

DUNGEONS & DRAGONS[®]

ADDITIONAL
**Rules for Fantastic Medieval Wargames
Campaigns Playable with Paper and Pencil
and Miniature Figures**



Supplement I

GREYHAWK

GYGAX & KUNTZ



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DUNGEONS & DRAGONS®

Supplement I

GREYHAWK®

BY

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With Special Thanks to Alan Lucion, Mike Mornard,
and Jeff Key for Suggestions

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Foreword

One cannot properly introduce a supplement to an existing body of rules which already contain both a foreword and an introduction; yet it is absolutely necessary to make certain that the prospective buyer understands that this volume cannot stand by itself. It is expressly written to augment the DUNGEONS & DRAGONS rules set, and if you do not possess the set there is no point in buying this supplemental booklet alone. However, it does no harm to read further — it is hoped that if you do skim through the pages which follow you will become so interested as to buy *both* “D&D” and this addition! If you enjoy fantasy you will never be sorry you were introduced to the swords and sorcery of DUNGEONS & DRAGONS games. If you already own a set of “D&D” then buy this booklet right now, for what is herein adds immeasurably to the existing game. There are new characters, new abilities, more spells to use, a horde of new monsters, heaps of new magical treasure, and various additions to the suggestions and rules for adventuring above and below the ground.

The material contained herein relates directly to the contents and format of DUNGEONS & DRAGONS. The material in “GREYHAWK” is noted so as to distinguish *new rules*, *additions* to existing rules, and suggested changes. This material is laid out so that what pertains to *Men & Magic* is covered first, then new material pertaining to *Monsters & Treasure* is dealt with, and finally details of supplementary items for *The Underworld & Wilderness Adventures* are detailed.

Fantasy being what it is, it appears that there will never be an end to the development of fresh ideas, and this booklet is what we hope will be but the first of a long series of periodic supplements to add to your enjoyment of DUNGEONS & DRAGONS. There will be at least one more, for Dave Arneson, co-author of the original work, is currently in the catacombs beneath his tower preparing the second supplement. Among other things this work will reveal to a breathlessly waiting world many of the horrid things which are part of the “Blackmoor” campaign and how to make it just as horrible in your own game. Meanwhile, find out what the devious minds behind “Greyhawk Castle” have been dreaming up for the amusement of the participants of that campaigning . . .

E. Gary Gygax

Tactical Studies Rules Editor

1 February 1975

Men & Magic

CHARACTERS: (Additions and Changes)

There are now four main classes of characters:

Fighting-Men (including *Paladins*)

Magic-Users

Clerics

Thieves

Fighting-Men: Other character-types may engage in hand-to-hand combat, but only true fighting men are able to use their strength and dexterity to utmost advantage in melee. In addition, certain *lawful* fighters may opt to become *paladins*. This is all explained later in the section entitled **DETERMINATION OF ABILITIES**.

Thieves: All thieves are either neutral or chaotic — although lawful characters may hire them on a one-time basis for missions which are basically lawful. They are not as strong as other classes in hit dice, but thieves have many distinct advantages which are enumerated below. Thieves can employ magic daggers and magic swords but none of the other magical weaponry. They can wear only leather armor and cannot employ shields. While they cannot learn spells, thieves of the highest levels are able to read those spells written on scrolls. Basic abilities are:

- open locks by picking or foiling magical closures
- remove small trap devices (such as poisoned needles)
- listen for noise behind closed doors
- move with great stealth
- filch items and pick pockets
- hide in shadows
- strike silently from behind
- climb nearly sheer surfaces, upwards or downwards

Furthermore, dwarves, elves, half-elves, or halflings may be thieves, and in this class there will be no limit to their continuing to advance to the highest levels.

Thieves of the 3rd level and above are able to read most (80%) languages, so treasure maps can be read and understood by them without recourse to a spell.

Thieves of the 10th level and above are able to understand magical writings, so any scroll that falls into their hands can be used by them — excluding spells which are clerical in nature. However, with spells of the 7th level and above there is a 10% chance that the effect will be the reverse of that intended (due to the fact that even Master Thieves do not fully comprehend such great magic). This reverse effect can be known only *after* the spell is read.

By striking silently from behind, the thief gains two advantages: First, he increases the chance to hit by 20% (+4 on his die). Secondly, he does double damage when he so attacks, with like additional damage for every four levels he has attained. Thus, if a thief of the 4th level attacked from behind he would do twice the damage indicated by the die, at 5th through 8th levels he would do thrice the damage, at 9th through 12th levels he would do four times the damage and so on.

The ability of a thief to climb is also a function of his level. There is a basic chance of 13% that a 1st-level thief will slip and fall in climbing. With each higher level attained by the thief this chance is reduced by 1%, so that a 10th-level thief has but a 4% chance of slipping.

Other information regarding thieves will be found in the appropriate sections of this booklet.

Dwarves: Dwarves are about four feet tall, stocky of build, weigh 150 pounds, shoulders very broad, their skin a ruddy tan, brown or gray, and are of various types (hill, mountain, or burrowers) (such as gnomes). Dwarves with a strength of 17 can work up to 7th-level fighter and those of 18 strength can work up to 8th level. Among the dwarves themselves, but never as a player, there are clerical types. Dwarf clerics are found as high as 7th level (Lama), and they can cure and resurrect their own. These clerics are also fighters.

Dwarves can work simultaneously as fighters and thieves, but no bonuses for abilities above the normal are then given, and earned experience is *always* divided evenly between fighting and thievery even when the dwarf can no longer progress in the fighter class. When acting as thieves dwarves can wear only leather armor. In addition dwarves have infravision and can see monsters up to 60' away in the dark.

Elves: Elves are five or more feet in height, slim of build, weigh about 120 pounds, have tan to fair skin, and are also of various types (wood, high elves, meadow elves) (fairies), wood elves being the darkest. Elves of 17 or 18 strength can work up as high as 5th level (Swashbuckler) and 6th level (Myrmidon) fighters respectively. Elves with an 18 intelligence can work up to as high as 9th level (Sorcerer) magic-users. Among the elves there are clerical types as high as 6th level (Bishop) who interact only with their own kind. These clerics (fighter/magic-user/cleric types) have magical ability limited to the 6th level (Magician).

Elven thieves work in all three categories at once (fighter, magic-user, and thief) unless they opt to never be anything other than in the thief category. Thus, experience is *always* distributed proportionately in the three categories even when the elf can no longer gain additional levels in a given category. However, it is possible to be an eleven Myrmidon/Sorcerer/Master Thief, for example, with a character having exceptionally high scores in strength and intelligence, and the only limit on how high in the thief category the elf can progress will be that placed upon him by the division of experience points. When acting in the thief capacity the elf can wear only leather armor. As dwarves, elves have infravision and can see monsters up to 60' away in the dark.

Halflings: Halflings can be either fighters or thieves, and as thieves they have better chances for doing most things (see **STATISTICS REGARDING CLASSES**) and are not limited to how high in levels they can progress.

Half-Elves: Half-elves are half elven and half human, and as such they gain some abilities from each heritage. Half-elves are able to progress simultaneously in both the fighter and magic-user classes and may use both weaponry and spells and otherwise act as elves do. However, they may work up to the 6th level (Myrmidon) in the fighting class and the 6th level (Magician) in the magic-using category. Half-elves of exceptional strength (17 & 18) may progress as high as Champion and Superhero (7th and 8th level) respectively. Those of exceptional intelligence (17 and 18) may work up to 7th and 8th level (Enchanter and Warlock) magic-user respectively. They spot secret and hidden doors as do elves, but they do not gain any advantages when fighting certain monsters as do elves. They speak all the languages which elves do. There are no half-elf clerics, for in

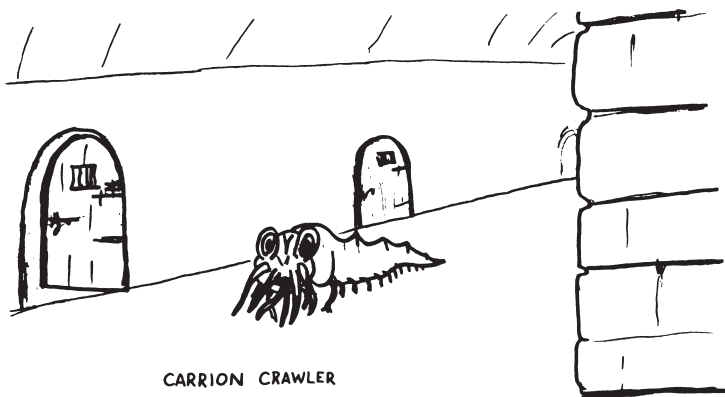
this regard their human side prevails. However, half-elves with a basic wisdom score of 13 or more may also become clerics. If they so opt all experience will be divided in equal proportions between fighting, magic use, and clericism. Half-elves may work up as high as the 4th level (Vicar) clerically. Note that half-elf clerics may not themselves act chaotically, nor may they associate with chaotic characters or creatures.

Character Alignment, Including Various Monsters and Creatures:

(Addition)

<i>Law</i>	<i>Neutrality</i>	<i>Chaos</i>
Paladins	Druids	Bugbears
Storm Giants		Ogre Magi
Lammasu	Bugbears	Storm Giants
Blink Dogs	Storm Giants	Will O' Wisps
Dragons	Will O' Wisps	Shadows
	Liches	Liches
	Lizard Men	Doppelgangers
	Doppelgangers	Beholders
		Harpies
		Wererats
	Beholders	Salamanders
	Umber Hulks	Displacer Beasts
	Phase Spiders	Hell Hounds

Chaotic Alignment by a player generally betokens chaotic action on the player's part without any rule to stress this aspect, i.e. a chaotic player is usually more prone to stab even his lawless buddy in the back for some desired gain. However, chaos



CARRION CRAWLER

is just that — chaotic. Evil monsters are as likely to turn on their supposed confederates in order to have *all* the loot as they are to attack a lawful party in the first place. While there is no rule to apply to groups of chaotic players operating in concert, referees are urged to formulate some rules against continuing cooperation as fits their particular situation, but consideration for concerted actions against chaotic players by lawful ones should be given.

DETERMINATION OF ABILITIES: (Additions and Changes)

Explanation of Abilities:

Dexterity is the prime requisite for thieves.

Strength also aids the fighting man in his ability to both score a hit upon an adversary and damage it. This strength must be raw, i.e. not altered by intelligence scores. On the other hand low strength will affect any character's fighting ability.

<i>Strength</i>	<i>Hit Probability</i>	<i>Damage</i>	<i>Weight Allowed*</i>	<i>Open Doors</i>
3-4	-2	-1	-100	1
5-6	-1	NORMAL	-50	1
7-9	NORMAL	NORMAL	NORMAL	1-2
10-12	NORMAL	NORMAL	+50	1-2
13-15	+1	NORMAL	+100	1-2
16	+1	+1	+150	1-3
17	+2	+2	+300	1-4
18**	+2	+3	+500	1-5

*this is an addition or subtraction to/from the normal carried *without* encumbrance

**fighters with a strength score of 18 are entitled to make an additional roll with percentile dice in order to determine if their exceptional strength is highly extraordinary, consulting the table below:

<i>Dice Score</i>	<i>Hit Probability</i>	<i>Damage</i>	<i>Weight Allowed</i>	<i>Open Door***</i>
01-50	+2	+3	+500	1-5
51-75	+3	+3	+600	1-5
76-90	+3	+4	+700	1-6 (1)
91-99	+3	+5	+900	1-6 (1-2)
00	+4	+6	+1,200	1-6 (1-3)

***the numbers in parentheses represent the chance of a fighter with that particular score of opening wizard locked or magically held portals.

Fighters of exceptional strength are now far more formidable opponents, and those of extraordinary strength even more terrible in that they can hit more easily, do more damage, lug large amounts of loot around without encumbrance, bend iron bars and perform other feats of strength with ease.

Intelligence is not only the prime requisite for magical types but it also delineates how many spells they can and may know and learn. This is indicated on the table:

<i>Intelligence of Magic-User</i>	<i>% Chance to Know any Given Spell</i>	<i>Minimum # per Level*</i>	<i>Maximum # per Level*</i>
3-4	20%	2	3
5-7	30%	2	4
8-9	40%	3	5
10-12	50%	4	6
13-14	65%	5	8
15-16	75%	6	10
17	85%	7	All
18	95%	8	All

* minimum and maximum numbers of spells known/knowable in each spell level

The intelligence of the magic-user also serves to delineate the use of spells above the 5th level:

- Only magic-users above 11 intelligence are able to employ 6th-level spells.
- Only magic-users above 13 intelligence are able to employ 7th-level spells.
- Only magic-users above 15 intelligence are able to employ 8th-level spells.
- Only magic-users above 17 intelligence are able to employ 9th-level spells.

Dexterity affects both the ability of characters to act/react and fire missiles. It is also the prime requisite for thieves. Fighters with a dexterity of greater than 14 can use their unusual manual dexterity to attempt to dodge or parry opponents' attacks. For every point over 14 they are able to reduce their opponents' chances of hitting them by 1 (5%).

Thieves use dexterity in the pursuit of their chosen profession. They may use 2 points of intelligence and 1 point of wisdom to increase their raw dexterity score so long as they do not thereby bring the intelligence and wisdom scores below average.

Wisdom acts as an experience booster for clerics, serving in no way to help them in either learning or knowing spells. All cleric spells are considered as "divinely" given and as such a cleric with a wisdom factor of 3 would know all of the spells as well as would a cleric with an 18 wisdom factor.

Charisma scores of 17 or greater indicate the possibility of *paladin* status IF THEY ARE LAWFUL from the commencement of play for that character. If such fighters elect to they can then become paladins, always doing lawful deeds, for any chaotic act will *immediately* revoke the status of paladin, and it can *never* be regained. The paladin has a number of very powerful aids in his continual seeking for good: He can "lay on his hands" to cure wounds or diseases in others (two points of damage for every level the paladin has attained, one disease per five levels, either function performable but one per day). Paladins are not themselves subject to disease. They have a 10% higher saving throw against all forms of attack (excluding melee). Paladins of 8th level and above dispel evil (spells, undead, evil enchanted monsters, and the like) simply by ordering it hence, and they detect all evil at a range of 6".

Paladins with any form of "Holy Sword" are virtually immune to all magic (see **MONSTERS & TREASURE**, MAGIC & TREASURE, Swords).

The paladin may at any time he chooses obtain a horse which is likewise gifted, but he may never obtain a second within ten years of the first, so if one is killed it is not automatically replaced. The paladin's horse is a Heavy, with Armor Class 5, Moves 18", has 5+1 Hit Dice, and high intelligence.

Paladins will never be allowed to possess more than four magical items, excluding the armor, shield and up to four weapons they normally use. They will give away all treasure that they win, save that which is necessary to maintain themselves, their

men, and a modest castle. Gifts must be to the poor or to charitable or religious *institutions*, i.e. not to some other character played in the game. A paladin's stronghold cannot be above 200,000 gold pieces in total cost, and no more than 200 men can be retained to guard it. Paladins normally prefer to dwell with lawful princes or patriarchs, but circumstances may prevent this. They will associate *only* with lawful characters.

Bonuses and Penalties to Advancement due to Abilities:

<i>Constitution</i>	<i>Hit Dice Bonuses</i>	<i>Probability of Resurrection Survival</i>	<i>Probability of Surviving Spells*</i>
3-6**	-1***	30%	35%
7-10	--	50%	55%
11-12	--	75%	80%
13-14	--	85%	90%
15	+1	90%	95%
16	+1	95%	98%
17	+2	98%	99%
18	+3	99%	100%

*polymorph, stone, etc.

**note that your constitution score is also the number of times you may be resurrected; this, of course, *excludes wishing* and other means to revitalize your body without recourse to a resurrection spell.

***minimum score of 1/hit die.

NON-PLAYER CHARACTERS: (Addition)

Loyalty of Non-Player Characters (Including Monsters): All retainers in the service of chaotic characters, including monsters, have lower loyalty scores. As a rule of thumb subtract -2 on all *loyalty scores*, and chaotic retainers can never have a loyalty score of above 15.

LEVELS AND NUMBER OF EXPERIENCE POINTS NECESSARY TO ATTAIN THEM:

(Addition)

<i>Thieves</i>			
Apprentice	0	Sharper	20,000
Footpad	1,200	Pilferer	40,000
Robber	2,400	Master Pilferer	60,000
Burglar	4,800	Thief	90,000
Cutpurse	9,600	Master Thief	125,000
(+ 125,000 additional points for each level above Master Thief)			

STATISTICS REGARDING CLASSES: (Addition)

Alternate Hit Dice and Hit Point Accumulation: (Addition/Amendment)

This system is expressly aimed at raising fighters and lowering magic-users with regard to hit points which can be sustained. This system functions as follows: For each level attained the character gets one die for hit points until the top normal level is reached; thereafter a certain number of hit points will be added for each level above normal that is attained.

<i>Class</i>	<i>Type of Die</i>	<i>Maximum Number</i>	<i>Additional Points per Level Thereafter</i>
Fighter	8-sided	9	+ 2
Magic-User	4-sided	11	+ 1
Cleric	6-sided	8	+ ½
Thief	4-sided	10	+ ½

Since instead of additional dice extra points are added, there will be no accumulations of bonuses for high constitution scores after the maximum number of dice has been reached. Thus, a fighter with an 18 constitution will get an 8-sided die +3 per level until he has reached the 11th level, and thereafter he will gain but +2.

Use of this system is highly recommended, but if it is used all monsters should be based on the 8-sided die system. (Dragons to get the additional 2 points at the two oldest ages.) Thus, a Kobold would get 1–4 points.

