial servants makes them surprise foes on a 1-5 on 1d6.

Home Plane

Aerial servants originate from the *Elemental Plane of Air*. On this plane they have their own evil empire located far from other creatures. They fear earth creatures and are enemies with Djinni and Helixion.

Angel

Size: Medium
Type: Exalted, Extraplanar
Habitat: Any (Rare)
Wandering Group: 1d2 (See Below)
Lair Group: 1d2 (Nil)
Move: 40 ft., 120 ft. (Fly)
Armor Class: -6*
Hit Dice: 20****** (90 HP)
Attacks: Sword (1d8)
Special: Bolt of Peace, Cleric Spells, Flaming Sword, Immunity (Fire, Poison, Spells < 5th level), Teleport
Save: C20
Alignment: Lawful
Intelligence: 16
Morale: 11
XP Value: 13,175



If a mortal comes to the attention of an *Immortal* patron, but dies without reaching immortality themselves, their patron may make them into an angel, a powerful creature of order and peace.

Angels serve as the emissaries and servants of their patron, and also work to slay their patron's enemies, although such tasks are given sparingly since sending an angel to kill the followers of a rival *Immortal* pretty much escalates any disagreement between the *Immortals* into outright war.

Angels are always winged humanoids, and they appear as the original mortal did in the prime of their life.

Bolt of Peace: Once per day, an angel can fire a bolt, which is the same size and shape as a *Lightning Bolt* spell, and which causes all creatures hit by it to be incapable of violence or malice for 2d6x10 minutes (no saving throw allowed).

Cleric Spells: Angels can cast spells as a 12th level *Cleric*.

Flaming Sword: Angels are usually provided with magical swords by their patrons, and regardless of the type of sword that they wield they can make them burst into flame once per day. This lasts for 30 minutes, and increases the sword's damage to 4d8.

Teleport: Angels can cast the *Teleport* spell at will.

Animated Object

	Tiny	Small
Size:	Small	Small
Type:	Construct	Construct
Habitat:	Any (Rare)	Any (Rare)
Wandering Group:	0	0
Lair Group:	8 (Nil)	4 (Nil)
Move:	20 ft.	30 ft.
Armor Class:	10	8
Hit Dice:	½ (3 HP)	1 (5 HP)
Attacks:	Bash (1d2)	2x Bash (1d4)
Special:	Immunity (Mind Effects, Poison)	
Save:	F1	F1
Alignment:	None	None
Intelligence:	0	0
Morale:	12	12
XP Value:	5	15
	Medium	Large
Size:	Medium	Large
Type:	Construct	Construct
Habitat:	Any (Rare)	Any (Rare)
Wandering Group:	0	0
Lair Group:	2 (Nil)	1 (Nil)
Move:	30 ft.	30 ft.
Armor Class:	6	4
Hit Dice:	3 (14 HP)	5 (23 HP)
Attacks:	Bash (1d8)	Bash (2d8)
Special:	Immunity (Mind Effects, Poison)	
Save:	F1	F5
Alignment:	None	None
Intelligence:	0	0
Morale:	12	12
XP Value:	35	175

Animated objects are objects that have been brought to life by the 6th level *Animate Objects* spell.

Animated objects have no intelligence, and mindlessly perform whatever task their creator sets them to.

When fighting, an animated object uses the same attack bonus as their creator.

Ant, Giant

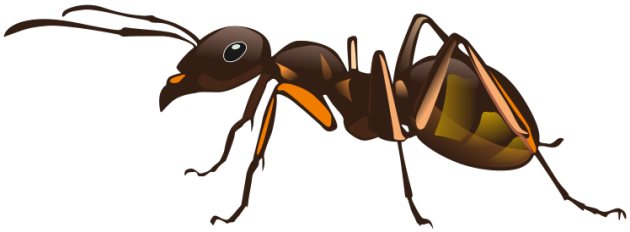
Size: Medium
Type: Animal
Habitat: Any except Arctic (Rare)
Wandering Group: 2d4 (U)
Lair Group: 14d6 (See Below)
Move: 60 ft.
Armor Class: 5
Hit Dice: 4* (18 HP)
Attacks: Bite (2d6)
Special: None
Save: F2
Alignment: None
Intelligence: 1
Morale: 7 or 12
XP Value: 125

Giant ants are large black ants. Unlike their smaller cousins who live in colonies of thousands, giant ants live in colonies of about 14d6 individuals, 10d6 of which will be out gathering food at any given time and the remaining 4d6 will be guarding the nest.

The morale of giant ants that are scavenging is 7, but when defending the nest and the (non-combatant) queen, their morale is 12, and they will fight to the death without any self-preservation instinct.

Giant ants are nocturnal omnivores, although they will not normally attack live prey unless they outnumber it greatly. They prefer to scavenge corpses and vegetable matter.

For some reason, giant ants are sometimes attracted to shiny objects, and they will grab them and return them to their lair. They are even known to sometimes dig gold, and there is a 30% chance that their lair will contain 1d10x1,000 gp worth of gold nuggets.



Ape, Cave

Size: Medium
Type: Animal
Habitat: Mountains, Underground (Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 2d4 (Nil)
Move: 40 ft.
Armor Class: 6
Hit Dice: 4 (18 HP)
Attacks: 2x Claw (1d4) or Rock (1d6)
Special: None
Save: F2
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 75

Cave apes are gorilla-like apes that have lived underground for generations, and have lost their coloring—leaving them white with pink eyes.

They are generally peaceful creatures, content to scavenge for fungus and mushrooms, and will flee from any strangers unless the strangers approach their lair.

Cave apes will noisily threaten any who come too close to their lair, and if the threats fail they will throw rocks at the intruders until they either leave or get close enough to fight in melee.

Cave apes are considerably less intelligent than the gorillas they descended from, although they are often tamed by *Neanderthals* and used as pets and guards.

Ape, Rock Baboon

Size: Medium
Type: Animal
Habitat: Clear, Hills, Mountains (Common)
Wandering Group: 2d6 (U)
Lair Group: 5d6
Move: 40 ft.
Armor Class: 6
Hit Dice: 2 (9 HP)
Attacks: Club (1d6) & Bite (1d3)
Special: None
Save: F2
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 20

Rock baboons are apes with short tails and long dog-like snouts. They are far more aggressive than most other apes, and are also more intelligent—although their use of tools is limited to picking up branches for use as rudimentary clubs.

Rock baboons will go out of their way to scare off anyone intruding into their territory, and won't hesitate to resort to violence if intruders don't leave quickly enough.

Ape, Snow

Size: Medium
Type: Animal
Habitat: Arctic (Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 2d6 (K)
Move: 30 ft.
Armor Class: 6
Hit Dice: 3+1 (14 HP)
Attacks: Club (1d6) & Hug (2d6)
Special: Blend, Squeeze
Save: F3
Alignment: Chaotic
Intelligence: 4
Morale: 7
XP Value: 50

Snow apes are a (barely) sapient species of ape with long white fur.

Although sapient, snow apes have no spoken language, communicating only by sign language. They have no material culture, living out in the open and using no tools more advanced than a club.

Snow apes are very kind and caring to their own species, but violently xenophobic to all other species. They only consider creatures that can communicate with them to be intelligent, dismissing the speech of other humanoid races as just "animal noises".

Blend: The snow ape's white fur makes them extremely difficult to spot in snowy terrain, allowing them to surprise opponents on a 1-4.

Squeeze: Snow apes are very strong, and if one succeeds with a hug attack, it will hold on to its victim automatically doing 2d6 damage per round.

Athach

Size: Large
Type: Giant
Habitat: Hills, Mountains, Woods (Rare)
Wandering Group: 1d3 (Nil)
Lair Group: 1d6 (I)
Move: 60 ft.
Armor Class: 0
Hit Dice: 14* (63 HP)
Attacks: 3x Bash (2d12) & Bite (2d10)
Special: Poison
Save: F14
Alignment: Chaotic
Intelligence: 8
Morale: 7
XP Value: 2,500

An athach is a hideously deformed giant with three arms, their third arm protruding from their chests.

Athachs are rather stupid and very bad tempered, and will normally kill and eat anyone they meet who does not give them gems and jewelry. Athach families are violent affairs, and only the strongest and meanest children survive into adulthood—whereupon they almost always end up killing their aging and weakening parents.

Athachs normally attack by simply bashing their opponents with whatever comes to hand (rocks, tree stumps, and so on) and biting with their poisonous tusks.

Poison: Anyone bitten by an athach must make a saving throw vs. poison or be *Helpless* for 1d6 x 10 minutes.

Basilisk

Size: Large
Type: Monster
Habitat: Woods, Underground (Rare), Elemental Plane of Earth (Very Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 1d6 (F)
Move: 20 ft.
Armor Class: 4
Hit Dice: 6+1**
Attacks: Bite (1d10)
Special: Petrifying Gaze
Save: F6
Alignment: None
Intelligence: 2
Morale: 9
XP Value: 950

A basilisk is a snake-like lizard with six legs and a crown-like crest on its head. Often called the "king of snakes", it is feared for its deadly gaze.

Basilisks are not normally aggressive, eating only small animals which they must hunt by taking them by surprise in order to avoid accidentally turning them to stone.

Petrifying Gaze: Any creature meeting its gaze must make a saving throw vs. petrification or be turned to stone.

The gaze of a basilisk must be direct, seeing its reflection is not enough to have a chance of being turned to stone. However, a basilisk is not immune to its own gaze attack, and if presented with a mirror, there is a 1 in 6 chance per round that it will see its reflection and must make the saving throw to avoid petrifying itself. This is the only circumstance in which its gaze is effective through a mirror.

Any character surprised by a basilisk automatically meets its gaze and must make the saving throw, and in combat each character attacking the basilisk without actively avoiding the gaze must also make the saving throw each round.

Characters trying to fight the basilisk blindfolded or otherwise averting their gaze will not be affected but must attack with a -4 penalty to hit and the basilisk gets a +2 bonus against characters using such tactics.

A character using a mirror to attack in melee (the mirror takes one hand, so the character cannot use an off-hand weapon or a shield at the same time) takes only a -2 penalty to hit and the basilisk gets no bonus against them.

Home Plane

Basilisks originate from the *Elemental Plane of Earth*. When on that plane they appear as a lizard-like creature made of rock.

Petrifying Gaze: When used against earth creatures, rather than being petrified they become slowed as the spell *Slow* for 1d6 rounds.



Bat

Size: Small
Type: Animal
Habitat: Underground (Common)
Wandering Group: 1d100 (Nil)
Lair Group: 1d100 (Nil)
Move: 3 ft., 40 ft. (Fly)
Armor Class: 6
Hit Dice: 1/4 (1 HP)
Attacks: Bite (1d2)
Special: Bewilder
Save: F0
Alignment: None
Intelligence: 2
Morale: 6
XP Value: 5

Bats are nocturnal flying mammals, brown or black in color with leathery wings.

Bats are normally inoffensive and will not attack anything larger than a small insect.

Bewilder: When either panicking or controlled by another creature, a flock of bats can be very confusing as they fly around an opponent.

Any character with ten or more bats attacking them will be bewildered and suffer a -2 penalty on both to-hit rolls and saving throws. Additionally, a bewildered character may not cast spells.

Vampire Bat

Vampire bats are similar to other bats except that they have a paralyzing bite which allows them to drink blood.

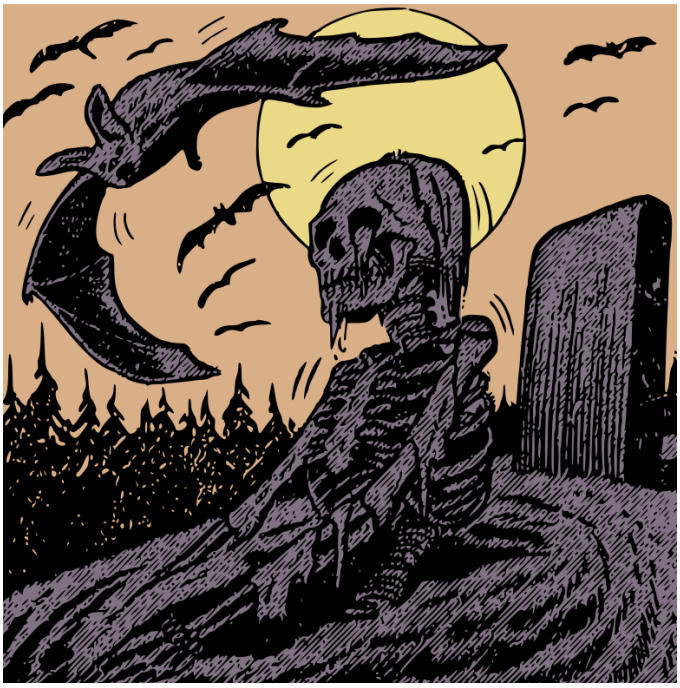
Create Undead: Creatures slain by a giant vampire bat must make a saving throw vs. spells or return as an undead 24 hours later. The type

of undead should be determined randomly by consulting *Table 17.7: Giant Vampire Bat*.

Table 17.7: Giant Vampire Bat

1d6	Type
1-3	Zombie
4-5	Ghoul
6	Wight

Drain Blood: Anyone bitten by a giant vampire bat must make a saving throw vs. paralysis or be paralyzed for 1d10 rounds. Giant vampire bats can drain blood (for 1d4 damage per round) from paralyzed creatures, but will only start to do so when all their opponents are paralyzed in this manner.



Bear

Hug: If a bear hits with both claw attacks, it will hug the victim for an additional 2d8 damage.

Black Bear

Size: Medium
Type: Animal
Habitat: Hills, Mountains, Woods (Common)
Wandering Group: 1d4 (U)
Lair Group: 1d4 (Nil)
Move: 40 ft.
Armor Class: 6
Hit Dice: 4 (18 HP)
Attacks: 2x Claw (1d3) & Bite (1d6)
Special: Hug
Save: F2
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 75

Black bears are tall mammals covered with black fur.

Black bears survive on an omnivorous diet, particularly favoring fish. They are inquisitive creatures and will often raid camps looking for food.

Cave Bear

Size: Large
Type: Animal
Habitat: Hills, Mountains, Woods (Very Rare)
Wandering Group: 1d2 (V)
Lair Group: 1d2 (Nil)
Move: 40 ft.
Armor Class: 5
Hit Dice: 7 (28 HP)
Attacks: 2x Claw (2d4) & Bite (2d6)
Special: Hug
Save: F4
Alignment: None
Intelligence: 2
Morale: 9
XP Value: 450

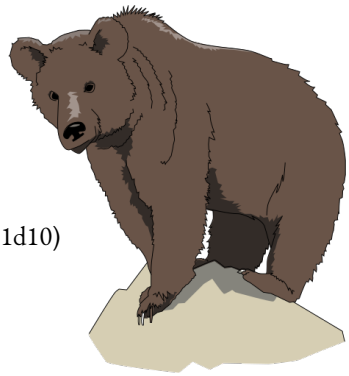
Cave bears are larger versions of brown bears.

Cave bears are particularly aggressive bears.

Unlike most bears they are exclusively carnivorous, and are active hunters.

Grizzly Bear

Size: Large
Type: Animal
Habitat: Hills, Mountains, Woods (Common)
Wandering Group: 1 (U)
Lair Group: 1d4 (Nil)
Move: 40 ft.
Armor Class: 8
Hit Dice: 5 (23 HP)
Attacks: 2x Claw (1d8) & Bite (1d10)
Special: Hug
Save: F4
Alignment: None
Intelligence: 2
Morale: 10
XP Value: 175



Grizzly bears are tall mammals covered with silver-tipped brown or reddish brown fur.

Grizzly bears have a widely varied omnivorous diet, preferring fruit and fish; although they will also hunt small animals.

They won't attack humanoids for food, although they are notoriously short tempered and territorial, and will chase and fight those who come too near, particularly in the spring after the females emerge from hibernation and give birth. The ferocity of mother grizzly bears protecting their cubs is legendary.

Polar Bear

Size: Large
Type: Animal
Habitat: Arctic (Rare)
Wandering Group: 1 (U)
Lair Group: 1d2 (Nil)
Move: 40 ft.
Armor Class: 6
Hit Dice: 6 (27 HP)
Attacks: 2x Claw (1d6) & Bite (1d10)
Special: Hug
Save: F3
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 275

Polar bears are tall mammals covered with white fur.

Polar bears are carnivorous. Their normal diet consists of fish and seals, and they encounter humanoids rarely enough that they have no fear of them and see them as another source of food.

Bee, Giant

Size: Small
Type: Animal
Habitat: Hills, Mountains, Woods (Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 5d6 (See Below)
Move: 50 ft.
Armor Class: 7
Hit Dice: ½* (3 HP)
Attacks: Sting (1d3)
Special: Poison
Save: F1
Alignment: None
Intelligence: 0
Morale: 9 (See Below)
XP Value: 6



Giant bees are larger versions of regular bees. They are normally peaceful when out collecting pollen and fruit, and will ignore creatures that do not molest them, fighting only in self defense.

However, any creature that comes within 30 feet of their hive will be attacked by every bee in the hive and the colony will fight to the death.

The hive will contain a non-combatant queen bee, and her 1d4+2 drones, each of which has 1 hit dice (5 HP, 13 XP).

A giant bee hive will contain about two pints of honey, which can be distilled down into a single *Potion of Healing*.

Poison: When a giant bee stings an opponent, the opponent must make a saving throw vs. poison or die. However, the attacking bee is always killed by the attack, as the stinger comes loose and sticks in the wound.

A character with a giant bee sting in them continues to lose one hit point per round until they spend an action removing the stinger, although they need not make further saving throws vs. poison after the initial sting.

Beetle, Giant Bombard

Size: Small
Type: Animal
Habitat: Clear, Underground, Woods (Common)
Wandering Group: 1d8 (Nil)
Lair Group: 2d6 (Nil)
Move: 40 ft.
Armor Class: 4
Hit Dice: 2* (9 HP)
Attacks: Bite (1d6)
Special: Acid Spray
Save: F1
Alignment: None
Intelligence: 0
Morale: 8
XP Value: 25

Giant bombard beetles have a dark elytra and an orangish head.

Acid Spray: When surprised or attacked, a giant bombard beetle will respond by squirting a hot acid at a foe within 5 feet (it can only do this once per combat, and will do so at the earliest opportunity). This acid is not enough to cause significant damage, but it is highly irritant and causes the target to take a -2 penalty to attack rolls and ability checks for the next 24 hours or until the victim is cured by a Cure Light Wounds spell.

Beetle, Giant Fire

Size: Small
Type: Animal
Habitat: Clear, Underground, Woods (Common)
Wandering Group: 1d8 (Nil)
Lair Group: 2d6 (Nil)
Move: 40 ft.
Armor Class: 4
Hit Dice: 1+2 (7 HP)
Attacks: Bite (2d4)
Special:
Save: F1
Alignment: None
Intelligence: 0
Morale: 7
XP Value: 15

Giant fire beetles have glowing red spots above their eyes that give off normal (non-magical) light within a 10-foot radius, about the strength of a single candle.

If removed, the glands will continue to glow for 1d6 days before fading.

Beetle, Giant Tiger

Size: Small
Type: Animal
Habitat: Clear, Underground, Woods (Common)
Wandering Group: 1d6 (Nil)
Lair Group: 2d4 (Nil)
Move: 50 ft.
Armor Class: 3
Hit Dice: 3+1 (15 HP)
Attacks: Bite (2d6)
Special: None
Save: F2
Alignment: None
Intelligence: 0
Morale: 9
XP Value: 50

Giant tiger beetles have large (2 feet long) mandibles that they use to bite prey.

They will not normally attack creatures larger than themselves unless they are either cornered or starving.

Bhut

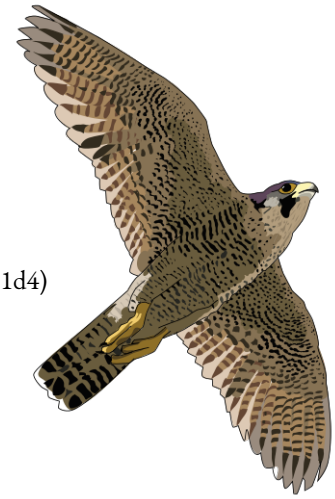
Size: Medium
Type: Undead
Habitat: Settled (Very Rare)
Wandering Group: 2d4 (Nil)
Lair Group: 2d4 (A)
Move: 120 ft., 40 ft. (Fly)
Armor Class: 4
Hit Dice: 7+2** (33hp)
Attacks: 2x Claw (1d4) & Bite (1d6)
Special: Frost Bite, Immunity (Mind Effects, Poison), Shapechange
Save: F10
Alignment: Chaotic
Intelligence: 12
Morale: 10
XP Value: 1,500

A bhut is an undead spirit that has died a violent death or have been denied funeral rites. Bhuts have wild hair, claws, long sharp teeth, and backwards feet. When walking, the bhuts feet never touch the ground, they float about a centimeter from it. Bhuts eat human and demi-human flesh. They prefer to reside in abandoned locations near or in human or demi-human settlements, as to be closer to their prey.

Frost Bite: The teeth of a bhut are freezing cold, which causes anyone that is bitten by them to roll a save vs. paralysis or be numbed for 1d4 rounds. While numbed the victim always looses initiative and suffers a -2 to all attack rolls.

Shapechange: A bhut can assume the form of any animal at will. They look exactly like the animal of their choice except the feet on the bhuts new form are still backwards. The bhuts attributes do not change when assuming this new form.

Bird of Prey



Size: Small
Type: Animal
Habitat: Any (Common)
Wandering Group: 1 (Nil)
Lair Group: 1d6 (Nil)
Move: 5 ft., 60 ft. (Fly)
Armour Class: 8
Hit Dice: 1d4 HP
Attacks: 2x Claw (1d2) or Bite (1d4)
Special: None
Save: F0
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 5

Birds of prey, or raptors, are hunting birds that feed on other animals. They have keen vision that allows them to spot prey from a great distance. Birds of prey tend to build their nests in lofty areas, such as near a mountain top or up in a very large tree top. Buzzards, falcons, harriers, hawks, eagles, kites, osprey, owls, and vultures are all considered birds of prey.

When either themselves or their nest is threatened, birds of prey will attack with their powerful talons or beaks. If injured, they will retreat.

Black Pudding

Size: Large
Type: Ooze
Habitat: Underground (Common)
Wandering Group: 1 (See Below)
Lair Group: 1 (See Below)
Move: 20 ft.
Armor Class: 6*
Hit Dice: 10* (45 HP)
Attacks: Touch (3d8)
Special: Amorphous, Dissolve, Spider Climb, Split
Save: F5
Alignment: None
Intelligence: 0
Morale: 12
XP Value: 1,750

A black pudding is a dark colored ooze that has no intelligence or instinct other than to absorb and digest anything they can get to. As such they will always attack and fight to the death, and will do such unintelligent things as moving straight through fire to get to an opponent rather than avoiding it.

Black puddings are very resilient, and fire is the only thing that can kill them.

Black puddings do not carry treasure, but the area around them may contain indigestible gemstones (the only remains of those that have been eaten by the pudding).

Amorphous: Despite their size, black puddings can squeeze their bulk through holes as small as an inch in diameter (although doing so will be very slow, taking 10 minutes.

Dissolve: A black pudding can dissolve a wood or metal object the size of a normal door in 10 minutes, but cannot eat through stone.

Spider Climb: Black puddings can move along walls or ceilings as easily as floors.

Split: Psychical attacks will split the pudding into 2 HD chunks that do only 1d8 damage. These smaller puddings can not be further damaged apart from by fire.

Blackball

Size: Medium
Type: Extraplanar
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 10 ft.
Armor Class: 9*
Hit Dice: See Below
Attacks: Touch (See Below)
Special: Efface, Immunity to Everything
Save: F34
Alignment: See Below
Intelligence: See Below
Morale: 12
XP Value: 7,500

Blackballs may be the most enigmatic and powerful of creatures, and even *Immortals* are afraid of them. Or they may not be creatures at all. No-one knows for certain.

A blackball is a featureless flying sphere that is pure black in color (no light is reflected from it).

Blackballs can spend centuries or even millennia simply sitting motionless in one place. Then for no explicable reason one may suddenly start moving—eating its way through rock and metal and even Force Field spells without slowing down. It will travel for miles, and even cross planes through gates or natural boundaries, until it gets to a specific creature or object; and then it destroys that target and lays dormant again.

Although their behavior while moving appears to be intelligent, no-one has ever been able to communicate meaningfully with a blackball, and no magic is able to read (or even detect) its mind.

Efface: Anything a blackball touches simply disappears utterly (no saving throw) leaving absolutely no trace, although this ability appears to be at least somewhat controlled, since a blackball can travel through air or water without destroying them.

Immunity to Everything: Blackballs are utterly immune to everything and cannot be controlled or harmed in any way except that they are subject to the Teleport spell.

Blink Dog

Size: Medium
Type: Monster
Habitat: Clear, Desert, Woods (Common)
Wandering Group: 1d6 (Nil)
Lair Group: 1d6+3 (C)
Move: 40 ft.
Armor Class: 5
Hit Dice: 4* (18 HP)
Attacks: Bite (1d6)
Special: Teleport
Save: F4
Alignment: Lawful
Intelligence: 9
Morale: 6
XP Value: 125

Blink dogs are intelligent wild dogs with the ability to teleport from place to place. They are smaller than wolves, and more jackal-like in appearance.

Blink dogs have their own language, but unfortunately their mouths are shaped wrongly for speaking humanoid tongues, although they often understand them. Blink dogs are friendly towards humans and demi-humans, and will often live near rural villages for mutual benefit.

Teleport: Blink dogs can teleport at will, although their teleports (or "blinks") are only short range (40 feet at the most). They will instinctively avoid teleporting into objects. In combat, their preferred tactic is teleport up to a victim, bite them, and then immediately teleport 1d4x10 feet away.

Boar

Size: Medium
Type: Animal
Habitat: Woods (Common)
Wandering Group: 1d6 (Nil)
Lair Group: 1d6 (Nil)
Move: 30 ft.
Armor Class: 7
Hit Dice: 3* (13 HP)
Attacks: Tusk (2d4)
Special: Charge
Save: F2
Alignment: None
Intelligence: 2
Morale: 9
XP Value: 50

Boars are the larger wild relatives of pigs. They are notoriously bad tempered and territorial, and will often attack even large opponents at the slightest provocation.

Charge: A boar can do a Charge action in combat. If it charges for 20 feet or more it does double damage on its attack, but is vulnerable to people doing *Set Spear* actions.

Brownie

Size: Small
Type: Fey
Habitat: Settled, Woods (Rare)
Wandering Group: 0 (Nil)
Lair Group: 1 (Nil)
Move: 40 ft.
Armor Class: 7
Hit Dice: 2* (9 HP)
Attacks: Weapon (By weapon)
Special: Invisibility to Mortals
Save: H2
Alignment: Lawful
Intelligence:
Morale: 8
XP Value: 25

Brownies are homely humanoids that tend to live in the homes of humans that are in or near woodlands. They are around 2 1/2 feet and will usually be found wearing a brown hood or cloak. All known brownies are male. Female brownies may exist, but are either very rare or are indistinguishable from males in appearance and behavior.

Brownies will attach themselves to a home and will do chores late at night while the household is sleeping. Brownies do not require payment for this work, and any such offer would be taken as an insult. Small treats and praise will keep a brownie happy. If the brownie becomes unhappy, by getting low quality treats or having their work criticized, they will cause mischief around the home.

The only way to get rid of a brownie is to leave tiny clothes laid out for him. The brownie will leave immediately after seeing them.

As a Class

Brownies can be used as a class using the following statistics:

Ability Requirements: Strength 5, Dexterity 8
Prime Requisite: Dexterity
Ability Modifiers: None
Weapons: Daggers, Miniature Weapons
Armor: Any
Natural AC: 9
Special Abilities: Invisibility to Mortals
Magic Item Use: Dwarf, Fighter, Halfling; Elf and Wizard (Chance of Misuse, see *Table 17.9: Brownie Magic Item Use*)

Table 17.8: Brownie Progression

Level	Experience	Hit Dice
-1	-2,000	1d8
0	0	2d8
1	2,000	3d8
2	6,000	4d8
3	14,000	5d8
4	30,500	-
5	62,000	6d8
6	125,000	7d8
7	250,000	8d8
8	500,000	9d8
9	800,000	10d8
10+	+300,000	+2 HP

Table 17.9: Brownie Magic Item Use

	d% Result			
Level	Success	Failure	Backfire	Unexpected
1	01-05	06-89	90-99	00
2	01-05	06-89	90-98	99-00
3	01-10	11-89	90-97	98-00
4	01-15	16-89	90-96	97-00
5	01-15	16-89	90-95	96-00
6	01-20	21-89	90-94	95-00
7	01-20	21-89	90-93	94-00
8	01-25	26-89	90-92	93-00
9	01-25	26-89	90-91	92-00
10+	01-30	31-89	90	91-00

Bugbear

Size: Medium
Type: Humanoid
Habitat: Hills, Mountains, Underground, Woods (Common)
Wandering Group: 2d8 (P+Q)
Lair Group: 5d4 (B)
Move: 30 ft.
Armor Class: 5
Hit Dice: 3+1 (14 HP)
Attacks: Weapon (By weapon + 1)
Special: Stealth
Save: F3
Alignment: Chaotic
Intelligence: 7
Morale: 9
XP Value: 50

Bugbears are large and strong creatures related to goblins.

They have brown furred bodies, with round orange heads that look remarkably like carved pumpkins.

Bugbears are not the smartest of humanoids, and their technology is limited to simple spears and knives. They live as hunters, and will often raid farms for livestock. Sometimes bugbears will live with goblins as hired muscle, although they rarely lead goblin tribes as the goblins can out-think them.

Stealth: Despite their appearance, bugbears are stealthy and surprise opponents on a 1-3.

Spellcasting

The most intelligent bugbears can become shamans (up to level 6) or sorcerers (up to level 4).

As a Class

Bugbears can be used as a class using the following statistics:

Ability Requirements: Strength 13
Prime Requisite: Strength, Dexterity, Intelligence, or Wisdom
Ability Modifiers: Strength +1, Constitution +1, Wisdom -2
Weapons: Any
Armor: Any
Natural AC: 8
Special Abilities: Stealth
Magic Item Use: Fighter

Table 17.10: Bugbear Progression

Level	Experience	Hit Dice
-2	-2,400	1d8+1
-1	-1,200	2d8+1
0	0	3d8+1
1	2,400	4d8+2
2	7,200	5d8+2
3	16,600	-
4	35,600	6d8+2
5	73,600	7d8+3
6	147,600	8d8+3
7	297,600	-
8	597,600	9d8+3
9+	+300,000	+2 HP

Caecilian, Giant

Size: Large
Type: Animal
Habitat: Any except Arctic (Rare)
Wandering Group: 1d3 (Nil)
Lair Group: 1d3 (B)
Move: 20 ft.
Armor Class: 6
Hit Dice: 6* (27 HP)
Attacks: Bite (1d8)
Special: Swallow Whole
Save: F3
Alignment: None
Intelligence: 0
Morale: 9
XP Value: 500

Much like their smaller cousins, caecilians are carnivorous amphibians that burrow into damp soil and earth and hunt by ambushing smaller creatures that walk over them.

Swallow Whole: Giant caecilians can swallow whole any creature human-sized or smaller that they bite if they roll an unmodified 19 or 20 and the attack hits. Swallowed creatures take 1d8 damage per round until they or the caecilian are killed.

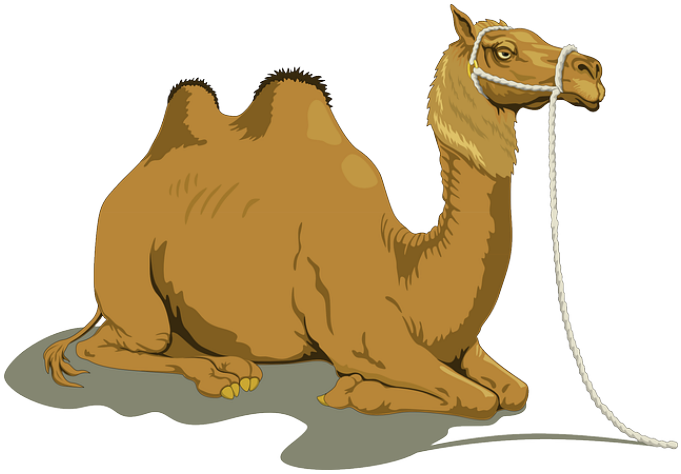
Camel

Size: Large
Type: Animal
Habitat: Barren Land, Desert (Common)
Wandering Group: Nil (Nil)
Lair Group: 2d4 (Nil)
Move: 50 ft.
Armor Class: 7
Hit Dice: 2 (9 HP)
Attacks: Bite (1) & Kick (1d4)
Special: None
Save: F1
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 20

Camels are large domesticated beasts of burden that are well adapted for desert environments.

Camels have one or two distinctive "humps" on their back which are full of fat deposits. These humps can allow the camel for travel for long periods without needing to eat or drink.

Camels are commonly used by desert tribes for meat, milk and transport.



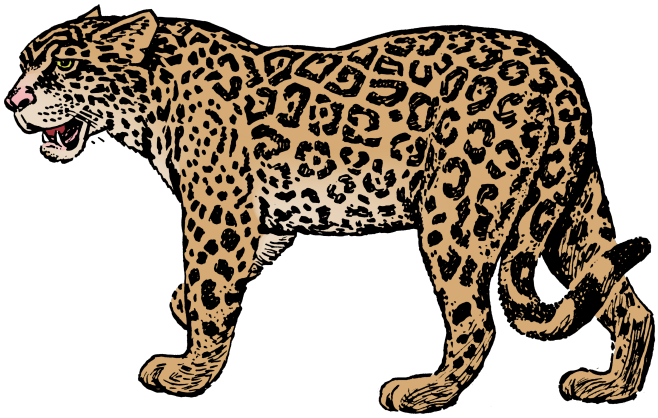
Cat, Jaguar

Size: Large
Type: Animal
Habitat: Jungle, Woods (Common)
Wandering Group: 1 (U)
Lair Group: 1d3 (Nil)
Move: 60 ft.
Armor Class: 6
Hit Dice: 4+2 (20 HP)
Attacks: 2x Claw (1d3)
& Bite (1d8)
Special: Camouflage, Rake
Save: F2
Alignment: None
Intelligence: 2
Morale: 11
XP Value: 125

Jaguars are cats that are extremely aggressive. They will attack any creature that they feel threatened by.

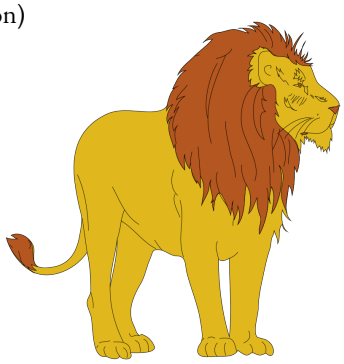
Camouflage: The werejaguar's markings provide remarkably effective camouflage in wooded surroundings, causing the werejaguar to surprise their opponents on a 1-3 on 1d6.

Rake: If the werejaguar successfully hits an opponent with both front claws, they automatically hit with their both of their back claws causing 1d4+1 damage per claw.



Cat, Lion

Size: Large
Type: Animal
Habitat: Clear, Desert (Common)
Wandering Group: 1d4 (U)
Lair Group: 1d8 (Nil)
Move: 50 ft.
Armor Class: 6
Hit Dice: 5 (23 HP)
Attacks: 2x Claw (1d4+1) & Bite (1d10)
Special: None
Save: F3
Alignment: None
Intelligence: 2
Morale: 9
XP Value: 175



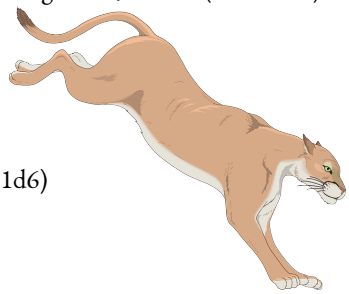
Lions are cats that live in small family groups called prides.

Male lions have a distinctive mane, and are relatively inactive. Although they are very territorial towards other male lions, they will often ignore non-lion creatures unless threatened.

Female lions are active hunters, and work well together. Some will lie in ambush while others chase potential prey towards them.

Cat, Mountain Lion

Size: Medium
Type: Animal
Habitat: Desert, Mountains, Underground, Woods (Common)
Wandering Group: 1 (U)
Lair Group: 1d4 (Nil)
Move: 50 ft.
Armor Class: 6
Hit Dice: 3+2 (16 HP)
Attacks: 2x Claw (1d3) & Bite (1d6)
Special: None
Save: F2
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 50



Mountain lions, also known as pumas or cougars, are smaller and less muscled than their plains dwelling cousins.

Mountain lions hunt alone, and will aggressively attack human-sized creatures only if cornered or starving. However, they are inquisitive creatures who love to explore (including cave systems) and are easily attracted to camp sites by the smell of cooking food.

Mountain lions are often trained by dwarves and fulfill the roles that guard and hunting dogs fill for humanoid species that live in lowlands.

Cat, Panther

Size: Medium
Type: Animal
Habitat: Clear, Jungle, Woods (Common)
Wandering Group: 1d2 (U)
Lair Group: 1d6 (Nil)
Move: 70 ft.
Armor Class: 4
Hit Dice: 4 (18 HP)
Attacks: 2x Claw (1d4) & Bite (1d8)
Special: None
Save: F2
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 75

Panthers are dark furred cats. They are agile, quick and lithe, and are excellent climbers. A favorite hunting strategy is to hide in a tree and leap down knocking prey to the ground.

Panthers hunt either alone or as a mated pair.

Unlike many other cats, they are also strong swimmers, and will readily chase prey into water.

Cat, Tiger, Saber-Tooth

Size: Large
Type: Animal
Habitat: Clear (Very Rare)
Wandering Group: 1d4 (V)
Lair Group: 1d4 (Nil)
Move: 50 ft.
Armor Class: 6
Hit Dice: 8 (36 HP)
Attacks: 2x Claw (1d8) & Bite (2d8)
Special: None
Save: F4
Alignment: None
Intelligence: 2
Morale: 10
XP Value: 650

Saber-tooth tigers have over-sized canine teeth, which give them their name. These fangs are present in both sexes, and are used for hunting.

Saber-tooth tigers are built for strength rather than speed, and their usual hunting tactic is to stalk their prey and leap at it from ambush. They will not usually bother to chase fleeing prey unless it is obviously injured or weak.

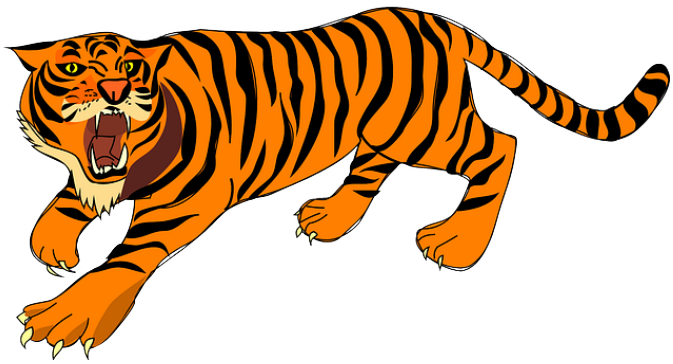
Cat, Tiger

Size: Large
Type: Animal
Habitat: Woods (Common)
Wandering Group: 1 (U)
Lair Group: 1d3 (Nil)
Move: 50 ft.
Armor Class: 6
Hit Dice: 6 (27 HP)
Attacks: 2x Claw (1d6) & Bite (2d6)
Special: Camouflage
Save: F3
Alignment: None
Intelligence: 2
Morale: 9
XP Value: 275

Tigers are heavily built cats. They are easily recognized for their distinctive orange and black striped markings.

Unlike other cats, tigers are keen swimmers.

Camouflage: The tiger's markings provide remarkably effective camouflage in wooded surroundings, causing the tiger to surprise their opponents on a 1-4 on 1d6.



Catoblepas

Size: Large
Type: Monster
Habitat: Swamp (Very Rare)
Wandering Group: 0 (Nil)
Lair Group: 1d3 (C)
Move: 20 ft.
Armor Class: 7*
Hit Dice: 7** (32 HP)
Attacks: Tail (1d6) & Gaze (Special)
Special: Immunity (Death Ray, Energy Drain, Instant Death, Poison)
Save: F4
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 1,250

A catoblepas is a horrible beast with a long neck and tail. Its head is boar shaped, although its tusks are small and not useful in combat.

Catoblepes are generally peaceful creatures that live in swamps and eat all kinds of poisonous plants. They are slow moving and rather ungainly, and would rather simply be left alone than seek out fights; but if threatened they will attack in self defense by lashing with their long tails.

Petrifying Gaze: Anyone who a catoblepas gazes at must make a saving throw vs. death ray or be slain instantly. Unlike the gaze of a basilisk or medusa, it doesn't matter whether the victim has their eyes closed or is facing away from the catoblepas—it is the catoblepas gazing at the victim that causes the death, not the other way around.

Luckily for most victims, the catoblepas' heavy head and weak neck mean that it only has a 1 in 4 chance per round of being able to successfully gaze at a single target. However, if a catoblepas gains surprise in combat, then it will always have the opportunity to use its gaze during the surprise round.

Catoblepes are immune to the gaze attacks of other catoblepes.

Centaur

Size: Large
Type: Monster
Habitat: Clear, Woods (Common)
Wandering Group: 1 (Nil)
Lair Group: 2d10 (A)
Move: 60 ft.
Armor Class: 5
Hit Dice: 4* (18 HP)
Attacks: 2x Hoof (1d6) or Weapon (By weapon)
Special: None
Save: F4
Alignment: Neutral
Intelligence: 10
Morale: 8
XP Value: 125

Centaurs have the body and legs of a horse, with a human torso (plus head and arms) rising up where the neck would be. They are

as intelligent as normal humans, and primarily live in woods and forests.

A clan of centaurs will often ally with elves or with human druids, although they can produce spellcasters of their own.

Centaurs will occasionally trade with human villages outside of their woods, but are very reluctant to allow humans to encroach on what they see as their lands.

Spellcasting

Centaurs can reach 8th level as either shamans or sorcerers.

As a Class

Centaurs can be used as a class using the following statistics:

Ability Requirements: Strength 9
Prime Requisite: Strength
Ability Modifiers: Dexterity -2, Constitution +1, Wisdom +1
Weapons: Any
Armor: Any (Half normal, half barding)
Natural AC: 8 (Immature), 7 (Mature)
Special Abilities: None
Magic Item Use: Fighter

Table 17.11: Centaur Progression

Level	Experience	Hit Dice
-1	-4,000	2d8
0	0	4d8
1	4,000	-
2	12,000	5d8
3	28,000	6d8
4	60,000	-
5	124,000	7d8
6	250,000	8d8
7	500,000	-
8	800,000	9d8
9	1,100,000	10d8
10+	+300,000	+2 HP

Centipede, Giant

Size: Small
Type: Animal
Habitat: Clear, Underground, Woods (Common)
Wandering Group: 2d4 (Nil)
Lair Group: 1d8 (Nil)
Move: 20 ft.
Armor Class: 9
Hit Dice: 1/2* (3 HP)
Attacks: Bite (Special)
Special: Poison
Save: F0
Alignment: None
Intelligence: 0
Morale: 7
XP Value: 6

Giant centipedes are larger cousins of normal centipedes. They have a segmented body with many pairs of legs, and a pair of large mandibles with which they can deliver a poisonous bite.

Giant centipedes normally hide in crevices or rotten wood and wait for small animals to come within reach; then they lunge and deliver a poisonous bite to the intruding animal.

Poison: Although giant centipede poison is strong enough to kill a rat or similar sized creature, it will not kill a person. However, it will cause sickness.

Anyone bitten by a giant centipede must make a saving throw vs. poison or be sickened for 10 days, during which time they can only move at half normal speed and can not perform any other action.

Chimera

Size: Large
Type: Dragon
Habitat: Hills, Mountains, Underground (Very Rare)
Wandering Group: 1d2 (Nil)
Lair Group: 1d4 (F)
Move: 40 ft., 60 ft. (Fly)
Armor Class: 4
Hit Dice: 9** (41 HP)
Attacks: 2x Claw (1d3) & Butt (2d4) & Bite (1d10) & Bite (3d4) & Breath (3d6)
Special: Fire Breath
Save: F9
Alignment: Chaotic
Intelligence: 6
Morale: 9
XP Value: 2,300

A chimera, as the name implies, appears to be a strange combination of other beasts.

Chimerae have the rear body of a goat, the front body of a lion, the wings and tail of a dragon, and three heads—goat, lion and dragon.

Although sapient, chimerae are not terribly smart, and can often be tricked or bullied into working for a more powerful creature.

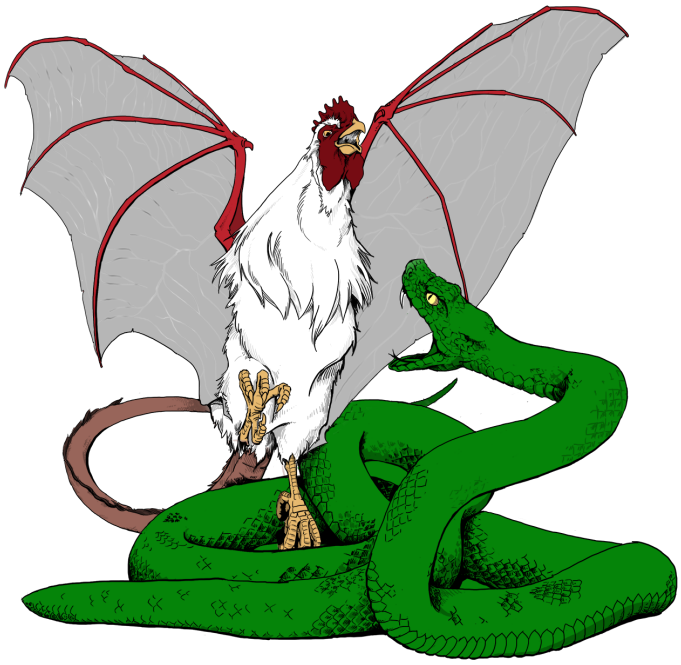
Chimerae are extremely territorial, and will aggressively chase intruders away from their lair.

Fire Breath: The dragon head of a chimera is capable of breathing fire three times per day in a cone 50 feet long and 10 feet wide at the end.



Cockatrice

	Prime Plane	Home Plane
Size:	Small	Small
Type:	Extraplanar, Monster	Monster
Habitat:	Any (Very Rare)	Elemental Plane of Earth (Very Rare)
Wandering Group:	1d4 (Nil)	1d20 (Nil)
Lair Group:	2d4 (D)	2d20 (D)
Move:	30 ft., 60 ft. (Fly)	40 ft., 80 ft. (Fly)
Armor Class:	6	6
Hit Dice:	5** (23 HP)	1+1 (6 HP)
Attacks:	Beak (1d6)	Beak (1 hit point)
Special:	Petrification	Petrification
Save:	F5	F1
Alignment:	None	None
Intelligence:	2	2
Morale:	7	7
XP Value:	425	15



A cockatrice is a magical creature that looks like a drab gray cockerel with a snake's tail.

A cockatrice is normally peaceful, and is content to scavenge bits of detritus and plant material and be left alone.

Petrification: Any living (non-plant) creature that touches or is touched by a cockatrice must make a saving throw vs. petrification or be turned to stone.

Creatures attacking the cockatrice using natural weapons (including adventurers using unarmed attacks) must make a saving throw each time they hit, and anyone successfully hit by the cockatrice's attack must also make a saving throw.

Home Plane

Cockatrices originate from the Elemental Plane of Earth. When on that plane they appear as foot-long bird-like creatures composed of soft earth.

Coerl

Size: Large
Type: Monster
Habitat: Hills, Jungle, Woods (Rare)
Wandering Group: 1d4 (Nil)
Lair Group: 1d4 (D)
Move: 50 ft.
Armor Class: 4
Hit Dice: 6* (27 HP)
Attacks: 2x Tentacle (2d4) or Bite (1d6)
Special: Displacement, Ferocious Bite
Save: F6
Alignment: None
Intelligence: 3
Morale: 8
XP Value: 500

Coerls are large black panther-like creatures with six legs and a pair of tentacles protruding out of their shoulder.

For some reason, coerls hate Blink Dogs and attack them on sight.

Displacement: The skin of a coerl bends light rays, causing the coerl to appear 3 ft. from it's actual position. Attackers suffer a -2 penalty to their to-hit roll and the coerl gains a +2 bonus to all their saving throws.

With a successful attack roll with a +2 bonus, a coerl can bite a target who has 6 hit points or less for 1d6+2 damage.

Ferocious Bite: When using their bite attack against a target that has 6 hit points or less remaining, the coerl gains a +2 bonus to their attack and damage roll.

Crab, Giant

Size: Medium
Type: Animal
Habitat: Ocean, River (Rare)
Wandering Group: 1d2 (Nil)
Lair Group: 1d6 (Nil)
Move: 20 ft.
Armor Class: 2
Hit Dice: 3 (14 HP)
Attacks: 2x Claw (2d6)
Special: None
Save: F2
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 35



Giant crabs are larger versions of normal crabs.

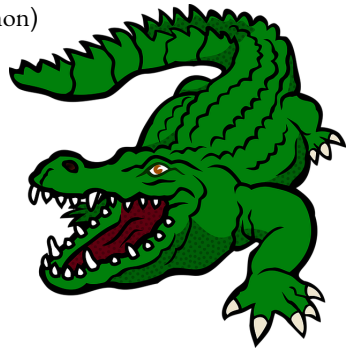
Unlike normal crabs, giant crabs are actively carnivorous and will attack most things smaller than them that they encounter.

Giant crabs are normally aquatic, but can survive on land for up to half an hour before having to return to the water.

Giant crabs do not swim but walk along the bottom of the water.

Crocodile

Size: Medium
Type: Animal
Habitat: River, Swamp (Common)
Wandering Group: 0 (Nil)
Lair Group: 1d8 (Nil)
Move: 30 ft., 30 ft. (Swim)
Armor Class: 5
Hit Dice: 2 (9 HP)
Attacks: Bite (1d8)
Special: None
Save: F1
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 20



Crocodiles are reptiles that live in water and swamps. They are air breathers, and usually float on the surface with their nostrils exposed.

Crocodiles come onto land to sun themselves, and to lay their eggs, although they are less agile on land and do their hunting in the water, where they are particularly attracted to the smell of blood and by seeing creatures thrash around.

Cyclops

Size: Large
Type: Giant
Habitat: Hills, Mountains (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1d4 (E + 5,000 gp)
Move: 30 ft.
Armor Class: 5
Hit Dice: 13* (65 HP)
Attacks: Club (3d10)
Special: Rock Throwing
Save: F13
Alignment: Chaotic
Intelligence: 9
Morale: 9
XP Value: 2,300

A cyclops is a giant with a single eye in the center of its forehead.

Despite their great power, cyclopes are very slow-witted and peaceful creatures who are content to herd goats and sheep and be left alone by others. They are quick to anger, however, and if provoked they are likely to attack with huge clubs (with which they have nothing more than basic mastery) or by throwing rocks.

All attacks by cyclopes take a -2 penalty due to their poor depth perception.

Rock Throwing: Cyclopes can throw rocks with a range of (60/130/200) feet, for 3d6 damage.

Spellcasting

Cyclopes can become shamans of up to 4th level, and (incredibly rarely) sorcerers of up to 2nd level.

Demon

Demons are incredibly powerful creatures created by *Immortals* from the souls of mortals as agents of chaos and destruction.

Immunity to Magic: All demons are immune to magic cast by mortals and have Anti-Magic of 25% against magic cast by *Immortals*.

Balor

Size: Large
Type: Exalted, Extraplanar
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1d2 (G)
Move: 20 ft., 60 ft. (Fly)
Armor Class: 0*
Hit Dice: 25********** (113 HP)
Attacks: Sword of Slicing (1d10+5) & Whip of Draining (1d2+5)
Special: Immunity (Magic, Weapons < +2), Powers
Power Reserve: 300
Save: I1
Alignment: Chaotic
Intelligence: 30
Morale: 9
XP Value: 33,500

A balor is a humanoid with a horned head and leathery wings. They always use a two-handed Sword of Slicing +5 (which they can wield in one hand) and a Whip of Draining +5.

Balors are highly charismatic, will rarely attack by surprise even if given the chance, and prefer to see their opponents acknowledge their superiority and surrender without a fight.

Powers: Balors can spend their power points on the Prepare Mortal Magic spell, and have the Call Other, Enhanced Reflexes, Howl, and Summon Weapons powers.

Glabrezu

Size: Large
Type: Exalted, Extraplanar
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1d3 (E)
Move: 60 ft., 20 ft. (Fly)
Armor Class: 0*
Hit Dice: 16********** (72 HP)
Attacks: 2x Pincer (2d6) & 2x Horn (1d8) & Bite (1d6)
Special: Immunity (Magic, Non-Silver Normal Weapons), Powers
Power Reserve: 200
Save: I1
Alignment: Chaotic
Intelligence: 25
Morale: 9
XP Value: 12,850

A glabrezu is a humanoid with a horned wolf's head and two pairs of arms. The lower pair are normal, but the upper pair are over-sized and end in large pincers.

Glabrezu delight in fire magics and burning things. When dealing with mortals, they prefer bribery to outright threats; often giving riches in exchange for service to their (often un-named) patron.

Powers: Glabrezu can spend their power points on the Prepare Mortal Magic spell, and have the Call Other, Control Undead, Enhanced Reflexes, and Howl powers.

Hezrou

Size: Medium
Type: Exalted, Extraplanar
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1d3
Move: 60 ft., 20 ft. (Fly)
Armor Class: 0
Hit Dice: 13********** (59 HP)
Attacks: 2x Claw (1d3) & Bite (2d8+2)
Special: Immunity to Magic, Powers
Power Reserve: 100
Save: I1
Alignment: Chaotic
Intelligence: 20
Morale: 9
XP Value: 10,850

Hezrou are humanoid toads. They prefer to use undead as minions and agents wherever possible, and will usually act through such agents rather than in person where possible.

Powers: Hezrou can spend their power points on the Prepare Mortal Magic spell, and have the Call Other, Control Undead, Enhanced Reflexes, and Snap powers.

Marilith

Size: Large
Type: Exalted, Extraplanar
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1d2 (F)
Move: 40 ft., 50 ft. (Fly)
Armor Class: 0*
Hit Dice: 22********** (99 HP)
Attacks: 6x Weapon (By weapon) & Tail (2d8)
Special: Immunity (Magic, Normal Weapons), Powers
Power Reserve: 300
Save: I1
Alignment: Chaotic
Intelligence: 28
Morale: 9
XP Value: 25,250

Mariliths have a six-armed female human body on top of a snake tail.

Powers: Mariliths can spend their power points on the Prepare Mortal Magic spell, and have the Call Other, Control Undead, Enhanced Reflexes, and Spit Poison powers.

Mariliths relish combat more than any other type of demon, and respect those—even enemies—who fight well.

Nalfeshnee

Size: Large
Type: Exalted, Extraplanar
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1d3 (E)
Move: 30 ft., 40 ft. (Fly)
Armor Class: 0*
Hit Dice: 19********** (86 HP)
Attacks: 2x Claw (1d8) & Bite (2d4)
Special: Immunity (Magic, Normal Weapons), Powers
Power Reserve: 200
Save: I1
Alignment: Chaotic
Intelligence: 26
Morale: 9
XP Value: 17,750

A nalfeshnee is a bulky creature with the body and arms of a powerful ape and goat-like legs with hoofed feet. Their heads are like those of boars, but with bat like ears. Nalfeshnee have feathered wings on their back that look ridiculously small for their size.

Nalfeshnee like to give the impression that they are dumb thugs, taking advantage of their brutish appearance to hide their intellect and scheming nature.

Powers: Nalfeshnee can spend their power points on the Prepare Mortal Magic spell, and have the Call Other, Control Undead, Enhanced Reflexes, and Groan powers.

Succubus

Size: Medium
Type: Exalted, Extraplanar
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (I x 2)
Move: 40 ft.
Armor Class: 0*
Hit Dice: 10********** (45 HP)
Attacks: None
Special: Immunity (Magic, Weapons < +2), Powers
Power Reserve: 100
Save: I1
Alignment: Chaotic
Intelligence: 12
Morale: 9
XP Value: 8,500

The least monstrous of the demons, succubi appear to be attractive humans of either sex with wings and vestigial horns.

Succubi are master seducers, and usually charm their way into getting what they want. They avoid combat, relying on their Leech power and on spells if pressed; but would much rather talk their way out of a potential fight.

Because of their great charm and charisma, succubi prefer to handle issues directly rather than rely on agents, and are thus the most commonly encountered type of demon.

Powers: Succubi can spend their power points on the Prepare Mortal Magic spell, and have the Call Other, Control Undead, Enhanced Reflexes, and Leech powers.

Vrock

Size: Large
Type: Exalted, Extraplanar
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1d3 (B)
Move: 40 ft., 60 ft. (Fly)
Armor Class: 0
Hit Dice: 10**********
Attacks: 2x Claw (1d4) &
2x Talon (1d8) & Beak (1d6)
Special: Immunity to Magic, Powers
Power Reserve: 100
Save: I1
Alignment: Chaotic
Intelligence: 16
Morale: 9
XP Value: 8,500

Vrock are scrawny humanoids with vulture heads, feet and wings.

Vrocks are the least powerful and the least subtle of all the demons. They tend to get bored easily by plotting and scheming and prefer to simply fly around having fun—although since "having fun" includes killing people, this doesn't make them much less dangerous than other demons.

Other demons often consider vrocks to be a liability for drawing too much attention, but are happy to deploy them when such attention will be a suitable diversion from their real plans.

Powers: Vrocks can spend their power points on the Prepare Mortal Magic spell, and have the Call Other, Control Undead, Enhanced Reflexes, and Swoop powers.

Dinosaur

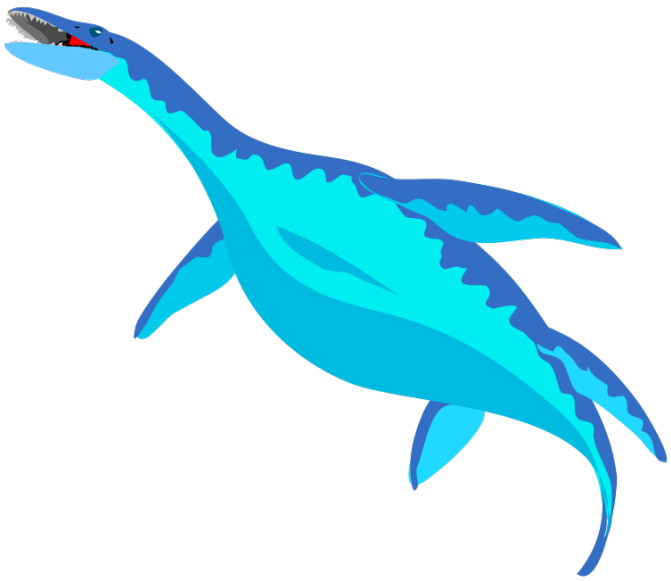
In game terms, dinosaur means any prehistoric creature.

Swallow Whole: If a large dinosaur hits an opponent with a natural roll of 20 that is human-sized or smaller, they may swallow the opponent. These dinosaurs contain treasure in their stomachs from previously swallowed victims.

Aquatic Dinosaur

	Small	Large	Armored
Size:	Small-Medium	Large	Large
Type:	Animal	Animal	Animal
Habitat:	River, Ocean (Rare)	River, Ocean (Rare)	River, Ocean (Rare)
Wandering Group:	1d2 (Nil)	1 (U+V)	1 (Nil)
Lair Group:	2d8 (Nil)	1d4 (Nil)	1d4 (Nil)
Move:	5 ft., 30 ft. (Swim)	10 ft., 40 ft. (Swim)	5 ft., 20 ft. (Swim)
Armor Class:	7	6	3
Hit Dice:	4 (18 HP)	16 (72 HP)	7 (32 HP)
Attacks:	Bite (1d6)	Bite (3d6)	Bite (1d8)
Special:	None	Swallow Whole	None
Save:	F1	F8	F3
Alignment:	None	None	None
Intelligence:	2	2	2
Morale:	7	9	8
XP Value:	75	2,000	550

Aquatic dinosaurs are large omnivorous water-dwelling creatures. They come in two size ranges, with small being creatures such as an ichthyosaur and large being creatures such as a plesiosaur or mosasaur. There is also an armored variety, which is protected by a large shell. These are creatures such as an archelon.



Carnivorous Dinosaur

	Small	Large
Size:	Small-Medium	Large
Type:	Animal	Animal
Habitat:	Any except Arctic (Rare)	Any except Arctic (Rare)
Wandering Group:	2d4 (Nil)	1 (U+V)
Lair Group:	2d6 (Nil)	1d2 (Nil)
Move:	40 ft.	50 ft.
Armor Class:	5	4
Hit Dice:	3 (14 HP)	20 (90 HP)
Attacks:	2x Claw (1 point) & Bite (1d8)	2x Claw (2d6) & Bite (5d8)
Special:	None	Swallow Whole
Save:	F3	F9
Alignment:	None	None
Intelligence:	4	2
Morale:	9	9
XP Value:	35	2,375

Carnivorous dinosaurs are large meat-eating creatures. They come in two size ranges, with small being creatures such as a deinonychus or dimetrodon and large being creatures such as a tyrannosaur or a spinosaur.

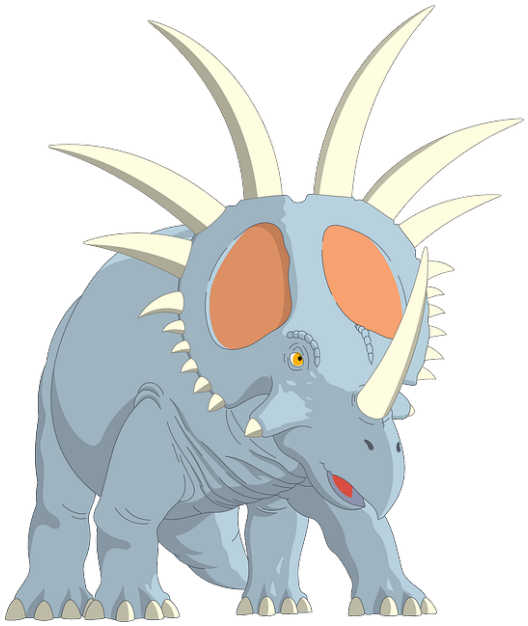


Herbivorous Dinosaur

	Small	Large
Size:	Small-Medium	Large
Type:	Animal	Animal
Habitat:	Any except Arctic (Rare)	Any except Arctic (Rare)
Wandering Group:	2d6 (Nil)	2d6 (Nil)
Lair Group:	3d10 (Nil)	3d10 (Nil)
Move:	40 ft.	20 ft.
Armor Class:	7	5
Hit Dice:	4 (18 HP)	25 (113 HP)
Attacks:	Horn (2d4)	Tail (2d8) or Trample (4d8)
Special:	None	Trample, Swallow Whole
Save:	F1	F13
Alignment:	None	None
Intelligence:	2	2
Morale:	9	7
XP Value:	75	3,500

Herbivorous dinosaurs are large plant-eating creatures. They come in two size ranges, with small being creatures such as a triceratops or ankylosaur and large being creatures such as a triceratops or ankylosaur.

Trample: Large herbivorous dinosaurs can trample over anything smaller than itself that gets in its way. Any such victim suffers 4d8 points of damage. The trample is treated as if doing the Charge action.



Djinni

	Prime Plane	Home Plane
Size:	Medium	Medium
Type:	Extraplanar, Monster	Monster
Habitat:	Desert (Rare)	Elemental Plane of Air (Rare)
Wandering Group:	1 (Nil)	1d4 (Nil)
Lair Group:	1 (Nil)	1d100 (Nil)
Move:	30 ft., 80 ft. (Fly)	30 ft., 80 ft. (Fly)
Armor Class:	5*	3*
Hit Dice:	7+1* (33 HP)	7+1* (33 HP)
Attacks:	Fist (2d8)	Fist (2d8)
Special:	Immunity to Normal Weapons, Spell-like Abilities, Whirlwind	Detect Invisible, Immunity (1st level Spells, Normal Weapons, Water), Spell-like Abilities, Whirlwind
Save:	F14	F14
Alignment:	Chaotic	Chaotic
Intelligence:	14	14
Morale:	12	9
XP Value:	1,025	1,025

Djinn are magical desert dwelling spirits. They appear as blue skinned humans. Despite being creatures of chaos, djinn are normally good-natured and friendly.

Spell-like Abilities: A djinni can cast the following spells 3 times a day (as a 7th level caster if appropriate): *Create Food*, *Woodform* or *Clothform*, *Stoneform* or *Ironform*, *Invisibility*, and *Phantasmal Force*.

Whirlwind: A djinni can transform over the course of five rounds into a whirlwind 70 feet tall and 10 feet in diameter at the base. While in this form, the pasha can move at a rate of 40 feet, and any creature it engulfs takes 2d6 damage. Creatures of less than 2 hit dice must make a saving throw vs. death ray or be swept aside.

Home Plane

Djinni originate from the Elemental Plane of Air.

Detect Invisibility: Djinni can see invisible creatures within 120 feet.

Spellcasting

Djinni can be shamans (to 4th level) or sorcerers (to 6th level).



Djinni, Pasha

Size: Large
Type: Monster
Habitat: Elemental Plane of Air (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 40 ft., 120 ft. (Fly)
Armor Class: -2*
Hit Dice: 15** (68 HP)
Attacks: 2x Fist (3d10)
Special: Immunity to Weapons < +2, Regeneration (3), Spell-like Abilities, Whirlwind
Save: W30
Alignment: Chaotic
Intelligence: 14
Morale: 11
XP Value: 4,800

Pasha are the rulers of the djinn. They appear as blue skinned humans. Despite being magical creatures of chaos, djinn are normally good-natured and friendly.

