Engines & Empires

CORE RULES

By JOHN D. HIGGINS

RELATIVE ENTROPY GAMES

Engines & Empires

CORE RULES

Engines & Empires

CORE RULES

FOR OLD-SCHOOL STEAMPUNK
FANTASY ROLE-PLAYING CAMPAIGNS

JOHN D. HIGGINS

R ⨯ E ⨯ G

CONTENTS

PREFACE

When I published the first version of *Engines & Empires* back in 2008 (has it really been nine years!?), I had very different priorities. Back then, I was still riding high on the joy of having just cast off the shackles of 3rd edition "d20" gaming, with all of its needless complexity and its catering to the whims of munchkins, min/maxers, optimizers, and system-masterers. In my undergraduate days, I discovered a copy of the 1991 *Rules Cyclopedia* on the shelf of a Half-Price Books in Lawrence, Kansas, and on the spot I fell in love all over again with the same basic rules I'd played in my earlier youth.

What I found really magical about those rules, though, was not their simplicity or their elegance. Rather, it was the seemingly inexplicable fact that they bore such a close resemblance to the original *Final Fantasy* on the NES. Here was an RPG where the core rules had level tables that casually blew past 20th level without comment; where fighters promoted into paladins at 9th level and started casting clerical spells (without even having to deliver a rat's tail to Bahamut); where mystics and druids hung out in the front of the book alongside the four more traditional main classes—they might as well have been called "black belts" and "red mages", because to me, that was exactly what they were. I thought that I had discovered something extraordinary about the origin of my favorite video game, and there, in my very hands, was the thing that I had sought, wished for, and tried to create, but never could quite manage to pull off with 3rd edition: a pitch-perfect *Final Fantasy* tabletop RPG. And —bonus—it had the elf, dwarf, and halfling classes (**classes!**) there to give the proceedings just the right *soupçon* of Tolkien. It was brilliant and incredible, and all it lacked were some rules for guns and science and technology (you know, just in case someone ever wanted to play a gruff airship-pilot named Cid, who was so badass that he lit sticks of dynamite with his ever-present cigarette).

Time and experience are the best of teachers, though, and years of actually playing *E&E* have taught me a great deal about what makes a good RPG. Many of the tweaks and changes that I made for the original *Campaign Compendium* (ostensibly to make the game more "narrative") were in fact bad design choices. The old emphasis on high level play turned out to be glaringly pointless. Most of all, though, I've learned that there's little reason to worry overmuch about compatibility with other OSR games. These days, everybody simply "rolls their own" (and leaves conversion work to individual game-tables); and so that's what I've decided to do here. What you see before you now are the core rules to a standalone RPG, not strictly compatible with anything else, but easy enough to convert where necessary.

This new edition represents another casting off of old shackles. I no longer ascribe to the narrativist philosophy (indeed, these rules will seem like something of a regression in that respect, with their emphasis on XP-for-treasure and the removal of the old skill system). I no longer need for this game to feel like a video game; *Retro Phaze* exists now to scratch that particular itch. And no more will *E&E* be straitjacketed to any old rules or traditions purely for their own sake. Those which have been included in this book are here because I use them when I play, and they've been proven to work.

The World of Gaia setting (whose existence as a fantasy setting actually predates *E&E*) is now separate from the *E&E* core rules. These rules are setting-agnostic; and Gaia is now to be found in its own book, one mostly system-agnostic. This is for the best: *E&E* and Gaia were created at different times, to serve different purposes—and there are many other settings (like the forthcoming *Lands of Ælyewinn* and *Shade Isle*) that *E&E* can serve.

—John D. Higgins
17th June, 2016

INTRODUCTION

ENGINES & EMPIRES™ is an old-school steampunk and fantasy role-playing game. There's quite a lot there to unpack, but since it's fashionable these days to begin a new role-playing campaign with a "buy-in" session to make sure that the referee and all the players are on the same page, perhaps role-playing games themselves should also be more upfront about their basic assumptions.