<i>Magic-Users</i>	<i>Dice for Accumulated Hits</i>	<i>Fighting Capability</i>	<i>Spells and Level</i> 1 2 3 4 5 6 7 8 9
Wizard, 14th Level	11 + 3	Wizard + 1	5 5 5 4 4 3 1 - -
Wizard, 15th Level	11 + 4	Wizard + 1	5 5 5 4 4 4 2 - -
Wizard, 16th Level	11 + 5	Wizard + 2	5 5 5 5 5 5 2 1 -
Wizard, 17th Level	11 + 6	Wizard + 2	6 6 6 5 5 5 2 2 -
Wizard, 18th Level	11 + 7	Wizard + 2	6 6 6 6 6 6 2 2 1
Wizard, 19th Level	11 + 8	Wizard + 2	7 7 7 6 6 6 3 2 2
Wizard, 20th Level	11 + 9	Wizard + 2	7 7 7 7 7 7 3 3 2
Wizard, 21st Level	11 + 10	Wizard + 3	8 8 8 7 7 7 3 3 3
Wizard, 22nd Level	11 + 11	Wizard + 3	8 8 8 8 8 8 4 3 3

Clerics

Patriarch, 10th Level	8 + 1	Superhero – 1	3 3 3 3 3 - - - -
Patriarch, 11th Level	8 + 1	Superhero – 1	4 4 4 3 3 - - - -
Patriarch, 12th Level	8 + 2	Superhero – 1	4 4 4 4 4 1 - - -
Patriarch, 13th Level	8 + 2	Superhero	5 5 5 4 4 1 - - -
Patriarch, 14th Level	8 + 3	Superhero	5 5 5 5 5 2 - - -
Patriarch, 15th Level	8 + 3	Superhero	6 6 6 5 5 2 - - -
Patriarch, 16th Level	8 + 4	Superhero	6 6 6 6 6 3 - - -
Patriarch, 17th Level	8 + 4	Superhero + 1	7 7 7 6 6 3 1 - -
Patriarch, 18th Level	8 + 5	Superhero + 1	7 7 7 7 7 4 1 - -
Patriarch, 19th Level	8 + 5	Superhero + 1	8 8 8 7 7 4 2 - -
Patriarch, 20th Level	8 + 6	Superhero + 1	8 8 8 8 8 5 2 - -

Thieves

Apprentice	1	Man	NIL
Footpad	2	Man + 1	NIL
Robber	3	2 Men	NIL
Burglar	4	2 Men + 1	NIL
Cutpurse	5	3 Men	NIL
Sharper	6	3 Men + 1	NIL
Pilferer	7	Hero – 1	NIL
Master Pilferer	8	Hero	NIL
Thief	9	Hero + 1	NIL
Master Thief	10	Superhero – 1	NIL
Master Thief, 11th Level	10	Superhero – 1	NIL
Master Thief, 12th Level	10 + 1	Superhero – 1	NIL
Master Thief, 13th Level	10 + 1	Superhero	NIL
Master Thief, 14th Level	10 + 2	Superhero	NIL

Other Statistics Regarding Thieves: (Addition)

Thief	Open Locks*/ Remove Traps*	Pickpocket* or Move Silently*/ Hide in Shadows*	Hear Noise
Apprentice	15%/10%	20%/10%	1–2
Footpad	20%/15%	25%/15%	1–2
Robber**	25%/20%	30%/20%	1–3
Burglar	35%/30%	35%/25%	1–3
Cutpurse	40%/35%	45%/35%	1–3
Sharper	45%/40%	55%/45%	1–3
Pilferer	55%/50%	60%/50%	1–4
Master Pilferer	65%/60%	65%/55%	1–4
Thief***	75%/70%	75%/65%	1–4
Master Thief	85%/80%	85%/75%	1–4
Master Thief, 11th Level	95%/90%	95%/85%	1–5
Master Thief, 12th Level	100%/95%	100%/90%	1–5
Master Thief, 13th Level	100%/100%	100%/95%	1–6
Master Thief, 14th Level	100%/100%	100%/100%	1–6

Bonuses to Dwarves, Elves, and Halflings as Thieves:

Type	Open Locks	Remove Traps	Pick- Pocket	Move Silently	Hide in Shadows	Hear Noise
Dwarf	5%	15%	-	5%	5%	-
Elf	-	-	5%	10%	15%	-
Halfling	10%	5%	5%	10%	10%	+ 1

*A score above the indicated percentage means failure, and no further attempts may be made. Also, there is a chance that the one who is being pickpocketed may

detect the thief. To determine this, for each level above 5th, the victim has a + 5% chance of detecting the "lift," so a 10th level, for example, would reduce the possibility of a successful attempt by 25%, i.e. if a base 100% it reduces to 75%.

** Level at which languages can be read by the thief.

*** Level at which magical spells can be read from scrolls by the thief.

Guidelines for Awarding Experience Points for Monster Slaying: (Addition)

The awarding of experience points is often a matter of discussion, for the referee must make subjective judgments. Rather than the (ridiculous) 100 points per level for slain monsters, use the table below, *dividing experience equally among all characters in the party involved.*

<i>Monster's Hit Dice*</i>	<i>Base Value</i>	<i>Additional Points for Special Abilities**</i>
1/2	5	1
1 - 1	7.5	2
1	10	3
1 + 1	15	4
2	20	5
2 + 1	25	10
3	35	15
3 + 1	50	25
4	75	50
4 + 1	125	75
5	175	125
5 + 1	225	175
6	275	225
6 + 1	350	300



7	450	400
7 + 1	525	475
8	650	550
8 + 1	750	625
9 to 10	900	700
11 to 12	1,100	800
12 to 13	1,350	950
14 to 16	1,650	1,150
17 to 20	2,000	1,500
21 and up	2,500	2,000

*If the monster's hit dice are + 2 or + 3 then it must be classed as the next higher step, i.e. 2 + 2 = 3 hit dice.

**Monsters which can regenerate, hurl missiles, have touch which paralyzes, poison, and so on. Monsters with *exceptional* special abilities should be either treated as a higher class than is represented by their hit dice or a double bonus for their abilities should be awarded when they are slain. For example, a gorgon is a monster with a special ability and worse to encounter than its eight dice indicate. Double points in the special column are in order when awarding experience for killing one, i.e. base 650 + (2 x 550) = 1,750 for killing a gorgon.

Awarding Experience for Non-Player Characters: (Change)

It is absolutely mandatory that experience for non-player characters be computed, bonuses added, and then the whole reduced by 50%. This represents the fact that they are in the hire of some character, and because of this capacity are not as prone to benefit from experience. Note, however, that any skimping on their share of the treasure will naturally have a highly adverse effect on their loyalty to the character.

ALTERNATIVE COMBAT SYSTEM: (Additions and Changes)

For those who wish to include weapon types in the determination of hit probabilities the following matrix drawn from the "Hand-To-Hand Combat" section of CHAINMAIL is offered. If this system is used it is suggested that the separate damage by weapon type and monster type also be employed.

Treat Thieves as Clerics for purposes of advance in steps — four levels/group (1-4, 5-8, 9-12, etc.). With regard to saving throws treat Thieves as Magic-Users.

<i>Attacker's Weapon Type</i>	<i>Defender's Armor Class</i>							
	2	3	4	5	6	7	8	9
Dagger*	-3	-3	-1	-1	0	0	+1	+2
Hand Axe	-3	-2	-1	-1	0	0	+1	+1
Mace	0	+1	0	0	0	0	0	0
Hammer	0	+1	0	+1	0	0	0	0
Sword*	-2	-1	0	0	0	0	0	+1
Military Pick	+2	+3	+2	+3	0	0	0	0
Battle Axe	-1	0	+1	+1	0	0	0	0
Morning Star	0	0	+1	+2	+1	+1	+2	+2
Flail	+2	+2	+1	+2	+1	+1	+1	+1

Spear*	-2	-1	-1	-1	0	0	0	0
Pole Arms*	-1	0	0	+1	+1	+2	+2	+2
Halberd*	0	+1	+1	+2	+1	0	0	0
2-Handed Sword	+1	+2	+3	+3	+2	+2	+2	+2
Mtd. Lance	0	0	+1	+2	+3	+3	+3	+3
Pike	-1	0	0	0	0	0	0	0

.....

Short Bow (15)	-3-5-7	-2-3-5	0-1-2	0 0-1	+1 0 0	+2+1 0	+2+1 0	+2+1 0
Horse Bow (18)	-3-4-7	-2-3-5	0-1-2	0 0-1	+1 0 0	+2+1 0	+2+1 0	+3+2+1
lt. Crossbow (18)	-3-5-7	-2-3-5	0-1-4	0 0-1	+2+1 0	+3+1 0	+3+1 0	+3+2+1
Longbow (21)	-2-3-5	0-2-4	0 0-1	+2+1 0	+3+2+1	+3+2+1	+3+2+1	+3+2+1
Composite Bow (24)	-3-4-5	0-3-4	0-1-2	+2 0-1	+3+1 0	+3+2+1	+3+2+1	+3+2+1
Hv. Crossbow (24)	-1-2-3	0-1-3	+1 0-1	+2 0 0	+3+1 0	+4+2+1	+4+2+1	+4+3+2
Arquebus (18)	0-1-3	+1 0-1	+2 0 0	+2+1 0	+3+2 0	+3+2 0	+3+2 0	+3+2 0

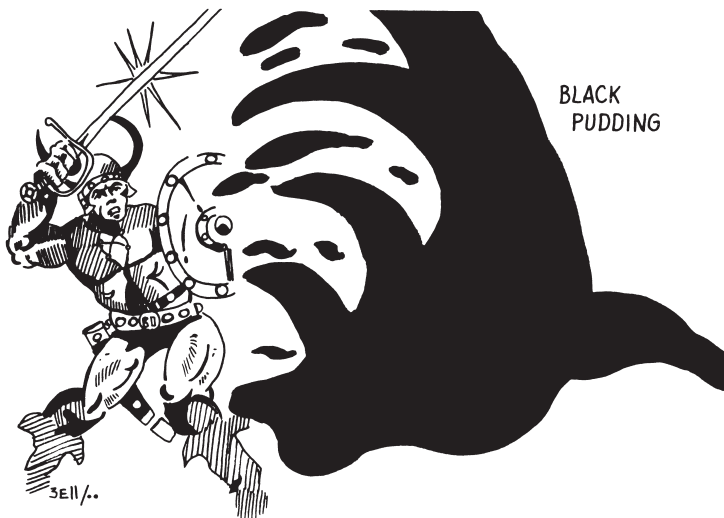
*If opponent dismounted and prone use the chart below:

Weapon Type
All indicated
by asterisk

Armor Class — $\frac{2}{+3}$ $\frac{3}{+2}$ $\frac{4}{+2}$ $\frac{5}{+1}$

(15)

Numbers in parentheses are maximum ranges, and the numbers shown are for *short* (1st 1/3 of range), *medium* (next 1/3 of range), and *long* (last 1/3 of range).



Damage Done by Weapon Type: (Addition)

If varying amounts of damage according to weapon type used is employed, the various monsters will likewise be subject to receive additional points of damage or dice of damage. (See **Attacks and Damage by Monster Type**)

Weapon Type	vs.-	-Man-Sized Opponents-	-Larger Opponents-
Dagger		1-4 points	1-3 points
Hand Axe		1-6 points	1-4 points
Mace, Military Pick*, Dwarven Hammer		1-6 points	1-4 points
Sword		1-8 points	1-12 points
Battle Axe*		1-8 points	1-8 points
Morning Star**		1-8 points	1-6 points
Flail***		1-8 points	1-8 points
Spear, Thrown/thrust		1-6 points	1-8 points
Spear, thrust vs. charge		1-8 points	2-12 points
Spear, set vs. charge		1-10 points	2-16 points
Pole Arms****		1-8 points	1-12 points
Halberd***		1-10 points	2-12 points
2-Handed Sword***		1-10 points	3-18 points
Mounted Lance		1-8 points	2-24 points
Pike****		1-8 points	1-12 points
Arrow or Quarrel		1-6 points	1-6 points
Sling Stone		1-4 points	1-6 points

*weapon requires not less than 4' of space on each side of wielder

**weapon requires not less than 5' of space on each side of wielder

***weapon requires not less than 6' of space on each side of wielder

****these weapons are not usable in dungeons as a general rule due to length.

Magic Armor Effects on Armor Class Guide: (Addition)

Armor Class	Type Armor	Type Shield	Add to Score required on Combat Table
-8	+5	+5	+10
-7	+4	+5	+9
-6	+4 (or +3)	+4 (and +5)	+8
-5	+3 (or +2)	+4 (and +5)	+7
-4	+3 (or +1)	+3 (and +5)	+6
-3	+2 (or +1)	+3 (and +4)	+5
-2	+2 (or +1)	+2 (and +3)	+4
-1	+1	+2	+3
0	+1	+1	+2
1	+1	Standard	+1
1	Plate	+1	+1
2	Chainmail	+1	0
3	None	+5	0
4	None	+4	0
5	None	+3	0
6	None	+2	0
7	None	+1	0

Adjust accordingly for types of armor not indicated when shield value is above that of armor. Attacks from the right and/or rear consider armor only when two or more opponents attack.

L. FRONT	FRONT	R. FRONT
L. FLANK	DEF.	R. FLANK
REAR	REAR	REAR

Attacks and Damage by Monster Type: (Addition)

This system is to be used with the varying damage by weapons and in no event is it recommended for use without the aforementioned.

<i>Type of Monster</i>		<i>Points of Damage</i>
<i>Attacking</i>	<i>Number of Attacks</i>	<i>per Attack</i>
Man	1 or 2	According to weapon type
Goblin/Kobold	1	1-4 or by weapon type
Orc	1	1-6 or by weapon type
Hobgoblin/Gnoll	1	1-8 or by weapon type
Ogre	1	1-10
Troll	2 claws/1 bite	1-4/claw, 1-8/bite
Giant	1	HILL — 2-16 STONE — 3-18 FROST — 4-24 FIRE — 5-30 CLOUD — 6-36
Skeleton	1	1-6
Zombie	1	1-8
Ghoul	2 claws/1 bite	1-3/claw, 1-4/bite
Wight	1	energy drain only
Wraith	1	1-6 and energy drain
Mummy	1	1-12
Spectre	1	1-8 and energy drain
Vampire	1	1-10 and energy drain
Cockatrice	1	1-6 and turn to stone
Basilisk	1	1-10 and turn to stone
Medusa	1 or 2	by weapon type and turn to stone
Gorgon*	1 butt	2-12/butt
Manticore	2 claws/1 bite/24 spikes	1-3/claw, 1-8/bite, 1-6/spike
Hydra	1 per head	1-6, 1-8, or 1-10 according to size

<i>Type of Monster Attacking</i>	<i>Number of Attacks</i>	<i>Points of Damage per Attack</i>
Chimera	2 claws/3 heads	1-3/claw; GOAT HEAD — 1-4/horn LION HEAD — 2-8/bite DRAGON HEAD — 3-12/bite**
Wyvern Dragon*	1 bite/1 sting 2 claws/1 bite	2-16/bite, 1-6/sting*** 1-4/claw; WHITE — 2-16/bite BLACK — 3-18/bite GREEN — 2-20/bite BLUE — 2-24/bite RED — 3-30/bite GOLD — 3-36/bite
Gargoyle Lycanthrope	2 claws/1 bite/1 horn WOLF — 1 bite BOAR—1 bite TIGER — 2 claws/1 bite BEAR — 2 claws/1 bite	1-3/claw, 1-6/bite, 1-4/horn 2-8 bite 2-12/bite 1-4/claw, 1-10/bite 1-3/claw****, 2-8/bite
Purple Worm Sea Monster	1 bite/1 sting 1/head or /tentacle or /claw	2-24/bite, 1-8/sting*** from 3-24 to 5-50/head, or 2-12 to 4-24/tentacle, or 2-8 to 4-32/claw
Minotaur	1 butt/1 bite/1 weapon	2-8/butt, 1-3/bite, by weapon type
Centaur	2 hooves/1 weapon	1-6/hoof, by weapon type
Unicorn	2 hooves/1 horn	1-8/hoof, 1-16/horn
Nixie	1	1-4 or by weapon type
Dryad	1	1-4 or by weapon type
Gnome	1	1-6 or by weapon type
Dwarf	1	1-8 or by weapon type
Elf	1	1-10 or by weapon type
Treant	2	2-16, 3-18, or 4-24/attack according to size
Pegasus	2 hooves	1-8/hoof
Hippogriff	2 claws/1 bite	1-6/claw, 1-10/bite
Roc	2 claws/1 bite	1-8, 2-12, or 4-16/claw, 2-12, 3-18, or 4-24/bite, according to size
Griffon	2 claws/1 bite	1-4/claw, 2-16/bite
Invisible Stalker	1	4-16

<i>Type of Monster</i> <i>Attacking</i>	<i>Number of Attacks</i>	<i>Points of Damage</i> <i>per Attack</i>
Elemental*****	1	AIR — 2-16 EARTH — 4-32 FIRE — 3-24 WATER — 3-30
Djinni	1	2-16
Efreet	1	3-24
Ochre Jelly	1	2-12
Black Pudding	1	3-24
Green Slime	1	special
Gray Ooze	1	2-16
Yellow Mold	1	special
Light Horse	2 hooves	1-4/hoof
Medium Horse	2 hooves/1 bite	1-6/hoof, 1-3/bite
Heavy Horse	2 hooves/1 bite	1-8/hoof, 1-3/bite
Giant (Sumatran) Rat	1 bite	1-3/bite
Wolf	1 bite	1-6/bite
Dire Wolf	1 bite	1-8/bite
Lion	2 claws/1 bite	1-3/claw, 1-10/bite
Sabre-tooth Tiger	2 claws/1 bite	1-4/claw, 2-12/bite
Giant Weasel	1 bite	2-8/bite plus drain blood
Mastodon	2 tusks/1 trunk/ 2 feet	3-18/tusk, 2-16/trunk, 2-12/foot
Giant Spider	1 bite	1-3*** plus webs
Giant Lizard	1 bite	2-8/bite
Giant Toad	1 bite	1-10/bite
Giant Snake	1 bite/1 constriction	1-6/bite***, 2-8/turn of constriction
Giant Crab	2 pinchers	2-12/pincher
Giant Beetle	1 bite	3-30/bite
Giant Scorpion	2 pinchers/1 sting	1-10/pincher, 1-4***/sting
Crocodile	1 bite	3-12/bite
Tyrannosaurus Rex	1 bite	5-40/bite
Triton	1	3-18 plus special
Bugbear	1	2-8
Ogre Mage	1	1-12
Giant, STORM	1	7-42
Titan	1	7-42
Shadow	1	1-4 plus special
Will O' Wisp	special	special
Lich	1	1-10 plus special
Harpy	2 claws/1 weapon	1-3/claw, 1-6/weapon
Lizard Man	2 claws/1 bite	1-3/claw, 1-8/bite
Doppelganger	1	1-12 plus special

<i>Type of Monster</i>	<i>Number of Attacks</i>	<i>Points of Damage per Attack</i>
Dragon*	2 claws/1 bite	1-4/claw; BRASS — 4-16/bite COPPER — 5-20/bite BRONZE — 3-24/bite SILVER — 3-30/bite
Lycanthrope: Wererat or Ratman	1 bite/1 weapon	1-3/bite, by weapon type
Lammasu	2 claws	1-6/claw plus special
Salamander*****	1 touch/1 constriction/ 1 weapon	special, 2-8/turn of constriction, by weapon type
Beholder	1 bite	2-5 plus special
Umber Hulk	2 claws/1 bite	2-12/claw, 2-8/bite
Displacer Beast	2 tentacles	2-8/tentacle
Blink Dog	1 bite	1-6/bite
Hell Hound*	1 bite	1-6/bite
Phase Spider	1 bite	1-6/bite***
Rust Monster	1 touch	special
Stirge	1 bite	1-3 plus drains blood
Giant Tick	1 bite	1-4 plus drains blood
Owl Bear	2 claws/1 bite	1-6/claw****, 1-12/bite
Carrion Crawler	8 tentacles	special
Gelatinous Cube	1	2-8 special
Giant Slug	1 bite	1-12 plus special
Homunculus	1 bite	1-3 plus special
Golem	1	FLESH — 2-16 STONE — 3-24 IRON — 4-32

*also have breath weapon

**unless using breath weapon

***regardless of success vs. poison saving throw

****hug on score of 18 or better causes 2-16 points of additional damage

*****see separate sections regarding each type of elemental as adjustments may be required due to circumstances

SPELLS TABLE (Additions)

New spells are indicated by an asterisk.