Spell-like Abilities: A pasha can cast the following spells (as a 15th level caster if appropriate): *Create Food* (3/day), *Woodform* or *Clothform* (3/day), *Stoneform* or *Ironform* (3/day), *Invisibility* (3/day), *Phantasmal Force* (3/day), Grant another's *Wish* (1/day), *Cloudkill* (1/day), and *Weather Control* (1/day).

Whirlwind: A pasha can transform in a single round into a whirlwind 120 feet tall and 10 feet in diameter at the base. While in this form, the pasha can move at a rate of 80 feet, and any creature it engulfs takes 3d12 damage. Creatures of less than 5 hit dice must make a saving throw vs. death ray or be slain.

Spellcasting

Pasha can be shamans (to 8th level) or sorcerers (to 12th level).

Dolphin

Size: Large
Type: Animal
Habitat: Ocean (Common)
Wandering Group: 0 (Nil)
Lair Group: 1d20 (Nil)
Move: 60 ft.
Armor Class: 5
Hit Dice: 3* (14 HP)
Attacks: Ram (2d4)
Special: Detect Magic
Save: D6
Alignment: Lawful
Intelligence: 15
Morale: 10
XP Value: 50

Dolphins are sapient aquatic mammals related to whales.

Although aquatic, dolphins still breathe air, and need to return to the surface every 15 minutes to breathe.

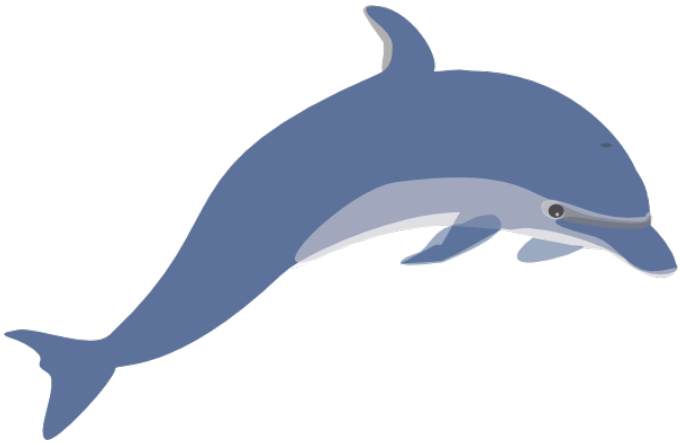
Dolphins have their own language of clicks and whistles. Dolphins and humanoids can learn to understand each others' languages, but cannot speak them without magical assistance because of the differences in mouth shape.

Dolphins are generally friendly to humans and demi-humans, although their different culture and environment causes there to be little interaction between the two groups and no trade—something which dolphins have no concept of.

Detect Magic: Dolphins can Detect Magic underwater with a 360-foot range.

Spellcasting

Some dolphins can become shamans (of up to 10th level) or sorcerers (of up to 8th level).



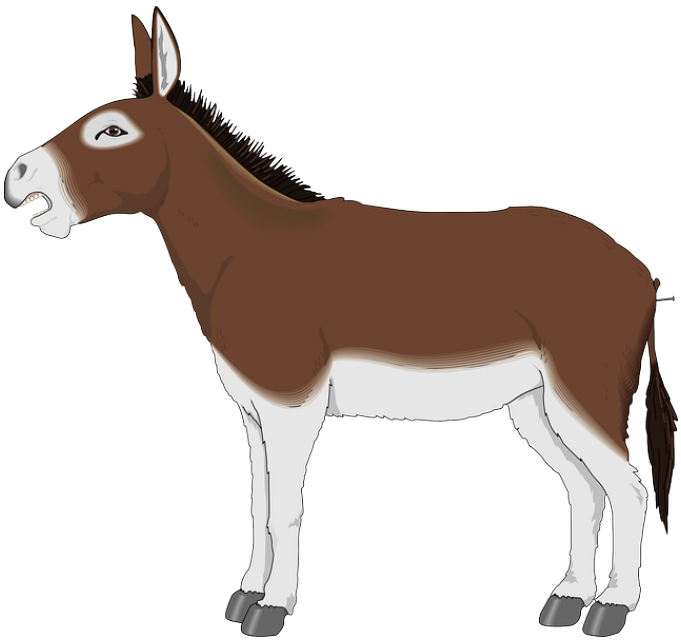
Donkey

Size: Medium
Type: Animal
Habitat: Clear, Desert (Common)
Wandering Group: 1d2 (Nil)
Lair Group: 2d12 (Nil)
Move: 40 ft.
Armor Class: 7
Hit Dice: 1+1 (6 HP)
Attacks: Kick (1d3)
Special: None
Save: F1
Alignment: None
Intelligence: 3
Morale: 6
XP Value: 15

Donkeys are hoofed mammals related to horses. Although smaller and less strong than horses, they are more intelligent.

Unfortunately, this intelligence often makes them less popular as pack animals, since while mostly generally docile they are also very stubborn.

However, if treated gently, donkeys can be more loyal than horses, require less feeding, handle rough terrain better, and make good companions.



Doppelganger

Size: Medium
Type: Monster
Habitat: Any (Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 1d6 (E)
Move: 30 ft.
Armor Class: 5
Hit Dice: 4* (18 HP)
Attacks: "Weapon" (1d8)
Special: Immunity (Charm, Sleep), Shapechange
Save: F8
Alignment: Chaotic
Intelligence: 9
Morale: 8
XP Value: 125

Doppelgangers are strange creatures which look like skinny hairless, genderless, featureless humanoids in their natural shape.

Shapechange: A doppelganger is able to "imprint" on a humanoid target, and then take on the exact shape of that target; mimicking equipment and clothing. The doppelganger becomes single-mindedly obsessed with their target and tries to find a way to kill the target and take over their identity.

Doppelgangers seem to have some kind of limited telepathic bond with their target once they have imprinted on them, and gain all the target's memories. Even spells such as ESP reveal that the doppelganger genuinely believes itself to be the target rather than an impostor.

Should a doppelganger successfully take over a target's identity, it will remain in that identity for 2d6 days before the imprint wears off and it returns to its normal form and hides until it sees a new target.

Spellcasting

Doppelgangers can be shamans (to 6th level) or sorcerers (to 4th level).

Dragon

Size: Varies
Type: Dragon
Habitat: Black: Swamp; Blue: Clear, Desert; Gold: Any; Green: Jungle, Woods; Red: Hills, Mountains; White: Arctic (Rare); All: Underground in Habitat
Wandering Group: 1 (Nil)
Lair Group: 1d4 (Varies)
Move: 40 ft., 50 ft. (Fly)
Armor Class: Varies
Hit Dice: Varies
Attacks: 2x Claw (Varies) & Bite (Varies)
Special: Breath Weapon, Wizard Spells (Queen), Shapechange (Queen), Swoop
Save: Varies
Alignment: Chaotic
Intelligence: 5 or 15
Morale: 9
XP Value: Varies

Dragons are great winged lizards that are known for their great power, their treasure hoarding, and for terrorizing large areas of countryside around their lairs.

In fact, this behavior is limited to male dragons which are relatively vicious, bestial and territorial creatures. Female dragons—called dragon queens—are both more powerful and more intelligent than the males, although they are also much rarer.

Dragon queens are still aloof and arrogant in temperament, but they are also social creatures who enjoy entertaining visitors and traveling around exploring human civilizations.

Every twenty years, a female dragon enters a six-month-long breeding frenzy, during which her mind reverts to a bestial nature comparable to that of a male dragon and she flies around visiting all the males she can find. At the end of this period, she will return to her home (and to her normal outlook) and lay a clutch of eggs—each of which will have a different father—and raise the young for the first five to ten years of their lives before they leave her lair to find their own homes.

Dragons of either gender can live for hundreds of years, and continue to grow for most of their life, although even a newly hatched dragon is still a formidable foe.

Dragons come in a variety of colors; black, blue, green, red and white. The scales of a dragon queen are gem-like in appearance. All colors of dragon can interbreed, and the color of children is inherited from the father.

Breath Weapon: A dragon is able to use a breath weapon three times per day, each time doing an amount of damage equal to the dragon's current hit points. The shape of the breath weapon and the type of damage it does depend on the dragon's color.

Line shaped breath attacks (from black or blue dragons) affect an area 200 feet long by 5 feet wide.

Cloud shaped breath attacks (from green dragons) affect an area with a 50-foot diameter and 30-foot height in front of the dragon's mouth. Cone shaped breath attacks (from red and white dragons) affect a conical area 150 feet long and 30 feet wide at the end.

Any creature in the area of the breath attack takes full damage unless it can make a saving throw vs. breath weapon in which case it only takes half damage.

Dragon queens each have an additional breath weapon that they can use instead of their primary one, although they may still only use three breath attacks per day.

Crystal: This breath does normal cold damage, but additionally all unattended non-living items (as well as those worn or carried by creatures who failed their saving throws) in the area of the breath are turned to ice for a period of one hour. This ice will not melt, but may be broken or shattered. Any weapon or armor turned to ice will shatter when struck if a 1-5 is rolled on 1d6. Weapons that shatter do minimum damage and are useless thereafter. Armor that shatters falls off and becomes useless.

Darkness: This breath does normal acid damage, but any victim who fails their saving throw is also surrounded by a Darkness spell with a 15-foot radius that lasts for 1 round per hit die of the dragon (or until dispelled). The dragon can see through this darkness normally.

Disease: This breath does normal poison damage, but any target who fails their saving throw against it is also afflicted with a rotting disease. The target loses 1 hit point per 10 minutes, and is unaffected by healing spells until this disease is cured.

Any non-metal items on a target who failed their saving throw (or any unattended non-metal items breathed on) will rot away in 1d6x10 minutes unless a Cure Disease spell is used on them.

Melt: This breath does normal fire damage but additionally any items carried or worn by creatures that fail their saving throw (or any unattended items breathed on) will begin to melt or burn. Paper is destroyed instantly; cloth and leather is destroyed in one round; other non-metal items in two rounds; metal items in three rounds; and magic items of all types in four rounds (plus one round per point of magical "plus" in the case of weapons and armor). Magical items that bestow fire resistance take twice as long to melt. The melting of items can only be stopped by cooling them—either with water or magically.

Vaporize: This breath does normal lightning damage, but additionally any creatures that fail their saving throw (or any unattended items breathed on) turn to a gaseous form for ten minutes per hit dice of the breathing dragon. Such vaporized items and creatures are invisible and are unable to make any noise or affect any solid object. Living creatures can move at a speed of 20 feet per round if they concentrate.

In any of the above cases, a successful Dispel Magic (with the dragon's hit dice as the caster level) will remove the effect prematurely.

All dragons are immune to breath weapons of their own type, and automatically make saving throws (if applicable) to any damage of the same basic type as their own breath weapon.

Table 17.12: Dragon Breath

Dragon Color	Normal Breath	Queen Breath	Breath Shape
Black	Acid	Darkness	Line
Blue	Lightning	Vaporize	Line
Green	Poison Gas	Disease	Cloud
Red	Fire	Melt	Cone
White	Cold	Crystal	Cone

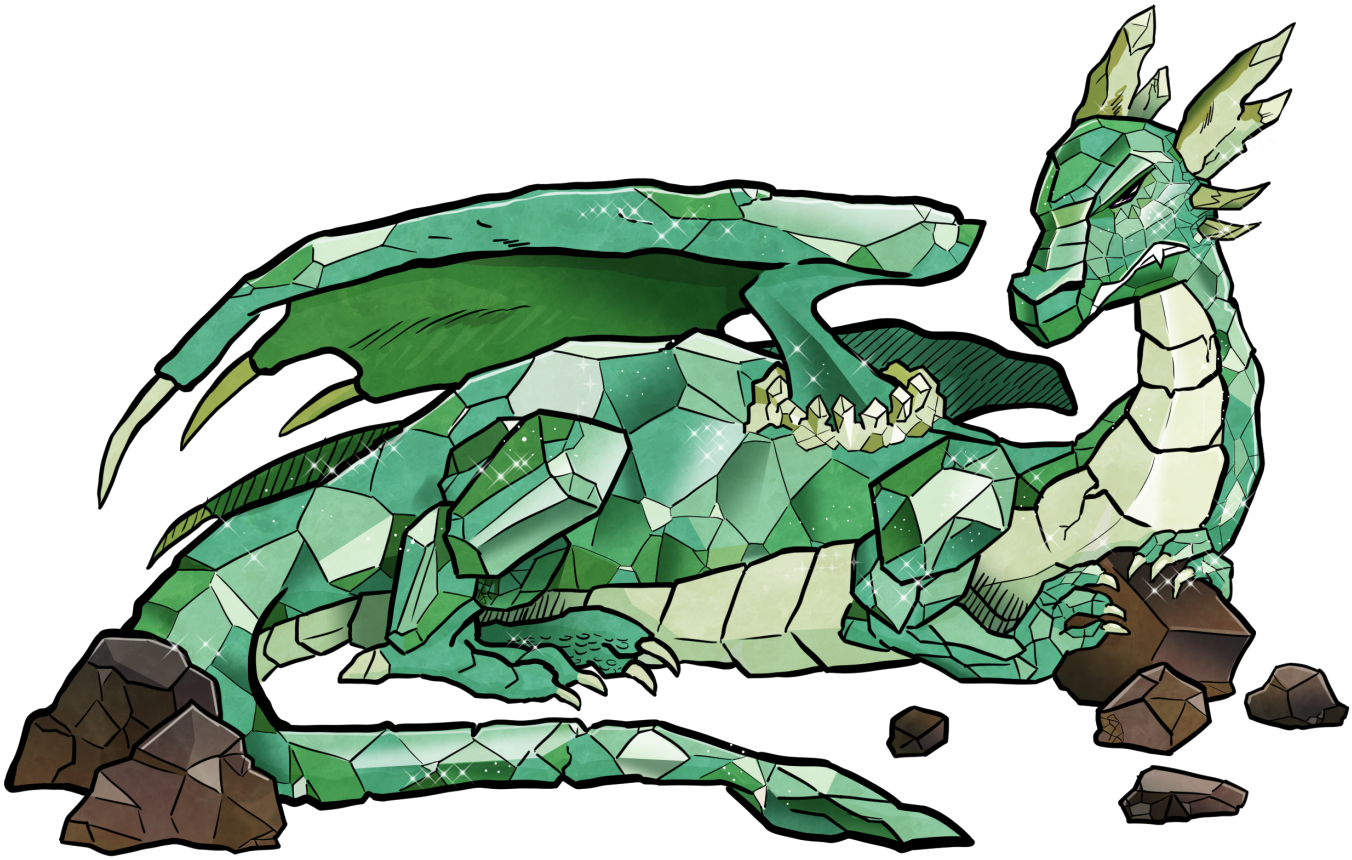
Wizard Spells: Dragons queens know and cast spells as a wizard of the level indicated on *Table 17.13: Dragon Abilities by Age*.

Shapechange: Dragon queens are able to change shape at will into human form. They are able to cast spells in this form but do not retain any of their other abilities.

Swoop: Any dragon that is flying can perform a swoop maneuver in combat which is identical to a Charge maneuver except that the attack does not have to come at the end of the move.

Table 17.13: Dragon Abilities by Age

Age	Size	Armor Class	Hit Dice	Damage		Save	Queen Magic-User Level	Treasure	XP	
				Claw	Bite				Normal	Queen
Very Young (1-5 years)	Small	3	6** (27 HP)	1d4	2d8	F6	2nd	H	950	1,075
Young (6-15 years)	Small	1	8** (36 HP)	1d6	3d8	F8	3rd	H	2,300	2,850
Sub-Adult (16-25 years)	Medium	-2	11** (50 HP)	2d4	6d6	F11	5th	2xH	3,500	5,100
Young Adult (26-50 years)	Medium	-3	14*** (63 HP)	1d10+1	4d8+4	F28	7th	3xH	3,500	5,500
Adult (51-100 years)	Large	-3	16**** (72 HP)	1d10+2	3d8+8	F36	10th	3xH	6,250	9,550
Old (101-200 years)	Large	-4	18***** (81 HP)	1d10+3	3d10+8	F36	12th	3xH, I	7,525	11,575
Very Old (201-400 years)	Large	-5	20***** (90 HP)	1d12+2	4d8+8	F36	15th	3xH, 2xI	9,575	16,775
Ancient (401+ years)	Large	-6	22***** (99 HP)	4d4	6d6+8	F36	18th	3xH,2xI	14,000	23,000



Dragon, Skeleton

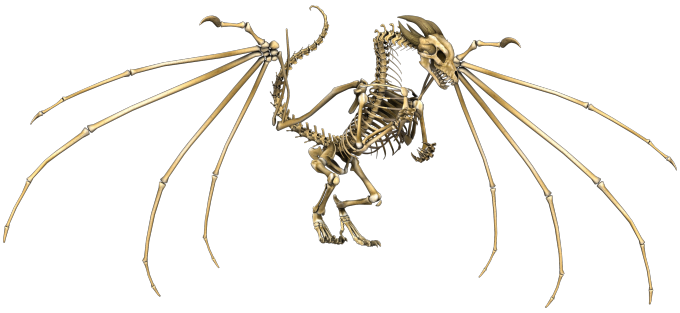
Size: Large
Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 40 ft., 80 ft. (Fly)
Armor Class: -3*
Hit Dice: 20***** (90 HP)
Attacks: 2x Claw (2d6) & Bite (1d20+10) or Special
Special: Breath Weapon, Detect Invisibility, Immunity (Cold, Fire, Gases, Mind Affecting, Poison, Spells < 6th level, Weapons < +3)
Save: F22
Alignment: None
Intelligence: 3
Morale: 12
XP Value: 11,375

A skeleton dragon is the undead form of a dragon. Despite its skeletal nature, it can still fly and still has a breath weapon.

Because of their powerful nature, skeleton dragons cannot be destroyed using a Dispel Magic spell, and are very resistant to being turned. Skeleton dragons use the Spirit entry on *Table 3.3: Turning Undead by Cleric Level*, and if a cleric gets a 'D' result, the skeleton dragon may make a saving throw vs. spells to avoid the effect. If a cleric gets a normal turning result, the turn effect only lasts for 1d4 rounds before the skeleton dragon recovers.

Breath Weapon: Three times per day, a skeleton dragon can breathe a 20-by-20-by-20-foot cloud of poisonous gas. Any within the cloud must make a saving throw vs. poison or die.

Detect Invisibility: Skeleton dragons can see invisible things.



Dragon Turtle

Size: Large
Type: Dragon
Habitat: Ocean (Rare)
Wandering Group: 0 (Nil)
Lair Group: 1 (H)
Move: 10 ft., 30 ft. (Swim)
Armor Class: -2
Hit Dice: 30* (135 HP)
Attacks: 2x Claw (1d8) & Bite (10d6)
Special: Breath Weapon
Save: F15
Alignment: None
Intelligence: 5
Morale: 10
XP Value: 9,000

Dragon turtles are aquatic relations of true dragons. Although not sapient, they are still rather cunning and have the dragons' love of treasure.

A dragon turtle is shaped like a sea turtle, but with the head of a dragon.

Dragon turtles normally live in deep water amongst the treasure laden wrecks of ships; occasionally rising up to sink a new ship to add to their collection.

Breath Weapon: Three times per day, a dragon turtle can breathe a cloud of scalding steam in a 50-foot diameter sphere. This cloud of steam does damage equal to the dragon turtle's current hit point total to all within it, unless they can make a saving throw vs. breath weapon in which case they only take half damage.

Drake

Drakes are lesser cousins of true dragons. They are much smaller than true dragons, being only the size of a human, and stand upright.

Unlike their larger cousins, drakes have no magic use or breath weapon.

Drakes have little interest in human and demi-human society, but they are often found interacting with it as servants of true dragons; especially dragon queens.

Immunity to Spells < 5th level: Drakes are immune to all magic spells of less than 5th level. They can voluntarily drop this immunity by concentrating, for example to receive a cure spell.

Rogue Abilities: In humanoid form, a drake can use all *Rogue* abilities as if they were a 5th level *Rogue*.

Elemental Drake

Size: Large
Type: Dragon
Habitat: Any (Rare)
Wandering Group: 1d4 (2xV)
Lair Group: 1d4 (E)
Move: 40 ft., 10 ft. (Fly)
Armor Class: 0*
Hit Dice: 6**** (27 HP)
Attacks: 2x Claw (1d3) & Bite (1d8+2)
Special: Immunity (Normal Weapons, Spells < 5th level), Shapechange
Save: W12
Alignment: Chaotic
Intelligence: 10
Morale: 9
XP Value: 1,175

There are four species of elemental drakes, one for each elemental type. Air drakes are blue, earth drakes are brown, fire drakes are red, and water drakes are sea green.

Shapechange: Elemental drakes can change shape at will into an elemental of a particular type, and in that form have the abilities of a 6 hit die elemental of that type.

Hominal Drake

Size: Medium
Type: Dragon
Habitat: Any (Rare)
Wandering Group: 1d4 (2xV)
Lair Group: 1d4 (E)
Move: 40 ft., 10 ft. (Fly)
Armor Class: 0*
Hit Dice: 3*** (14 HP)
Attacks: 2x Claw (1d2) & Bite (1d6)
Special: Immunity to Spells < 5th level, Shapechange
Save: W6
Alignment: Chaotic
Intelligence: 10
Morale: 8
XP Value: 225

Hominal drakes are tan.

Hominal drakes prefer the company of men and will often take service jobs in human settlements for the opportunities to socialize.

Shapechange: Hominal drakes can change shape at will into a human form, and in that form have the abilities of a 5th level rogue.

Mountain Drake

Size: Small
Type: Dragon
Habitat: Hills, Mountains (Rare)
Wandering Group: 1d4 (2xV)
Lair Group: 1d4 (E)
Move: 40 ft., 10 ft. (Fly)
Armor Class: 0*
Hit Dice: 5*** (23 HP)
Attacks: 2x Claw (1d2) & Bite (2d4)
Special: Immunity to Spells < 5th level, Shapechange
Save: W10
Alignment: Chaotic
Intelligence: 10
Morale: 8
XP Value: 550

Mountain drakes are white.

Mountain drakes are often found living in dwarf and gnome communities.

Shapechange: Mountain drakes can change shape at will into a dwarf form, and in that form have the abilities of a 5th level dwarf.

Wood Drake

Size: Medium
Type: Fey
Habitat: Woods (Rare)
Wandering Group: 1d4 (2xV)
Lair Group: 1d4 (E)
Move: 40 ft., 10 ft. (Fly)
Armor Class: 0*
Hit Dice: 4*** (18 HP)
Attacks: 2x Claw (1d2) & Bite (1d8)
Special: Immunity to Spells < 5th level, Invisibility to Mortals, Shapechange
Save: W8
Alignment: Chaotic
Intelligence: 10
Morale: 8
XP Value: 225

Wood drakes are dark green.

Wood drakes are often found living in elf and halfling communities.

Shapechange: Wood drakes can change shape at will into an elf or halfling form, and in that form have the abilities of a 5th level member of that class.

As a Class

Wood drakes can be used as a class using the following statistics:

Rogue Abilities: Wood drake PCs start with their rogue abilities while immature and continue to improve them throughout maturity. From 1st to 10th level, wood drakes use their rogue abilities as a rogue with a level equal to the wood drake's hit dice. After 10th level, their rogue abilities are raised one rogue level every other level.

Invisibility to Mortals: Wood drake PCs do not gain this ability till 2nd level.

Ability Requirements: Dexterity 13
Prime Requisite: Dexterity and Intelligence
Ability Modifiers: None
Weapons: Any one-handed and any missile
Natural Attacks: 2x Claw (1d2) & Bite (1d3 [-8,00 XP], 1d4 [-6,000 XP], 1d6 [-4,000 XP], 1d8 [Mature])
Armor: Leather armor
Natural AC (Drake Form): 8 (Immature -3), 6 (Immature -2), 4 (Immature -1), 2 (Mature)
Special Abilities: Shapechange, Invisibility to Mortals
Magic Item Use: None, Thief (Elf or Halfling Form); Elf and Wizard (Chance of Misuse, see *Table 17.15: Wood Drake Magic Item Use*)

Table 17.14: Wood Drake Progression

Level	Experience	Hit Dice
-3	-16,000	1d8
-2	-12,000	2d8
-1	-8,000	3d8
0	0	4d8
1	16,000	5d8
2	48,000	-
3	112,000	6d8
4	240,000	7d8
5	500,000	-
6	800,000	8d8
7	1,100,000	9d8
8	1,400,000	-
9	1,700,000	10d8
10	2,000,000	10d8+1
11+	+250,000	+1 HP

Table 17.15: Wood Drake Magic Item Use

	d% Result			
Level	**Success**	**Failure**	**Backfire**	**Unexpected**
1	01-05	6-89	90-99	00
2	01-05	6-89	90-98	99-00
3	01-10	11-89	90-97	98-00
4	01-15	16-89	90-96	97-00
5	01-15	16-89	90-95	96-00
6	01-20	21-89	90-94	95-00
7	01-20	21-89	90-93	94-00
8	01-25	26-89	90-92	93-00
9	01-25	26-89	90-91	92-00
10+	01-30	31-89	90	91-00

Dryad



Size: Medium
Type: Humanoid
Habitat: Woods (Rare)
Wandering Group: 0 (Nil)
Lair Group: 1d6 (D)
Move: 40 ft.
Armor Class: 5
Hit Dice: 2* (9 HP)
Attacks: Weapon (By weapon)
Special: Charm Person, Tree Bind
Save: E4
Alignment: Neutral
Intelligence: 14
Morale: 6
XP Value: 25

Dryads are forest spirits who live inside trees. Although dryads are technically asexual, they always appear as beautiful females when they leave their trees.

Dryads are usually peaceful and non-violent unless severely provoked.

Charm Person: Dryads are able to cast a Charm Person spell at will (with a -2 penalty to saving throws). They will normally charm attackers and persuade them to go off and do some deed that will help the dryad's forest. Occasionally, a dryad will take a liking to a mortal and charm them into living in the tree with them and becoming their servant.

Tree Bind: A dryad is inherently bound to her tree, and can only survive for ten minutes if taken more than 240 feet away from it. Similarly, killing the tree will kill the dryad.

A dryad can merge with or leave her tree at will, and can take others with her. Inside a dryad tree is a softly lit extra-dimensional space the size of a cottage (usually with furniture made of wood and soft leaves). People inside the tree can see out through windows, but there is no door and the windows are not apparent from the outside.

Spellcasting

Dryads can be shamans (to 10th level) or sorcerers (to 4th level).

As a Class

Dryads can be used as a class using the following statistics:

Ability Requirements: Wisdom 8, Charisma 12
Prime Requisite: Wisdom and Charisma
Ability Modifiers: None
Weapons: Blowgun, dagger, pistol, net, sling, staff, whip
Armor: None
Natural AC: 7
Special Abilities: Charm Person, Tree Bind
Magic Item Use: Cleric (Non-Weapons)

Table 17.16: Dryad Progression

Level	Experience	Hit Dice
-1	-3,000	1d8
0	0	2d8
1	3,000	-
2	9,000	3d8
3	21,000	-
4	45,000	4d8
5	95,000	-
6	190,000	5d8
7	380,000	-
8	680,000	6d8
9	980,000	-
10	1,280,000	7d8
11+	+300,000	+1 HP

Dwarf

Size: Medium
Type: Demi-human
Habitat: Hills, Mountains (Common)
Wandering Group: 1d6 (Q+S)
Lair Group: 5d8 (G)
Move: 20 ft.
Armor Class: 4
Hit Dice: 1 (5 HP)
Attacks: Weapon (By weapon)
Save: D1
Special: As 1st level Dwarf
Alignment: Lawful
Intelligence: 10
Morale: 10
XP Value: 10

Dwarves are slightly shorter than humans but are similar in weight due to their stockier build. Skin and hair color shows the same range as humans, although both male and female dwarves tend to have slightly more facial and body hair than humans and both sexes usually sport beards.

Traditionally, dwarves live in mountainous areas near humans, where they live underground and use their mining and metal-working skills to make goods and tools that they can trade with the humans for food and textiles.

Dwarves are an inherently non-magical race, and possess no magic users or clerics of their own—not even being able to produce the lesser shamans that goblins and giants—their traditional enemies—are able to field in battle. However, this lack of magical ability makes dwarves much more resilient and able to resist magical attacks.

Efreeti

	Prime Plane	Home Plane
Size:	Large	Large
Type:	Extraplanar, Monster	Monster
Habitat:	Desert (Rare)	Elemental Plane of Fire (Rare)
Wandering Group:	1 (Nil)	1d4 (Nil)
Lair Group:	1 (Nil)	1d100 (Nil)
Move:	30 ft., 80 ft. (Fly)	80 ft. (Fly)
Armor Class:	3	1
Hit Dice:	10* (45 HP)	10* (45 HP)
Attacks:	Fist (2d8)	Fist (2d8)
Save:	F15	F15
Special:	Pillar of Flame, Spell-like Abilities	Immunity (1st level Spells, Earth, Normal Weapons), Pillar of Flame, Spell-like Abilities
Alignment:	Chaotic	Chaotic
Intelligence:	14	14
Morale:	12	8
XP Value:	1,750	1,750

Efreet are desert dwelling spirits. They appear as muscular and horned red skinned humans. As magical creatures of chaos, efreet are cruel and domineering.

Pillar of Flame: An efreeti can transform over the course of five rounds into a pillar of flame 12 feet tall and 5 feet in diameter at the base. While in this form, the efreeti ignites all flammable objects within 5 feet and does an additional 1d8 fire damage with its fist attacks.

Spell-like Abilities: An efreeti can cast the following spells 3 times per day (as a 10th level caster if appropriate): *Create Food*, *Woodform* or *Clothform*, *Stoneform* or *Ironform*, *Invisibility*, and *Wall of Fire*.

Home Plane

Efreeti originate from the Elemental Plane of Fire.

Detect Invisibility: Efreeti can see invisible creatures within 120 feet.

Spellcasting

Efreeti can be shamans (to 6th level) or sorcerers (to 4th level).

Efreeti, Amir

Size: Large
Type: Monster
Habitat: Elemental Plane of Fire (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 40 ft., 120 ft. (Fly)
Armor Class: -2*
Hit Dice: 20*** (90 HP)
Attacks: 2x Fist (3d10)
Save: W36
Special: Immunity to Weapons < +2, Pillar of Flame, Regeneration (2), Spell-like Abilities
Alignment: Chaotic
Intelligence: 14
Morale: 11
XP Value: 7,775

Amir are the rulers of the efreet. They appear as horned muscular red skinned humans. As magical creatures of chaos, efreet are cruel and domineering.

Pillar of Flame: An amir can transform in a single round into a pillar of flame 30 feet tall and 5 feet in diameter at the base. While in this form, the amir ignites all flammable objects within 15 feet and does an additional 2d8 fire damage with its fist attacks.

Spell-like Abilities: An amir can cast the following spells (as a 20th level caster if appropriate): *Create Food* (3/day), *Woodform* or *Clothform* (3/day), *Stoneform* or *Ironform* (3/day), *Invisibility* (3/day), *Wall of Fire* (3/day), Grant another's *Wish* (1/day), *Explosive Cloud* (1/day), and *Fireball* (1/day).

Spellcasting

Amir can be shamans (to 12th level) or sorcerers (to 8th level).

Eldritch Abomination

Size: Large
Type: Exalted, Extraplanar
Habitat: Aether, Void (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 0 (Nil)
Move: 6 miles (or Voidspeed)
Armor Class: -20*
Hit Dice: 150******* (675 HP)
Attacks: 40 x Tentacle (1d100+Special)
Power Reserve: 4,500
Save: I23
Special: Anti-Magic, Immortal Abilities, Immunity to Mortal Magic, Powers
Alignment: Chaotic
Intelligence: 100
Morale: 11
XP Value: 202,500

An eldritch abomination is a shifting horror of absolutely staggering size. Although the above statistics list the attack type of eldritch abominations as being via tentacles, eldritch abominations are remarkably varied in appearance and make-up, and may actually be

striking with body parts other than tentacles. For example, some are clouds of smoky gas-like material; others appear crystalline or metallic; still others appear to be simply patches of color of an indescribable hue. In truth, eldritch abominations are simply not made of the same sort of matter that we are, and our senses are only able to approximate their true forms.

Eldritch abominations are incredibly rare, and are almost never found within a Celestial Sphere. In fact the merest detection of an eldritch abomination near an inhabited sphere is enough to mobilize all the *Immortals* into action to try to defeat it or drive it away.

Eldritch abominations come from some other part of the universe, where they seem to fulfill the same role that *Immortals* do in the local environment.

Eldritch abominations seem to be somehow offended or repulsed by Celestial Spheres and the matter that comes from them, and will often try to destroy such things. However, they will usually completely ignore mortal level creatures that they encounter, as such small fry are completely below their notice (to the extent of simply ploughing through a ship and destroying it rather than moving out of the way).

However, some mad souls have very occasionally been known to make contact with an eldritch abomination and get themselves made into clerics in exchange for promises to aid the abomination in destroying the cleric's world.

Immortals fight an intermittent war with the eldritch abominations; driving them away from populated Celestial Spheres. Some *Immortals* have tried to communicate with eldritch abominations rather than fight them, but report that communication is almost impossible as there is little in terms of a common frame of reference to use as a basis for communication.

It is not known what the home of eldritch abominations is like. *Immortals* guess that they have something similar to Celestial Spheres (but which splits the Luminiferous Aether up in a completely different way to the ether/air/fire/earth/water split that we are used to) and that they maybe even have something similar to Outer Planes—but no-one has ever returned with reports of seeing such things.

Eldritch abominations are only hit by +5 weapons or better.

Anti-Magic: Eldritch abominations have a 99% Anti-Magic against *Immortal Level Spells*.

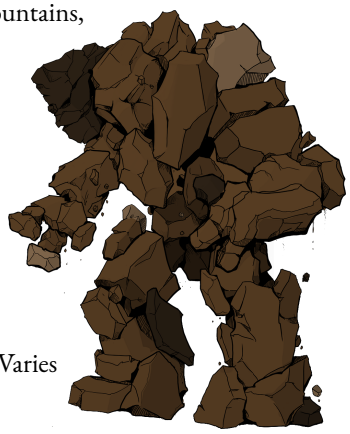
Immortal Abilities: Eldritch abominations have all the abilities (to take on Spirit Form or Mortal Form and so on) that *Immortals* have.

Powers: Eldritch abominations can spend their power points on all *Immortal Level Spells*.

Tentacle: Although an abomination is capable of making 40 attacks per round, it is unable to bring more than 20 attacks to bear against a single opponent at once.

Elemental

Size: Varies
Type: Extraplanar
Habitat: Air: Clear, Desert, Mountains, Ocean; Earth: Hills, Mountains, Underground; Fire: Desert; Water: River, Ocean (Common)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: Varies
Armor Class: Varies
Hit Dice: Varies
Attacks: Bash (Varies)
Save: Varies
Special: Resistance to Damage, Varies
Alignment: Neutral
Intelligence: 9
Morale: 10
XP Value: Varies



Elementals are sapient creatures made of elemental matter from one of the Elemental Planes.

Elementals of all sizes exist on the Elemental Planes, but they all have common statistics.

Resistance to Damage: When an elemental is hit by damage from a source that it takes double damage from, it can make a saving throw vs. spells to only take normal damage instead. Although elementals of each type are shown on *Table 17.18: Elementals by Element* as taking normal damage from their own element, this applies only to magical damage or attacks from other elementals, and does not apply to mundane environmental damage.

An elemental does not take any environmental damage from its own element.

Air Elemental

An air elemental appears as a whirlwind that is 2 feet tall per hit die and 1 foot in diameter per two hit dice.

Air Mastery: An air elemental does an extra 1d8 damage to any flying creature that it hits.

Whirlwind: Any creature of 2 hit dice or less that an air elemental hits in combat must make a saving throw vs. death ray or be swept away.

Earth Elemental

An earth elemental appears as a humanoid figure made of soil and gravel that is 1 foot tall per hit die. Earth elementals cannot cross water that is wider than their height.

Earth Mastery: An earth elemental does an extra 1d8 damage to any creature it hits that is on the ground.

Fire Elemental

A fire elemental appears as a roughly conical bonfire 1 foot tall per hit die and 1 foot in diameter at the base per hit die. Fire elementals cannot cross water that is wider than their height.

Fire Mastery: A fire elemental does an extra 1d8 damage to any cold-based creature.

Water Elemental

A water elemental appears as a wave of water 1 foot tall per two hit dice and 1 foot wide per hit dice. Water elementals cannot move more than 60 feet from a body of water.

Water Mastery: A water elemental does an extra 1d8 damage to any creature it hits that is in water.

Elemental Ruler

Elementals are ruled by massive Exalted emperors. They are twice the size that their hit dice would otherwise indicate.

Crushing Blow: Any creature hit by an elemental ruler must make a saving throw vs. death ray or be crushed and killed by the blow.

Immunities: Elemental rules are immune to charm, hold, illusions, instant death, poison, spells > 6th level, and weapons < +4.

Table 17.17: Elementals by Size

Hit Dice	Armor Class	Damage	Save	XP Value
2 (9 HP)	5	1d2	F2	20
4 (18 HP)	4	1d4	F4	75
6 (27 HP)	3	1d6	F6	275
8 (36 HP)	2	1d8	F8	650*
10 (45 HP)	1	2d6	F10	1,000
12 (54 HP)	0	2d8	F12	1,250**
14 (63 HP)	-1	2d10	F14	1,500
16 (72 HP)	-2	3d8	F16	1,850***
18 (81 HP)	-3	3d10	F18	2,125
20 (90 HP)	-4	4d8	F20	2,375
22 (99 HP)	-5	5d8	F22	2,750
24 (108 HP)	-6	6d8	F24	3,250
26 (117 HP)	-7	7d8	F26	3,750
28 (126 HP)	-8	8d8	F28	4,250
30 (135 HP)	-9	9d8	F30	4,750
32 (144 HP)	-10	10d8	F32	5,250
40* (180 HP)**	-11*	8d12	F36	27,500
50* (225 HP)**	-12*	9d12	F36	37,500
60* (270 HP)**	-13*	10d12	F36	47,500
70* (315 HP)**	-14*	11d12	F36	57,500
80* (360 HP)**	-15*	12d12	F36	67,500

* Size of elemental conjured by staff
** Size of elemental conjured by device
*** Size of elemental conjured by spell

Table 17.18: Elementals by Element

Element	Move	Damage Double	Damage Normal	Damage Minimum
Air	120 ft. (Fly)	Earth	Air, Fire	Water
Earth	20 ft.	Fire	Earth, Water	Air
Fire	40 ft.	Water	Fire, Air	Earth
Water	20 ft., 60 ft, (Swim)	Air	Water, Earth	Fire

Elephant

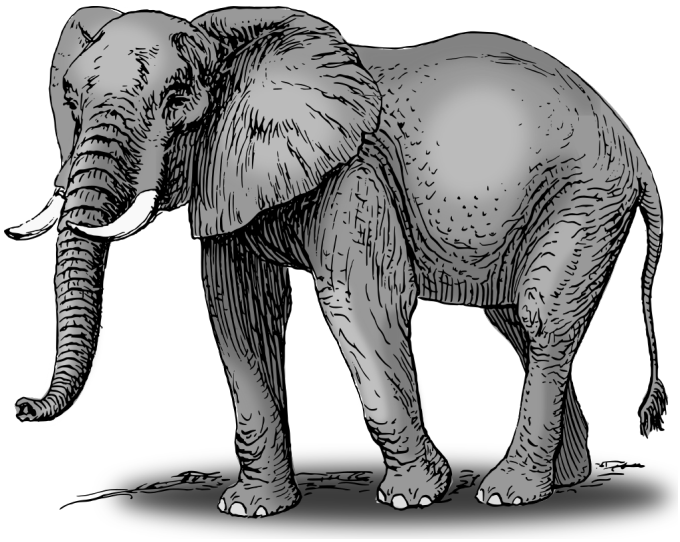
Size: Large
Type: Animal
Habitat: Clear, Woods (Rare)
Wandering Group: 1 (Nil)
Lair Group: 3d8 (Nil)
Move: 40 ft.
Armor Class: 5
Hit Dice: 9* (41 HP)
Attacks: 2x Tusk (2d4) or Trample (4d8)
Save: F5
Special: Trample
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 1,600

Elephants are large mammals with prehensile trunks.

While normally peaceful, elephants do not hesitate to defend themselves or their young from potential attack.

Although elephants have no listed treasure, the tusks of an adult (of either sex) can be sold for approximately 1,000 gp.

Trample: Elephants can trample over anything smaller than itself that gets in its way. Any such victim suffers 4d8 points of damage. The trample is treated as if doing the Charge action.



Elephant, Prehistoric

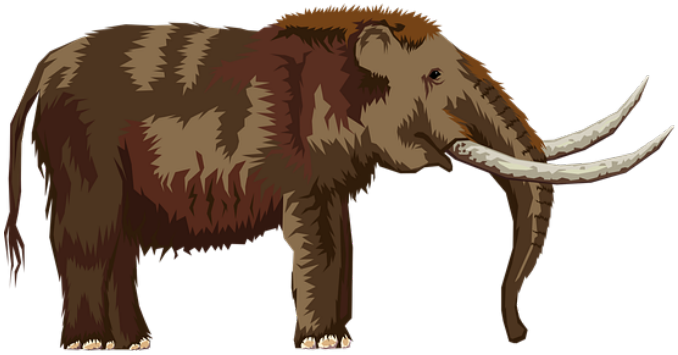
Size: Large
Type: Animal
Habitat: Clear, Woods (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 2d8 (Nil)
Move: 40 ft.
Armor Class: 3
Hit Dice: 15 (68 HP)
Attacks: 2x Tusk (2d6) or Trample (4d8)
Save: F8
Special: Trample
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 1,650

Prehistoric elephants are elephants with long woolly hair.

While normally peaceful, prehistoric elephants do not hesitate to defend themselves or their young from potential attack.

Although prehistoric elephants have no listed treasure, the tusks of an adult (of either sex) can be sold for approximately 1,500 gp.

Trample: Prehistoric elephants can trample over anything smaller than itself that gets in its way. Any such victim suffers 4d8 points of damage. The trample is treated as if doing the Charge action.



Elf

Size: Medium
Type: Demi-human
Habitat: Woods (Rare)
Wandering Group: 1d4 (S+T)
Lair Group: 4d12 (E)
Move: 40 ft.
Armor Class: 5
Hit Dice: 1* (5 HP)
Attacks: Weapon (By weapon)
Save: E1
Special: As 1st level Elf
Alignment: Chaotic
Intelligence: 13
Morale: 8
XP Value: 6

Elves are slender and graceful humanoids. They show a similar range of skin colors to those of humans in terms of shade, but the hue of their skin tends to be more yellow-brown than that of humans giving them a coloration resembling that of wood anywhere from light pine through to dark ebony. The ears of elves are pointed.

Elves have no body or facial hair, although the hair on their heads is luxuriant, and changes color throughout their life like the colors of leaves change through seasons—starting a light green and slowly darkening, as the elf matures before changing to brown, gold and red in old age.

Elf, Aquatic

Size: Medium
Type: Demi-human
Habitat: Ocean (Common)
Wandering Group: 1d6 (S+T)
Lair Group: 4d6 (E)
Move: 40 ft., 80 ft. (Swim)
Armor Class: 5
Hit Dice: 1* (5 HP)
Attacks: Weapon (By weapon)
Special: As 1st level Aquatic Elf
Save: E1
Alignment: Neutral
Intelligence: 13
Morale: 10
XP Value: 13

Aquatic elves are similar to normal elves, but have gills on their neck and blue or green hair.

Aquatic elves live on the bottom of vast oceans and make their homes in large caverns in lagoon bottoms and reefs.

Elf, Dark

Size: Medium
Type: Demi-human
Habitat: Underground (Very Rare)
Wandering Group: 1d8 (V)
Lair Group: 2d20 (H)
Move: 40 ft.
Armor Class: 3
Hit Dice: 1* (5 HP)
Attacks: Weapon (By weapon)
Special: As 1st level Dark Elf
Save: E1
Alignment: Chaotic
Intelligence: 13
Morale: 7
XP Value: 13

Dark elves are similar to normal elves, but have white skin and unusually large ears.

Dark elves live in deep underground caverns.

Face Stealer

Size: Medium
Type: Monster
Habitat: Underground (Very Rare)
Wandering Group: 1d3 (Nil)
Lair Group: 0 (Nil)
Move: 60 ft.
Armor Class: -4
Hit Dice: 10* (45 HP)
Attacks: Touch (Special)
Special: Steal Senses
Save: F10
Alignment: Chaotic
Intelligence: 10
Morale: 11
XP Value: 1,750

Face stealers are athletic and acrobatic monkeys.

Although apparently sapient, they are completely manic and rarely stop leaping around and screaming incoherently when in the presence of other sapient creatures.

Face stealers get their name from their unique ability to steal the senses (and facial features) of other humanoids.

Steal Senses: When a face stealer touches a humanoid, it will steal one of their senses. The relevant feature of the face stealer's face or hands will change to match that of the victim and the victim's feature will change to that formerly of the face stealer. If the victim can make a saving throw vs. spells then the transformation only lasts for 2d6 rounds, otherwise the transformation will be permanent until the victim receives a Restore spell.

The sense stolen will be random, but a face stealer will not steal a sense and feature that it already has a (temporary or permanent) copy of.

The senses and features that a face stealer can steal are:

Taste: The face stealer swaps mouth with the victim. The victim can no longer taste anything.

Smell: The face stealer swaps nose with the victim. The victim can no longer smell. This makes the victim immune to effects that rely on smell (such as the effect of foul odors) but also gives them a -1 penalty to surprise rolls.

Hearing: The face stealer swaps ears with the victim. The victim is now deaf.

Touch: The face stealer swaps fingers with the victim. The victim loses their sense of touch and their *Dexterity* drops by 4 points.

Sight: The face stealer swaps eyes with the victim. The victim is now blind.

Sixth Sense: The face stealer swaps skin color with the victim. The victim may no longer use ESP, Crystal Balls, or Telepathy effects.

Once a face stealer has gained a full set of senses it will flee combat. Killing the face stealer has no effect on swapped body parts and lost senses. A Restore spell will recover them regardless of whether or not the face stealer is still alive.

Faerie

Size: Small
Type: Fey
Habitat: Any (Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 5d8+20 (Nil)
Move: 40 ft., 80 ft. (Fly)
Armor Class: 5
Hit Dice: 1+1* (6 HP)
Attacks: Weapon (By weapon)
Special: Natural Invisibility, Spell-like Abilities
Save: E1
Alignment: Any
Intelligence: 13
Morale: 9
XP Value: 19

Faeries are lightly built winged humanoids that live in natural places.

Faeries usually prefer to simply fly around and bask in the sun (despite their invisibility); although they can sometimes be either helpful or mischievous to strangers as the mood takes them.

Faeries are often found around small villages where the peasants leave them food and drink in exchange for their performing small tasks, but they avoid larger towns and cities.

Spell-like Abilities: Faeries can easily see other invisible creatures. They can turn into *Gaseous Form* (as the spell) at will, and can create minor weather effects (fog, breeze, drizzle, even light snow) in a 10-foot radius.

As a Class

Faeries can be used as a class using the following statistics:

Ability Requirements: Dexterity 13, Intelligence 9
Prime Requisite: Dexterity
Ability Modifiers: None
Weapons: Daggers, Miniature Weapons
Armor: None
Natural AC: 5
Special Abilities: Natural Invisibility, Spell-like Abilities
Magic Item Use: Fighter

Table 17.19: Faerie Progression

Level	Experience	Hit Dice
0	0	1d8+1
1	3,000	2d8
2	6,000	3d8
3	12,000	4d8
4	24,000	5d8
5	48,000	6d8
6	96,000	7d8
7	192000	8d8
8	384,000	9d8
9	768000	10d8
10+	+300,000	+1 HP



Faun

Size: Medium
Type: Humanoid
Habitat: Underground, Woods (Rare)
Wandering Group: 1d12 (A)
Lair Group: 0 (Nil)
Move: 50 ft.
Armor Class: 7
Hit Dice: 1/2 (2 HP)
Attacks: Weapon (By weapon)
Special: None
Save: R1
Alignment: Chaotic
Intelligence:
Morale: 6
XP Value: 5

Fauns are male human-sized wood spirits that are a combination of man and beast. Their legs are those of a goat, horse, or any other similar animal, and their torso is that of a human. They have two small horns extruding from their forehead and ears that match the aforementioned animal's ears. Fauns usually don't wear any clothing, but may be found wearing various types of jewelry.

Fauns are kind-hearted, impulsive and unpredictable; they suffer from mood swings. They are big fans of dancing and music and can usually be found carrying an instrument with which they are proficient in playing.

Spellcasting

Fauns can be shamans (to 7th level).

As a Class

Fauns can be used as a class using the following statistics:

Musical Instrument: Fauns begin play with a musical instrument of their choice. The faun is considered an expert of the chosen instrument. This expertise allows the faun to repair the instrument or build a new one as long as the materials are available to him.

When a faun reaches 5th level, he is able to use his musical instrument to effect a creature's emotions. By playing his instrument for a full round, the faun may attempt to draw out and amplify an emotion from a creature, causing that creature to be entirely focused on the effected emotion. The creature can avoid this effect with a successful saving throw vs. spells with a +4 bonus. Each additional round the faun plays and each level above 5 the faun has attained, this bonus is reduced by 1, eventually becoming a penalty. If the faun plays too long, he may become susceptible to his own effect. On the fifth round and each round thereafter, the faun must succeed at a saving throw vs, spells, or fall victim to his own effect. If the faun's playing is interrupted, he must start over as if it was the first round.

When a faun reaches level 10, he is able to use his musical instrument to effect the growth of plants. By playing his instrument for 5 rounds or more, the faun causes plants to grow as the Growth of Plants spell.

Ability Requirements: Strength 6, Dexterity 8, Constitution 7
Prime Requisite: Dexterity
Ability Modifiers: Dexterity +1, Constitution -1
Weapons: Any
Armor: Any Custom (2x Cost)
Natural AC: 8
Special Abilities: Musical Instrument
Magic Item Use: All except Wizard

Table 17.20: Faun Progression

Level	Experience	Hit Dice
0	0	1d4
1	1,000	2d4
2	2,000	3d4
3	4,000	4d4
4	8,000	5d4
5	16,000	6d4
6	32,000	7d4
7	64,000	8d4
8	130,000	9d4
9	260,000	10d4
10+	+200,000	+2 HP

Ferret, Giant

Size: Small
Type: Animal
Habitat: Woods (Common)
Wandering Group: 1d8 (Nil)
Lair Group: 1d12 (Nil)
Move: 50 ft.
Armor Class: 5
Hit Dice: 1+1 (6 HP)
Attacks: Bite (1d8)
Special: None
Save: F1
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 15

Giant ferrets are slender mammals with brown or creamy fur.

Giant ferrets are inquisitive and friendly creatures, that are generally omnivorous (although they particularly like eating giant rats). However, if not treated well they rapidly become frustrated and angry, and this makes them less suitable as companion animals or pets.



Firebird

Size: Large
Type: Monster
Habitat: Void (Rare)
Wandering Group: 0 (Nil)
Lair Group: 1d2 (V)
Move: 30 ft., 120 ft. (Fly)
Armor Class: 2*
Hit Dice: 9**** (81 HP)
Attacks: 2x Claw (1d6) & Bite (2d6)
Special: Explode, Halo of Fire,
Immunity (Charm, Fire, Hold, Weapons < +2), Regeneration (5)
Save: F10
Alignment: Neutral
Intelligence: 6
Morale: 10
XP Value: 3,700

Firebirds are lesser cousins of phoenixes that appear as red-orange eagle-like birds. They have bright white-blue eyes and are surrounded by a halo of fire. Firebirds are never hostile unless attacked, but will fight to the death to defend themselves.

Explode: If a firebird is destroyed, it explodes into a 9d6 Fireball with a 20-foot radius. Creatures in the area may save vs. breath weapon to take half damage, but resistances or immunities to fire do not reduce the damage.

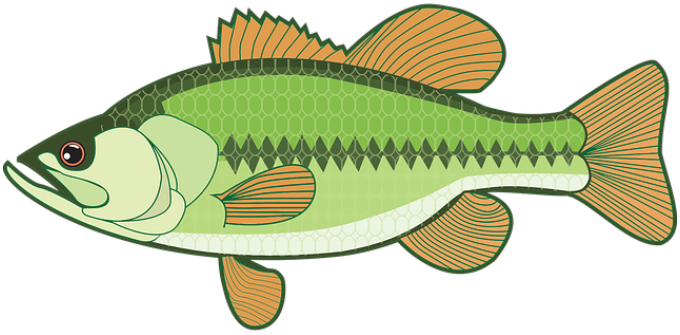
Halo of Fire: All creatures within 10 feet of a firebird take 3d6 fire damage per round.



Fish, Giant Bass

Size: Large
Type: Animal
Habitat: Ocean, River (Common)
Wandering Group: 0 (Nil)
Lair Group: 2d4 (Nil)
Move: 40 ft. (Swim)
Armor Class: 7
Hit Dice: 2 (9 HP)
Attacks: Bite (1d6)
Special: None
Save: F1
Alignment: None
Intelligence: 1
Morale: 8
XP Value: 20

Giant bass are common in rivers, although they are rarely aggressive against creatures larger than a halfling.



Fish, Giant Stone

Size: Large
Type: Animal
Habitat: Ocean, River (Common)
Wandering Group: 0 (Nil)
Lair Group: 2d4 (Nil)
Move: 60 ft. (Swim)
Armor Class: 7
Hit Dice: 5+5* (28 HP)
Attacks: Spine (1d4)
Special: Poison
Save: F3
Alignment: None
Intelligence: 1
Morale: 8
XP Value: 400

Stonefish are spiked fish that look remarkably like rocks and coral when still. There is a 70% chance of such misidentification.

They hunt by waiting in ambush and then snapping at other small fish, and will not attack larger creatures.

However, anyone who stands on the "rock" that is actually the stonefish will be automatically struck by four of the fish's poisonous spines.

If pressed and unable to escape, the fish will actively try to hit a target with one of its spines at normal to-hit chances.

Poison: Anyone struck by one of the stonefish's spines must make a saving throw vs. poison or die.

Fish, Giant Sturgeon

Size: Large
Type: Animal
Habitat: Ocean, River (Rare)
Wandering Group: 0 (Nil)
Lair Group: 2d10 (Nil)
Move: 60 ft. (Swim)
Armor Class: 0
Hit Dice: 10+2 (47 HP)
Attacks: Bite (2d10)
Special: Swallow Whole
Save: F5
Alignment: None
Intelligence: 1
Morale: 9
XP Value: 1,900

Giant sturgeons are aggressive fish which will attack swimmers.

Swallow Whole: If a giant sturgeon hits an opponent of human size or smaller with a natural roll of 18 or better, the opponent is swallowed. Swallowed opponents take 2d6 damage per round, and must make a saving throw vs. death each round to be able to attack the fish from the inside for that round.

Gargoyle

Size: Medium
Type: Construct
Habitat: Underground (Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 2d4 (C)
Move: 30 ft., 50 ft. (Fly)
Armor Class: 5*
Hit Dice: 4** (18 HP)
Attacks: 2x Claw (1d3) &
Bite (1d6) & Horn (1d4)
Special: Immunity (Mind Effects, Normal Weapons, Poison)
Save: F8
Alignment: Chaotic
Intelligence: 5
Morale: 11
XP Value: 175

Of all the types of construct, gargoyles are the most intelligent and the most prone to gaining free will if left without an owner.

A gargoyle is usually made of stone and looks like a winged and horned humanoid figure. Despite their weight, they can fly clumsily yet quickly.

Because gargoyles are usually created as guards, they are prone to be very territorial when rogue, attacking anyone who approaches their lair.



Gazer

Size: Medium
Type: Monster
Habitat: Underground (Rare)
Wandering Group: 0 (Nil)
Lair Group: 1 (L, N, O)
Move: 10 ft.
Armor Class: 0 (Body), 2 (Beak), 7 (Tentacles)
Hit Dice: 11***** (Body: 50 HP,
Beak 20 HP, Tentacles 12 HP each)
Attacks: Bite (2d6)
Special: Anti-Magic, Spell-like Abilities
Save: W11
Alignment: Chaotic
Intelligence: 16
Morale: 12
XP Value: 5,100

A gazer is a strange creature. It consists of ten tentacles in a rough ball shape. Each tentacle ends with lip-less mouth, and there is another beak-like mouth in the center of the creature. A gazer has no visible eyes or means of locomotion, although it is able to see and able to levitate and fly. The flight of a gazer is not magical, and is not affected by Anti-Magic or any kind of dispel.

Gazers are domineering creatures who seem to delight in power over others for its own sake. A gazer can speak in a multitude of simultaneous voices, but will rarely do so other than to order minions about.

Although a gazer can bite with its main mouth, its main attacks are the rays that it can project from its various mouths.

When attacking a gazer, a character can choose to attack the body, the beak, or a tentacle.

Removing all the hit points from the body will kill the gazer.

Removing all the hit points from the beak will prevent the gazer from using its Anti-Magic but will not kill it.

Removing all the hit points from one tentacle will prevent the gazer from using that tentacle's spell like effect. However, attacks targeting tentacles will always hit a random tentacle.

Area effect attacks will always do damage to the body.

Anti-Magic: The main mouth projects an Anti-Magic effect to a range of 60 feet in front of the creature.

Spell-like Abilities: The lesser mouths of an undead gazer can project the following effects: *Charm Person*, *Charm Monster*, *Sleep*, *Telekinesis*, *Flesh to Stone*, *Disintegrate*, *Cause Fear*, *Slow*, *Cause Serious Wounds*, and *Death Spell*.

Each mouth can project its spell once per round, although even by twisting its body, a gazer can only get a maximum of four mouths to point at any given target at once. None of the spell effects from the lesser mouths can affect creatures directly in front of the gazer, since the Anti-Magic ray from its main mouth suppresses them.

Gazer, Undead

Size: Medium
Type: Undead, Monster
Habitat: Underground (Very Rare)
Wandering Group: 0 (Nil)
Lair Group: 1 (Lx2,Nx2,Ox2)
Move: 20 ft.
Armor Class: -4 (Body), -2 (Beak), 3 (Tentacles)
Hit Dice: 20******* (Body: 90 HP, Beak: 30 HP, Tentacles: 20 HP each)
Attacks: Bite (2d10)
Special: Cone of Reflection, Gaseous Form,
Immunity (Death Rays, Illusion, Mind Effects, Poison),
Regeneration (3), Spell-like Abilities
Save: W20
Alignment: Chaotic
Intelligence: 16
Morale: 12
XP Value: 14,975

It is not known how gazers become undead, but they can do so—and the result is even more horrific.

An undead gazer can only be hit by +2 weapons or better.

An undead gazer is turned as if a Nightshade.

When attacking an undead gazer, a character can choose to attack the body, the beak, or a tentacle.

Removing all the hit points from the body will force the undead gazer into Gaseous Form until it can rest in complete darkness for at least one hour. Any further damage done to the undead gazer during this time (which can only be done by spells that affect air) will kill it.

Removing all the hit points from the beak will prevent the undead gazer from using its Reflection ability but will not kill it.

Removing all the hit points from one tentacle will prevent the undead gazer from using that tentacle's spell like effect. However, attacks targeting tentacles will always hit a random tentacle.

Area effect attacks will always do damage to the body.

Gaseous Form: An undead gazer can turn into gaseous form at will, in which state it can not attack or use its spell like abilities but it can only be hurt by magical abilities that affect air.

Reflection: The main beak of an undead gazer projects a cone of reflection. Any spell or Turn Undead attempt that is cast within this cone will be reflected back on its caster.

In the case of Turn Undead attempts, the turning cleric must make a saving throw vs. spells or flee in terror for 2d6 rounds.

Spell-like Abilities: The lesser mouths of an undead gazer can project the following effects: *Animate Dead*, *Charm Monster*, *Continual Darkness*, *Death Spell*, *Energy Drain* (1 level), *Energy Drain* (2 levels), Paralysis (as a ghoul), *Animate Objects*, *Dispel Magic*, and *Telekinesis*.

Each mouth can project its spell once per round, although even by twisting its body, an undead gazer can only get a maximum of four

mouths to point at any given target at once. None of the spell effects from the lesser mouths can affect creatures directly in front of the gazer, since the Anti-Magic ray from its main mouth suppresses them.

Gelatinous Cube

Size: Large
Type: Ooze
Habitat: Underground (Common)
Wandering Group: 1 (V)
Lair Group: 0 (Nil)
Move: 20 ft.
Armor Class: 8*
Hit Dice: 4* (18 HP)
Attacks: Touch (2d4)
Special: Immunity (Cold, Lightning), Paralyzing Touch, Wall of Ooze
Save: F2
Alignment: None
Intelligence: 0
Morale: 12
XP Value: 125

A gelatinous cube is exactly what the name implies, a large blob of transparent oozing slime. Although not naturally cubic, these oozes feed by scraping detritus from the floor, walls and ceiling, and therefore often end up in a cubic shape as they press into the corners of a corridor.

A gelatinous cube will attack any creatures it encounters with it's paralyzing touch. The cube will keep attacking until either it is dead or all enemies are dead.

Although unintelligent, a gelatinous cub will often have bits of indigestible treasure embedded in it.

Engulf: If all the gelatinous cube's enemies are incapacitated, the cube will roll over the victims and start digesting them.

Paralyzing Touch: Anyone touched by a gelatinous cube must make a saving throw vs. paralyzation or be paralyzed for 2d4x10 minutes.

Wall of Ooze: When filling a corridor, gelatinous cubes are often hard to see, and surprise opponents on a roll of 1-4 on a d6.

Ghast

Size: Medium
Type: Undead
Habitat: Barren Land, Clear, Underground (Very Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 1d10 (C)
Move: 40 ft.
Armor Class: 6
Hit Dice: 3** (14 HP)
Attacks: 2x Claw (1d3 + Paralyze) or Weapon (By weapon)
Special: Immunity (Mind Effects, Poison), Paralysis, Regeneration (1)
Save: F3
Alignment: Chaotic
Intelligence: 6
Morale: 10
XP Value: 65

A ghast is a stronger, quicker and more dangerous version of a ghoul.

Ghasts are turned as if they are Wights.

Ghasts look just like ghouls, and have been known to lead packs of ghouls due to their intelligence.

Although ghasts have more intelligence than ghouls and more memories of when they were alive, they are still primarily motivated by hunger, and still do not speak.

Their constant hunger compels them to kill and eat, although they have been seen to show remorse for their actions, and can sometimes be found wailing and crying at their fate.

Paralysis: Any ogre-sized or smaller creature touched by a ghast must make a saving throw vs. paralysis or be paralyzed for 2d4x10 minutes. Elves are immune to this paralysis.

Ghoul



Size: Medium
Type: Undead
Habitat: Underground (Common)
Wandering Group: 1d6 (Nil)
Lair Group: 2d8 (B)
Move: 30 ft.
Armor Class: 6
Hit Dice: 2* (9 HP)
Attacks: 2x Claw (1d3 + Paralyze) & Bite (1d3 + Paralyze)
Special: Immunity (Mind Effects, Poison), Paralysis
Save: F2
Alignment: None
Intelligence: 3
Morale: 9
XP Value: 25

A ghoul is an undead creature that eats carrion and rotten meat. As an undead, they are immune to Sleep and Charm spells.

Ghouls look like zombies when standing still, although they are much more agile, capable of climbing and running at full speed.

Ghouls have a level of animal cunning approximately equal to that of dogs, although they have only vague memories of their lives and they cannot speak.

A ghoul's normal hunting tactic is to ignore paralyzed opponents until there are no more moving ones left, and then kill all the paralyzed victims and leave their corpses to rot into an edible state.

Paralysis: Any ogre-sized or smaller creature touched by a ghoul must make a saving throw vs. paralysis or be paralyzed for 2d4x10 minutes. Elves are immune to this paralysis.

Giant, Cloud

Size: Large
Type: Giant
Habitat: Mountains (Rare)
Wandering Group: 1d2 (Nil)
Lair Group: 1d3 (E+5,000 gp)
Move: 40 ft.
Armor Class: 4
Hit Dice: 13*** (59 HP)
Attacks: Weapon (By weapon)
Special: Keen Senses, Rock Throwing
Save: F12
Alignment: Neutral
Intelligence: 16
Morale: 10
XP Value: 4,200

Cloud giants are fierce and territorial humanoids with white skin and hair and keen senses. They live on top of mountains above the cloud line, and often keep small rocs (1d6) or dire wolves (6d6) as pets.

Cloud giants tend to be loners, and dislike being disturbed—although they don't automatically attack intruders into their territory they will usually hint strongly that such intruders should leave as soon as they are able.

Keen Senses: Cloud giants have keen senses, and are only surprised on a roll of 1 on 1d6.

Rock Throwing: Cloud giants can throw rocks (range: 60/130/200) at opponents who are outside melee range. A successful attack inflict 3d6 damage.

Spellcasting

Cloud giants can be shamans (to 10th level) or sorcerers (to 10th level).

Giant, Fire

Size: Large
Type: Giant
Habitat: Jungle (Rare)
Wandering Group: 1d2 (Nil)
Lair Group: 1d3 (E+5,000 gp)
Move: 40 ft.
Armor Class: 4
Hit Dice: 11+2*** (52 HP)
Attacks: Weapon (By weapon)
Special: Rock Throwing
Save: F11
Alignment: Chaotic
Intelligence: 13
Morale: 19
XP Value: 3,875

Fire giants are humanoids with dark red skin and black hair. They live in or near volcanoes, and are immune to fire and fire based attacks. Fire giants usually keep hydras (1d3) or hellhounds (3d6) as pets.

Fire giants love to fight and make war, usually against their frost giant rivals, but often against each other. When not actually fighting, fire giants show great hospitality, carousing and partying with visitors and guests.

Fire giants are excellent blacksmiths, and will often trade metal goods—particularly arms and armor—with their neighbors when not at war with them.