Old-School

The hallmarks of an old-school RPG are these:
• Characters are "generated" by random rolls of the dice, not "built" by players from a set of character-creation rules. There is no optimization mini-game.
• The referee is the game's absolute authority and is to be impartial with respect to player and non-player characters alike. He doesn't favor the players *or* the monsters.
• Bad things can happen to good players, and the consequences of ill luck or a poor decision can be permanent, just like in real life. There are no safety-nets in place to ensure that any given character is the protagonist of a story; the "story" is what happened while you were playing, and the protagonists are the smart or lucky survivors.
• No player character is entitled to any item, spell, or other reward that they cannot earn through playing the game.
• On the flip side of that coin, the referee must always strive to apply the rules consistently and fairly. While it is a truism that the rules are merely guidelines that exist to serve the game, a referee who fudges rolls, suspends or ignores a rule on a whim, or (the worst sin of all) manipulates an outcome or moves an encounter into the players' path, fixing things so as to negate their choices, is *cheating*.

Steampunk

As a genre, steampunk has something of a poor reputation nowadays. Compared to other genres of speculative fiction—hard science fiction, space opera, horror, superheroes, weird tales, all flavors of fantasy, cyberpunk—steampunk is all too often criticized as too "superficial". It's derided and dismissed as a mere design or fashion aesthetic, more concerned with sewing gears into clothing and wearing goggles over top hats than with any deep themes.

What a perverse lack of imagination this viewpoint reveals! To be sure, the same charge of shallowness could be (and assuredly has been) leveled at other genres of speculative fiction in the past. But no serious critic nowadays would dispute the fact that science fiction and fantasy have intrinsic value, or that there are exemplars to be found in the canons of literature and cinema that showcase perfectly well the power of speculative fiction to address aspects of the human condition in ways that realistic genres simply cannot.

Steampunk has just as much potential as any of its fellow speculative genres. And, while it is emphatically not the purpose of a tabletop game to delve deeply into literary "themes", those associated with steampunk are certainly ripe fodder for high adventure. Steampunk, so inextricably intertwined as it always is with Victorian England, cannot help but touch upon the themes of industrialization, colonialism, warfare, and social class or caste. Any one of these can be a fine impetus for a character to put aside a normal life and become a professional adventurer, treasure-hunter, or soldier of fortune.

Fantasy

The *de facto* standard setting for a role-playing game is familiar to all: the "high-fantasy" Europe analog, with its elves and dwarves, wizards and dragons, castles and princesses. We all know what it looks like; and most of us have internalized quite completely all of its tropes and clichés.

But clichés inevitably provoke backlash. Whenever a standard formula emerges in fiction, there will always be creative types ready to rebel against the status quo. The OSR's reaction to the primacy of high fantasy has generally been a retreat into "low fantasy" (or "swords & sorcery"). We all know all of these tropes and clichés too: muscle-bound barbarians in loincloths; scantily-clad, nubile slave-girls; jungle-dwelling ape- or serpent-men; cults dedicated to elder gods and Yog-Sothothery; ritualistic evil sorcery; and ancient aliens or lost civilizations.

These lattermost tropes brush up against a third much beloved sub-genre: science fantasy. In science fantasy (and its close cousins, the weird tale and the sword-and-planet story), the technological and the supernatural live side-by-side and play off one another as point and counterpoint, just as much compliments as they are opposites. The technology in such tales is always perfectly distinct from the magic—it is the realm of the extraordinary-but-*possible*.

Engines & Empires aspires to be a kind of pulp science-fantasy, but "pulp" meant in the sense (perhaps adulterated) of a certain kind adventure story where a veteran of the Great War, a whip-cracking archaeologist, an inventor and mechanic who built his own supersonic jet, and a methodical detective from the Yard can all team up to stop a fascistic cult form summoning the occult powers of an ancient Norse god and taking over the world—"pulp" itself as a genre.