Magic-Users:

1st Level

1. Detect Magic
2. Hold Portal
3. Read Magic
4. Read Languages
5. Protection/Evil

2nd Level

- Detect Invisible
- Levitate
- Phantasmal Forces
- Locate Object
- Invisibility

3rd Level

- Fly
- Hold Person
- Dispel Magic
- Clairvoyance
- Clairaudience

SPELLS TABLE (Additions)

6. Light	Wizard Lock	Fire Ball
7. Charm Person	Detect Evil	Lightning Bolt
8. Sleep	ESP	Protection/Evil, 10' r.
9. *Shield	Continual Light	Invisibility. 10' r.
10. *Magic Missile	Knock	Infravision
11. *Ventriloquism	*Darkness, 5' r.	Slow Spell
12.	*Strength	Haste Spell
13.	*Web	Protection/Normal Missiles
14.	*Mirror Image	Water Breathing
15.	*Magic Mouth	*Explosive Runes
16.	*Pyrotechnics	*Rope Trick
17.		*Suggestion
18.		*Monster Summoning I

4th Level

1. Polymorph Self
2. Polymorph Others
3. Remove Curse
4. Wall Of Fire
5. Wall Of Ice
6. Confusion
7. Charm Monster
8. Growth/Plant
9. Dimension Door
10. Wizard Eye
11. Massmorph
12. Hallucinatory Terrain
13. *Ice Storm
14. *Fear
15. *Monster Summoning II
16. *Extension I

5th Level

1. Teleport
2. Hold Monster
3. Conjure Elemental
4. Telekinesis
5. Transmute Rock-Mud
6. Wall Of Stone
7. Wall Of Iron
8. Animate Dead
9. Magic Jar
10. Contact Higher Plane
11. Passwall
12. Cloudkill
13. Feeblemind
14. Growth/Animal
15. *Monster Summoning III
16. *Extension II

6th Level

1. Stone-Flesh
2. Reincarnation
3. Invisible Stalker
4. Lower Water
5. Part Water
6. Projected Image
7. Anti-Magic Shell
8. Death Spell
9. Geas
10. Disintegrate
11. Move Earth
12. Control Weather
13. *Legend Lore
14. *Repulsion
15. *Monster Summoning IV
16. *Extension III

7th Level (all new)

1. Delayed Blast Fire Ball
2. Reverse Gravity
3. Limited Wish
4. Power Word-Stun
5. Phase Door
6. Charm Plants
7. Mass Invisibility
8. Simulacrum
9. Monster Summoning V
- 10.

8th Level (all new)

1. Mass Charm
2. Clone
3. Power Word-Blind
4. Symbol
5. Permanent Spell
6. Mind Blank
7. Polymorph Any Object
8. Monster Summoning VI

9th Level (all new)

1. Meteor Swarm
2. Shape Change
3. Time Stop
4. Power Word-Kill
5. Gate
6. Wish
7. Astral Spell
8. Prismatic Wall
9. Maze
10. Monster Summoning VII

SPELLS TABLE (Additions)

Clerics:

1st Level	2nd Level	3rd Level
1. Cure Light Wounds	Find Traps	Remove Curse
2. Purify Food & Water	Hold Person	Cure Disease
3. Detect Magic	Bless	Locate Object
4. Detect Evil	Speak with Animals	Continual Light
5. Protection/Evil	*Silence, 15' r.	*Prayer
6. Light	*Snake Charm	*Speak with Dead
4th Level	5th Level	6th Level (all new)
1. Neutralize Poison	Dispel Evil	Animate Objects
2. Cure Serious Wounds	Raise Dead	Find The Path
3. Protection/Evil, 10' r.	Commune	Blade Barrier
4. Turn Sticks To Snakes	Quest	Word Of Recall
5. Speak With Plants	Insect Plague	Speak With Monsters
6. Create Water	Create Food	Conjure Animals
7th Level (all new)		
1. Earthquake	6. Symbol	
2. Aerial Servant	7. Part Water	
3. Wind Walk	8. Control Weather	
4. Holy Word	9. Raise Dead Fully	
5. Astral Spell	10. Restoration	

EXPLANATION OF SPELLS: (Corrections and Additions)

Magic-Users:

1st Level:

Charm Person: Intelligence allows the charmed person to eventually free itself from the charm. A check will be made on the following basis, and if a score equal to a save vs. magic is made the charm is broken. *Charms* do not affect the Undead.

Intelligence	Check Every
up to 6	month
7-9	three weeks
10-11	two weeks
12-15	week
16-17	two days
18 and above	day

Sleep: There is *no* saving throw against this spell. Remember that a *Sleep Spell* affects but a single creature with 4 or 4 + 1 hit dice, and creatures above 4 + 1 hit dice are unaffected. *Sleep* does not affect undead.

Shield: By means of this spell the user imposes a self-moving magical barrier between himself and his enemies. It provides the equivalent of class 2 armor vs. missiles and class 4 armor vs. other attacks. Duration: 2 turns.

Magic Missile: This is a conjured missile equivalent to a magic arrow, and it does full damage (2–7 points) to any creature it strikes. For every five levels the magic-user has attained he may add an additional two missiles when employing this spell, so a 6th-level magic-user may cast three magic missiles at his target, an 11th-level magic-user casts five, and so on. Range 15".

Direct Magic: Range 6". Duration: 2 turns.

Ventriloquism: As the name implies, this spell allows the user to make the sound of his voice issue from someplace else, including such places as a statue, animal, etc. Range: 6". Duration: 2 turns.

2nd Level:

Darkness, 5' Radius: A spell which causes total darkness within the indicated area making even infravision useless. It can be countered by either a *Dispel Magic* or a *Light* spell. Duration: 6 turns. Range 12".

Strength: This spell increases a fighter's strength by from 2–8 points (roll dice after spell is cast). It will also increase a cleric's strength by from 1–6 points and a thief's by from 1–4. When a fighter's strength reaches 18 or higher due to this spell an additional determination of strength is to be made as already specified for strength of 18. Duration: 8 game hours.

Web: This form of spell has already been explained in Vol. II (**MONSTERS & TREASURE**), page 35. Duration: 8 game hours. Range 3".

Mirror Image: By means of this spell the user creates from 1–4 images of himself. These images are indistinguishable from the magic-user, and do exactly as he does. Any attack upon a mirror image dispels it, but it does not affect any others that might exist. Duration: 6 turns.

Magic Mouth: A spell which resembles ventriloquism in that the sound issues from a chosen object, but there are differences. A mouth appears, or the mouth of the object moves in accordance with what is being said. The *Magic Mouth* can be ordered to speak upon certain conditions, i.e. if anyone comes within 10' of it, if a neutral person comes within 10', if Flubbit the Wizard comes within 10', and so on. The spell lasts until the message is given. The message cannot exceed twenty-five words.

Pyrotechnics: A multi-purpose spell which requires some form of fire (torch, brazier, bonfire, etc.) to make it work. When employing this spell the Magic-User can create either a great display of flashing, fiery lights and colors which resemble fireworks; or he can cause a great amount of smoke which will cover an area of not less than 20 cubic feet. The overall effects of this spell depend on the size of the fire used to cause them, and when the spell is used the fire-source is extinguished. Duration: 6 turns. Range 24".

3rd Level:

Explosive Runes: These runes when placed upon a parchment (book, scroll, map, etc.) safeguard it from unauthorized reading. If the reader is not the person who placed the runes upon the parchment they explode, destroying the parchment, and deal 4–24 points of damage to the reader (no savings thrown). The runes may be removed by the magic-user whenever he desires, and a magic-user of two or more levels above the one who placed the runes

may attempt to remove them (50% chance of detecting them, 75% chance of successfully removing them).

Rope Trick: This spell enables the user to cause a length of rope (6' to 24') to stand upright by itself, and when he (and up to three others) climbs to its summit, disappears into another dimension. The rope is simply tossed into the air and climbed. If undisturbed the rope remains in place for the duration of the spell, but it can be removed, and if it is, the persons coming back from the other dimension will fall the distance they climbed to the top of the rope. Duration: 6 turns plus the level of the magic-user employing it.

Suggestion: A spell which works on the principle of hypnosis. If the creature which it is thrown at fails to make its saving throw vs. magic it will carry out the suggestion, immediately or deferred according to the wish of the magic-user. Self-destruction is 99% unlikely, but carefully worded suggestions can, at the referee's option, alter this probability. Suggestions must be simple and relatively short, i.e. a sentence or two. Duration: 1 game week.

Monster Summoning I: By employing this spell the magic-user calls to his aid a monster appearing on the MONSTER LEVEL TABLES, level 1, i.e. kobolds, goblins, skeletons, etc. If a relatively small monster is indicated by the die roll the referee will determine how many appear by rolling a six-sided die; otherwise from 1-3 appear. The monster or monsters so summoned will faithfully serve the magic-user until they depart when the spell ceases to function or until they are killed. Delay: 1 turn. Duration: 6 melee turns. Range: 1".

4th Level:

Charm Monster: The number of hit dice possessed by the charmed monster allow it progressively greater possibilities of breaking free of the spell. A check must be made weekly.

Hit Dice	Chance of Breaking Charm
under 2	5%
2 - 4	10%
5 - 7	20%
8 - 10	40%
11 and up	80%

Ice Storm: When cast this spell creates a cubic storm area of 3" per side. Great hailstones descend causing 3-30 points of damage to those within its confines (saving throws are not possible). Duration: 1 turn. Range: 12".

Fear: This spell operates as if the user were employing a Fear Wand. All those not saving vs. fear react as follows: They immediately attempt to flee, or get as far away from the user as possible, with a 50% chance that they will drop any weapons they had in hand when struck by the *Fear* spell. Duration: 6 turns (movement or melee as applicable). Range 24".

Monster Summoning II: This spell is identical to *Monster Summoning I* except that either 1 or 2 2nd-level monsters will appear.

Extension I: A spell to increase the *Duration* of 1st- through 3rd-level spells by 50%. Range: as spell to be extended.



3EII/..
JAPANESE OGRE

5th Level:

Monster Summoning III: Same as *Monster Summoning II* except that 1 or 2 3rd-level monsters appear.

Extension II: Same as *Extension I* except it also applies to 4th-level spells.

6th Level:

Legend Lore: By means of this spell the magic-user seeks to gain knowledge of some legendary item, place or person. (It is necessary for the referee to decide if the sought-after thing is in fact legendary in the scope of his campaign.) Such a spell requires great conjuration, so the time necessary can range from days to weeks (roll percentile dice, 01 = 1 day — 00 = 100 days). Often times the information gained through the spell will come in the form of a riddle or a poem.

Repulsion: A spell which enables the user to cause objects or entities to move in a course *opposite* from their intended course towards him. Duration: 6 turns. Range: 12".

Monster Summoning IV: Same as *Monster Summoning III* except that but a single monster of the 4th Level appears.

7th Level: (Spells with no saving throw unless otherwise indicated!)

Delayed Blast Fire Ball: As the name implies, this spell is a *Fire Ball* which can be thrown and timed with regard to its blast. In all respects it acts as a normal *Fire Ball*, but the blast can be delayed up to 10 melee turns (or one movement turn).

Reverse Gravity: This spell affects a cubic area of 3", causing gravity within that area to reverse itself. Those within the area fall upwards with the force of a normal fall. (Note the consequences when the spell is negated.) Duration: 1 melee turn. Range 9".

Limited Wish: A spell which alters reality past, present, or future, but only within limited bounds. It cannot create or bring any form of treasure, for example, and only a portion of a wish might actually occur. (See Vol. II: **MONSTERS & TREASURE**, page 33, *Three Wishes*.)

Power Word-Stun: When this word is spoken at any creature it will stun it for from 2–12 turns if the creature has up to 35 hit points. If the creature has between 36 and 70 hit points the stun lasts between 1–6 turns. It has no effect on creatures over 70 hit points. Range 12".

Phase Door: A spell which causes an invisible door to open for the caster. This door is exactly similar to a *Passwall* except that it is invisible and only the magic-user who cast the spell can use the door. It lasts for seven uses and then vanishes. It may be dispelled with *Dispel Magic* only if such spells are cast by a combined level of magic which is not less than twice the level of the caster of the *Phase Door*. Range: 1".

Charm Plants: This spell charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. For example, combined with several *Magic Mouth* spells, the plants could act as a warning system. Duration: until dispelled. Range: 12".

Mass Invisibility: This spell is similar to *Invisibility* except that it affects as many as 6 dragon-sized objects or from 100–300 men and horses. Duration: until dispelled. Range: 24".

Simulacrum: A spell which creates the duplicate (form only) of any person the Magic-User desires to duplicate. In order to make a complete *Simulacrum* several other spells are necessary. If snow is not available the user must cause an Ice Storm from which to fashion the form. When the form is completed he must then use a spell to *Animate* it. Finally, a *Limited Wish* must be used to give the form a personality and knowledge similar to the real person which it imitates. In no event will the *Simulacrum* have the full abilities (knowledge, level, etc.) of what it imitates, but it will range from 30% to 60% of them. It is possible to detect a *Simulacrum* with a *Detect Magic* spell, close association, and so forth. If the real person confronts the *Simulacrum* the real person will be easily identifiable. If, however, the real person is dead, the *Simulacrum* will slowly gain the abilities of the former person (1%/week) until it reaches 90% similarity in all respects; beyond this it cannot go. At all times it remains the thing of its creator, and whatever its creator tells it to do it will comply.

Monster Summoning V: Same as *Monster Summoning IV* except with regard to a 5th-level monster appearing.

Extension III: Same as *Extension II* except that it applies to 5th-level spells and increases *Duration* 100%.

8th Level:

Mass Charm: A *Charm (Person or Monster)* which affects up to 30 levels, i.e. 30 level 1 creatures, 15 level 2 creatures, 10 level 3 creatures, and so on in any combination which is less than or equal to 30 levels. Saving throws are applicable, but the power of the spell causes the chance of saving to be –2. Range: 12".

Clone: The process by which a small piece of living flesh was taken and from it is grown an exact duplicate of the person from whom the flesh was taken. The duplicate, or clone, produced is exactly as the person whom it duplicates at the time the flesh was taken, i.e. 8th level, 9th level, or whatever, and it knows only what the original person knew at that time. If a clone is created while the person from whom it was grown is still in existence the clone will either attempt to do away with the original in order to assert its reality or both the original and the clone will become insane. The major usefulness of this spell is that it allows a clone to be made if the originator is destroyed, providing the flesh and spell, along with proper instructions, are left behind.

Power Word-Blind: A spell like the *Stun* except that its full effects work up to 40 hit points, and it does not affect creatures with over 80 hit points. Also, the effect lasts either from 2–8 days or from 1–4 days.

Symbol: An inscribed rune which if passed over, touched, or read by a creature of a different alignment from (or of hostile intent to) the inscriber, the *Symbol* will take effect. The various runes and their powers are:

<i>Symbol of</i>	<i>Effect</i>
Fear	Unlimited — as <i>Fear</i> spell
Discord	Unlimited — disharmony among all who pass
Sleep	Unlimited — a double strength <i>Sleep</i> spell
Stunning	150 level points as <i>Power Word Stun</i>
Insanity	100 level points become insane and may be restored only by a <i>Remove Curse</i>
Death	75 level points are killed

A *Symbol* may be negated only by a magic-user not less than one level above the one who placed it.

Permanent Spell: By means of this spell certain other spells can be caused to function permanently rather than for a limited duration, i.e. *Detect Magic*, *Read Magic*, *Levitate*, *Detect Evil*, etc. It is of the utmost importance that the referee place strict limits on which spells may be made permanent as well as how many may be permanently placed on a creature or object. It is recommended that permanence be limited to once per object and twice per creature, so a magic-user may cast one which affects his head (*Read Magic* for example) and one which affects his body (*Haste* or *Fly* or *Water Breathing* are examples). A *Permanent Spell* placed on a *Wish* would make the wish repeat itself endlessly once it was uttered, so don't try to bend things! *Dispel Magic* which are at least twice the level of the caster of the *Permanent Spell* will negate it, so three Warlocks could negate the spell of a 12th-level Wizard (assuming he read it from a scroll, as he could not otherwise use such a spell).

Mind Blank: By casting this spell on any person the magic-user prevents any form of detection by *ESP*, *Clairvoyance*, *Clairaudience*, *Crystal Ball* gazing (including any other form of scrying), *Wishing Commune*, or *Contact Higher Plane*. Duration: 1 game day. Range: 1".

Polymorph Any Object: This spell allows the polymorphing of any object to any other shape, but its duration will be in direct relationship to the similarity of the object polymorphed to what it has been altered to become. Thus, there are three major classes—animal, vegetable, and mineral—and various similar forms—man-like, rock-like, many limbed, and so on—as well as similarities in relationships—bird is to feather, tree is to leaf, drop of water is to puddle, flame is to fire ball, etc. It is possible to change a wall of stone to sand, a mighty tree into a sapling, a feather into a bird, or an ape into a man; and such changes will be lasting. The farther from the above guidelines the polymorph becomes the less likely is its permanency. (It is the function of the referee to decide what limits to place on the use of this spell.) Size relationship, intelligence relationship, class relationship, form similarity, and basic relationship affect the spell's duration; and a piece of rock changed to a man will last but a few turns. Polymorphed objects will emanate an aura of magic. Basic duration: until dispelled. Range: 24".

Monster Summoning VI: Same as *Monster Summoning V* except with regard to a 6th-level monster appearing.

9th Level:

Meteor Swarm: A blast of four *Fire Balls* (Jim!) thrown in whatever pattern the caster desires, each of 10–60 points of damage—or eight *Fire Balls* (Jim!) of one-half normal diameter and 5–30 points damage may likewise be thrown. Range: 24".

Shape Change: A spell used by a magic-user upon himself which has the effect of a *Polymorph Others* spell, i.e. the user may wish to become a golden dragon and will have the latter's abilities if he chooses to so change his shape to become. Furthermore, it may be altered at will—a magic-user changes to a roc and flies off; he changes in flight to a huge red dragon in order to attack an army beneath, is pursued by magic-users so changes to a stone and plummets into a lake wherein he alters shape and becomes a fish. Duration: 10 to 15 turns, plus a number of turns equal to the level of the magic-user.