Rock Throwing: Fire giants can throw rocks (range: 60/130/200) at opponents who are outside melee range. A successful attack inflict 3d6 damage.

Spellcasting

Fire giants can be shamans (to 8th level) or sorcerers (to 6th level).

Giant, Frost

Size: Large
Type: Giant
Habitat: Arctic (Rare)
Wandering Group: 1d2 (Nil)
Lair Group: 1d4 (E+5,000 gp)
Move: 40 ft.
Armor Class: 4
Hit Dice: 10+2** (46 HP)
Attacks: Weapon (By weapon)
Special: Immunity to Cold, Rock Throwing
Save: F10
Alignment: Chaotic
Intelligence: 14
Morale: 9
XP Value: 3,875

Frost giants are humanoids with pale blue skin and white or yellow hair. They live in mountains above the snow line and in polar regions, and are immune to cold and cold based attacks. Frost giants usually keep polar bears (3d6) or wolves (6d6) as pets.

Frost giants try to be empire builders, dominating all the other races in their area. Providing visitors show the deference that they think is due to them, frost giants are welcoming. They love to show off their prestige and power.

Rock Throwing: Frost giants can throw rocks (range: 60/130/200) at opponents who are outside melee range. A successful attack inflict 3d6 damage.

Spellcasting

Frost giants can be shamans (to 8th level) or sorcerers (to 6th level).

Giant, Hill

Size: Large
Type: Giant
Habitat: Hills, Mountains (Common)
Wandering Group: 1d4 (Nil)
Lair Group: 1d4 (E+5,000 gp)
Move: 40 ft.
Armor Class: 4
Hit Dice: 8* (36 HP)
Attacks: Weapon (By weapon)
Special: Rock Throwing
Save: F8
Alignment: Chaotic
Intelligence: 7
Morale: 8
XP Value: 1,200

Hill giants are hairy and rather dim witted. They live in roughly made cottages in hills or at the base of mountains. They tend to wear animal skins and use natural weapons such as clubs and spears.

Hill giants are cantankerous and belligerent, and often take to minor banditry or raiding, since they haven't the patience for farming and herding.

However, they love flattery and tributes (particularly of alcohol); and this will often keep them pacified and away from trouble.

Rock Throwing: Hill giants can throw rocks (range: 30/60/100) at opponents who are outside melee range. A successful attack inflict 3d6 damage.

Spellcasting

Hill giants can be shamans (to 8th level) or sorcerers (to 6th level).

Giant, Sea

Size: Large
Type: Giant
Habitat: Ocean (Rare)
Wandering Group: 1d2 (Nil)
Lair Group: 1d20 (E+5,000 gp)
Move: 40 ft., 40 ft. (Swim)
Armor Class: 0
Hit Dice: 12 (54 HP)
Attacks: Weapon (By weapon)
Special: Aquablast, Hold Breath, Rock Throwing
Save: F12
Alignment: Neutral
Intelligence: 12
Morale: 10
XP Value: 2,125

Sea giants appear like normal humans, except they stand between 15 and 20 feet tall. They live in the deepest canyons of the ocean depths and are normally friendly when encountered.

Aquablast: Sea giants can push water with tremendous force, creating a 50-feet long 3-feet wide cone-shaped underwater current that shoves anyone in its path 60 feet away. All victims are swept away at great speed and must make a saving throw vs. death ray or become *Stunned* for 1d6 rounds.

This ability can also be used to create a tidal wave above water with the same effect, but the area of effect is 120-feet long and 60-feet wide. All vessels in the path of the tidal wave suffer 2d6 points of hull damage

Hold Breath: Sea giants can not breathe air, but they can hold their breath for up to 10 minutes.

Rock Throwing: Sea giants can throw rocks (range: 100/200/400) at opponents who are outside melee range. A successful attack inflict 3d6 damage.

Spellcasting

Sea giants can be shamans (to 4th level) or sorcerers (to 10th level).

As a Class

Sea giants can be used as a class using the following statistics:

Aquablast: This ability is not gained until level 0.

Damage Bonus: Beginning at level 0, sea giants gain a +2 damage bonus to all attacks.

Hold Breath: Sea giants can hold their breath for a number of minutes equal to their Constitution score.

Ability Requirements: Strength 15
Prime Requisite: Strength, Dexterity, Intelligence, or Wisdom
Ability Modifiers: Strength +2, Dexterity -2
Weapons: Any
Natural Attacks: Fist: 1d3 (Level -9), 1d6 (Level -8), 1d8 (Level -6), 2d6 (Level -4), 2d8 (Level -2), 3d6 (Level 0+)
Armor: Any
Natural AC: 9 (Level -9), -1 per level (Level -8 to 0)
Special Abilities: Create Current, Damage Bonus, Hold Breath, Rocking Throwing
Magic Item Use: Fighter

Table 17.21: Sea Giant Progression

Level	Experience	Hit Dice
-9	-400,000	4d8
-8	-395,000	-
-7	-385,000	5d8
-6	-370,000	-
-5	-352,000	6d8
-4	-327,000	-
-3	-294,000	7d8
-2	-252,000	-
-1	-200,000	8d8
0	0	9d8
1	400,000	-
2	700,000	10d8
3	1,000,000	-
4	1,300,000	11d8
5	1,600,000	-
6	1,900,000	12d8
7	2,200,000	-
8	2,500,000	13d8
9	+300,000	+2 HP

Giant, Stone

Size: Large
Type: Giant
Habitat: Underground (Rare)
Wandering Group: 1d2 (Nil)
Lair Group: 1d6 (E+5,000 gp)
Move: 40 ft.
Armor Class: 4
Hit Dice: 9* (41 HP)
Attacks: Weapon (By weapon)
Special: Rock Throwing
Save: F9
Alignment: Neutral
Intelligence: 10
Morale: 9
XP Value: 1,600

Stone giants are humanoids with gray skin and no hair. They live in cave systems inside mountains, and often use stalactites as clubs. They often have cave bears (1d4) as pets.

Stone giants are calm and patient, and rarely get involved with outsiders unless provoked. They often mine gems, and show surprising dexterity for their size when it comes to cutting and polishing them.

Rock Throwing: Stone giants can throw rocks (range: 100/200/300) at opponents who are outside melee range. A successful attack inflict 3d6 damage.

Spellcasting

Stone giants can be shamans (to 8th level) or sorcerers (to 6th level).

Giant, Storm

Size: Large
Type: Giant
Habitat: Mountains, Ocean (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1d3 (E+5,000 gp)
Move: 50 ft.
Armor Class: 2
Hit Dice: 15**** (68 HP)
Attacks: Weapon (By weapon)
Special: Rock Throwing, Summon Storm
Save: F15
Alignment: Lawful
Intelligence: 18
Morale: 10
XP Value: 6,250

Storm giants are humanoids with bronze skin and red or yellow hair. They live on the highest mountain peaks or deep underwater and keep griffons (2d4) as pets.

Storm giants are cultured and civilized, and tend to be friendly to those who visit them and freely offer advice and wisdom. They rarely get visitors, due to the inaccessible locations they live in.

Rock Throwing: Storm giants can throw rocks (range: 150/300/450) at opponents who are outside melee range, if no lightning is available. A successful attack inflict 3d6 damage.

Summon Storm: Storm giants can summon a storm, taking ten minutes for it to form, and if in a storm (either a summoned one or a natural one) they can throw lightning bolts once per five rounds. Each lightning bolt does damage equal to the giant's current hit points, but anyone who makes a saving throw vs. spells will take only half damage. Storm giants are immune to lightning and lightning damage.

Spellcasting

Storm giants can be shamans (to 10th level) or sorcerers (to 10th level).

Giant/Gargantuan Monster

	Giant	Gargantuan
Size:	1 size category higher	2 size categories higher
Type:	Unchanged	Unchanged
Habitat:	Unchanged	Unchanged
Wandering Group:	x1.5 size	x4 size x2 percentage
Lair Group:	x1.5 size	x4 size, x2 percentage
Move:	x1.5 (Round to nearest 10)	x2
Armor Class:	Unchanged	Unchanged
Hit Dice:	x3	x8
Attacks:	Unchanged (x1.5)	Unchanged (x4)
Special:	Unchanged except Regeneration (x1.5)	Unchanged except Regeneration (x4)
Save:	Intelligent: F(HD); Unintelligent: F(HD)/2	Intelligent: F(HD); Unintelligent: F(HD)/2
Alignment:	Unchanged	Unchanged
Intelligence:	Unchanged	Unchanged
Morale:	+2 (Max 20)	+5 (Max 20)
XP Value:	Recalculate	Recalculate

Giant/Gargantuan monsters are larger versions of other monsters.

Gnoll

Size: Medium
Type: Humanoid
Habitat: Hills, Mountains (Common)
Wandering Group: 1d6 (P)
Lair Group: 3d6 (D)
Move: 30 ft.
Armor Class: 5
Hit Dice: 2
Attacks: Weapon (By weapon + 1)
Special: None
Save: F2
Alignment: Chaotic
Intelligence: 7
Morale: 8
XP Value: 20

Gnolls are fierce tribal humanoids with furred bodies and the heads (and markings) of hyenas. Gnolls are constantly hungry, and will eat almost anything; including each other.

Gnolls are bullies and respect only strength. They practically never trade, taking whatever weapons and livestock they can steal instead.

While not the brightest of humanoids, they are smart enough to mostly keep away from civilized areas and to keep their raids of such areas to a minimum.

Spellcasting

Some exceptional gnolls can become shamans (to 6th level) or sorcerers (to 4th level).

As a Class

Gnolls can be used as a class using the following statistics:

Ability Requirements: Strength 13
Prime Requisite: Strength, Dexterity, Intelligence, or Wisdom
Ability Modifiers: Strength +1, Dexterity +1, Wisdom -2
Weapons: Any
Armor: Any
Natural AC: 8
Special Abilities: None
Magic Item Use: Fighter

Table 17.22: Gnoll Progression

Level	Experience	Hit Dice
-1	-100,000	1d8
0	0	2d8
1	1,000	3d8
2	3,000	4d8
3	7,000	-
4	15,000	5d8
5	31,000	6d8
6	63,000	7d8
7	129,000	-
8	259,000	8d8
9	519,000	8d8+2
10+	+300,000	+2 HP

Gnome

Size: Small
Type: Humanoid
Habitat: Clear, Underground (Common)
Wandering Group: 1d8 (P)
Lair Group: 5d8 (C)
Move: 20 ft.
Armor Class: 5
Hit Dice: 1 (5 HP)
Attacks: Weapon (By weapon)
Special: As 1st level Gnome
Save: D1
Alignment: Lawful
Intelligence: 11
Morale: 8
XP Value: 10

Gnomes are humanoids distantly related to dwarves. They look like small humans with long noses and beards but bald heads. Like dwarves, the women have beards like the men.

Gnomes are excellent miners, specializing in mining gems and Red Powder.

Gnomes are excellent tinkerers and inventors, and love anything mechanical. They are very proud of the fact that guns are a gnomish invention.

Unlike their dwarven cousins, gnomes are very magical. They may use any magic item (even those normally only usable by a particular

class) and may become shamans (to 12th level) or sorcerers (to 12th level).

Goblin

Size: Small
Type: Humanoid
Habitat: Hills, Mountains, Underground, Woods (Common)
Wandering Group: 2d6 (R)
Lair Group: 6d10 (C)
Move: 30 ft.
Armor Class: 6
Hit Dice: 1-1 (4 HP)
Attacks: Weapon (By weapon)
Special: Infravision, Light Sensitivity
Save: F0
Alignment: Chaotic
Intelligence: 9
Morale: 7
XP Value: 5

Goblins are green humanoids with pointed ears and noses. They have red eyes that glow softly when there is no light.

Goblins tend to be cowardly, whiny and sniveling, and are easily bullied; but will take every opportunity to be the bullies themselves.

Spellcasting

Goblins can make excellent shamans (to level 8) and sorcerers (to level 6). These goblin spellcasters usually rule a goblin tribe by exploiting the fear that the rest of the tribe have of their magic.

As a Class

Goblins can be used as a class using the following statistics:

Ability Requirements: None
Prime Requisite: Strength, Dexterity, Intelligence, or Wisdom
Ability Modifiers: Strength -3, Dexterity +1, Constitution +1
Weapons: Any
Armor: Any
Natural AC: 8
Special Abilities: None
Magic Item Use: Fighter

Table 17.23: Goblin Progression

Level	Experience	Hit Dice
0	0	d8-1
1	800	2d8-2
2	1,600	3d8-3
3	3,200	-
4	6,400	4d8-4
5	13,000	5d8-5
6	26,000	6d8-5
7	55,000	-
8	110,000	7d8-5
9	220,000	+2 HP
10+	+160,000	+2 HP

Golem

A golem is an artificial creature created by a high level spellcaster. Golems are made from a specific material used from multiple sources.

Immunity to Normal Weapons: Golems can only be damaged by magical weapons.

Amber Golem

Size: Large
Type: Construct
Habitat: Any (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 60 ft.
Armor Class: 6*
Hit Dice: 10* (45 HP)
Attacks: 2x Claw (2d6) & Bite (2d10)
Special: Detect Invisibility, Immunity (Gases, Mind Effects, Normal Weapons, Poison)
Save: F5
Alignment: None
Intelligence: 4
Morale: 12
XP Value: 1,750

Amber golems are made from large piece of amber magically fused and welded together, and are usually used as guards. They are normally constructed in the form of large cats such as lions or tigers. Amber golems are excellent trackers.

Detect Invisibility: Amber golems can see invisible creatures within 60 feet.

Bone Golem

Size: Medium
Type: Construct
Habitat: Any (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 40 ft.
Armor Class: 2*
Hit Dice: 6* (27 HP)
Attacks: 4x Weapon (By weapon)
Special: Appendaged Weapons, Immunity (Gases, Mind Effects, Normal Weapons, Poison)
Save: F4
Alignment: None
Intelligence: 4
Morale: 12
XP Value: 500

Bone golems are humanoid figures made from bones of various creatures. They have four arms, each of which wields a weapon with cold precision.

Appendaged Weapons: Bone golems normally wield a sword in each hand, but some may have other weapons; either 2 two-handed or 4 one-handed weapons. Whatever the weapon combination, they are part of the golem's form, so it cannot be disarmed; but neither can it throw or hurl the weapons.

Flesh Golem

Size: Large
Type: Construct
Habitat: Any (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 30 ft.
Armor Class: 9
Hit Dice: 9 (41 HP)
Attacks: 2x Fist (2d8)
Special: Anti-Magic, Break Door, Healing Current, Immunity (Gases, Mind Effects, Normal Weapons, Poison), Susceptibility to Cold/Fire
Save: F9
Alignment: None
Intelligence: 4
Morale: 12
XP Value:

Flesh golems are made up of body parts from various human corpses. These parts are stitched, stapled, or fused together in some way and may vary in size depending on the corpse it was taken from. Their skin ranges from grayish to blueish depending on how far the body part was decomposed before the flesh golem was created.

Break Door: Flesh golems have an 80% chance of successfully breaking down a normal door.

Healing Current: Flesh golems suffer no damage from electrical-based attacks. When they would normally be damaged by such an attack they are instead healed by it at a rate of 1 hit point per point of damage that would of been inflicted.

Susceptibility to Cold/Fire: Although flesh golems do not take damage from cold or fire-based attacks due to their anti-magic, these effects will slow them down as a *Slow* spell for 2d6 rounds.



Iron Golem

Size: Large
Type: Construct
Habitat: Any (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 80 ft.
Armor Class: 0*
Hit Dice: 20** (90 HP)
Attacks: Hammer Fist (3d10)
Special: Fiery, Immunity (Fire, Gases, Mind Effects, Normal Weapons, Poison)
Save: F10
Alignment: None
Intelligence: 4
Morale: 12
XP Value: 5,975

An iron golem is a humanoid with a red-hot skin of riveted iron plates and a fiery inside. Its two hands are formed into a hammer and tongs, and if given a supply of metal it can make weapons and armor autonomously by opening its chest cavity and using itself as a forge.

Fiery: Anyone hit by an iron golem takes an extra 1d10 fire damage from the heat inside it, and anyone who hits an iron golem with an edged weapon must make a saving throw vs. death ray or take 2d6 fire damage from the fire and molten metal that spurts from the wound.

Mud Golem

Size: Medium
Type: Construct
Habitat: Any (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 30 ft.
Armor Class: 9*
Hit Dice: 8* (36 HP)
Attacks: Hug (2d6)
Special: Immunity (Gases, Mind Effects, Normal Weapons, Poison), Smother
Save: F8
Alignment: None
Intelligence: 4
Morale: 12
XP Value: 1,200

A mud golem is made entirely from mud held together by magical enchantments.

Smother: A mud golem attacks by trying to smother its victim. If one succeeds with a hug attack, it continues to do 2d6 damage per round without needing to hit again.

Obsidian Golem

Size: Large
Type: Construct
Habitat: Any (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 40 ft.
Armor Class: 3*
Hit Dice: 6* (27 HP)
Attacks: Weapon (By weapon)
Special: Immunity (Gases, Mind Effects, Normal Weapons, Poison)
Save: F3
Alignment: None
Intelligence: 4
Morale: 12
XP Value: 500

An obsidian golem is a humanoid figure made of sharp shards of obsidian.

Although not truly intelligent, obsidian golems can speak and can be instructed to perform specific actions or say specific phrases in response to other phrases. This ability allows them to be used as messengers or guards for password protected doors.

Wood Golem

Size: Small
Type: Construct
Habitat: Any (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 40 ft.
Armor Class: 7*
Hit Dice: 2+2 (11 HP)
Attacks: Fist (1d8)
Special: Immunity (Gases, Mind Effects, Normal Weapons, Poison), Susceptibility to Fire
Save: F1
Alignment: None
Intelligence: 4
Morale: 12
XP Value: 35

A wood golem is an animated humanoid figure comprised of tangled branches, twigs, and lumber of various shapes and sizes.

Wood golems move stiffly which gives them a -1 penalty to initiative.

Susceptibility to Fire: Wood golems burn easily giving them a -2 penalty to all saving throws against fire-based attacks and causing them to take +1 point of fire damage per die in the attack.

Gorgon

	Prime Plane	Home Plane
Size:	Large	Large
Type:	Extraplanar, Monster	Monster
Habitat:	Clear (Very Rare)	Elemental Plane of Earth (Very Rare)
Wandering Group:	1d2 (Nil)	1d8 (Nil)
Lair Group:	1d4 (E)	3d12 (Nil)
Move:	40 ft.	40 ft.
Armor Class:	2	2
Hit Dice:	8* (36 HP)	4 (18 HP)
Attacks:	Horn (2d6)	Horn (1d4)
Special:	Breath Weapon, Charge Immunity to Petrification	
Save:	F8	F4
Alignment:	None	None
Intelligence:	1	1
Morale:	8	5
XP Value:	1,200	75

Gorgons are magical creatures that look like bulls with iridescent metal scales. They have a bull-like temperament, normally ignoring creatures it sees but not hesitating to attack anything that looks threatening or gets too close.

Breath Weapon: Gorgons can breathe out a 60 feet long and 10 feet wide cloud of petrifying vapor. All those within the cloud must make a saving throw vs. breath weapon or be turned to stone.

Charge: When a gorgon attacks with their horns, they may do a Charge action.

Home Plane

Gorgons originate from the Elemental Plane of Earth. There they are considered herd animals and are bred for their milk or meat.

Breath Weapon: A gorgon's breath weapon is only effective against creatures not made of earth.

Gremlin

Size: Small
Type: Monster
Habitat: Any (Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 1d6 (Nil)
Move: 40 ft.
Armor Class: 7*
Hit Dice: 1+1** (6 HP)
Attacks: Special
Special: Aura of Chaos, Backfire
Save: E1
Alignment: Chaotic
Intelligence: 9
Morale: 12
XP Value: 22

Gremlins are green humanoids that bear a striking resemblance to goblins, although they are rarely found together. They are mischievous pranksters who find other's failures hilarious, especially when cause by their aura of chaos.

Aura of Chaos: Gremlins radiate an aura of chaos within 20 feet. Within that area, anyone who takes any kind of physical action (e.g. using a skill, or casting a spell, or making an attack) must make a saving throw vs. spells or have the action fail.

Machinery within the aura's radius is also negatively affected. Screws become loose, gears get stuck, or any other mishaps that the Game Master decides on.

Backfire: Anyone who tries to attack a gremlin and fails (whether due to the gremlin's chaos aura or not) must re-roll their attack against themselves. Similarly, anyone trying to cast a spell on a gremlin who fails is affected by their own spell.

As a Class

Gremlins can be used as a class using the following statistics:

Aura of Chaos: The radius of the aura is listed on *Table 17.25: Gremlin Special Abilities Progression*. Victims of the aura receive a modifier to their saving throw when trying to avoid the effects. This modifier is listed on the same table.

At later levels, gremlins can target creatures within their aura with the following effects:

Backfire: Victims receive a modifier to their hit roll when attacking themselves. This modifier is listed on *Table 17.25: Gremlin Special Abilities Progression*.

Hide in Crannies: A gremlin is able to effectively hide in small narrow spaces. The percentage chance of success is listed in *Table 17.25: Gremlin Special Abilities Progression*. Success indicates that the gremlin is completely hidden and will remain that way until they move.

The Game Master should roll the dice when the gremlin is hiding, so that the gremlin's player does not know whether or not their character has been spotted. If someone is watching the gremlin before they start to hide, they will still be able to see the gremlin regardless of the success or otherwise of this ability.

Jump: Gremlins can skillfully jump up to 8 feet horizontally and 5 feet vertically. With a running start of at least 10 feet, a gremlin can jump up to 12 feet horizontally and 7 feet vertically.

Starting at 2nd level, the maximum jump distance become 12 feet/15 feet horizontally, and 6 feet/9 feet vertically.

Misuse Magic Item: Gremlins have a difficult time properly using magic items. When a gremlin attempts to use a magic item, there is a 10% chance per level (min 10%, max of 90%) that it will malfunction or become entirely useless. A useless magic item begins functioning normally again after 2d4 days away from the gremlin. Each time a gremlin gains a level, there is another chance of failure. The Game Master should make all of these rolls and should also come up with creative outcomes when a malfunction occurs.

Resistance to Mind Effects: Gremlins are very resistant to mind effects. They receive a bonus when saving against these types of effects. The bonus depends on the gremlin's level which is indicated on *Table 17.25: Gremlin Special Abilities Progression*.

Slow Fall: If a gremlin falls, they do not take damage from the first 10 feet of the fall (see *Chapter 10: Environmental Damage*).

Starting at 1st level, gremlins can fall up to 20 feet without taking damage.

Leg Lasso: Starting at 3rd level, twice per day, a gremlin can point at a target's legs and summon a shimmering green lasso tightly around them for 2d4 rounds. The target must be within the gremlin's Aura of Chaos radius to be affected by this ability.

The victim may save vs. spells to avoid the lasso. Large creatures gain a +2 bonus to this save. If the save fails, the victim cannot run or walk and can only hop at 1/5th their normal speed.

If the victim was running while lassoed they must make a *Dexterity* check to avoid falling. If the victim fails they fall flat on their face and suffer 1d3 points of damage.

Uncontrollable Hideous Laughter: Starting at 6th level, twice per day, a gremlin can cause a target to laugh uncontrollable by spontaneously jumping out towards them and making an obscene pose or a ridiculous face. The effects of this ability are identical to the spell Uncontrollable Hideous Laughter, but the victim suffers a -2 penalty to their saving throw and the radius is equal to the gremlin's Aura of Chaos radius. A new saving throw is allowed each around to negate the effect.

Confusion: Once per day at 9th level and higher, a gremlin can cause a target to become confused as the Confusion spell.

Ability Requirements: Dexterity 6
Prime Requisite: Dexterity
Ability Modifiers: None
Weapons: Dagger or sling
Armor: None
Natural AC: 7
Special Abilities: Aura of Chaos, Backfire, Jump, Misuse Magic Item, Resistance to Mind Effects, Slow Fall, Leg Lasso, Hideous Laughter, Confusion
Required Skills: Jump (plus an additional 2 points by 5th level)
Magic Item Use: Fighter (Chance of Misuse)

Table 17.24: Gremlin Progression

Level	Experience	Hit Dice
-1	-3,000	1d8
0	0	-
1	3,000	1d8+1
2	9,000	2d8+1
3	21,000	2d8+2
4	45,000	3d8+2
5	95,000	3d8+3
6	190,000	4d8+3
7	380,000	4d8+4
8	680,000	5d8+4
9+	+300,000	+2 HP

Table 17.25: Gremlin Special Abilities Progression

Level	Aura of Chaos Radius	Aura of Chaos Save	Backfire	Hide in Crannies	Resistance to Mind Effects
-1	5’	+3	-4	25%	+1
0	8’	+2	-3	35%	+1
1	10’	+2	-3	40%	+2
2	12’	+1	-2	45%	+2
3	14’	+1	-2	50%	+2
4	15’	+1	-2	55%	+3
5	16’	0	-1	60%	+3
6	17’	0	-1	65%	+3
7	18’	0	-1	70%	+3
8	19’	-1	-1	75%	+3
9+	20’	-1	0	80%	+4

Gray Ooze

Size: Medium
Type: Ooze
Habitat: Underground (Common)
Wandering Group: 1d4 (Nil)
Lair Group: 1d4 (Nil)
Move: 3 ft.
Armor Class: 8*
Hit Dice: 3* (14 HP)
Attacks: Touch (Special)
Special: Engulf, Immunity (Cold, Fire)
Save: F2
Alignment: None
Intelligence: 0
Morale: 12
XP Value: 50



A gray ooze looks like a blob or boulder of wet stone until it moves.

Gray oozes will attack anything that comes close to it.

Engulf: If a gray ooze hits an opponent, it starts to dissolve their clothing and armor. Non-magical clothing or armor can be dissolved in a single round, but a gray ooze cannot eat through magical clothing or armor. If it finds itself engulfing a victim that it can’t digest, it will release the victim and try to engulf a different one.

Once a gray ooze has dissolved its victims armor or clothing, its acid will do 2d8 points of damage per round to the victim.

Griffon

Size: Large
Type: Monster
Habitat: Mountains (Rare)
Wandering Group: 1 (Nil)
Lair Group: 2d8 (E)
Move: 40 ft., 120 ft. (Fly)
Armor Class: 5
Hit Dice: 7 (32 HP)
Attacks: 2x Claw (1d4) & Bite (2d8)
Special: None
Save: F4
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 450

A griffon is a creature with the head, wings and front claws of a giant eagle, and the body, back legs and tail of a lion.

Griffons are predators and will eat almost anything. However, their favorite food is horse. A griffon—even a tamed one—within 120 feet of a horse must make a morale check. If it fails, it will attack the horse and try to eat it.



Hag, Night

Size: Medium
Type: Humanoid
Habitat: Woods (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (C)
Move: 50 ft., 20 ft. (Swim)
Armor Class: 4
Hit Dice: 15***** (68 HP)
Attacks: 2x Claw (1d4) or Spell
Special: Cleric Spells, Control Undead, Immunity to Undead Special Abilities, Poison
Save: C15
Alignment: Chaotic
Intelligence: 12
Morale: 10
XP Value: 6,9000

Night hags are cannibalistic humanoids who appear to be ugly female humans with warty blue-black skin and black hair.

They live in isolation in small cottages deep in forests, where they surround themselves with undead minions.

Night hags are incredibly anti-social but will often make a pretense at friendliness in order to trap potential victims.

Cleric Spells: A night hag can cast spells as a 15th level cleric.

Control Undead: A night hag can control undead as if a 30 hit dice Undead Liege.

Poison: The claws of a night hag are extremely poisonous, and anyone struck by one must make a saving throw vs. poison with a -4 penalty or die.

Hag, Sea

Size: Medium
Type: Humanoid
Habitat: Ocean (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (G+M)
Move: 40 ft., 50 ft. (Swim)
Armor Class: 4*
Hit Dice: 8**** (36 HP)
Attacks: Dagger (1d4) & Touch (Special)
Special: Despair, Immunity (Non-Silver Normal Weapons), Undead Abilities, Waning Touch
Save: F8
Alignment: Chaotic
Intelligence: 12
Morale: 10
XP Value: 2,850

Sea hags are foul humanoids who appear to be incredibly ugly female humans with yellow-green skin and green hair.

Sea hags live underwater in coastal area, although they can come onto the land for up to three hours at a time.

Control Undead: A sea hag can control undead as if a 16 hit dice Undead Liege.

Despair: Sea hags are so disgusting and filth encrusted that anyone who sees one or who approaches within 10 feet of one must make a saving throw vs. spells with a -6 penalty to avoid fleeing in fear for 1d20+5 rounds.

Waning Touch: The touch of a sea hag acts as both an Energy Drain of one level and a Cause Disease. There is no saving throw against either effect.

Halfling

Size: Small
Type: Demi-Human
Habitat: Clear, Hills (Common)
Wandering Group: 3d6 (P+S)
Lair Group: 5d8 (B)
Move: 30 ft.
Armor Class: 7
Hit Dice: 1-1 (4 HP)
Attacks: Weapon (By weapon)
Special: As 1st level Halfling
Save: H1
Alignment: Lawful
Intelligence: 11
Morale: 8
XP Value: 5

Halflings are a demi-human race, much shorter and lighter than humans, standing only 3 feet tall. They are of a proportionally similar build to humans, with the exception of their feet—which are large and covered in hair. The soles of halflings feet are tough and resilient, and halflings often travel bare-footed.

Halflings' skin tone has a similar range to that of humans, as does their hair color. Halflings do not grow beards or mustaches, but the sideburns of adult males tend to be longer than those of humans.

Halflings are very gregarious and can be commonly found living amongst humans and other demi-humans. If left to themselves, they form small villages in grasslands and hills where they excel at farming.

Halfling food production and the halfling love of cookery and brewing make them very popular amongst the other races.

Harpy

Size: Medium
Type: Monster
Habitat: Hills, Mountains (Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 2d4 (C)
Move: 20 ft., 50 ft. (Fly+Special)
Armor Class: 7
Hit Dice: 3*
Attacks: 2x Claw (1d4) or Weapon (By weapon) or Bite (1d6)
Special: Captivating Song, Disease
Save: F6
Alignment: Chaotic
Intelligence: 7
Morale: 7
XP Value: 50

Harpies look like eagles with the heads (and breasts in the case of female harpies) of beautiful elves.

Harpies usually nest near mountain paths, and try to pick off lone travelers. If they encounter a large or heavily armed group, they will usually hide or try to use their charm ability in self defense.

Captivating Song: The singing of a harpy of either gender acts as a *Charm Person* spell, and harpies use this charm to lure travelers. into ambushes. Any character that makes their saving throw against the singing of a harpy is immune to that particular harpy's song for the rest of the encounter.

Disease: Harpy bites have a 5% chance of transmitting a disease. If this is the case, the victim is affected as if by a Cause Disease spell (complete with saving throw).

Fly: Harpies can fly for a number of hours per day equal to their *Constitution* score to a maximum of 14.

Spellcasting

Harpies can be shamans (to 6th level) or sorcerers (to 4th level).

As a Class

Harpies can be used as a class using the following statistics:

Captivating Song: Victims of an immature harpy's song gain a bonus to their saving throw equal to the harpy's immaturity level.

Captivating Touch: Once per day at 4th level and higher, a harpy may charm a person by touching them. The effects of this ability are identical to the harpy's captivating song ability except the victim suffers a -2 penalty to their saving throw.

At 6th level and higher, this ability can also be used on monsters.

At 7th level and higher, harpies can use this ability on monsters up to 3 times a day.

Fly: Immature harpies can only fly a number of hours per day equal to 1/3 of their *Constitution* score at level -2 and 1/2 at level -1.

Infectious Bite: Harpy PCs do not transmit a disease when they bite a victim as they are more well-kept compared to regular harpies.

Ability Requirements: None
Prime Requisite: Strength
Ability Modifiers: None
Weapons: Any melee
Armor: None
Natural AC: 7
Special Abilities: Captivating Song, Captivating Touch, Fly, Infectious Bite
Magic Item Use: Fighter

Table 17.26: Harpy Progression

Level	Experience	Hit Dice
-2	-6,000	1d8
-1	-3,000	2d8
0	0	3d8
1	6,000	4d8
2	18,000	-
3	42,000	5d8
4	90,000	6d8
5	180,000	7d8
6	360,000	-
7	660,000	8d8
8	960,000	9d8
9+	+300,000	+2 HP

Haunt

A haunt is an undead spirit of a creature that is unable to rest. Haunts are usually found near the area where their mortal body died.

A haunt can only be harmed by +2 weapons or better.

Immunity to Spells: A haunt is immune to all spells except those that specifically target evil or undead.

Planar Travel: Haunts can move to the *Ethereal Plane* three times per day, and can leave it at any time.

They can also secrete a web of ectoplasm tendrils around themselves in a 10-foot radius that takes three rounds to form (while taking other actions). Anyone who enters the radius once formed must save vs. spells or be transported to the *Ethereal Plane*.

Turn Resistance: A haunt can make a saving throw vs. spells to avoid a 'd' or 'D' result when being turned.

Banshee

Size: Medium
Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (E, N, O)
Move: 20 ft.
Armor Class: -3*
Hit Dice: 13**** (59 HP)
Attacks: None
Special: Immunity (Mind Effects, Poison, Spells), Paralyzing Gaze, Planar Travel, Senescent, Turn Resistance, Wail
Save: F13
Alignment: Chaotic
Intelligence: 12
Morale: 9
XP Value: 5,150

A banshee is an undead spirit that protects an outdoor location that it had a connection to in life from all intruders.

Paralyzing Gaze: The gaze of a banshee paralyzes its target for 2d4 rounds unless the target can make a saving throw vs. spells.

Senescent: The touch of a banshee ages its target by 1d4x10 years (no save).

Wail: Three times per day, a banshee can wail, causing all in 60 feet to save vs. death or die. A banshee will often wail while out of range as a warning to potential intruders.

Ghost

Size: Medium
Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (E, N, O)
Move: 30 ft.
Armor Class: -2*
Hit Dice: 14**** (63 HP)
Attacks: None
Special: Immunity (Mind Effects, Poison), Magic Jar, Paralyzing Gaze, Planar Travel, Senescent, Turn Resistance
Save: F13
Alignment: Any
Intelligence: 13
Morale: 11
XP Value: 5,500

A ghost is an undead spirit that tries to fulfill a task it left unfinished in life.

Magic Jar: A ghost can use the Magic Jar spell once per ten minutes, and will often use this to possess a target and use the target's body to fulfill its task, either with or without permission of the target.

Paralyzing Gaze: The gaze of a ghost paralyzes its target for 2d4 rounds unless the target can make a saving throw vs. spells.

Senescent: The touch of a ghost ages its target by 1d4x10 years (no save).

Poltergeist

Size: Medium
Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (E, N, O)
Move: 20 ft.
Armor Class: -1*
Hit Dice: 12**** (54 HP)
Attacks: 2x Throw (1d4)
Special: Immunity (Mind Effects, Poison), Natural Invisibility, Planar Travel, Senescent, Throw Objects, Turn Resistance
Save: F11
Alignment: Chaotic
Intelligence: 13
Morale: 11
XP Value: 4,750

A poltergeist is the undead spirit of a dead child.

A poltergeist is normally more mischievous than aggressive, although it will react angrily to any insult or any attempt to get rid of it and try to kill the offender.

Senescent: Any target hit by an object thrown by a poltergeist will be aged by 10 years unless they can make a saving throw vs. spells.

Throw Objects: A poltergeist can throw small objects around. When not angered, a poltergeist will usually deliberately miss their targets.

Haunt, Spook

Size: Medium
Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 1-2 (Nil)
Lair Group: 1-2 (E, N, O)
Move: Nil
Armor Class: Not applicable
Hit Dice: Not applicable
Attacks: None
Special: Despair, Immunity (Mind Effects, Poison)
Save: F9
Alignment: Any
Intelligence: 10
Morale: Not applicable
XP Value: 100 (see below)

A spook is a ghostly spirit of a creature that is unable to rest due to an unfinished task and is bound to a particular location. The location tends to be an area where the creature died.

Spooks cannot be killed, they must be laid to rest by conditions decided by the Game Master. Experience points are only awarded to characters if they helped the spook fulfill these conditions.

Despair: Spooks cannot attack or inflict any damage. Characters who encounter the spook must make a save vs. spells or run in fear, never to willingly return to the location again.

Hellhound

Size: Medium
Type: Monster
Habitat: Mountains, Underground (Rare)
Wandering Group: 2d4 (Nil)
Lair Group: 2d4 (C)
Move: 40 ft.
Armor Class: 4*
Hit Dice: 3** (14 HP)
Attacks: Bite (1d6) or Special
Special: Breath Weapon, Detect Invisibility, Immunity to Non-Magical Fire
Save: F3
Alignment: Chaotic
Intelligence: 12
Morale: 9
XP Value: 65

Hellhounds are wolf-like creatures with reddish-brown fur and glowing red eyes. They tend to live in or near volcanoes or underground.

Despite their appearance as little more than dogs, hellhounds are sapient, and are as intelligent as humans.

Breath Weapon: A hellhound may breathe fire at a single opponent within 10 feet. This fire breath does 3d6 damage, although the target may make a saving throw vs. dragon breath to take half damage.

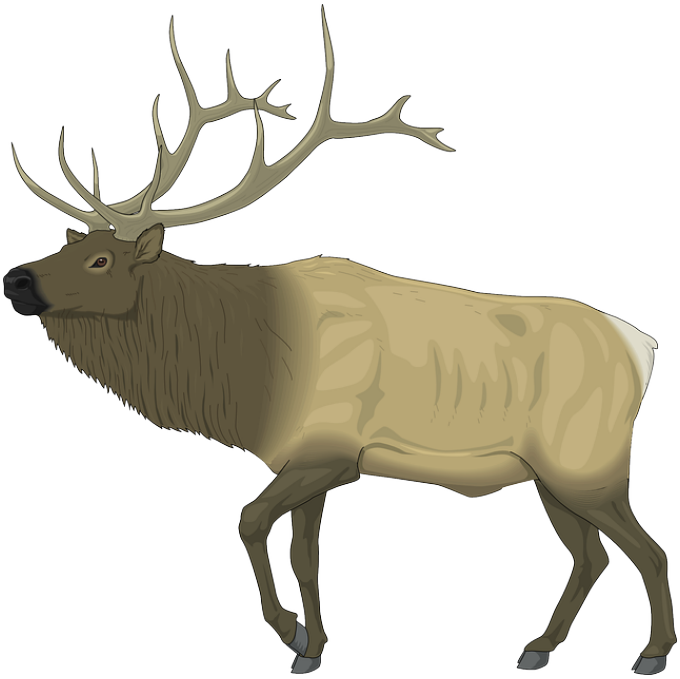
Detect Invisibility: Hellhounds have acute senses that allow them to constantly Detect Invisible.

Herd Animal

Size: Medium-Large
Type: Animal
Habitat: Clear, Woods (Common)
Wandering Group: 1 (Nil)
Lair Group: 3d10 (Nil)
Move: 80 ft.
Armor Class: 7
Hit Dice: 2 (9 HP)
Attacks: Butt (1d4+1)
Special: None
Save: F1
Alignment: None
Intelligence: 2
Morale: 5
XP Value: 20

Herd Animals, ranging from sheep and goats to elks and bison, exist in most parts of the world. They are normally found in extended family groups and small herds, but occasionally a lone male will be found wandering on its own.

Herd animals are not normally aggressive and will usually run from any perceived danger, although some of the larger types may be provoked into circling defensively and protecting their young against the attacks of potential predators.



Hippogriff

Size: Large
Type: Monster
Habitat: Mountains (Rare)
Wandering Group: 0 (Nil)
Lair Group: 2d8 (Nil)
Move: 60 ft., 120 ft. (Fly)
Armor Class: 5
Hit Dice: 3+1 (15 HP)
Attacks: 2x Claw (1d6) & Bite (1d10)
Special: None
Save: F2
Alignment: None
Intelligence: 3
Morale: 8
XP Value: 50

A hippogriff is a creature with the head, wings and front claws of a giant eagle, and the body, back legs and tail of a horse.

Griffons are predators and scavengers that normally take only small live prey or chase other creatures off to steal their kills. However, hippogriffs have a fierce hatred of pegasi and will attack them on sight to drive them away. A hippogriff—even a tamed one—within 120 feet of a pegasus must make a morale check. If it fails, it will attack the pegasus and try to kill it or drive it off.



Hobgoblin

Size: Medium
Type: Humanoid
Habitat: Hills, Mountains, Underground, Woods (Common)
Wandering Group: 1d6 (Q)
Lair Group: 4d6 (D)
Move: 30 ft.
Armor Class: 6
Hit Dice: 1+1 (6 HP)
Attacks: Weapon (By weapon)
Special: Infravision
Save: F1
Alignment: Chaotic
Intelligence: 10
Morale: 8
XP Value: 15

Hobgoblins are larger and stronger cousins of goblins. They look like goblins, but are taller and are more muscular. They have red eyes that glow softly when there is no light.

Hobgoblins do not have their own spellcasters, and this often puts them in a precarious relationship with goblin tribes, as the hobgoblins are naturally more powerful than most of the goblins but cannot dominate them completely because they both fear and need the goblin spellcasters.

As a Class

Hobgoblins can be used as a class using the following statistics:

Ability Requirements: None
Prime Requisite: Strength, Dexterity, Intelligence, or Wisdom
Ability Modifiers: Strength +1, Dexterity -1
Weapons: Any
Armor: Any
Natural AC: 8
Special Abilities: None
Magic Item Use: Fighter

Table 17.27: Hobgoblin Progression

Level	Experience	Hit Dice
0	0	1d8+1
1	1,200	2d8+2
2	2,400	3d8+3
3	4,800	-
4	9,600	4d8+4
5	19,000	5d8+5
6	38,000	6d8+5
7	76,000	-
8	150,000	7d8+5
9	300,000	7d8+7
10+	+240,000	+2 HP

Horse, Draft

Size: Large
Type: Animal
Habitat: Clear (Common)
Wandering Group: 0 (Nil)
Lair Group: 0 (Nil)
Move: 30 ft.
Armor Class: 7
Hit Dice: 3 (14 HP)
Attacks: Bite (1d3)
Special: None
Save: F2
Alignment: None
Intelligence: 2
Morale: 6
XP Value: 35

Draft horses are bred for strength and stamina rather than speed. They are normally used to pull carts and wagons.

Draft horses are a totally domesticated species, and do not occur in the wild.

Horse, Pony

Size: Medium
Type: Animal
Habitat: Clear (Common)
Wandering Group: 0 (Nil)
Lair Group: 5d10 (Nil)
Move: 70 ft.
Armor Class: 7
Hit Dice: 2 (9 HP)
Attacks: 2x Kick (1d4)
Special: None
Save: F1
Alignment: None
Intelligence: 7
Morale: 6
XP Value: 20

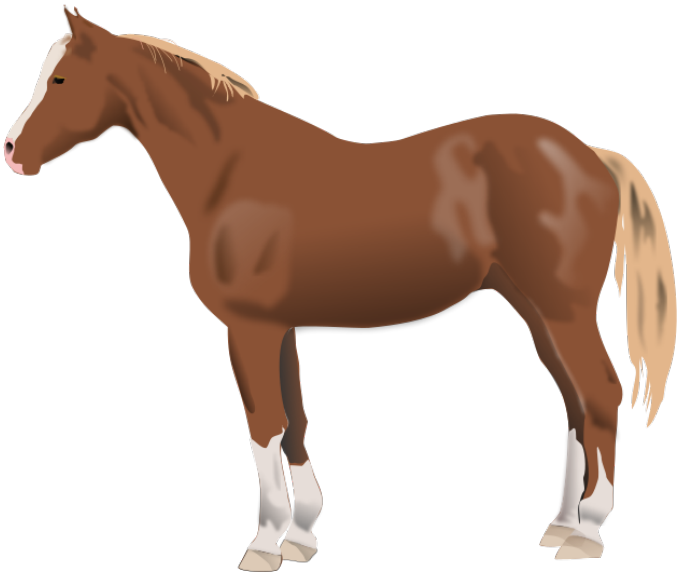
Ponies are mainly domesticated but also occur in the wild.

Because of their small size, ponies are popular mounts for gnomes, halflings and dwarves.

Horse, Riding

Size: Large
Type: Animal
Habitat: Clear, Settled (Common)
Wandering Group: 0 (Nil)
Lair Group: 10d10 (Nil)
Move: 80 ft.
Armor Class: 7
Hit Dice: 2 (9 HP)
Attacks: 2x Kick (1d4)
Special: None
Save: F1
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 20

Riding horses are domesticated horses commonly used for riding. These statistics can also be used for wild horses.



Horse, War

Size: Large
Type: Animal
Habitat: Clear (Common)
Wandering Group: 0 (Nil)
Lair Group: 0 (Nil)
Move: 80 ft.
Armor Class: 7
Hit Dice: 3 (14 HP)
Attacks: 2x Kick (1d6)
Special: Charge
Save: F2
Alignment: None
Intelligence: 2
Morale: 9
XP Value: 20

War horses are strong, heavy horses bred for their courage and willingness to fight.

They are purely a domesticated breed, and do not exist in the wild.

Charge: War horses can do the Charge action in combat, but cannot attack at the end of it. However, if a war horse does a Charge action then its rider gets the double-damage benefit.

Anyone using the Set Spear action against a charging war horse can choose to either hit the horse or its rider.

Hsiao

Size: Large
Type: Monster
Habitat: Woods (Rare)
Wandering Group: 1d4 (Nil)
Lair Group: 1d20 (O)
Move: 30 ft., 70 ft. (Fly)
Armor Class: 5
Hit Dice: 10****
Attacks: 2x Claw (1d6) or Beak (1d4)
Special: Cleric Abilities
Save: C10
Alignment: Lawful
Intelligence: 10
Morale: 9
XP Value: 4,000



Hsiao are giant owl-like creatures with large eyes and broad feathered wings.

Hsiao live in tall trees where they make earthern nests and tunnels.

Hsiao are peaceful philosophers who protect the wilderness from those that would do it harm. They work closely with other woodland creatures and may call on them for aid.

Cleric Abilities: Hsiao can use all *Cleric* abilities as a *Cleric* of 4 levels higher.

As a Class

Hsiao can be used as a class using the following statistics:

Ability Requirements: Intelligence 6, Wisdom 8
Prime Requisite: Wisdom
Ability Modifiers: None
Weapons: Strength -1, Wisdom +1
Natural Attacks: Unchanged (Level -3: 1d2/1d2/1d2, Level -2: 1d3/1d3/1d2, Level -1: 1d4/1d4/1d3, Level 0+: 1d6/1d6/1d4)
Armor: None
Natural AC: 8 (Level -3), 7 (Level -2), 6 (Level -1), 5 (Level 0+)
Special Abilities: Cleric Abilities
Magic Item Use: Cleric

Table 17.28: Hsiao Progression

Level	Experience	Hit Dice
-3	-8,000	1d8
-2	-6,000	2d8
-1	-4,000	3d8
0	0	4d8
1	8,000	5d8
2	24,000	6d8
3	56,000	7d8
4	115,000	8d8
5	250,000	9d8
6	500,000	10d8
7	800,000	11d8
8	1,100,000	12d8
9	1,400,000	13d8
10	1,700,000	14d8
11	2,000,000	15d8
12+	+300,000	+1 HP

Human, Bandit

Size: Medium
Type: Human
Habitat: Any (Common)
Wandering Group: 2d4 (U)
Lair Group: 2d10 (A)
Move: 30 ft.
Armor Class: 6
Hit Dice: 1 (5 HP)
Attacks: Weapon (By weapon)
Special: None/Leader (As Class)
Save: R1
Alignment: Any
Intelligence: 11
Morale: 8
XP Value: 10

The statistics given here are for typical sorts of robbers such as bandits, brigands, buccaneers, and pirates. Bandit leaders are likely to be higher level characters with the same classes and abilities that player characters have.

Human, Commoner

Size: Medium
Type: Human
Habitat: Any (Common)
Wandering Group: 1d4 (P)
Lair Group: 3d20 (U)
Move: 40 ft.
Armor Class: 9
Hit Dice: 1-1 (4 HP)
Attacks: Weapon (By weapon)
Special: None
Save: F0
Alignment: Any
Intelligence: 10
Morale: 6
XP Value: 5

The statistics given here are for a normal human with no combat experience, such as peasants, artists, servants or townsfolk.

Human, Noble

Size: Medium
Type: Human
Habitat: Any (Common)
Wandering Group: 1 (Vx3)
Lair Group: 2d6 (D+B)
Move: 20 ft.
Armor Class: 2
Hit Dice: 5* (23 HP)
Attacks: Weapon (By weapon)
Special: None
Save: F5
Alignment: Any
Intelligence: 10
Morale: 8
XP Value: 400

These statistics are for a minor non-landed noble such as a knight. Such a noble will have extensive combat training, but little practical experience.

More experienced nobles who are in charge of fiefdoms and are proven in battle are likely to be at least 9th level characters with the same classes and abilities that player characters have.

Human, Nomad

Size: Medium
Type: Human
Habitat: Any (Common)
Wandering Group: 1 (P)
Lair Group: 4d10 (A)
Move: 40 ft.
Armor Class: 8
Hit Dice: 1 (4 HP)
Attacks: Weapon (By weapon)
Special: None
Save: F1
Alignment: None
Intelligence: 11
Morale: 8
XP Value: 10

The statistics given here are for wandering tribesmen. They are fervent traders and usually have various knowledge about other lands.

Human, Trader

Size: Medium
Type: Human
Habitat: Any (Common)
Wandering Group: 1 (U)
Lair Group: 1d20 (A)
Move: 30 ft.
Armor Class: 5
Hit Dice: 1 (4 HP)
Attacks: Weapon (By weapon)
Special: None
Save: F1
Alignment: None
Intelligence: 11
Morale: 7
XP Value: 10

The statistics given here are for merchants that travel from town to town in caravans buying and selling various goods.

Human, Veteran

Size: Medium
Type: Human
Habitat: Any (Common)
Wandering Group: 2d4 (U)
Lair Group: 4d10 (A)
Move: 30 ft.
Armor Class: 6
Hit Dice: 2 (9 HP)
Attacks: Weapon (By weapon)
Special: None/Leader (As Class)
Save: F1
Alignment: Any
Intelligence: 11
Morale: 10
XP Value: 20

These statistics can be used for squads of soldiers or mercenary companies who have seen plenty of real action (as opposed to merely training) and are somewhat battle-hardened.

The leaders of such groups are likely to be higher level characters, usually fighters, with the same classes and abilities that player characters have.

Hydra

Size: Large
Type: Dragon
Habitat: Swamp (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (B)
Move: 40 ft.
Armor Class: 5
Hit Dice: Varies
Attacks: Varies
Special: None
Save: Varies
Alignment: None
Intelligence: 2
Morale: 11
XP Value: Varies

Hydras are creatures with snake-like bodies that split into between 5 and 12 necks and heads. See *Table 17.29: Hydra Abilities by Number of Heads* for the statistics of hydras that vary by number of heads.

Each head of a hydra can operate independently, and can make a single bite attack in combat for 1d10 damage.

Damage to a hydra's heads is not tracked independently, but for each 8 damage that the hydra takes from any source, one head will cease to function and no longer be able to attack.

Hydras are very territorial and aggressive creatures, and will attack any who approach the swamp or lake where they live.

Table 17.29: Hydra Abilities by Number of Heads

Number of Heads	Hit Dice	Save	XP
5	5 (23 HP)	F5	175
6	6 (27 HP)	F6	275
7	7 (32 HP)	F7	450
8	8 (36 HP)	F8	650
9	9 (41 HP)	F9	900
10	10 (45 HP)	F10	1,000
11	11 (50 HP)	F11	1,100
12	12 (54 HP)	F12	1,250

Flying Hydra

Flying hydras have huge bat-like wings which allow them to fly at 60 feet per round. Their hit dice are 5-9*.

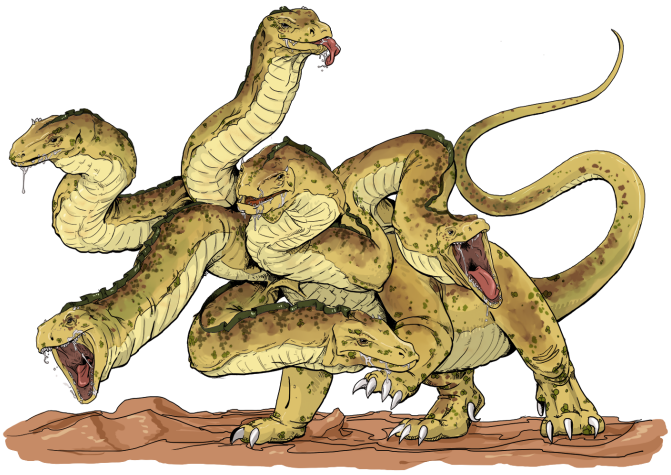
Swoop: Flying hydras can swoop down on an opponent and either attack them or carry them off if they are human-sized or smaller. Up to three heads can perform these actions when swooping.

Regenerating Hydra

Regeneration: Regenerating hydras regenerate 3 hit points per round until slain. Damage from fire cannot be regenerated.

Sea Hydra

Sea hydras can breath underwater and have fins instead of legs.



Imp, Wood

Size: Small
Type: Humanoid
Habitat: Woods (Rare)
Wandering Group: 1d4 (S)
Lair Group: 8d10 (C+N)
Move: 30 ft.
Armor Class: 6
Hit Dice: 3/4* (3 HP)
Attacks: Bite (1d3), Weapon (By Weapon)
Special: Camouflage, Poison Arrow
Save: F0
Alignment: Chaotic
Intelligence: 15
Morale: 7 or 9
XP Value: 725

Wood imps are small humanoids with green skin and wild tangled hair; usually with twigs and leafs stuck in it. They have a round face with a wide mouth containing needle-shaped teeth.

Wood imps are protective of their territory. They will hunt intruders and lay traps for them. When hunting, wood imps ride a *Huge Wood Spider*. Rather than attacking directly, wood imps prefer to lure the intruders into their traps where the victim is captured or slain by the wood imp's poison arrow.

Camouflage: The wood imp's green skin provide remarkably effective camouflage in wooded surroundings, causing the wood imp to surprise their opponents on a 1-3 on 1d6.

Poison Arrow: Wood imps may spend 1 round extracting poison from their huge wood spider mount and coating their arrows with it. Anyone struck by these poison arrows must make a saving throw vs. poison with a +2 bonus or suffer 1d8 points of damage and become *Sluggish* for 2d4+2 rounds. The poison arrows must be used the round after it was extracted or the poison evaporates. Poison from a dead huge wood spider is inefective.

Spellcasting

Wood imps can be shamans (to 4th level).

As a Class

Wood imps can be used as a class using the following statistics:

Ability Requirements: Strength 6, Dexterity 6
Prime Requisite: Dexterity
Ability Modifiers: None
Weapons: Any
Armor: Any
Natural AC: 8
Special Abilities: Camouflage
Magic Item Use: Fighter

Table 17.30: Wood Imp Progression

Level	Experience	Hit Dice
0	0	1d4
1	800	2d4
2	1,600	3d4
3	3,200	3d4
4	6,400	4d4
5	12,800	5d4
6	25,000	6d4
7	50,000	7d4
8	100,000	8d4
9	200,000	9d4
10	360,000	10d4
11+	+160,000	+2 HP

Insect Swarm

Size: Small
Type: Animal
Habitat: Any (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1d3 (Nil)
Move: 10 ft., 20 ft. (Fly)
Armor Class: 7
Hit Dice: 2* (9 HP)
Attacks: Special
Special: None
Save: F0
Alignment: None
Intelligence: 0
Morale: 11
XP Value: 25

An insect swarm is a multitude of tiny insects acting as a single creature. Some insects swarm naturally, but others only swarm when commanded by the magical power of another creature.

A swarm fills a 10-by-10-by-30-foot area, and automatically hits any creature in the area each round for 2 points of damage (if the creature is AC 5 or better) or 4 damage (if the creature is AC 6 or worse). This damage represents many stings and bites.

Any creature in the area whose action for the round is either to run from the area or to swat the insects with a weapon or torch will take only 1 damage.

Attacking the swarm by swatting insects with a melee weapon will only do a single point of damage to it. Swarms are not harmed by missile weapons. Fire and cold attacks or area effect attacks do full damage to a swarm.



Invisible Stalker

	Prime Plane	Home Plane
Size:	Medium	Medium
Type:	Extraplanar	Extraplanar
Habitat:	Any	Elemental Plane of Air (Rare)
Wandering Group:	1 (Nil)	1 (Nil)
Lair Group:	0 (Nil)	0 (Nil)
Move:	40 ft.	120 ft.
Armor Class:	7	7
Hit Dice:	8* (36 HP)	1-12 HD* (5-54 HP)
Attacks:	Bash (4d4)	Bash ((HD/2)d4)
Special:	Natural Invisibility	ESP, Shapeshift
Save:	F8	F(HD)
Alignment:	Neutral	Neutral
Intelligence:	11	11
Morale:	12	12
XP Value:	1,200	By HD (see *Table 17.1: Base Monster Abilities*)

Invisible stalkers are extraplanar creatures that appear to be roughly humanoid in shape with a curiously "melted" appearance.

Invisible stalkers are often summoned to the prime plane to perform tasks. They hate such service, and will often try to go against the spirit of their instructions to the detriment of the person summoning them, while still being forced to obey the letter of them.

Natural Invisibility: Their natural invisibility allows the invisible stalker to surprise opponents on a roll of 1-5 on 1d6, unless those opponents can see invisible creatures.

Home Plane

Invisible stalkers originate from the Elemental Plane of Air. When on that plane their true form is nearly identical to an air elemental.

ESP: Invisible stalkers can use ESP at will as the spell *ESP*.

Shapechange: Invisible stalkers can change shape at will into any creature native to the Elemental Plane of Air.

Iron Urchin

Size: Medium
Type: Monster
Habitat: Elemental Plane of Earth (Very Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 10d100 (Nil)
Move: 80 ft.
Armor Class: 2*
Hit Dice: 9* (41 HP)
Attacks: 3x Spike (1d12)
Special: Immunity (Normal Weapons, Poison, Spells < 3rd level), Spell-like Abilities
Save: E9
Alignment: Lawful
Intelligence: 10
Morale: 9
XP Value: 1,600

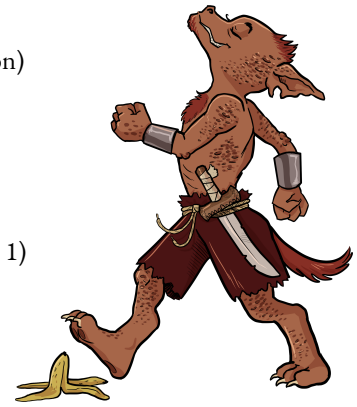
Iron urchins have the appearance of a central ball 2 feet in diameter surrounded on all sides by 3-foot spikes, all made of iron.

An iron urchin has no visible sensory organs, mouth or other features, and feeds by absorbing mineral nutrients directly from the earth through its skin. They communicate solely by telepathy, and are usually friendly to outsiders unless provoked.

Spell-like Abilities: An iron urchin can cast the following spells as if a 9th level caster: *Detect Invisible* (at will), *Detect Magic* (at will), *Haste* (at will), *Detect Magic* (at will), *Ice Storm/Wall of Ice* (at will), *Earth to Air* (3/day), and *Air to Earth* (3/day).

Kobold

Size: Small
Type: Humanoid
Habitat: Hills, Mountains, Underground, Woods (Common)
Wandering Group: 4d4 (P)
Lair Group: 6d10 (J)
Move: 30 ft.
Armor Class: 7
Hit Dice: 1/2 (3 HP)
Attacks: Weapon (By weapon - 1)
Special: Infravision
Save: F0
Alignment: Chaotic
Intelligence: 5
Morale: 9
XP Value: 5



Kobolds are hairless humanoids with heads shaped like those of hounds. Their skin is soft and dry like that of a snake, with patchy yellowish brown pigmentation. Kobolds do not have tails.

Kobolds have keen senses. Although not too bright in general, kobolds have an innate genius for trap building.

Kobolds usually live underground in clans in well guarded lairs. They are keen and gregarious, if unscrupulous and immoral, opportunists; easily convinced to work with other races on some common scheme.

Kobolds prefer not to fight at all, letting traps do the work for them. If forced to fight, their preferred method is ambush and hit-and-run tactics, combining surprising bravery with practical self-preservation.

Spellcasting

Kobolds can be shamans (to 6th level) or sorcerers (to 4th level).

As a Class

Kobolds can be used as a class using the following statistics:

Ability Requirements: None
Prime Requisite: Strength, Dexterity, Intelligence, or Wisdom
Ability Modifiers: Strength -4, Dexterity +3
Weapons: Any small
Armor: Any except large shields
Natural AC: 7
Special Abilities: None
Magic Item Use: Fighter

Table 17.31: Kobold Progression

Level	Experience	Hit Dice
0	0	1d4
1	500	2d4
2	1,000	3d4
3	2,000	4d4
4	4,000	5d4
5	8,000	6d4
6	16,000	7d4
7	30,000	8d4
8	60,000	9d4
9	120,000	9d4+2
10+	+100,000	+2 HP

Leech, Giant

Size: Small
Type: Animal
Habitat: Swamp (Common)
Wandering Group: 0 (Nil)
Lair Group: 1d4 (Nil)
Move: 30 ft.
Armor Class: 7
Hit Dice: 6 (27 HP)
Attacks: Bite (1d6)
Special: Drain Blood
Save: F3
Alignment: None
Intelligence: 0
Morale: 10
XP Value: 275

Giant leeches are parasitic worm-like creatures that suck blood from prey larger than themselves.

Drain Blood: If a leech's bite succeeds, it will hold on to that victim and begin to drain their blood. The victim suffers 1d6 points of damage for every round their blood is being drained. The leech will continue to drain the victim's blood until either the leech or the victim is dies.

Leprechaun

Size: Small
Type: Fey
Habitat: Woods (Rare)
Wandering Group: 1d10 (See Below)
Lair Group: 1 (See Below)
Move: 20 ft.
Armor Class: 5
Hit Dice: 1/4 (2 HP)
Attacks: Weapon (By weapon)
Special: Invisibility to Mortals
Save: E1
Alignment: Lawful
Intelligence: 14
Morale: 6
XP Value: 6

Leprechauns are small humanoids with pointed ears. Their other psychical traits vary widely.

Leprechauns are the chief craftsmen of the fey, making things such as clothes, weapons, wine casks, and magical items. They trade these items to other fey for food, material, and treasure. Leprechaun loathe evil creatures and those that cause harm to their environment. They will ward of such creatures to the best of their ability.

Invisibility to Mortals: Leprechauns can not turn *Invisible* if a mortal is viewing them.

As a Class

Leprechauns can be used as a class using the following statistics:

Fey Spells: Leprechauns can cast fey spells. See *Chapter 8: Spell Descriptions* for detailed descriptions of these spells.

Ability Requirements: Dexterity 9, Constitution 5, Intelligence 9
Prime Requisite: Dexterity and Intelligence
Ability Modifiers: Strength -2, Dexterity +2, Constitution -2, Charisma +2
Weapons: Daggers
Armor: None
Natural AC: 7
Special Abilities: Fey Spells, Invisibility to Mortals
Magic Item Use: All except Cleric

Table 17.32: Leprechaun Progression

Level	Experience	Hit Dice
0	0	1d2
1	2,000	1d4+1d2
2	4,000	2d4
3	8,000	3d4
4	16,000	4d4
5	32,000	5d4
6	64,000	6d4
7	130,000	7d4
8	260,000	8d4
9	520,000	9d4
10	780,000	9d4
11+	+260,000	+1 HP

Table 17.33: Leprechaun Spells per Day by Spell Level

	Spell Level				
Level	**1**	**2**	**3**	**4**	**5**
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	2	2	-	-	-
5	2	2	1	-	-
6	3	2	2	-	-
7	3	2	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	4	3	3	2	2
11	4	4	4	3	3
12*	4	4	4	4	4

*Maximum level that spells may be obtained.

Lich

Size: Medium
Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 0 (Nil)
Lair Group: 1 (Hx4)
Move: 30 ft.
Armor Class: Varies
Hit Dice: Varies
Attacks: Touch (1d10+Special) or Weapon (By weapon) or Spell
Special: Cleric/Wizard Abilities, Despair, Immunity (Cold, Death Spells, Lightning, Mind Effects, Normal Weapons, Poison, Polymorph, Spells < 4th level), Paralyzing Touch, Summon Undead
Save: Varies
Alignment: Varies
Intelligence: 18+
Morale: 10
XP Value: Varies

A lich is a human cleric or wizard who has used a forbidden arcane ritual to turn themselves into an undead creature. Although theoretically a lich can have any personality and alignment, it is normally only the most depraved or desperate individuals who are willing to perform the ritual.

A lich's skeletal form is armor class 0 (unless wearing better armor).

Because liches are so intelligent, the Game Master should put thought and preparation into their motivations and tactics, in particular the potential for them to have cast the Permanence and Contingency spells on themselves. A lich will not simply be randomly encountered and get into a pointless fight where it has a chance of dying.

A lich will be accompanied by undead minions that it controls as an Undead Liege, and often by other servants or minions.

A lich is treated as if it had hit dice equal to its level for the purposes of experience value, plus the equivalent of five asterisks if a cleric, or six if a wizard.

Cleric/Wizard Abilities: A lich will have all the abilities of a cleric or wizard of level 21 or higher.

Despair: Any living creature with fewer than 5 hit dice will flee in terror (no saving throw) from a lich for 2d6 rounds.

Paralyzing Touch: The touch of a lich does 1d10 cold damage and paralyzes any living creature for 1d100 days unless the creature can make a saving throw vs. paralysis. The paralysis can be removed by a Dispel Magic spell.

Summon Undead: A lich can summon undead by concentrating although it does not know what type of undead will turn up. Each time a lich summons undead, refer to *Table 17.34: Lich* to determine randomly what type of undead arrive in 1d100 rounds.