But more than that, *E&E* is steampunk *fantasy*, which is to say, steampunk mixed in equal measure with the outward trappings of high fantasy. It caters to worlds where gnomes and goblins build infernal machines; while elves and fairies and other magical beings either change with the times and adapt, or dwindle away, whelmed by the un-

stoppable tide of industry. This is an uncommon little niche of a genre, but it needn't be thus. After all, the loss of elves and their magic from a world predestined to become modern and industrialized is an important theme in *The Lord of the Rings* and other elegiac high fantasies.

This particular blend of genres has what is perhaps its best exemplar, though, in a computer game from 2001—*Arcanum: Of Steamworks and Magick Obscura.* Players who are interested in exploring steampunk fantasy as a unique genre unto itself are thus advised to begin there.

Role-Playing Game

The author will be forgiven for presuming that anyone capable of finding their way to this book already knows what role-playing games are and how they are supposed to work. Therefore, in place of the horrid and by-no-means-necessary "example of gameplay", I here present a list of useful equipment for playing the game:

• *E&E* makes use of traditional polyhedral dice: d4s, d6s (plenty of these), d8s, d10s, d12s, d20s, and d%s. If you can obtain some d3 and d5 dice (preferably of the sort which are d6s marked 1–3 twice and d10s marked 1–5 twice), you'll be glad for it.

• Gridded playing surfaces and miniature figures are not by any means necessary, but they can be helpful at times.

• Two decks of playing cards with differently colored backs can be used for determining initiative in combat.

• If you want to enjoy the full impact of the magic system, it also helps to have a pack of tarot cards and a set of rune stones. They can be used to determine the outcome of magic gone horribly wrong (see Chaotic Surges, pp. 47–48).

• Since much of the fun of role-playing games comes from exploring ruins and dungeons and such, the players are going to want to keep on hand a generous supply of gridded graph-paper for the purpose of mapping their adventures. Hex-gridded paper is also recommended for mapping the players' outdoor travels and for certain kinds of natural cave-complexes or deep underground environments.

• Finally, of course, every game requires one put-upon referee and at least two players ready to exercise their wits and imaginations.
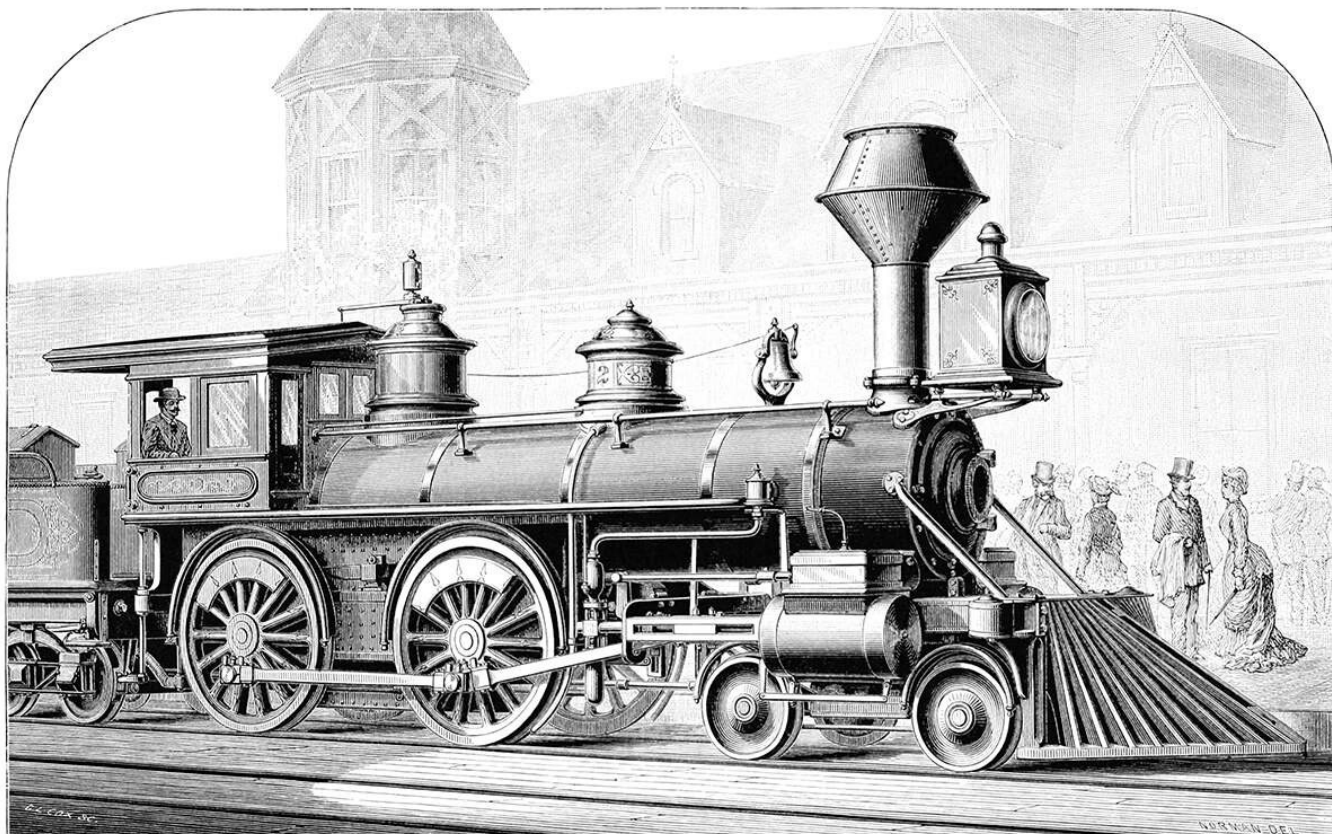
CHAPTER ONE:
THE PLAYER CHARACTER