Time Stop: This spell "freezes" time in a 3" cubic area surrounding the magic-user. The user may move freely, but any other creatures within the area, or which subsequently enter it, will be stopped in time with regard to the magic-user. The magic-user casting the spell should not be aware of how long the spell will last. Duration: 2–5 melee turns.

Power Word —Kill: A spell like the *Blind* except that it will kill instantaneously any creature up to 50 hit points.

Gate: Employment of this spell opens a cosmic portal and allows an ultra-powerful being (such as Odin, Crom, Set, Cthulhu, the Shining One, a demi-god, or whatever) to come to this plane. It is recommended that the user of this spell have a highly valid reason for summoning such aid. The name of the being desired must be called when the spell is cast. There is a 95% chance that the called being will come, 5% chance for some other being coming instead. There is also a 5% chance that whatever shows up will simply return immediately after observing the situation.

Wish: The same spell as found in a Ring of Wishes (Vol. II, **MONSTERS & TREASURE**, page 33). Using a *Wish* Spell, however, requires so great a conjuration that the user will be unable to do anything further magically for from 2–8 days.

Astral Spell: A spell which allows the user to send his astral form, undetectable to all but others on the astral plane, from his body to other places. Note that a *Power Word Blind* would not prevent this spell and would not blind the astral form. The magic-user may employ spells while in his astral body, but there is a 5% chance per spell level that the spell will fail. In failing the spell there is also a 2% chance per spell level that he will then be forced to return to his body. Example: An 18th-level Wizard in astral form attempts to cast a 6th-level spell. There is a 30% chance that the spell will fail, and if it does fail there is a 12% chance that he will have to return to his body. If while the magic-user has left his body and is in the astral plane his body is moved beyond the spell range or destroyed, the magic-user's astral form is immediately sent to gibber and shriek on the floor of the lowest hell. Duration: Subterranean — 12 turns; Outdoors — 8 game hours. Range: Subterranean — 24"; Outdoors — 100 miles/level from 18th upwards. Movement of Astral Body: Subterranean — 12"/turn; Outdoors — 100 miles per game hour/level from 18th upwards.

Maze: The use of this spell puts its victim in an extra-dimensional maze for from 2–8 melee turns. After the determined time has elapsed the creature will reappear at the spot where it was "mazed-out." Creatures with intelligence of 12 or better will require one-half the number of turns to escape (1–4), while those with intelligence under 6 will require from double to triple the amount of time to escape. Range: 6".

Prismatic Wall: When this spell is invoked a whirling, scintillating globe of multi-colors springs into existence around the magic-user. The sphere is 20' in diameter. Any creature below eight hit dice which looks at the *Prismatic Wall* will be blinded for from 1–6 turns. The colors of the wall indicate its powers, and they must be destroyed in order to negate the spell:

<i>Color & Order</i>	<i>To Negate</i>	<i>Use & Effect of the Color</i>
Red 1	Ice Storm	prevents magical missiles causes 12 points of damage when passed through
Orange 2	Lightning	prevents non-magical missiles causes 24 points of damage when passed through
Yellow 3	Magic Missile	prevents all breath weapons causes 48 points of damage when passed through
Green 4	Passwall	Anti-location/detection save vs. poison when passed through or dead
Blue 5	Disintegrate	anti-cleric spell shield save vs. stone when passed through or petrified
Indigo 6	Dispel Magic	general-purpose force field save vs. cold (as wand) when passing through or crystallized, dead, and irrecoverable
Violet 7	Continual Light	anti-magic shell of unusual type save vs. spell when passed through or permanently insane

(Note: Referees may wish to change the order, negating spell, and/or use & effect of the various colors in order to make it more difficult for their players to break through a *Prismatic Wall*.) The caster of the spell may pass through it without harm. This spell is one which applies itself well to permanency. Duration: 1 game hour.

Monster Summoning VII: Same as *Monster Summoning VI* except that a 7th-level monster appears. 7th-level monsters are found only on referees' special tables—those monsters the ref loves so well! Some suggested 7th-level monsters are:

Stone Golem	Iron Golem	Lich (20th-level Magic-User)
Hell Hounds	Umber Hulk	15th-level Thief
Displacer Beast Pack		Hydra of 10 (Fire-Breathing) Heads

Clerics:

2nd Level:

Silence, 15' Radius: This spell allows the user to either cast *Silence* upon himself and his party so as to move with no sound or to cast the spell upon some object or thing to silence it. Duration: 12 turns. Range: 18".

Snake Charm: This spell is of variable strength depending on the level of its user. For each level the user has attained, one level (1–6 hit points) of snakes may be charmed. Thus, a 6th-level Cleric could *Snake Charm* six normal snakes or a very large one, and at 12th level the Cleric would be exactly twice as effective. Duration: 7–12 melee turns or 2–5 turns. Range: 6".

3rd Level:

Prayer: By means of this spell the Cleric lowers the saving throw of his opponents. The prayer affects an area of 2" square. It lowers the saving throws of those within the area by 5% (1 point) plus 5% for every ten levels the Cleric has gained, i.e. an 11th-level Cleric lowers the saving throws by 10%, and at 21st level it would jump to 15%. Duration: turn of melee following the spell. Range: 3".

Speak With Dead: A spell which allows the user to converse with a dead body, the Cleric being able to ask three questions. Note that the length of time the creature has been dead will be a consideration. Up to 7th level Clerics can only converse with recent dead (within 1–4 days); up to 14th level Clerics can converse with creatures dead 1–4 months; above 20th level Clerics have no limitations as to time. (The referee will answer the three questions asked in any reasonable form he desires, riddles being recommended!).

6th Level:

Animate Objects: A spell by which objects are animated for the purpose of attack/defense. For example, stone statues may be animated, furniture may be animated,



and so forth. The heavier the object the slower will be its movement, but the more deadly will be its blows. An animated statue would move 3"/turn, attack only every other melee round, have an armor value of 1, and do double damage (2–16 points), striking as an 8th-level creature for purposes of hit determination, assuming the statue was at least man-sized. A chair would do small damage, but it would move rapidly on its four legs; a rug would trip and smother; a tapestry would blind and smother. One large object (approximately twice as big as a man), two man-sized objects, or several small objects can be animated. Duration: 6 turns. Range: 6".

Find the Path: By means of this spell the fastest and safest way out of a trap, maze, or wilderness can be found. It will, for example, allow the user to free himself from a Maze spell in a single turn after employing the spell, and if a subsequent Maze was cast at him it would not have any effect. Duration: 6 turns plus the level of the Cleric, or 1 day outdoors.

Blade Barrier: When uttered this spell creates a barrier up to 3" in diameter, its whirling blades doing from 7–70 points of damage upon anyone or thing which attempts to pass through it. Duration: 12 turns. Range: 6".

Word of Recall: Before this spell is used the Cleric must designate the sanctuary to which he will be recalled when the spell is uttered. The *Recall* acts similarly to a *Teleportation* spell, but there is no chance of failure, and it takes only the Cleric back, and only to his Sanctuary. Note that the Sanctuary may not be changed at will, but if circumstances force a change it can be allowed.

Speak With Monsters: This spell allows the user to speak with any monster, although whether or not the monster will desire to converse is another matter entirely. Duration: 3–12 questions.

Conjure Animals: This spell allows the Cleric to conjure 1 large animal (elephant, hippo, rhino, etc.), 3 medium sized animals (lions, tigers, bears, etc.), or six small ones (wolves, wild dogs, lynx, etc.). The animals so brought will obey the Cleric. Duration: 10 turns. Range: 3".

7th Level:

Earthquake: This spell allows the user to create a tremor of limited proportions. When spoken the spell will tumble a small dwelling (even of sturdy stone construction), a wooden palisade, an earth rampart, a portion of a cliff, or whatever. Cracks and crevasses will appear in the earth, and 1 creature in 6 in the area affected will fall in (dice for all, 6's indicating the fall). *Earthquake* area 6" x 6" plus 1" additional to both dimensions for every three levels over 17th the Cleric has attained, i.e. at 20th the area is 7" square, at 23rd it is 8" square, etc. Duration: 1 turn.

Aerial Servant: This spell summons a creature somewhat like an Invisible Stalker, although it is more powerful. The *Aerial Servant* has but one purpose: to bring to the Cleric any creature or thing the Cleric desires. The *Aerial Servant* will not fight, but it is very fast and strong, and it will attempt to simply take its object by force and carry it back to the Cleric. It can carry weight up to about 500 pounds. It moves at twice the speed of an Air Elemental. It will surprise on a 1–4. Only an 18 strength will allow any chance of escape—for every percentage point allow a like chance of escape, so an 18/50% has a 50% chance for escape. If frustrated from its purpose the *Aerial Servant* becomes insane and will return to its sender, attacking and defending as a double-strength *Invisible Stalker*.

Wind Walk: When uttered this spell causes the Cleric and his immediate surroundings to become insubstantial and cloud-like. In this form the Cleric can travel at great speed (48"/turn) and wherever he wills. He can transport one other person in this fashion, provided that person is in close proximity (touching) to the Cleric. Duration: until dispelled or 1 day maximum.

Holy Word: The pronouncement of a *Holy Word* will affect creatures through the 12th level:

9th–12th level = deafen 1–6 turns

5th–8th level = stun 2–20 turns

under 5th level = kill

Area affected: 4" x 4", surrounds the Cleric speaking the word.

Astral Spell: Same as employed by Magic-Users, except chances for failure/return are only 50% those of Magic-Users.

Symbol: Same as the spell employed by Magic-Users, except all spells which cause permanent harm to the creature affected are not possible to the Cleric.

Part Water: Same spell as that for Magic-Users except that it is double strength, and for every level the Cleric gains above 17th he may add 50% of the base limits to the depth and duration, i.e. at 18th level the Cleric could *Part Water* 30' deep for 18 turns, and at 19th level it would be 40' and 24 turns.

Control Weather: Same as Magic-Users' spell.

Raise Dead Fully: This spell is simply a *Raise Dead* spell which also restores full strength to the person so raised, and no rest or recuperation is required thereafter. The reverse of this spell disallows a saving throw, automatically killing its target unless the object is protected by a device to counter such spells.

Restoration: When this spell is employed it will restore one full level of energy to any person whom has lost such a level to the "Undead." It will not restore levels of energy lost in other manners, nor will it add levels not lost. The reverse of this spell causes an automatic loss of one energy level. The use of this spell will incapacitate the Cleric for 2–20 days, so non-player character Clerics cannot usually be hired to cast it. Note that its reverse will *not* cause any incapacitation.

Spells in *italics* are the opposite (reversed) for chaotic Clerics.

Monsters & Treasure

MONSTER REFERENCE TABLE, HOSTILE & BENIGN CREATURES:

(Addition)

Monster Type	Number Appearing*	Armor Class	Move in Inches**	Hit Dice	% in Lair	Type or Amount of Treasure
Druids	1-4+		- Variable -		15%	A Variable
Tritons	5-30+	6 to 4	15/24	5 to 7	25%	Variable
Bugbears	5-20	5	9	3 + 1	30%	B
Ogre Magi	1-6	4	9/15	5 + 2	40%	E
Giants, Storm	1-8	4	15	15	30%	5,000 G.P. + Type E
Titans						All Variable
Shadows	2-20	7	9	2 + 2	50%	F
Will O' Wisp	1	-8	18	9	1%	A
Liches	1-4	3	6	10+	100%	A
Harpies	2-12	7	6/15	3	20%	C
Dragons	1-4	2/-2	9/24	5 to 21	60%	H
Lizard Men	10-40	5	6/12	2 + 1	40%	D
Doppelgangers	3-12	5	9	4	25%	E
Lycanthropes	8-32	7	12	3	35%	C
(Wererat or Rat Man)						
Lammasu	2-8	6	12/24	6 + 2	40%	A ³
Salamanders	2-5	3/1	9	7 + 3	65%	F
Beholders	1	4/2	3	Special	90%	I (treasure) F (magic)
Umber Hulks	1-4	2	6	8	50%	E
Displacer Beasts	2-5	4	15	6	35%	D
Blink Dogs	4-16	5	12	4	30%	C
Hell Hounds	2-8	4	12	3 to 7	25%	C
Phase Spiders	1-6	6	6/15	5	80%	E
Rust Monster	1-2	2	12	5	Nil	Nil
Stirges	3-30	7	18	1	55%	D
Giant Tick	3-12	4	3	3	Nil	Nil
Owl Bears	2-5	5	12	5	40%	C
Carrion Crawler	1-6	3/7	12	3 + 1	60%	B
Gelatinous Cubes	1	8	6	4	Nil	*
Giant Slug	1	8	6	12	Nil	Nil
Homunculi	Variable	7	6/18	2	-- Variable --	
Golems	All Variable					

*See the paragraph regarding this monster for its possible treasure.

** Number after slash (/) is mounted or Flying Speed.

MONSTER DESCRIPTIONS: (Additions and Corrections)

VAMPIRES: All Vampires are affected by the cross, despite any former religious background, as it is sovereign against them. It must be noted, however, that the Vampire will *not* flee from such a symbol but merely try to position itself so that the cross (or whatever) no longer interposes its powers between the Vampire and its intended prey. There are other similar symbols of power versus vampiric creatures, and they can be introduced if the referee so desires. Vampires from the region of the Middle East are *invisible*, but they are not able to *Charm*.

ELEMENTALS: Elementals are impervious to normal weapons and to magical weapons under +2. They are impervious to attack by creatures which do not have magical abilities, i.e. Kobolds, Orcs, etc., unless the attacking creature is of 4 or more hit dice in strength.

DRUIDS: These men are priests of a neutral-type religion, and as such they differ in armor class and hit dice, as well as in movement capability, and are combination clerics/magic-users. Magic-use ranges from 5th through 7th level, while clericism ranges from 7th through 9th level. Druids may change shape three times per day, once each to any reptile, bird and animal respectively, from size as small as a raven to as large as a small bear. They will generally (70%) be accompanied by numbers of barbaric followers (fighters), with a few higher-level leaders (2–5 fighters of 2nd–5th levels) and a body of normal men (20–50).

TRITONS: Similar to Mermen in appearance, Tritons are more powerful in all ways. They range from 5–7 hit dice, and their ability to use spells is commensurate with their hit dice, ranging from 2nd to 4th level ability. Thus a 5 hit die Triton could use 5 spells up to 2nd level, a 6 hit die Triton could use 6 spells up to 3rd level, and a 7 hit die Triton could use a total of 7 spells up to 4th level. They move 15"/turn in water, but they do not venture on land at all. When mounted on sea horses their movement increases to 24". Armor class varies from 6–4. Magical resistance is very high at 90%; in Lair 25%. Treasure varies according to strength, 5 hit dice Tritons have Type F, 6 hit dice Tritons have Type G, and 7 dice Tritons have Type H.

BUGBEARS: These monsters are of the "giant class," being great hairy goblin-giants. Despite their size and shambling gait, they move very quietly, thus increasing their chance to surprise a party by 16-2/3%.

OGRE MAGI: These are properly Japanese Ogres, far more powerful than their Western cousins! An Ogre Mage has the following abilities in addition to those of a normal ogre: 1) become invisible; 2) fly, as a *Flying* spell allows; 3) cause darkness in a 1" radius; 4) polymorph itself into a human form; 5) regenerate at 1 point/melee round; 6) employ a single *Charm Person* and a single *Sleep* spell once per day; and 7) use a *Cold* spell of 8 dice value once per day. These abominations typically lure or raid for human victims to pillage, devour, or enslave.

STORM GIANTS: These creatures are found only in out-of-the-way places. Typically their abode will be a castle built underwater or on a mountain or upon a cloud. They are intelligent, about 24' tall, and do 3 + 3 dice damage (unless the alternate damage system is used). These giants are able to employ a *Control Weather* spell in order to cause a storm—their favorite kind of weather—when angry or in battle.

SHADOWS: Non-corporeal intelligent creatures which can be harmed only with magical weapons. They hunger after the life energy of living things, and their touch (any hit scored) causes a loss of 1 point of strength due to the chilling effects of the touch. This lasts for eight turns. If any creature is brought to 0 strength it becomes a Shadow itself. Shadows are not "Undead" *per se*, so they are not affected by items which affect that class. *Sleep* and *Charm* spells do not work against Shadows.

TITANS: Appearing as Giants, these creatures are far more handsome and intelligent. In fact, Titans are typically more intelligent than men. They are equal to Storm Giants in attack, although they may employ spells instead. Armor varies from class 2 to -3. They normally move 15" per turn, but certain Titans (10%) move at 21" per turn. Hit dice vary from 75 to 100 *points* possible damage. Spell use includes up to 7th level Cleric and 7th level Magic-User, total spells 2 per level. Usually only 1 will appear, but there are 10 total. In Lair 05%. Treasure Type A +1.

WILL O' WISPS: These creatures are highly clever and seek to lure their intended victims into some spot where they will be trapped and expire, and when their life force leaves them the Will O' Wisps feed upon this force. They commonly inhabit deserted places which have areas of quicksand, mires and the like. Any metal weapon will harm a Will O' Wisp—providing it can hit the creature. If cornered the Will O' Wisp will strike at its opponents doing 2-12 points of electrical damage per hit. These creatures can alter shape, become bright or dim, or disappear entirely at will. In order to save their lives they will reveal where their treasure is hidden, but the Will O' Wisp has to be at 3 or fewer hit points to so reveal its treasure.

LICHES: These skeletal monsters are of magical origin, each Lich formerly being a very powerful Magic-User or Magic-User/Cleric in life, and now alive only by means of great spells and will because of being in some way disturbed. A Lich ranges from 12th level upwards, typically being 18th level of Magic-Use. They are able to employ whatever spells are usable at their appropriate level, and in addition their touch causes paralyzation, no saving throw. The mere sight of a Lich will send creatures below 5th level fleeing in fear.

HARPIES: Harpies have the lower bodies of eagles and the upper bodies of human females. They are always opposed to mankind and its like, and will attempt to kill all they can. By means of their singing the Harpies lure men to them, then enchant them with powerful charms, and kill and devour them. Any creature not making its saving throw vs. magic will immediately proceed towards the Harpy, and if the Harpy touches it, it will *Charm* the creature.

DRAGONS: These additional varieties of Dragons conform to the typical characteristics of their species except where noted. There is only *one* King of Lawful Dragons, just as there is only *one* Queen of Chaotic Dragons (Women's Lib may make whatever they wish from the foregoing).