Table 17.34: Lich

1d20	Type
1-5	2d4 Spectres
6-9	1d6 Vampires
10-12	1d3 Phantoms
13-15	1d2 Ghosts
16	1d2 Poltergeists
17	1 Druj
18	1 Revenant
19	1 Nightshade
20	1 Undead Gazer

Living Statue

Living statues are constructs made from a humanoid figure sculpted from a specific material. A stationary living statue cannot be distinguished from a statue made of the same material as them.

Living statues are the most commonly encountered type of construct, and are somewhat more intelligent than most other constructs, and while unable to speak; they are able to follow more complex orders.

Living Crystal Statue

Size: Medium
Type: Construct
Habitat: Any (Common)
Wandering Group: 1d6 (Nil)
Lair Group: 1d6 (Nil)
Move: 30 ft.
Armor Class: 4
Hit Dice: 3 (14 HP)
Attacks: 2x Bash (1d6)
Special: Immunity (Mind Effects, Poison)
Save: F3
Alignment: Lawful
Intelligence: 7
Morale: 11
XP Value: 35

Living crystal statues are made up of crystals.

Living Iron Statue

Size: Large
Type: Construct
Habitat: Any (Common)
Wandering Group: 1d4 (Nil)
Lair Group: 1d4 (Nil)
Move: 10 ft.
Armor Class: 2*
Hit Dice: 4* (18 HP)
Attacks: 2x Bash (1d8)
Special: Absorb Weapon, Immunity (Mind Effects, Poison)
Save: F4
Alignment: Neutral
Intelligence: 7
Morale: 11
XP Value: 125

Living iron statues are made up of iron and steel.

Absorb Weapon: When a living iron statue is struck with a non-magical metal weapon, the attacker must make a saving throw vs. spells or the weapon will be become stuck in the golem. A stuck weapon can not be removed until the statue is destroyed. Should the statue not be destroyed, the weapon will be absorbed into the statue's body over a period of time.

Living Stone Statue

Size: Large
Type: Construct
Habitat: Any (Common)
Wandering Group: 1d3 (Nil)
Lair Group: 1d3 (Nil)
Move: 20 ft.
Armor Class: 4
Hit Dice: 5* (23 HP)
Attacks: 2x Squirt (2d6) or 2x Bash (2d6)
Special: Immunity (Mind Effects, Poison), Magma Shot
Save: F5
Alignment: Chaotic
Intelligence: 7
Morale: 11
XP Value: 300

Living stone statues are made of stone.

Magma Shot: A living stone statue attacks by squirting magma from its fingertips at opponents within 20 feet, or simply bashing those that come within melee range.

Lizard, Giant Draco

Size: Medium
Type: Animal
Habitat: Desert, Underground, Woods (Common)
Wandering Group: 1d4 (U)
Lair Group: 1d8 (Nil)
Move: 40 ft., 50 ft. (Glide)
Armor Class: 5
Hit Dice: 4+2 (20 HP)
Attacks: Bite (1d10)
Special: Glide
Save: F3
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 125

Giant draco lizards are 6 foot long carnivorous lizards with flaps of skin between their front and rear legs that let them glide through the air.

Glide: Giant draco lizard may leap out of tall trees and glide down at their prey. The initial glide attack should be treated as a Charge action.

Lizard, Giant Gecko

Size: Medium
Type: Animal
Habitat: Desert, Underground, Woods (Common)
Wandering Group: 1d6 (U)
Lair Group: 1d10 (Nil)
Move: 40 ft.
Armor Class: 5
Hit Dice: 3+1 (15 HP)
Attacks: Bite (1d8)
Special: Seta
Save: F2
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 50

Giant geckos are 5 carnivorous lizards that hunt halfling sized or smaller creatures by climbing up above them and dropping on them.

Seta: Giant geckos have sticky pads on their feet that allow them to walk on any surface, including smooth glass walls and ceiling.

Lizard, Giant Horned

Size: Large
Type: Animal
Habitat: Desert, Underground, Woods (Common)
Wandering Group: 2d4 (U)
Lair Group: 1d6 (Nil)
Move: 40 ft.
Armor Class: 2
Hit Dice: 5* (23 HP)
Attacks: Bite (2d4) & Horn (1d6)
Special: Tongue Grab
Save: F3
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 300

Giant horned lizards can change color to match their surroundings, surprising prey on a 1-5 on 1d6.

Horned lizards favor hunting giant insects, but will hunt other creatures if hungry.

Tongue Grab: Horned lizards can shoot their tongues 10 feet and anything human-sized or smaller hit by the tongue will be dragged into the lizard's mouth and automatically bitten.

Lizard, Giant Tuatara

Size: Large
Type: Animal
Habitat: Desert, Underground, Woods (Common)
Wandering Group: 1d2 (V)
Lair Group: 1d4 (Nil)
Move: 30 ft.
Armor Class: 4
Hit Dice: 6 (27 HP)
Attacks: 2x Claw (1d4) & Bite (1d6)
Special: Infravision
Save: F3
Alignment: None
Intelligence: 2
Morale: 6
XP Value: 275

Giant tuatara lizards are heavily built lizards with lumpy armored skin. They look somewhat like elongated toads.

Tuatara hunt at night.

Lizardfolk

Size: Medium
Type: Humanoid
Habitat: River, Swamp, Underground (Common)
Wandering Group: 2d4 (Nil)
Lair Group: 6d6 (D)
Move: 20 ft., 40 ft. (Swim)
Armor Class: 5
Hit Dice: 2+1
Attacks: Weapon (By weapon + 1)
Special: Infravision
Save: F2
Alignment: Neutral
Intelligence: 6
Morale: 12
XP Value: 25

Lizardfolk are humanoid crocodilians, often found in swamps or along rivers.

Although not particularly evil or intelligent, lizardfolk are cannibalistic and particularly like to eat any other intelligent humanoid if given the chance.

When swimming, lizardfolk look just like crocodiles.

Lizardfolk have a 30% chance to hide while in a swamp.

Lizardfolk live a simple hunter-gatherer existence, and have no technology beyond a basic spear or club. Surprisingly, they don't bite in combat. Although they have powerful jaws, their shape and stance prevents them from being effective in a fight while on land.

Lizardfolk often find themselves in uneasy truces with other races who provide them tributes of food (the only thing they value) in order to prevent them raiding.

Spellcasting

Lizardfolk can be shamans (to 6th level) or sorcerers (to 4th level).

As a Class

Lizardfolk can be used as a class using the following statistics:

Delayed Intellect: When rolling for *Intelligence*, Lizardfolk only roll a 1d4+2. Their *Intelligence* score may not be enhanced by adjusting ability scores. When gaining a level the lizardfolk must roll an intelligence check. If the check fails, the lizardfolk gains one point of *Intelligence*. Their *Intelligence* may never be raised above eight in this way.

Ability Requirements: Strength 8, Constitution 6
Prime Requisite: Strength
Ability Modifiers: None
Weapons: Any
Armor: Any
Natural AC: 7
Special Abilities: None
Magic Item Use: Fighter

Table 17.35: Lizardfolk Progression

Level	Experience	Hit Dice
-1	-1,200	1d8+1
0	0	2d8+1
1	1,200	3d8+2
2	3,600	4d8+3
3	8,400	-
4	18,000	5d8+3
5	37,200	6d8+4
6	75,600	7d8+4
7	152,400	-
8	306,000	8d8+5
9+	+300,000	+2 HP

Locust, Giant

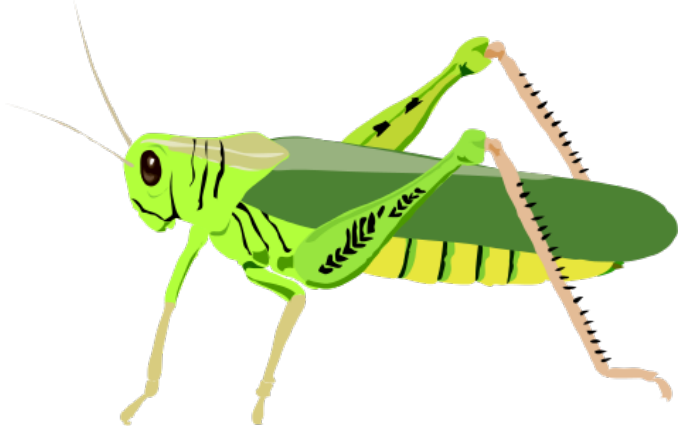
Size: Small
Type: Animal
Habitat: Underground (Common)
Wandering Group: 2d10 (Nil)
Lair Group: 0 (Nil)
Move: 20 ft., 60 ft. (Jump)
Armor Class: 4
Hit Dice: 2** (9 HP)
Attacks: Bite (1d2) or Jump (1d4) or Special
Special: Spit
Save: F2
Alignment: None
Intelligence: 0
Morale: 5
XP Value: 30

Giant locusts live underground and eat fungus and molds of all types. They are immune to poisons and the dissolving attacks of oozes.

Although giant locusts can give a nasty bite, they prefer to flee by jumping away from intruders. Unfortunately, their panicked jumping is 50% likely to be straight at their targets, in which case they should roll a jump attack against a random target.

Spit: If cornered and unable to jump away, a giant locust will make a piercing scream, and spit a blob of goo at an attacker within 10 feet.

If it hits, the goo does no damage, but the attacker must make a saving throw vs. poison or be able to do nothing but retch for 10 minutes due to the smell. Once the 10 minutes has passed, the victim of the goo attack is used to the smell, but other characters coming within 5 feet of them are subject to the same retching unless they can make a saving throw vs. poison. Giant locust spittle can be washed off with water.



Lycanthrope

A lycanthrope is a human suffering from lycanthropy, a magical disease which allows them change into a animal-like humanoid.

Immunity to Non-Silver Weapons: Lycanthropes are only hurt by silver weapons while in beast form.

Lycanthropy: Any human who loses more than half their hit points to a lycanthrope becomes a lycanthrope of the same type within 2d12 days. Non-humans who contract the disease are killed by it in the same time. Symptoms start to show after half the duration, and can only be cured by a Cure Disease cast by an 11th level or higher caster.

Summon Animals: Lycanthropes can summon 1d2 animals of their type to help them once per day.

Transform: Lycanthropes can take two forms. Human form, which is their form before being inflicted with lycanthropy and beast form which is an animal-like humanoid.

Human Form: After transforming into beast form, the lycanthrope automatically reverts to their human form at sunrise.

Beast Form: During a full moon, the lycanthrope is forced to take their beast form. The lycanthrope can attempt to resist this change with a successful saving throw vs. spells with a -4 penalty if there is a full moon or a -2 penalty if its the day before or after a full moon.

Lycanthrope may also voluntarily take this form at any other time. When changing into beast form, all equipment carried by the lycanthrope drops to the ground and they are unable to use it while in this form. The lycanthrope can only speak and understand the language of their animal type. If the lycanthrope is a spellcaster, they forget all their prepared spells when taking this form.

Vulnerability to Silver: Lycanthropes are allergic to silver. If a lycanthrope is touching silver for more than one turn, than they break out into a painful rash unless they make a successful saving throw vs. poison.

Vulnerability to Wolfsbane: Lycanthrope are allergic to *Wolfsbane*. If a lycanthrope touches it, they must make a saving throw vs. poison or run in fear for 2 turns as if effected by a *Cause Fear* spell.

As a Class

Lycanthrope can be used as a *Secondary Class* with the following statistics:

Experience is only gained in this class while in beast form.

Transform: A lycanthrope can voluntarily change into beast form with a successful *Constitution* check with a +2 bonus if within a week of a full moon or a -2 penalty otherwise. This can be attempted once per hour and can only be done at night when the moon is shining. The transformation takes 15 minutes minus one for each level above -3 (minimum of 1 round).

Starting at level -2, a lycanthrope can voluntarily change into beast form at night without the moon.

Starting at level -1, a lycanthrope can voluntarily change into beast form at any time.

Starting at level 1, a voluntarily change can be attempted once per turn.

Starting at level 9, no *Constitution* check is required to change into beast form.

Starting at level 9, the lycanthrope's beast form becomes a hybrid form. In this form, the lycanthrope can use all abilities from both their human and beast form. When changing to this hybrid form, equipment is not dropped and can be used by the lycanthrope. Also, if they are a spellcaster, they do not forget their prepared spells.

Resistance to Non-Silver Weapons: Starting at level -2, lycanthropes only take half damage from normal weapons.

Starting at level -1, they take only 1/4th damage from normal weapons.

Starting at level 0, they do not take any damage from normal weapons.

Speak With Animals: Starting at level -2, a lycanthrope can speak with other lycanthropes and animals of their type while in beast form.

Immunity to Non-Silver Weapons: This ability is not gained until level 0.

Summon Animals/Lycanthrope: This ability is not gained until level 0. The amount of animals summoned increases with level: 1d4 at 2nd, 1d6 at 4th, 1d8 at 6th, and 1d8 at 10th.

Starting at 5th level, some of these summoned animals will instead be lycanthropes of the player's type. The amount of lycanthrope summoned is determined by the Game Master.

Fast Healing: Starting at 3rd level, a lycanthrope regains 1d4+1 hit points while resting in beast form for a full day. An additional hit point is regained for every three levels the lycanthrope has attained.

Werebat

Size: Medium
Type: Monster
Habitat: Underground (Common)
Wandering Group: 2d6 (Nil)
Lair Group: 1d8 (C)
Move: 20 ft., 60 ft. (Fly)
Armor Class: 4, 9 (Human)
Hit Dice: 3+3* (23 HP)
Attacks: Bite (1d4) or Weapon (By weapon)
Special: Cause Disease, Immunity to Charm, Immunity to Non-Silver Weapons, Lycanthropy, Summon Animals, Summon Werebats, Transform, Vulnerability to Silver, Vulnerability to Wolfsbane
Save: F3
Alignment: Chaotic
Intelligence: 10
Morale: 7
XP Value: 75

Sometimes confused for vampires, these dangerous flying creatures can change form at will.

Cause Disease: When bitten by a werebat, there is a 1 in 6 chance that the victim will become inflicted with a non-magical disease (GM's choice).

Summon Werebats: Werebats can summon 1d4 other Werebats. These Werebats can't summon additional Werebats..

As a Class
Werebats can be used as a class using the following statistics:

Echolocation: Werebats can find their way even in situations where they cannot see. By emitting ultrasonic squeaks and than listening for the echoes, the werebat can tell the dimensions of an enclosed space and their position within it. This will also reveal the size, outline, distance, and movement of all objects within 60 ft. of the werebat. Individuals can only be recognized this way if the werebat is within 10 ft of them and they are very distinctive.

Shriek: Starting at 7th level, a werebat can emit a piercing scream for 1d3 rounds which can stun creatures and shatter glass within 120 yards.

All creatures within range must make saving throw vs. spells or become stunned for 1d6 rounds.

This ability may be used up to three times per day.

Summon Werebats: Werebats gain this ability at level 0.

Ability Requirements:
Prime Requisite: Strength
Ability Modifiers: Dexterity +1, Constitution +1, Charisma -2
Weapons: Special
Armor: Special
Natural AC: 7 (Level -3), 6 (Level -2), 5 (Level -1), 4 (Level 0+)
Special Abilities:
Magic Item Use: Fighter

Table 17.36: Werebat Progression

Level	Experience	Hit Dice
-3	-6,400	1d8+1
-2	-3,200	2d8+2
-1	-1,600	-
0	0	3d8+3
1	6,400	4d8+4
2	19,200	5d8+5
3	44,800	-
4	96,000	6d8+5
5	198,400	7d8+5
6	403,200	8d8+5
7	700,000	-
8	1,000,000	9d8+5
9+	+300,000	+2 HP

Table 17.37: Werebear Progression

Level	Experience	Hit Dice
-3	-54,400	3d8
-2	-40,800	4d8
-1	-27,200	5d8
0	0	6d8
1	54,400	7d8
2	163,200	8d8
3	380,800	-
4	680,000	9d8
5	980,000	10d8
6	1,280,000	11d8
7	1,580,000	-
8	1,880,000	12d8
9+	+300,000	+2 HP

Werebear

Size: Large, Medium (Human)
Type: Monster
Habitat: Hills, Mountains, Woods (Common)
Wandering Group: 1d4 (Nil)
Lair Group: 1d4 (C)
Move: 40 ft.
Armor Class: 2, 8 (Human)
Hit Dice: 6* (27 HP)
Attacks: 2x Claw (2d4) & Bite (1d8) or Weapon (By weapon)
Special: Hug, Immunity to Charm, Immunity to Non-Silver Weapons, Lycanthropy, Summon Animals, Transform, Vulnerability to Silver, Vulnerability to Wolfsbane
Save: F6
Alignment: Neutral
Intelligence: 10
Morale: 10
XP Value: 500

Unlike most lycanthropes, werebears retain most of their intelligence and personality while in beast form, and can sometimes be reasoned with.

Hug: If both of a werebear's claws hit the same target, the werebear can hug the target for an extra 2d8 damage.

As a Class

Werebears can be used as a class using the following statistics:

Plant Path: Starting at 7th level, a werebear can cause plants and trees in their path to bend or move aside. This ability can be used any number of times per day as long as the total rounds do not exceed the wearbear's level.

Ability Requirements:
Prime Requisite: Strength
Ability Modifiers: Strength +3, Dexterity -2, Constitution +2, Wisdom -2, Charisma -1
Weapons: Special
Armor: Special
Natural Attacks: Claw (1d4) or Bite (1d8) (Level -3), 2x Claw (2d4) & Bite (1d8) (Level -2 and up)
Natural AC: 5 (Level -3), 4 (Level -2), 3 (Level -1), 2 (Level 0+)
Special Abilities:
Magic Item Use: Fighter

Wereboar

Size: Medium
Type: Monster
Habitat: Woods (Common)
Wandering Group: 1d4 (Nil)
Lair Group: 2d4 (C)
Move: 50 ft.
Armor Class: 4, 9 (Human)
Hit Dice: 4+1* (19 HP)
Attacks: Gore (2d6) or Weapon (By weapon)
Special: Immunity to Charm (Animal), Immunity to Non-Silver Weapons, Lycanthropy, Summon Animals, Transform, Vulnerability to Silver, Vulnerability to Wolfsbane
Save: F4
Alignment: Neutral
Intelligence: 10
Morale: 9
XP Value: 200

Wereboars are very belligerent and aggressive, even in human form. In human form they act as berserkers.

As a Class

Wereboars can be used as a class using the following statistics:

Berserk: Wereboars in any form must make a Wisdom (use current form) check when entering combat. If the check failed, the wereboar goes berserk, which grants them +2 to hit and causes them to fight to the death.

Stamp of Doom: Starting at 7th level, a wereboar can stamp the ground causing shockwaves for 1 turn. The effect spreads out from the wereboar's forefoot in the shape of a cone Wereboar's level x 4 in length and half that in width. All creatures within the radius suffer a -2 to all checks and there is a 2 in 6 chance that they fall down.

Ability Requirements:
Prime Requisite: Strength
Ability Modifiers: Strength +2, Dexterity -1, Constitution +2, Wisdom -1, Charisma -2
Weapons: Special
Armor: Special
Natural Attacks: Gore (1d6 [Level -3 to -2], 2d6 [Level -1 and up])
Natural AC: 7 (Level -3), 6 (Level -2), 5 (Level -1), 4 (Level 0+)
Special Abilities:
Magic Item Use: Fighter

Table 17.38: Wereboar Progression

Level	Experience	Hit Dice
-3	-12,800	1d8+1
-2	-9,600	2d8+1
-1	-6,400	3d8+1
0	0	4d8+1
1	12,800	5d8+2
2	38,400	6d8+2
3	89,600	-
4	192,000	7d8+2
5	396,900	8d8+2
6	696.000	9d8+3
7	996,000	-
8	1,296,000	10d8+3
9+	+300,000	+2 HP

Table 17.39: Werefox Progression

Level	Experience	Hit Dice
-3	-6,400	1d8
-2	-3,200	2d8
-1	-1,600	2d8+1
0	0	3d8+2
1	6,400	4d8+2
2	19,200	5d8+3
3	44,800	-
4	96,000	6d8+4
5	198,400	7d8+4
6	403,200	8d8+5
7	700,000	-
8	1,000,000	9d8+5
9+	+300,000	+2 HP

Werefox

Size: Medium
Type: Monster
Habitat: Woods (Common)
Wandering Group: 1d6 (Nil)
Lair Group: 2d6 (C)
Move: 60 ft., 30 ft. (Swim)
Armor Class: 6, 9 (Human)
Hit Dice: 3+2* (19 HP)
Attacks: Bite (1d6) or Weapon (By weapon)
Special: Immunity to Charm, Immunity to Non-Silver Weapons, Lycanthropy, Summon Animals, Transform, Vulnerability to Silver, Vulnerability to Wolfsbane
Save: F3
Alignment: Neutral
Intelligence: 10
Morale: 8
XP Value: 75

Werefoxes are very intelligent, even in beast form. In human form they act as wizards.

Charm Person/Animal: Werefoxes can charm a creature (non-lycanthrope humanoids while in human form, animals while in beast form) up to three times a day. This ability functions as the spells *Charm Person* and *Charm Animal*, except the duration is 2d12 + level hours and it can only target a single creature.

Forestwalk: Werefoxes can move freely through dense underbrush without effecting their movement.

As a Class
Werefoxes can be used as a class using the following statistics:

Charm Person/Animal: This ability is not gained until level 0.

Ability Requirements:
Prime Requisite:
Ability Modifiers: Strength -1, Dexterity +1, Constitution -1, Intelligence +1
Weapons: Special
Armor: Special
Natural AC: 7 (Level -3 to -2), 6 (Level -1+)
Special Abilities:
Magic Item Use: Fighter

Werejaguar

Size: Medium
Type: Monster
Habitat: Desert, Mountains, Underground, Woods (Common)
Wandering Group: 1 (Nil)
Lair Group: 1 (V)
Move: 60 ft.
Armor Class: 4, 9 (Human)
Hit Dice: 5+2* (33 HP)
Attacks: 2x Claw (1d4) & Bite (1d8) or Weapon (By weapon)
Special: Immunity to Charm, Immunity to Non-Silver Weapons, Lycanthropy, Summon Animals, Transform, Vulnerability to Silver, Vulnerability to Wolfsbane
Save: F6
Alignment: Chaotic
Intelligence: 9
Morale: 10
XP Value: 400

Werejaguars retain their intelligence while in animal form.

Werejaguars are excellent climbers.

Animal Form: Werejaguars do not have a beast form, they instead have an animal form which is identical to that of a *Jaguar*. While in animal form, the werejaguar possesses all the abilities that a jaguar would have. This form is not effected by the moon and can be taken at any time.

As a Class
Werejaguars can be used as a class using the following statistics:

Ability Requirements:
Prime Requisite:
Ability Modifiers:
Weapons: Special
Armor: Special
Natural AC:
Special Abilities:
Magic Item Use: Fighter

Table 17.40: Werejaguar Progression

Level	Experience	Hit Dice
-3		
-2		
-1		
0	0	
1		
2		
3		
4		
5		
6		
7		
8		
9+		

Werepig

Size: Medium, Large (Human)
Type: Monster
Habitat: Clear, Woods (Common)
Wandering Group: 1d3 (Nil)
Lair Group: 1d4 (C)
Move: 60 ft.
Armor Class: 3, 9 (Human)
Hit Dice: 9* (41 HP)
Attacks: Gore (2d6) or Weapon (By weapon)
Special: Immunity to Charm, Immunity to Non-Silver Weapons, Lycanthropy, Summon Animals, Transform, Vulnerability to Silver, Vulnerability to Wolfsbane
Save: F9
Alignment: Chaotic
Intelligence: 11
Morale: 10
XP Value: 1,600

In human form, werepigs are morbidly obese and foul smelling. Newly created werepigs do not start out obese unless they already were as a normal human. It takes months of shoving face to accumulate their mass of jellyrolls.

Werepig are glutinous and greedy and enjoy overpowering weaker creatures. They are carnivorous by choice, preferring human flesh when available.

Werepigs prefer to live in the outskirts of human settlements, particularly near forests and swamps.

As a Class

Werepigs can be used as a class using the following statistics:

Charm Person: Starting at level 0, a werepig can charm a non-lycanthrope humanoid as the spell *Charm Person*. This ability may be used up to three times a day.

Resistance to Non-Silver Weapons: This ability is gained at Level -4.

Speak With Animals: This ability is gained at Level -4.

Transform: Werepigs can not voluntarily change into beast form until level 2. They can resist involuntary change to human form at sunrise, but must remain in beast form until sunset.

Ability Requirements:
Prime Requisite: Intelligence
Ability Modifiers: Strength +2, Dexterity -1, Intelligence +1, Charisma -2
Weapons: Special
Armor: Special
Natural Attacks: Gore (1d6 [Level -5], 2d6 [Level -4 and up])
Natural AC: 7 (Level -6), 6 (Level -5 to -4), 5 (Level -3 to -2), 4 (Level -1), 3 (Level 0+)
Special Abilities:
Magic Item Use: Fighter

Table 17.41: Werepig Progression

Level	Experience	Hit Dice
-6	-384,000	3d8
-5	-373,000	4d8
-4	-360,000	5d8
-3	-336,000	6d8
-2	-288,000	7d8
-1	-192,000	8d8
0	0	9d8
1	300,000	10d8
2	600,000	11d8
3	900,000	-
4	1,200,000	12d8
5	1,500,000	13d8
6	1,800,000	14d8
7	2,100,000	-
8	2,400,000	15d8
9+	+300,000	2 HP

Wererat

Size: Medium
Type: Monster
Habitat: Any (Common)
Wandering Group: 1d8 (Nil)
Lair Group: 2d8 (C)
Move: 40 ft.
Armor Class: 7, 9 (Human)
Hit Dice: 3* (14 HP)
Attacks: Bite (1d4) or Weapon (By weapon)
Special: Immunity to Charm, Immunity to Non-Silver Weapons, Lycanthropy, Summon Animals, Transform, Vulnerability to Silver, Vulnerability to Wolfsbane
Save: F4
Alignment: Neutral
Intelligence: 10
Morale: 8
XP Value: 50

Wererats have full intelligence in rat form, although their personality changes to that of an amoral scavenger, and can speak in that form. Only their bite carries the disease, not their weapons.

Summon Animals: A wererat can summon 3d10 rats to help it once per day.

As a Class

Wererats can be used as a class using the following statistics:

Protection from Normal Weapons: Starting at 7th level, a wererat can magically protect themselves from normal weapons while in human form for a turn. This can be done up to three times a day. This

protection does not apply to fire damage or siege weaponry.

Ability Requirements:
Prime Requisite: Strength
Ability Modifiers: Constitution +1, Charisma -1
Weapons: Special
Armor: Special
Natural AC: 7
Special Abilities:
Magic Item Use: Fighter

Table 17.42: Wererat Progression

Level	Experience	Hit Dice
-3	-6,400	1d8
-2	-3,200	2d8
-1	-1,600	2d8+1
0	0	3d8+1
1	6,400	4d8+1
2	19,200	5d8+2
3	44,800	-
4	96,000	6d8+2
5	198,400	7d8+2
6	403,200	8d8+2
7	700,000	-
8	1,000,000	9d8+3
9+	+300,000	+2 HP

Weresabertooth

Size: Medium, Large (Human)
Type: Monster
Habitat: Clear (Common)
Wandering Group: 1 (Nil)
Lair Group: 1 (V)
Move: 50 ft.
Armor Class: 2
Hit Dice: 12* (54 HP)
Attacks: 2x Claw (1d8) & Bite (2d8) or Weapon (By weapon)
Special: Immunity to Charm, Immunity to Non-Silver Weapons, Lycanthropy, Summon Animals, Transform, Vulnerability to Silver, Vulnerability to Wolfsbane
Save: F12
Alignment: Chaotic
Intelligence: 9
Morale: 10
XP Value: 1,100

Weresabertooths are not effected by the moon and can take any form at any time.

Weresabertooths can only eat while in animal form and the meat must be fresh. If a weresabertooth has not eaten in a day and is in human form, they are forced to change to animal form and can not change back to human form until they have fed.

Animal Form: Weresabertooths can take a third form, animal form, which is identical to that of a *Saber-Tooth Tiger*. While in animal form, the weresabertooths possesses all the abilities that a *Saber-Tooth Tiger* would have.

As a Class
Weresabertooths can be used as a class using the following statistics:

Ability Requirements:
Prime Requisite:
Ability Modifiers:
Weapons: Special
Armor: Special
Natural AC:
Special Abilities:
Magic Item Use: Fighter

Table 17.43: Weresabertooth Progression

Level	Experience	Hit Dice
-3		
-2		
-1		
0	0	
1		
2		
3		
4		
5		
6		
7		
8		
9+		

Wereseal

	Female	**Male**
Size:	Medium	Medium
Type:	Monster	Monster
Habitat:	Ocean (Common)	Ocean (Very Rare)
Wandering Group:	0	0
Lair Group:	2d10 (C)	1 (C)
Move:	20 ft., 60 ft. (Swim)	20 ft., 60 ft. (Swim)
Armor Class:	5, 9 (Human)	3
Hit Dice:	5+2* (33 HP)	8*
Attacks:	Bite (2d6) or Weapon (By weapon)	Bite (2d10) or Weapon (By weapon)
Special:	Immunity to Charm, Immunity to Non-Silver Weapons, Lycanthropy, Summon Animals, Transform, Vulnerability to Silver, Vulnerability to Wolfsbane	
Save:	F5	F8
Alignment:	Chaotic	Chaotic
Intelligence:	10	10
Morale:	9	11
XP Value:	400	1,200

Wereseals can only be found near seacoasts of cold water. They are most commonly female, who are not normally aggressive. Males are much more aggressive and are usually accompanied by 2d4 females.

Dive: Wereseal can dive up to 1000 ft. They dive with partially filled lungs so they can still talk or blow bubbles.

Hold Breath: Wereseals can hold their breath for a number of rounds equal to their Constitution score times three.

As a Class
Wereseals can be used as a class using the following statistics:

Truesight: Starting at 7th level, a wereseal gains the ability to the see the world for what it truly is. For a turn, the wereseal can see hidden, invisible, and ethereal creatures and objects clearly as long as they are within line of sight. This ability can be used up to three times a day.

Starting at 10th level, the ability functions as the spell *Truesight* allowing the wereseal to also see the true form of creatures and object, including alignment, experience, and power.

Ability Requirements:
Prime Requisite: Strength
Ability Modifiers: Dexterity -1, Wisdom +1
Weapons: Special
Armor: Special
Natural AC: 7 (Level -3), 7 (Level -2), 6 (Level -1), 5 (Level 0+)
Special Abilities:
Magic Item Use: Fighter

Table 17.44: Wereseal Progression

Level	Experience	Hit Dice
-3	-12,800	1d8
-2	-9,600	2d8+1
-1	-6,400	3d8+1
0	0	4d8+2
1	12,800	5d8+2
2	38,400	6d8+3
3	89,600	-
4	192,000	7d8+3
5	396,800	8d8+4
6	696,800	9d8+4
7	996,000	-
8	1,296,000	10d8+5
9+	+300,000	+2 HP

Wereshark

Size: Large, Medium (Human)
Type: Monster
Habitat: Ocean (Common)
Wandering Group: 0 (Nil)
Lair Group: 2d6 (C)
Move: 20 ft., 60 ft. (Swim)
Armor Class: 5, 9 (Human)
Hit Dice: 4* (18 HP)
Attacks: Bite (2d6) or Weapon (By weapon)
Special: Immunity to Charm, Immunity to Non-Silver Weapons, Lycanthropy, Summon Animals, Transform, Vulnerability to Silver, Vulnerability to Wolfsbane
Save: F4
Alignment: Neutral
Intelligence: 9
Morale: 7
XP Value: 125

Weresharks can change into beast form at any time as long as they are in darkness. When forced to change by a full moon, wereshark loose their human intelligence and become bloodthirsty killers.

As a Class
Weresharks can be used as a class using the following statistics:

Sea Fury: Starting at 7th level, a wereshark can magically disrupt the sea for one turn by trashing about. All creatures within a radius equalling the wereshark's level suffer a -2 to hit and their movement is halved. This ability can be used up to three times a day plus and an additional time for each two experience levels.

Ability Requirements:
Prime Requisite: Strength
Ability Modifiers: Strength +2, Dexterity -1, Constitution +2, Intelligence -1, Charisma -2
Weapons: Special
Armor: Special
Natural Attacks: Bite (1d6 [Level -3], 2d6 [Level -2 and up])
Natural AC: 7 (Level -3), 6 (Level -2), 5 (Level -1), 4 (Level 0+)
Special Abilities:
Magic Item Use: Fighter

Table 17.45: Wereshark Progression

Level	Experience	Hit Dice
-3	-12,000	1d8
-2	-9,000	2d8
-1	-6,000	3d8
0	0	4d8
1	12,000	5d8
2	36,000	6d8
3	84,000	-
4	180,000	7d8
5	372,000	8d8
6	672,000	9d8
7	972,000	-
8	1,272,000	10d8
9+	+300,000	+2 HP

Weretiger

Size: Large, Medium (Human)
Type: Monster
Habitat: Woods (Common)
Wandering Group: 1d4 (Nil)
Lair Group: 1d4 (C)
Move: 50 ft.
Armor Class: 3, 9 (Human)
Hit Dice: 5* (23 HP)
Attacks: 2x Claw (1d6) & Bite (2d6) or Weapon (By weapon)
Special: Immunity to Charm, Immunity to Non-Silver Weapons, Lycanthropy, Summon Animals, Transform, Vulnerability to Silver, Vulnerability to Wolfsbane
Save: F5
Alignment: Neutral
Intelligence: 10
Morale: 9
XP Value: 300

Weretigers are rather curious and inquisitive while in tiger form, although they are quick to become aggressive if disturbed. They are excellent at quietly stalking prey, and can ambush opponents surprising on a 1-4 on 1d6.

As a Class
Weretigers can be used as a class using the following statistics:

The Great Roar: Starting at 7th level, a weretiger can let loose a fearful roar that paralyzes anyone hearing it for a turn. The roar can

be heard up to 180 yards (180 ft. in a structural populated area). Those who hear it are allowed a saving throw vs. spells to ignore the effect. Creatures with equal or more hit dice are immune. A spell:Free Person]Free Person or *Remove Fear* spell will negate the effect. This ability can be used once per day.

Ability Requirements:
Prime Requisite: Strength
Ability Modifiers: Strength +2, Wisdom -2
Weapons: Special
Armor: Special
Natural Attacks: Claw (1d4) or Bite (1d6) (Level -3), 2x Claw (1d6) or Class (1d6) and Bite (1d6) (Level -2), 2x Claw (1d6) & Bite (2d6) (Level -1 and up)
Natural AC: 6 (Level -3), 5 (Level -2), 4 (Level -1), 3 (Level 0+)
Special Abilities:
Magic Item Use: Fighter

Table 17.46: Weretiger Progression

Level	Experience	Hit Dice
-3	-25,600	2d8
-2	-19,200	3d8
-1	-12,800	4d8
0	0	5d8
1	25,600	6d8
2	76,800	7d8
3	179,200	-
4	384,000	8d8
5	680,000	9d8
6	980,000	10d8
7	1,280,000	-
8	1,580,000	11d8
9+	+300,000	+2 HP

Werewolf

Size: Medium
Type: Monster
Habitat: Woods (Common)
Wandering Group: 1d4 (Nil)
Lair Group: 1d4 (C)
Move: 40 ft.
Armor Class: 5, 9 (Human)
Hit Dice: 4* (18 HP)
Attacks: 2x Claw (1d4) & Bite (2d4) or Weapon (By weapon)
Special: Immunity to Charm (Animal), Immunity to Non-Silver Weapons, Lycanthrope, Summon Animals, Transform, Vulnerability to Silver, Vulnerability to Wolfsbane
Save: F4
Alignment: Neutral
Intelligence: 10
Morale: 8
XP Value: 300

Werewolves are the most common lycanthropes, and the most bestial when in beast form. They retain none of their human intelligence—being unable to even recognize friends and family members—and become psychotic killers.

Vulnerability to Wolfsbane A werewolf that comes into contact with wolfsbane must make a saving throw vs. poison or run away in fear.

As a Class
Werewolves can be used as a class using the following statistics:

Fearful Howl: Starting at 7th level, a werewolf can emit a fearful howl that causes any creature within 180 yards that hears it to run in fear.

All creatures are allowed a saving throw vs. spells to avoid the effect. Creatures with as many hit points or levels as the werewolf are immune to the effect.

This ability may be used once per day.

Ability Requirements:
Prime Requisite: Intelligence
Ability Modifiers: Strength +2, Constitution +1, Wisdom -2
Weapons: Special
Armor: Special
Natural Attacks: Bite (1d4 [Level -3], 2d4 [Level -2 and up])
Natural AC:
Special Abilities:
Magic Item Use: Fighter

Table 17.47: Werewolf Progression

Level	Experience	Hit Dice
-3	-12,000	1d8
-2	-9,000	2d8
-1	-6,000	3d8
0	0	4d8
1	12,000	5d8
2	36,000	6d8
3	84,000	-
4	180,000	7d8
5	372,000	8d8
6	672,000	9d8
7	972,000	-
8	1,272,000	10d8
9+	+300,000	+2 HP



Manta Ray

Size: Large
Type: Animal
Habitat: Ocean (Common)
Wandering Group: 0 (Nil)
Lair Group: 1d3 (Nil)
Move: 40 ft. (Swim)
Armor Class: 6
Hit Dice: 4* (18 HP)
Attacks: Tail (1d8)
Special: Poison
Save: F2
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 125

Manta rays are flat fish that are related to sharks. Their bodies are shaped with distinctive "wings", with which they glide along the sea bed.

When a manta ray settles, it covers itself in sand until it is completely invisible.

A manta ray will normally eat only small fish, and ignore large targets. However, if trodden on, a manta ray will attack with the poisonous sting on its tail.

Poison: Anyone struck by the tail of a manta ray must make a saving throw vs. paralysis or be paralyzed for 2d4x10 minutes.

Manticore

Size: Large
Type: Monster
Habitat: Mountains (Rare)
Wandering Group: 1d2 (Nil)
Lair Group: 1d4 (F)
Move: 40 ft., 60 ft. (Fly)
Armor Class: 4
Hit Dice: 6+1* (28 HP)
Attacks: 2x Claw (1d4) & Bite (2d4) or Special
Special: Spike Shot
Save: F6
Alignment: None
Intelligence: 3
Morale: 9
XP Value: 650

A manticore is a strange creature with the body of a lion, the wings of a bat, a human face, and a spike covered tail. Despite the human seeming face, manticores are not sapient.

Manticores are aggressive hunters, and will attempt to kill and eat even well armed groups of travelers.

Spike Shot: A manticore has 24 tail spikes, and can shoot six of them per round (range: 50/100/150), even when it is flying. Spikes are re-grown at a rate of two per day.



Medusa

	Prime Plane	Home Plane
Size:	Medium	Medium
Type:	Extraplanar, Humanoid	Monster
Habitat:	Any (Rare)	Elemental Plane of Earth (Very Rare)
Wandering Group:	1d3 (V)	1d3 (V)
Lair Group:	1d4 (F)	1d4 (F)
Move:	30 ft.	60 ft.
Armor Class:	8	4
Hit Dice:	4** (18 HP)	8** (36 HP)
Attacks:	Snakebite (1d4)	10x Tentacle
Special:	Petrifying Gaze, Poison	Paralyzing Grab
Save:	F4 (see below)	F4
Alignment:	Chaotic	Chaotic
Intelligence:	9	9
Morale:	8	9
XP Value:	175	1,750

A medusa appears to be a human with snakes instead of hair. Male medusae are rarely seen, and many people mistakenly think that the race is entirely female. Although the faces of medusae are normally beautiful, their beauty is deceptive and their gaze can turn people to stone.

Although medusae are feared by other races for their gaze, the personalities of individual medusae are as varied as those of humans, although they do have a tendency to be loners and to value their privacy greatly.

Petrifying Gaze: The gaze of a medusa can turn people into stone, but must be direct. Seeing its reflection is not enough to have a chance of being turned to stone. However, a medusa is not immune to its own gaze attack (although it is immune to the gaze of other medusae), and if presented with a mirror, there is a 1 in 6 chance per round that it will see its reflection and must make the saving throw to avoid petrifying itself. This is the only circumstance in which its gaze is effective through a mirror.

Any character surprised by a medusa automatically meets its gaze and must make the saving throw, and in combat each character attacking the medusa without actively avoiding the gaze must also make the saving throw each round.

Characters trying to fight the medusa blindfolded or otherwise averting their gaze will not be affected but must attack with a -4 penalty to hit and the medusa gets a +2 bonus against characters using such tactics.

A character using a mirror to attack in melee (the mirror takes one hand, so the character cannot use an off-hand weapon or a shield at the same time) takes only a -2 penalty to hit and the medusa gets no bonus against them.

Poison: The bite of a medusa's snakes is poisonous, and anyone bitten must make a saving throw vs. poison or die. Additionally, any creature meeting its gaze must make a saving throw vs. petrification or be turned to stone.

Home Plane

Medusae originate from the Elemental Plane of Earth. When on that plane they appear as a hideous mass of 10-foot long tentacles protruding from a small lumpy spherical body. Their are several foot-long eyestalks connected to the body and the mouth has many teeth.

Paralyzing Grab: With a successful tentacle attack, the victim must save vs. paralyzation or become paralyzed for 2d4 rounds. Paralyzed victims are drawn to the medusa's mouth and are automatically bitten for 2d8 points of damage per round.

Spellcasting

Medusae can be shamans (to 8th level) or sorcerers (to 8th level).

Merfolk

Size: Medium
Type: Humanoid
Habitat: Ocean (Common)
Wandering Group: 0 (Nil)
Lair Group: 1d20 (A)
Move: 40 ft.
Armor Class: 6
Hit Dice: 1 (5 HP)
Attacks: Weapon (By weapon)
Special: None
Save: F1
Alignment: Neutral
Intelligence: 12
Morale: 8
XP Value: 10



Merfolk are water breathing humanoids with a fish-like tail instead of legs. Merfolk can only stay out of water as long as they can hold their breaths—which is just like a normal human holding their breath.

Merfolk society is similar to human society. They live in underwater cities and keep domesticated animals.

Merfolk communities often trade with land based creatures, and are usually on good terms with human countries.

Dolphin Song: Merfolk can communicate with dolphins and whales within 500 feet by singing their language. They may also use this song to communicate with other merfolk.

Spellcasting

In theory, any merfolk can be a shaman (to 8th level) or sorcerer (to 8th level), although their society teaches that shamanism is an exclusively male role and sorcery is an exclusively female role. Consequently, most human contact is with mermaid sorcerers capable of casting Water Breathing (which allows them to breathe air).

As a Class

Merfolk can be used as a class using the following statistics:

Ability Requirements: None
Prime Requisite: Strength, Dexterity, Intelligence, or Wisdom
Ability Modifiers: Dexterity +1, Intelligence -1
Weapons: Any
Armor: None
Natural AC: 7
Special Abilities: Dolphin Song
Magic Item Use: Fighter

Table 17.48: Merfolk Progression

Level	Experience	Hit Dice
0	0	1d8
1	1,000	2d8
2	2,000	3d8
3	4,000	-
4	8,000	4d8
5	16,000	5d8
6	32,000	6d8
7	64,000	-
8	130,000	7d8
9	260,000	+2 HP
10+	+200,000	+2 HP

Minotaur

Size: Large
Type: Humanoid
Habitat: Underground (Common)
Wandering Group: 1d6 (Nil)
Lair Group: 1d8 (C)
Move: 40 ft.
Armor Class: 6
Hit Dice: 6* (27 HP)
Attacks: Gore (1d6) & Bite (1d6) or Weapon (By weapon + 2)
Special: Wayfinding
Save: F6
Alignment: Chaotic
Intelligence: 5
Morale: 12
XP Value: 500



Minotaurs are humanoids with the heads of bulls. They are incredibly aggressive and will attack most other creatures on sight in an attempt to kill and eat them.

Minotaurs love to live and hunt in maze-like tunnel systems and are expert at both finding their way through mazes and tracking.

Wayfinding: Because of their familiarity with labyrinths, minotaurs are treated as if having 18 intelligence for purposes of the Maze spell.

Spellcasting

Although barely sapient, some of the calmer and more level-headed minotaurs can become shamans (to level 4) or even sorcerers (to level 2).

As a Class

Minotaurs can be used as a class using the following statistics:

Ability Requirements: Strength 12, Dexterity 5, Constitution 12, Intelligence 5
Prime Requisite: Strength and Constitution
Ability Modifiers: Strength +2, Constitution +2, Wisdom -2, Charisma -2
Weapons: Any
Armor: Any
Natural AC: 5
Special Abilities: Wayfinding
Magic Item Use: Fighter

Table 17.49: Minotaur Progression

Level	Experience	Hit Dice
1	0	1d8+6
2	3,780	2d8
3	7,560	3d8
4	15,120	4d8
5	30,240	5d8
6	60,480	6d8
7	120,960	7d8
8	236,250	8d8
9	472,500	+2 HP
10	708,750	+2 HP
11+	+240,000	+2 HP

Mujina

Size: Medium
Type: Monster
Habitat: Any (Very Rare)
Wandering Group: 1d4 (Nil)
Lair Group: 1d4 (E)
Move: 40 ft.
Armor Class: 4
Hit Dice: 8** (36 HP)
Attacks: 2x Weapon (By weapon)
Special: Change Face, Dual Wield
Save: F8
Alignment: Chaotic
Intelligence: 10
Morale: 9
XP Value: 1,750

Mujina are a strange humanoid race. They appear similar to humans, except that they have no features on their heads. Their heads are just smooth ovals.

Mujina all have absolutely identical personalities, and no sense of individualism. They hate all creatures that show diversity of personality; especially humans, who show the most diversity of all races.

Change Face: Mujina can mask their head an in illusion that makes it look like whatever they like, including a copy of someone else's face.

A mujina can drop its illusion at any time, and anyone seeing the true blankness of the mujina's face must run in terror for 1d3 rounds.

Creatures with 5 or more hit dice may make a saving throw vs. wands to avoid this effect.

Duel Wield: Mujina are incredibly strong, and can wield a two handed weapon in either hand without penalty.

Mule

Size: Large
Type: Animal
Habitat: Any (Common)
Wandering Group: 0 (Nil)
Lair Group: 2d12 (Nil)
Move: 40 ft.
Armor Class: 7
Hit Dice: 2 (9 HP)
Attacks: Kick (1d4)
Special: None
Save: F0
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 20

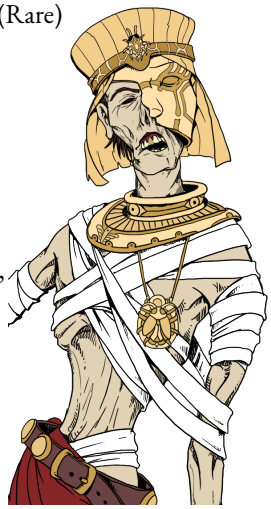
Mules are domestic cross-breeds between donkeys and horses.

They are commonly used as pack animals, since they combine the strength of a horse with the stamina and patience of a donkey.

Mules will allow themselves to be led into underground areas.

Mummy

Size: Medium
Type: Undead
Habitat: Desert, Underground (Rare)
Wandering Group: 1d4 (Nil)
Lair Group: 1d12 (D)
Move: 20 ft.
Armor Class: 3*
Hit Dice: 5+1** (24 HP)
Attacks: Touch (1d12)
Special: Despair, Immunity (Mind Effects, Normal Weapons, Poison), Mummy Rot, Resistance to Non-Fire Damage
Save: F5
Alignment: Chaotic
Intelligence: 6
Morale: 12
XP Value: 575



Mummies are re-animated corpses that have been specially prepared and wrapped so that they will become undead.

Mummies are normally placed as tomb guardians, but occasionally one or more will wander from its tomb and wreak havoc—especially if the tomb has already been looted.

Despair: Anyone seeing a mummy must make a saving throw vs. paralysis or be paralyzed in fear until the mummy is no longer in sight.

Mummy Rot: Anyone touched by a mummy contracts mummy rot (no saving throw). Mummy rot prevents its victim from being healed by mortal level magic, and makes all natural healing take ten times as long as normal to occur. It can be cured by a Cure Disease effect.

Resistance to Non-Fire Damage: Attacks from sources other than fire only do half damage to mummies.

Neanderthal

Size: Medium
Type: Humanoid
Habitat: Any (Rare)
Wandering Group: 1d10 (Nil)
Lair Group: 4d10 (C)
Move: 40 ft.
Armor Class: 8
Hit Dice: 2 (9 HP)
Attacks: Weapon (By weapon + 1)
Special: Craft (Leatherworking and Masonry)
Save: F2
Alignment: Lawful
Intelligence: 7
Morale: 7
XP Value: 20

Neanderthals are closely related to humans, although they are squat and ape-like, with sloping brows.

They mostly live in hilly or mountainous regions, where they have a peaceful hunter gatherer existence.

Craft (Leatherworking and Masonry): Although they haven't developed cooking and metalworking skills, neanderthals are experts at making weapons and tools from hides or stone such as flint.

Neanderthals often keep cave apes or dire wolves as pets.

Spellcasting

Neanderthals can be shamans (to 4th level) or sorcerers (to 2nd level).

As a Class

Neanderthals can be used as a class using the following statistics:

Determine Depth and Direction: While underground, neanderthals have a 2 in 6 (1-2 on 1d6) chance of sensing direction or noticing if passages are sloped. Neanderthals must be actively searching for these abilities to function.

Ability Requirements: Strength 10, Constitution 9
Prime Requisite: Strength
Ability Modifiers: None
Weapons: Any
Armor: Any
Special Abilities: Determine Depth and Direction
Required Skills: Craft (Leatherworking), Craft (Masonry)
Magic Item Use: Fighter

Table 17.50: Neanderthal Progression

Level	Experience	Hit Dice
1	0	1d6
2	4,001	2d6
3	8,001	3d6
4	16,001	4d6
5	32,001	5d6
6	64,001	6d6
7	120,001	6d6+3
8	240,001	6d6+6
9	480,001	6d6+9
10+	+120,000	+3 HP

Nightshade

Nightshades are extremely intelligent and incredibly powerful undead. Because they know that they are so conspicuous that operating openly would attract the attention of all the most powerful foes, they usually remain hidden and work through their minions as an Undead Liege. Nightshades desire to completely eradicate the living and make everyone undead, and work towards that end, although they do not co-operate well with others in anything other than a relationship of absolute dominance.

Nightshades are only hit by +3 weapons or better.

Aura of Spoilage: Nightshades emanate a distinctive chilling aura within 120 feet which spoils all consumables (no save), including food, potions, and even holy water. Spoiled consumables are not poisonous, but are inedible and useless. This aura usually prevents the nightshade from surprising opponents.

Poison: Any creature touching a nightshade must make a saving throw vs. poison or die. This poison does not travel through weapons, so melee attacks with weapons are safe.

Resistance to Breath Weapons: Nightshades take only half damage from breath weapons.

Resistance to Turning: Nightshades are resistant to being Turned, and may make a saving throw vs. spells to ignore an attempt to turn them. If the turn result is a 'D', then they may make a second saving throw to reduce it to a 'T'.

Spell-like Abilities: Nightshades can cast the following spells, as if 21st level casters: *Detect Magic* (constant), *Detect Invisible* (constant), *Cause Disease* (at will), *Charm Person* (at will), *Cloudkill* (at will), *Confusion* (at will), *Darkness* (at will), *Dispel Magic* (at will), *Finger of Death* (at will), *Haste* (at will), *Hold Person* (at will), and *Invisibility* (at will).

Nightcrawler

Size: Large
Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 40 ft.
Armor Class: -4*
Hit Dice: 27***** (122 HP)
Attacks: Bite (2d10) & Sting (2d4)
Special: Aura of Spoilage, Immunity (Cold, Illusions, Mind Effects, Petrification, Poison, Spells < 6th level, Wands), Poison, Resistance to Breath Weapons, Resistance to Turning, Shrinking Gaze, Swallow Whole
Save: F27 (see below)
Alignment: Chaotic
Intelligence: 19
Morale: 12
XP Value: 21,500

Nightcrawlers appear to be rotting maggots or worms that can burrow through the earth.

Poison: Anyone bitten or stung by a nightcrawler must make a saving throw vs. poison or die.

When stung, even if the saving throw is successful, there is a 1 in 8 chance that the poison will kill the victim anyway.

Shrinking Gaze: A nightcrawler has a gaze attack that it can use instead of physically attacking or casting spells, that will magically shrink one opponent per round within 60 feet down to 1 foot in height unless that opponent can make a saving throw vs. spells. The nightcrawler gains a +4 bonus to hit that opponent, and can swallow it on a 15-20 rather than just a 19-20.

The shrinking effect is permanent until dispelled.

Swallow Whole: If a nightcrawler bites an opponent of human size or less with a natural roll of 19-20, the opponent is swallowed. Swallowed victims lose one level per round due to an Energy Drain unless protected by a Protection from Evil spell.

Nightwalker

Size: Large
Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 50 ft., 20 ft. (Fly)
Armor Class: *-6**
Hit Dice: 23***** (104 HP)
Attacks: 2x Bash (3d10)
Special: Aura of Spoilage, Cursing Gaze, Immunity (Cold, Illusions, Mind Effects, Petrification, Poison, Spells < 6th level, Wands), Poison, Resistance to Breath Weapons, Resistance to Turning, Spell-like Abilities
Save: F23 (see below)
Alignment: Chaotic
Intelligence: 19
Morale: 12
XP Value: 15,500

Nightwalkers appear to be rotting giants who never wear clothes or carry items.

Cursing Gaze: A nightwalker has a gaze attack that it can use instead of physically attacking or casting spells, that will magically curse one opponent per round within 60 feet unless that opponent can make a saving throw vs. spells. A cursed character takes a -4 penalty on all attack rolls and saving throws, until the curse is removed by either a Dispel Evil cast by anyone or a Remove Curse cast by a spellcaster of at least 25th level.

Destroy Armor: The nightwalker's blows are so powerful that they have a 50% chance of destroying their foe's armor or shield. This chance is reduced by 10% per magical "plus" of the item. Check for armor being destroyed only if the foe is not using a shield.

Nightwing

Size: Large
Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 10 ft., 80 ft. (Fly)
Armor Class: -8*
Hit Dice: 19***** (104 HP)
Attacks: Bite (1d6+6)
Special: Aura of Spoilage, Cursing Gaze, Immunity (Cold, Illusions, Mind Effects, Petrification, Poison, Spells < 6th level, Wands), Poison, Resistance to Breath Weapons, Resistance to Turning, Spell-like Abilities
Save: F19 (see below)
Alignment: Chaotic
Intelligence: 19
Morale: 12
XP Value: 10,000

Nightwings appear to be giant rotting bats.

Cursing Gaze: A nightwing has a gaze attack that it can use instead of physically attacking or casting spells, that will magically curse one opponent's weapon, shield or armor per round within 60 feet unless that opponent can make a saving throw vs. spells. A cursed item temporarily loses one point of magical "plus", until the curse is removed by either a Dispel Evil cast by anyone or a Remove Curse cast by a spellcaster of at least 25th level.

Poison: Anyone bitten by a nightwing must make a saving throw vs. poison or die. If the victim survives, they must also make a saving throw vs. spells or be polymorphed into a giant bat. Any opponent turned into a bat becomes a loyal servant of the nightwing until the polymorph is dispelled.

Nixie

Size: Small
Type: Humanoid
Habitat: River (Rare)
Wandering Group: 0 (Nil)
Lair Group: 2d20 (B)
Move: 40 ft.
Armor Class: 7
Hit Dice: 1* (5 HP)
Attacks: Miniature Trident (1d6) or Special
Special: Charm Person
Save: E1
Alignment: Neutral
Intelligence: 13
Morale: 6
XP Value: 13

Nixies are water spirits that take the appearance of small human women. They are bound to their river or lake in the same way that dryads are bound to their tree, and can only survive for 10 minutes if taken more than 240 feet away from their water.

Charm Person: Ten nixies working together can cast a Charm Person spell, and they will often use this to persuade intruders to stay with them as companions. The victim is allowed a save vs. spells to avoid the effect. If they fail they must stay with the nixies for or a year or until the nixie releases the charm

Nixies can each cast Water Breathing once per day, and this lasts for 24 hours.

Spellcasting

Occasionally, nixies can be shamans (to 6th level) or sorcerers (to 4th level).

As a Class

Nixies can be used as a class using the following statistics:

Charm Person: For every level beyond 0 that a nixie reaches, they count as an extra nixie for the purpose of charming a person.

Ability Requirements: None
Prime Requisite: Strength, Dexterity, Intelligence, or Wisdom
Ability Modifiers: Strength -2, Dexterity -1, Charisma -1
Weapons: Daggers, Miniature Trident
Armor: None
Natural AC: 7
Special Abilities: Charm Person
Magic Item Use: Fighter

Table 17.51: Nixie Progression

Level	Experience	Hit Dice
0	0	1d8
1	1,800	3d8
2	3,600	3d8
3	7,200	3d8
4	14,400	4d8
5	28,800	5d8
6	60,000	6d8
7	120,000	6d8
8	240,000	7d8
9	480,000	7d8+2
10+	+300,000	+2 HP



Nuckalavee

Size: Large
Type: Monster
Habitat: Ocean (Rare)
Wandering Group: 0 (Nil)
Lair Group: 1 (Nil)
Move: 40 ft., 120 ft. (Swim)
Armor Class: 4*
Hit Dice: 11*** (50 HP)
Attacks: 2x Claw (3d8)
Special: Aura of Death/Fear, Cone of Cold, Death Touch, Immunity (Fire, Poison), Regeneration (3)
Save: F11
Alignment: Chaotic
Intelligence: 9
Morale: 10
XP Value: 3,500

A nuckalavee appears similar to a centaur with transparent skin, so that all the muscles and organs can be seen. Nuckalavees are amphibious, and live in coastal waters.

Although not undead themselves, nuckalavee are friendly with undead creatures and can act as an Undead Liege.

Aura of Death/Fear: A nuckalavee has an aura with a 120-foot range that kills all small insects, birds, rodents, and other similar creatures with 2 hit points or less. Within 50 feet all creatures must make a saving throw vs. paralysis or flee in terror for 2d6 rounds. This saving throw must be made each round.

Cone of Cold: A nuckalavee can breathe a cone of cold 60 feet long and 10 feet wide at the end that does damage equal to its current hit points (save vs. breath weapons for half damage).

Death Touch: Anyone struck by a nuckalavee must make a saving throw vs. death ray or die.

Spellcasting

Nuckalavee can be shamans (to 2nd level) or sorcerers (to 4th level).

Ochre Jelly

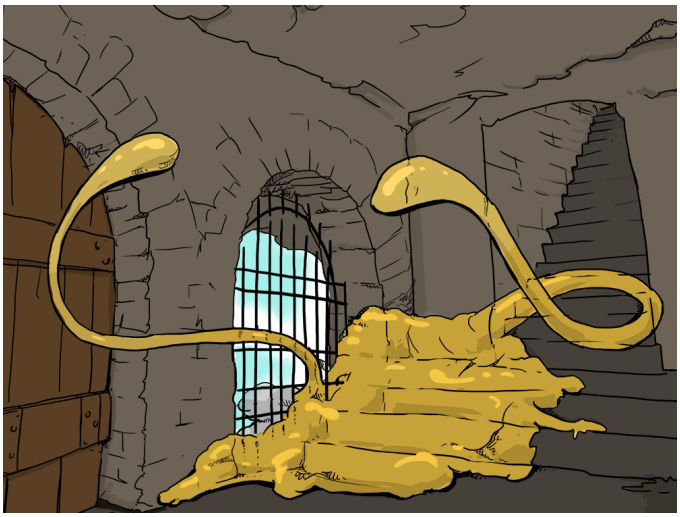
Size: Large
Type: Ooze
Habitat: Underground (Common)
Wandering Group: 1 (Nil)
Lair Group: 0 (Nil)
Move: 10 ft.
Armor Class: 8
Hit Dice: 5* (23 HP)
Attacks: Touch (2d6)
Special: Dissolve, Split
Save: F3
Alignment: None
Intelligence: 0
Morale: 12
XP Value: 300

An ochre jelly is an orange-brown amoeba-like ooze.

Ochre jellies can only be harmed by fire or cold. Other attacks do no damage.

Dissolve: An ochre jelly can dissolve wood, leather or cloth in one turn, but cannot eat through metal.

Split: Psychical attacks will split the ochre jelly into 1d4+1 smaller (2 hit dice, attack bonus +3, 1d6 damage) jellies.



Ogre

Size: Large
Type: Humanoid
Habitat: Any (Common)
Wandering Group: 1d6 (Sx10)
Lair Group: 2d6 (Sx100 + C)
Move: 30 ft.
Armor Class: 5
Hit Dice: 4+1 (19 HP)
Attacks: Weapon (By weapon + 2)
Special: None
Save: F4
Alignment: Chaotic
Intelligence: 6
Morale: 10
XP Value: 125

Ogres are heavily built humanoids. Ogres are rather dull witted, and will usually try to bully others to serve them rather than hunt for themselves. When this does not work, they will often work as hired muscle for other creatures. For an ogre, knowing where the next meal is coming from and having shiny coins to count are life's greatest luxuries.

Ogres are not particularly evil or malicious, but have no qualms about doing unpleasant or immoral tasks if paid to do so. They simply don't think about what they are doing.

Ogres can occasionally be found working in human settlements, although their tendency to break things can often mean that they are more trouble than they are worth.

Spellcasting

Some particularly bright ogres can be shamans (to 4th level) or sorcerers (to 2nd level).

As a Class

Ogres can be used as a class using the following statistics:

Ability Requirements: Strength 16
Prime Requisite: Strength, Dexterity, Intelligence, or Wisdom
Ability Modifiers: Strength +2, Dexterity -1, Constitution +1, Wisdom -1
Weapons: Any
Armor: Any
Natural AC: 9
Special Abilities: None
Magic Item Use: Fighter

Table 17.52: Ogre Progression

Level	Experience	Hit Dice
-2	-4,800	2d8+1
-1	-2,400	3d8+1
0	0	4d8+1
1	4,800	5d8+2
2	14,200	6d8+2
3	33,200	-
4	71,200	7d8+2
5	145,200	8d8+2
6	295,200	9d8+3
7	595,200	-
8	895,200	10d8+3
9+	+300,000	+2 HP

Orc

Size: Medium
Type: Humanoid
Habitat: Any (Common)
Wandering Group: 2d4 (P)
Lair Group: 10d6 (D)
Move: 40 ft.
Armor Class: 6
Hit Dice: 1 (5 HP)
Attacks: Weapon (By weapon)
Special: None
Save: F1
Alignment: Chaotic
Intelligence: 7
Morale: 8
XP Value: 10

Orcs are pig-headed humanoids with pink skin.

They usually live underground and only come out at night, since they take a -1 penalty to attack rolls in strong daylight.

Orcs have strong tribal structures, and tribes often fight each other and raid each other for slaves. It is not unknown for a slave rebellion in an orc community to end up with the previous masters as the new slaves and the previous slaves forming a new tribe. Orcs will also use goblins, kobolds, or even humans as slaves if they can get them.

Despite their loose social structures, orcs are very industrious and can

often be found making weapons and armor for other races. Orcish designs emphasize simplicity and efficiency over decoration and art.

Although orcs sometimes trade with humans, relations are always strained because of the orcs' slaving tendencies.

Spellcasting

Orcs can be shamans (to 6th level) or sorcerers (to 4th level).

As a Class

Orcs can be used as a class using the following statistics:

Ability Requirements: None
Prime Requisite: Strength, Dexterity, Intelligence, or Wisdom
Ability Modifiers: Strength +1, Dexterity -1
Weapons: Any
Armor: Any
Natural AC: 8
Special Abilities: None
Magic Item Use: Fighter

Table 17.53: Orc Progression

Level	Experience	Hit Dice
0	0	1d8
1	1,000	2d8
2	2,000	3d8
3	4,000	-
4	8,000	4d8
5	16,000	5d8
6	32,000	6d8
7	64,000	-
8	130,000	7d8
9	260,000	+2 HP
10+	+200,000	+2 HP

Owlbear

Size: Large
Type: Monster
Habitat: Underground, Woods (Common)
Wandering Group: 1d4 (Nil)
Lair Group: 1d4 (C)
Move: 40 ft.
Armor Class: 5
Hit Dice: 5
Attacks: 2x Claw (1d8) & Bite (1d8)
Special: Squeeze
Save: F3
Alignment: None
Intelligence: 2
Morale: 9
XP Value: 175

An owlbear is a bear-like creature with the head of an owl.

Owlbears are bad tempered carnivores, and will often attack even when not hungry.

Squeeze: If an owlbear hits the same opponent with both claw attacks, it can squeeze for an additional 2d8 damage.

Pegasus

Size: Large
Type: Monster
Habitat: Clear, Hills, Mountains (Rare)
Wandering Group: 0 (Nil)
Lair Group: 1d12 (Nil)
Move: 80 ft., 160 ft. (Fly)
Armor Class: 6
Hit Dice: 2+2 (11 HP)
Attacks: 2x Kick (1d6)
Special: None
Save: F2
Alignment: None
Intelligence: 4
Morale: 8
XP Value: 25

Pegasi are winged horses. They are more intelligent than normal horses (although not sapient) and can not be domesticated, although they may befriend an individual and allow themselves to be ridden by that individual.

Phantom

Phantoms are transparent (but visible) incorporeal undead creatures. They may be found lurking anywhere, but tend to avoid sunlight.

Immunity to Normal Weapons: A phantom can only be hit by magical weapons.

Resistance to Turning: A phantom can resist Turn attempts. If a phantom is turned with anything other than a 'D' result, it can make a saving throw vs. spells to reflect the turn back on the cleric, who must then save vs. spells or be paralyzed for 2d6 rounds.