THERE is no game without players, and the players have no toys to play with until they have characters to run. So it comes as no surprise that practically every role-playing game since the genesis of the hobby has begun by defining the features and components of player characters (PCs). In *Engines & Empires*, characters have only a few major components: some **attribute scores,** a **character class,** and **background skills.**

The Attribute Scores

Attributes are a character's basic "stats": a set of four scores which define how strong, agile, smart, and spirited a character is. These four attributes are called Strength, Dexterity, Intellect, and Charisma. They represent a combination of both inborn talent and a lifetime of education—which is to say, both nature *and* nurture.

The scores are ranked on a scale from 1 to 20, although player characters will usually only have scores in the 3 to 18 range, because (in keeping with that fine auld tradition) the scores are generated by throwing three six-sided dice (3d6) and summing the results for each. Generally, this operation is carried out four times in strict order, assigning the first roll made to a character's Strength, the second roll to Dexterity, the third to Intellect, and the last to Charisma.

After one has finished generating a complete set of attribute scores, it's best to take a quick glance at them. Add up all four scores: if the total is 42 or greater (this is an easy threshold to remember, since it is, of course, the answer to life, the universe, and everything; it also happens to be the mean result of a roll of 12d6), then the character is considered playable and must be kept. If the sum is 41 or less, however, the character may be discarded, and a new set of attribute scores may then be rolled. (This is known colloquially as "the mulligan rule".)

Next, it's time to select a character class. Players ought to take great care at this point: their choice of character class may either finalize their stats, all but setting them solidly into stone for the remainder of the game; *or* it will shortly wind up swapping one pair of scores around. This depends on whether the player elects to play a human or "demi-human" character. Demi-humans are humanlike beings with a connection to (or ancestors from) the world of Faerie.

Character Class

The core rules of *Engines & Empires* include seven common character classes. The four human classes—these are the **fighter**, **expert**, **mage**, and **tech**—are expected to be found in just about every *E&E* campaign. It would take an extraordinary circumstance (such as a setting without magic, thereby eliminating the mage class) to disallow one of these four classes. Also included, by way of example (since these are always going to vary from one setting to another), are three demi-human classes: the **elfin adventurer**, the **goblin sapper**, and the **dwarfish ranger**.