<i>Dragon/ Armor Type</i>	<i>Number which are Lawful/Neutral</i>	<i>Breath Weapon, Range and Shape</i>	<i>Hit Dice</i>	<i>Chance or Talking/Sleeping/ Spell Use/Level</i>
Brass	1-2/3-6	Sleep 7" x 2" cone	6-8	35%/55%/10%/2nd
Armor		or		
Class 2		Fear 5" x 4" cloud		
Copper	1-3/4-6	Acid 7" x ½" line	7-9	50%/50%/25%/3rd
Armor		or		
Class 1		Slow 3-18 creatures		
Bronze	1-4/5-6	Lightning 10" x ½" line	8-10	65%/30%/50%/4th
Armor		or		
Class 0		Repulsion 3" in front		

Silver	1-5/6	Cold 8" x 3" cone	9-11	80%/15%/75%/5th
Armor		or		
Class -1		Gas 5" x 4" cloud		
Platinum	King of	Cold 8" x 3" cone		
Armor	Lawful (and	or		
Class -3	Neutral)	Gaseous Form 5" x 4"	21	100%/0%/100%/8th
	Dragons	cloud		
		or		
		Disintegrate 3-18		
		creatures		
Chromatic	Queen of	As specified for		
Armor	the Chaotic	White, Black, Green,	16	100%/0%/100%/*
Class 0	Dragons	Blue & Red Dragons		
Gold(en)	All as before			
Armor				
Class -2				

*2 each of 1st- through 5th-level spells, each head having two spells, the White one having two 1st level and so on.

Breath Weapon: Sleep, Fear and Gaseous Form breath weapons have a saving throw as vs. Magic, with a 15% reduction of the chance to save if the Dragon is of middle size (3-4) and a 30% if large (5-6). Note that the sleep affects all levels.

Special Characteristics:

Brass Dragons are found mainly in sandy desert regions.

Copper Dragons are found primarily in arid, rocky places which are warm.

Bronze Dragons will be found near seacoasts, and those which are able to talk and use magic can make themselves appear in animal guise.

Silver Dragons abide mainly in aerial domains, i.e. mountain peaks or clouds or behind winds. If they are able to use magic they are also able to appear in human guise, usually taking the form of an old man or a fair damsel.

The Dragon King: The Platinum Dragon dwells in a great palace behind the east wind, although he may appear in more mundane places at times. He may *Shape Change* freely, although none of the other 9th-level spells are usable by him. The Dragon King is served by a guard of seven Gold Dragons. His primary aim is to confront and defeat the ruler and hosts of the Chaotic Dragons.

The Dragon Queen: The Chromatic Dragon is a huge creature with five heads, one of each color of the five Chaotic Dragons. Her body is striped in these same colors, and her tail is that of a Wyvern. She can employ all heads at once, either to breathe or cast spells. Her major abode is in a stupendous cavern far beneath the earth. Her guard consists of five dragons, each of largest size, of the five Chaotic types of dragons. Her major aim is to spread evil.

LIZARD MEN: These aquatic monsters have a rude intelligence, using weapons such as spears and clubs. They are fond of human flesh, and they will generally capture as many humans as they can when offered the opportunity in order to take them to their lair and have a tribal feast. They live either wholly underwater or in very wet places (65%/35%).

DOPPLEGANGERS: These are creatures with mutable form, able to shape themselves into the double of any person that they can observe. Once in this likeness they will attack—or if possible assume the role as well as the shape, and attack by surprise and at great advantage. Doppelgangers are subject to neither *Sleep* or *Charm* spells. They are also magic-resistant, saving against all forms of magical attack as if they were 10th-level fighters.

LYCANTHROPE: The *Wererat* or *Rat Man* has the general characteristics of all Lycanthropes. They are extremely intelligent, and whenever possible they will capture and hold persons for ransom. They commonly employ all forms of weapons. They can assume the shape of a normal man in order to dupe persons, but they prefer to maintain a rat-like shape, although nearly man-sized. They move very quietly (as a 7th-level Thief). They can control rats as a Vampire does.

LAMMASU: These creatures are human-headed, winged lions which are highly lawful in nature and very magical. These intelligent creatures will aid lawful persons, protect them, and generally befriend them. Lammasu are able to 1) become invisible; 2) *Dimension Door*; 3) use Cleric spells as if they were of 6th-level Cleric status; and 4) continually emanate a *Protection From Evil 10' Radius*. They speak all human languages which are lawful or neutral in nature.

SALAMANDERS: These are a form of free-willed Fire Elementals, and as such conform generally to the characteristics of that type of creature. Salamanders are highly intelligent. They are found in places of intense heat and fire since they prefer temperatures ranging from 300 degrees upwards. They normally employ weapons. Their touch alone causes 1–6 points of damage to creatures subject to fire, and their snake-like tail can constrict for 2–16 points of normal damage. Their upper body resembles a human's, and its armor class is 5, while the snake-like lower body has an armor class of 3. Salamanders are chaotic.

BEHOLDERS: These monsters are also known as Spheres of Many Eyes, or as Eye Tyrants. The body of these creatures is a great globe of about 3' in diameter. Atop it are ten eye stalks, while in the center of the spherical body is a great eleventh eye. The body can sustain 40 points of damage, each eye stalk 10 points, and the central eye can withstand up to 20 points. The armor class of the body is 0, the eye stalks 2, and the eyes proper 7. Each eye functioning is a different manner: From 1–4 of the small eyes are able to function at one time.

<i>Eye Number</i>	<i>Function</i>
1	Charm Person Spell
2	Charm Monster Spell
3	Sleep Spell
4	Telekinesis
5	Flesh-Stone Ray
6	Disintegrate Ray
7	Fear Ray
8	Slow Spell
9	Serious Wound Spell
10	Death Ray
11	Anti-Magic Ray

In addition, the Beholders are able to levitate themselves and float slowly about. These monsters are avaricious. They are neutral in nature, although they tend to be chaotic.

UMBER HULKS: Of shape somewhat similar to human, an Umber Hulk can be mistaken in the dark for something less deadly than it really is. Typically they are 8' tall, 5' wide, with heads resembling bushel baskets, and gaping maws flanked by pairs of exceedingly sharp mandibles. It travels about on two legs. If it is viewed squarely its four eyes cause *confusion* (save vs. magic or confused). Its claws are harder than iron, causing terrible damage when used as weapons, but they are used primarily by the beast for burrowing through rock (1'/turn). They prize highly human flesh.

DISPLACER BEASTS: A Displacer Beast somewhat resembles a puma, although it has six legs and two tentacles grow from its shoulders. Its color is blackish, and its eyes glow a hellish green. They always appear to be 3' from their actual position, so for purposes of hitting them, or when they must make saving throws, they are treated as a man wearing a displacer cloak as far as penalties and bonuses are concerned. Their magical resistance is high, equalling that of a 12th-level fighter. Its primary weapons of attack are the two tentacles which are armed with rough, horny edges which inflict horrible wounds. There is great enmity between Displacer Beasts and Blink Dogs.

BLINK DOGS: Blink Dogs closely resemble African wild dogs, but they have high intelligence and the ability to employ a limited teleportation. They travel in packs, and when in combat they will teleport around their opponent(s) in a random fashion at random intervals (die 1–8 for direction, 5 out of 8 indicates the creature is teleporting). When reappearing they will come from 1' to 4' from their opponent(s), being able to attack in the same turn they teleported. This teleporting is known as "blinking." An inborn instinct prevents a blink into a solid object. The entire pack will blink out if seriously threatened, and they will not reappear. Blink Dogs are basically lawful and will always attack Displacer Beasts.

HELL HOUNDS: These are reddish-brown hounds of evil disposition which have the ability to breathe fire. The damage caused by their fiery breath corresponds to the number of hit dice they have; hit dice range from a low of 3 to a high of 7 (6-sided dice). They move with great stealth, and they are able to detect hidden and invisible objects/creatures 75% of the time. They are often found as companions of Fire Giants. They are fairly intelligent.

PHASE SPIDERS: Although these monsters appear to be nothing more than very great spiders, they are something quite beyond this. When attacking or being attacked, the Phase Spider is able to shift out of phase with its surroundings, bringing itself back only when it is ready to deliver its poisonous bite. When out of phase they are impervious to nearly all forms of attack, although a *Phase Door* spell will cause one to remain in phase for 7 melee rounds. Oil of Etherealness and Armor of Etherealness also put their wearers into the same phase as this monster when it shifts out of phase.

RUST MONSTERS: These seemingly inoffensive creatures are the bane of metal with a ferrous content, for as their name implies they have the effect of rust upon such substances, and this happens nearly instantaneously. Any hits by or upon a Rust Monster cause even magical weapons to rust and fall to flakes. Armor is affected in a like manner. The creature is very fast, being attracted to the smell of the iron-based metals, and when alone it will devour the rust it has caused.

STIRGES: Large, bird-like monsters with long, dangling proboscises, the Stirges might call to mind evil-looking, feathered anteaters. Stirges are attracted to warm-blooded creatures, and when a hit is scored by one it indicates it has attached itself to its prey in order to suck its blood. Thereafter it will drain the blood at the rate of 1–4 points/melee round until the prey is a bloodless corpse, the Stirge growing bloated in the process and moving out of the area to digest its repast. *Note:* Stirges are considered as attacking as 4th-level fighters for purposes of determination of attachment although they have but 1 hit die.

GIANT TICK: These are simply overgrown insects which live on the blood and/or sap of other living things. A hit by one of these large monsters indicates it has attached itself, and it will thereafter drain blood at the rate of 4 points/melee round until its victim is dead. They must be killed or forced to detach themselves by fire in order to save the creature to which they have attached themselves. It is also necessary to *Cure Disease* after a hit by a Giant Tick, or the creature hit will spread a disease which will prove fatal in 2–8 days. Giant Ticks are ambulatory and pursue, as well as drop upon, their prey.

OWL BEARS: Creatures of horrid visage and disposition, Owl Bears will attack whatever they see and fight to the death. They deliver a “hug” just as a Werebear, for example, as well as great damage from beak, tooth, and claw. A large male will stand 8’ tall, weigh 1,500 pounds, and have claws over 2” long. Bodies are furry, tending towards feathers over the cranial region, and the skin is very thick.

CARRION CRAWLERS: These scavengers will usually attack in order to insure that there will continue to be a supply of corpses to scavenge. They are worm-shaped, about 9’ in length, 3’ high at their head end, and move quickly on multiple legs. Their mouths are surrounded by eight tentacles of about 2’ length, and their touch causes paralyzation (save vs. or paralyzed). The Carrion Crawler is able to climb/move along walls or ceilings as readily as floors, thus allowing it to compete with Ochre Jellies, Black (or Gray) Puddings, and the like.

GELATINOUS CUBES: As the name implies, these monsters are shaped very much like cubes, typically being about 10’ per side so as to be able to sweep clean of all living materials (as well as dead cells) the floor and walls of the labyrinthine dungeon passages. Any flesh which comes in contact with a Gelatinous Cube becomes anesthetized unless a saving throw vs. paralyzation is made. The touch also causes 2–8 points of damage as the creature seeks to dissolve and devour flesh. These creatures are subject to normal weapons and fire, but lightning, cold, paralyzation, fear, and polymorph attacks do not harm them. Many ‘Cubes have rich treasures within their semi-transparent bodies, for

they pick up metallic and otherwise non-digestible objects in their rounds, and these items often remain within the body for long periods of time before being redeposited.

GIANT SLUGS: Because of their size and structure, these beasts are not affected by blunt weapons, so they must be attacked by sharp-edged ones or magically. They have thick, rubbery hide, and their tremendous power allows them to break down doors with ease. Giant Slugs are able to eat substances like wood or burrow through very hard earth using their rasp-like tongues. Although they are of great bulk, Giant Slugs are able to squeeze through very narrow or very low openings, for they have no bones to prohibit such alteration of shape. Although able to bite with effect, the major weapon of these creatures is a highly acid saliva which they are able to spit with considerable accuracy at great distances. Normal range is 6", with a basic 50% chance of striking their target. For every 1" the range is lessened, the base chance of hitting is increased 10%; ranges over 6" decrease the probability of hitting by 10%. Fortunately, the Giant Slug is always inaccurate on its first attack, and there is only a 10% chance of its hitting its target on the first spitting of acid; once the range is then determined, second and following attacks are at normal probabilities. As they are of great size these creatures can sometimes be caught in a narrow corridor where they are unable to turn, and if they are then attacked from behind they can often be slain without loss to the attackers.

Type	Defensive Capability	Offensive Capability	Hit Points	Movement
Flesh	Affected only by +1 magic weapons, spells have no effect save for fire or cold which slows movement by 50%. Lightning restores damage.	Strength allows them to crash through wooden structures and the like. They strike twice/turn for 2-16 points damage.	40	8"
Stone	Affected only by +2 magic weapons, spells which affect rock, and fire which slows movement by 50%. Reversed <i>Rock to Mud</i> spell restores damage.	Strength is twice that of Flesh Golems. Able to place <i>Slow</i> spell on one opponent/turn. They strike once/turn for 3-24 points damage.	60	6"
Iron	Affected only by +3 weapons and no other magic save lightning which allows movement 50% for 3 turns. Fire restores damage.	Strength thrice that of Flesh Golems. Able to breathe 1" square of poison gas. They strike for 4-40 points once per turn.	80	4"

MAGIC/MAPS DETERMINATION TABLE: (Additions and Changes)

SWORDS:

- 01-30 Sword +1
- 31-35 Sword +1, +2 vs. Lycanthropes
- 36-40 Sword +1, +2 vs. Magic-Users and Enchanted Monsters
- 41-45 Sword +1, Locating Objects Ability
- 46-50 Sword +1, +3 vs. Trolls (Clerics)

- 51–55 Sword, Flaming: +1
 - +2 vs. Trolls (Pegasi, Hippogriffs, & Rocs)
 - +3 vs. Undead (Treants)
- 56–60 Sword +1, Wishes Included (2–8 Wishes)
- 61–65 Sword +1, +3 vs. Dragons
- 66–68 Sword +2
- 69–70 Sword +2, Charm Person Ability
- 71–72 Sword +3
 - 73 Sword, One Life Energy Draining Ability
 - 74 Sword +2, Nine Steps Draining Ability
 - 75 Sword +4
 - 76 Holy Sword, +5
- 77–78 Sword, of Cold: +3, +5 vs. Fire Using/Dwelling Creatures
- 79–82 Dragon Slaying Sword +2
 - 83 Sword +1, Cursed
- 84–97 Sword –2, Cursed
 - 98 Dancing Sword
 - 99 Sword of Sharpness
 - 00 Vorpal Blade

MISCELLANEOUS WEAPONS:

- 01–15 10 Magic Arrows +1
- 16–25 3–30 Magic Arrows +1
- 26–29 2–12 Magic Arrows +2
 - 30 1–8 Magic Arrows +3
 - 31 Arrow of Slaying
- 32–34 2–16 Magic Crossbow Bolts +2
- 35–45 Dagger +1 vs. Man-Sized Opponents, +2 vs. Goblins and Kobolds
- 46–50 Dagger +2 vs. Man-Sized Opponents,
 - +3 vs. Orcs, Goblins, and Kobolds
- 51–55 Magic Bow
- 56–57 Crossbow of Accuracy (+3)
- 58–59 Crossbow of Speed
- 60–61 Crossbow of Distance
- 62–66 Axe +1
 - 67 Axe +2
 - 68 Axe +3
- 69–80 Mace +2
 - 81 Mace of Disruption
- 82–86 War Hammer +1
- 87–89 War Hammer +2
 - 90 War Hammer +3, 6" Throwing Range with Return
- 91–95 Spear +1
 - 96 Spear +2
 - 97 Spear +3
- 98–00 Cursed Spear of Backbiting

ARMOR:

01-20	Shield +1	79-80	Shield +4
21-40	Armor +1	81-82	Armor +4
41-50	Armor & Shield +1	83	Armor & Shield +4
51-57	Shield +2	84-85	Shield +5
58-64	Armor +2	86	Armor +5
65-70	Armor & Shield +2	87	Armor & Shield +5
71-73	Shield +3	88-93	Shield of Missile Attraction -1
74-76	Armor +3	94-99	Armor of Vulnerability
77-78	Armor & Shield +3	00	Armor of Etherealness

POTIONS:

01-03	Growth	50-52	Clairvoyance
04-06	Diminution	53-55	Clairaudience
07-10	Giant Strength* (F)	56-58	Animal Control
11-13	Invisibility	59-63	Undead Control
14-16	Gaseous Form	64-66	Plant Control
17-19	Polymorph (Self)	67-69	Human Control
20-23	Speed (F)	70-72	Giant Control*
24-26	Levitation	73-75	Dragon Control*
27-29	Flying	76-79	Poison**
30-32	ESP	80-83	Invulnerability (F)
33-35	Delusion**	84-87	Fire Resistance (F)
36-39	Healing	88-90	Treasure Finding
40-42	Longevity	91-94	Heroism (F)
43-45	Extra-healing	95-97	Super-heroism (F)
46-49	Oil of Slipperiness	98-00	Oil of Etherealness

*Referee to roll to determine which one of the various types will apply to the effects of the potion.

**Referee will mislead players to the best of his ability in order to either make them believe it is a useful potion or to taste the poison, for even a small sip will suffice to kill.

(F) Fighters only may use.

RINGS:

01-05	Invisibility	71-72	Protection, +2, 5' radius
06-10	Mammal Control	73-74	Regeneration
11-15	Human Control	75-76	Djinn Summoning
16-30	Weakness	77-78	Shooting Stars
31-35	Protection, +1	79-80	X-Ray Vision
36	Protection, +3	81-82	Telekinesis
37-40	Three Wishes	83-95	Contrariness
41-60	Delusion	96-97	Spell Turning
61-65	Water Walking	98-99	Spell Storing
66-70	Fire Resistance	00	Many Wishes

WANDS, STAVES, AND RODS (All wands usable by Magic-Users only):

01-10	Metal Detection	60-63	Staff of Healing (C)
11-15	Enemy Detection	64-67	Staff of Commanding (C, M)
15-20	Magic Detection	68-71	Snake Staff (C)
21-25	Secret Doors &	72-75	Staff of Striking (C, M)
	Traps Detection	76-77	Staff of Withering (C)
26-30	Illusion	78	Staff of Power (M)
31-35	Fear	79	Staff of Wizardry (M)
36-39	Cold	80-89	Rod of Cancellation (All)
40-43	Paralyzation	90-91	Rod of Beguiling (M, T)
44-47	Fire Balls	92-93	Rod of Absorption (M)
48-51	Lightning Bolts	94-98	Rod of Lordly Might (F)
52-55	Polymorph	99	Rod of Rulership (All)
56-59	Negation	00	Rod of Resurrection (C)

() Letter in parentheses indicates classes which may employ the items.