Apparition

Size: Medium
Type: Undead
Habitat: Any (Rare)
Wandering Group: 1 (L)
Lair Group: 1 (N, O)
Move: 60 ft.
Armor Class: 0*
Hit Dice: 10*** (45 HP)
Attacks: 2x Claw (1d6+2)
Special: Create Spawn, Despair, Immunity (Mind Effects, Normal Weapons, Poison), Paralyzing Mist, Resistance to Turning
Save: W10
Alignment: Chaotic
Intelligence: 11
Morale: 10
XP Value: 3,250

Create Spawn: Any human or demi-human killed by an apparition will fade away and become one in a week (even if raised) unless a Dispel Evil is cast on them.

Despair: Anyone seeing an apparition within 120 feet must run in fear and be unable to approach the apparition any closer than this

radius. Creatures with more than 3 hit dice may make a saving throw vs. spells to avoid this effect.

Paralyzing Mist: An apparition can surround itself with a 20-foot radius of swirling mist. All who enter the mist must make a saving throw vs. spells or be paralyzed for 12 rounds. The apparition will usually attack paralyzed targets first, gaining a +4 to hit.

Shade

Size: Medium
Type: Undead
Habitat: Any (Rare)
Wandering Group: 1 (L, N, V)
Lair Group: 0 (Nil)
Move: 40 ft.
Armor Class: 0*
Hit Dice: 11***
Attacks: Dagger (3d4)
Special: Charge, Despair, Immunity (Mind Effects, Normal Weapons, Poison), Resistance to Turning
Save: R11
Alignment: Chaotic
Intelligence: 10
Morale: 9
XP Value: 3,500

A shade always stays indoors during the day, only venturing outside at night to quickly move from building to building.

A shade normally attacks by charging through a wall or door, surprising its opponents on a 1-5 on a d6.

Charge: A shade can perform the Charge action in combat. If it does so, it does not make a normal dagger attack at the end of the charge, but dashes up to its target's face screaming. The target must make a saving throw vs. death ray or immediately drop dead from fear.

Despair: Anyone seeing a shade within 120 feet must run in fear and be unable to approach the shade any closer than this radius. Creatures with more than 3 hit dice may make a saving throw vs. spells to avoid this effect.

Vision

Size: Medium
Type: Undead
Habitat: Any (Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (L, N, O)
Move: -
Armor Class: 0*
Hit Dice: 12***
Attacks: Special
Special: Despair, Immunity (Mind Effects, Normal Weapons, Poison), Resistance to Turning
Save: C12
Alignment: Chaotic
Intelligence: 9
Morale: 12
XP Value: 3,875

A vision's body is composed of lost souls of 2d4 humanoid creatures. The creatures appear mangled as if they died in a fierce battle.

If a vision is successfully turned, it disappears for 1d6 hours.

While in combat, each figure will attack independently with melee weapons and are able to move 40 feet per round but unable to leave the area. A vision has a single collective set of hit points, and when these run out all figures are destroyed.

Despair: A vision will cry and howl when met. All within 90 feet who hear this must make a saving throw vs. spells or collapse in despair and spend 1d10+10 rounds curled up and crying for the lost souls.

Phoenix

Size: Large
Type: Monster
Habitat: Elemental Plane of Fire (Very Rare)
Wandering Group: 0 (Nil)
Lair Group: 1d2 (Vx2)
Move: 50 ft., 150 ft. (Fly)
Armor Class: -2*
Hit Dice: 18***** (81 HP)
Attacks: 2x Claw (2d6) & Bite (4d6)
Special: Explode, From the Ashes, Halo of Fire, Immunity (Charm, Fire, Hold, Weapons < +3)
Save: F20
Alignment: Neutral
Intelligence: 6
Morale: 10
XP Value: 8,875

A phoenix is a red-orange eagle-like bird surrounded by a halo of fire. Phoenixes are never hostile unless attacked, but will fight to the death to defend themselves.

Explode: When a phoenix is destroyed, it explodes into a 18d6 Fireball with a 20-foot radius. Creatures in the area may save vs. breath weapon to take half damage, but resistances or immunities to fire do not reduce the damage.

From the Ashes: There is no way short of a Wish to keep a phoenix dead permanently. When a phoenix is destroyed and explodes, it will rise from its own ashes one round later and flee from its attackers if possible.

Halo of Fire: All creatures within 20 feet of a phoenix take 6d6 fire damage per round.

Pixie



Size: Small
Type: Humanoid
Habitat: Woods (Rare)
Wandering Group: 2d4 (R+S)
Lair Group: 4d10 (Nil)
Move: 30 ft., 60 ft. (Fly)
Armor Class: 3
Hit Dice: 1*** (5 HP)
Attacks: Dagger (1d4)
Special: Natural Invisibility
Save: E1
Alignment: Neutral
Intelligence: 14
Morale: 7
XP Value: 19

Pixies are elf-like creatures with butterfly wings.

Pixies are not strong fliers, and can only fly for half an hour before having to rest.

Pixies are generally on friendly terms with both humans and elves, although they hate orcs and goblins and do their best to drive them from their woods.

Natural Invisibility: Pixies can make themselves visible when they want to.

Spellcasting

Pixies can be shamans (to 6th level) or sorcerers (to 4th level).

As a Class

Pixies can be used as a class using the following statistics:

Ability Requirements: Dexterity 9, Intelligence 8
Prime Requisite: Dexterity
Ability Modifiers: Strength -1, Dexterity +1, Constitution -1, Charisma +1
Weapons: Any small
Armor: Any small
Natural AC: 6
Special Abilities: Natural Invisibility
Magic Item Use: Fighter; Elf and Wizard (Chance of Misuse, see *Table 17.55: Pixie Magic Item Use*)

Table 17.54: Pixie Progression

Level	Experience	Hit Dice
0	0	1d8
1	2,000	2d8
2	4,000	3d8
3	8,000	4d8
4	16,000	5d8
5	32,000	6d8
6	64,000	7d8
7	128,000	8d8
8	250,000	9d8
9	500,000	10d8
10+	+300,000	+1 HP

Table 17.55: Pixie Magic Item Use

	d% Result			
Level	Success	Failure	Backfire	Unexpected
1	01-05	06-84	85-99	00
2	01-10	11-84	85-98	99-00
3	01-10	11-84	85-97	98-00
4	01-15	16-84	85-96	97-00
5	01-20	21-84	85-95	96-00
6	01-20	21-84	85-94	95-00
7	01-25	26-84	85-93	94-00
8	01-30	31-84	85-92	93-00
9	01-30	31-84	85-91	92-00
10+	01-35	36-84	85-90	91-00

Pooka



Size: By Animal
Type: Fey
Habitat: Any (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 0 (Nil)
Move: 40 ft.
Armor Class: 4
Hit Dice: 2** (9 HP)
Attacks: As Animal
Special: Invisibility to Mortals
Save: R2
Alignment: Chaotic/Neutral
Intelligence: 11
Morale: 9
XP Value: 25

Pooka are solitary animal spirits with extraordinary powers.

Pooka are very fond of mischief, drinking, magic tricks, music, and other forms of entertainment. They have been known to befriend mortals that provide such entertainment.

Age Inanimate Object: Pooka can age inanimate objects at will by touching them. In effect, this will cause wood to rot, metal to rust, food to spoil, and so forth.

Invisibility to Mortals: The invisibility can be to all mortals or just to select individuals.

As a Class

Pooka can be used as a class using the following statistics:

Control Dreams: At level 0 and higher, a pooka can control a sleeping target's dreams. Although the victim is not aware that their dreams are being controlled, they are allowed a saving throw vs. spells to avoid the effect.

Time Manipulation: Besides aging inanimate objects, pooka have various other time manipulation abilities that are acquired and improve as they level gains levels.

Haste Self: Starting at 3rd level, pooka can move as if they were affected by a Haste spell. This may be done up to ten rounds per day plus two additional rounds per three levels the pooka has attained.

Haste/Slow Other: Starting at 5th level, a pooka can hasten or slow a target as if they were affected by a Haste/Slow spell. This may be

done once per day plus an additional time per two levels the pooka has attained.

Fast Healing: Starting at 7th level, a pooka can speed up the healing process of a target by touching them. The pooka may use this ability for a number of rounds equal to the pooka's level times two. For each round this ability is used, the target regains one hit point.

Blink: Starting at 9th level, a pooka can attempt to briefly step outside of time to avoid attacks and spells. With a successful saving throw vs. spells a single attack or spell is completely avoided. In the case of spells, the pooka is still allowed their normal saving throw if this ability failed. This ability may be used once per day per level of the pooka.

Age Creature: Starting at 12th level, a pooka can age a living creature ten years by touching them. This ability may be used once per day.

Timestop: At 15th level, a pooka gains the ability to stop time similarly to the spell Timestop. The duration is equal to the pooka's level, but only 1d3 of those rounds can be used for attacking. Item use is limited to non-offensive personal items only. This ability may be used once per five levels the pooka has attained, rounded up.

Temporal Stasis: Starting at 18th level, a pooka can place themselves or another living creature outside the normal time flow where time does not pass. While there, they do not age, need air or nourishment, and can not perform any actions. Unwilling targets are allowed a saving throw vs. spell to avoid this ability. Temporal stasis can be broken by a Dispel Magic spell. The duration must be specified by the pooka in advance which can be up to one year per level of the pooka. This ability can only be used once per day.

Shapechange: At 10th level, a pooka gains the ability to shapechange at will into any non-magical animal. This ability may be used once per day per three levels of the pooka.

Ability Requirements: Constitution 5, Wisdom 8, Charisma 8
Prime Requisite: Wisdom
Ability Modifiers: None
Weapons: None
Armor: None
Natural AC: 7
Special Abilities: Control Dreams, Invisibility to Mortals, Time Manipulation, Shapechange
Magic Item Use: Thief, Elf and Wizard (Non-Weapon, Chance of Misuse, see *Table 17.57: Pooka Magic Item Use*)

Table 17.56: Pooka Progression

Level	Experience	Hit Dice
-2	-	4,000
-1	-	-
0	0	2d8
1	4,000	3d8
2	12,000	-
3	28,000	4d8
4	60,500	5d8
5	125,500	-
6	250,500	6d8
7	500,000	7d8
8	800,000	8d8
9+	+300,000	+1 HP

Table 17.57: Pooka Magic Item Use

	d% Result			
Level	Success	Failure	Backfire	Unexpected
1	01-05	06-79	80-98	99-00
2	01-10	11-79	80-96	97-00
3	01-15	16-79	80-94	95-00
4	01-20	21-79	80-92	93-00
5	01-25	26-79	80-90	91-00
6	01-30	31-79	80-88	89-00
7	01-35	36-79	80-86	87-00
8	01-40	41-79	80-84	85-00
9	01-45	46-79	80-82	83-00
10+	01-50	51-79	80	81-00

Pterosaur

	Small (Pterodactyl)	Medium (Pteranodon)	Large (Quetzalcoatlus)
Size:	Large	Large	Large
Type:	Animal	Animal	Animal
Habitat:	Hills, Jungle, Mountains (Very Rare)	Hills, Jungle, Mountains (Very Rare)	Hills, Jungle, Mountains (Very Rare)
Wandering Group:	2d4 (Nil)	0 (Nil)	0 (Nil)
Lair Group:	2d4 (Nil)	1d4 (Nil)	1d2 (Nil)
Move:	60 ft.	90 ft.	60 ft.
Armor Class:	7	6	5
Hit Dice:	1 (5 HP)	5 (23 HP)	10 (45 HP)
Attacks:	Bite (1d3)	Bite (1d12)	Bite (3d6)
Special:	Swoop	Swoop	Swoop
Save:	F1	F3	F5
Alignment:	None	None	None
Intelligence:	2	2	2
Morale:	8	8	9
XP Value:	10	175	1,000

Pterosaurs are flying reptiles. They are closely related to dinosaurs.

Pterosaurs are carnivorous, and eat mostly small animals and fish.

Swoop: Pterosaurs can swoop down on an opponent in combat which is identical to a Charge maneuver except that the attack does not have to come at the end of the move.



Rat



Size: Small
Type: Animal
Habitat: Any (Common)
Wandering Group: 5d10 (Nil)
Lair Group: 5d10 (L)
Move: 20 ft., 10 ft. (Swim)
Armor Class: 9
Hit Dice: 1 hit point
Attacks: Bite (Special)
Special: Disease
Save: F0
Alignment: None
Intelligence: 2
Morale: 5
XP Value: 2

Rats are omnivorous rodents, who are adept at learning and have a very well developed direction sense.

Normally, rats will not attack large creatures unless magically controlled.

In combat, rats should be split into groups of 5-10 individuals. Each group will attack a single target, and can collectively bite for 1d6 damage. If enough rats are killed that a group is no longer viable, those rats will disperse.

Disease: Rat bites have a 1 in 20 chance of transmitting a disease. If this is the case, the victim is affected as if by a Cause Disease spell (complete with saving throw).

Rhagodessa, Giant

Size: Large
Type: Animal
Habitat: Hills, Mountains, Underground, Woods (Rare)
Wandering Group: 1d4 (U)
Lair Group: 1d6 (Nil)
Move: 50 ft.
Armor Class: 5
Hit Dice: 4+2 (20 HP)
Attacks: Leg (Special) & Bite (2d8)
Special: Leg Grab
Save: F2
Alignment: None
Intelligence: 0
Morale: 9
XP Value: 125

A giant rhagodessa is an arachnid similar to a spider or scorpion. They are nocturnal hunters, that will attack any prey smaller than themselves.

Rhagodessas do not have stings or create webs, but their front legs end in suckers for holding prey.

Leg Grab: Anyone hit by a rhagodessa's leg will be automatically pulled to their mouth and bitten in the next round.

Robber Fly, Giant

Size: Small
Type: Animal
Habitat: Clear, Mountains, Underground, Woods (Rare)
Wandering Group: 1d6 (U)
Lair Group: 2d6 (Nil)
Move: 30 ft., 60 ft. (Fly)
Armor Class: 6
Hit Dice: 2 (9 HP)
Attacks: Bite (1d8)
Special: Immunity to Giant Bee Poison
Save: F1
Alignment: None
Intelligence: 0
Morale: 8
XP Value: 20

A giant robber fly is an insect with yellow and black stripes. Although it closely resembles a giant bee or wasp, it is not related to those and has no sting.

Giant robber flies mostly prey on giant bees.

When they encounter larger creatures, they will usually hide. If their hiding place is disturbed, they will leap out and attack the intruder, surprising on a 1-4 on 1d6.

Roc

Size: Large
Type: Animal
Habitat: Mountains (Rare)
Wandering Group: 0 (Nil)
Lair Group: 1d8 (I)
Move: 20 ft., 160 ft. (Fly)
Armor Class: 2
Hit Dice: 12 (54 HP)
Attacks: 2x Claw (1d8) & Bite (2d10)
Special: None
Save: F6
Alignment: None
Intelligence: 2
Morale: 9
XP Value: 1,250

A roc is an eagle-like bird.

Rocs are very territorial, and will chase other large predators out of their areas.

Rockroach

Size: Small
Type: Monster
Habitat: Underground (Common)
Wandering Group: 1d4 (V)
Lair Group: 1d4 (Nil)
Move: 20 ft.
Armor Class: 2
Hit Dice: 3+1* (15 HP)
Attacks: Bite (1d6)
Special: Paralyzing Gaze
Save: F3
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 75

Rockroaches are squat creatures with a hard stony carapace like that of a horseshoe crab. When motionless they look exactly like boulders.

Rockroaches are peaceful creatures that prefer to live in natural caverns near water and eat the mosses, fungi and lichens that grow there. If they are disturbed they will lift up their carapace to reveal glowing eyes.

Paralyzing Gaze: Once per round, a rockroach can gaze at a target and cause that target to be paralyzed for 2d4 rounds unless they can make a saving throw vs. paralysis.

If the rockroaches manage to paralyze all opponents, or the opponents retreat, the rockroaches will back off themselves.

However, if the opponents continue to attack, rockroaches will defend themselves by biting and continuing to attempt to paralyze foes. If forced into self defense like this, rockroaches will not simply leave paralyzed opponents to recover, but will kill them.

Rust Monster

Size: Medium
Type: Monster
Habitat: Underground (Rare)
Wandering Group: 1d4 (Nil)
Lair Group: 1d4 (Nil)
Move: 40 ft.
Armor Class: 2
Hit Dice: 5* (23 HP)
Attacks: Touch (Special)
Special: Rust
Save: F3
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 300

A rust monster appears like an armadillo with a long tail and two feathery antennae on its head.

Rust monsters normally eat rusted metal or metal ores. They are particularly attracted to the smell of refined metal, and usually attempt to rust and eat it.

If well treated and regularly fed, rust monsters can be trained to attack only strangers. Such trained rust monsters are sometimes kept by tribes or individuals who fear armed attack by others.

Rust: The antennae of a rust monster will rust any metal they contact. A successful attack on a target with a metal weapon or shield or wearing metal armor means that one of those items has been touched and will immediately crumble to powdered rust. A rust monster will normally try to rust weapons first, to minimize the danger to itself.

If an item is magical, it has a 10% chance per magical "plus" of resisting the effect.

Salamander, Flame

Size: Large
Type: Dragon
Habitat: Desert, Volcanic, Elemental Plane of Fire (Very Rare)
Wandering Group: 1d4+1 (Nil)
Lair Group: 2d4 (F)
Move: 40 ft.
Armor Class: 2*
Hit Dice: 8* (36 HP)
Attacks: 2x Claw (1d4) & Bite (1d8)
Special: Aura of Heat, Immunity (Fire, Normal Weapons)
Save: F8
Alignment: None
Intelligence: 1
Morale: 8
XP Value: 1,200

Fire salamanders are bright red amphibians that radiate great heat.

Aura of Heat: Flame salamanders radiate a great amount of heat, doing 1d8 points of fire damage to all creatures within 20 feet.

Salamander, Frost

Size: Large
Type: Dragon
Habitat: Arctic, Elemental Plane of Air (Very Rare)
Wandering Group: 1d3 (Nil)
Lair Group: 1d3 (E)
Move: 40 ft.
Armor Class: 3*
Hit Dice: 12* (54 HP)
Attacks: 4x Claw (1d4) & Bite (2d6)
Special: Aura of Cold, Immunity (Cold, Normal Weapons)
Save: F12
Alignment: None
Intelligence: 1
Morale: 9
XP Value: 2,125

Frost salamanders are six legged amphibians that grow to 20 feet long.

In combat, a frost salamander will rear up onto its back two legs and attack with all four front and middle legs.

Aura of Cold: Frost salamanders radiate an intense cold that does 1d8 damage per round to all within 20 feet.

Sasquatch

Size: Large
Type: Humanoid
Habitat: Arctic, Mountains, Woods (Rare)
Wandering Group: 0 (Nil)
Lair Group: 1d10 (Nil)
Move: 50 ft.
Armor Class: 6
Hit Dice: 5* (23 HP)
Attacks: 2x Claw (2d4)
Special: Hug, Rock Throwing
Save: F5
Alignment: Neutral
Intelligence: 6
Morale: 6
XP Value: 300



Sasquatches are powerfully built ape-like humanoids with long fur that changes from brown to white depending on the season.

Sasquatches are not normally aggressive except in self defense, and have been known to rescue lost travelers and guide them to safety.

Hug: When enraged, a sasquatch will attack with its claws, and if both claws hit the same opponent it will hug the opponent for 4d6 damage.

Rock Throwing: Sasquatches can throw rocks (range: 50/75/100) at opponents who are outside melee range. A successful attack inflict 2d8 damage.

Spellcasting

Sasquatches can be shamans (to 4th level) or sorcerers (to 2nd level).

As a Class

Sasquatches can be used as a class using the following statistics:

Ability Requirements: Strength 10, Constitution 5
Prime Requisite: Strength, Dexterity, Intelligence, or Wisdom
Ability Modifiers: Strength +2, Intelligence -1
Weapons: Any
Armor: Any
Natural AC: 8
Special Abilities: Hug, Rock Throwing
Magic Item Use: Fighter

Table 17.58: Sasquatch Progression

Level	Experience	Hit Dice
-3	-6,000	2d8
-2	-4,000	3d8
-1	-2,000	4d8
0	0	5d8
1	6,000	6d8
2	12,000	7d8
3	24,000	8d8
4	48,000	9d8
5	96,000	10d8
6	192,000	11d8
7	384,000	12d8
8	768,000	13d8
9+	+300,000	+2 HP

Scorpion, Giant

Size: Medium
Type: Animal
Habitat: Desert, Underground (Rare)
Wandering Group: 1d6 (V)
Lair Group: 1d6 (Nil)
Move: 50 ft.
Armor Class: 2
Hit Dice: 4* (18 HP)
Attacks: 2x Claw (1d10) & Sting (1d4)
Special: Poison
Save: F2
Alignment: None
Intelligence: 0
Morale: 11
XP Value: 125

Giant scorpions are aggressive hunters. They hunt by grasping creatures in its claws and stinging them. If either claw attack hits an opponent, the giant scorpion gets a +2 bonus to hit that same opponent with its stinger.

Poison: Anyone stung by a giant scorpion must make a saving throw vs. poison or die.

Scorpionfolk

Size: Large
Type: Monster
Habitat: Desert, Mountains, Underground (Rare)
Wandering Group: 1d8 (V)
Lair Group: 2d10 (J, K,Mx2)
Move: 80 ft.
Armor Class: 1
Hit Dice: 8*** (36 HP)
Attacks: Weapon (By weapon) & Sting (1d10)
Special: Poison
Save: F8
Alignment: Chaotic
Intelligence: 8
Morale: 10
XP Value: 2,300

Scorpionfolk are xenophobic and isolationist humanoids. They are similar to centaurs, having a human body with arms and head coming forth from the body of a giant scorpion.

Poison: Anyone stung by a scorpionfolk must make a saving throw vs. poison or die. Even if the saving throw is made, any creature not immune to paralysis or poison will still be paralyzed for 1d8-1 rounds.

Spellcasting

Scorpionfolk can be shamans (to 13th level) or sorcerers (to 8th level).

As a Class

Scorpionfolk can be used as a class using the following statistics:

Cleric Abilities: At 8th level and higher, scorpionfolk can use all *Cleric* abilities as a *Cleric* of 7 levels lower.

Landlubber: The anatomy of a scorpionfolk makes it impossible for them to swim. Although, with their additional legs they are able to move 3/4 their normal speed on the ground beneath the water.

Ability Requirements: Strength 13
Prime Requisite: Strength
Ability Modifiers: None
Weapons: Any
Armor: Any (2/3 the AC due to not being able to wear the bottom half)
Natural AC: 4
Special Abilities: Cleric Spells, Landlubber, Poison, Turn Undead
Magic Item Use: Fighter

Table 17.59: Scorpionfolk Progression

Level	Experience	Hit Dice
-7	-156,000	1d8
-6	-83,200	2d8
-5	-41,600	3d8
-4	-20,800	4d8
-3	-10,400	5d8
-2	-5,200	6d8
-1	-2,600	7d8
0	0	8d8
1	2,600	9d8
2	5,200	10d8
3	10,400	11d8
4	20,800	12d8
5	41,600	13d8
6	83,200	14d8
7	156,000	15d8
8	312,000	16d6
9	468,000	17d6
10+	+200,000	+2 HP

Shadow

Size: Medium
Type: Monster
Habitat: Underground, Woods (Rare)
Wandering Group: 1d8 (Nil)
Lair Group: 1d12 (F)
Move: 30 ft.
Armor Class: 7
Hit Dice: 2+2* (11 HP)
Attacks: Touch (1d4)
Special: Blend, Drain Strength
Save: F2
Alignment: Chaotic
Intelligence: 4
Morale: 12
XP Value: 35

Shadows are dark and incorporeal barely sapient creatures that lurk in corners and cellars. They look very much like a real shadow.

Despite their appearance, shadows are not undead and cannot be turned.

Blend: Shadows are difficult to see and can surprise opponents on a roll of 1-5 on 1d6.

Drain Strength: Anyone touched by a shadow loses 1 point of *Strength*. This weakness lasts for an hour. If an opponent is drained to zero *Strength*, they immediately become a shadow themselves.

Shark, Bull

Size: Medium
Type: Animal
Habitat: Ocean (Common)
Wandering Group: 0 (Nil)
Lair Group: 3d6 (Nil)
Move: 60 ft.
Armor Class: 4
Hit Dice: 2* (9 HP)
Attacks: Bite (2d4)
Special: Charge
Save: F1
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 25

Bull sharks are brown sharks.

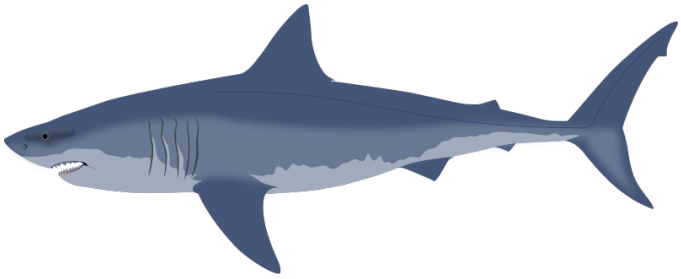
Charge: Bull sharks can make a Charge attack, which does no damage but forces their opponent to make a saving throw vs. paralysis or be *Stunned* for three rounds.

Shark, Great White

Size: Large
Type: Animal
Habitat: Ocean (Rare)
Wandering Group: 0 (Nil)
Lair Group: 1d4 (Nil)
Move: 60 ft.
Armor Class: 4
Hit Dice: 8 (36 HP)
Attacks: Bite (2d10)
Special: None
Save: F4
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 650

Great white sharks are among the biggest of sharks, reaching 30' long.

They are sometimes known to attack small boats.



Shark, Mako

Size: Large
Type: Animal
Habitat: Ocean (Common)
Wandering Group: 0 (Nil)
Lair Group: 2d6 (Nil)
Move: 60 ft.
Armor Class: 4
Hit Dice: 4 (18 HP)
Attacks: Bite (2d6)
Special: None
Save: F2
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 75

Mako sharks are notoriously unpredictable, attacking or changing opponents without apparent reason.

Shrew, Giant

Size: Small
Type: Animal
Habitat: Clear, Underground, Woods (Rare)
Wandering Group: 1d4 (Nil)
Lair Group: 1d8 (Nil)
Move: 60 ft., 5 ft (Burrow), 5 ft. (Jump)
Armor Class: 4
Hit Dice: 1* (5 HP)
Attacks: 2x Bite (1d6)
Special: Despair
Save: F1
Alignment: None
Intelligence: 2
Morale: 10
XP Value: 13

Giant shrews are rat-like brown-furred animals with long snouts. Their diet consists of insects and vegetable matter.

Giant shrews have weak vision, forcing them to rely on their hearing for movement. They squeak and listen for echoes which allows them to sense any creature within a 60 ft. radius. This can only be used in enclosed areas. If a giant shrew is in an open area they will have trouble getting around. If the surrounding area is affected by a Silence 15-foot radius spell, the giant shrew will become confused and suffers a +4 to their AC and a -4 to their attack rolls.

Giant shrews are very quick which allows them to attack first on the first round of combat. They gain a +1 initiative on all remaining rounds of combat.

Giant shrews are so nervous and aggressive that they will attack anything that comes within 20 ft. of them. They attack by ferociously biting a victims face, head, and shoulders.

Despair: Any victim of 3 HD or less that suffers the ferocious attack of a giant shrew must make a saving throw vs. death ray or run in fear.



Shrieker

Size: Medium
Type: Plant
Habitat: Underground (Common)
Wandering Group: 0 (Nil)
Lair Group: 1d8 (Nil)
Move: 3 ft.
Armor Class: 7
Hit Dice: 3 (14 HP)
Attacks: Special
Special: Shriek
Save: F2
Alignment: None
Intelligence: 0
Morale: 12
XP Value: 35

Shriekers are large toadstool-like fungi that live underground and slowly move around looking for detritus to eat.

Because their shrieking unwittingly makes them into very effective guards, shriekers are often deliberately cultivated by underground races.

Shriek: When disturbed by light within 60 feet or movement within 30 feet, shriekers emit a piercing scream which lasts for 1d3 rounds.

The scream of a shrieker will stun animals of rat-size or smaller, which the shrieker will then engulf and eat.

Sidhe

Size: Medium
Type: Fey
Habitat: Any (Rare)
Wandering Group: 1d4 (Nil)
Lair Group: 1d100 (A)
Move: 40 ft.
Armor Class: By Armor
Hit Dice: 1/2 (2 HP)
Attacks: Weapon (By weapon)
Special: Susceptibility to Iron, Water Breathing
Save: F0
Alignment: Any
Intelligence: 10
Morale: 7
XP Value: 7

Sidhe appear almost human-like, with only their slightly elven features making them distinguishable.

Like humans, sidhe are adaptable making them natural leaders.

Susceptibility to Iron: Sidhe are allergic to iron. When handling iron for an extended period of time, it begins to make them sick. For every hour a sidhe handles iron, they suffer 1 hit point of damage.

Water Breathing: Sidhe can breathe underwater.

As a Class

Sidhe can be used as a class using the following statistics:

Fey Spells: Sidhe can cast fey spells. See *Chapter 8: Spell Descriptions* for detailed descriptions of these spells.

Fighter/Rogue Abilities: During character creation, sidhe must choose to have all the abilities of a fighter or a rogue. This choice effects the sidhe's hit dice, prime requisite, and weapons and armor use.

Ability Requirements: Strength 8, Intelligence 8
Prime Requisite: Strength or Dexterity (Str for Fighter abilities, Dex for Rogue abilities), Intelligence
Ability Modifiers: None
Weapons: Any non-iron (Fighter Abilities), Any non-iron one-handed and any non-iron missile (Rogue Abilities)
Armor: Any non-iron (Fighter Abilities), Leather armor (Rogue Abilities)
Special Abilities: Fey Spells, Fighter/Rogue Abilities
Magic Item Use: Fighter or Rogue (Depending on Abilities)

Table 17.60: Sidhe Progression

Level	Experience	Hit Dice
0	0	1d4
1	2,500	1d4+1d4
2	5,000	2d4
3	10,000	3d4
4	20,000	4d4
5	40,000	5d4
6	80,000	6d4
7	160,000	7d4
8	320,000	8d4
9	620,000	9d4
10+	+300,000	+1 HP

Table 17.61: Sidhe Spells per Day by Spell Level

	Spell Level						
Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	2	2	-	-	-	-	-
5	3	2	-	-	-	-	-
6	3	2	1	-	-	-	-
7	3	2	2	-	-	-	-
8	3	3	2	-	-	-	-
9	3	3	2	1	-	-	-
10	3	3	2	2	-	-	-
11	3	3	3	2	-	-	-
12	3	3	3	2	1	-	-
13	3	3	3	2	2	-	-
14	3	3	3	3	2	-	-
15	3	3	3	3	2	1	-
16	3	3	3	3	2	2	-
17	3	3	3	3	3	2	-
18	3	3	3	3	3	2	1
19	3	3	3	3	3	2	2
20	3	3	3	3	3	3	3
21	4	4	3	3	3	3	3
22	4	4	4	4	3	3	3
23	4	4	4	4	4	4	3
24	4	4	4	4	4	4	4
25	5	5	4	4	4	4	4
26	5	5	5	5	4	4	4
27	5	5	5	5	5	5	4
28	5	5	5	5	5	5	5
29	6	6	5	5	5	5	5
30	6	6	6	6	5	5	5
31	6	6	6	6	6	6	5
32	6	6	6	6	6	6	6
33	7	7	6	6	6	6	6
34	7	7	7	7	6	6	6
35	7	7	7	7	7	7	6
36	7	7	7	7	7	7	7

Skeleton

Size: Medium
Type: Undead
Habitat: Underground (Common)
Wandering Group: 3d4 (Nil)
Lair Group: 3d10 (Nil)
Move: 20 ft.
Armor Class: 7
Hit Dice: 1 (5 HP)
Attacks: Weapon (By weapon)
Special: Immunity (Mind Effects, Poison)
Save: F1
Alignment: None
Intelligence: 1
Morale: 12
XP Value: 10

Animated skeletons are the weakest and most basic of undead creatures, and often work as servants and minions to more powerful undead or spellcasters.

Although unintelligent, skeletons do have basic instincts, and can react to novel situations.

Slime, Fire

Size: Large
Type: Ooze
Habitat: Underground (Very Rare)
Wandering Group: 1d3 (Nil)
Lair Group: 2d4 (Nil)
Move: 30 ft.
Armor Class: 5
Hit Dice: 9 (41 HP)
Attacks: 3x Bash (4d6)
Special: Amorphous, Immunity (Fire, Mental Attacks), Residue, Sense Movement
Save: F9
Alignment: None
Intelligence: 0
Morale: 12
XP Value: 900

Fire slime is a bright red/orange glowing gelatinous ooze that is incredibly hot.

Fire slime will mindlessly attack any creatures it detects.

Fire slime take double damage from all cold-based attacks.

Amorphous: As it is semi-liquid, fire slime are able to pass through small cracks and fissures.

Residue: When a fire slime hits an opponent, it leaves a layer of hot slime on them. This layer of slime does 3d6 fire damage per round for a further 1d4 rounds.

If the fire slime hits a target again before the previous slime has burnt out then the fire damage does not stack but the duration before it burns out does.

Sense Movement: Fire slime can sense movement within 60 feet.

Slime, Green

Size: Medium
Type: Ooze
Habitat: Underground (Common)
Wandering Group: 1 (P+S)
Lair Group: 1 (B)
Move: 1 ft.
Armor Class: Special*
Hit Dice: 2** (9 HP)
Attacks: Special
Special: Engulf
Save: F1
Alignment: None
Intelligence: 0
Morale: 7
XP Value: 30

A green slime is an ooze of a virulent green color. It can crawl up walls and along ceilings, and will often drop from ceilings in a surprise attack.

Green slime can be automatically hit by any attack, although it can only be harmed by fire and cold attacks. A Cure Disease spell will kill a green slime with no saving throw.

Engulf: If a green slime hits an opponent, it starts to dissolve their clothing and armor. Leather or cloth can be dissolved in a single round, wood or metal in six rounds. Once a green slime has dissolved its victims armor or clothing, it will dissolve the victim in 1d4 rounds turning it into more green slime.

While a green slime is engulfing a victim, any fire or cold attack done to it will do half damage to the slime and half damage to the victim. Attacks with an area of effect (for example Fireball spells) will do full damage to both slime and victim.



Snake, Constrictor

Size: Large
Type: Animal
Habitat: Jungle, Swamp (Common)
Wandering Group: 1d3 (Nil)
Lair Group: 1d3 (Nil)
Move: 30 ft.
Armor Class: 6
Hit Dice: 5* (22 HP)
Attacks: Bite (1d4)
Special: Squeeze
Save: F3
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 300

Constrictor snakes are non-poisonous snakes that squeeze their prey to death.

Squeeze: With a successful bite, a rock python will coil around the victim and squeeze for 2d4 points of damage. The snake will then cease biting, and automatically squeeze for 2d4 damage per round until slain.

Snake, Sea

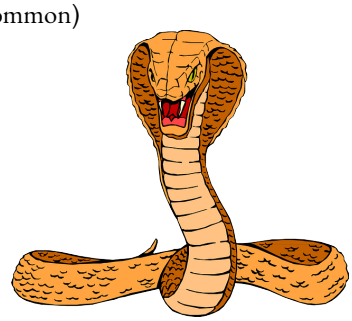
Size: Medium
Type: Animal
Habitat: Ocean (Common)
Wandering Group: 0 (Nil)
Lair Group: 1d8 (Nil)
Move: 30 ft.
Armor Class: 6
Hit Dice: 3* (14 HP)
Attacks: Bite (1)
Special: Poison
Save: F2
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 50

Sea snakes live in the sea and rarely if ever venture onto land.

Poison: When a sea snake bites an opponent, the opponent must make a saving throw vs. poison or will die in 1d4+2x10 minutes. There is a 50% chance that the poisoned bite may not be noticed by the opponent, as the sea snake's bite feels like a pin prick.

Snake, Poisonous

Size: Small
Type: Animal
Habitat: Any except Arctic (Common)
Wandering Group: 1d6 (Nil)
Lair Group: 1d6 (Nil)
Move: 30 ft.
Armor Class: 7
Hit Dice: 1* (5 HP)
Attacks: Bite (1d3)
Special: Poison, Spit
Save: F1
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 13



Poisonous snakes are snakes that have poison glands and fangs.

Poison: When a poisonous snake bites an opponent, the opponent must make a saving throw vs. poison or will die in 1d10x10 minutes.

Spitting Cobra

Spitting cobras are brownish poisonous snakes that can spit their venom.

Spit: Spitting cobras can spit a stream of venom up to 10 feet into a target's eyes. The target must make a saving throw vs. poison or be *Blinded* until cured.

Snake, Racer

Size: Medium
Type: Animal
Habitat: Any (Common)
Wandering Group: 1d6 (Nil)
Lair Group: 1d8 (Nil)
Move: 40 ft.
Armor Class: 5
Hit Dice: 2 (9 HP)
Attacks: Bite (1d6)
Special: None
Save: F1
Alignment: None
Intelligence: 2
Morale: 7
XP Value: 20

Racer snakes are not poisonous, relying on their fast speed to catch small prey.

A racer will bite larger opponents in self defense, but is not normally aggressive.

Spectral Hound

Size: Medium
Type: Extraplanar
Habitat: Any (Very Rare)
Wandering Group: 1d6 (Nil)
Lair Group: 1d6 (Nil)
Move: 50 ft.
Armor Class: -2
Hit Dice: 5** (23 HP)
Attacks: Bite (2d6)
Special: Fade, Immunity (Cold, Fire, Normal Weapons)
Save: F5
Alignment: None
Intelligence: 3
Morale: 12
XP Value: 425

Spectral hounds are ghostly dogs with dark eyes. Although they may appear similar to undead, they are from a far away plane.

Fade: Any creature bitten by a spectral hound must make a saving throw vs. spells or begin to fade away. This process takes 24 hours, by which point the victim is completely faded and incorporeal (treat as if having drunk a Potion of Gaseous Form).

This fading is permanent, although a faded character is likely to starve to death—being unable to eat solid food—in only a few days.

The only way to counteract the fading once it has started is with a Dimension Door spell. The faded victim can walk through the door into the real world again.

Spectre

Size: Medium
Type: Undead
Habitat: Underground (Rare)
Wandering Group: 1d4 (Nil)
Lair Group: 1d8 (E)
Move: 50 ft., 100 ft. (Fly)
Armor Class: 2*
Hit Dice: 6** (27 HP)
Attacks: Touch (1d8)
Special: Create Spawn, Energy Drain, Immunity (Mind Effects, Normal Weapons, Poison)
Save: F6
Alignment: Chaotic
Intelligence: 8
Morale: 11
XP Value: 725

Spectres are incorporeal undead creatures, that appear as translucent humanoid figures with glowing eyes.

Create Spawn: Anyone slain by a spectre will rise the following night as another spectre unless raised.

Energy Drain: Anyone touched by a spectre is subject to a double strength Energy Drain that drains them of two levels (no saving throw).

Sphinx

Size: Large
Type: Monster
Habitat: Desert (Rare)
Wandering Group: 1d2 (Nil)
Lair Group: 1d4 (E)
Move: 60 ft., 120 ft. (Fly)
Armor Class: 0*
Hit Dice: 12***** (54 HP)
Attacks: 2x Claw (3d6) & Bite (2d8)
Special: Cleric/Wizard Spells, Immunity (Normal Weapons, Spells < 4th level), Roar
Save: F24
Alignment: Any
Intelligence: 13
Morale: 10
XP Value: 5,625

Sphinxes are winged lions with human faces.

Sphinxes love riddles, puzzles and trivia; and can often be dissuaded from attacking by trading them new bits and pieces that they have not heard before.

Cleric/Wizard Spells: All sphinxes are powerful spellcasters: female sphinxes can cast spells as a 12th level cleric, and males as a 12th level wizard. All saving throws made against spells cast by sphinxes have a -4 penalty.

Roar: Twice per day, a sphinx can roar instead of attacking. All within 120 feet must save vs. spells with a -4 penalty of flee in terror for 1d6x10 minutes. All within 60 feet must additionally save vs. paralysis or be *Stunned* for 1d6 rounds. All within 10 feet must make

both saving throws and also take 6d6 damage and are deafened for 1d10x10 minutes (no save).

As a Class

Sphinxes can be used as a class using the following statistics:

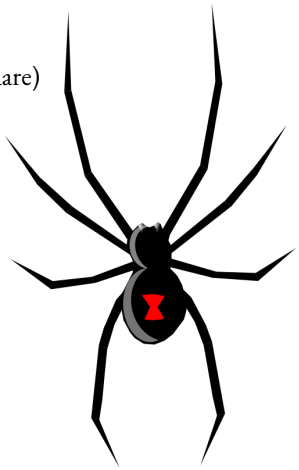
Ability Requirements: Strength 6, Intelligence 6, Wisdom 8
Prime Requisite: Constitution and Wisdom
Ability Modifiers: None
Weapons: None
Armor: None
Natural AC: 2
Special Abilities: Cleric/Wizard Spells, Roar
Magic Item Use: Male: Wizard (Non-Weapon), Female: Cleric (Non-Weapon)

Table 17.62: Sphinx Progression

Level	Experience	Hit Dice
-10	-3,000,000	2d8
-9	-2,700,000	3d8
-8	-2,400,000	4d8
-7	-2,100,000	5d8
-6	-1,800,000	6d8
-5	-1,500,000	7d8
-4	-1,200,000	8d8
-3	-900,000	9d8
-2	-600,000	10d8
-1	-300,000	11d8
0	0	12d8
1	300,000	13d8
2	600,000	14d8
3	+300,000	+2 HP

Spider, Giant Black Widow

Size: Medium
Type: Animal
Habitat: Underground, Woods (Rare)
Wandering Group: 1d3 (U)
Lair Group: 1d3 (Nil)
Move: 20 ft., 40 ft. (In Web)
Armor Class: 6
Hit Dice: 3* (14 HP)
Attacks: Bite (2d6)
Special: Poison
Save: F2
Alignment: None
Intelligence: 0
Morale: 8
XP Value: 50



Giant black widow are black with a distinctive red hour-glass shaped marking.

The web of a giant black widow spider should be treated as if a Web spell.

Poison: Anyone bitten by a black widow spider must make a saving throw vs. poison or die in 10 minutes.

Spider, Giant Crab

Size: Medium
Type: Animal
Habitat: Underground (Rare)
Wandering Group: 1d4 (U)
Lair Group: 1d4 (U)
Move: 40 ft.
Armor Class: 7
Hit Dice: 2* (9 HP)
Attacks: Bite (1d8)
Special: Blend, Poison
Save: F1
Alignment: None
Intelligence: 0
Morale: 7
XP Value: 25

Giant crab spiders are spiders with a gray color.

Giant crab spiders don't build webs, but hide in corners and drop or leap out in ambush of prey, surprising on a 1-4 on 1d6.

Blend: The giant crab spider's gray color makes them extremely difficult to spot on stone surfaces, allowing them to surprise opponents on a 1-4.

Poison: Anyone bitten by a giant crab spider must make a saving throw vs. poison with a +2 bonus or die in 1d4x10 minutes.

Spider, Giant Tarantella

Size: Medium
Type: Animal
Habitat: Underground, Woods (Rare)
Wandering Group: 1d3 (U)
Lair Group: 1d3 (Nil)
Move: 40 ft.
Armor Class: 5
Hit Dice: 4* (18 HP)
Attacks: Bite (1d8)
Special: Poison
Save: F2
Alignment: None
Intelligence: 0
Morale: 8
XP Value: 125



Giant tarantellas are hairy spiders.

They do not use webs, but are mobile and aggressively hunt.

Poison: Anyone bitten by a giant tarantella must make a saving throw vs. poison or start to have painful spasms which resemble dancing.

Anyone seeing this dance must make a saving throw vs. spells or join in, dancing in the same manner.

Dancing characters have a -4 on attack rolls and give their opponents +4 on their attack rolls.

The dance can be stopped with a Dispel Magic spell, or it will wear off in 2d6x10 minutes. However, dancers will drop from exhaustion after 50 minutes of dancing.

Spider, Huge Wood

Size: Medium
Type: Animal
Habitat: Woods (Common)
Wandering Group: 1d4 (Nil)
Lair Group: 4d4 (U)
Move: 40 ft.
Armor Class: 6
Hit Dice: 1+3* (7 HP)
Attacks: Bite (1d6)
Special: Camouflage, Poison
Save: F1
Alignment: Neutral
Intelligence: 2
Morale: 8
XP Value: 19

Huge wood spiders are 3 foot long spiders that are green with jagged brown stripes.

Camouflage: The huge wood spider's markings provide remarkably effective camouflage in wooded surroundings, causing the huge wood spider to surprise their opponents on a 1-4 on 1d6.

Poison: Anyone bitten by a huge wood spider must make a saving throw vs. poison with a +2 bonus or suffer 1d8 points of damage and become *Sluggish* for 2d4+2 rounds.

Spider, Ice

Size: Medium
Type: Monster
Habitat: Elemental Plane of Water (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (F)
Move: 20 ft., 60 ft. (Swim)
Armor Class: 2*
Hit Dice: 7**
Attacks: 2x Claw (1d10) or Special
Special: Immunity (Fire, Normal Weapons, Spells < 3rd level), Spell-like Abilities
Save: F14
Alignment: Lawful
Intelligence: 9
Morale: 9
XP Value: 1,250

Ice spiders are large intelligent spiders that are entirely made of ice. Ice spiders are coldly logical creatures that show no compassion or mercy to others who get in their way, and seem to have no imagination.

Spell-like Abilities: An ice spider can cast the following spells as if a 9th level caster: *Detect Invisible* (at will), *Detect Magic* (at will), *Web* (at will), *Dispel Magic* (at will), *Ice Storm/Wall of Ice* (at will), *Water to Ice* (3/day), and *Ice to Water* (3/day).

Spider, Phase

Size: Medium
Type: Extraplanar
Habitat: Any (Very Rare)
Wandering Group: 2d6 (Nil)
Lair Group: 3d6 (Nil)
Move: 60 ft.
Armor Class: 6
Hit Dice: 5** (23 HP)
Attacks: Bite (2d6)
Special: Poison
Save: F5
Alignment: Any
Intelligence: 12
Morale: 9
XP Value: 425

Phase spiders are intelligent and magical spiders. They can shift between the *Prime Plane* and the *Ethereal Plane* at will.

In combat, a phase spider will appear in the *Prime Plane* immediately after the Statement of Intent phase, and then disappear back to the *Ethereal Plane* once it has made its attack on its initiative. It is therefore only vulnerable to attacks from people who both beat its initiative and were able to correctly predict where it would appear (possibly by delaying their statement of intent until after the spider's statement of intent).

Poison: Anyone bitten by a phase spider must save vs. poison or die, although the spider can withhold its venom if it chooses.

Spellcasting

Phase spiders are as varied in personality as humans. They can become shamans (to 9th level) or sorcerers (to 9th level).

Spirit

Aura of Spoilage: The chilling aura around a spirit is enough to spoil consumable items within 30 feet, including food potions and even holy water. Spoiled goods are no longer edible but are not poisonous. Plants and insects in the area are paralyzed (and therefore cannot be magically controlled) and will die if in the aura for more than an hour.

Immunity to Spells < 4th level: Spirits are immune to all magic spells of less than 4th level.

Immunity to Weapons < +2: Spirits are only hurt by +2 or better weapons.

Poison: Anyone touched by a spirit must make a saving throw vs. poison or die.

Spell-like Abilities: Spirits can use the following spells as if a 16th level caster: *Detect Invisible* (constant), *Darkness* (at will), *Silence 15-foot radius* (at will), *Cause Disease* (at will), *Animate Dead* (at will), and *Finger of Death* (at will).

Druj

Size: Medium
Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 1 (I, O, V)
Lair Group: 0 (Nil)
Move: 30 ft.
Armor Class: -4*
Hit Dice: 14**** (63 HP)
Attacks: Eye: Special; Hand: Claw (1d4); Skull: Bite (2d4)
Special: Aura of Spoilage, Clone Self, Immunity (Mind Effects, Poison, Spells < 4th level, Weapons < +2), Paralyzing Gaze (Eye), Paralyzing Presence (Skull), Poison, Spell-like Abilities, Squeeze (Hand)
Save: F14
Alignment: Chaotic
Intelligence: 14
Morale: 11
XP Value: 5,500

A druj spirit takes the form of an animated body part; either a skeletal hand, an eye or a skull.

A druj travels from place to place by night, as it is powerless during the day.

Clone Self: Once per night, a druj can split itself into four identical copies. Each of these has the physical capabilities of the druj, but only one has the spellcasting capabilities.

If the spellcasting copy of the druj is slain, one of the other copies becomes the new "master" copy and gains the ability to cast spells.

If a druj is turned by a cleric while split, the pieces must immediately rejoin and can not split again until the following night.

Paralyzing Gaze: An eye druj may gaze at one opponent per round within 30 feet, who must make a saving throw vs. paralysis or be paralyzed for 1d4x10 minutes.

Paralyzing Presence: When opponents first encounter a skull druj, they must make a saving throw vs. spells or be paralyzed with fear for 2d6 rounds.

Squeeze: If a hand druj claws a target, it holds on to its victim automatically doing damage equal to the armor class of the victim (ignoring *Dexterity* bonus) + 1d4 damage. If the adjusted armor class bonus is negative, the druj still does 1d4 damage per round.

Odic

Size: As Plant
Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 1 (I, O, V)
Lair Group: 0 (Nil)
Move: Special
Armor Class: -4*
Hit Dice: 16**** (72 HP)
Attacks: Branch (1d12)
Special: Aura of Draining, Aura of Spoilage, Immunity (Mind Effects, Poison, Spells < 4th level, Weapons < +2), Poison, Reach, Spell-like Abilities
Save: F16
Alignment: Chaotic
Intelligence: 12
Morale: 12
XP Value: 6,250

An odic spirit travels incorporeally each day, settling into a plant (preferably a tree) at night.

Once an odic has chosen its plant, it can no longer move until morning; when it will leave in incorporeal form to find another plant.

Aura of Draining: When an odic possesses a plant, the plant immediately dies, and radiates a purplish glow in a 20-foot radius. Anyone entering this glow must make a saving throw vs. spells or be affected by an Energy Drain.

Reach: The odic can make up to 6 leaves, needles, flowers, or other plant parts fly at 30 feet per round for up to 1 mile from the plant in search of victims. Each of these can touch (attack bonus +4) a creature causing it to make a saving throw vs. spells or be entranced and attempt to reach the odic's plant host; suffering a -4 on the saving throw against the plant's level draining aura. Because of the seemingly innocuous nature of the plant parts, they surprise victims on a 1-5 on 1d6.

Revenant

Size: As Plant
Type: Undead
Habitat: Any (Very Rare)
Wandering Group: 1 (I, O, V)
Lair Group: 0 (Nil)
Move: 40 ft.
Armor Class: -3*
Hit Dice: 18**** (81 HP)
Attacks: 2x Claw (2d4) & Bite (1d4+2)
Special: Aura of Spoilage, Immunity (Mind Effects, Poison, Spells < 4th level, Weapons < +2), Leap Attack, Poison, Resistance to Turning, Spell-like Abilities, Summon Spectres
Save: F18
Alignment: Chaotic
Intelligence: 13
Morale: 10
XP Value: 7,525

A revenant appears much like a zombie, although it moves much more quickly and may leap up to 60 feet once per 10 minutes.

Leap Attack: When first encountered, a revenant will pretend to be a zombie, and then suddenly make a surprise leap attack. This attack will surprise its opponents on a 1-3 on 1d6, and if the target of the leap is surprised then all three attacks automatically hit.

Resistance to Turning: Revenants are particularly resistant to being turned. If a cleric gets a 'D' result when turning a revenant, the revenant may make a saving throw vs. spells to avoid the effect. If a cleric gets a normal turning result, the turn effect only lasts for 1d4 rounds before the revenant recovers.

Summon Spectres: Once per night, a revenant can summon 1d4 spectres to its aid. They arrive within 1d6+2 rounds of being summoned.

Sprite

Size: Small
Type: Fey
Habitat: Woods (Common)
Wandering Group: 3d6 (S)
Lair Group: 5d8 (Nil)
Move: 20 ft., 60 ft. (Fly)
Armor Class: 5
Hit Dice: 1/2 (3 HP)
Attacks: Special
Special: Curse
Save: E1
Alignment: Neutral
Intelligence: 14
Morale: 7
XP Value: 6

Sprites are winged fey, related to pixies.

Sprites are rather shy, but are very curious and have a keen sense of humor and enjoy playing practical jokes.

Sprites never fight. If threatened, they will flee.

Sprites can be very kind and helpful when not being silly, and will often look after children who get lost in woods and protect them from danger.

Curse: Five sprites working together can cast a Curse spell, although the effects will always be funny rather than dangerous. The spell can be removed as normal by a Remove Curse, or the sprites can remove it at will.

Spellcasting

Sprites can be shamans (to 6th level) or sorcerers (to 4th level).

As a Class

Sprites can be used as a class using the following statistics:

Fey Spells: Sprites can cast fey spells. See *Chapter 8: Spell Descriptions* for detailed descriptions of these spells.

Ability Requirements: Dexterity 13, Intelligence 9
Prime Requisite: Dexterity and Intelligence
Ability Modifiers: None
Weapons: Daggers, small trident
Armor: None
Natural AC: 8
Special Abilities: Curse, Fey Spells
Magic Item Use: Fighter

Table 17.63: Sprite Progression

Level	Experience	Hit Dice
0	0	1d4
1	2,000	2d4
2	4,000	3d4
3	8,000	4d4
4	16,000	5d4
5	32,000	6d4
6	64,000	7d4
7	128,000	8d4
8	250,000	9d4
9	500,000	10d4
10+	+300,000	+1 HP

Table 17.64: Sprite Spells per Day by Spell Level

	Spell Level						
Level	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	2	2	-	-	-	-	-
5	2	2	1	-	-	-	-
6	2	2	2	-	-	-	-
7	2	2	2	1	-	-	-
8	3	2	2	2	-	-	-
9	3	2	2	2	1	-	-
10	3	3	2	2	2	-	-
11	3	3	3	2	2	1	-
12	4	3	3	2	2	2	-
13	4	4	3	2	2	2	1
14	4	4	3	3	3	2	1
15	4	4	4	3	3	2	2
16	4	4	4	4	4	3	2
17	4	4	4	4	4	3	3
18	4	4	4	4	4	4	4
19	5	5	5	4	4	4	4
20	5	5	5	5	5	4	4
21	5	5	5	5	5	5	5
22	6	6	5	5	5	5	5
23	6	6	6	6	5	5	5
24	6	6	6	6	6	6	5
25	6	6	6	6	6	6	6
26	7	7	7	6	6	6	6
27	7	7	7	7	7	6	6
28	7	7	7	7	7	7	7
29	8	8	7	7	7	7	7
30	8	8	8	8	7	7	7
31	8	8	8	8	8	8	7
32	8	8	8	8	8	8	8
33	9	9	8	8	8	8	8
34	9	9	9	9	8	8	8
35	9	9	9	9	9	9	8
36	9	9	9	9	9	9	9

Stirge

Size: Small
Type: Monster
Habitat: Underground, Woods (Common)
Wandering Group: 1d10 (Nil)
Lair Group: 3d12 (L)
Move: 10 ft., 60 ft. (Fly)
Armor Class: 7
Hit Dice: 1* (5 HP)
Attacks: Bite (1d3)
Special: Blood Drain
Save: F2
Alignment: None
Intelligence: 1
Morale: 9
XP Value: 13

Stirges are flying creatures that look like a cross between a giant mosquito and a crow.

Stirges get +2 to hit on their initial attack, because of their quick diving flight.

Blood Drain: If a stirge's bite succeeds, it will attach themselves to the victim and begin to drain their blood out through their long pointed beak. The victim suffers 1d3 points of damage for every round their blood is being drained. The stirge will continue to drain the victim's blood until either the stirge or the victim is dies.

Termite, Giant Water

	Freshwater	Saltwater	Swamp
Size:	Small	Medium	Small
Type:	Animal	Animal	Animal
Habitat:	River (Common)	Ocean (Common)	Swamp (Common)
Wandering Group:	0 (Nil)	0 (Nil)	0 (Nil)
Lair Group:	1d3 (Nil)	1d6+1 (Nil)	1d4 (Nil)
Move:	40 ft.	60 ft.	30 ft.
Armor Class:	6	5	4
Hit Dice:	2+1 (11 HP)	4 (18 HP)	1+1 (6 HP)
Attacks:	Bite (1d3)	Bite (1d6)	Bite (1d4)
Special:	None	None	None
Save:	F2	F3	F1
Alignment:	None	None	None
Intelligence:	9	0	9
Morale:	8	11	10
XP Value:	25	75	15

Giant water termites appear like normal termites except for an elastic abdomen that fills up with water and then propels them forward by squeezing a jet out.

Giant water termites are not normally aggressive towards swimmers, but they will attack ships or rafts made of wood.

The bite of a giant water termite does full damage to ships, piers, and other wooden structures.

Toad, Giant

Size: Small
Type: Animal
Habitat: River, Underground (Common)
Wandering Group: 1d4 (Nil)
Lair Group: 1d6 (Nil)
Move: 30 ft.
Armor Class: 7
Hit Dice: 2+2 (11 HP)
Attacks: Bite (1d4+1)
Special: Blend, Tongue Grab
Save: F1
Alignment: None
Intelligence: 2
Morale: 6
XP Value: 25

Blend: The giant toad's mottled skin makes them hard to see in poorly lit situations. In such areas, they surprise opponents on a roll of 1-3 on 1d6.

Tongue Grab: Giant toads can shoot their tongues 15 feet and anything dwarf sized or smaller hit by the tongue will be dragged into the toads mouth and automatically bitten.

Treant

Size: Large
Type: Plant
Habitat: Woods (Rare)
Wandering Group: 0 (Nil)
Lair Group: 1d8 (C)
Move: 20 ft.
Armor Class: 2
Hit Dice: 8* (36 HP)
Attacks: 2x Branch (2d6)
Special: Animate Trees, Treeshape
Save: F8
Alignment: Lawful
Intelligence: 11
Morale: 9
XP Value: 1,200



A treant is an intelligent and mobile tree. Its trunk is split into two legs with rooty feet.

Treants care for the trees and animals of their forest, and are allies to most forest creatures.

Animate Trees: A treant can animate two normal trees within 60 feet to move and fight as treants. The treant may choose to change which trees it is animating each round.

Treeshape: Treants can only be distinguished from normal trees from distances of less than 90 feet, and even then the treant can surprise opponents on a 1-3 on 1d6.

Spellcasting

Treants can be shamans (to 12th level).

As a Class

Treants can be used as a class using the following statistics:

Create Potion: At 10th level, treants are able to create potions as a wizard. They tend to create common potions, such as a Potion of Healing from components gathered from the forest.

Ability Requirements: Strength 10, Constitution 8, Wisdom 6

Prime Requisite: Constitution
Ability Modifiers: None
Weapons: Any
Natural Attacks: 2x Branch (1d6 [Immature -3], 1d8 [Immature -2], 1d10 [Immature -1], 1d12 [Mature])
Armor: None
Natural AC: 8 (Immature -3), 6 (Immature -2), 4 (Immature -1), 2 (Mature)
Special Abilities: Animate Trees, Treeshape, Create Potion
Magic Item Use: Fighter

Table 17.65: Treant Progression

Level	Experience	Hit Dice
-3	-48,000	2d8
-2	-36,500	4d8
-1	-24,000	6d8
0	0	8d8
1	48,000	-
2	145,000	9d8
3	340,000	-
4	640,000	10d8
5	940,000	-
6	1,240,000	11d8
7	1,540,000	-
8	1,840,000	12d8
9+	+300,000	+3 HP

Triton

Size: Medium
Type: Humanoid
Habitat: Ocean (Rare)
Wandering Group: 10d6 (Nil)
Lair Group: 0 (F [5 HD], G [6 HD], or H [7 HD])
Move: 50 ft. (Swim)
Armor Class: 6 (5 HD), 5 (6 HD), 4 (7 HD)
Hit Dice: 5***, 6***, or 7****
Attacks: Weapon (By weapon)
Special: Cleric/Wizard Spells
Save: D11
Alignment: Neutral
Intelligence: 11
Morale: 9
XP Value: 550 (5 HD), 950 (6 HD), 2,050 (7 HD)

Tritons have human torsos and fish-like tails. Their skin is silver-blue and their hair is deep blue or blue-green. Tritons braid their hair and decorate their bodies with shells.

Tritons live in large coral cities on the ocean floor. These cities are arranged beautifully as if a work of art. Tritons use giant sea horses as transportation.

Cleric/Wizard Spells: There is a 50% chance that a triton can cast spells as either a *Cleric* or *Wizard* of level equivalent to the triton's hit dice.

As a Class

Tritons can be used as a class using the following statistics:

Cleric/Wizard Spells: During character creation, tritons must choose to have the ability to cast spells as a *Cleric*, a *Wizard*, or both. This choice effects the triton's ability requirements, prime requisite, ability modifiers and the number of experience points required to reach each level.

Ability Requirements: None; Intelligence 15, Wisdom 15 (Cleric and Wizard Spells)
Prime Requisite: Intelligence or Wisdom (Int for Wizard spells, Wis for Cleric spells, Both for Cleric and Wizard spells)
Ability Modifiers: Strength -1, Intelligence or Wisdom (Int for Wizard spells, Wis for Cleric spells, Player's Choice for both)
Weapons: Any
Armor: None
Natural AC: 7
Special Abilities: Cleric/Wizard Spells
Magic Item Use: Cleric, Wizard, or Both (Depending on Spells)

Table 17.66: Triton Progression

Level	Experience			Hit Dice
	Cleric Spells	Wizard Spells	Cleric & Wizard Spells	
-3	-24,000	-30,000	-36,000	2d8
-2	-18,000	-24,000	-30,000	3d8
-1	-12,000	-16,000	-18,000	4d8
0	0	0	0	5d8
1	24,000	30,000	36,000	6d8
2	72,000	90,000	108,000	7d8
3	168,000	210,000	252,000	-
4	360,000	450,000	540,000	8d8
5	660,000	750,000	840,000	-
6	960,000	1,050,000	1,140,000	9d8
7	1,260,000	1,350,000	1,440,000	-
8	1,560,000	1,650,000	1,740,000	10d8
9+	+300,000	+300,000	+300,000	+2 HP

Troglodyte

Size: Medium
Type: Humanoid
Habitat: Underground (Rare)
Wandering Group: 1d8 (Nil)
Lair Group: 5d8 (A)
Move: 40 ft.
Armor Class: 5
Hit Dice: 2* (9 HP)
Attacks: 2x Claw (1d4) & Bite (1d4)
Special: Blend, Stench
Save: F2
Alignment: Chaotic
Intelligence: 10
Morale: 9
XP Value: 25

Troglodytes are intelligent humanoid amphibians with short tails and crests on their heads and arms. They tend to live underground near lakes and rivers.

Troglodytes dislike all other races, and will try to drive out all intruders from their territory; using diplomacy, then stench, then violence, depending on how persistent the intruders are.

Blend: Troglodytes have the ability to change the color of their skin to blend into backgrounds, and can surprise opponents on 1-4 on 1d6.

Stench: Troglodytes can also produce a nauseating stench that affects those within melee range of them. Any creature in melee range must make a saving throw vs. poison or take a -2 penalty to to-hit rolls until they are no longer near a troglodyte.

Spellcasting

Troglodytes can be shamans (to 4th level) or sorcerers (to 2nd level).

As a Class

Troglodytes can be used as a class using the following statistics:

Ability Requirements: None
Prime Requisite: Strength, Dexterity, Intelligence, or Wisdom
Ability Modifiers: Intelligence -1
Weapons: Any
Armor: Any
Natural AC: 7
Special Abilities: Blend, Stench
Magic Item Use: Fighter

Table 17.67: Troglodyte Progression

Level	Experience	Hit Dice
-1	-4,000	1d8
0	0	2d8
1	4,000	3d8
2	8,000	4d8
3	16,000	-
4	32,000	5d8
5	64,000	6d8
6	130,000	7d8
7	260,000	-
8	520,000	8d8
9	+300,000	+2 HP

Troll

Size: Large
Type: Humanoid
Habitat: Any (Rare)
Wandering Group: 1d8 (Nil)
Lair Group: 1d8 (D)
Move: 40 ft.
Armor Class: 4
Hit Dice: 6+3* (30 HP)
Attacks: 2x Claw (1d6) & Bite (1d10)
Special: Regeneration (3)
Save: F6
Alignment: Chaotic
Intelligence: 6
Morale: 10
XP Value: 650

Trolls are ferociously featured humanoids with sharp teeth and mottled rubber-like skin. They are carnivorous, and love to eat other intelligent races.

Regeneration: Trolls regenerate 3 hit points per round until slain. Damage from fire or acid cannot be regenerated.

As a Class

Trolls can be used as a class using the following statistics:

Ability Requirements: Strength 16
Prime Requisite: Strength, Dexterity, Intelligence, or Wisdom
Ability Modifiers: Strength +2, Dexterity -2, Intelligence -2, Wisdom -2, Charisma -2
Weapons: Any
Armor: Any
Natural AC: 9
Special Abilities: Regeneration
Magic Item Use: Fighter

Table 17.68: Troll Progression

Level	Experience	Hit Dice
-3	-35,200	3d8+2
-2	-26,400	4d8+2
-1	-17,600	5d8+3
0	0	6d8+3
1	35,200	7d8+4
2	105,600	8d8+4
3	246,400	-
4	528,000	9d8+5
5	828,000	10d8+5
6	1,128,000	11d8+5
7	1,428,000	-
8	1,728,000	12d8+5
9+	+300,000	+2 HP

Undine

Size: Large
Type: Monster
Habitat: Elemental Plane of Water (Very Rare)
Wandering Group: 1 (Nil)
Lair Group: 1 (Nil)
Move: 30 ft., 80 ft. (Swim)
Armor Class: 4*
Hit Dice: 8*** (36 HP)
Attacks: Bash (2d8)
Special: Immunity (Fire, Normal Weapons, Poison, Spell < 4th level), Spell-like Abilities, Squeeze
Save: F16
Alignment: Chaotic
Intelligence: 10
Morale: 9
XP Value: 2,300

An undine is an amorphous creature made of water. It normally takes the form of a snake (on land) or an eel (in the water), but can form tentacles, hands, and other features as it wishes.