The four human classes are the basic building-blocks from which the demi-human classes are made. All human adventurers belong to a single character class (viz. fighter, expert, mage, or tech), and as they grow in power and experience, they may rise as high as the 10th experience level in their class. The demi-human adventures, on the other hand, have special "combination" classes. An elfin adventurer, for example, combines the abilities of a fighter and magician; a goblin sapper is both a fighter and a technologist; and a dwarfish ranger operates as both a fighter and an expert. Demi-humans can attain a maximum of 8th level.

Each of the four basic character classes tends to work best when the character has a good score (ideally 14 or better) in its primary attribute. The correlations are:

Class	Primary Attribute
Fighter	Strength
Expert	Dexterity
Tech	Intellect
Mage	Charisma

Electing to play a demi-human, meanwhile, may cause two of your scores to swap position. Every non-human race in *E&E* has one favored attribute and one disfavored attribute. If it so happens that the disfavored score is the higher of the two, they must be exchanged:

 • Elves favor Charisma and disfavor Intellect. If you want to play an elf, but the Intellect score that you rolled is higher than the Charisma score that you rolled, exchange those two scores so that the Charisma score is higher.

 • Goblins are the opposite of elves: they favor Intellect and disfavor Charisma. If you wish to play a goblin, but you rolled a higher Charisma than Intellect, you must exchange the two scores so that the Intellect score is higher.

 • Dwarfs favor Dexterity and disfavor Strength. If you opt to play a dwarf, but you rolled a higher Strength than Dexterity, swap the two scores.

The classes that a given demi-human race may belong to, and the attribute scores each one favors or disfavors, can vary quite a bit from setting to setting.

What About Alignment?

It's traditional in old-school fantasy games to explicitly define each character's morality: good or evil, lawful or chaotic, neutral or un-aligned. *Engines & Empires* quite intentionally dispenses with this formality. Characters will do good or ill as each player directs; their morality is their own to judge.

As for Law and Chaos, these are cosmic forces beyond the ken of mortals. In *E&E*, most humans are Lawful-aligned *by definition*– Law is that which pertains to the societies of mortal men. Mages are the exception: since they bridge the gap between the mundane world of men and the eldritch world of all things supernatural and monstrous, mages (and all demi-humans) are Neutral-aligned. Use this as a guideline if you feel the need to import some alignment-affecting spell, item, or monster from another OSR game.

Background Skills

Player characters are adventurers first and foremost. It is assumed that they've spent most of their lives learning to fight or cast magic or build gadgets. If the character were a great blacksmith or physician or musician or salesman, they likely wouldn't be an adventurer at all.

But all adventurers have a backstory: a history that explains just why some scrappy youth picked up a sword or a spell-book or a spanner-wrench and then decided to take up the life of a mercenary treasure-hunter. Along the way, they most likely picked up at least one side-profession or skill that may yet prove useful in the future. A character isn't just a fighter or a mage: they're a fighter who used to apprentice with a swordsmith or a mage who learned to be an apothecary while they were studying their first spells. The particular skill may be chosen by the player or rolled at random, as the players and referee prefer.

Some characters actively seek out these kinds of extra skills, because they rely upon such practical knowledge even as adventurers. The whole point of the expert class is to represent these sorts of characters. Experts are a catch-all category for anyone who isn't primarily a fighting-man, a spell-caster, or a technologist: burglars, artisans, diplomats, merchants, scouts, scholars, entertainers, and so on.

Explanation of Attributes

Attribute scores provide a rough idea of how tough, quick, smart, etc. a character is. But they also have two concrete effects in the game: they determine a character's chance to pass a kind of die-roll known as an *attribute check* (or *skill check*), and they apply a positive or negative *modifier* (or *adjustment*) to the character's other statistics.

Attribute checks are always rolled on a twenty-sided die (1d20). The referee will call for an attribute check whenever the character attempts to do something of significance that may fail (due to either the inherent difficulty of the task or to unusually difficult circumstances), *and for which the consequences of failure would be interesting.* All of these listed components are important: the referee shouldn't be calling for die rolls when the character is attempting to do something they're obviously competent at, or when failure is of no interest or consequence to anyone. Of course, this is always a judgement call on the referee's part.