MISCELLANEOUS MAGIC:

Table I: 01-30

01-05	Crystal Ball
06-09	Crystal Ball with Clairaudience
10-12	Crystal Ball with ESP
13-15	Crystal Hypnosis Ball
16-20	Medallion of ESP, 3" Range* (All)
21-25	Medallion of ESP, 9" Range* (All)
26-30	Medallion of Thought Projection
31-33	Amulet vs. Crystal Balls and ESP (All)
34-35	Amulet of Inescapable Locating (All)
36-40	Scarab of Protection from Evil High Priests (All)
41-42	Scarab of Enraging Enemies (All)
43-45	Scarab of Insanity (All)
46-47	Scarab of Death
48-49	Bag of Holding (All)
50-51	Bag of Tricks (All)
52-55	Bean Bag (All)
56-58	Bag of Transmuting (All)
59-61	Bag of Devouring (All)
62-63	Censer Controlling Air Elementals
64-67	Censer Summoning Hostile Air Elementals
68-69	Stone Controlling Earth Elementals (All)
70-71	Luckstone (All)
72-75	Loadstone (All)
76-77	Brazier Commanding Fire Elementals
78-80	Brazier of Sleep Smoke
81-82	Bowl Commanding Water Elementals
83-85	Bowl of Watery Death
86-88	Elven Boots (All)

89-92	Boots of Speed (All)
93-95	Boots of Levitation (All)
96-98	Boots of Traveling and Leaping (All)
99-00	Boots of Dancing (All)

Table II: 31-60:

01-02	Efreet Bottle (All)
03-08	Flask of Curses (All)
09-10	Jug of Alchemy (All)
11-15	Decanter of Endless Water (All)
16-17	Beaker of Plentiful Potions (All)
18-23	Broom of Flying (All)
24-29	Animated Broom (All)
30-34	Helm of Reading Magic and Languages (All)
35-37	Helm of Telepathy (All)
38-39	Helm of Teleportation
40-41	Helm of Brilliance (All)
42-47	Helm of Chaos (Law) (All)
48-49	Flying Carpet (All)
50-55	Rug of Smothering (All)
56-57	Drums of Panic (All)
58-60	Drums of Deafness (All)
61-62	Horn of Blasting (All)
63-65	Horn of Collapsing (All)
66-70	Horn of Valhalla, Silver (All)
71-73	Horn of Valhalla, Bronze (F, C)
74-75	Horn of Valhalla, Iron (F)
76-80	Horn of Bubbles
81-84	Gauntlets of Ogre Power (F, C, T)
85-87	Gauntlets of Swimming and Climbing (F, C, T)
88-90	Gauntlets of Dexterity (All)
91-93	Gauntlets of Fumbling (All)
94	Girdle of Giant Strength (All)
95-96	Girdle of Femininity/Masculinity (All)
97-98	Necklace of Missiles (All)
99-00	Necklace of Strangulation (All)

Table III: 61-75:

01-05	Cloak of Protection +1 (M, C, T)
06-09	Cloak of Protection +2 (M, C, T)
10-11	Cloak of Protection +3 (M, C, T)
12-14	Displacer Cloak (All)
15-20	Elven Cloak (All)
21-25	Poisonous Cloak (All)
26-29	Mirror Of Mental Prowess (All)
30	Mirror of Life Trapping
31-35	Mirror of Opposition (All)

36-37	Trident of Warning (F, C, T)
38-39	Trident of Commanding Water Creatures (All)
40-41	Trident of Submission (F)
42-45	Trident of Yearning (All)
46-50	Eyes of Charming (All)
51-55	Eyes of Petrification (All)
56-57	Gem of Brightness (All)
58-61	Gem of Seeing (All)
62-65	Jewel of Attacks upon the Owner (All)
66-70	Bracers of Defense, Armor Class 6 (All)
71-75	Bracers of Defense, Armor Class 4 (All)
76-80	Bracers of Defense, Armor Class 2 (All)
81-85	Bracers of Defenselessness, Armor Class 12 (All)
86-87	Rope of Entanglement (All)
88-89	Rope of Climbing (All)
90-91	Rope of Constriction (All)
92-93	Dust of Appearance (All)
94-95	Disappearance Dust (All)
96-97	Dust of Sneezing and Choking (All)
98	Talisman of Lawfulness (All)
99	Talisman of Chaos Supreme (All)
00	Talisman of the Sphere

Table IV: 76-90:

01-15	2-5 Javelins of Lightning (F)
16-20	Arrow of Direction (All)
21-25	Saw of Mighty Cutting (F)
26-30	Mattock of the Titans (F)
31-35	Spade of Colossal Excavation (F)
36-40	Wings of Flying (All)
41-42	Cube of Force (All)
43-45	Portable Hole (All)
46-50	Horseshoes of Speed (All)
51	Sphere of Annihilation
52-58	Chime of Opening (All)
59-63	Pipes of the Sewers (All)
64-65	Lyre of Building (All)
66-70	Figurines of Wondrous Power, Ebony Fly (All)
71-73	Figurines of Wondrous Power, Onyx Dog (All)
74-75	Figurines of Wondrous Power, Marble Elephant (All)
76-80	Figurines of Wondrous Power, 2 Golden Lions (All)
81-84	Figurines of Wondrous Power, 3 Ivory Goats (All)
85-88	Wizard's Robe
89-94	Robe of Blending (All)
95-98	Robe of Eyes
99-00	Robe of Powerlessness (All)

Table V: 91–00:

01–05	Manual of Puissant Skill at Arms (F)
06–10	Manual of Gainful Exercise (All)
11–15	Manual of Bodily Health (All)
16–20	Manual of Stealthy Pilfering (T)
21–25	Manual of Golems
26–30	Manual of Quickness of Action (All)
31–35	Book of Exalted Deeds (C)
36–40	Book of Vile Darkness (C)
41–45	Book of Infinite Spells (M, C, T)
46–50	Libram of Silver Magic
51–55	Libram of Gainful Conjurations
56–60	Libram of Ineffable Damnation
61–65	Tome of Understanding (All)
66–70	Tome of Clear Thought (All)
71–75	Tome of Leadership and Influence (All)
76–00	Deck of Many Things (All)

EXPLANATIONS OF MAGIC ITEMS: (Additions)

SWORDS:

Sword +2, Nine Steps Draining Ability: This Weapon appears to be a typical +2 sword, but it also drains energy in progressive steps from 1 to 9 on any hit of 20. Thus, on the first time a 20 is scored it will drain 1 level, the next time it will drain 2, and so on until on the ninth 20 it will drain 9 levels! It thereafter reverts to a normal +2 sword and can never be made anything else.

Holy Sword +5: As a *Holy Sword* this weapon will display its true worth only in the hands of a Paladin. Wielded by a Paladin it negates all spells (including wands and staves and the like) in a radius of 1", thus making the Paladin virtually magic-proof.

Sword of Cold: In addition to the bonus shown vs. creatures of fiery origin, the weapon scores triple damage whenever a 20 is rolled. It is able to dispel a *Wall of Fire* and gives its user the same protection as a Ring of Fire Resistance.

Dragon Slaying Sword +2: Determine what type of Dragon this sword is meant to be used against primarily (the +2 applies to all types, of course), and when it hits such a dragon it does 4–40 points of damage.

Sword +1, Cursed: Once grasped, this weapon will never willingly leave the holder's hand, and it will immediately force him to seek battle with as many monsters as possible. A *Remove Curse* or a *Wish* (Limited included) will remove the influence.

Sword –2, Cursed: As above.

Dancing Sword: The Dancing Sword is a truly marvelous weapon. It has a basic bonus of +3, and in addition, after being used in melee for three rounds it will leave the hand and fight on its own. When the sword is so "dancing" it cannot be hit, and it fights just as if its owner were wielding it, i.e. if he is a 6th-level fighter it will fight as a 6th-level fighter. The sword will so "dance" for three more melee

rounds, during which time its owner can employ some other weapon or possibly step out of combat. After each three rounds of "dancing" it will return to its owner for three rounds.

Sword of Sharpness: This is another *Holy Sword*, and although it has only a +1 bonus hit probability, any attack employing it which scores 20% (4 or better), over the required number, or a 19 or 20 in any event, indicates it has severed a limb or a neck — in cases of multiple possibilities assign probabilities and dice to see what the result is. Like the *Holy Sword* +5 it performs this function, as well as the function of anti-magic, only in the hands of a Paladin.

Vorpall Blade: The *Vorpall Blade* differs from a *Sword of Sharpness* in several ways:

- 1) its bonus hit probability is +2;
- 2) it needs only 10% over the required score to hit, or an 18 through 20 in any event to sever, and *it will always sever the neck*; and
- 3) it will perform in the hands of any Lawful fighter, although it requires a Paladin in order to act in its anti-magic capacity.

ARMOR:

Armor/Shield +4: These items are magical in nature and made of mithral.

Armor/Shield +5: These items are magical in nature and made of a strange alloy known as "adamantite."

Shield of Missile Attraction -1: This item will appear to be a perfectly genuine +1 to +5 shield until missiles from true enemies are shot at its user in anger. It will attract such missiles and reduce the person's armor class by 5% (-1).

Armor of Vulnerability: Armor which *seems* to be genuine magic armor with a protection factor of +1 to +4, but it is actually -1 to -4. The vulnerability of such armor will not be revealed until an enemy strikes a blow in anger at its wearer.

Armor of Etherealness: The most magical of all forms of armor, this suit of plate allows the wearer to take either of two options: 1) he can wear it as normal +3 armor; or 2) he can decide to become ethereal. In the latter case he can move through solid objects and is subject to attack only by those creatures which are able to also become out of phase and spells such as *Phase Door* will negate the etherealness of the armor. Attacks while ethereal are not possible. The armor can be made ethereal a total of 49 times, and then it becomes merely +3 armor. It can never be either recharged or restored.

MISCELLANEOUS WEAPONS:

Arrows of Slaying: Special magical arrows which are specifically enchanted to slay monsters with a single hit. The referee may distinguish them by basic types if he wishes, or they may each slay any monster. Basic types would be: Giant Class, Undead Class, Flying Monsters, Other Monsters, Enchanted Monsters (Invisible Stalkers, Elementals, Golems, Aerial Servants, and so on).

Crossbow of Speed: When employing this weapon the user can get his missile shot away from the crossbow despite surprise. It otherwise allows +3 on initiative dice. It fires as quickly as a bow, for it cocks itself.

Crossbow of Distance: A magical weapon which has double the range of a normal light crossbow, thus short range is 12".

Mace of Disruption: A mace which appears to be nothing more than a +1 mace, but when it strikes any Undead creature it will disrupt its molecular structure

unless the creature is able to save on the *Clerics versus Undead Monsters* table as if attacked by a Patriarch, i.e. a Vampire must roll 7 or better, a Spectre must roll 9 or better, a Mummy must roll 11 or better, and all other Undead are automatically disrupted.

Cursed Spear of Backbiting: This weapon appears to be a +1, +2 or +3 magic spear until it is used in anger in melee against an enemy. At that time if it is thrown it will curve and strike at its thrower's back; if thrust it will curl in an arc and stab at its user.

POTIONS:

Extra-Healing: A Healing potion which cures 3–18 points of damage.

Oil of Slipperiness: Rather than being used as a potion, this must be rubbed over the body. When so anointed a person will not be subject to webs, strands, tied knots, hugs and the like. The oil takes 24 hours to wear off, or it can be removed with wine at will.

Super-Heroism: A potion which resembles Heroism except that it increases 1st–3rd level fighters by 4 levels, 4th–7th level fighters by 3 levels, and 8th–11th level fighters by 2 levels.

Oil of Etherealness: When anointed with this substance the user is able to go through solid substances at will as if he wore Armor of Etherealness. Note that when so anointed the user is not able to handle normal objects as his hands simply pass through them.

RINGS:

Shooting Stars: This ring functions only during the hours of darkness when the wearer is under the open sky. It will cast *Light* spells for a distance of 24", throw a fireball of 12 points damage, or hurl a solid missile of 12 points damage.

Contrariness: When this ring is put on it cannot be removed without a spell to Remove Curse, and the wearer will *not* wish to remove the ring. It makes its wearer absolutely contrary, and he will act in the opposite fashion of normal/requested.

WANDS, STAVES, AND RODS: Unlike Wands and Staves, Rods typically have but 25 charges unless otherwise noted. They may be recharged.

Staff of Striking: (Correction) The staff does require the use of an energy charge each time it is used, and this also applies to the striking functions of Staves of Power and Wizardry.

Rod of Cancellation: A staff-like device which functions but once. It is wielded as if it were a Staff of Striking, and if it scores a hit on *any* magic item it causes the item struck to lose all of its magical properties permanently.

Rod of Beguiling: By using this item all enemies in a radius of 20' are beguiled into believing that its owner is their most trusted friend or respected mentor. Beguilement lasts from 4 to 16 turns.

Rod of Absorption: This instrument allows its owner to employ it in a manner so as to absorb hostile spells directed at him. The rod then allows its user to redirect a similar or different spell back at the enemy who originated the spell. Thus, if the rod absorbed a 5th-level spell its user could redirect *any* spell up to 5th level, so long as he knew the spell to be redirected. The *Rod of Absorption* will absorb up to 100 spell levels either as 100 1st-level spells, 50 2nd-level spells, and so on. Once the rod has absorbed 100 spell levels it will no longer so function, although it will

continue to discharge spells until all spell levels formerly absorbed are used up. It cannot be recharged or reused thereafter.

Rod of Lordly Might: Although this weapon appears to be some form of Staff or Rod for magical employment, it is a fighter's arm. When being carried it is a mere 4' in length, but by merely pressing a catch a 2' blade (glaive-guisarme) springs forth from its end; pushing the catch a second time extends the rod to 15'. When the blade is out the handle can also be shortened to 1' or 2'. A second catch causes the rod to extend up to 50' in length, while three inch long projections sprout from its sides at intervals proper for climbing, and the spike of the blade fastens it securely even in granite, so an excellent mode of ascent is provided. The *Rod of Lordly Might* also has highly magical properties. At a word of command it acts as a Flaming Sword, overall length 3½', at another command it becomes the equal of a +2 axe, overall length 2½', and when it is extended to 6' or greater length it will function as a +3 spear. Furthermore, in any of these capacities it will have the following effect upon enemies: All threatened by it must save vs. paralyzation, or be paralyzed; and if they do save they must make a second saving throw vs. fear, or else run away. If both saves are made they need not check again during the encounter.

Rod of Rulership: When employed this device allows its user to command a multitude of creatures, regardless of their intelligence or size. The number of creatures which it will influence is variable, ranging from 200 to 500 *levels*, i.e. from 400 to 1,000 Kobolds, 200 to 500 Orcs, 100 to 250 Gnolls, or even a single creature of 200 or more *dice*! Its power extends in a radius of 10'. It lasts 10 turns. It has 10 charges only and cannot be recharged.

Rod of Resurrection: This rod can be used to resurrect a dead creature. The rod can be used once per day and must touch the dead creature to bestow its life-giving effect. Each use of the rod drains 1 charge. The rod has 10 charges and cannot be recharged.

MISCELLANEOUS MAGIC

Crystal Hypnosis Ball: A trick device indistinguishable from a desirable Crystal Ball. It will hypnotize its user and leave him in such a state from 3–24 turns, unless there is also a *Magic Mouth* spell placed upon the item. In the latter case the user of the item will carry out the instructions given by the Magic Mouth immediately, conforming to the limits given for a Suggestion spell.

Medallion of Thought Projection: This item is indistinguishable from an ESP Medallion. It operates in the reverse of the latter, however, projecting the wearer's thoughts to any creatures behind doors or walls within its range. It functions as an ESP Medallion on a roll of 6, as well as when it is tried for the first time.

Amulet of Inescapable Location: This item is indistinguishable from an Amulet vs. Crystal Balls and ESP. It is the reverse of the latter, however, and its wearer located with ease.

Scarab of Enraging Enemies: This device causes all enemies within a 6' radius of its wearer to become completely enraged when it is uncovered. There is a 50% chance that they will simply attack the nearest creature to them, friend or foe. The effects of this device last for 6 turns. Enraged enemies will never check morale and will fight until dead. It contains 24 charges.

Scarab of Insanity: Similar to the Scarab of Enraging Enemies, this device causes all creatures within a 3" radius to fall into total insanity for 12 turns when the scarab is displayed. All creatures with 10 or more hit *dice* have a 25% chance of resisting insanity. The device contains 12 charges.



Scarab of Death: A scarab which appears to be any of the other types, but when it is held in the hand for a full turn, or when it is placed in a pack, a bag, or some other place near a person's body it turns to a horrible burrowing monster which digs directly to the person's heart and kills him.

Bag of Tricks: When looked into, this bag seems empty, but when a player reaches inside he may pull out any one of the following beasts. However, he may pull out no other until the one has been killed in combat. The animal pulled out will fight for the owner of the bag, and when it is killed it disappears back into the bag, and the very same animal may be pulled forth again:

<i>Die Roll</i>	<i>Animal</i>	<i>Armor Class</i>	<i>Damage Caused</i>	<i>Hit Dice</i>
1	Bear	5	1-3/1-3/2-8 + hug	6
2	Lion	6	1-4/1-4/1-10	5
3	Bull	6	1-6/1-6	4
4	Ram	7	2-8	3
5	Wolf	7	1-6	2
6	Jackal	8	1-2	½

Bean Bag: Another apparently empty bag, but when reaching inside its owner will find a number of beans. These must be taken to a patch of soil and planted. There is an 80% chance that all but 1 will bring monsters or various curses, a 90% chance that only 2 are beneficial, and only on a roll of 00 will 3 be beneficial. Maximum number of beans is optional, but 6 is recommended. The referee must decide on what treasures and monsters/curses will be gained when the beans are planted, as space does not permit us to list the many possibilities here.

Bag of Transmuting: A bag which appears to be a Bag of Holding, but it turns precious metals to lead. It will hold as much as a bag of holding, but after being loaded it will burst asunder in about 10 turns.

Bag of Devouring: An empty bag which is actually the extension of an ultra-dimensional monster. Anything placed inside is devoured in 7-12 turns. Its capacity is the same as a Bag of Holding, and it emanates an aura of magic.

Censer of Summoning Hostile Air Elementals: The user of this item conjures an Air Elemental which immediately attacks him.

Luckstone: A stone resembling a Stone Controlling Earth Elementals which, when carried on his person, adds to its owner's luck from 5% to 20%; so when any rolls for treasure, either determination or division, are made he will gain any more favorable result if it is possible by adding from 5% to 20% to his roll. The *most* favorable will always be gained.

Loadstone: A stone which appears to be a Luckstone until the owner is being pursued by hostile enemies/monsters. In the case of such pursuit the Loadstone slows his movement by 50%.