Undines are playful and compassionate creatures, who are easily upset by seeing other mistreated.

Spell-like Abilities: Undines can use the following spells as if a 9th level caster: *Detect Invisible* (at will), *Detect Magic* (at will), *Web* (as the normal spell, but made of ice and therefore melts rather than burning, at will), *Dispel Magic* (at will), and *Ice Storm/Wall of Ice* (3/day).

Squeeze: With a tentacle attack, an undine will wrap the tentacle around the victim and squeeze for 1d10 points of damage.

Unicorn

Size: Large
Type: Monster
Habitat: Woods (Rare)
Wandering Group: 1d2 (Nil)
Lair Group: 1d8 (Nil)
Move: 80 ft.
Armor Class: 2
Hit Dice: 4* (18 HP)
Attacks: 2x Kick (1d8) & Horn (1d8)
Special: Teleport
Save: F8
Alignment: None
Intelligence: 4
Morale: 7
XP Value: 125

Unicorns appear to be slender horses with a single horn on their forehead. They are always beautiful and graceful.

Unicorns are shy creatures, and only the gentlest and most patient of people can win their trust. If a unicorn does come to trust a person and let them ride it, at the first sign of cruelty or aggression from its companion (to any creature not just the unicorn itself), the unicorn will leave and never return.



Teleport: A unicorn can teleport up to 360 feet (with a rider) once per day.

Vampire

Size: Medium
Type: Undead
Habitat: Any (Rare)
Wandering Group: 1d4 (Nil)
Lair Group: 1d6 (F)
Move: 40 ft., 60 ft. (Fly)
Armor Class: 2
Hit Dice: 8** (36 HP)
Attacks: Touch (1d10)
Special: Charm Person, Create Spawn, Energy Drain (Human Form), Immunity (Mind Effects, Normal Weapons, Poison), Regeneration (3), Shapechange, Summon Animals, Vulnerability to Stakes, Vulnerability to Sunlight, Vulnerability to Water, Wards
Save: F8
Alignment: Chaotic
Intelligence: 10
Morale: 11
XP Value: 1,750

Vampires are undead creatures that drink the blood of the living. Of all the undead, they are the ones that are most likely to be able to pass for living creatures, since other than their fangs they do not look different from when they were alive.



Vampires need to drink the blood of the living, and usually do so to charmed victims. The amount of blood actually drunk is not enough to cause harm to the victim, and the act of drinking does not break the charm.

Vampires must sleep in their coffins during the day, taking 2d6 damage (that can't be regenerated) each time they miss a day.

Charm Person: A vampire can cast a Charm Person spell at will, with a -2 penalty on the saving throw.

Create Spawn: Any human or demi-human killed by a vampire will rise in three days time as a vampire themselves, unless they have a Dispel Evil cast on them or they are raised.

Energy Drain: In human form, a vampire can touch to inflict 1d10 points of damage and a double strength Energy Drain, causing the target to lose two levels. This touch attack is optional, and the vampire does not have to use it (if pretending to still be alive, for example).

Regeneration: Vampires regenerate 3 hit points per round until slain. If a vampire is reduced to 0 hit points, it can no longer regenerate and must change to smoke form and return to its coffin where it will revert to human form and be unconscious for a full day.

Shapechange: A vampire may take the form of a dire wolf, giant bat, or cloud of smoke.

When in the form of a dire wolf or giant bat, the vampire's movement, attacks and damage are the same as that of the animal.

In gaseous form, the vampire cannot attack but can fly and is immune to all weapons.

Summon Animals: A vampire may summon animals to its aid, but the animals will only respond if within 300 feet of the vampire. The animals can be either rats, bats or wolves. Giant or dire versions of the above will also answer the summons.

Vulnerability to Stakes: A vampire can be killed by driving a stake through its heart (not possible in combat, but possible when the vampire is sleeping or unconscious in its coffin).

Vulnerability to Sunlight: A vampire that is exposed to direct sunlight must make a saving throw vs. death ray each round or turn to ash.

Vulnerability to Water: A vampire can be killed by immersing it in running water for 10 minutes. They cannot cross running water except in their coffins or over a bridge.

Wards: Vampires cannot approach within 10 feet of a strongly presented holy symbol, even from a non-cleric; although they can attack from a different angle. They are repulsed by the smell of garlic, and must make a saving throw vs. poison to come within 10 feet of it.

Spellcasting

Vampires can be shamans (to 9th level) or sorcerers (to 9th level).

Weasel, Giant

Size: Large
Type: Animal
Habitat: Underground, Woods (Common)
Wandering Group: 1d4 (Nil)
Lair Group: 1d6 (V)
Move: 50 ft.
Armor Class: 7
Hit Dice: 4+4 (34 HP)
Attacks: Bite (2d4)
Special: Drain Blood, Infravision, Scent
Save: F3
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 125

Giant weasels are long mammals covered with richly colored fur of brown, gold, or white.

Drain Blood: If a giant weasel's bite succeeds, it will hold on to that victim and begin to drain their blood. The victim suffers 2d4 points of damage for every round their blood is being drained. The giant weasel will continue to drain the victim's blood until either the giant weasel or the victim is dies.

Scent: Giant weasels are able to pinpoint creatures and items within 30 feet by getting a sniff of their smell. Winds, weather conditions, and multiple strong odors may negate this ability.



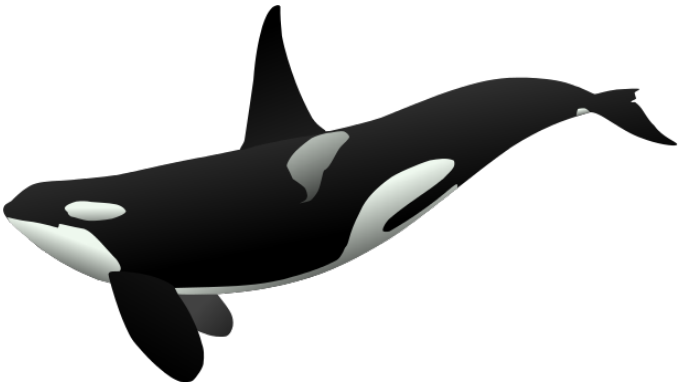
Whale, Killer

Size: Large
Type: Animal
Habitat: Ocean (Common)
Wandering Group: 1d6 (Nil)
Lair Group: 0 (Nil)
Move: 80 ft.
Armor Class: 6
Hit Dice: 6 (27 HP)
Attacks: Bite (2d10)
Special: Swallow Whole
Save: F3
Alignment: None
Intelligence: 4
Morale: 10
XP Value: 275

Killer whales are seagoing mammals that are shaped like fish and have distinctive black and white markings.

They are very intelligent hunters, and will often co-operate with other sea creatures such as merfolk.

Swallow Whole: If a killer whale bites an opponent of *Halfling* size or smaller with a natural roll of 20, the opponent is swallowed. Swallowed creatures take 1d6 damage per round and may drown (see *Chapter 10: Environmental Damage*).



Wight

Size: Medium
Type: Undead
Habitat: Barren Land, Underground (Common)
Wandering Group: 1d6 (Nil)
Lair Group: 1d8 (B)
Move: 30 ft.
Armor Class: 5
Hit Dice: 3* (14 HP)
Attacks: Touch (Special)
Special: Energy Drain, Immunity (Mind Effects, Non-Silver Normal Weapons, Poison)
Save: F3
Alignment: None
Intelligence: 5
Morale: 12
XP Value: 50

Wights are undead that look much like they did in life, but shriveled and with hollow eyes.

Wights have little memory of their life, but may recognize a friend or family member and temporarily refrain from attacking them as they are confused by their memories.

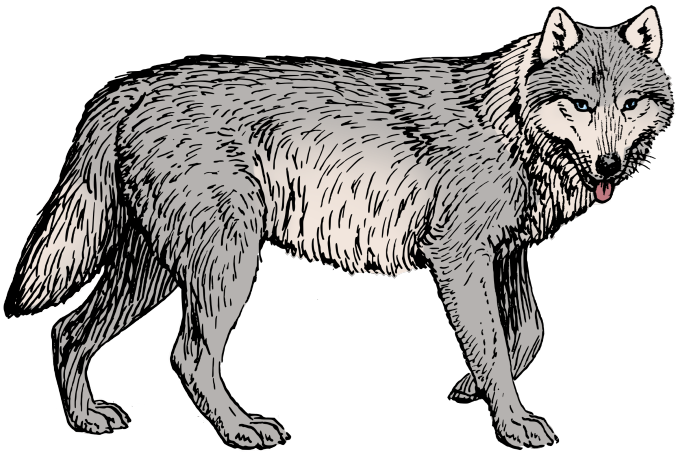
Energy Drain: The touch of a wight does an Energy Drain to the victim, draining a single level. Any humanoid killed by a wight in this manner will become a wight themselves in 1d4 days unless a Dispel Evil is cast on them or they are raised.

Wolf

Size: Medium
Type: Animal
Habitat: Woods (Common)
Wandering Group: 2d6 (Nil)
Lair Group: 3d6 (Nil)
Move: 60 ft.
Armor Class: 7
Hit Dice: 2+2 (11 HP)
Attacks: Bite (1d6)
Special: None
Save: F1
Alignment: None
Intelligence: 2
Morale: 8
XP Value: 25

Wolves are wild cousins of dogs. They are intelligent carnivores and hunt using pack tactics.

Although not domesticated like dogs, wolves are sometimes reared by humanoid races as guard or hunting animals.



Wolf, Dire

Size: Large
Type: Animal
Habitat: Woods (Rare)
Wandering Group: 1d4 (Nil)
Lair Group: 2d4 (Nil)
Move: 50 ft.
Armor Class: 6
Hit Dice: 4+1 (19 HP)
Attacks: Bite (2d4)
Special: None
Save: F2
Alignment: None
Intelligence: 4
Morale: 8
XP Value: 125

Dire wolves are larger and more intelligent cousins of normal wolves.

Dire wolves hunt in packs like their smaller cousins.

Dire wolves are sometimes used by goblins as mounts.

Worm, Cthonic

Size: Large
Type: Monster
Habitat: Underground (Common)
Wandering Group: 1 (Nil)
Lair Group: 1d4 (B)
Move: 40 ft.
Armor Class: 7
Hit Dice: 3+1* (15 HP)
Attacks: 8x Tentacle (Special) or Bite (1 point)
Special: Paralyzing Touch
Save: F2
Alignment: None
Intelligence: 0
Morale: 9
XP Value: 75

A cthonic worm is a hideous creature that looks like a cross between a worm and a squid. Its worm-like body is thick at the front and tapers off towards the rear. The front of the creature has no visible sensory organs, only a beak-like mouth surrounded by a ring of 5-foot-long slime-covered tentacles.

Despite the lack of visible sensory organs, Cthonic worms do have eyes under their skin and use normal vision to detect their prey.

Cthonic worms will eat anything organic, and will normally attack victims with their tentacles attempting to paralyze them with their poisonous slime.

The beak of a cthonic worm is weak, and will not be used for attack except in emergencies (for example in self-defense against creatures immune to paralysis) or to eat paralyzed victims.

A cthonic worm will not try to eat paralyzed victims while there are still mobile ones actively fighting it.

Paralyzing Touch: Anyone hit by cthonic worm's tentacle must make a saving throw vs. paralyzation or be paralyzed for 2d5x10 minutes.

Worm, Purple

Size: Large
Type: Monster
Habitat: Swamp, Underground, Woods (Very Rare)
Wandering Group: 1d2 (Nil)
Lair Group: 1d4 (D)
Move: 20 ft.
Armor Class: 6
Hit Dice: 15* (68 HP)
Attacks: Bite (2d8) & Sting (1d8)
Special: Poison, Swallow Whole
Save: F8
Alignment: None
Intelligence: 0
Morale: 10
XP Value: 2,700

A purple worm is a slimy worm-like creature. Purple worms tunnel through the earth, and rise to the surface to feed.

Poison: Anyone stung by a purple worm must make a saving throw vs. poison or die; although if the purple worm is encountered underground it is likely that it can not use its stinger in combat as it will not have room to maneuver.

Swallow Whole: If a purple worm bites an opponent of human-sized or smaller, and its to-hit roll is at least 4 more than it needs to be to hit, or is a natural 20, then it will swallow the victim whole. Swallowed creatures take 3d6 damage per round until the purple worm is killed.

Wraith

Size: Medium
Type: Undead
Habitat: Barren Land, Underground (Rare)
Wandering Group: 1d4 (Nil)
Lair Group: 1d6 (E)
Move: 40 ft., 80 ft. (Fly)
Armor Class: 3
Hit Dice: 4** (18 HP)
Attacks: Claw (1d6)
Special: Create Spawn, Energy Drain, Immunity (Mind Effects, Non-Silver Normal Weapons, Poison)
Save: F4
Alignment: Chaotic
Intelligence: 7
Morale: 11
XP Value: 175

Wraiths are incorporeal undead, appearing as semi-transparent hooded figures with no visible faces or legs, but with skeletal hands emerging from their robes.

Create Spawn: Anyone killed by a wraith will rise as a wraith themselves the following night unless a Dispel Evil or Raise Dead spell is cast on them.

Energy Drain: Anyone clawed by a wraith is subject to an Energy Drain that drains them of one level of experience.

Wyvern



Size: Large
Type: Dragon
Habitat: Mountains, Woods (Rare)
Wandering Group: 1d2 (Nil)
Lair Group: 1d6 (E)
Move: 30 ft., 80 ft. (Fly)
Armor Class: 3
Hit Dice: 7* (32 HP)
Attacks: Bite (2d8) & Sting (1d6)
Special: Poison
Save: F4
Alignment: None
Intelligence: 3
Morale: 9
XP Value: 850

Wyverns are winged reptilian creatures with two legs and a long neck and tail. They vaguely resemble dragons, and may be mistaken for them when flying at a distance, but the two are not related.

Wyverns are carnivorous, and in combat they use both their bite and the stinger on their tail, which is flexible enough to reach around in front of them.

Poison: Anyone stung by a wyvern must make a saving throw vs. poison or die.

Yellow Mold

Size: Large
Type: Plant
Habitat: Underground (Common)
Wandering Group: 0 (Nil)
Lair Group: 1d4 (Nil)
Move: -
Armor Class: Special
Hit Dice: 2* (9 HP)
Attacks: None
Special: Spore Cloud
Save: F2
Alignment: None
Intelligence: 0
Morale: 12
XP Value: 25

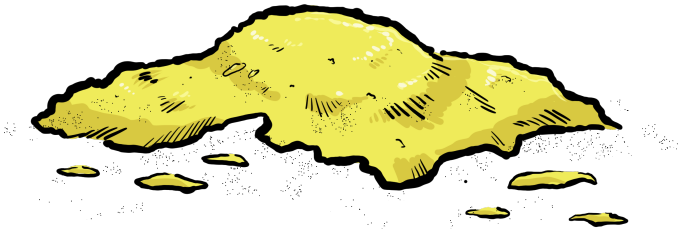
Yellow mold is a fungus that grows virulently in damp underground environments. Each "monster" represents a 10-by-10-foot area of mold, and more than one may be found next to each other.

Yellow mold looks like a bright yellow slimy fibrous growth, with many small ball shaped fungal pods in it. These pods are reproductive organs and contain the spores that yellow mold uses to grow and colonize new areas.

Yellow mold can only be killed by burning it.

Spore Cloud: If anything touches a yellow mold (including flame) there is a 50% chance that it will release a cloud of spores in a 10 by 10 by 10 foot area around itself. Any creature caught in the area will take 1d6 damage and must make a saving throw vs. death ray or choke to death in 6 rounds.

A Cure Disease spell will kill the spores in a person's throat and lungs, stopping their choking, but will not kill a fully grown patch of mold.



Zombie



Size: Medium
Type: Undead
Habitat: Underground (Common)
Wandering Group: 2d4 (Nil)
Lair Group: 4d6 (Nil)
Move: 30 ft.
Armor Class: 8
Hit Dice: 2 (9 HP)
Attacks: Claw (1d8) or Weapon (By weapon)
Special: Immunity (Mind Effects, Poison)
Save: F1
Alignment: None
Intelligence: 1
Morale: 12
XP Value: 20

Zombies are mindless undead created by an Animate Dead spell.

Although tougher than skeletons, zombies are slower and more mindless, following orders literally with absolutely no sense of self-preservation.

Zombies are slow fighters, and always lose initiative.

Chapter 18: Treasure



While some adventurers go out and do heroic deeds purely through a sense of altruism and honor, others do it for the money.

However, even the most pure and noble adventurer will smile when they discover that the rampaging dragon that they have just killed happened to have a huge hoard of treasure which is now theirs for the taking (or re-distributing to the poor if they're that way inclined).

Dragons are not the only creatures that have treasure. Most sapient creatures know the value of gold and silver and use it to trade in whatever economies they are part of; and many non-sapient creatures will collect shiny baubles and things that capture their interest.

Even completely mindless creatures may incidentally end up with treasure—as the inedible stuff their victims were carrying accumulates in their lairs.

Treasure Types

Treasure in Dark Dungeons generally comes in three categories-coins and gems; jewelry; and magic items.

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

Dark Dungeons handles this by having twenty-two treasure types labeled from A to V. The first fifteen of these (A-O) usually represent large treasure caches found in the lairs of creatures. The other seven (P-V) represent small amounts of treasure carried by individual creatures.

The monster descriptions in *Chapter 17: Monsters* show the treasure type that each type of creature may have either individually or in its lair.

When checking for a group of monsters, lair treasure should be checked once for the whole group but individual treasure should be checked for each monster separately.

In the case of lair treasure, the treasure may not all be in one place. Some or all of it (especially magic items) may be distributed amongst the creatures rather than simply in a vault or spoil heap.

Once you know the treasure type that you are checking, check the actual contents of the treasure by looking it up on *Table 18.1: Treasure Types*. The table shows the percentage chance of each type of coin being present, along with the number of coins of that type that there will be if they are present.

Similarly, the table also has columns for gems, jewelery, special treasures (which are miscellaneous items of value), and magic items.

For the larger lair treasures, the table also shows the average monetary value gained from the treasure type (excluding magic items) as a

guideline for if you are in a hurry and want to simply assign a value rather than roll for each type of coin and item separately.

Remember that the average value is an indication of the likely results from the rest of the table, and is not supposed to be given as well as rolling on the rest of the table.

Table 18.1: Treasure Types

Treasure Type	Copper Pieces	Silver Pieces	Electrum Pieces	Gold Pieces	Platinum Pieces	Gems	Jeweler	Special Treasure	Magic Items	Average Value
A	25% (1d6x1,000)	30% (1d6x1,000)	20% (1d4x1,000)	35% (2d6x1,000)	25% (1d2x1,000)	50% (6d6)	50% (6d6)	10% (1d2)	30% (any 3)	17,000 gp
B	50% (1d8x1,000)	25% (1d6x1,000)	25% (1d4x1,000)	35% (1d3x1,000)	-	25% (1d6)	25% (1d6)	-	10% (1 sword, misc weapon, or armor)	2,000 gp
C	20% (1d12x1,000)	30% (1d4x1,000)	10% (1d4x1,000)	-	-	25% (1d4)	25% (1d4)	5% (1d2)	10% (any 2)	750 gp
D	10% (1d8x1,000)	15% (1d12x1,000)	-	60% (1d6x1,000)	-	30% (1d8)	30% (1d8)	10% (1d2)	15% (any 2, 1 potion)	4,000 gp
E	5% (1d10x1,000)	30% (1d12x1,000)	25% (1d4x1,000)	25% (1d8x1,000)	-	10% (1d10)	10% (1d10)	15% (1d2)	25% (any 3, 1 scroll)	2,500 gp
F	-	10% (2d10x1,000)	20% (1d8x1,000)	45% (1d12x1,000)	30% (1d3x1,000)	20% (2d12)	10% (1d12)	20% (1d3)	30% (1 potion, 1 scroll, 3 any but weapons)	7,600 gp
G	-	-	-	50% (1d4x10,000)	50% (1d6x1,000)	25% (3d6)	25% (1d10)	30% (1d3)	35% (any 4, 1 scroll)	25,000 gp
H	25% (3d8x1,000)	50% (1d100x1,000	50% (1d4x10,000)	50% (1d6x10,000)	25% (5d4x1,000)	50% (1d100	50% (1d4x10)	10% (1d2)	15% (any 4, 1 potion, 1 scroll)	60,000 gp
I	-	-	-	-	30% (1d8x1,000)	50% (2d6)	50% (2d6)	5% (1d2)	15% (any 1)	7,500 gp
J	25% (1d4x1,000)	10% (1d3x1,000)	-	-	-	-	-	-	-	25 gp
K	-	30% (1d6x1,000)	10% (1d2x1,000)	-	-	-	-	-	-	250 gp
L	-	-	-	40% (2d4x1,000)	50% (3d10x1,000)	50% (1d4)	-	-	-	225 gp
M	-	-	-	-	-	55% (5d4)	45% (2d6)	-	-	50,000 gp
N	-	-	-	-	-	-	-	10% (1d2)	40% (2d4 potions)	-
O	-	-	-	-	-	-	-	10% (1d3)	50% (1d4 scrolls)	-
P	100% (3d8)	-	-	-	-	-	-	-	-	-
Q	-	100% (3d6)	-	-	-	-	-	-	-	-
R	-	-	100% (2d6)	-	-	-	-	-	-	-
S	-	-	-	100% (2d4)	-	5% (1)	-	-	-	-
T	-	-	-	-	100% (1d6)	5% (1)	-	-	-	-
U	10% (1d100)	10% (1d100)	-	5% (1d100)	-	5% (1d2)	5% (1d4)	2% (1)	2% (any 1)	-
V	-	10% (1d100)	5% (1d100)	10% (1d100)	5% (1d100)	10% (1d2)	10% (1d2)	5% (1)	5% (any 1)	-

Items of Value

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

If there are many items of the same basic type, they may be checked in batches or small groups to save time.

Gems

The value of each gem can simply be determined by rolling on *Table 18.2: Gems*. The table also gives examples of the types of gem that are likely to be worth the given value.

If the monster whose treasure is being determined has less than 9 hit dice, subtract 10 from the roll, treating results less than 01 as if they were 01.

In terms of encumbrance, each gem is roughly equivalent to a coin; and therefore it is extremely unlikely that gems will be significant when it comes to calculating a characters encumbrance and movement rate.

Table 18.2: Gems

d100*	Value	Examples
01-03	10 gp	Agate, quartz, turquoise
04-10	50 gp	Jasper, onyx
11-25	100 gp	Amber, amethyst, garnet, jade
26-46	500 gp	Aquamarine, pearl, topaz
47-71	1,000 gp	Carbuncle, opal
72-90	5,000 gp	Emerald, ruby, sapphire
91-97	10,000 gp	Diamond, jacinth
98-00	x2	Flawless or unusually cut gem, roll again for type

* If the monster whose treasure this is has less than 9 hit dice, subtract 10 from the roll.

Jewelry

To determine the value of a piece of jewelry, roll on *Table 18.3: Jewelery Value*. If the monster whose treasure is being determined has less

than 9 hit dice, subtract 10 from the roll, treating results less than 01 as if they were 01.

Once the value of the piece of jewelry has been determined, roll on *Table 18.4: Jewelery Form* to determine the exact form of the piece.

In terms of encumbrance, jewelry will vary tremendously. A good rule of thumb is that common jewelry weighs 10 cn, uncommon jewelry weighs 25 cn and rare jewelry weighs 50 cn.

Table 18.3: Jewelery Value

d100*	Value	Jewelery Type
01	100 gp	Common
02-03	500 gp	Common
04-06	1,000 gp	Common
07-10	1,500 gp	Common
11-16	2,000 gp	Common
17-24	2,500 gp	Common
25-34	3,000 gp	Common
35-45	4,000 gp	Uncommon
46-58	5,000 gp	Uncommon
59-69	7,500 gp	Uncommon
70-78	10,000 gp	Uncommon
79-85	15,000 gp	Rare
86-90	20,000 gp	Rare
91-94	25,000 gp	Rare
95-97	30,000 gp	Rare
98-99	40,000 gp	Rare
00	50,000 gp	Rare

* If the monster whose treasure this is has less than 9 hit dice, subtract 10 from the roll.

Table 18.4: Jewelery Form

1d10	Common	Uncommon	Rare
1	Anklet	Armband	Amulet
2	Beads	Belt	Crown
3	Bracelet	Collar	Diadem
4	Brooch	Earring	Medallion
5	Buckle	Heart	Orb
6	Cameo	Leaf	Ring
7	Chain	Necklace	Scarab
8	Clasp	Pendant	Scepter
9	Locket	Rabbit's Foot	Talisman
10	Pin	Torc	Tiara

Special Items

Special items are other potentially valuable goods in the possession of the monsters.

They may be works of art, rare books, trade goods such as spices or silks, expensive perfumes and incenses, furs, or almost anything else.

Since these items can be so varied, it is not possible to create an exhaustive list or table of possibilities.

Simply roll 1d100 x 10 to find out the value (in gold pieces) of each special item, and then decide what that value represents.

Encumbrance will vary wildly depending on the item. A 500 gp statue may be anywhere from 6 inches to 6 feet tall. Similarly, 1,000 gp of trade goods might be a single sack of rare spices or might be a whole cart full of fine clothing.

Magic Items

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

When the treasure table indicates that one or more magical items are present, it may also indicate the type of magical item or items. If the type of a magic item is not predetermined, roll on *Table 18.5: Magic Item Type* to find out what type of magic item each one is. Unlike gems and jewelry, magic items should be rolled for individually rather than in groups.

Unlike the gem and jewelry tables, there are no specific guidelines in the magic item tables for high or low level creatures. This means that in theory a bunch of goblins are as likely to have come across a +5 Sword of Slicing as an angel is. The Game Master has the option to reject a rolled item if they think it is too out-of-place or too powerful for the party of adventurers.

However, being too stingy and rejecting any kind of useful item can be very frustrating for the players. Remember, for example, that when it comes down to it, the difference between a +1 sword and a +3 sword is fairly insignificant compared to even a single increase in weapon expertise level.

Table 18.5: Magic Item Type

d100	Type
01-25	Potion
26-37	Scroll or Map
38-46	Wand, Staff or Rod
47-52	Ring
53-62	Wondrous Item
63-72	Armor or Shield
73-83	Missile Weapon or Armor
84-92	Sword
93-00	Miscellaneous Weapon

Restricted Items

Many magical items can be used by any character. However, some may only be used by characters of certain classes. These are marked by abbreviations as follows:

- Clerics only ('C')
- Druids only ('Dr')
- Elves only ('E')
- Wizards only ('W')
- Non-spellcasters only ('N')
- Spellcasters only ('S')
- One type of spellcaster only ('S*')

These indicators may be combined; for example an item marked with (C, Dr) can be used by clerics or druids.

Potions

A potion is a magical liquid, usually contained in a vial, that must be drunk for its magical effect to take place. Normally, this involves drinking the entire potion—meaning that each potion can only be used once.

Unlike most magic items, potions do not need to be identified with an Analyze spell. A potion can be identified by taking a small sip—although this does run the risk of it being poison.

Drinking a potion in combat or feeding it to an unconscious person requires a Use Non-Activatable Item action.

Unless otherwise indicated, the magical effect of a potion lasts for 1 hour + 1d6 x 10 minutes, and (if applicable) will be as if cast by a 6th level spellcaster. The drinker of the potion will have no advance warning of exactly when it will run out.

If someone drinks a potion while an existing potion is in effect, they will become sick and unable to take any actions for 30 minutes (no save), and neither potion will have its effect.

Potions which allow the drinker to control others require the drinker to be able to see all controlled creatures and concentrate for the duration. Controlled creatures cannot be made to kill themselves. Targeted creatures may make a saving throw vs. spells in order to avoid being controlled, but the drinker can simply try the control again the following round.

Table 18.6: Potions

d100	Potion
01-02	Agility
03	Animal Control
04-06	Antidote
07-08	Blending
09-10	Bug Repellent
11-12	Clairaudience
13-14	Clairvoyance
15-16	Climbing
17-18	Defense
19-22	Delusion
23-24	Diminution
25	Dragon Control
26-27	Dreamspeech
28	Elasticity
29-30	Elemental Form
31-32	ESP
33	Ethereality
34-36	Fire Resistance
37-39	Flying
40-41	Fortitude
42	Freedom
43-45	Gaseous Form
46	Giant Control
47-49	Giant Strength
50-51	Growth
52-57	Healing
58-60	Heroism
61	Human Control
62-64	Invisibility
65-66	Invulnerbility
67-68	Levitation
69-70	Longevity
71	Luck
72	Merging
73-74	Plant Control
75-77	Poison
78-80	Polymorph Self
81-82	Sight
83-84	Speech
85-88	Speed
89-90	Strength
91-93	Super Healing
94-96	Swimming
97	Treasure Finding
98	Undead Control
99-00	Water Breathing

Agility: The drinker's *Dexterity* score becomes 18 for the duration of the potion.

Animal Control: The drinker may control one or more animals with a total hit dice of 3d6 or less. When the effect of the potion wears off, the animals will flee.

Antidote: The drinker becomes immune to all poisons of up to a certain strength for the duration of the potion.

The strength of the potion should be determined randomly as indicate on *Table 18.7: Antidote*.

Table 18.7: Antidote

1d10	Strength
1-4	Poison from 3 HD creatures
5-7	Poison from 7 HD creatures
8-9	Poison from 15 HD creatures
10	All poison

Poison from non-creature sources (e.g. a Potion of Poison) should be considered to be as if from a 7 HD creature.

Blending: The drinker may change color to blend in with their surroundings. When hiding, the drinker will have a 90% chance to go unnoticed unless the viewer can see invisible creatures.

Bug Repellent: Any normal or giant bug (an insect, spider, scorpion, centipede, or other arthropod) will completely ignore the drinker unless magically controlled.

If the bugs are magically controlled to attack the drinker, the drinker gets a +4 bonus to any saving throws against the controlling effect that allow the damage done by the insects to be reduced.

Clairaudience: While concentrating, the drinker may listen as if at any point within 60 feet of their current location.

Clairvoyance: While concentrating, the drinker may see as if at any point within 60 feet of their current location.

Climbing: The drinker may walk on walls and ceilings as if a spider.

Defense: This potion only lasts 10 minutes. The drinker gets a bonus to their armor class based on the power of the potion. The power of the potion is determined randomly as indicated on *Table 18.8: Potion of Defense*.

Table 18.8: Potion of Defense

1d10	Power
1-3	+1
4-5	+2
6-7	+3
8-9	+4
10	+5

Delusion: This potion will have no effect when drunk. However, if tasted it will falsely give the taster the impression that it is another type of potion from this list. Multiple tasters will all get the same impression. An Analyze spell will correctly identify this potion as one of Delusion rather than as the type it tastes like.

Diminution: The drinker shrinks down to 6 inches in height. While in this state they cannot hurt creatures larger than 1 foot tall with physical attacks, and have a 90% chance of being able to hide. If this potion is drunk while a Potion of Growth is in effect, they will simply cancel each other rather than making the drinker sick.

Dragon Control: The drinker of this potion can control up to three dragons of sub-adult or younger. The dragons do not get saving throws, but older dragons are not affected.

Each potion of dragon control will only control one type of dragon, which is determined randomly as indicated on *Table 18.9: Potion of Dragon Control*.

Table 18.9: Potion of Dragon Control

1d10	Dragon
1-2	Black
3-4	Blue
5-6	Green
7-8	Red
9-10	White

The controlled dragons will do anything that is commanded (other than suicidal commands) although if dragon queens, they are not capable of casting spells.

When the control ends, the dragons will become hostile to the drinker and will either flee or attack depending on their impression of the drinker's power.

Dreamspeech: This potion only lasts for 10 minutes. The drinker can speak to one paralyzed, petrified or sleeping creature within 30 feet (only one creature can be spoken with per potion) and can hear the responses of the creature via ESP. The drinker will automatically understand the language of the target, but the target is under no compulsion to speak the truth (or even respond at all) if they do not wish to.

Elasticity: This potion only lasts for 10 minutes. The drinker may stretch and deform themselves and their equipment to fit through gaps as small as an inch and reach as far as 30 feet. The drinker cannot cast spells or attack while stretched, and items carried cannot be used or dropped unless they are in normal form. However, while stretched the drinker only takes half damage from blunt and bashing attacks.

Elemental Form: This potion only lasts for 10 minutes. For the duration of the potion, the drinker may transform to an elemental of a certain type and back. Each transformation takes 1 round.

The drinker's hit points do not change while in elemental form, but their other abilities become the same as an elemental with the same number of hit dice as the drinker's level.

The type of elemental that the potion allows the drinker to change to is determined randomly as indicated on *Table 18.10: Potion of Elemental Form*.

Table 18.10: Potion of Elemental Form

1d4	Element
1	Air
2	Earth
3	Fire
4	Water

ESP: This potion has the same effect at the spell of the same name.

Ethereality: This potion gives the drinker the ability to shift from the *Prime Plane* to the *Ethereal Plane*. The drinker may shift at any time before the potion's duration runs out, and may then spend up to 24 hours on the *Ethereal Plane* before shifting back.

Once the drinker has shifted to the *Ethereal Plane* and back, the potion's duration immediately expires.

Fire Resistance: The drinker becomes immune to normal fire, gains a +2 bonus on all saving throws against fire or heat based attacks, and takes -1 point of damage per die (to a minimum of 1 point per die) from magical fire attacks.

Flying: This potion has the same effect as the spell of the same name.

Fortitude: The drinker's *Constitution* score becomes 18 for the duration of the potion, possibly giving them extra hit points. When the drinker takes damage, it comes off these extra hit points first. Damage already taken before the extra hit points were applied remains unless cured.

Freedom: The drinker is immune to paralysis and to all forms of Hold spell or effect.

Gaseous Form: This potion has the same effect as the spell of the same name.

Giant Control: The user may control up to four giants of a certain type, but each one gets a saving throw. The giants will normally be hostile once control ends. The type of giant affected is determined randomly as indicated on *Table 18.11: Potion of Giant Control*.

Table 18.11: Potion of Giant Control

1d6	Giant
1	Cloud
2	Fire
3	Frost
4	Hill
5	Stone
6	Storm

Giant Strength: The drinker gains the *Strength* of a giant, and can do double damage with melee weapons or throw rocks (range: 60/130/200) for 3d6 damage. This potion does not stack with other *Strength* enhancing items such as Gauntlets of Ogre Power.

Growth: The drinker grows to twice normal size, and be able to do double damage with melee attacks. If this potion is drunk while a Potion of Diminution is in effect, they will simply cancel each other rather than making the drinker sick.

Healing: This potion will either cure 1d6+1 hit points of damage to the drinker or cure their paralysis. This potion has an instant effect, rather than a duration.

Heroism: This potion will only affect commoners, fighters, dwarfs, gnomes or halflings. The drinker will temporarily gain one or more levels as indicated on *Table 18.12: Potion of Heroism*.

Table 18.12: Potion of Heroism

Level	Levels Gained
Commoner	4 (fighter)
1-3	3
4-7	2
8-10	1
11+	None

All damage (including Energy Drains) is taken from the extra levels and hit points first.

Human Control: The drinker may control up to 6 levels (commoners count as half a level each) of humans, similar to a Charm Person spell. The targets can only be controlled while within 60 feet of the drinker, and the effect lasts only for the duration of the potion.

Invisibility: This potion has the same effect as the spell of the same name.

Invulnerability: The drinker gains a +2 bonus to armor class and all saving throws for the duration of the potion. If a second potion of invulnerability is drunk within a week, the only effect is sickness.

Levitation: This potion has the same effect as the spell of the same name.

Longevity: The drinker immediately becomes 10 years younger. The effect is an instant one rather than an ongoing one, and therefore cannot be dispelled. This potion will not reduce the age of the drinker below 15 years old.

Luck: This potion lasts only for 1 hour. The potion makes the drinker extremely lucky.

The player of the drinking character may choose any one roll that they make on behalf of the drinking character within the duration and simply place the dice on the result of their choice rather than having to actually roll them.

Merging: This potion allows the drinker to merge other creatures into their own body. The drinker can merge up to seven other creatures, and both the drinker and the other creatures must be willing. Creatures simply step "into" the drinker and disappear along with their items and equipment. While merged with the drinker, the creatures do not take damage if the drinker is hit, and they can not take any actions other than speaking. The merged creatures can step "out of" the drinker at any time.

Plant Control: The drinker may control all mundane plants and all plant-like creatures in a 30-by-30-foot area up to 60 feet away. Mundane plants may entangle creatures in their area, but cannot otherwise attack.

Poison: This potion looks like any other, but it is poisonous. Anyone taking even a taste of the potion must save vs. poison or die.

Polymorph Self: This potion has the same effect as the spell of the same name.

Sight: This potion lasts for 10 minutes. While this potion is in effect, the drinker can temporarily see despite any blindness conditions. Additionally, the drinker may see invisible things.

Speech: The drinker can understand all languages that they hear, and can respond in those same languages. This potion does not give the drinker the power to speak a language unless they first hear it spoken.

Speed: This potion has the same effect as a Haste spell.

Strength: The drinker's *Strength* score becomes 18 for the duration of the potion.

Super Healing: This potion will either cure 3d6+3 hit points of damage to the drinker.

This potion has an instant effect, rather than a duration.

Swimming: This potion lasts for 8 hours. The drinker floats on top of water or other liquid, and can't be weighed down unless by over 3,000 cn of weight. Additionally, the drinker can swim at a speed of 60 feet per round.

Treasure Finding: When the drinker concentrates, they can detect the distance and direction to the largest amount of treasure within 360 feet. The drinker gains no insight about the nature of the treasure or how to get to it.

Undead Control: The drinker can control up to 18 HD in total of undead creatures of 9 HD or less. The undead will be hostile when the duration ends.

Water Breathing: This potion lasts for four hours, and has the same effect as the spell of the same name.

Scrolls and Maps

A scroll is a piece of parchment or paper with magical writings on it. The scroll is used by unrolling it and reading aloud the writing. If used in combat, this takes an Activate Magic Item action, and requires there to be enough light to read by.

Scrolls and maps normally do not need to be identified with an Analyze spell. They can be identified simply by reading them. However, while a scroll containing spells can be identified as such by reading, the actual spells themselves may need a Read Magic spell to identify them.

This section also contains maps that may be found in treasure. These are not magical, and are not usually used in combat.

Some scrolls can be used by anyone, but others can only be used by certain types of character. Scrolls marked with an (S) can only be used by spellcasters.

Table 18.13: Scrolls

d100	Scrolls and Maps
01-03	Communication
04-05	Creation
06-13	Curse
14	Delay (S*)
15-17	Equipment
18-19	Illumination
20-21	Mage's (S)
22-25	Map to Treasure (Normal Treasure)
26-28	Map to Treasure (Magical Treasure)
29-30	Map to Treasure (Combined Treasure)
31	Map to Treasure (Special Treasure)
32-34	Mapping
35-36	Portals
37-42	Protection from Elementals
43-50	Protection from Lycanthropes
51-54	Protection from Magic
55-61	Protection from Undead
62-63	Questioning
64	Repetition (S*)
65-66	Seeing
67-68	Shelter
69-71	Spell Catching
72-96	Spells (S*)
97-98	Trapping
99-00	Truth

Communication: This is a pair of matching scrolls. Any message

(of up to 100 words) that is written on one scroll will also appear on the other, providing they are on the same plane as each other.

This scroll can be re-used, but each time the writing is erased and replaced by a different message there is a 5% chance that the magic will stop working.

Creation: Once per day, the owner of this scroll can draw an item on it, and then pick up the drawing off the paper and it will become a real item that lasts for 24 hours. The item can be up to 10 by 5 by 1 foot in size, and cannot weigh more than 5,000 cn or be worth more than 500 gp. Magical or living items may not be created.

Curse: Anyone who reads this scroll, even only glancing to check what is on it, is immediately cursed with no saving throw allowed. For typical curses, check the reversed version of the Remove Curse spell.

The curse lasts until removed by a Remove Curse spell.

Delay (S*): This is a Spells Scroll containing a single spell. However, when the spell is cast from the scroll, the caster may choose to delay the effects of the spell anywhere from 0 to 12 rounds.

If the caster still has the scroll when the spell goes off, the caster chooses whatever parameters are needed by the spell (e.g. targets) at the time it goes off. If the caster has let go of the scroll when the spell goes off, it goes off affecting the location of the scroll itself or the nearest valid targets (within the normal spell range).

Equipment: This scroll has the names of six mundane items written on it. When any of the names is read aloud, the name vanishes and the item appears. The item will remain for 24 hours, and then disappear, with the name reappearing on the scroll at the same time.

No more than three items can be brought forth per day.

Illumination: If the writing on this scroll is read out and the scroll is rolled up tightly, it will burst into flame and act as a torch. It will burn for a total of 6 hours per day, and the torch flame will not harm the scroll—although it will set light to other things.

If the scroll is unrolled, the torch flame will immediately go out. Otherwise, no amount of wind or rain will put it out, although it will go out if immersed in water.

Mage's (S): A Mage's scroll may only be used by a spellcaster. Once per day, its user may command it to identify a magical effect. The name of the effect and the caster level will appear on the scroll. If the magical effect is a non-standard one, the Game Master should invent an informative name for it; but should not give a full description of exactly what the effect does unless it is extremely straightforward.

Map to Treasure: These non-magical scrolls are simply treasure maps indicating the location of some kind of treasure.

Mapping: Once per day, this scroll may be called upon to draw its surrounding area.

The scroll will reproduce an accurate map of everything within a 100-foot radius. Each secret door has a 1-in-6 chance of being drawn, although the presence of some secret doors may be inferred by what is drawn behind them.

Portals: Twice per day, this scroll can be placed on a wall and commanded to create a Passwall effect like the spell of the same name. The scroll will then disappear, and the Passwall tunnel will last for 30 minutes, before the tunnel closes and the scroll re-appears.

Protection from Elementals: This scroll can only be used once. When read aloud, it produces a 10-foot radius zone of protection. Elementals cannot enter the zone, but can use missile and spell attacks against those inside the zone. The zone lasts for 20 minutes, or until someone inside the zone attacks an elemental in hand-to-hand combat.

Protection from Lycanthropes: This scroll can only be used once. When read aloud, it produces a 10-foot radius zone of protection. Lycanthropes cannot enter the zone, but can use missile and spell attacks against those inside the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks a lycanthrope in hand-to-hand combat.

Protection from Magic: This scroll can only be used once. When read aloud, it produces a 10-foot radius zone of protection. Mortal level magic (whether from spells or items) cannot enter or leave the zone. The zone lasts for 60 minutes, and can only be broken by a Wish spell.

Protection from Undead: This scroll can only be used once. When read aloud, it produces a 10-foot radius zone of protection. Undead cannot enter the zone, but can use missile and spell attacks against those inside the zone. The zone lasts for 60 minutes, or until someone inside the zone attacks an undead in hand-to-hand combat.

Questioning: This scroll enables the user to ask questions of inanimate objects and receive answers. The objects will answer as if they were living beings with normal human senses. The user can ask three questions per day.

This scroll cannot be used to question living beings or magical objects.

Repetition (S*): This scroll appears to be a Spells Scroll containing a single spell. However, ten minutes after the spell is cast from the scroll, it will cast itself a second time, centered on the scroll or affecting the nearest valid target (within normal spell range).

Seeing: Once per day, this scroll can be commanded to draw the creatures that are within 100 feet of the user within a single direction. The scroll will draw up to four types of creature, starting with the largest and working its way smaller.

Shelter: This scroll contains a drawing of a 10-foot square room with two beds, a table and two chairs. The table is shown laden with food, and there are swords and shields hung on the wall.

Once per day, the scroll can be placed against a vertical surface it will grow to life-size, and the room can be entered. Anyone walking into the room disappears and a drawn version of them appears on the scroll.

To people in the scroll, the items in the room are all mundane and usable, although none of them can be removed from the room.

The scroll will stay in place for 12 hours, or until it is taken down by someone.

If the scroll is taken down, anyone still in the room is trapped inside it. The air and food replenish themselves, and the room is a comfortable—although boring—place to live for an extended period.

While the scroll is not in place, the only way out of the room is via a Wish spell.

Spell Catching: This scroll can be used to catch spells cast at its user. It can only cast actual spells cast by spellcasters or from scrolls. It can't catch the spell-like effects produced by items.

The exact level of spell that the scroll can catch is determined randomly as indicated on *Table 18.14: Scroll of Spell Catching*.

Table 18.14: Scroll of Spell Catching

1d10	Spell Level
1-4	1st-2nd
5-7	1st-4th
8-9	1st-6th
10	1st-8th

The user of the scroll must make a saving throw vs. spells with a +4 bonus when a spell is cast at them in order to catch it in the scroll. If this saving throw is successful, the spell does not have its normal effect, but is caught on the scroll instead.

The scroll can only contain one spell at a time, and once a spell is in the scroll it works just like a normal Spells Scroll until the spell has been cast from it.

Anyone can use the scroll to catch a spell, but casting the caught spell from the scroll has the normal restrictions that a Spells Scroll containing the same spell would have.

Spells (S*): A spell scroll will contain one or more spells. Use Table 18.15 to Table 18.18 to determine the exact contents of the scroll.

Firstly find out which type of spell is on the scroll, then how many spells, then for each spell roll a random level and determine randomly which spell of that level is on the scroll.

A spell scroll can be identified as such by simple reading, but the type and identity of the spells on it can only be recognized by casters of the correct type. Additionally, wizards and elves will be able to recognize that the spells on a scroll are wizard/elf spells but will not be able to read those spells without using a Read Magic spell.

Each spell on the scroll can only be used once, and they may only be used by characters of a class that can cast the spell (elves and wizard share the same type of scrolls and clerics and druids share the same type of scrolls with the exception that clerics cannot cast druid-only spells).

If the character is high enough level to cast the spell, the spell will automatically work, but if the character is not high enough level to cast the spell then there is a 10% chance that the spell will misfire. Offensive spells that misfire will go off centered on the caster and other spells will simply fizzle and be wasted.

Rogues of 10th level an above may decipher Spell Scrolls containing wizard/elf spells, but is always considered to be of insufficient level to cast the spell and therefore always has the 10% chance of the spell misfiring.

Spells cast from scrolls are always treated as having a caster of the minimum level needed to cast the spell, not as having a caster of the reader's level.

When each spell is cast from the scroll it will fade and disappear, leaving part of the scroll blank.

Table 18.15: Spell Scroll Type

d100	Type of Spells
01-70	Wizard/Elf
71-95	Cleric
96-00	Druid

Table 18.16: Spell Scroll Number

d100	Number of Spells
01-50	1
51-83	2
84-00	3

Table 18.17: Spell Scroll Cleric/Druid Spell Level

d100	Spell Level
01-34	1
35-58	2
59-76	3
77-88	4
89-95	5
96-99	6
00	7

Table 18.18: Spell Scroll Wizard/Elf Spell Level

d100	Spell Level
01-28	1
29-49	2
50-64	3
65-75	4
76-84	5
85-91	6
92-95	7
96-99	8
00	9

Trapping: This scroll can only be used once. It is placed against a smooth hard surface, and the writing on it is read out.

If it was placed on a floor, it will disappear and be replaced by a 10-by-10-foot covered pit 20 feet deep with poison spikes.

If it was placed on a ceiling, it will disappear and be replaced by a poisoned blade held ready to scythe down.

If it was placed on a wall, it will be replaced by a dart trap that fires poisoned darts.

In each case, the trap is non-magical once created, and can be detected and disarmed with normal chances.

If any of the traps are set off, they will do 2d6 damage to their victim, plus if the victim fails a saving throw vs. poison then the victim will be killed.

Truth: Once per day, the user of this scroll can ask a question of any sapient being within 30 feet.

The complete and true answer to the question (or at least what the subject thinks is the complete and true answer to the question) will be read from the subject's mind via ESP and will appear on the scroll.

An unwilling subject may make a saving throw vs. spells to avoid having the answer drawn from them, in which case the scroll will

remain blank, but may not give a false answer.

Wands, Staves and Rods

Wands, staves and rods are magical devices that contain spell-like enchantments.

Wands are normally thin sticks around 18 inches long. They can only be used by wizards or elves. A wand will hold 2d10 charges, and each time it is used one charge will be used up. Once all the charges are used up, a wand is simply a non-magical stick.

Rods are larger than wands, often 2-3 feet long, and usually made of metal with some kind of protrusion on the end like a scepter. Most rods can be used by anyone. Unlike wands and staves, most rods do not use charges.

Staves are the bigger cousins of wands. They are normally 5-6 feet long, and made of wood. Staves tend to be more versatile and powerful than wands, although they still use charges. A staff will have 3d10 charges when found, and each use of the staff may use one of more of these charges. Staves are often restricted in terms of who can use them.

As with wands, when a staff runs out of charges it is just a stick. This applies even if the staff formally had powers that did not use charges (such as acting as a magical weapon).

A staff can be used in melee as if a quarterstaff.

Activating a wand, staff or rod requires the speaking of a command word and the use of an Activate Magic Item action. The functions of a wand, staff or rod, and the command words to activate those functions, can be discovered by an Analyze spell.

Unless otherwise noted, for purposes of dispelling treat the effects produced by all wands, staffs and rods to be as if made by a 6th level caster. Saving throws against spells and effects created by wands, staves and rods are always made vs. wands unless the description of the item says otherwise.

Table 18.19: Wands, Staves and Rods

d100	Wand, Staff or Rod
01-05	Wand of Cold (W)
06-10	Wand of Enemy Detection (W)
11-14	Wand of Fear (W)
15-19	Wand of Fireballs (W)
20-23	Wand of Illusion (W)
24-28	Wand of Lightning Bolts (W)
29-33	Wand of Magic Detection (W)
34-38	Wand of Metal Detection (W)
39-42	Wand of Negation (W)
43-47	Wand of Paralyzation (W)
48-52	Wand of Polymorphing (W)
53-56	Wand of Secret Door Detection (W)
57-60	Wand of Trap Detection (W)
61	Staff of Commanding (S)
62-63	Staff of Dispelling
64-66	Staff of the Druids (Dr)
67-69	Staff of an Element (W)
70-71	Staff of Harming (C)
72-78	Staff of Healing (C)
79	Staff of Power (W)
80-82	Snake Staff (C, Dr)
83-85	Staff of Striking (S)
86-87	Staff of Withering (C)
88	Staff of Wizardry (W)
89-90	Rod of Cancellation
91	Rod of Dominion
92	Rod of Health (C)
93-94	Rod of Inertia (N)
95	Rod of Parrying
96	Rod of Victory
97-99	Rod of Weaponry (N)
00	Rod of the Wyrm

Wand of Cold (W): Each time a charge is expended, this wand creates a cone of cold, 60 feet long and 30 feet wide at the end. All creatures within the cone must take 6d6 damage.

If they can make a saving throw vs. wands, they take only half damage.

Wand of Enemy Detection (W): Each time a charge is expended, all creatures with hostile intent towards the user within 60 feet will glow as if on fire. This includes invisible or hidden enemies; in which case the glow may give away their positions. The glow lasts for 10 minutes before fading.

Wand of Fear (W): Each time a charge is expended, this wand creates a cone of fear, 60 feet long and 30 feet wide at the end. All creatures within the cone must make a saving throw vs. wands or flee in terror for 5 minutes.

Wand of Fireballs (W): Each time a charge is expended, this wand creates a *Fireball* up to 240 feet away. Anyone in the area of effect takes 6d6 damage. If they can make a saving throw vs. wands they take only half damage.

Wand of Illusion (W): Each time a charge is expended, this wand creates a *Phantasmal Force* as the spell of the same name. The caster must concentrate to maintain the illusion.

Wand of Lightning Bolts (W): Each time a charge is expended, this wand creates a *Lightning Bolt* up to 240 feet away and then extending 60 feet from that point. Anyone in the path of the lightning takes 6d6 damage. If they can make a saving throw vs. wands they take only half damage.

Wand of Magic Detection (W): Each time a charge is expended, all magical items and active spells within a 20-foot radius will glow for 6 rounds (1 minute).

Wand of Metal Detection (W): Each time a charge is expended, the wand will point towards a type of metal named by the user if there is at least 1,000 cn of it within 20 feet.

Wand of Negation (W): Each time a charge is expended, this wand will cancel the effects of another wand or staff. If the effect that is being negated is an effect with a duration, it will be negated for a single round.

Wand of Paralyzation (W): Each time a charge is expended, this wand creates a cone 60 feet long and 30 feet wide at the end. All creatures within the cone must make a saving throw vs. wands or be paralyzed for 1 hour.

Wand of Polymorphing (W): Each time a charge is expended, this wand produces the effect of either a Polymorph Self on the user of the wand or a Polymorph Other on a target that the wand is pointed at. Unwilling targets may make a saving throw vs. wands to avoid the effect.

Wand of Secret Door Detection (W): When this wand is activated, it will point the user towards all secret doors within 20 feet. This expends one charge per secret door revealed.

Wand of Trap Detection (W): When this wand is activated, it will point the user towards all traps within 20 feet. This expends one charge per trap revealed.

Staff of Commanding (S): This staff can be used by any spellcaster. When the staff is activated and a charge is expended, it allows the user to act as if they had drunk a Potion of Animal Control, Potion of Human Control, or Potion of Plant Control. However, unlike the potions, this gives the user only a single attempt to establish control per use.

Staff of Dispelling: This staff is usable by any character. When the staff is used and a charge is expended, it will cast Dispel Magic as if by a 15th level caster, except with a range of only touch.

The staff can be used to dispel magic items. When it is used against an item and a charge is expended it will automatically destroy any potion or scroll; and will cause any other magic item to temporarily cease working for 1d4 rounds. Note that magic weapons and armor still work as mundane weapons and armor even when their magical properties are temporarily suppressed.

Staff of the Druids (Dr): This staff may only be used by druids. If a druid activates the staff and expends a charge while preparing their spells for the day, they will be able to prepare an extra spell of each level that they can cast. Additionally, this staff counts as a +3 weapon when wielded by a druid.

Staff of an Element (W): This staff may only be used by magic users. The type of staff is determined randomly as indicated on *Table 18.20: Staff of an Element Type*.

Table 18.20: Staff of an Element Type

1d100	Type
01-21	Staff of Air
22-42	Staff of Earth
43-63	Staff of Fire
64-84	Staff of Water
85-91	Staff of Air and Water
92-98	Staff of Earth and Fire
99-00	Staff of All Elements

When the wielder of the staff is on the *Prime Plane*, the staff confers the following powers to its wielder:

- +4 to saving throws against attacks based on the staff's element.
- Immunity to attacks by elementals of the staff's element.
- One charge can be expended per day to summon an 8 hit dice elemental of the staff's element.
- One charge can be expended to cast a spell as if a 10th level spellcaster as indicated on *Table 18.21: Staff of an Element Spells*.

Table 18.21: Staff of an Element Spells

Type	Spells
Air	Lightning Bolt, Cloudkill
Earth	Web, Wall of Stone
Fire	Fireball, Wall of Fire
Water	Ice Storm/Wall of Ice

When the wielder of the staff is on the Elemental Plane corresponding to the staff's element, the staff instead has the following powers:

- Prevents environmental damage from the plane such as burning or choking on dust (but does not provide air for the wielder to breathe).
- Allows the wielder to fly and swim at a speed of 40 feet per round.
- Allows the caster to speak and understand the languages used by natives of the plane.
- Gives the caster a +4 bonus to armor class against natives of the plane.

Additionally, a summoned elemental of a type not matching the staff's element can be dismissed back to its home plane (with no saving throw) at the cost of one charge if it was summoned by a magical device such as a similar staff or two charges if it was summoned by a spell.

The staff also counts as a +2 staff.

Finally, if the staff is taken to an elemental plane other than that of the staff's element, it will immediately explode doing 20 points of lightning damage plus 1d8 damage per charge remaining to all creatures within a 60-foot radius. The wielder of the staff gets no saving throw, but other creatures in the area can make a saving throw vs. spells with a -4 penalty to take half damage.

Staff of Harming (C): This staff may only be used by clerics. Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 1d6+1 damage to the creature in addition to the normal damage that the staff does. This does not require the normal Activate Magic Item action, but is done as part of the Attack action.

The wielder of the staff can also activate it as normal to use any of the effects listed on *Table 18.22: Staff of Harming* as if casting the reverse of the curing spells (using up a variable number of charges).

Table 18.22: Staff of Harming

Charges	Spell
2	Cause Disease
3	Cause Serious Wounds
2	Curse (Blindness)
4	Create Poison

Staff of Healing (C): This staff can only be used by clerics. The wielder may activate the staff to cure 1d6+1 damage to a target. This does not use a charge, but each target can only be cured once per day by the staff.

The staff can also be activated to cure other things as indicated on *Table 18.23: Staff of Healing*, although this uses charges.

Table 18.23: Staff of Healing

Charges	Spell
1	Cure Blindness
1	Cure Disease
2	Cure Serious Wounds
2	Neutralize Poison

Staff of Power (W): This staff can only be used by wizards. Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 2d6 damage to the creature in addition to the normal damage that the staff does. This does not require the normal Activate Magic Item action, but is done as part of the Attack action.

The wielder of the staff can also activate it as normal and expend a single charge to use any of the following effects as if casting the spells as a 6th level caster: Fireball, Lightning Bolt, Ice Storm, and Continual Light, and Telekinesis (up to 2,400 cn).

Snake Staff (C, Dr): This staff can only be used by clerics and druids. The staff is a +1 weapon.

Whenever a creature is struck by the staff, the wielder may command the staff to turn into a snake and coil around and hold the target. This does not require the normal Activate Magic Item action, but is done as part of the Attack action.

The snake will hold any target that is human-sized or smaller, unless the target can make a saving throw vs. wands to avoid the effect. The target will be held for 1d4x10 minutes, or until the wielder orders the snake to release the target.

If the snake fails to hold the target, or when the target escapes or is released, the snake will attempt to return to the wielder of the staff and return to staff form. Should it be attacked before this happens, it has an armor class of 5, 3 hit dice (20 hit points), and moves at 20 feet per round. The snake will neither attack nor attempt to defend itself, being concerned only with returning to its owner.

Once the snake returns to staff form, any damage it may have taken is healed.

The staff neither has nor uses charges, but if the snake is killed before it can return to staff form the staff is ruined.

Staff of Striking (S): This staff can only be used any spellcaster. Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 2d6 damage to the creature in addition to the normal damage that the staff does. This does not require the normal Activate Magic Item action, but is done as part of the Attack action.

Staff of Withering (C): This staff is usable only by clerics. The wielder of the staff may activate the staff and expend a charge to touch a target and cause the target to make a saving throw vs. wands or age 10 years. This staff does not work on undead.

Staff of Wizardry (W): This staff is only usable by wizards. Whenever a creature is struck by the staff, the wielder may expend one charge to inflict an additional 2d6 damage to the creature in addition to the normal damage that the staff does. This does not require the normal Activate Magic Item action, but is done as part of the Attack action.

The wielder of the staff can also activate it as normal and expend a single charge to use any of the following effects as if casting the spells as a 6th level caster: Fireball, Lightning Bolt, Ice Storm, Continual Light, Telekinesis (up to 2,400 cn), Invisibility, Passwall, Web, and Conjure Elemental.

The user may also use the staff as if it were a Wand of Paralyzation.

Additionally, the wielder may choose to break the staff to cause an explosion that does 8 points of damage per charge remaining in the staff to all within 30 feet. The wielder of the staff gets no saving throw, but other creatures in the area can make a saving throw vs. wands to take half damage.

Rod of Cancellation: This rod may be used by any character, but may only be used once. When activated, it will permanently drain any magical item (except an artifact.) that is touched by it of all power.

The Game Master may require an attack roll to touch a magic item carried or worn by another creature, normally against armor class 9.

If an item with a +5 bonus is being wielded or worn by a creature, that creature may make a saving throw vs. wands for their item to resist the effect. If the item resists, the rod of cancellation is not expended and may be used again.

Rod of Dominion: This rod may be used by any character. If the ruler of a dominion carries it while parading around the dominion, it will give a bonus to the dominion's Confidence Rating. This rod does not have charges, but it can only be used once per year.

To determine the effect of the rod, refer to *Table 18.24: Rod of Dominion* each time it is paraded to see what proportion of the population view it, and therefore what bonus it gives.

Table 18.24: Rod of Dominion

1d100	Bonus
01-50	+10
51-75	+20
76-90	+30
91-99	+40
00	+50

Rod of Health (C): This rod is only usable by clerics. The rod functions as a Staff of Healing, except that none of the functions

use charges. However, the rod can only heal a creature once per day regardless of the type of healing bestowed.

Rod of Inertia (N): This unusually long rod is only usable by non-spellcasters. It has a blade on its end and is weighted for throwing, and can therefore be wielded in combat as if a +3 javelin.

The wielder of the rod may give it a command at any time to stop, and the rod will instantly become completely immobile, and cannot be moved by any means short of a Wish spell.

When the wielder gives a second command, the rod will continue moving on its original trajectory as if nothing had happened.

Commanding the rod to stop or start can be done very quickly and does not require an action in combat. The wielder can, for example, command the rod to stop while they are falling and then hang on to the rod.

Rod of Parrying: This rod may be used by any character. The rod is heavy and scepter-like, and can be used in melee as if it were a +5 mace. When held by a character with the fighter's Parry ability, the rod provides its +5 magical bonus to the wielder's armor class. This is in addition to the normal -4 penalty to the attacker's to-hit roll caused by parrying.

Rod of Victory: This rod may be used by any character. When the wielder of the rod commands an army in battle, the rod gives the army a +25 bonus to their roll for the battle, and prevents them from losing the battle roll by more than 100 points.

Any loss greater than this is treated as a 100-point loss when determining casualties and post-battle tactical positioning.

Rod of Weaponry (N): This rod can be used by any non-spellcaster.

Upon command, this rod will extend into a +5 staff or retract back into rod form.

While in staff form, the wielder may also command the +5 staff to split into two +2 staves, and each of those may be commanded to split into two +1 staves.

The staves will not split accidentally, and they can be re-joined by simply placing them together.

Rod of the Wyrm: This rod may be used by any character.

The rod has a carved dragon's head on top, making it look somewhat reminiscent of a hobby-horse. This head will be of a random color as indicated on *Table 18.25: Rod of the Wyrm*.

Table 18.25: Rod of the Wyrm

1d10	Color
1-2	Black
3-4	Blue
5-6	Green
7-8	Red
9-10	White

The rod will function as a +5 mace in combat.

When the wielder commands it, the rod will turn into a young dragon of the same color as its head. This dragon can only be hit by magical weapons.

The dragon will serve the wielder of the rod as a messenger, steed or bodyguard to the best of its ability; and will sacrifice itself for the wielder if necessary.

The dragon is not healed by being returned to rod form and will not heal or age naturally, but may be healed as normal by spells and potions.

If the dragon is ever killed, it cannot be raised and cannot be turned back to rod form.

Rings

Magical rings are usually either constant in effect or are activated by a Use Non-Activatable Item action.

A magical ring must be worn on a finger or thumb to operate, and a character can only wear one magical ring per hand. If a second ring is put on the same hand as an existing ring, neither ring will function (with the exception of a Ring of Weakness).

Table 18.26: Rings

d100	Ring Type
01-02	Animal Control
03-08	Delusion
09	Djinn Summoning
10-13	Ear
14-17	Elemental Adaption
18-23	Fire Resistance
24-26	Holiness (C, Dr)
27	Human Control
28-32	Invisibility
33-35	Life Protection
36-38	Memory (S)
39-40	Plant Control
41-45	Protection +1
46-48	Protection +2
49-50	Protection +3
51	Protection +4
52-55	Quickness
56	Regeneration
57-59	Remedies
60-61	Safety
62-64	Seeing
65-67	Spell Eating
68-69	Spell Storing
70-71	Spell Turning
72-75	Survival
76-77	Telekinesis
78-81	Truth
82-84	Truthfulness
85-86	Truthlessnesss
87-91	Water Walking
92-96	Weakness
97-98	Wishes
99-00	X-Ray Vision

Animal Control: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Animal Control with the exception that the wearer only gets a single attempt to control creatures per use.

Delusion: This ring will appear to function as a different type of ring if an Analyze spell is used on it. Once the ring is worn, it will be completely non-functional, but cannot be removed without a Remove Curse being cast on it.

Djinn Summoning: Once per week, the wearer of this ring can summon a djinn, who will serve them for a day. If the djinn is killed,

the ring loses its magical power.

Ear: Three times per day this ring can be removed from its wearer's finger and placed against any surface. Until the wearer recovers the ring, they will be able to hear everything that happens around the ring as if their ear were in the ring's location.

Elemental Adaption: The exact type of ring found is determined randomly as indicated on *Table 18.27: Ring of Elemental Adaptation*.

Table 18.27: Ring of Elemental Adaptation

1d100	Type
01-21	Air
22-42	Earth
43-63	Fire
64-84	Water
85-91	Air and Water
92-98	Earth and Fire
99-00	All Elements

The wearer of the ring is protected from environmental hazards in the elemental plane that matches the elemental alignment of the ring, and is able to breathe in those planes despite lack of air.

Fire Resistance: This ring makes its wearer immune to natural fire, gives a +2 bonus to all saving throws against magical fire, and reduces all magical fire damage done to the wearer by one point per die (to a minimum of one point per die).

Holiness (C, Dr): This ring can only be used by a cleric or druid. When worn by a cleric or druid, the wearer will be able to prepare an extra spell of each level from one to three. The ring will not allow the wearer to learn spells of a level that is too high for them to learn without it.

If the ring is removed, the extra spells are immediately lost.

Additionally, if worn by a cleric, the ring gives a +1 bonus to all rolls to turn undead, both the rolls for success and the rolls for the number of hit dice of undead creatures turned.

Human Control: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Human Control with the exception that the wearer only gets a single attempt to control people per use.

Invisibility: This ring may only be used once per turn. When activated it affects the wearer as if they had cast an Invisibility spell on themselves.

Life Protection: This ring will protect its wielder from 1d6 levels worth of Energy Drain. If overloaded (for example if it has only a single level of protection left and the wearer is drained two levels) then it will successfully protect the caster and then turn to dust. If it is exactly used up without being overloaded, it will become a Ring of Protection +1 once its levels of protection have been used up.

Memory (S): This ring can only be used by a spellcaster. Once per day, the caster may activate it to recover one spell that they have cast within the previous ten minutes. That spell will be available for casting again as if freshly prepared.

Plant Control: This ring may be used once per turn. It acts as if the wearer had drunk a Potion of Plant Control with the exception that the wearer only gets a single attempt to control creatures per use.

Protection: This ring gives a bonus to its wearers armor class and to all saving throws equal to its magical bonus. If a character wears a ring of protection on either hand, only the larger of the two bonuses applies.

Quickness: Once per day this ring allows the wearer to move and attack as if they had cast a Haste spell which lasts 10 minutes.

Regeneration: The wearer of this ring will recover 1 hit point per ten minutes, and can slowly re-grow lost body parts. A limb will re-grow over the course of a week, whereas a finger or ear would re-grow over the course of a single day.

This ring will not stop working when the wearer is on 0 hit points, and will not prevent the wearer from dying. It will also not heal damage from fire or acid (although will re-grow limbs lost to fire or acid).

Remedies: Once per day, this ring will duplicate the effect of a Cure Blindness, Cure Disease, Remove Curse or Neutralize Poison spell as if cast by a 25th level cleric. The spell can be cast on the wearer or on a target that the wearer touches.

Safety: This ring acts like a Potion of Luck except that it has 1d4 charges and uses up a charge each time a die is placed instead of rolled. Once all the charges have been used up, this ring becomes non-magical.

Seeing: Once per day this ring allows the wearer to see as if they had cast a Truesight spell which lasts 30 minutes.

Spell Eating: This ring appears to Analyze spells to be a Ring of Spell Turning and operates as one.

However, if the wearer of the ring casts a spell themselves, the ring immediate "eats" all the remaining prepared spells that the caster has. The ring can then no longer be removed except by the use of a Remove Curse cast by a 25th level caster.

Once the curse has been activated, the wearer can prepare new spells as normal, but will lose them again when they next cast one.

Spell Storing: This ring will contain 1d6 different spells (determined randomly as if spells on a Spells Scroll) when found. The wearer of the ring can cast these spells once each, even if not a spellcaster. The spells will always be cast as if by a caster of the minimum level needed to cast them, even if the wearer of the ring is a caster of higher level.

Each spell can be recharged by having a spellcaster cast it directly into the ring. The ring cannot "catch" spells generally cast at the wearer; the spells must be cast directly at the ring with the purpose of recharging it.

Spell Turning: Each day, this ring will reflect the first 2d6 spells (roll each day) cast at the wearer back at their casters. This only affects actual spells, not the spell-like abilities of monsters or magic items.

Once it has absorbed as many spells as it can, the ring has no other powers until the following day.

Survival: This ring will contain 1d100+100 charges when found. Each charge spent will allow the wearer to go for 24 hours without food and drink or for 1 hour without breathing.

When the ring is down to its last five charges, it will turn black; and when it runs out of charges it will crumble to dust.

Telekinesis: This ring can be activated to produce an effect identical to the Telekinesis spell, capable of moving objects weighing up to 2,000 cn.

Truth: Three times per day, this ring can be activated to telepathically warn its wearer whether a spoken statement that they have just heard is true in the opinion of the speaker. Note that there is a difference between the speaker being untruthful and the speaker merely being honestly wrong about something.

Truthfulness: This ring appears to be a Ring of Truth when examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a 26th level caster, and it compels its wearer to always speak the truth.

The wearer may not knowingly lie while wearing the ring (but the ring doesn't prevent them from accidentally being wrong).

Truthlessnesss: This ring appears to be a Ring of Truth when examined with an Analyze spell, and will work as a Ring of Truth. However, once worn it cannot be removed except by a Remove Curse spell cast by a 26th level caster, and it compels its wearer to always speak lies. The wearer may not knowingly make any true statement while wearing the ring (but the ring does not prevent them from making a statement that is accidentally true if they genuinely don't know that it is).

Water Walking: This ring allows its wearer to walk on the surface of any liquid without sinking.

Weakness: 1d6 rounds after this ring is worn, it will immediately lower its wearer's *Strength* score to 3. The ring can not be removed until it has had a Remove Curse spell cast on it.

Wishes: This ring will grant from one to four wishes (as the Wish spell) before crumbling into dust. The number of wishes contained in the ring are determined randomly as indicated on *Table 18.28: Ring of Wishes*.

Table 18.28: Ring of Wishes

1d10	# of Wishes
1-4	1
5-7	2
8-9	3
10	4

X-Ray Vision: The wearer of this ring can see up to 30 feet through stone or up to 60 feet through wood. It cannot be used to see through metal.

To use the ring, the wearer must stand still and concentrate, and can view a 10-by-10-foot area per use. It takes 10 minutes to scan such an area, and the ring can only be used once per hour.

Wondrous Items

Table 18.29: Wondrous Items

d100	Item
01-02	Amulet of Scrying Protection
03-04	Bag of Devouring
05-09	Bag of Holding
10-12	Boat, Undersea
13-15	Boots of Leaping
16-17	Boots of Levitation
18-19	Boots of Speed
20	Bowl of Water Elementals
21	Brazier of Fire Elementals
22-23	Broom of Flying
24	Censer of Air Elementals
25-27	Chime of Time
28-29	Crystal Ball (E, M)
30	Crystal Ball with Clairaudience (W)
31	Crystal Ball with ESP (W)
32-33	Displacer Cloak
34	Drums of Panic
35	Efreeti Bottle
36-38	Egg of Wonder
39-40	Elven Boots
41-42	Elven Cloak
43	Flying Carpet
44-45	Gauntlets of Ogre Power
46-47	Girdle of Giant Strength
48-49	Helm of Blindness
50-51	Helm of Reading
52	Helm of Telepathy
53	Helm of Teleportation (W)
54	Horn of Blasting
55-56	Hurricane Lamp
57-59	Lamp of Long Burning
60-61	Medallion of ESP (30 ft. range)
62	Medallion of ESP (90 ft. range)
63	Mirror of Life Trapping
64-66	Muzzle of Training
67-68	Nail, Finger
69-71	Nail of Pointing
72-76	Ointment
77-79	Pouch of Security
80-82	Quill of Copying (S)
83-86	Rope of Climbing
87-88	Scarab of Protection
89-91	Slate of Identification (S)
92	Stone of Earth Elementals
93-94	Talisman of Travel (M, Dr)
95-97	Wheel of Floating
98-00	Wheel, Square

Amulet of Scrying Protection: This item protects its wearer from being scried on via a Crystal Ball, and makes them immune to all types of ESP.

Bag of Devouring: This bag looks like a normal sack, but any non-living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000 cn in weight, providing the items fit wholly within it (i.e. they are 5 by 1 by 1 foot or smaller).

Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn.

However, any item left in the bag for more than two hours will vanish completely. This will not affect living creatures that are stuffed into the bag.

Bag of Holding: This bag looks like a normal sack, but any non-

living item placed entirely within it disappears from view and weighs nothing while in the bag. It will hold items up to 10,000 cn in weight, providing the items fit wholly within it (i.e. they are 5 by 1 by 1 foot or smaller).

Items placed within the bag can be found by touch by anyone reaching into the bag and can be withdrawn.

Boat, Undersea: This boat can be operated as a fully functional skiff. However, when a command word is given, it will dive under the water while simultaneously radiating a Water Breathing effect that protects all passengers who are touching the boat. The pilot of the boat can control its movement underwater as if on the surface.

Boots of Leaping: The wearer of these boots can make leaps of up to 10 feet vertically and up to 30 feet horizontally.

Boots of Levitation: The wearer of these boots may Levitate as per the spell of the same name. There is no limit to the duration of the levitation.

Boots of Speed: When traveling in the wilderness, the wearer of these boots travels at the speed of a riding horse. However, the wearer can only move at this speed for a single day and then must rest for a day.

Bowl of Water Elementals: Once per day, this bowl can be filled with water and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice water elemental. Conjuring the elemental takes 10 minutes.

Brazier of Fire Elementals: Once per day, this brazier can be lit and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice fire elemental. Conjuring the elemental takes 10 minutes.

Broom of Flying: This broom will carry its owner through the air at a speed of 80 feet per round. The owner of the broom must concentrate to move, and the broom will hover if the owner stops concentrating.

The broom can also carry a passenger, but in this case its speed is reduced to 60 feet per round.

Censer of Air Elementals: Once per day, this censer can be filled with incense and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice air elemental. Conjuring the elemental takes 10 minutes.

Chime of Time: This simple metal chime can be commanded to keep track of time. It will sound every hour until commanded to stop, and can be clearly heard within a 60-foot radius.

If the chime is in a Silence 15-foot radius spell when it is time to chime, it will automatically dispel the spell as it chimes.

The chime can also be used like a sand-timer. If commanded, it will slowly change color from one end to the other taking exactly one hour to do so.

Crystal Ball (E, M): A crystal ball is a scrying device that can only be used by an elf or by a wizard. The crystal ball can be used three times per day to see any place or object that they desire; and a current image of that place or object will appear and last for 10 minutes. The clarity of the image will be based on the familiarity that the user has with the object or area.

Crystal Ball with Clairaudience (W): This works just as a normal Crystal Ball, except that by concentrating the user can hear what is going on at the far end as if through the ears of any living creature shown in the ball. Only a wizard can use this item.

Crystal Ball with ESP (W): This works just as a normal Crystal Ball, except that by concentrating the user can read the thoughts of the main subject of the vision if it is a living creature. Only a wizard can use this item.

Displacer Cloak: This item makes the wearer appear to be 5 feet from their actual position. This makes all attacks against the wearer take a -2 penalty to their to-hit rolls, and gives the wearer a +2 bonus to all saving throws vs. spells, vs. wands, staves and rods, and vs. petrification.

Drums of Panic: These are a pair of large kettle drums. When played, they have no effect on creatures within 10 feet of them, but creatures from 10-240 feet from them must make a saving throw vs. spells or flee in terror for 30 minutes.

Efreeti Bottle: This 3-foot-tall heavy jug contains an efreeti. The stopper may be opened once per day, and the efreeti will come forth and serve the opener. If the efreeti is slain, the bottle becomes non-magical.

The efreeti is reluctant to serve, and will do its best to use loopholes in the commands that it is given in order to cause harm to the owner of the bottle.

Egg of Wonder: This is a painted hollow eggshell. When dropped or throw (up to 60 feet) it will break and an animal will emerge and grow to full size. For the next hour, the animal will obey the user of the egg to the best of its ability; and then it will disappear.

The type of animal that is summoned is determined randomly as indicated on *Table 18.30: Egg of Wonder*.

Table 18.30: Egg of Wonder

1d12	Animal
1	Ape (Rock Baboon)
2	Bat (Giant)
3	Bear (Black)
4	Bear (Grizzly)
5	Boar
6	Cat (Mountain Lion)
7	Cat (Panther)
8	Ferret (Giant)
9	Lizard (Giant Gecko)
10	Lizard (Giant Draco)
11	Snake (Racer)
12	Wolf

Elven Boots: These boots give their wearer a Move Silently ability of 75% like a rogue.

Elven Cloak: This cloak is just like a Ring of Invisibility except that its invisibility is not perfect. When the wearer is in the presence of creatures that might notice them, their faint outline will be seen if a 1 is rolled on 1d6.

Flying Carpet: This carpet will carry one passenger at a speed of 100 feet per round, two at a speed of 80 feet per round, three at a

speed of 60 feet per round, four at a speed of 40 feet per round, or five at a speed of 20 feet per round.

The owner of the carpet must concentrate to make it move, and the carpet will hover in place if the owner stops concentrating.

Gauntlets of Ogre Power: The owner of these gauntlets has a *Strength* of 18 while wearing the gauntlets, but taking them off returns the owner's *Strength* back to its normal value.

Girdle of Giant Strength: Anyone who wears this girdle does double damage with whatever melee attacks they make.

Helm of Blindness: Anyone wearing this helmet is immediately made blind. The blindness cannot be cured until the helmet has been removed, and the helmet cannot be removed without a Remove Curse spell being cast on it.

Helm of Reading: This helmet allows the wearer to read any language or cipher, and allows them to identify magical scrolls. However, it does not allow the wearer to use Spells Scrolls if they are not normally able to do so.

This helmet is rather delicate, and has a 10% chance of being broken each time its wearer is struck in combat.

Helm of Telepathy: The wearer of this helmet can transmit their thoughts to any creature within 60 feet. The target creature will understand the thoughts of the wearer despite language differences. The wearer may also use the ESP spell to read the thoughts of others.

Helm of Teleportation (W): This helm is only usable by wizards. The wearer of the helm may use the Teleport spell as often as they like to teleport themselves, with the normal chances of failure.

The wearer may also use the helm to Teleport another creature (again, as if casting the spell). However, doing this discharges the helmet and it can no longer be used for any teleporting until it is recharged by having a Teleport spell cast into it.

Horn of Blasting: This horn can be blown once per ten minutes. When it is blown, it creates a cone of sound 100 feet long and 20 feet wide at the end. Everyone in the area must take 2d6 damage and make a saving throw vs. spells or be deafened for ten minutes. Buildings and ships in the area of effect take 1d8 damage.

Hurricane Lamp: When this lamp is opened for the first time in a day, a hurricane of wind and rain emerge. Everyone within 30 feet of the lamp is knocked to the floor for three rounds, and must make a saving throw vs. spells to avoid having all loose items or items held or carried by them (including weapons, but not including clothing) is scattered throughout the area.

Once the hurricane has ended, the lamp may be used as a Lamp of Long Burning, although the hurricane will re-set each day and must be triggered again before the lamp can be used.

Lamp of Long Burning: This lamp must be filled with oil and lit like any other lantern, but it will burn forever without using any of the oil that it contains.

The lamp can be put out and re-lit repeatedly like any other lamp.

If the lamp is ever completely submerged in water while lit, it will immediately stop working and lose its magical properties.

Medallion of ESP: This medallion allows the wearer to use the ESP spell at will, with a range as given in the item listing (either 30 feet or 90 feet).

However, each time it is used, there is a 1 in 6 chance that instead of letting its wearer read minds, it will broadcast its all of its wearer's thoughts out loud for the next ten minutes.

Mirror of Life Trapping: If the owner of this mirror presents it to a creature of human size or smaller and activates it, the creature must make a saving throw vs. spells or be sucked into the mirror, complete with everything they are wearing and carrying.

The mirror can hold up to 20 creatures, who exist in a state of suspended animation while in the mirror, not needing food, drink or air and completely unable to take any actions.

Anyone looking into the mirror can see the reflections of the faces of all those trapped inside, and can wake any of them up temporarily to talk with them. No special communication powers are granted, so the viewer and victim need to share a common language to talk in.

If the mirror is broken, all the creatures inside are instantly freed. However, the only way to free a single creature without breaking the mirror is to use a Wish spell.

Muzzle of Training: This muzzle will automatically reshape and resize itself to fit any creature with a mouth. When put on a creature and locked with a command word, the creature is magically prevented from biting, talking and casting spells; but it can still eat, drink and breathe normally.

The owner of the muzzle can unlock it with a second command word, but otherwise it is locked with the equivalent of a Wizard Lock cast by a 15th level caster.

Nail, Finger: This appears to be a Nail of Pointing if checked with an Analyze spell. However, when someone tries to use it as such it will disappear. The next time that person tries to be unnoticed (by disguise, Invisibility or hiding), an illusion of a large glowing hand will appear above their head pointing them out.

After that first instance, there is a 25% chance each time the person tries to go un-noticed that the hand will re-appear. This will continue to happen until the victim has a Remove Curse spell cast on them.

Nail of Pointing: This appears to be a simple 6-inch iron nail. Once per day, it can be commanded to point to a mundane (not magical or living) object, and for the next ten minutes the nail will point at the closest instance of that type of object (distance is irrelevant).

Ointment: This creamy white salve is normally found in small jars.

To use the ointment, the whole jar must be applied to someone's skin. When the ointment is applied in this manner, it will have a random effect as indicated on *Table 18.31: Ointment*.

Table 18.31: Ointment

1d6	Effect
1	The user gets a +2 bonus to armor class and saving throws for the next ten minutes.
2	The user is healed 2d6+2 points of damage.
3	The user must make a saving throw vs. poison or die.
4	The user takes 2d6 points of acid damage.
5	The user is cured of all burn damage, whether magical or normal.
6	The user's skin turns bright orange for the next 1d4 months.

Pouch of Security: If this large sack is stolen, it will shout "Help! I am being stolen!" in common repeatedly for the next hour. The sack's owner can command it to be quiet before the end of the duration.

Quill of Copying (S): When supplied with 1,000 gp worth of rare inks, any spell user can command this quill to copy a Spells Scroll containing one or more spells of a type that they can cast onto a blank parchment.

There is a 75% chance that the spells will be copied correctly, creating two identical Spells Scrolls, and a 25% chance that the quill will burst, becoming useless and depositing its ink over both parchments (both ruining the original and failing to make a copy).

Rope of Climbing: On command, this 50-foot rope will wriggle along the ground like a snake, and even up walls and on ceilings. It can fasten itself onto any solid protrusion on a surface that it is climbing up, and will support up to 10,000 cn of weight.

A second command will cause the rope to loosen itself and re-coil.

Scarab of Protection: This charm has 2d6 charges. Each time a curse is placed on the wearer, it will immediately target the wearer with a Remove Curse as if by a 36th level caster. Each Remove Curse uses up one charge.

Additionally, it will block any Finger of Death or Obliterate spell cast at the wearer; and this also uses up one charge.

When the scarab has run out of charges, it crumbles to dust.

Slate of Identification (S): This 3-square-foot framed sheet of slate is used to identify magic items.

The slate has ten charges per day, and is used by placing it on a horizontal surface and then placing a magic item on it. When activated, the slate will identify the magic item (if it has enough charges left to do so) and chalk writing will appear on the slate indicating type of magic item and what command words it has (if any).

If asked to identify an artifact, the slate will shatter.

However, the slate is incapable of identifying cursed items, even those that fail to fool an Analyze spell (such as a Potion of Poison).

If it is asked to identify a cursed item, the slate will identify it as being a random type of similar but useful item.

The number of charges needed to identify different types of item are listed on *Table 18.32: Slate of Identification*.

Table 18.32: Slate of Identification

Item	# of Charges
Potion	2
Scroll	3
Ammunition	3
Wand	4
Staff	5
Weapon	6
Armor or Shield	7
Ring or Rod	8
Wondrous Item	9

Stone of Earth Elementals: Once per day, this stone can be buried in the earth and used to cast a Conjure Elemental spell except that it will only conjure a 12 hit dice earth elemental. Conjuring the elemental takes 10 minutes.

Talisman of Travel (M, Dr): This talisman allows the wearer to cast either a Conjure Elemental or Summon Elemental spell in reverse. Instead of the spell summoning an elemental to the caster, the reversed spell will transport the caster to the elemental plane of their choice.

While the caster continues to wear the talisman, they are protected from environmental damage on the elemental plane, such as choking or burning, and can breathe normally.

Wheel, Floating: When put on a cart or wagon, this wheel will allow the cart to be pulled on the surface of water rather than sinking.

A single wheel of floating will hold up a vehicle of up to 10,000 cn in weight, with every additional wheel of floating adding 5,000 cn to that weight.

Although these wheels will keep the vehicle above water, they do not affect whatever animal or animals are pulling the vehicle.

Wheel, Square: This wheel is the size of a wagon or cart wheel, but is square rather than round.

It cannot be used on normal terrain, but when fitted to a wagon or cart it will allow the cart to travel over desert or mountain as if being pulled along a road.

Armor and Shields

Magic armor and shields will have a numerical bonus from +1 to +5. This bonus applies to the wearer's armor class when the armor or shield is worn.

Like other armor class bonuses, the bonus is subtracted from the armor class of the wearer, not added to it.

The magical bonuses of armor and shields stack with each other if both are used.

Some magical armor or shields also have additional powers beyond a simple bonus to armor class. If these powers require activation in combat, then the wearer must take an Activate Magic Item action.

When found, a piece of magical armor or a magical shield may be cursed. The chance of the item being cursed is 10%. If an item is cursed, this will be revealed by an Analyze spell.

A cursed set of armor or cursed shield will add its bonus to the wearer's armor class rather than subtracting it—i.e. it will make the wearer's armor class worse. Additionally, the extra property of cursed armor will not function.

The wearer of cursed armor or a cursed shield is compelled to always use the item in a combat situation, even though they may know that other armor would be better for them. Similarly, if the cursed item is taken away from them they are compelled to do their best to retrieve the item—even being prepared to kill friends if the friends are withholding it.

A Remove Curse spell will break the compulsion, although if the character wears or uses the item again then the curse will return.

If the Remove Curse spell is cast by a caster of 26th level or higher, it will remove the curse from the item completely, causing it to act as normal magical suit or armor or shield.

Table 18.33: Armor or Shield Type

d100	Type
01-13	Leather Armor
14-22	Scale Mail
23-38	Chain Mail
39-50	Banded Mail
51-64	Plate Mail
65-72	Suit Armor
73-00	Shield

Table 18.34: Armor or Shield Bonus

d100*	Bonus
01-54	+1
55-57	+1 of Curing
58-59	+1 of Shocking
60	+1 of Reflection
61-78	+2
79-80	+2 of Curing
81	+2 of Gaseous Form
82-89	+3
90-91	+3 of Absorption
92	+3 of Remove Curse
93-96	+4
97	+4 of Flying
98	+4 of Haste
99	+5
00	+5 of Ethereality

* If the monster whose treasure this is has less than 9 hit dice, subtract 10 from the roll.

Absorption: If the wearer of this item or shield is struck by an Energy Drain, the item will absorb it. The wearer will still take normal physical damage (if any) from the attack, but will not lose any levels.

Each time this item absorbs an Energy Drain, it loses one point of magical "plus" (i.e. after absorbing one Energy Drain the item will only have a +2 bonus; after absorbing a second it will only have a +1 bonus).

When the item has absorbed three Energy Drains it will crumble to dust.

Curing: Once per day, the wearer of this armor or shield may activate it in order to heal half of the damage that they have currently taken.

Ethereality: Once per day, the wearer of this armor or shield can activate it in order to move from the *Prime Plane* to the *Ethereal Plane*.

Additionally, once per day the wearer of this armor or shield can activate it in order to move from the *Ethereal Plane* to the *Prime Plane*.

Flying: Once per day, the wearer of this armor or shield may activate it, and it will cast a Fly spell on them that lasts for 2 hours.

Gaseous Form: Once per day, the wearer of this armor or shield may activate it in order to turn into gaseous form for up to one hour, including all their equipment and carried items. The drinker keeps control of their body, and can move through any non-airtight barrier.

While in gaseous form, the drinker cannot attack, but has an armor class of -2 and can only be hit by magical weapons.

Haste: Once per day, the wearer of this armor or shield may activate it and it will cast a Haste spell on them that lasts for 10 minutes.

Reflection: If any Light or Continual Light spell (or their reverse) is cast at the wearer of this armor or shield, the spell is reflected back to the caster.

Additionally, the wearer of this armor or shield may used as if it were a mirror in order to either attempt to reflect the gaze of a creature with a gaze attack (such as a basilisk) or to fight such a creature without meeting its gaze (in which case the normal -2 penalty for fighting while using a mirror does not apply).

Remove Curse: This armor or shield will never be cursed when found. Additionally, it has three charges, and can be activated to expend a charge in order to cast a Remove Curse on the wearer as if from a 36th level caster.

Shocking: The wearer of this armor or shield can activate it, causing it to charge with energy. The next creature to attack the wearer in melee will be hit for 6d6 lightning damage, unless it can make a saving throw vs. spells to take half damage.

If the creature striking the wearer is using a melee weapon rather than striking with natural weaponry then it gets a +4 bonus to the saving throw.

The armor can be activated and de-activated as often as the wearer desires, but can only release its charge once per day. Once the charge has been released, the armor deactivates and cannot be re-activated until the following day.

Weapons and Ammunition

Magic weapons and ammunition will have a numerical bonus from +1 to +5. This bonus applies both to the wearer's to-hit roll when using the weapon or ammunition and to the damage done by the weapon.

The magical bonuses of missile weapons and their ammunition stack with each other if both are used.

Some magical weapons or ammunition also have additional powers beyond a simple bonus to attack and damage. If these powers require activation in combat, then the wearer must take an Activate Magic Item action.

When a magical weapon or some magical ammunition is found, roll on the relevant Table 18.35 to Table 18.37 in order to see exactly what type of weapon or ammunition it is, and then in order to find out what magical bonuses or other properties it has, either roll on *Table 18.38: Ammunition Bonus* if it is ammunition or roll on *Table 18.39: Weapon Bonus* if it is a weapon (including a missile weapon).

When found, a magical weapon (but not magical ammunition) may be cursed. The chance of the weapon being cursed is 10%. If an item is cursed, this will be revealed by an Analyze spell.

A cursed weapon will subtract its bonus from the wearer's to-hit and damage rolls rather than adding it—i.e. it will make the wearer's to-hit and damage worse. Additionally, the extra property of a cursed weapon will not function.

The wielder of a cursed weapon is compelled to always use the item in a combat situation, even though they may know that other weapons would be better for them.

Similarly, if the cursed item is taken away from them they are compelled to do their best to retrieve the item—even being prepared to kill friends if the friends are withholding it.

A Remove Curse spell will break the compulsion, although if the character wears or uses the item again then the curse will return.

If the Remove Curse spell is cast by a caster of 26th level or higher, it will remove the curse from the item completely, causing it to act as a normal magical weapon.

Some weapons have a bonus that varies depending on the type of creature that is being attacked.

Magical ammunition can only be used for a single shot, and is then broken, bent or otherwise useless. However, such ammunition is normally found in groups rather than as single items. *Table 18.38: Ammunition Bonus* shows the number of pieces of ammunition that are found together.

Some of the thrown weapons on *Table 18.37: Miscellaneous Weapon Type* are listed as (Returning). These weapons will magically return to their owner's hand after being thrown.

In the case of a bolas or net, if the weapon successfully entangles an opponent it will not return to its owner until after the opponent has freed themselves.

Table 18.35: Missile Weapons and Ammunition Type

d100	Type
01-30	Arrows
31-48	Bullets
49-59	Quarrels
60-70	Sling Stones
71-72	Blowgun
73-79	Bow, Long
80-83	Bow, Short
84-85	Crossbow, Heavy
86-87	Crossbow, Light
88-91	Gun, Pistol
92-94	Gun, Smoothbore
95-00	Sling

Table 18.36: Sword Type

d100	Type
01-65	Sword, Normal
66-84	Sword, Short
85-92	Sword, Two-Handed
93-00	Sword, Bastard

Table 18.37: Miscellaneous Weapon Type

d100	Type
01-09	Axe, Battle
10-15	Axe, Hand
16-17	Axe, Hand (Returning)
18-20	Blackjack
21-22	Bolas
23	Bolas (Returning)
24-28	Club
29-40	Dagger
41-43	Dagger (Returning)
44-45	Halberd
46-55	Hammer, Throwing
56-58	Hammer, War (Returning)
59-61	Javelin
62	Javelin (Returning)
63-66	Lance
67-78	Mace
79-80	Net
81	Net (Returning)
82-84	Poleaxe
85-94	Spear
95-97	Spear (Returning)
98-00	Whip

Table 18.38: Ammunition Bonus

d100*	Bonus	Number
01-54	+1	2d10
55-57	Of Speaking	2d10
58-59	Of Seeking	2d10
60	+1 of Disarming	2d10
61-78	+2	2d6
79-80	+2 of Screaming	2d6
81	+2 of Dispelling	2d6
82-89	+3	2d4
90-91	+3 of Sinking	2d4
92	+3 of Biting	2d4
93-96	+4	1d4
97	+4 of Stunning	1d4
98	+4 of Teleporting	1d4
99	+5	1
00	+5 of Slaying	1

* If the monster whose treasure this is has less than 9 hit dice, subtract 10 from the roll.

Table 18.39: Weapon Bonus

d100*	Bonus
01-54	+1
55-57	+1 of Watching
58-59	+1 of Light
60	+1 of Finding
61-62	+1, +3 vs. Undead
63-64	+1, +3 vs. Animals
65-66	+1, +3 vs. Lycanthropes
67-78	+2
79-80	+2 of Flaming
81	+2 of Silence
82-83	+2, +4 vs. Undead
84	+2, +4 vs. Giants
85-89	+3
90-91	+3 of Speed
92	+3 of Hiding
93	+3, +5 vs. Dragons
94-96	+4
97	+4 of Slowing
98	+4 of Flying
99	+5
00	+5 of Slicing

* If the monster whose treasure this is has less than 9 hit dice, subtract 10 from the roll.

Biting: When a piece ammunition of biting hits an opponent, it

turns into a snake which bites the target. In addition to the normal damage done by the attack, the target must also make a saving throw vs. poison or die.

Disarming: When this ammunition hits a target that is wielding an item in their hand, the target must make a saving throw vs. spells or drop the item. If the target is holding an item in either hand, their primary hand will be the one affected.

Dispelling: When this ammunition hits a target, it immediately casts a Dispel Magic effect centered on the target as if cast by a 15th level caster.

Finding: Once per day, the wielder of this weapon may activate it to cast a Locate Object spell.

Flaming: The wielder of this weapon can activate it at will and it will burst into flames that burn without fuel until the weapon is deactivated again.

The flaming weapon has an additional +2 bonus against trolls and against feathered creatures; and an additional +3 bonus against creatures made of wood or undead. If a creature comes under more than one of these categories, these bonuses do not stack.

Flying: If a melee weapon has this power, once per day it will attack by itself. The weapon must be wielded in combat for at least one round, then its wielder can let go of it and it will continue to attack the same opponent for three rounds, as if its wielder were still wielding it. After three rounds (or when its wielder commands, whichever is sooner) the weapon will return to its wielder's hand.

If a missile weapon has this power, then it never needs reloading and never runs out of ammunition. Whenever it is fired, it will create its own ammunition (and Red Powder if it is a gun). However, the wielder may still choose to load the weapon with magical ammunition if they prefer.

Hiding: Once per day, this weapon can be activated to cast an Invisibility spell on its wielder.

Additionally, three times per day, the weapon can be activated to cast an Invisibility spell on itself. If the weapon turns itself invisible while being carried, the touch of its wielder will not turn it visible again, but the touch of any other creature (whether intelligent or not) will.

Light: Once per day, this weapon can be activated to cast a Light spell lasting 1 hour.

Screaming: When this ammunition is fired, whether it hits or misses its target, it will emit a piercing shriek causing all opponents within 30 feet of its path to make a saving throw vs. spells or retreat in fear for 1d8 rounds.

Seeking: This ammunition will not hit a living creature. However, it will unerringly hit whatever object (a button, a lever, a trip-wire, etc.) it is fired at.

If fired at an object held by a creature, treat the ammunition as being +1 Ammunition of Disarming.

Silence: Once per day, this weapon can be activated to cast a Silence 15-foot radius spell.

Sinking: This ammunition causes 1d10+10 structure points of damage to any ship or wooden structure that it hits.

Slaying: Whatever is hit by this ammunition is affected as if hit by a Disintegrate spell.

Slicing: This property can only be found on edged melee weapons such as swords, axes or pole arms.

Whenever a living creature (not a construct or undead) is hit by the wielder of this weapon's player rolling a natural 19 or 20, it must make a saving throw vs. death or have its head cut off. This will normally kill the creature, unless it is a hydra or other multi-headed creature.

If the creature makes its saving throw, it still takes triple damage from the attack.

Slowing: Once per day, after hitting a creature with this weapon, the wielder may activate it (this doesn't take an action) in order to affect the creature as if hit by a Slow spell. The creature may make a saving throw vs. spells to avoid the effect.

Speaking: This ammunition may be given any message of twenty words or less, and then given a target which may be any location or object (but not a creature) within ten miles.

When fired, the ammunition will automatically hit the object or land on the floor in the location, and then speak its message out loud twice.

Speed: Once per day, this weapon can be activated in order to cast a Haste spell that affects only its wielder.

Stunning: Any creature hit by this ammunition must make a saving throw vs. spells or be *Stunned* for 1d6 rounds.

A stunned opponent cannot attack or cast spells and can only move at 1/3 normal speed. *Stunned* opponents also have a +2 penalty to armor class and a -2 penalty to all saving throws.

Teleporting: Any creature hit by this ammunition must make a saving throw vs. spells or be teleported 1d100 miles in a random direction. The target will always land safely after the teleport.

Watching: Once per day, the wielder of this weapon can command it to watch for a particular type of creature. The weapon will continue to watch for that type of creature until commanded to watch for a different type.

If any creature of the specified type comes within 60 feet of the weapon, it will glow softly and vibrate to alert its wielder.

The wielder must name a race or type of monster, not the name of a specific individual.

Magic Item Values

Dark Dungeons does not give specific rules for the creation of magic items, neither does it give strict prices for buying and selling them.

However, the cost of the Immortal level spell Create Mundane Object is based on the value of the item created.

For purposes of the Create Mundane Object spell, use (or approximate) the following formula:

Armor

Multiply the standard price for a non-magical suit of the appropriate armor (in gold pieces) by the encumbrance of the armor (in coins) and divide the total by three.

That value is the value per "plus" of the armor.

If the armor has an additional power, add 5,000 gp to the value of the armor per level of the spell which the power is based on.

Weapons and Shields

Multiply the standard price for a non-magical weapon or shield of the appropriate type (in gold pieces) by the encumbrance of the weapon or shield (in coins) and multiply the total by five.

That value is the value per "plus" of the weapon or shield. If the item is a weapon which has varying "pluses" against different opponents, use the average of the pluses to determine value.

If the weapon or shield has an additional power, add 5,000 gp to the value of the armor per level of the spell which the power is based on.

Other Magic Items

For each power that the item has, find the spell that most resembles the power, and multiply that spell's level by 100 gp if there is no restriction on the power's use, 75 gp if the power can only be used once per day, or 70 gp if the power can only be used once per month.

If the item has only a single charge (such as a scroll or a potion), then that is the value of the item.

If the item has multiple charges (such as a wand or a staff), multiply the value by the number of charges. For staffs with multiple powers and a single set of charges, add the costs of the powers together and then multiply the total by the number of charges.

If the item has a permanent effect or unlimited uses (such as most rings, rods or wondrous items) multiply the value by 50. Again, for items with multiple powers, add the costs of the powers together and then multiply the total by the number of charges.

Making Magic Items

It should be stressed that the values given above are only for *Immortals* bringing magic items into existence with the Create Mundane Object spell.

When mortals try to create magic items, the process is much more difficult and time consuming, and isn't guaranteed to work.

If a mortal wishes to create a magic item, you should apply the following rules:

- The mortal must be a spellcaster able to cast each spell that the item will have as a power.
- The mortal must use materials costing the value of the item (as defined above). These materials are used up regardless of whether creating the item is successful or not.
- The mortal must also quest for and use one rare ingredient (determined by the Game Master) that must be personally gathered and used while fresh—it is not possible to simply buy a rare ingredient or to gather them in bulk in advance. The difficulty and danger of the quest for the rare ingredient should depend on the power of the item that is being made.
- The mortal must spend one week plus one day per 1,000 gp value of the item working (8 hours per day) to create the item.

Once the mortal spellcaster has followed all those requirements, the percentage chance of successfully making the magical item is determined by adding together the caster's level and either the caster's *Intelligence* or *Wisdom* score (whichever is higher), doubling the result, and subtracting three times the level of the spell or number of "pluses" they are trying to put into the item.

If the caster is trying to make an item with both "pluses" and a power, or is trying to make an item with multiple powers, then each should be rolled separately, and all must succeed for the item to be made.

If any creation roll fails, the item will be ruined and all time and materials (including the rare ingredient) will have been wasted.

Example

Elfstar wishes to make a Potion of Healing. This item is effectively a single use of a 1st level spell (Cure Light Wounds), so it will cost only 100 gp in ingredients and take a week to make. The Game Master decides that for such a low level item, the rare ingredient is not going to be difficult to find, so specifies that Elfstar needs to find a rare herb that is known to grow in a nearby enchanted forest.
Elfstar gathers the herb and starts to make the potion. Since Elfstar is currently 5th level and has a Wisdom of 17, her chance of success is: (5+17)x2 - (1x3) = 41%
Elfstar's player rolls 1d100 and gets a 19. At the end of the week, Elfstar has successfully made a Potion of Healing.

Example

Aloysius wishes to make a +3 Sword of Speed.
The base value per plus for a normal sword is determined by multiplying its price (10 gp) by its weight (60 cn) and multiplying the result by five. This gives a total of: (10x60)x5 = 3,000 gp per plus.
The sword is going to be a +3 sword, so the total cost is 9,000 gp.
However, the sword is also going to be Of Speed. This is the equivalent of a third level spell (Haste), that can be used once per day but has unlimited charges. Therefore, the cost is: (3x75)x50 = 11,250 gp
The total cost to make the sword will therefore be: 11,250 gp+9,000 gp = 20,250 gp
Since this is a fairly powerful item, the Game Master decides that it needs a fairly difficult to find rare ingredient—the tail feather of a cockatrice.
Aloysius manages to find a suitable tail feather, and spends 27 days in his workshop making the sword.
At the end of that period, he must make two rolls; one for the +3 bonus and one for the "Of Speed" ability.
Since he is 23rd level, and has an Intelligence of 16, his chances are: (23+16)x2 - (3x3) = 69% -and- (23+16)x2 - (3x3) = 69%
Aloysius's player rolls 1d100 twice. His first roll is a 41, but his second roll is an 80. He has failed to make the sword properly and his 20,250 gp worth of materials (and his 27 days) have been wasted.

Trading Magic Items

When it comes to trading magical items, the above rules for their value do not directly apply for four reasons.

Firstly, the value of an item doesn't take into account how easy it is to make. Items that are difficult to make are likely to need multiple attempts before the creator is successful, making the actual price of making such an item in real terms more than the calculated value.

Secondly, magic items rarely get destroyed. There have been people making magic swords for hundreds if not thousands of years, so there are lots out there lying around in monster lairs and tombs and so on. In the case of some common items, the ease of finding one or taking one from monsters means that the market price would be brought down; possibly even to the point where it is not economically viable to make one since you can buy an old one more cheaply.

Thirdly, magic items are only worth what people will pay for them. A Ring of Water Walking costs more to make than a Ring of Invisibility for example, but the invisibility ring will be worth far more than the water walking ring to the average adventurer.

Fourthly, there is a limited market for magic items. Your average farmer has little use for a Potion of Flying or a Ring of Life Protection, and even less use for a Wand of Fireballs that they can't even use. The fact that the people who want magic items—adventurers—are the very people who are most likely to find their own and not need to buy them means that it is very much a buyer's market.

For these four reasons, Dark Dungeons does not give hard prices for the buying and selling of magic items. It is suggested that most trading of magic items will be simply done in the form of like-for-like barter if items between adventurers, and that there should not be merchants or shops that buy and sell such items.

In particular, the magic item list should never be simply treated as a shopping list with price tags attached.

Making Constructs

Many of the creatures in *Chapter 17: Monsters* have the Construct keyword. These creatures are artificial beings created and animated by magic.

It is suggested that these creatures are treated as if they were magic items for purposes of creation by both *Immortals* and mortal spellcasters.

The base value of a construct should be 2,000 gp per hit die, plus 5,000 gp per asterisk that the creature has on its hit dice in its monster entry.

When a mortal wishes to make a construct, it should be just like making a magic item; they need to use the value in materials, find a special rare ingredient, and spend a week plus a day per 1,000 gp of value making it.

The percentage chance of successfully making a construct is determined by adding together the caster's level and either their *Intelligence* or *Wisdom* score (whichever is higher), doubling the result, and subtracting the sum of the construct's hit dice and asterisks.

Example

Aloysius wishes to make a manikin construct. A manikin construct has a hit dice value of 6**.
The cost of making the construct is therefore 6x2,000 gp plus 2x5,000 gp—for a total of 22,000 gp.
The construct will take 29 days to make, and the chance of success will be: (23+16)x2 - (6+2) = 70%

Once a construct is made, it will obey the commands of its creator, who becomes its first owner.

Ownership of a construct may be transferred to someone else at any time by the current owner, although once a construct becomes ownerless (because its old owner died without passing on ownership) nothing short of a Wish can take ownership of it again.

Usually, constructs are unintelligent, and will therefore continue to operate under their current instructions indefinitely if ownerless. However, occasionally the inability to carry out its instructions combined with the lack of an owner to give it new instructions will cause a construct to break its magical programming and go rogue.

Most rogue constructs simply go berserk and attack any creature they encounter. Rarely, however, one will develop a free will and intelligence of its own and develop a personality.

Artifacts

Artifacts are powerful magical items that only *Immortals* can create. Unlike normal magic items, which come in fairly standard types, artifacts. are all unique.

Immortals create artifacts. by using the Create Artifact spell. This spell enables them to put part of their life force into an object and make it into an artifact level magical item.

While this is much more expensive for the *Immortal* doing the creating than simply using the Create Mundane Object spell to create a normal magic item, artifacts. are much more powerful than normal magic items. In fact artifacts. are so powerful that they cannot be safely used by mortals. Their power is simply too great for mortals to be able to control.

This danger doesn't stop mortals from actually using them, of course.

Finding an Artifact

Given the rare and unique nature of artifacts, they do not appear in the standard treasure tables. Basically, if the Game Master wants the party to find an artifact, the Game Master first needs to spend time using the rules in this chapter designing the artifact, and then decide where it will be found.

When designing it, the Game Master should have an idea of who created it and why they did. Creating an artifact is a significant thing to do, and not something that most *Immortals* would do on a whim.

On the other hand; once created, artifacts. hang around for a long time. An artifact that might have been created and specially placed for a mortal to find may have been found and used by that mortal. And then it might have been lost, or stolen, or otherwise changed hands many times.

While *Immortals* often try to keep track of artifacts. that they have made, they can't be everywhere at once; and artifacts. do sometimes end up being simply lost or end up sitting in a dragon's hoard for centuries on end.

Unless the *Immortal* happens to be watching via a Detect Immortal Magic spell when an artifact gets used (and gets lucky), they may never find it again.

From the point of view of player characters; unexpectedly finding an artifact is a mixed blessing. Notwithstanding the inherent danger involved in using such a powerful item, the characters can never be sure that the find was truly accidental. Was the artifact genuinely lost, or was it put there specifically for them to find as part of some *Immortal's* plot? Or worse—was it put there specifically for someone else to find as part of some *Immortal's* plot, and now they're getting in the way?

Using an Artifact

An artifact will normally have a basic form. That form might be that of a weapon, shield or armor, in which case the artifact will probably have magical pluses when used in combat. Alternately it might be shaped like any other object.

Regardless of its form, an artifact can be detected with a Detect Magic spell and identified with an Analyze spell. However, an Analyze spell will only describe the powers of an artifact, not its handicaps and penalties. The handicaps and penalties of the artifact must be found out by trial and error.

Once an artifact has been identified, any character can use it unless it is in the shape of armor or a weapon or shield that the character can't use.

Each artifact has a Power Reserve just like an *Immortal*, and this power reserve is the source of Power Points that fuel the artifact's powers.

The wielder of the artifact can activate any of its powers by taking an Activate Magic Item action; and if the artifact has enough remaining power points then the power will function.

An artifact's power reserve refreshes each morning.

Any powers of an artifact that duplicate spell effects work as if cast by a 40th level mortal caster; and artifacts can affect *Immortals*. An *Immortal* hit by a weapon shaped artifact takes normal damage (unless they can save vs. physical attacks) rather than minimum damage, and an *Immortal* hit by a spell cast from an artifact will be affected normally as if the spell had been cast by another *Immortal* (although they still get their Anti-Magic and their save vs. spell attacks).

An artifact that has run out of power points keeps its weapon, shield or armor bonus.

Destroying an Artifact

Artifacts are incredibly hard to destroy. They are immune to most damage, and will very rarely be accidentally destroyed.

An artifact has an armor class of -20 and a number of hit points equal to its power reserve. It can only be damaged by +5 weapons, or spells of 5th level and higher; and makes saving throws as if a 36th level fighter.

Although artifacts are not intelligent, they do have a basic self-defense mechanism. An artifact will ignore accidental damage and simply repair itself, but if an artifact is deliberately attacked directly it will use whatever power points it has left to instinctively use its offensive powers against its attacker and use its movement powers to escape if it can.

A damaged artifact can repair itself at a cost of 1 power point per hit point regained.

When an artifact is destroyed, the power used to create it is lost forever. There is no way to recover it, although if the creator of the artifact is that upset with its loss they can always simply create a new artifact with an identical form and powers.

Creating an Artifact

An *Immortal* creates an artifact by casting the Create Artifact spell. This will cost them experience points based on the artifact created. There is no chance for error, and creating the artifact takes only a single round (although making the decisions about exactly what it should do and what it should look like can take far longer).

The amount of experience it costs to create an artifact depends on both the physical form and the amount of power reserve that the artifact will have.

Physical Form

The physical form of an artifact must be created as part of the creation process. This form may be something mundane, like a simple wooden bowl; something ostentatious, like a golden crown; or something practical like a sword.

The basic cost for this physical form is 1 experience point per 1 gold piece value of the form—with a minimum cost of 100 XP; so in the examples above the bowl would cost the minimum of 100 XP, as would the sword. The crown could cost anywhere from 1,000 XP to around 50,000 XP depending on how big and valuable it is.

If the physical form is a weapon, there is an additional cost based on its other statistics:

- +10,000 XP per two points of weapon damage done by the form using basic weapon expertise.
- +30,000 XP if the form a missile weapon.
- +50,000 XP if the form is a commonly thrown weapon.
- +100,000 XP per magical "plus" the weapon has.

Similarly, if the physical form is a shield or a suit of armor there is an additional cost based on its other statistics:

- +10,000 XP per point of base armor class below 9 if the form is armor.
- +10,000 XP if the form is a shield
- +50,000 XP per magical "plus" the armor or shield has.

Example

An artifact that is in the form of a +5 dagger will cost: 100 XP (because a dagger is worth 3 gp) + 20,000 XP (because a dagger does 1d4 damage) + 50,000 XP (because a dagger can be thrown) + 500,000 XP (because it is a +5 weapon) = 570,100 XP in total.
An artifact that is a suit of chain mail +3 will cost: 100 XP (because chain mail is worth 40 gp) + 40,000 XP (because chain mail provides a base armor class of 5) + 300,000 XP (because it is +3 chain mail) = 340,100 XP in total.
An artifact that is a +4 shield will cost: 100 XP (because a shield is worth 10 gp.) + 10,000 XP (because it is a shield) + 400,000 XP (because it is a +4 shield) = 410,100 XP in total.
An artifact that is a large flawless ruby (worth 15,000 gp) will cost: 15,000 XP (because the ruby is worth 15,000 gp) = 15,000 XP in total.

Power Reserve

Additionally, the *Immortal* must pay 10,000 experience points for each point of power reserve that the artifact is intended to have.

An artifact must be given a power reserve of at least 50 points, and can be given a power reserve of up to 750 points.

As well as determining the number of power points that the artifact can spend each day on powers, the amount of power reserve an artifact is given also determines how many hit points the artifact will have and how many powers and drawbacks it will have.

Table 18.40: Artifact Power Levels shows the maximum number of powers of each type that an artifact can have based on its power reserve. The *Immortal* creating the artifact is free to choose these powers from the lists in this chapter.

An artifact does not have to have as many powers as it can, in fact it doesn't have to have any powers at all. However, since it doesn't cost the creating *Immortal* any extra experience to put more powers in, most artifacts. are created with the maximum number of powers that their power reserve will allow.

Similarly, Table 18.40 also shows how many handicaps and penalties an artifact will have based on its power reserve. These handicaps and penalties do not manifest when an *Immortal* uses an artifact, only when a mortal uses it. They are a side effect of the mortal using such a powerful device, and as such they are not chosen by the *Immortal* creating the artifact.

Handicaps and penalties are instead chosen by the Game Master. When choosing handicaps and penalties, the Game Master should try to be fair and both try to choose those that fit the "feel" or "theme" of the artifact (if there is one) and also try not to choose those that would render the artifact useless by completely going against its purpose (again, if there is one).

Table 18.40: Artifact Power Levels

Power Reserve	50-100	101-250	251-500	501-750
Maximum Attack Powers	2	3	4	4
Maximum Transform Powers	2	2	3	5
Maximum Defense Powers	3	4	4	5
Maximum Misc. Powers	1	2	3	4
Number of Handicaps	1	2	3	4
Handicap Duration	30 days	60 days	120 days	240 days
Number of Penalties	1	3	5	8

Artifact Powers

There are many, many powers that an artifact can have, and these powers are chosen by the *Immortal* creating the artifact.

Each power has a cost in power points which must be spent when the artifact is used. If the artifact does not have enough power points left to use the power, it will not function. However, even an artifact with no power points left will still function as its basic form, including any magical pluses that form may have as a weapon, shield or suit of armor.

The possible artifact powers are listed in Table 18.41 to Table 18.57.

Most of these powers are simply duplications of mortal level spells, and are cast as if by 40th level mortal spellcasters (with the exception that *Immortals'* immunity to mortal level magic does not work against them). However, some of them are unique powers—and those powers are explained below.

Table 18.41: Attack Powers (Direct Physical)

Power	Cost (PP)
Cause Light Wounds	10
Magic Missile	15
Flaming*	20
Cause Disease	25
Cause Serious Wounds	30
Extinguishing*	30
Cause Critical Wounds	35
Bearhug*	35
Create Poison	40
Dispel Evil	40
Electricity*	40
Cloudkill	45
Ice Storm	45
Death Spell	50
Finger of Death	50
Poison Gas Breath*	50
Slicing*	50
Fireball	55
Fire Breath*	60
Ice Breath*	60
Lightning Bolt	60
Acid Breath*	65
Delayed Blast Fireball	65
Explosive Cloud	75
Disintegrate	80
Power Word Kill	85
Obliterate	90
Meteor Swarm	100

*See description in this chapter

Table 18.42: Attack Powers (Direct Mental)

Power	Cost (PP)
Cause Fear	10
Sleep	15
Charm Person	20
Confusion	25
Charm Monster	30
Calm*	30
Control Plants*	35
Feeblemind	40
Charm Plant	45
Geas	50
Control Animals*	60
Control Lesser Undead*	70
Charm, Mass	75
Open Mind	80
Control Giants*	85
Control Greater Undead*	90
Control Dragons*	95
Control Humans*	100

*See description in this chapter

Table 18.43: Attack Powers (Trapping)

Power	Cost (PP)
Web	10
Hold Animal	15
Hold Person	20
Slow	25
Hold Monster	35
Turn Wood	45
Flesh to Stone	50
Power Word Stun	60
Dance	75
Power Word Blind	85
Life Trapping*	100
Maze	100
Immortal Life Trapping*	500

*See description in this chapter

Table 18.44: Attack Powers (Bonuses)

Power	Cost (PP)
Bless	10
Weapon Damage Bonus +2*	15
Attack Roll Bonus +2*	20
Turn Undead Bonus +2*	20
Leap 30 ft. (+2 bonus)*	25
Weapon Damage Bonus +3*	25
Weapon Damage Bonus +1*	25
Attack Roll Bonus +3*	30
Spell Damage Bonus +1*	30
Striking	30
Weapon Damage Bonus +4*	35
Attack Roll Bonus +4*	40
Turn Undead Bonus +4*	40
Weapon Strength Bonus +2*	40
Weapon Damage Bonus +5*	45
Attack Roll Bonus +5*	50
Leap 60 ft. (+2 bonus)*	50
Spell Damage Bonus +2*	55
Weapon Damage Bonus +3*	55
Attack Roll Bonus +6*	60
Weapon Damage Bonus Double*	70
Weapon Strength Bonus +4*	70
Leap 90 ft. (+6 bonus)*	75
Spell Damage Bonus +3*	80
Smash Attack*	85
Weapon Strength Bonus +5*	85
Weapon Damage Bonus Triple*	90
Spell Damage Bonus +4*	100

*See description in this chapter

Table 18.45: Attack Powers (Other)

Power	Cost (PP)
Blight	10
Darkness	15
Light	20
Set Normal Trap 50%*	20
Turn Undead (6th Level)*	20
Curse	25
Disarm Attack*	25
Continual Darkness	30
Pick Pockets 50%*	30
Draining (1 Level)*	35
Set Normal Trap 70%*	40
Silence 15-foot radius	40
Polymorph Other	45
Turn Undead (12th Level)*	45
Babble	50
Flying*	50
Dispel Magic	55
Pick Pockets 75%*	55
Appear	60
Set Normal Trap 90%*	65
Draining (2 Levels)*	70
Turn Undead (24th Level)*	70
Polymorph Any Object	75
Pick Pockets 100%*	80
Anti-Magic Ray*	90
Blasting*	100
De-Power*	250

*See description in this chapter

Table 18.46: Transform Powers (Creations & Summonings)

Power	Cost (PP)
Produce Fire	15
Create Water	20
Summon Animals	30
Create Food	35
Create Normal Animals	40
Create Normal Monsters	45
Animate Dead	50
Animate Objects	50
Sword	70
Create Normal Objects*	75
Clone	80
Create Magical Monsters	90
Create Any Monster	100

*See description in this chapter

Table 18.47: Transform Powers (Static Changes)

Power	Cost (PP)
Purify Food and Water	10
Repair Normal Objects*	10
Change Odors*	10
Change Tastes*	10
Hold Portal	20
Remove Traps 50%*	30
Wizard Lock	30
Create Magical Aura*	35
Magic Door	40
Repair Temporary Magical Object*	40
Rulership*	50
Magic Lock	60
Remove Traps 75%*	60
Remove Barrier	70
Repair Permanent Magical Object*	70
Victory*	75
Metal to Wood	80
Close Gate	85
Permanence	90
Remove Traps 100%*	90
Gate	95
Timestop	100
Spell Generation*	250

*See description in this chapter

Table 18.48: Transform Powers (Dynamic Changes)

Power	Cost (PP)
Open Locks 60%*	10
Warp Wood	15
Growth of Animal	20
Knock	20
Growth of Plants	25
Heat Metal	25
Open Locks 70%*	25
Shrink Plants	25
Control Winds	30
Harden	30
Control Temperature 10-foot radius	35
Dissolve	35
Lower Water	40
Open Locks 80%*	40
Passwall	45
Move Earth	50
Open Locks 90%*	55
Summon Weather	55
Reverse Gravity	60
Open Locks 100%*	70
Weather Control	80
Open Locks 110%*	85
Earthquake	90
Open Locks 120%*	95
Wish	100

*See description in this chapter

Table 18.49: Defense Powers (Cures)

Power	Cost (PP)
Remove Fear	10
Cure Light Wounds	15
Cure Blindness	20
Cure Disease	20
Free Person	25
Cure Serious Wounds	25
Neutralize Poison	30
Cure Critical Wounds	35
Free Monster	40
Remove Geas	45
Stone to Flesh	50
Raise Dead	60
Remove Curse	70
Raise Dead Fully	85
Restore	90
Regeneration*	95
Heal	100
Automatic Healing*	100

*See description in this chapter

Table 18.50: Defense Powers (Personal Bonuses)

Power	Cost (PP)
Prepare Bonus Spells/Level +1*	10
Armor Class Bonus -2*	20
Ability Score Bonus (1 Ability)*	20
Prepare Bonus Spells/Level +2*	20
Parry*	25
Saving Throw Bonus +1*	25
Hit Point Bonus +1*	30
Prepare Bonus Spells/Level +3*	30
Dodge Normal Missiles*	35
Size Control 3 in. to 18 ft.*	35
Ability Score Bonus (2 Abilities)*	40
Armor Class Bonus -4*	40
Prepare Bonus Spells/Level +4*	40
Elasticity*	45
Dodge Any Missiles*	50
Prepare Bonus Spells/Level +5*	50
Saving Throw Bonus +4*	50
Ability Score Bonus (3 Abilities)*	60
Armor Class Bonus -6*	60
Hit Point Bonus +2*	60
Prepare Bonus Spells/Level +6*	60
Dodge Directional Attacks*	65
Polymorph Self	65
Prepare Bonus Spells/Level +7*	70
Saving Throw Bonus +6*	75
Ability Score Bonus (4 Abilities)*	80
Armor Class Bonus -8*	80
Prepare Bonus Spells/Level +8*	80
Inertia Control*	85
Hit Point Bonus +3*	90
Prepare Bonus Spells/Level +9*	90
Ability Score Bonus (All Abilities)*	100
Armor Class Bonus -10*	100
Prepare Bonus Spells/Level +10*	100
Shapechange	100

*See description in this chapter

Table 18.51: Defense Powers (Personal Protections)

Power	Cost (PP)
Shield	10
Anti-Magic 10%*	15
Mindmask	15
Reflection*	15
Water Breathing	15
Defending*	20
Invisibility	20
Immune to Disease*	20
Invisibility 10-foot radius	25
Immune to Paralysis*	30
Security*	30
Anti-Magic 20%*	35
Immune to Poison*	40
Immune to Aging Attacks*	50
Anti-Magic 30%*	55
Invisibility, Mass	60
Survival	65
Statue	70
Anti-Magic 40%*	75
Immune to Energy Drain*	80
Mind Barrier	80
Immune to Magical Detection*	85
Anti-Magic 50%*	95
Anchoring*	100
Luck*	100
Immunity	100
Immune to Breath Weapons*	100

*See description in this chapter

Table 18.52: Defense Powers (Misdirection)

Power	Cost (PP)
Ventriloquism	10
Confuse Alignment	15
Obscure	20
Mirror Image	25
Hide in Shadows 30%*	30
Massmorph	30
Hallucinatory Terrain	35
Merging*	40
Hide in Shadows 50%*	45
Phantasmal Force	50
Hide in Shadows 70%*	60
Projected Image	70
Blend with Surroundings*	90

*See description in this chapter

Table 18.53: Defense Powers (Barriers)

Power	Cost (PP)
Resist Cold	10
Protection from Evil	10
Resist Fire	15
Protection from Normal Missiles	20
Protection from Some Creatures*	20
Protection from Evil 10-foot radius	25
Bug Repellent*	25
Wall of Ice	25
Wall of Fire	25
Anti-Plant Shell	30
Protection from Poison	30
Wall of Stone	35
Shelter*	35
Protection from Lightning	40
Anti-Animal Shell	45
Wall of Iron	50
Protection from Most Creatures*	60
Barrier	70
Anti-Magic Shell	75
Force Field	80
Protection from All Creatures*	85
Prismatic Wall	100

*See description in this chapter

Table 18.54: Miscellaneous Powers (Aids to Normal Senses)

Power	Cost (PP)
Detect New Construction*	10
Read Languages	10
Read Magic	10
Timekeeping*	10
Detect Slopes*	15
Speak with Animal	15
Infravision	20
Hear Noise 50%*	25
Speak with Dead	25
Speak with Plants	30
Tracking, Lesser*	30
Communication, Lesser*	30
Find Secret Doors*	50
Communication, Greater*	50
Hear Noise 90%*	50
Lie Detection*	50
Speak with Monsters	60
Tracking, Greater*	70
Hear Noise 140%*	75
X-Ray Vision*	80

*See description in this chapter

Table 18.55: Miscellaneous Powers (Additional Senses)

Power	Cost (PP)
Find Traps 50%*	10
Predict Weather	10
Detect Magic	15
Dispel Evil	15
Find Traps 60%*	20
Know Alignment	20
Locate Object	20
Clairvoyance	25
ESP	25
Find Traps 70%*	30
Wizard Eye	30
Find Traps 75%	35
Detect Invisible	35
Detect Danger	40
Find Traps 80%*	40
Choose Best Option*	45
Find Traps 90%*	50
Truesight	50
Mapmaking*	55
Find Traps 100%*	60
Treasure Finding*	60
Find Traps 110%*	70
Lore	70
Find the Path	80

*See description in this chapter

Table 18.56: Miscellaneous Powers (Aids to Movement)

Power	Cost (PP)
Climb Walls 70%*	10
Levitate	15
Tree Movement*	15
Climb Walls 80%*	20
Plant Door	20
Climb Walls 90%*	25
Dimension Door	25
Fly	25
Gaseous Form*	30
Haste	30
Move Silently 50%*	35
Pass Plant	35
Web Movement*	35
Climb Walls 100%*	40
Telekinesis	40
Transport Through Plants	45
Teleport	50
Climb Walls 110%*	55
Move Silently 70%*	55
Burrowing*	60
Plane Travel*	65
Climb Walls 120%*	70
Move Silently 90%*	75
Travel	80
Teleport Any Object	85
Word of Recall	90
Time Travel	100

*See description in this chapter

Table 18.57: Miscellaneous Powers (Encumbrance Offset)

Power	Cost (PP)
Container: 5,000 cn*	10
Floating Disc	10
Buoyancy: 10,000 cn*	15
Container: 10,000 cn*	20
Container: 15,000 cn*	30
Buoyancy: 20,000 cn*	30
Container: 20,000 cn*	40
Buoyancy: 40,000 cn*	45
Container: 25,000 cn*	50
Container: 30,000 cn*	60
Buoyancy: 80,000 cn*	60
Container: 35,000 cn*	70
Buoyancy: Any Weight*	75
Container: 40,000 cn*	80
Container: 50,000 cn*	90

*See description in this chapter

Ability Score Bonus: When activated, one or more of the wielder's randomly determined ability scores become 18, with all attendant bonuses, for a period of one hour.

Acid Breath: When activated, the wielder breathes an acid breath weapon 30 feet long and 5 feet across which does damage equal to one half of the wielder's current hit points (to a maximum of 70 damage). Creatures hit may make a saving throw vs. breath weapon to take half damage.

Anchoring: When activated, the wielder becomes anchored (see *Chapter 16: The Anchored, Drifters and Alts*) against any changes in the true time line. If someone changes history they will not be affected by the change.

Anti-Magic: When activated, the wielder gains Anti-Magic (see *Chapter 8: Anti-Magic*) at the noted percentage for one hour.

Anti-Magic Ray: When activated, the artifact projects an Anti-Magic ray identical to that of a Gazer. The ray lasts until the wielder stops concentrating or for 10 minutes, whichever is sooner.

Armor Class Bonus: When activated, the wielder gains the given bonus to their armor class for 1 hour.

Attack Roll Bonus: When activated, the wielder gains the given bonus to all attack rolls for 10 minutes.

Automatic Healing: When activated, the artifact produces a Heal spell on either its wielder or a creature that the wielder touches. If the wielder's hit points reach 0 and the artifact has enough power left, it will automatically activate itself.

Bearhug: When activated, the artifact gives the user the power to make an attack with either arm (the user must be unarmed) that does no damage. However, if both attacks hit, the wielder can squeeze the target for 2d6 damage per round until the target is able to make a saving throw vs. death in order to escape. The power to make these hugs lasts for 10 minutes.

Blasting: When this artifact is activated, it produces a cone of sound 60 feet long and 20 feet wide at the end. All within the blast take 2d6 damage and must make a saving throw vs. spells or be deafened for 10 minutes. Building and ships in the area take 1d8 damage.

Blend with Surroundings: When activated, the wielder will blend with their surroundings, making them completely undetectable ex-

cept via touch or via magical means. The wielder can move around while blended and stay hidden, but if they attack or cast a spell they will become temporarily visible for the round.

Bug Repellent: When activated, any normal or giant bug (an insect, spider, scorpion, centipede, or other arthropod) will completely ignore the wielder unless magically controlled.

If the bugs are magically controlled to attack the wielder, the wielder gets a +4 bonus to any saving throws against the controlling effect that allow the damage done by the insects to be reduced.

The protection lasts for 8 hours.

Buoyancy: When activated, the artifact, wielder, and anything the wielder holds will float on any liquid providing they do not weigh more than the given weight.

The wielder is not given any special power to move across the surface of the liquid.

The buoyancy lasts for 4 hours.

Burrowing: When activated, the wielder gains the ability to burrow through loose sand or earth at 60 feet per round, or through hard packed earth at 30 feet per round, or through solid rock at 10 feet per round for the next hour. The wielder cannot burrow through metal, and the tunnel they leave closes after an hour.

Calm: When activated, this artifact produces a wave of calmness that soothes the tensions of up to 40 hit dice of creatures within 120 feet. Creatures subjected to the calming effect must make an immediate reaction roll, with a +4 bonus.

Change Odors: When activated, this artifact will change the odors and smells in an area of 30 by 30 by 30 feet.

Poisonous vapors in the area will have their scent masked but will still be effective. The odors will fade in 1d6 x 10 minutes indoors, or 1d6 rounds outdoors.

Change Tastes: When activated, this artifact will change the taste of any quantity of food or liquid within 20 feet. Poisonous foods or liquids will have their taste masked but will still be effective.

The change is permanent.

Choose Best Option: When activated, the wielder can think of two possibilities of action and ask the artifact which is the "best" of those two.

The criteria for "best" is up to the wielder, and can be "fastest" or "least dangerous" or "likely to gain me the most money" or any other criteria the wielder decides on. The artifact will reveal the answer, taking into account the likely results of those actions over the next 10 minutes.

The artifact will not communicate anything beyond the simple choice, and will use no criteria other than the one given by the wielder. It can see no further into the future.

Climb Walls: When activated, the wielder gains the Climb Walls ability of a rogue at the given chance of success. This ability lasts for 2 hours.

Communication, Greater: When activated, the wielder of the artifact may concentrate on any living or undead creature, regardless of distance.