Brazier of Sleep Smoke: Indistinguishable from its cousin which commands Fire Elementals, this device emits a smoke which causes all in a 1" radius to sleep until a *Dispel Magic* is used to awaken them. Note that a Magic-User must conjure over it as if he were summoning an Elemental.

Bowl of Watery Death: This item is exactly like a Bowl Commanding Water Elementals, but when it is used to try and summon an Elemental its user is shrunk to the size of a snail and plunged into the watery container. Drowning will occur in 2–5 turns unless a *Growth/Animal* spell is cast at the shrunken Magic-User or a Growth potion is poured into the bowl.

Boots of Dancing: These boots appear to be any of the others listed before them, and they will continue to so function until their wearer is in a situation where an enemy is in pursuit with intent to kill or some similar situation. When this happens the boots cause the feet of the wearer to dance a jig, soft shoe, tap, and an occasional *Shuffle off to Buffalo*. Naturally, he is then unable to flee or otherwise escape.

Flask of Curses: This container looks just like the bottles, jugs, decanters, and beakers. When it is opened some form of a curse is loosed—the list of curses for scrolls is recommended as a good start for a list of possible curses.

Jug of Alchemy: A container which when opened will pour forth a stream of whatever liquid is desired. Possible liquids are: water, wine, oil, acid, poison. Only one sort of liquid may be poured each day, and such liquid may be poured only seven times per day. Each pouring expels approximately 10 gallons of water, 5 gallons of wine, 2 gallons of oil, one gallon of acid, and one quart of poison.

Decanter of Endless Water: When the stopper of this container is removed a stream of water gushes forth, and it will continue to send out a stream of water until the stopper is replaced or the entire area is completely filled with water. Approximate output is 10 gallons per turn.

Beaker of Plentiful Potions: This container contains from 2–5 possible types of potions, and upon command it will fill itself with the desired potion if it is possible (the referee must determine which potions the container can hold). It will pour forth its potions once per week, but it is possible, for example, that it could contain 5 of the same sort of potion!

Animated Broom: A broom which exactly resembles a Broom of Flying, but when such an attempt is made the broom will attack the user, beating him severely about the head and shoulders with the bald-headed end of itself. Only destruction of the broom will make such abuse cease.

Helm of Brilliance: When placed upon the head this helm becomes crown-like, set with many fiery-colored gems of 50,000 gold piece value if the item is immediately sold. Otherwise it will provide the following benefits to its wearer: It acts as a double value Ring of Fire Resistance. It creates a *Wall of Fire* around its wearer upon command. Fighters wearing it may command any sword they hold to flame, thus gaining the benefits of a Flaming Sword *in addition* to any other magical properties which the sword might possess. Magic-Users wearing it add +1 to each die of *Fire Ball* spells cast by them. Clerics are empowered to cast double the number of *Light* and/or *Continual Light* spells they would normally have as well as cause inflammable objects within 3" of them to be set ablaze. The Helm of Brilliance adds +2 to all bargaining dice when dealing with fire-using or dwelling creatures, and conversely it causes all cold-using or dwelling creatures to become very hostile to its wearer.

Rug of Smothering: A carpet which exactly resembles a Flying Carpet, but when an attempt to use it is made the item rolls itself around all seated upon it. It will smother and kill them in 2–5 turns unless a spell to *Animate objects* is cast upon it.

Drums of Deafness: Drums which seem to every test to be Drums of Panic until beaten. When so beaten they will deafen the user as well as those within a 6" radius, and this deafness will last until a *Remove Curse* spell is cast upon them.

Horn of Collapsing: An instrument which seems to be a Horn of Blasting, but when it is winded it will cause the ceiling immediately above the user to collapse upon him, causing from 6–60 points of damage. If blown in the open it causes a rain of rocks to fall from the sky upon its user, and from 5–30 of such missiles will shower down, doing from 1–3 points damage each.

Horn of Valhalla: The various types of this horn summon fighters from Valhalla to fight for the owner of the horn until they are dead or ordered by him to return. All are usable but once per week. Each type summons a progressively stronger type of fighters:

Silver—summons 2–8 Berserk Warriors

Bronze—summons 2–8 Berserk Swordsmen

Iron—summons 2–8 Berserk Heroes

Horn of Bubbles: This device exactly resembles a Horn of Valhalla, but when it is sounded it will bring forth a cloud of bubbles which surround its holder, completely obscuring his vision for 4–12 turns.

Gauntlets of Fumbling: These gauntlets appear to be of any of the other types listed until they are used in a situation where an enemy is attacking, a hostile monster is in pursuit, or life and death is at stake. At this time their true nature manifests itself, causing their wearer to fumble, drop things, lose from 2–5 points of dexterity, and so on. They cannot thereafter be removed with a spell to *Remove Curse*.

Gauntlets of Swimming and Climbing: These gauntlets allow the wearer to swim as a Merman and climb as would a 9th-level Thief.

Gauntlets of Dexterity: When worn these add +2 to the dexterity rating.

Girdle of Femininity/Masculinity: Although this item appears to be a Girdle of Giant Strength, as soon as it is worn it changes the sex of its wearer. It can be removed only with a Wish.

Necklace of Missiles: This appears to be a normal piece of rather low-value jewelry, but when it is placed around the neck its wearer can detach the pendant beads and hurl them as Fire Balls. The necklace can contain either 5, 7, or 9 missiles. The 5 will be 1 Fire Ball of 9 dice, 2 of 7 dice, and 2 of 5 dice. If it has 7 missiles they are of the following strengths: 1 of 10 dice Fire Ball, 2 of 8 dice, 2 of 6 dice, and 2 of 4 dice. If it contains 9 missiles they are: 1 of 11 dice, 2 of 9 dice, 2 of 7 dice, 2 of 5 dice, and 2 of 3 dice.

Necklace of Strangulation: A device which is identical to a Necklace of Missiles, but when placed about the neck will strangle and kill its wearer in 2–5 turns. It requires a Limited Wish or Wish to remove it.

Poisonous Cloak: A cloak indistinguishable from others which are magical. When it is put on it immediately kills its wearer by poison. No saving throw is possible.

Mirror of Mental Prowess: This scrying device has Clairaudience, Clairvoyance, ESP. It will answer one question per week regarding any image summoned to its surface.

Mirror of Opposition: When a person views himself in this mirror an exact duplicate will spring forth from the mirror that is the viewer's opposite, and it will immediately attack him.

Trident of Warning: A trident which allows its possessor to know the location, depth, type and number of hostile or hungry sea creatures. Range 24".

Trident of Commanding Water Creatures: This device functions in the same manner as a Staff of Commanding, but it functions only with regard to water-dwellers within a 6" radius of its user. It functions for 12 turns each time it is used, and it has 24 charges. It may not be recharged.

Trident of Submission: When any creature is struck with this weapon it must save vs. magic or surrender to the wielder of the Trident. Submission lasts from 3-12 turns.

Trident of Yearning: When this trident is picked up its holder immediately conceives an unquenchable longing to immerse himself in as great a depth of water as possible. He cannot loose his hold from the trident without a *Dispel Magic* spell. The item cannot be recognized until gripped firmly.

Eyes of Charming: When these cusps are placed over the eyes their user *Charms* as if he were a Vampire.

Eyes of Petrification: When the user of these lenses, incidentally indistinguishable from Eyes of Charming, puts them on he is immediately turned to stone.

Gem of Brightness: If looked into, this stone reduces the looker's hit probabilities by 20% (1-4) permanently. A *Cure Serious Wounds* spell will remove this blindness. A *Darkness* spell will negate the gem's effectiveness for 1-4 turns, and a *Continual Darkness* spell will darken it for from 1-4 days. The beam is directional and has a 1" range. Hit probability when directed over a distance is 90% minus 5% for each foot of distance beyond 1', i.e. at 10' it has a 45% chance of affecting its target.

Jewel of Attacks Upon the Owner: Any person possessing this gem brings double the chances for monsters, and if a monster comes it has a 50% greater probability of pursuit.

Bracers of Defense: Magical wrist guards which endow their wearer with the various armor classes listed. They do not add to the capabilities of a person wearing any form of armor, but they do work in combination with Rings of Protection and the like.

Bracers of Defenselessness: These wrist guards exactly resemble the above, but when an enemy attacks in anger they immediately lower their wearer's armor class to 12.

Rope of Entanglement: A magical rope which will entwine itself around from 2-8 man-sized opponents (reduce or expand accordingly for other sizes of opponents). It can be hit only on a 20, and it can take 20 damage points before it is destroyed.

Rope of Climbing: A rope of very thin but very strong material which will climb in any direction upon command and fasten itself or unfasten itself upon command. It is 50' long.

Rope of Constriction: A rope which resembles exactly either of the two ropes above, but when commanded to perform it lashes itself firmly about its user, as well as from 1-5 others nearby, and will crush the life out of all of them in 2-5 turns unless a *Dispel Magic* spell is cast.

Dust of Appearance: This dust comes in a bag containing a quantity sufficient for 25 usages. When thrown into the air it will cause any invisible or displaced or out of phase or astrally projected figure to become totally and completely visible for 12 turns. Its range is within a 1" radius of its user.

Disappearance Dust: When this powder is sprinkled it will cause all objects within range of its effects to become totally invisible for from 5-30 turns. This invisibility is undetectable by means which detect normal kinds of invisibility. There are sufficient pinches of dust in a bag of this item for 25 usages. Its range is a radius of 1" from its user.

Dust of Sneezing and Choking: Dust which appears to be either of the two sorts listed above, but when it is dispersed it will cause all within a radius of 1" to sneeze and choke; unless they save vs. poison they will die.

Talisman of Lawfulness: This small silver device will cause any Patriarch to have the ability to sink an Evil High Priest to the center of the earth forever. It contains 7 such charges. It may never be recharged. If an evil Cleric touches it, it will deliver from 5–50 points of damage, and any other persons who touch a Talisman of Lawfulness, other than Lawful Clerics, take from 5–30 points of damage.

Talisman of Chaos Supreme: A device which looks exactly like a Talisman of Lawfulness but functions in exactly the opposite manner and has a total of 6 charges.

Talisman of the Sphere: A black, metallic device which adds 20% to the possibility of controlling a Sphere of Annihilation. If touched by a non-Magic-User it delivers from 3–30 points of damage.

Javelins of Lightning: Javelins which when thrown create a bolt of lightning of 20 points damage. Range is 9", and the stroke of lightning is ½" wide by 3" long.

Arrow of Direction: This magical device is usable but 7 times per week. To employ it the user merely states what sort of direction is desired, i.e. the nearest way out of the dungeons, the nearest way down, the closest cave, or whatever. The arrow is then tossed into the air, and when it comes down it points the way. It will continue to so point for 7 turns.

Saw of Mighty Cutting: A magical saw which will cut through a normal-sized tree in but 6 turns. Consider a normal tree to be approximately eighteen inches in diameter.

Mattok of the Titans: A great mallet which drives great piles into the ground with but a single blow. It will sunder a standard portal (8' high, 4' wide, 2" thick) with one swing. It is too massive to be used in combat by any except Giants, Titans, and the like.

Spade of Colossal Excavation: This shovel will excavate a hole one cubic yard in size in but one turn.

Wings of Flying: These wings may be attached to the back so as to enable their user to fly as if he were a Gargoyle. After using the wings for one hour the person must rest for a like period of time, however, or he will be overcome with weakness.

Cube of Force: The device which projects this force cube is a small carnelian cube, about one inch per side. Three times per day the cube may be pressed so as to cause it to emanate the force field about its possessor. It will enclose an area of 64 cubic feet (8' x 8' x 8'). It moves at a maximum of 6" per turn. Nothing can pass through the force cube, and only the following will bring it down:

Flaming oil or fire in mass
Fire Balls
Lightning
Phase Door

Disintegrate
Passwall
Time Stop
4 Blasts from a Horn of Blasting

The user of the cube may lower the force field at any time he wishes.

Portable Hole: This is a cloth-like piece of very magical material of generally disc-shape. It is approximately 6' in diameter when spread out fully. It creates an extra-dimensional hole 10' deep. The hole can be picked up from the inside or outside, thus either "pulling it in after you" or folding it and storing it like a scarf. There is no oxygen in the extra-dimensional space, so living things can remain in the hole only a short time when it is closed.

Horseshoes of Speed: When attached to a horse, these horseshoes double its movement speed.

Sphere of Annihilation: An absolutely black globe of nothingness, 2' in diameter. Anything which comes in contact with it is completely and irrevocably destroyed, wishes notwithstanding. Control of this item is based on both intelligence and level of Magic-Use. Base probabilities are shown below by level of Magic-Use, and for every factor of intelligence over 12 add 2%.

<i>Level of Magic-Use</i>	<i>Probability of Control/Turn</i>
under 8th	25%
8th	30%
9th	35%
10th-11th	45%
12th-13th	55%
14th-16th	65%
17th	70%
above 17th	75%

The sphere moves 3"/turn. When it is not controlled during any turn it moves directly towards the person attempting to control it. If two or more persons attempt to control the sphere the probability of either controlling it is reduced 10%, and it will move towards the weaker of the two parties. Always check the stronger for control first.

Chime of Opening: A small chime which causes any locked, stuck, held or otherwise held door or portal to open. It is silver and jewel-encrusted, and if not used it may be sold for 30,000 gold pieces.

Pipes of the Sewers: Small wooden pipes which when played summon from 10-60 giant rats in from 1-4 turns. There is a 95% chance of them obeying the piper unless he is distracted from his tune. For each turn of distraction chance for obedience drops 15%.

Lyre of Building: When this instrument is strummed it will negate the effects of a Horn of Blasting for 6 turns. When played to build, treat it as if 100 men had labored for a week. In its first capacity it is playable once per day; in its second it is usable twice per week.

Figurines of Wondrous Powers: These figurines do various things:

Ebony Fly is a tiny figurine of a fly which upon command grows to gigantic size. A man may ride upon its back and travel at the speed of a Dragon (24"/turn). It will shrink back to tiny size upon command also. The fly has an armor class of 5 and 4 hit dice. If it is killed it is destroyed. Usable once per week for up to one day's time.

Marble Elephant is a statuette about the size of a person's hand. Upon command it will grow to the size of the largest elephant (10' tall and over 6 tons weight) and transport the owner and others, or serve as a war elephant or fighter in general, for up to one week's time. Armor class is 4, and its hit dice are 8. If killed the figurine is destroyed. It shrinks upon command also. It can be used once per month.

2 Golden Lions are small figurines which when tossed into a melee become real lions and fight for their possessor until slain. In the latter event they return to their original state as figurines and may be picked up as such. They are usable once per week.

Onyx Dog is a small statuette that has the combined power of a Hell Hound's sensing ability and a Robe of Eyes. When performing alive and in this capacity it will not stop until it has found what the wielder of the statuette wants. It will perform this duty 12 times and then revert to a normal statuette without magical powers. If

killed (treat as a regular wolf for attack/defense 2–8 hit points) all magical properties are lost forever.

3 *Ivory Goats* are separate carvings, each with a different purpose. The correct one must be grasped in order to have it do the desired thing. After use the statuette reverts to a non-magical figurine. THE GOAT OF FLEEING grows to a large animal which travels at 48"/turn even with two riders upon its back. It will travel until it reaches the haven named or for one full day. THE GOAT OF FIGHTING grows to a bull-sized animal with an armor class of 2 and 10 hit dice. It gets 4 attacks/turn: 2 for each horn which are capable of 2–16 points of damage each, and 2 for each front hoof which are capable of from 1–8 points of damage each. If it charges into battle an additional 5–20 points of damage are given to whatever creature it impacts against, horn damage is added, and hoof attacks are ignored that round. THE GOAT OF SLAYING becomes a horse equivalent to a Paladin's mount, while the former horns of the statuette become a lance which delivers double damage upon whatever it strikes and a sword which delivers quadruple damage, when a monster is confronted. If either the possessor of the figurine or the monster is slain, the magical weapons and the horse resume goat-like shape and all magical properties are forever lost.

Wizard's Robe: When garbed in this robe a Wizard has a 95% chance of success when casting the following spells: *Charm*, *Hold*, *Polymorph*. There is a 60% chance the robe will be white (Lawful), a 30% chance it will be gray, and a 10% chance it will be Chaotic (black).

Robe of Blending: This garment is an almost perfect camouflage device, for the wearer matches his surroundings when garbed in the robe. Thus, if in a rocky area he resembles a rock, among Orcs the Orcs believe him to be one of their number, and so on, even to having a correct odor. Creatures above the 10th level, or with 11 hit dice or that equivalent, have a 10% chance/level or die above 10 of detecting a Robe of Blending, and rechecks must be made every 6 turns if the wearer lingers within the area of such creatures. Friendly members of the wearer's party, if any, can detect him without difficulty.

Robe of Eyes: Invisibility, Disappearance Dust, or even a Robe of Blending are useless against any Magic-User cloaked with this garment. He views 24' in all directions as if Appearance Dust covered wherever his eyes alighted. The hundreds of eyes which adorn the robe make detection unavoidable. He can track enemies to their hiding places if they have passed the spot within one day's time. Ambush and surprise is not possible when a Robe of Eyes is worn, for its wearer easily detects hidden enemies.

Robe of Powerlessness: A garment which resembles any one of the other robes listed above, but when it is slipped on the wearer becomes weak, stupid and foolish. Any spells known are forgotten. It requires a *Remove Curse* to be able to shed this robe.

Manual of Puissant Skill at Arms: This set of instructions in the arts of fighting is such that any Fighting-Man who reads it will go up one level immediately after completing such a reading. If a Cleric or Thief reads it he will incur neither gain nor harm, but if a Magic-User peruses even a small section he will lose 10,000 experience points as it is so opposed to his discipline.

Manual of Gainful Exercise: Any person who reads this treatise will immediately acquire another point in their strength rating.

Manual of Bodily Health: Any person who reads this work will immediately gain another point in their constitution score.

Manual of Stealthy Pilfering: A guide to thievery so learned that any Thief who scans its pages will immediately acquire another level of ability. A Fighting-Man or Magic-User who handles it will merely lose 2,000 and 5,000 experience points respectively. A Cleric who glances inside its pages loses 7,000 experience points and suffers from 5–30 points of damage.

Manual of Golems: A study which explains how to build a Golem. There is a 60% chance it will tell how to construct a Flesh Golem, 30% that it will be for the construction of a Stone Golem, and but 10% it will instruct the Magic-User on the forming of an Iron Golem. Any Fighting-Man or Thief who handles the Manual of Golem will take from 5–30 points of damage. A Cleric will lose one level of experience if he handles this work. It takes from 1–3 months to build the Golem, and the cost is 1,000 gold pieces per hit point.

Manual of Quickness of Action: Perusing the pages of this work cause any reader to *immediately* gain one point in his dexterity score.