The target is made aware of the wielder's desire to communicate, and—if willing—may accept contact and may converse telepathically with the wielder of the artifact for 10 minutes.

If the target is not willing to communicate, the wielder may not try to contact the same target until 24 hours have passed.

Communication, Lesser: As Communication, Greater except that the only creature that can be contacted is the *Immortal* who made the artifact.

Container: This power may not be given to the same artifact as the Life Trapping or Shelter powers.

When activated, the artifact can store non-living items that are not artifacts. and are not being touched by any living being. Any combination of items up to the given weight may be stored inside the artifact by touching the artifact to them and giving a command word. A second word will bring an item back out of the artifact into the wielder's hand.

This power lasts for six hours when activated, and at the end of that time the wielder has the choice of either activating the power again or allowing all the objects currently being stored to re-appear.

Control Animals: When activated, this affects the wielder as if they had drunk a Potion of Animal Control, except that the duration is 3 hours.

Control Dragons: When activated, this affects the wielder as if they had drunk a Potion of Dragon Control of a type of the wielder's choosing, except that the duration is 3 hours.

Control Giants: When activated, this affects the wielder as if they had drunk a Potion of Giant Control of a type of the wielder's choosing, except that the duration is 3 hours.

Control Greater Undead: When activated, this affects the wielder as if they had drunk a Potion of Undead Control, except that the duration is 3 hours.

Control Humans: When activated, this affects the wielder as if they had drunk a Potion of Human Control, except that the duration is 3 hours and up to 40 HD of humans can be controlled, as long as no individual is over 7 HD.

Control Lesser Undead: When activated, this affects the wielder as if they had drunk a Potion of Undead Control, except that the duration is 3 hours and up to 40 HD of undead can be controlled.

Control Plants: When activated, this affects the wielder as if they had drunk a Potion of Plant Control, except that the duration is 3 hours.

Create Magical Aura: When activated, the artifact will bestow a magical aura on one object or one area of up to 40 by 40 by 40 feet. The aura will cause the object or area to show up on Detect Magic spells for the next 30 minutes.

Create Normal Objects: When activated, the artifact will create a non-magical object with a maximum weight of 1,000 cn and a maxi-

mum value of 500 gp. The object can be any mundane item that the wielder desires, and will last for 24 hours before vanishing.

Defending: When activated, the wielder of this artifact can apply its magical bonus to either to-hit rolls and damage or armor class for the next hour. The wielder can move the bonuses back and forth each round during the Statement of Intent phase.

This power only can only be given to artifacts if their form is that of a weapon with a magical bonus.

De-Power: This power can only be placed on an item if at least five *Immortals* of 31st level or higher create the artifact together. Similarly, it can only be activated if at least five *Immortals* of 31st level or higher all activate it at once.

When activated, the artifact can be held against an *Immortal* and that *Immortal* will be drained of 1,000,000 experience points per round with no saving throw allowed. If the target runs out of experience points, they die.

Artifacts with the de-power ability are incredibly rare, and are usually used to punish *Immortals* who have severely broken the social rules of *Immortal* society by openly meddling on the prime plane or murdering other *Immortals* or a similarly heinous crime.

Detect New Construction: When activated, the wielder of the artifact gains the dwarven ability to detect newly constructed stonework and traps and secret doors that involve moving blocks of stone for the next 6 hours.

The wielder does not have to roll, as this ability is automatically successful.

Detect Slopes: When activated, the wielder of the artifact gains the dwarven ability to detect gently sloping stonework for the next 6 hours.

Unlike a dwarf, the wielder does not have to roll. The ability is automatically successful.

Disarm Attack: When activated, the wielder of this artifact gains the ability to make Disarm attacks (See *Chapter 6.2: Weapon Abilities*) with whatever weapon they are using.

Dodge Any Missiles: When activated, the artifact grants the wielder the power to dodge missiles for the next 10 minutes.

Any missiles can be dodged, including missile weapons, thrown weapons, siege missiles and even Magic Missile spells.

To dodge missiles, the wielder must take a Use Non-Activatable Item action, and may then dodge up to 6 missile attacks during the round by making a saving throw vs. wands against each one.

Dodge Directional Attacks: When activated, the artifact grants the wielder the power to dodge missiles, rays, breath attacks and other cone-shaped attacks for the next 10 minutes.

To dodge attacks, the wielder must take a Use Non-Activatable Item action, and may then dodge up a single attack during the round by making a saving throw vs. wands against it.

This saving throw is in addition to any normal saving throw that the wielder might get against the attack.

Dodge Normal Missiles: When activated, the artifact grants the wielder the power to dodge missiles for the next 10 minutes.

Only normal missiles or thrown weapons can be dodged. Siege missiles and Magic Missile spells may not be dodged.

To dodge missiles, the wielder must take a Use Non-Activatable Item action, and may then dodge up to 6 missile attacks during the round by making a saving throw vs. wands against each one.

Draining: When activated, the artifact will drain the given number of levels from any mortal target it touches.

Immortal targets are drained of 15 power points per level that would be drained from a mortal.

Elasticity: When activated, the artifact will affect the wielder as if the wielder has drunk a Potion of Elasticity except that the duration is 2 hours.

Electricity: When activated, the wielder of the artifact becomes charged with energy. The next creature to attack the wielder in melee will be hit for 6d6 lightning damage, unless it can make a saving throw vs. spells to take half damage. If the creature striking the wielder is using a melee weapon rather than striking with natural weaponry then it gets a +4 bonus to the saving throw.

The artifact can be activated and de-activated as often as the wearer desires providing it still has enough power points left to release a charge, but will only actually expend power points when it releases the charge. Once the charge has been released, the artifact deactivates and must be re-activated for the charge to be used again.

Extinguishing: When activated, this artifact will immediately douse all non-magical fires in a 500-foot radius and prevent further fires from being lit in the area for 1 hour. It has no effect on magical fires.

If the artifact is in the form of a weapon, it does double damage against fire-based creatures while this power is active.

Find Secret Doors: When activated, this will allow the wielder to automatically find all secret doors that they encounter for the next hour.

Find Traps: When activated, the wielder gains the Find Traps ability of a rogue at the given chance of success. This ability lasts for 2 hours.

Fire Breath: When activated, the wielder breathes a fire breath weapon 30 feet long and 5 feet across which does damage equal to one half of the wielder's current hit points (to a maximum of 70 damage). Creatures hit may make a saving throw vs. breath weapon to take half damage.

Flaming: This power can only be given to an artifact that is in the form of a weapon.

When activated, the artifact becomes a flaming weapon for the next hour.

During that time, the wielder of the artifact can activate it at will and it will burst into flames that burn without fuel until the artifact is deactivated again.

The flaming artifact has an additional +2 bonus against trolls and against feathered creatures; and an additional +3 bonus against crea-

tures made of wood or undead. If a creature comes under more than one of these categories, these bonuses do not stack.

Flying: This power can only be given to an artifact that is in the form of a weapon.

When activated, the artifact becomes a flying weapon for the next hour.

During that time, the artifact must be wielded in combat for at least one round, then its wielder can let go of it and it will continue to attack the same opponent for three rounds, as if its wielder were still wielding it. After three rounds (or when its wielder commands, whichever is sooner) the artifact will return to its wielder's hand.

Gaseous Form: When activated, the artifact will affect the wielder as if the wielder has drunk a Potion of Gaseous Form.

Hear Noise: When activated, the wielder gains the Hear Noise ability of a rogue at the given chance of success. This ability lasts for 2 hours.

Hide in Shadows: When activated, the wielder gains the Hide in Shadows ability of a rogue at the given chance of success. This ability lasts for 2 hours.

Hit Point Bonus: When activated, the artifact grants its wielder the given bonus number of hit points per hit die for 10 minutes. Any damage taken comes off the extra hit points first.

Ice Breath: When activated, the wielder breathes an ice breath weapon 30 feet long and 5 feet across which does damage equal to one half of the wielder's current hit points (to a maximum of 70 damage). Creatures hit may make a saving throw vs. breath weapon to take half damage.

Immortal Life Trapping: This power may not be given to the same artifact as the Container or Shelter powers.

When activated, any single creature touched will be sucked into the artifact along with whatever items they are wearing and carrying. Mortal creatures may make a saving throw vs. spells to avoid the effect. *Immortals* may automatically avoid the effect if they are unwilling.

Only one creature can be held in the artifact at one time. If a second creature is trapped, this frees the first creature.

The creature trapped in the artifact can take no actions and does not age or die. However, the victim can bring an image of their face to the artifact's surface and see and hear out of it.

While at the surface of the artifact, the creature can also speak.

Immune to Aging Attacks: When activated, the artifact makes its wielder immune to aging attacks from all sources for 3 hours.

Immune to Breath Weapons: When activated, the artifact makes its wielder immune to all breath weapons for 10 minutes.

Immune to Disease: When activated, the artifact makes its wielder immune to diseases from all sources for 3 hours.

Immune to Energy Drain: When activated, the artifact makes its wielder immune to Energy Drain attacks from all sources for 1 hour.

Immune to Magical Detection: When activated, the artifact makes its wielder and all the wielder's equipment immune to any form of magical detection except Detect Immortal Magic for 1 hour.

Immune to Paralysis: When activated, the artifact makes its wielder immune to paralysis from all sources for 1 hour.

Immune to Poison: When activated, the artifact makes its wielder immune to poison attacks from all sources for 3 hours.

Inertia Control: When activated, artifact can make any non-living object stop. The object will be frozen in place and cannot be moved by any means short of a Wish spell.

The object will remain frozen in place for 4 hours or until the wielder of the artifact deactivates it. In either case, once the object is no longer frozen it will continue moving on its last trajectory.

Leap: When activated, the artifact allows its wielder to make great leaps of up to the specified distance for 10 minutes. If the wielder leaps into combat while under the effect of this power, they gain the stated bonus on their to-hit roll.

Lie Detection: When activated, the artifact allows the wielder to concentrate on any one mortal creature within 120 feet.

While the wielder concentrates, they will be able to tell if the creature knowingly lies.

Note that the creature saying something that is accidentally incorrect because the creature is genuinely mistaken does not count as a lie.

Once activated, this power lasts for 30 minutes, and the wielder may stop and re-start concentrating on the same mortal creature or a different one during that time.

Life Trapping: This power may not be given to the same artifact as the Container or Shelter powers.

When activated, any single creature touched will be sucked into the artifact along with whatever items they are wearing and carrying. Mortal creatures may make a saving throw vs. spells to avoid the effect. *Immortals* are immune to the effect even if they are willing.

Only one creature can be held in the artifact at one time. If a second creature is trapped, this frees the first creature.

The creature trapped in the artifact can take no actions and does not age or die. However, the victim can be contacted via ESP or Telepathy.

Luck: When activated, the wielder gains supernatural luck for 10 minutes. The player of the wielding character may choose any one roll that they make on behalf of the wielding character within that duration and simply place the dice on the result of their choice rather than having to actually roll them.

Mapmaking: When activated, the artifact will reproduce an accurate map of everything within a 100-foot radius. Each secret door has a 1-in-6 chance of being drawn, although the presence of some secret doors may be inferred by what is drawn behind them.

Merging: When activated, this artifact allows the wielder to merge other creatures into their own body. The wielder can merge up to seven other creatures, and both the wielder and the other creatures

must be willing. Creatures simply step "into" the wielder and disappear along with their items and equipment.

While merged with the wielder, the creatures do not take damage if the wielder is hit, and they can not take any actions other than speaking. The merged creatures can step "out of" the wielder at any time.

Move Silently: When activated, the wielder gains the Move Silently ability of a rogue at the given chance of success. This ability lasts for 2 hours.

Open Locks: When activated, the wielder gains the Open Locks ability of a rogue at the given chance of success. This ability lasts for 2 hours.

Parry: When activated, the wielder gains use of the Parry ability of a fighter. This ability lasts for 1 hour.

Pick Pockets: When activated, the wielder gains the Pick Pockets ability of a rogue at the given chance of success. This ability lasts for 2 hours.

Plane Travel: When activated, the wielder and all equipment carried (but not other creatures) moves from the plane they are on to another adjacent plane.

Poison Gas Breath: When activated, the wielder breathes a poison gas breath weapon 30 feet long and 5 feet across which does damage equal to one half of the wielder's current hit points (to a maximum of 70 damage). Creatures hit may make a saving throw vs. breath weapon to take half damage.

Prepare Bonus Spells/Level: When activated during the wielder's normal spell preparation time, the wielder can prepare a number of extra spells as indicated of each level that the wielder can cast for the day.

Wielders who are not spellcasters gain no benefit from activating this power.

Protection from All Creatures: When activated, the wielder of the artifact can not be touched by any mortal creature for 1 hour.

Creatures can still use missile attacks and spells against the wielder.

Protection from Most Creatures: When activated, the wielder of the artifact can not be touched by any mortal creature with 15 or fewer hit dice for 1 hour.

Creatures can still use missile attacks and spells against the wielder.

Protection from Some Creatures: When activated, the wielder of the artifact can not be touched by any mortal creature with 5 or fewer hit dice for 1 hour.

Creatures can still use missile attacks and spells against the wielder.

Reflection: When cast, the wielder is protected from Light spells and gaze attacks for 1 hour. If any Light or Continual Light spell (or their reverse) is cast at the wielder during this time, the spell is reflected back to the caster.

Additionally, the wielder is treated as if they are holding a mirror for the duration in order to either attempt to reflect the gaze of a creature with a gaze attack (such as a basilisk) or to fight such a creature without meeting its gaze (in which case the normal -2 penalty for fighting while using a mirror does not apply).

Regeneration: When activated, the wielder re-gains 3 lost hit points per round for 10 minutes (30 rounds).

This regeneration will not help the wielder if they die, and will not re-grow body parts.

Remove Traps: When activated, the wielder gains the Remove Traps ability of a rogue at the given chance of success. This ability lasts for 2 hours.

Repair Normal Objects: When activated, the artifact will repair one mundane (not magical) object weighing up to 1,000 cn.

All parts of the object must be present for the repair to take place.

Repair Permanent Magical Object: When activated, the artifact will repair one permanent magic object such as a magical weapon or shield weighing up to 1,000 cn. This power will not repair an artifact.

All parts of the object must be present for the repair to take place.

Repair Temporary Magical Object: When activated, the artifact will repair one temporarily magic object such as a scroll or wand weighing up to 1,000 cn. This power will not repair an artifact.

All parts of the object must be present for the repair to take place.

Rulership: When activated and paraded through a dominion, the artifact acts as a Rod of Dominion.

Saving Throw Bonus: When activated, the wielder gains the given bonus to all saving throws for 1 hour.

Security: When activated, this artifact will temporarily enchant up to five objects to magically shout for help when stolen as if they are a Pouch of Security.

The enchantment fades after 24 hours.

Set Normal Trap: When activated, the artifact will create a trap with a given chance of working. The trap can be one doing up to 6d6 damage to a victim or one doing up to 3d6 damage to a victim and entangling them.

The artifact can only form the trap out of existing materials. It cannot create a trap out of nothing.

Shelter: This power may not be given to the same artifact as the Container or Life Trapping powers.

When activated, the wielder will be sucked into the artifact along with whatever items they are wearing and carrying.

While in the artifact, the wielder can take no actions and does not age or die; but they can rest and sleep. The wielder can bring an image of their face to the artifact's surface and see and hear out of it. While at the surface of the artifact, the wielder can also speak.

The wielder can emerge from the artifact whenever they like, but no other power can force the wielder out or force a way in.

After 24 hours inside the artifact, the wielder must either come out or activate this power again (which they can do from the inside).

Size Control 3 in. to 18 ft.: When activated, the wielder can control their size for the next hour.

The wielder can shrink to as small as 3 inches tall, as if having drunk a Potion of Diminution; or grow up to 18 feet tall, as if having drunk a Potion of Growth.

Slicing: This power can only be given to an artifact that is in the form of an edged weapon.

When activated, the artifact gains the properties of a Weapon of Slicing for one hour.

Smash Attack: When activated, the wielder gains use of the Smash ability of a fighter. This ability lasts for 1 hour.

Spell Damage Bonus: When activated while the wielder is casting a spell that does damage (but not a spell-like power of an item the wielder carries), the spell cast by the wielder will do the given additional damage per die of damage that it does.

The wielder of the artifact does not need to take a special action to use this power. It is used as part of the normal Cast Spell action.

Spell Generation: This power automatically activates itself at the start of any day when the creator of the artifact is unable to provide spells to their clerics. The artifact provides the spells instead.

This means that the *Immortal's* clerics will continue to gain spells while the *Immortal* is recovering from having an *Embodied Form* killed, and theoretically it means that the clerics will continue to gain spells even if the *Immortal* truly dies.

Timekeeping: When activated, the artifact starts tracking time. At any point it can be asked how long has passed since it was activated and it will inform the user the exact duration.

The artifact can track time from up to three activations at once.

Tracking, Greater: When activated, the artifact will cause a set of tracks less than 24 hours old to glow so that they can be easily followed.

The glow can be seen by the wielder of the artifact or by anyone using a Detect Magic spell. There is a 10% chance every 240 feet (indoors) or half mile (outdoors) that the artifact will lose the trail. This chance is not affected by weather or other conditions.

The glow will last until the tracks are more than 24 hours old.

Tracking, Lesser: When activated, the artifact will cause a set of tracks less than 24 hours old to glow so that they can be easily followed. The glow can be seen by the wielder of the artifact or by anyone using a Detect Magic spell. There is a 50% chance every 240 feet (indoors) or 10% chance every half mile (outdoors) that the artifact will lose the trail. This chance is not affected by weather or other conditions.

The glow will last until the tracks are more than 24 hours old.

Treasure Finding: When activated, the wielder will be telepathically informed of the distance and direction to the largest amount of treasure within 360 feet. The wielder gains no insight about the nature of the treasure or how to get to it.

Tree Movement: When activated, the wielder will be able to swing through trees like an ape or monkey at full speed (given normal encumbrance penalties) for the next 2 hours.

Turn Undead: When activated, the wielder gains the Turn Undead ability of a cleric of the given level. This ability lasts for 30 minutes.

Turn Undead Bonus: When activated, the wielder gains the given bonus on rolls to Turn Undead for the next 10 minutes. The bonus applies to both the initial attempt to turn and the roll for how many hit dice of undead are affected.

If the wielder cannot turn undead, this power is of no use to them.

Victory: When activated while the wielder is in command of an army in battle, the artifact gives the army a +25 bonus to their roll for the battle, and prevents them from losing the battle roll by more than 100 points.

Any loss greater than this is treated as a 100-point loss when determining casualties and post-battle tactical positioning.

Weapon Damage Bonus: When activated, the wielder does the given amount of additional damage with any weapon they use for the next 10 minutes. This includes unarmed attacks.

Weapon Strength Bonus: When activated, any weapon the wielder uses for the next ten minutes is treated as if it had the given number of extra magical "pluses", to a maximum of +5. This includes unarmed attacks, and it does make a mundane weapon count as magical for the purposes of what creatures it can affect.

Web Movement: When activated, the wielder may move freely through webs of any kind without being stuck to them for the next 2 hours.

The wielder is not given any special ability to walk up vertical surfaces or walk on ceilings just because they are webbed, unless the wielder has the ability to walk on walls or ceilings from another source.

X-Ray Vision: When activated, the wielder can see up to 30 feet through stone or up to 60 feet through wood. It cannot be used to see through metal.

To use the power, the wearer must stand still and concentrate, and can view a 10-by-10-foot area per activation. It takes 10 minutes to scan such an area, and the power can only be activated once per hour.

Handicaps and Penalties

When used by mortals, all artifacts. have handicaps and penalties. These are not part of the design of the artifact, they are merely a side effect of a mortal trying to use such a powerful item.

The creator of the artifact does not choose what handicaps and penalties will be associated with an artifact. Instead they are chosen by the Game Master.

The Game Master should try to be fair when assigning handicaps and penalties to an artifact, and assign those that seem to fit its "theme" and will not render it completely useless.

As a general rule, the stronger the theme of an artifact, the weaker the handicaps and penalties should be; whereas artifacts. that have no theme and are simply an item with collection of completely unrelated powers should be given harsher handicaps and penalties.

Handicaps

A handicap is a long-term adverse effect that affects the mortal wielder of an artifact.

The Game Master should decide when the handicap comes into play. This can be either:

- When the wielder claims the artifact as their own.
- When the wielder first uses the artifact.
- When the wielder first uses the artifact in a particular manner (e.g. first activates a particular power, or first uses it against a particular type of opponent).

Once the handicap is active, it will remain active until a certain time (given on *Table 18.40: Artifact Power Levels*) after the wielder has lost or given away the artifact.

The Game Master should decide the exact nature of the handicap or handicaps of the artifact, and it is not possible to list all possibilities here. However, here are some suggestions:

Doom: The wielder of the artifact undergoes some kind of transformation or extra-dimensional imprisonment (leaving the artifact behind for another to claim) until the duration is up.

The fate that has befallen the wielder can only be discovered by a Wish, and it is not possible to recover them early.

Naturally, this handicap is suitable only for the most powerful artifacts. that mortals shouldn't be messing with or for when an artifact is used in a way completely against its purpose.

Transform: The wielder of the artifact is transformed (either immediately or as a gradual process) into another type of creature; perhaps a race that the creator of the artifact is a patron of, or perhaps a race that suits the theme of the artifact particularly well.

This change cannot be dispelled, and if the wielder is polymorphed back into their original race the change will start happening again.

Lameness: The wielder of the artifact partially loses the use of a limb for some reason associated with the artifact. Losing the use of an arm means that the wielder may only perform actions that use one arm, and losing the use of a leg means that the wielder moves at half speed.

Magic Disruption: The wielder of the artifact has a chance of any spell they cast or any magical item they activate (except the artifact itself) failing. The chance could be anywhere from 10% to 80%.

Operating Cost: The artifact may require some kind of sacrifice (of magical items, of gems, or even a blood sacrifice) before a new wielder can use it for the first time, or start to use it again after having misused it.

Recharge Cost: The artifact's Power Reserve will not recharge on its own. Some kind of sacrifice (magical items, gems or even a blood sacrifice) must be made each time it is to be recharged.

Penalties

Penalties are instant adverse effects that may affect the wielder of the artifact when they activate its powers. Unlike handicaps, they have no long term effect on the wielder, and can be avoided simply by avoiding activating the power or powers that trigger them.

Some penalties may be activated whenever a particular power of the artifact is used, others may only have a chance of activation each use—for example the percentage chance of activation could be equal to the power point cost of the power being used.

As with handicaps, the Game Master should decide the exact nature of penalties and when they come into play; and again it is not possible to list the endless effects that could be possible here, so only a few examples are given:

Wounding: The wielder takes an amount of damage.

Aging: The wielder is aged a number of years.

Energy Drain: The wielder loses one or more levels.

Ability Score Penalty: One of the wielder's ability scores is temporarily reduced to 3.

Spell Loss: The wielder loses one or more prepared spells as if they had been cast.

Activation Error: The power that the wielder is activating either fails to go off or goes off on the wrong target (possibly the user themselves).

Polymorph: The wielder is affected as if by a Polymorph Other spell.

Saving Throw Penalty: The wielder takes a penalty to all saving throws for a duration after activating the power.

Chapter 19: Game Master Advice



Although the rest of the chapters of this book contain rules for most things that may arise during the course of a game, there may be some situations that are not covered.

This chapter contains guidelines, advice, and miscellaneous rules for handling those situations.

Character Alignment

When players create their characters, they will usually have an idea of what that character's personality will be like. As part of that character creation process, each player must choose an alignment for their character.

Of course, during play the character's personality might turn out rather different than originally imagined. This may be accidental, or it may be a deliberate intent of the player to have their character's personality shift over time. Whatever the reason, a character can end up not actually acting like their alignment states.

There is nothing wrong with this, and the player should not be penalized for playing their character "wrongly". Instead, you should simply talk to the player and between you decide whether to change the alignment on the character sheet so that it matches the way the character is being played.

You need to be careful not to be too enthusiastic about changing the alignment of characters.

Nobody is completely consistent in their behavior, and an occasional bit of unusual behavior is normal, so you should be wary of changing a character's alignment too often over individual acts.

In particular, if you find that a character's alignment constantly seems to be flip-flopping between lawful and chaotic, it's probably the best just to change the character's alignment to neutral and leave it there.

Character Conditions

Various effects can alter the condition of a character's body. This section describes the effects of each of these conditions.

Blinded

Characters that are blind suffer a -4 penalty to all saving throws, -6 penalty to attack rolls, and a +4 penalty to their armor class. They can also only move at 1/3 their normal speed unless assisted by a sighted character, in which case they can move at 2/3 their normal speed.

Deafened

Characters who are unable to hear suffer a -1 to initiative and can not listen for danger or attack invisible foes.

Dehydration

After a day without water, a character will become dehydrated. For each day the character is dehydrated, they will suffer 1d8 points of damage. These hit points can not be healed in any way until the character is no longer dehydrated.

Invisible

Most characters can not see invisible creatures without magical assistance. The character must rely on their hearing to pinpoint the location of the creature. When attacking an invisible creature, the character suffers a -6 to their attack roll.

Helpless

Characters who are completely helpless because they are paralyzed, sleeping or unconscious may be given a Coup de Grace with any edged weapon.

This will immediately knock them unconscious (if they weren't already) and make them start dying as if they had run out of hit points, but will not actually cause them to lose any hit points.

Prone

Characters who have fallen to the ground are easier to hit. Attackers gain a +4 bonus to their attack roll when attacking a target on the ground. Fallen characters also suffer a -4 penalty to all saving throws and -2 penalty to their attack rolls while on the ground.

A character who has fallen may spend a round standing back up. While standing up, the character may take no other actions and still suffers penalties as if they were still on the ground.

Sluggish

Characters who have become sluggish suffer a -2 to initiative and can only move at half their speed.

Starving

After a day without food, a character will begin to starve. For each day the character is starving, they will suffer 1d2 points of damage. These hit points can not be healed in any way until the character is no longer starving.

A starving character also requires more rest than usual and suffers penalties to their attack rolls. The amounts depend on the percentage of hit points the character has lost by starving and are indicated on *Table 19.1: Starving*.

Table 19.1: Starving

Percentage of HP Lost	Rest Required	Attack Roll Penalty
00-24	6 hours	None
25-49	8 hours	-2
50-74	10 hours	-4
75-99	12 hours	-6

Stunned

Characters that are stunned cannot attack or cast spells and can only move at 1/3 normal speed. They also have a +2 penalty to armor class and a –2 penalty to all saving throws. A stunned character can make a saving throw vs. death ray each round to shake off the stun.

Creating a Setting

The Dark Dungeons rules are not tied to a particular setting. The exact setting of the game—and in particular the towns and countries that exist and so forth—is left for the Game Master to decide.

This may seem a daunting task, but it can be done piecemeal as a campaign is run. For example at very low levels, all that is needed is some kind of town for the adventurers to start in and a few adventure locations around it. It is only when the adventurers reach a higher level and have a need or a wish to go exploring that the Game Master needs to know what lies beyond the mountains.

However, the Dark Dungeons rules do make various assumptions about the setting that the Game Master must bear in mind, since although the player characters might not interact with them much at lower levels, their presence in the world deeply affects the way the world works and the effects of that should be visible to the players in the background.

If this is not taken into account, the sudden introduction of elements such as skysailing or *Immortals* into the campaign because the adventurers are now "ready for them" will be jarring, as such things should have been around all the time.

In particular, the following key parts of the assumed setting may have a large influence on the feel of the campaign:

- Guns exist using Red Powder to fire.
- Ships equipped with a Sail of Skysailing can fly at high speed, connecting major cities around the world in a trade network.
- *Immortals* play an active, yet subtle, part in the world's politics and events.
- There is likely to be more than one inhabited planet in the Celestial Sphere, and ships can fly between them.
- There are an effectively infinite number of Celestial Spheres out there to explore, each containing its own worlds.
- Travelers, settlers or invaders of unusual or never-before-seen races can come from other worlds.

All these parts of the assumed setting have been deliberately designed to be modular, so that the Game Master can choose not to make them part of their specific setting.

For example, if the Game Master doesn't want travel through the Luminiferous Aether to be part of the game, they can simply say that only one Celestial Sphere exists and that there is no way to leave it. The Celestial Sphere and its associated Inner Planes and Outer Planes are effectively the whole multi-verse.

Similarly, the Game Master could go a step further and simply say that travel through the Void is impossible—effectively limiting the campaign world to the single planet; or even say that a Sail of Sky-sailing don't exist in the world, limiting large scale movement and communication around the world and effectively reducing the campaign setting to a single continent or part of a continent.

Either *Immortals* or Red Powder can be dropped from the game very easily if the Game Master doesn't like their effect on the tone of the campaign. In the case of *Immortals*, this would simply mean ruling that clerics get their power straight from whatever gods exist, or that they get their power from the strength of their faith.

However, in any of these cases, the decision to drop the item from the setting should be taken (and should be discussed with the players in order to manage their expectations of the campaign) before the campaign starts.

Although these elements of the setting may see little use in a low level game (low level characters are unlikely to travel off the planet, for example) their presence—or lack of it—will shape the social and political structures of the world to an extent, and should therefore be consistent throughout the campaign.

Indices

Classes

Acrobat 41
Aquatic Elf 25
Assassin 41

Bard 42
Berserker 27
Brownie 232
Bugbear 232

Centaur 236
Charioteer 27
Chevalier 27
Cleric 12

Dark Elf 25
Dervish 15
Druid 17
Druidic Knight 28
Dryad 249
Dwarf 20

Elf 22

Faerie 254
Faun 255
Fighter 25

Gnoll 263
Gnome 28
Goblin 264
Gremlin 267

Half-Elf 25
Halfling 31
Harpy 270
Hobgoblin 273
Hsiao 274

Immortal 194

Kobold 279

Leprechaun 279
Lizardfolk 282

Medicine Man 15
Merfolk 293
Minotaur 293
Monk 33

Neanderthal 294
Nixie 296

Ogre 298
Orc 299

Pixie 301
Pooka 301

Rogue 36

Sasquatch 305
Scorpionfolk 306
Sea Giant 261
Sidhe 308
Sphinx 312
Sprite 315
Swashbuckler 42

Treant 317
Triton 317
Troglodyte 318
Troll 318

Werebat 284
Werebear 285
Wereboar 285
Werefox 286
Werejaguar 286
Werepig 287
Wererat 287
Weresabertooth 288
Wereseal 289
Wereshark 289
Weretiger 289
Werewolf 290
Wizard 42
Wood Drake 248
Wood Imp 277

Equipment

Arrows 72
Average Passage 76

Backpack 68
Bagh nakh 70
Ballista 81
Banded Barding 74
Banded Mail 73
Barque 76
Basic Passage 76
Bastard Sword 71
Battering Ram 81
Battle Axe 70
Belfry 81
Belt 68
Blackjack 70
Bolas 70
Bolts 72
Boomerang 70
Bore 81
Bullets 72

Camel 74
Cannon 81
Cart 74
Catapult 81
Cestus 70
Chain Barding 74
Chain Mail 73
Chakram 70
Chariot 74
Club 70

Dagger 70
Darts 72
Donkey 74
Draft Horse 74
Dried Rations 69

Fancy Boots 68
Field Barding 74
Fresh Rations 69

Gallery Shed 81
Galley 76
Garlic 68
Grappling Hook 68

Halberd 71
Hand Axe 70
Hat 68
Heavy Crossbow 70
Hide Armor 73
Hoist 81
Holy Symbol 68
Holy Water (small vial) 68
Horned Shield 71

Iron Spike 68

Javelin 71
Joust Barding 74

Kite Shield 73
Knife Shield 71

Ladder 81
Lance 71
Lantern 68
Large Blowgun 70
Lasso 71
Leather Armor 73
Leather Barding 74
Light Crossbow 70
Long Bow 70
Long Cloak 68
Longship 76
Luxury Passage 76

Mace 71
Mantlet 81
Merchant Clothes 68
Mule 74

Net 71

Noble Clothes 68
Normal Shield 73
Normal Sword 71

Oil 68

Peasant Clothes 68
Pellets 72
Pike 71
Pistol 71
Plain Boots 68
Plate Barding 74
Plate Mail 73
Pole 69
Poleaxe 71
Pony 74
Purse 69

Quinquirime 76
Quiver 69

Raft 76
Rapier 71
Red Powder 69
Riding Horse 74
River Barge 77
River Canoe 76
Rogues' Tools 69
Rope 69
Rowing Boat 77
Royal Clothes 68

Sack (holds 200 cn) 69
Sack (holds 600 cn) 69
Saddle and Tack 74
Saddle Bags 75
Sail of Skysailing 77
Scale Barding 75
Scale Mail 73
Sea Canoe 76
Ship's Ram 81
Shoes 69
Short Bow 70
Short Cloak 68
Short Sword 71
Skiff 77
Skysailing Passage 76
Sling 71
Sloop 77
Small Blowgun 70
Small Hammer 68
Small Shield 73
Smoothbore 71
Spear 71
Spell Book 69
Staff 71
Stakes and Mallet 69
Steel Mirror 68
Stiletto 70
Suit Armor 73
Sword Shield 71
Swordstick 71

Tent 69
Throwing Hammer 71
Thrown Object 72
Timber Fort 81
Tinder Box 69
Torch 69
Tower Shield 73
Trap 75
Trebuchet 81
Trident 72
Trireme 77
Troopship 77
Tusked Shield 71
Two-Handed Sword 71

Wagon 75
War Hammer 71
War Horse 74
Waterskin 69
Whip 72
Wine 69
Wolfsbane 69

Spells

Aerial Servant 92
Analyze 92
Animal Charm 93
Animate Dead 93
Animate Objects 93
Anti-Animal Shell 93
Anti-Magic Shell 93
Anti-Plant Shell 93

Barrier 94
Bestow 201
Bind Totem 94
Bless 94

Call Lightning 94
Call Totem 94
Charm Animal 94
Charm Monster 94
Charm Person 95
Charm Plant 95
Charm, Mass 95
Chill 95
Clairvoyance 95
Clone 96
Clothform 96
Cloudkill 97
Command Word 97
Commune 97
Conceal Magical Nature 201
Confound 97
Confusion 97
Conjure Elemental 97
Contact Outer Plane 98
Contingency 98
Continual Light 98
Control Temperature 10-foot radius 99
Control Winds 99
Courier 99
Create Air 99
Create Any Monster 99
Create Artifact 201
Create Embodied Form 202
Create Food 100
Create Magical Monsters 100
Create Mortal Form 202
Create Mundane Object 202
Create Normal Animals 100
Create Normal Monsters 100
Create Species 202
Create Time Gate 203
Create Water 100
Creeping Doom 101
Cure Blindness 101
Cure Blindness or Disease 101
Cure Critical Wounds 101
Cure Disease 101
Cure Light Wounds 101
Cure Serious Wounds 102

Dance 102
Death Spell 102
Delayed Blast Fireball 102
Detect Curse 102
Detect Danger 102
Detect Evil 103
Detect Immortal Magic 203
Detect Invisible 103
Detect Magic 103
Detect Poison 103
Detect Totem 103
Detect Water 103
Dimension Door 103
Disintegrate 103
Dispel Evil 103
Dispel Magic 104
Dissolve 104

Earth to Air 104
Earthquake 104
Enchanted Weapon 104
Entangle 104
ESP 105
Explosive Cloud 105
Eye of the Eagle 105

Faerie Fire 105
Faerie Lights 105
Faerie Slumber 105
Fate 105
Fear 105
Feeblemind 106
Fellowship 106
Find the Path 106
Find Traps 106
Fire Gate 106
Fireball 106
Firebow 106
Floating Disc 106
Fly 107
Force Field 107

Gaseous Form 107
Gate 107
Geas 107
Grant Power 203
Growth of Animal 108
Growth of Plants 108

Hallucinatory Terrain 108
Haste 108
Heal 108
Hear Prayers 203
Heat Metal 108
Hold Animal 109
Hold Monster 109
Hold Person 109
Hold Portal 109
Hold Spirit 109
Holy Word 109
Horse-rush 109
Hunting Paint 110

Ice Storm/Wall of Ice 110
Ice to Water 110
Immortal Eye 203
Immunity 110
Improve Ability 204
Increase Spell Duration 204
Infravision 110
Infusion 110
Insect Plague 110
Invest Cleric 204
Invisibility 110
Invisibility 10-foot radius 111
Invisibility to Spirits 111
Invisibility, Mass 111
Invisible Stalker 111
Ironform 111

Knock 111
Know Alignment 112
Know Destiny 112
Levitate 112
Light 112
Lightning Bolt 112
Locate 112
Locate Object 112
Locate Totem 113
Longstride 113
Lore 113
Lower Water 113

Madness 113
Magic Door 113
Magic Jar 113
Magic Missile 114
Massmorph 114
Maze 114
Metal to Wood 114
Meteor Swarm 115
Mind Barrier 115
Minor Blessing 115
Mirror Image 115
Move Earth 115

Neutralize Poison 115

Obscure 116

Pass Plant 116
Pass Without Trace 116
Passwall 116
Permanence 116
Phantasmal Force 116
Plant Door 117
Polymorph Any Object 117
Polymorph Other 117
Polymorph Self 117
Power Attack 204
Power Word Blind 118
Power Word Kill 118
Power Word Stun 118
Precipitation 118
Predict Weather 118
Prepare Mortal Magic 204
Prismatic Wall 118
Probe 205
Probe Shield 205
Produce Fire 119
Projected Image 119
Protection from Evil 119
Protection from Evil 10-foot radius 119
Protection from Lightning 119
Protection from Normal Missiles 119
Protection from Poison 120
Purify Food and Water 120

Quest 120

Raise Dead 120
Raise Dead Fully 120
Read Languages 121
Read Magic 121
Reduce Saving Throw 205
Reincarnation 121
Remove Barrier 94
Remove Curse 122
Remove Fear 122
Resist Cold 122
Resist Fire 122
Restore 122
Reverse Gravity 122

Sanctify 123
Second Sight 123
Shape Reality 205
Shapechange 123
Shield 123
Shift Sand 123
Shimmer 123
Silence 123
Silence 15-foot radius 123
Silent Move 123
Sleep 124
Snake Charm 124
Speak with Animal 124
Speak with Dead 124
Speak with Monsters 124
Speak with Plants 124
Spell Turning 125
Spirit Sending 125
Spirit Storm 125
Spirit Walk 125
Statue 125
Steelform 125
Sticks to Snakes 125
Stone to Flesh 125
Stoneform 126
Strength of Mind 126
Striking 126
Summon Animal Spirit, Greater 126
Summon Animal Spirit, Lesser 126
Summon Animals 126
Summon Elemental 126
Summon Herd 127
Summon Object 127
Summon Weather 127
Survival 127
Sword 127
Sword of Fire 127
Symbol 127

Telekinesis 128
Teleport 128
Teleport Any Object 128
Thunder Drum 129
Timestop 129
Totem Mastery 129
Trance 129
Transform 208
Transport Through Plants 129
Travel 129
Truesight 130
Truth or Else 130
Turn Wood 130

Uncontrollable Hideous Laughter 130

Ventriloquism 130

Wall of Fire 130
Wall of Iron 131
Wall of Stone 131
War Paint 131
Warp Wood 131
Watcher 131
Water Breathing 131
Weather Control 131
Web 132
Wish 132
Wizard Eye 132
Wizard Lock 132
Wizardry 132
Woodform 133
Word of Recall 133
Wrath of Amerind 133

Monsters

Actaeon 223
Adamant 223
Aerial Servant 224
Air Elemental 251
Amber Golem 264
Amir 250
Angel 224
Animated Object 225
Apparition 299
Aquatic Dinosaur 241
Aquatic Elf 253
Athach 226

Balor 239
Banshee 270
Basilisk 227
Bat 227
Beetle, Giant Tiger 230
Bhut 230
Bird of Prey 230
Black Bear 228
Black Pudding 230
Blackball 231
Blink Dog 231
Boar 231
Bone Golem 264
Brownie 232
Bugbear 232
Bull Shark 306

Camel 233
Carnivorous Dinosaur 241
Catoblepas 235
Cave Ape 226
Cave Bear 228
Centaur 235
Chimera 236
Cloud Giant 260
Cockatrice 237
Coerl 237
Constrictor Snake 310
Crocodile 238
Cthonic Worm 322
Cyclops 238

Dark Elf 253
Dire Wolf 322
Djinni 242
Dolphin 243
Donkey 244
Doppelganger 244
Draft Horse 273
Dragon 244
Dragon Turtle 247
Druj 314
Dryad 249
Dwarf 249

Earth Elemental 251
Efreeti 250
Eldritch Abomination 250
Elemental Drake 247
Elemental Ruler 252
Elephant 252
Elf 253

Face Stealer 254
Faerie 254
Faun 255
Fire Elemental 252
Fire Giant 260
Fire Slime 309
Firebird 256
Flame Salamander 304
Flesh Golem 265
Flying Hydra 276
Frost Giant 260
Frost Salamander 304

Gargoyle 257
Gazer 258
Gelatinous Cube 259
Ghast 259
Ghost 271
Ghoul 259
Giant Ant 225
Giant Bass 256
Giant Bee 229
Giant Black Widow 312
Giant Bombard Beetle 229
Giant Caecilian 233
Giant Centipede 236
Giant Crab 238
Giant Crab Spider 312
Giant Draco Lizard 281
Giant Ferret 255
Giant Fire Beetle 229
Giant Gecko 281
Giant Horned Lizard 282
Giant Leech 279
Giant Locust 283
Giant Rhagodessa 303
Giant Robber Fly 303
Giant Scorpion 305
Giant Shrew 307
Giant Stone Fish 257
Giant Sturgeon 257
Giant Tarantella 312
Giant Toad 316
Giant Tuatara 282
Giant Water Termite 316
Giant Weasel 320
Giant/Gargantuan Monster 263
Glabrezu 239
Gnoll 263
Gnome 263
Goblin 264
Gorgon 266
Gray Ooze 268
Great White Shark 307
Green Slime 309
Gremlin 266
Griffon 268
Grizzly Bear 228

Halfling 269
Harpy 269
Hellhound 271
Herbivorous Dinosaur 242
Herd Animal 272
Hezrou 239
Hill Giant 261
Hippogriff 272
Hobgoblin 273
Hominal Drake 247
Hsiao 274
Huge Wood Spider 313
Human Bandit 275
Human Commoner 275
Human Noble 275
Human Nomad 275
Human Trader 276
Human Veteran 276
Hydra 276

Ice Spider 313
Insect Swarm 277
Invisible Stalker 278
Iron Golem 265
Iron Urchin 278

Jaguar 233

Killer Whale 321
Kobold 278

Leprechaun 279
Lich 280
Lion 234
Living Crystal Statue 280
Living Iron Statue 281
Living Stone Statue 281
Lizardfolk 282

Mako Shark 307
Manta Ray 291
Manticore 291
Marilith 239
Medusa 292
Merfolk 292
Minotaur 293
Mountain Drake 248
Mountain Lion 234
Mud Golem 265
Mujina 293
Mule 294
Mummy 294

Nalfeshnee 240
Neanderthal 294
Night Hag 269
Nightcrawler 295
Nightwalker 296
Nightwing 296
Nixie 296
Nuckalavee 297

Obsidian Golem 266
Ochre Jelly 297
Odic 314
Ogre 298
Orc 298
Owlbear 299

Panther 234
Pasha 243
Pegasus 299
Phase Spider 313
Phoenix 300
Pixie 301
Poisonous Snake 310
Polar Bear 229
Poltergeist 271
Pony 273
Pooka 301
Prehistoric Elephant 253
Pterosaur 302
Purple Worm 322

Racer Snake 311
Rat 303
Regenerating Hydra 276
Revenant 314

Riding Horse 274
Roc 303
Rock Baboon 226
Rockroach 304
Rust Monster 304

Saber-Tooth Tiger 234
Sasquatch 305
Scorpionfolk 305
Sea Giant 261
Sea Hag 269
Sea Hydra 276
Sea Snake 310
Shade 300
Shadow 306
Shrieker 308
Sidhe 308
Skeleton 309
Skeleton Dragon 246
Snow Ape 226
Spectral Hound 311
Spectre 311
Sphinx 311
Spitting Cobra 310
Spook 271
Sprite 315
Stirge 316
Stone Giant 262
Storm Giant 262
Succubus 240

Tiger 235
Treant 316
Triton 317
Troglodyte 317
Troll 318

Undead Gazer 258
Undine 319
Unicorn 319

Vampire 319
Vampire Bat 227
Vision 300
Vrock 240

War Horse 274
Water Elemental 252
Werebat 284
Werebear 285
Wereboar 285
Werefox 286
Werejaguar 286
Werepig 287
Wererat 287
Weresabertooth 288
Wereseal 288
Wereshark 289
Weretiger 289
Werewolf 290
Wight 321
Wolf 321
Wood Drake 248
Wood Golem 266
Wood Imp 277
Wraith 322
Wyvern 323

Yellow Mold 323

Zombie 323

Magic Items

Ammunition of Biting 344
Ammunition of Disarming 345
Ammunition of Dispelling 345
Ammunition of Screaming 345
Ammunition of Seeking 345
Ammunition of Sinking 345
Ammunition of Slaying 345
Ammunition of Speaking 345
Ammunition of Teleporting 345
Ammunition Stunning 345
Amulet of Scrying Protection 339
Armor of Absorption 343
Armor of Curing 343
Armor of Ethereality 343
Armor of Flying 343
Armor of Gaseous Form 343
Armor of Haste 343
Armor of Reflection 343
Armor of Remove Curse 343
Armor of Shocking 343

Bag of Devouring 339
Bag of Holding 339
Boots of Leaping 340
Boots of Levitation 340
Boots of Speed 340
Bowl of Water Elementals 340
Brazier of Fire Elementals 340
Broom of Flying 340

Censer of Air Elementals 340
Chime of Time 340
Crystal Ball 340
Crystal Ball with Clairaudience 340
Crystal Ball with ESP 340

Displacer Cloak 340
Drums of Panic 340

Ear Ring 338
Efreeti Bottle 340
Egg of Wonder 340
Elven Boots 340
Elven Cloak 340

Finger Nail 341
Flaming Weapon 345
Flying Carpet 340

Gauntlets of Ogre Power 341
Girdle of Giant Strength 341

Helm of Blindness 341
Helm of Reading 341
Helm of Telepathy 341
Helm of Teleportation 341
Horn of Blasting 341
Hurricane Lamp 341

Lamp of Long Burning 341

Mage's (S) 332
Map to Treasure 332
Medallion of ESP 341
Mirror of Life Trapping 341
Muzzle of Training 341

Nail of Pointing 341

Ointment 341

Potion of Agility 329
Potion of Animal Control 329
Potion of Antidote 329
Potion of Blending 329
Potion of Bug Repellent 329
Potion of Clairaudience 329
Potion of Clairvoyance 329
Potion of Climbing 329
Potion of Defense 329
Potion of Delusion 329
Potion of Diminution 329
Potion of Dragon Control 330
Potion of Dreamspeech 330
Potion of Elasticity 330
Potion of Elemental Form 330
Potion of ESP 330
Potion of Ethereality 330
Potion of Fire Resistance 330
Potion of Flying 330
Potion of Fortitude 330
Potion of Freedom 330
Potion of Gaseous Form 330
Potion of Giant Control 330
Potion of Giant Strength 330
Potion of Growth 330
Potion of Healing 330
Potion of Heroism 330
Potion of Human Control 331
Potion of Invisibility 331
Potion of Invulnerability 331
Potion of Levitation 331
Potion of Longevity 331
Potion of Luck 331
Potion of Merging 331
Potion of Plant Control 331
Potion of Poison 331
Potion of Polymorph Self 331
Potion of Sight 331
Potion of Speech 331
Potion of Speed 331
Potion of Strength 331
Potion of Super Healing 331
Potion of Swimming 331
Potion of Treasure Finding 331
Potion of Undead Control 331
Potion of Water Breathing 331
Pouch of Security 342

Quill of Copying 342

Ring of Animal Control 337
Ring of Delusion 337
Ring of Djinn Summoning 337
Ring of Elemental Adaption 338
Ring of Fire Resistance 338
Ring of Holiness 338
Ring of Human Control 338
Ring of Invisibility 338
Ring of Life Protection 338
Ring of Memory 338
Ring of Plant Control 338
Ring of Protection 338
Ring of Quickness 338
Ring of Regeneration 338
Ring of Remedies 338
Ring of Safety 338
Ring of Seeing 338
Ring of Spell Eating 338
Ring of Spell Storing 338
Ring of Spell Turning 338
Ring of Survival 338
Ring of Telekinesis 339
Ring of Truth 339
Ring of Truthfulness 339
Ring of Truthlessnesss 339
Ring of Water Walking 339
Ring of Weakness 339
Ring of Wishes 339
Ring of X-Ray Vision 339
Rod of Cancellation 336
Rod of Dominion 336
Rod of Health 336
Rod of Inertia 337
Rod of Parrying 337
Rod of the Wyrm 337
Rod of Victory 337
Rod of Weaponry 337
Rope of Climbing 342

Scarab of Protection 342
Scroll of Creation 332
Scroll of Curse 332
Scroll of Delay 332
Scroll of Equipment 332
Scroll of Illumination 332
Scroll of Mapping 332
Scroll of Portals 332
Scroll of Protection from Elementals 332
Scroll of Protection from Lycanthropes 332
Scroll of Protection from Magic 332
Scroll of Protection from Undead 332
Scroll of Questioning 332
Scroll of Repetition 332
Scroll of Seeing 332
Scroll of Shelter 332
Scroll of Spell Catching 333
Scroll of Spells 333
Scroll of Trapping 333
Scroll of Truth 333
Scrolls of Communication 331
Slate of Identification (S) 342
Slicing 345
Snake Staff 336
Square Wheel 342
Staff of an Element 335
Staff of Commanding 335
Staff of Dispelling 335
Staff of Harming 335
Staff of Healing 336
Staff of Power 336
Staff of Striking 336
Staff of the Druids 335
Staff of Withering 336
Staff of Wizardry 336
Stone of Earth Elementals 342

Talisman of Travel (M, Dr) 342

Undersea Boat 340

Wand of Cold 334
Wand of Enemy Detection 334
Wand of Fear 334
Wand of Fireballs 334
Wand of Illusion 334
Wand of Lightning Bolts 334
Wand of Magic Detection 335
Wand of Metal Detection 335
Wand of Negation 335
Wand of Paralyzation 335
Wand of Polymorphing 335
Wand of Secret Door Detection 335

Wand of Trap Detection 335
Weapon of Finding 345
Weapon of Flying 345
Weapon of Hiding 345
Weapon of Light 345
Weapon of Silence 345
Weapon of Slowing 345
Weapon of Speed 345
Weapon of Watching 345
Wheel of Floating 342

General

Ability Check Modifiers 9
Ability Checks 8
Ability Score Modifiers 8
Ability Scores 7
Acquiring Spells 83
Actions 156
Activate Magic Item 156
Adjusting Ability Scores 4
Aging 4
Airborne Movement 144
Ammunition 72
Anti-Magic 87
Arcane Lore 50
Armor Class 158
Artifacts 347
Astronomical Bodies 184
Attack 156
Attack Bonus 158
Attack Rolls 158

Balance 51
Becoming an Immortal 192
Bluff 51
Building a Stronghold 171

Cast Spell 157
Casting Spells 86
Chaos 47
Character Alignment 361
Character Conditions 361
Character Creation 3
Charge 157
Charisma 8
Class Format 11
Climbing 140
Concentration 157
Confidence Level 177
Conflicting Spells 86
Constitution 7
Cooking 51
Craft 51
Creating a Setting 362
Creating an Artifact 348

Damage 160
Demi-Humans as Humans 45
Destroying an Artifact 348
Dexterity 7
Diplomacy 51
Disguise 51
Doors 138
Dungeon Encounters 148
Dying and Death 160

Embodied Form 192
Encumbrance and Weight 67
Engineering 52
Environmental Damage 139
Environmental Effects 86
Escape Artist 52
Etiquette 52
Events 178
Expenditure 175
Experience for Income 176

Fatigue 141
Fighting Withdrawal 157
Finding an Artifact 348
First Aid 52
Flying Mounts and Devices 144
Foraging 142

Gaining Experience 135
Gaining Levels 136
Gaining Weapon Feats 57
Gambling 53
Gems 327
Geography 53
Getting Lost 141

Healing Damage 160
Height and Weight 4
Helpless Targets 160
Hirelings 77
History 53
Hit Points 159
Home Plane 193

Income 174
Infravision 137
Initiative 155
Intelligence 8
Intimidation 53
Items of Value 327

Jewelry 327
Jumping 53

Language 54
Laws 54
Light vs. Darkness 137
Lip Reading 54
Listening 138
Luminiferous Aether 188

Magic Armor and Shields 342
Magic Item Values 345
Magic Weapons and Ammunition 343
Magical Engineering 54
Making Constructs 347
Making Magic Items 346
Mapping 140
Mass Combat 162
Material Resources 173
Mercenaries 78
Miniature/Giant Weapons 72
Mixed Terrain 141
Money 67
Monster Empathy 54
Monster Format 217
Monster Leaders 221
Monster Spellcasting 221
Monsters as Classes 221
Morale 161
Mortal Form 192

Nature Lore 54
Navigating 54
Neutral 47

Order 47

Performance 55
Permutations 211
Population Change 174
Potions 328
Preparing Spells 86
Prime Requisite 8
Projectiles 159

Reaction Roll 147
Religious Lore 55
Reversible Spells 86
Riding 55
Rings 337
Rogue States 171
Rolling Ability Scores 3
Ruling a Dominion 174
Run 157

Saving Throws 86, 159
Scrolls and Maps 331
Secondary Classes 45
Sense Motive 55
Set Spear 158
Ship to Ship Combat 161
Skysailing 144
Skysailing Combat 162
Snares 55
Special Items 328
Specialists 78
Spell Levels 83
Spirit Form 192
Starting Money and Equipment 5
Starting Weapon Feats 57
Statement of Intent 155
Strength 7
Structures in Combat 160
Subclasses 11
Surprise 147
Swimming 55, 140

The Anchored, Drifters and Alts 210
The Celestial Sphere 184
The Combat Round 155
The Elemental Planes 186
The Ethereal Plane 185
The Inner Planes 185
The Outer Planes 187
The Three Forms 192
The Void 182
Time Lines 209
Titles of Nobility 169
Tracking 55
Traps 139
Traveling in Time 211
Treasure Types 325
Turn Undead 12
Two Weapon Fighting 159

Undead Lieges 221
Use Non-Activable Item 158
Using an Artifact 348

Vision 137

Wands, Staves, and Rods 334
Waterborne Movement 143
Weapon Abilities 64
Wilderness Encounters 149
Wilderness Movement 140
Winds and Storms 143
Wisdom 8
Wondrous Items 339
Worshipers 193

Yearly Confidence Check 177

Tables

Table 1.1: Aging 4
Table 1.2: Height and Weight 4

Table 2.1: Ability Score Bonuses and Penalties 8
Table 2.2: Experience Adjustment 8
Table 2.3: Ability Checks by Ability 9

Table 3.1: Cleric Progression 14
Table 3.2: Cleric Spells per Day by Spell Level 15
Table 3.3: Turning Undead by Cleric Level 15
Table 3.4: Medicine Man Progression and Spells per Day by Spell Level 16
Table 3.5: Druid Progression 19
Table 3.6: Druid Spells per Day by Spell Level 20
Table 3.7: Dwarf Progression 21
Table 3.8: Elf Progression 24
Table 3.9: Elf Spells per Day by Spell Level 25
Table 3.10: Fighter Progression 27
Table 3.11: Gnome Progression 30
Table 3.12: Halfling Progression 32
Table 3.13: Monk Progression 35
Table 3.14: Monk Special Abilities Progression 36
Table 3.15: Rogue Progression 39
Table 3.16: Rogue Special Abilities Progression 40
Table 3.17: Acrobat Special Abilities Progression 41
Table 3.18: Wizard Progression 44
Table 3.19: Wizard Spells per Day by Spell Level 45

Table 5.1: Alphabetical Skill List 50

Table 6.1: Learning Weapon Feats 59
Table 6.2: Weapon Feats 59
Table 6.3: Entangling Weapons 65
Table 6.4: Knockout Weapons 65

Table 7.1: Money 67
Table 7.2: Encumbrance and Weight 68
Table 7.3: Mundane Items 68
Table 7.4: Weapons 70
Table 7.5: Ammunition 72
Table 7.6: Armor 73
Table 7.7: Shields 73
Table 7.8: Pack and Riding Animals 74
Table 7.9: Land Transport Equipment 74
Table 7.10: Barding 74
Table 7.11: Ships and Boats 76
Table 7.12: Mercenaries 78
Table 7.13: Specialists 79
Table 7.14: Spellcaster for Single Spell 80
Table 7.15: Siege Weaponry 81

Table 8.1: Learning New Spells 85
Table 8.2: Cleric Spells 88
Table 8.3: Dervish Spells 88
Table 8.4: Druid Spells 88
Table 8.5: Elf Spell 89
Table 8.6: Fey Spells 90
Table 8.7: Medicine Man Spells 91
Table 8.8: Shaman Spells 91
Table 8.9: Sorcerer Spells 91
Table 8.10: Wizard Spells 92
Table 8.11: Charm 95
Table 8.12: Confusion 97
Table 8.13: Contact Outer Plane 98
Table 8.14: Dance 102
Table 8.15: Holy Word 109
Table 8.16: Maze 114
Table 8.17: Pass Plant 116
Table 8.18: Polymorph Any Object Duration 117
Table 8.19: Reincarnation 121
Table 8.20: Speak with Dead 124
Table 8.21: Teleport 128

Table 10.1: Wilderness Movement 141
Table 10.2: Waterborne Movement and Hull Strength 143
Table 10.3: Skysailing Speeds 145

Table 11.1: Reaction Rolls 147
Table 11.2: Wandering Dungeon Monsters (Difficulty 1) 148
Table 11.3: Wandering Dungeon Monsters (Difficulty 2) 149
Table 11.4: Wandering Dungeon Monsters (Difficulty 3) 149
Table 11.5: Wandering Dungeon Monsters (Difficulty 4-5) 149
Table 11.6: Wandering Dungeon Monsters (Difficulty 6-7) 149
Table 11.7: Wandering Dungeon Monsters (Difficulty 8-10) 149
Table 11.8: Castle Owner 150
Table 11.9: Castle Owner Allegiance 150
Table 11.10: Wilderness Encounter Chances 150
Table 11.11: Wilderness Encounters 151
Table 11.12: Animals 151
Table 11.13: Humans 152
Table 11.14: Humanoids 152
Table 11.15: Other Wilderness Encounters 153

Table 12.1: Cover 159
Table 12.2: Simple Building/Structure Combat Ratings 161
Table 12.3: Troop Rating 163
Table 12.4: Army Quality 164
Table 12.5: Tactics 166
Table 12.6: Battle Results 167

Table 13.1: Stronghold Elements 172
Table 13.2: Dominion Fief Classification 173
Table 13.3: Civilization Levels 173
Table 13.4: Material Resources Quantity 174
Table 13.5: Material Resources Type 174
Table 13.6: Population Change 174
Table 13.7: Family Change 174
Table 13.8: Income 175
Table 13.9: Entertaining Visitors 176
Table 13.10: Confidence Levels 177
Table 13.11: Dominion Events 178

Table 15.1: Immortal Progression 200
Table 15.2: Immortal Special Abilities Progression 201
Table 15.3: Immortal Level Spells 201
Table 15.4: Improve Ability 204
Table 15.5: Create a Body 206
Table 15.6: Move a Body 206
Table 15.7: Create a Celestial Sphere 206
Table 15.8: Create an Outer Plane 206
Table 15.9: Move an Outer Plane 207
Table 15.10: Alter an Outer Plane 207

Table 16.1: Time Travel Permutations 212

Table 17.1: Base Monster Abilities 220
Table 17.2: Weapon Expertise 220
Table 17.3: Controlling Undead by Liege Hit Dice 221
Table 17.4: Monster PC Aging 222
Table 17.5: Monster PC Height and Weight 222
Table 17.6: Spellcaster Extra Experience 223
Table 17.7: Giant Vampire Bat 228
Table 17.8: Brownie Progression 232
Table 17.9: Brownie Magic Item Use 232
Table 17.10: Bugbear Progression 233
Table 17.11: Centaur Progression 236
Table 17.12: Dragon Breath 245
Table 17.13: Dragon Abilities by Age 246
Table 17.14: Wood Drake Progression 248
Table 17.15: Wood Drake Magic Item Use 248
Table 17.16: Dryad Progression 249
Table 17.17: Elementals by Size 252
Table 17.18: Elementals by Element 252
Table 17.19: Faerie Progression 254

Table 17.20: Faun Progression 255
Table 17.21: Sea Giant Progression 262
Table 17.22: Gnoll Progression 263
Table 17.23: Goblin Progression 264
Table 17.24: Gremlin Progression 267
Table 17.25: Gremlin Special Abilities Progression 268
Table 17.26: Harpy Progression 270
Table 17.27: Hobgoblin Progression 273
Table 17.28: Hsiao Progression 275
Table 17.29: Hydra Abilities by Number of Heads 276
Table 17.30: Wood Imp Progression 277
Table 17.31: Kobold Progression 279
Table 17.32: Leprechaun Progression 279
Table 17.33: Leprechaun Spells per Day by Spell Level 280
Table 17.34: Lich 280
Table 17.35: Lizardfolk Progression 283
Table 17.36: Werebat Progression 285
Table 17.37: Werebear Progression 285
Table 17.38: Wereboar Progression 286
Table 17.39: Werefox Progression 286
Table 17.40: Werejaguar Progression 287
Table 17.41: Werepig Progression 287
Table 17.42: Wererat Progression 288
Table 17.43: Weresabertooth Progression 288
Table 17.44: Wereseal Progression 289
Table 17.45: Wereshark Progression 289
Table 17.46: Weretiger Progression 290
Table 17.47: Werewolf Progression 290
Table 17.48: Merfolk Progression 293
Table 17.49: Minotaur Progression 293
Table 17.50: Neanderthal Progression 295
Table 17.51: Nixie Progression 297
Table 17.52: Ogre Progression 298
Table 17.53: Orc Progression 299
Table 17.54: Pixie Progression 301
Table 17.55: Pixie Magic Item Use 301
Table 17.56: Pooka Progression 302
Table 17.57: Pooka Magic Item Use 302
Table 17.58: Sasquatch Progression 305
Table 17.59: Scorpionfolk Progression 306
Table 17.60: Sidhe Progression 308
Table 17.61: Sidhe Spells per Day by Spell Level 309
Table 17.62: Sphinx Progression 312
Table 17.63: Sprite Progression 315
Table 17.64: Sprite Spells per Day by Spell Level 315
Table 17.65: Treant Progression 317
Table 17.66: Triton Progression 317
Table 17.67: Troglodyte Progression 318
Table 17.68: Troll Progression 318

Table 18.1: Treasure Types 327
Table 18.2: Gems 327
Table 18.3: Jewelery Value 328
Table 18.4: Jewelery Form 328
Table 18.5: Magic Item Type 328
Table 18.6: Potions 329
Table 18.7: Antidote 329
Table 18.8: Potion of Defense 329
Table 18.9: Potion of Dragon Control 330
Table 18.10: Potion of Elemental Form 330
Table 18.11: Potion of Giant Control 330
Table 18.12: Potion of Heroism 330
Table 18.13: Scrolls 331
Table 18.14: Scroll of Spell Catching 333
Table 18.15: Spell Scroll Type 333
Table 18.16: Spell Scroll Number 333
Table 18.17: Spell Scroll Cleric/Druid Spell Level 333
Table 18.18: Spell Scroll Wizard/Elf Spell Level 333
Table 18.19: Wands, Staves and Rods 334
Table 18.20: Staff of an Element Type 335
Table 18.21: Staff of an Element Spells 335
Table 18.22: Staff of Harming 336
Table 18.23: Staff of Healing 336
Table 18.24: Rod of Dominion 336
Table 18.25: Rod of the Wyrm 337
Table 18.26: Rings 337
Table 18.27: Ring of Elemental Adaptation 338
Table 18.28: Ring of Wishes 339
Table 18.29: Wondrous Items 339
Table 18.30: Egg of Wonder 340
Table 18.31: Ointment 341
Table 18.32: Slate of Identification 342
Table 18.33: Armor or Shield Type 343
Table 18.34: Armor or Shield Bonus 343
Table 18.35: Missile Weapons and Ammunition Type 344
Table 18.36: Sword Type 344
Table 18.37: Miscellaneous Weapon Type 344
Table 18.38: Ammunition Bonus 344
Table 18.39: Weapon Bonus 344
Table 18.40: Artifact Power Levels 349
Table 18.41: Attack Powers (Direct Physical) 350
Table 18.42: Attack Powers (Direct Mental) 350
Table 18.43: Attack Powers (Trapping) 350
Table 18.44: Attack Powers (Bonuses) 350
Table 18.45: Attack Powers (Other) 350
Table 18.46: Transform Powers (Creations & Summonings) 351
Table 18.47: Transform Powers (Static Changes) 351
Table 18.48: Transform Powers (Dynamic Changes) 351
Table 18.49: Defense Powers (Cures) 351
Table 18.50: Defense Powers (Personal Bonuses) 352
Table 18.51: Defense Powers (Personal Protections) 352
Table 18.52: Defense Powers (Misdirection) 352
Table 18.53: Defense Powers (Barriers) 352
Table 18.54: Miscellaneous Powers (Aids to Normal Senses) 352
Table 18.55: Miscellaneous Powers (Additional Senses) 353
Table 18.56: Miscellaneous Powers (Aids to Movement) 353
Table 18.57: Miscellaneous Powers (Encumbrance Offset) 353

Table 19.1: Starving 362

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Dark Dungeons

Dark Dungeons is a table-top role-playing game set primarily in the Middle Ages, but with magic, technology, active pantheons, fantastic races, and a multitude of marvelous monsters.

Adventurers can start their career exploring a few basic dungeons and end up traveling the planes as an immortal being of pure divine power.

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