Book of Exalted Deeds: Any Lawful Cleric who reads this epistle will *immediately* go up one experience level. A Neutral Cleric will suffer the loss of one level of experience. A Chaotic Cleric will lose two levels, and there is also a 50% chance that he will repent of his evil ways and forevermore become Lawful. If a Thief reads it he will take 4–40 points of damage. Fighting-Men suffer no damage when handling it and cannot understand its contents. Magic-Users who read it suffer 5–20 points of damage and the loss of 10,000 experience points.

Book of Vile Darkness: The reverse of the Book of Exalted Deeds, except that a Lawful Cleric will be driven permanently insane if he reads it, and a Neutral Cleric stands a 50% chance of becoming permanently Chaotic. Thieves who read this unspeakable text have a like chance of becoming permanently Chaotic, and they take 2–20 points of damage in any event. Lawful Fighting-Men who handle it take 5–30 points of damage, and Paladins must have a *Remove Curse* and *Dispel Evil* and *Bless* spells read over them within 24 hours or else they lose their Paladinhood forever.

Book of Infinite Spells: Any non-Magic-User takes 5–20 points of damage when initially handling this work, but thereafter may handle it unharmed. It has 24 pages, at least 6 of which are blank. From 3–18 spells can be contained therein. These spells can be either Magical (70%) or Clerical (30%). They can be of any level. When a page with a spell upon it is turned to, the possessor of the work is able to cast as many of these spells as he wishes — providing that the spell is one which he could otherwise use, i.e. Magic-Users cannot use a Cleric spell and the reverse holds true. If the page is turned it can *never* be turned back. Each time a spell is used from this book there is a 10% (non-cumulative) chance that the page will turn of its own accord. Of course, wind, accidental turning, and the like can cause the pages to turn also. The possessor need not have the book with him to benefit from this magic.

Libram of Silver Magic: A monograph on good magic which causes Lawful Magic-Users to gain a full level of experience immediately upon studying it. Neutral Magic-Users take the risk of becoming permanently Lawful if they should page through it (50% chance). Chaotic Magic-Users lose one experience level and take 3–30 points of damage from its study. Any others who touch it take 2–20 damage points.

Libram of Gainful Conjurations: Neutral Magic-Users gain a full level of experience from reading this work. Both Lawful and Chaotic Magic-Users who glance through it take 5–20 damage points.

Libram of Ineffable Damnation: The reverse of the Libram of Silver Magic.

Tome of Understanding: Any person who carefully follows the instructions contained in this tome *immediately* gains 1 point in his Wisdom score.

Tome of Clear Thought: Any person who peruses the contents of this work *immediately* gains 1 point in his intelligence score.

Tome of Leadership and Influence: Any individual reading the pages of this study *immediately* accrues the addition of 1 point in his charisma score.

NOTE: All Manuals, Books, Librams, and Tomes listed above are indistinguishable from one another until opened. Their covers are blank and impenetrable by either *Commune* or *Contact Higher Plane* spells, although a wish will reveal its *general* contents, and a second Wish would reveal its *exact* nature. After being read by one individual the work vanishes completely, unless the reader gained no benefit from the contents. In the latter case he cannot rid himself of the item and must hide it away and guard it against use by someone who could gain from it.

Deck of Many Things: This device is a pack of 18 parchment cards, 4 each of four kinds and 2 jokers. Each of the four in each kind is different. One-half bring beneficial things, and one-half cause hurtful things. The person possessing such a deck may select cards from it four times (or more if jokers are drawn), and whatever is revealed by the card selected takes place. The cards are:

A of Hearts	Immediately gain 50,000 experience points
K of Hearts	Gain Misc. Magic item from the Table of your choice
Q of Hearts	Gain 1–3 wishes to be taken when you like
J of Hearts	Help from a Superhero with +3 armor, shield, and sword for one hour when you call for him
A of Diamonds	Immediately gain map to richest treasure on any dungeon level
K of Diamonds	Gain 5–30 pieces of jewelry immediately
Q of Diamonds	Gain Scroll of 7 Spells, no 1st-level spells on it
J of Diamonds	Add 1 point to any ability score you wish, i.e. strength, intelligence, wisdom, dexterity, etc.
A of Spades	Lose one experience level immediately
K of Spades	Lord with +4 armor, shield, and sword attacks you*
Q of Spades	Immediate death, no saving throw
J of Spades	Monster from 5th-level Underworld Monster Table attacks by surprise
A of Clubs	Change alignment immediately
K of Clubs	Lose your most prized magic item immediately
Q of Clubs	Turn to stone, no saving throw
J of Clubs	Lose 1 point from your Prime Requisite
JOKER	Gain 25,000 experience points immediately <i>or</i> select two additional cards

*all magic items disappear when attacker is defeated

After each draw the card is returned to the pack and it is shuffled again before another draw is made. All four draws need not be made, but the moment the possessor of the deck states he has no intention of ever drawing further cards, or after the maximum number of draws in any event, it disappears. Note: The referee may make up his own deck using the guidelines above.



The Underworld & Wilderness Adventures

TRICKS AND TRAPS: (ADDITIONS)

Giant bubbles which float about in the corridors and rooms of the dungeons. The slightest touch will explode them, causing from 1 to 10 dice damage depending on the level they are on. These bubbles might (1 in 6) contain a gem.

Statues which have from 1–4, 1–6, or 1–8 different actions they perform when approached within 20'. Options are *do nothing*, *point in a random direction*, *point towards the nearest treasure*, *recite a meaningless poem*, *give a rhyming clue to a treasure*, *emit a loud screaming noise*, *pursue and attack*, *offer a real or false map*, etc.

A box of animal crackers which will spring to life when grasped; for example a bear might dump a bowl of porridge on the player's head, a giant fox might demand a bunch of grapes or else he'll attack, a lion will attack unless a thorn in his paw is removed, and so on. At least one of the animals will give some treasure or aid of some sort.

Rooms which emit rays or gases which cause unexpected reactions or force players entering to do things they do not necessarily desire to do, i.e. a room which causes all who enter to wish to attack each other, a room of greed, a geas room, a room which causes a sex to change, a cursed room, etc.

Devices which have numbers of levers, buttons, dials or whatever; and the movement of each will cause a different thing to happen. Typical examples of results: 1) damage to mover; 2) change alignment; 3) become another class; 4) become a monster; 5) lose a level; 6) teleported elsewhere; 7) release various missiles which come out or down within a certain area; 8) open pits or slides; 9) give various treasures; 10) give a magic item; and 11) give some bonus to experience or abilities. There are many more possibilities.

Door which will open only for a certain class of player or to one alignment.

Doors which will open only for monsters.

Doors which will open to allow traffic into an area but not out of it.

Doors which have intelligence (and which are usually malign).

A lengthy corridor 20' wide, at the end of which is a 20' square room which, upon being entered, slides backward with an imperceptible motion, so that when it is left from its opposite side the party is actually traversing a section of the same 20' corridor again. This process can be repeated with one or more additional rooms in series.

A passage which slants down one level to a set of stairs which lead to a door to an elevator room which goes down one or two levels. The exit from the elevator room is another down-slanting passage at the base of which is a slide down. In this way no less than five levels will be descended while the party believes that only two have been descended.

Vegetation which holds (grass is fine for this), entwines (vines or brambles), moves, flails branches (shrubs and trees), shouts warnings, hurls missiles (fruit, nuts, thorns), or emits perfumes which cause death, forgetfulness, sleep or the like (flowers or fruits).

Furniture which is animated to trip, confine, and smother (rugs and carpets) or move about and hug and kick (stools, chairs, divans) or blinds and throws down (tapestries and wall hangings). (Ours is known as the "Living Room.")

- Room complexes which are all parts of a monster, the first room being the mouth, the next the stomach, and so forth.
- Lice or other parasites which turn to germs or burrowing killers if removed from the body of a recently killed monster.
- A pit which is also a transporter, sending anyone who falls into it into an exactly similar pit (or elsewhere).
- Slides at the bottom of pits which lead to a monster.
- A great bas-relief face which if looked upon will either bestow some worthwhile knowledge or increase to the beholder or else cause him to save versus magic or else be turned into a wart on its face or something similar (see A. Merritt's FACE IN THE ABYSS for a good example).
- A wishing well which gives fulfillment of wishes according to the value of the item tossed within it. Of course, some wells are inhabited by a horrible monster who hoards treasure.
- Treasures which are hidden as part of the monster: Fur that is of great value, gem eyes or claws, horns of precious material, creatures whose hard shells are actually shields of magical value, magical teeth and fangs, gizzards full of gems, hollow horns with magical items inside, spikes which are platinum, and so on. (Checking this all out requires a lot of time . . .)
- Chests and cases with false bottoms and hidden compartments, so the entire treasure is difficult to find. For example, a wand might contain a secret compartment with a highly valuable magic ring.
- Statues with a small piece missing; if the missing portion is found and replaced, the statue turns back to its original form and serves the person. A Cyclops with a missing eye, for example, which is a very large diamond held by a nearby monster. If the eye is found and replaced the Cyclops will serve for a limited period of time. Of course, some such statues are Stone Golems which will attack when made whole.
- Have an area where magical items are forged and constructed, run by next-to-unbeatable creatures. For an exorbitant price these items can be purchased, but there is no guarantee that they will actually work. Examples of prices are: trades for a number of other items greater in overall value than the desired item; the entirety of a Red Dragon's hoard; some item in the possession of an Evil High Priest, Wizard or demi-god.
- A hall of gambling where there are some great items to be won, but where the stakes are large amounts of money or magic items and the games are fixed. (Teach the players that you can't expect to get something for nothing!)
- Items such as rings, apparel, weapons, etc. which cause bickering, and discord, thus bringing more monsters to the sound of the loud arguing.
- Items which cause their wearer to immediately shrink to a minimus, requiring a Growth Potion to restore normal size once again.
- Items which cause warning devices to fail and alertness to wane, thus ESP doesn't work, secret doors are missed, slanting passages go undetected, and so forth.
- Treasures protected by force fields. The force fields will give damage if touched, but levers and buttons nearby will have a chance of lowering the field. Naturally, most of these switches will cause bad things to happen.

Monstrous Tricks and Combination Monsters: (Additions)

Animals which appear to be perfectly harmless but are deadly:

Oxen which are cross-bred with Gorgons, small lizards which are able to breathe fire, creatures which grow to huge size if approached too closely, or animals which turn to some horrid monster if touched are typical examples.

A giant with faces or multiple heads which can never be surprised, and with four additional eyes is able to see invisible and hidden objects and coordinate no less than two attacks per melee round.

Giants known as "Rock Giants" which so closely resemble stone that they can be detected seldom (1 in 12 is a good ratio).

Fire-resistant mummies. Many players will get used to frying these monsters with oil, but watch the fun when they run into one of these critters!

Skeletons who are able to hurl their finger joints as if they were magic arrows.

Monsters which are in endless supply due to a magical point of origin. "Greyhawk" had a fountain on its second level which issued endless numbers of snakes.

Containers which are filled with a gas or liquid which turns into a monster if the gas or liquid is dispensed.

Similar types of monsters who dwell and act together such as:

A Medusa riding a Gorgon, or one who has a pet Basilisk and a pet Cockatrice.

An Efreeti riding a Red Dragon, or an Efreeti with Salamanders as servants, or an Efreeti with a pet fire-breathing Hydra.

A Frost Giant riding a White Dragon.

Dissimilar monsters who still act in combination such as:

A Troll with a magic spear riding a Purple Worm.

A Lord with magical arms and armor riding a Wyvern.

An Ogre-Mage mounted upon a Manticore.

An Evil High Priest riding a Chimera.

Hero/Warlock Elves mounted upon Lammasu.

Thieves with Bugbear guards.

A Cloud Giant riding a Tyrannosaurus Rex.

A Wizard with a pack of Hell Hounds.

Mars mounted upon Talos' shoulders.

Of a similar nature are monsters which appear to be something other than they actually are such as:

An Ogre Jelly monster which appears to be a mere Ogre, but. . .

A Snake which is actually Gray Ooze.

A Giant Spider-like Black Pudding.

A Symbiotic Dragon which spits Ochre Jelly, Black Pudding, etc.

A seeming Golden Dragon which is actually mobile Yellow mold.

The possibilities here are numerous and very deadly, and these combinations should only be used sparingly or very deep in the dungeons.

MONSTER LEVEL TABLES: (Change)

1	Die	2	Die
Kobolds	1	Hobgoblins	1
Goblins	2	Gnolls	2
Orcs	3	Zombies	3
Skeletons	4	Ghouls	4
Giant Rats	5	Warriors	5
Centipedes	6	Conjurers	6
Bandits/Berserkers	7	Robbers	7
Spiders	8	Theurgists	8
Stirges	9	Burglars	9
Footpads	10	Giant Toads/Ants	10
Dwarves/Elves	11	Bugbears	11
Gelatinous Cube	12	Carrion Crawler	12

3	Die
Wights	1
Heroes	2
Swashbucklers	3
Thaumaturgists	4
Magicians	5
Cutpurses	6
Sharps	7
Harpies	8
Wererats	9
Giant Snakes/Spiders	10
Giant Weasels/Hogs	11
Ochre Jelly	12

4	Die	5	Die
Doppelgangers	1	Trolls	1
Wraiths	2	Ogre Magi	2
Gargoyles	3	Superheroes/Paladins	3
Ogre	4	Wyverns	4
Evil Priests	5	Spectres	5
Myrmidons	6	Mummies	6
Enchanters	7	Druids	7
Pilferers	8	Hell Hounds	8
Shadows	9	Invisible Stalkers	9
Giant Beetles	10	Minotaurs	10
Giant Scorpions	11	Manticores	11
Lycanthropes	12	Lammasu	12
Carnivorous Apes	13	Cockatrices	13

Owl Bears	14	Sorcerers/Necromancers	14
Displacer Beasts	15	Thieves	15
Blink Dogs	16	Salamanders	16
Phase Spiders	17	Hydra (6-8 heads)	17
Giant Ticks	18	Umber Hulks	18
Will O' Wisps	19	Rust Monsters	19
Rust Monsters	20	Giant Slug	20

6	Die		
Giants	1	Hell Hounds	11
Titans	2	Lords/Paladins	12
Hydra (9 & more heads)	3	Efreet	13
Dragons	4	Beholders	14
Golems	5	Evil High Priests	15
Basilisks	6	Wizards	16
Gorgons	7	Master Thieves	17
Fire-Breathing Hydra	8	Lich	18
Chimeras	9	Purple Worm	19
Vampires	10	Rust Monsters	20





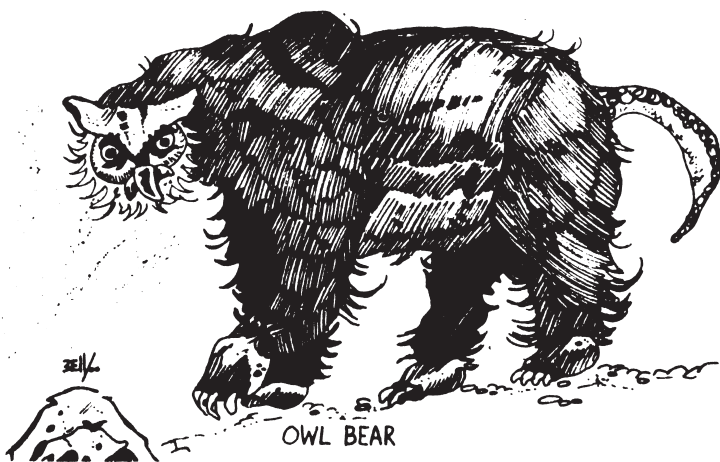
BUGBEAR, GHOUL
AND FRIENDS

Page Correction or Addition

- 5 *Dwarves*: All dwarves add +1 to hit probabilities, and subtract -1 from chances to be hit, when fighting the "Giant Class."
Elves: All elves add +1 to their hit probabilities when using sword or bow.
Halflings: All halflings add +3 to hit probabilities when using the sling.
6 Add Halflings* to the columns *Law* and *Neutrality*.
13 **ALTERNATIVE COMBAT SYSTEM**: *Defender's Armor Class* 5 vs. *Dagger* should read "-1."
15 *Magic Armor Effects...* : Chainmail and +1 (shield) should be *Armor Class* 3 (not 2).
21 *7th Level Cleric Spells* should include: 11. *Gate*
26 *Extension III* should be shown under *6th Level* spells. Add to the *7th Level* spells: "*Gate*: Same as *Magic-Users' Gate Spell*."
30 *Speak With Dead*: 15th–20th level clerics can converse with creatures dead up to 12 months.
Holy Word: Other effects of the spell are:

	<i>Move is</i>	<i>Fight at</i>	<i>Can cast spell</i>
9th–12th level	normal	-2	50% chance
5th–8th level	nil	cannot	nil
under 5th level	—	—	—

- 37 **BEHOLDERS**: If attacked from above all of the small eyes can function simultaneously, but the large eye cannot if they do so. 25% of all hits are upon eyes; 40% of eye damage is on the central eye.
40 **HOMUNCULUS**: This creature is made and animated only through a special formula involving the talents of both an Alchemist and a Magic-User and is the servant and counterpart of the latter. The Alchemist will require no less than 1–4 weeks, 1,000 Gold Pieces expenditure, and a pint of the Magic-User's blood. When the Homunculus is finished it will be man-like in form, about 18" tall, have a greenish, reptilian skin, leathery wings, and a bat-like mouth with teeth passing on a venom which causes sleep unless the party bitten saves vs. magic. Although the Homunculus cannot speak, it knows what the Magic-User knows, and the latter is able to see and hear through the creature's eyes and ears. There is a telepathic link between the Magic-User and his creature, and the Homunculus can be controlled up to 36" away from its master. It will never willingly pass from this maximum range. If the Homunculus is killed the Magic-User immediately suffers 2–20 points of damage.
GOLEMS: Golems are created by ultra-powerful (or ultra-knowledgeable) Magic-Users. They are generally slow of movement but super-powerful. There are three basic types of Golems:
GOLEMS: *Flesh*: Hit Points 40, Movement 8", Armor Class 9; *Stone*: Armor Class 5; *Iron*: Armor Class 2.
49 *Rod of Resurrection*: (This should read) A rod which allows its user to resurrect just as if he were a 15th-level patriarch. It is usable but once per day. It contains 20 charges, and it cannot be recharged.
54 *Gem of Seeing*: (Insert this before the *Jewel of Attacks* ...) This jewel allows the user to see hidden, invisible, out-of-phase, or astrally projected things. The user may not be moving when it is being used. It requires a full turn to scan a 20' wall section or a space volume of 20' square. Range: 3".
55 *Talisman of Lawfulness*: Range: 3".



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