The base chance ("TN", or *target number*) to pass an attribute check is derived from the score itself: cut the score in half, round down any fractions, and add 2 to the result. For example, a character with a Strength score of 11 has a 7-in-20 chance to pass a Strength check (11 halved and rounded down is 5; and 5 + 2 = TN 7). This means that a roll of 7 or lower on 1d20 passes the check, and the character succeeds at whatever they were attempting to do.

Score	Check TN	Modifier
1	2-in-20	−2
2–3	3-in-20	−2
4–5	4-in-20	−1
6–7	5-in-20	−1
8–9	6-in-20	±0
10–11	7-in-20	±0
12–13	8-in-20	±0
14–15	9-in-20	+1
16–17	10-in-20	+1
18–19	11-in-20	+2
20	12-in-20	+2

The attribute modifier is also derived from the score by a formula: halve the score, drop any fractions, subtract 5, halve the result and drop any fractions once again. The resulting number may be positive or negative, and it is used to adjust certain other stats. Note that the
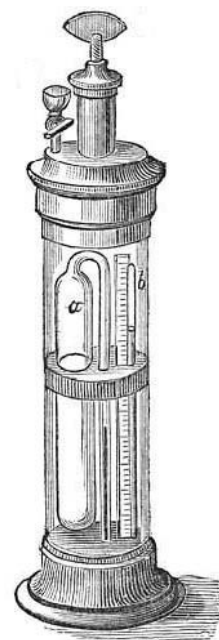
vast majority of characters will have no modifier associated with most of their scores, with only the odd high or low score conferring a +1 bonus or a −1 penalty on occasion. Only a rare score of 18 can grant a +2 bonus!

Strength (Str)

The Strength attribute represents a character's raw muscle, physical toughness, and athletic prowess. Strength checks may be called for whenever a character attempts to lift up something heavy, force a stuck door, hold their breath for a long time, endure physical discomfort, climb a wall, leap a chasm, swim, or perform other athletic feats.

A character's Strength modifier adjusts all to-hit rolls made to strike someone in hand-to-hand (or "mêlée") combat. Strength also adjusts a character's total hit points (hp) at certain experience levels: you apply your Strength bonus (or penalty) to your character's hit point total once at 1st level, and then again at the 4th and 8th experience levels. A character with a +1 Strength bonus, for example, is +1 to hit all of his enemies with hand-to-hand weapons (or with bare fists, for that matter); and gets one bonus hit point at the start of the game, another bonus hit point upon reaching 4th level, and a third and final bonus hit point at 8th level.

Strength also affects a character's chance to heal naturally from rest during an adventure (see pg. 39).

Dexterity (Dex)

Dexterity represents a character's balance, aim, hand-eye coordination, manual deftness, and (to whatever extent not already covered by Strength) bodily agility and athleticism. Dexterity checks are rolled when a character tries to balance on a narrow or slippery surface, to sneak around without making any noise, lift a golden idol off a pressure plate and quickly swap it for a piece of deadweight, to pick a lock, or to disarm a mechanical trap.

A character's Dexterity modifier adjusts all to-hit rolls made with missile or ranged weapons, whether thrown or fired: javelins, darts, bows and crossbows, guns. Dexterity also adjusts a character's Armor Class (AC), but in reverse: because a low AC is good and a high AC is bad, Dexterity bonuses *subtract* from AC and Dexterity penalties *add* to it.

Intellect (Int)

This attribute represents a character's wits, perceptiveness, reasoning, memory, broad knowledge, and education. An Intellect check may be called for whenever a character tries to recall an obscure fact, puzzle out a strange riddle, notice a hidden clue, find a concealed door, or discern whether someone is lying to them.

A character's Intellect modifier applies directly to that character's chance to make a saving throw (SV) in order to avoid danger or to lessen the effects of most miscellaneous sources of harm (traps, magic, the special attacks of monsters, etc.). Intellect also has a special effect on a character's facility with languages, as follows:

• A character with Int 1–3 is simple-minded, functionally illiterate, and probably has trouble with verbal expression.
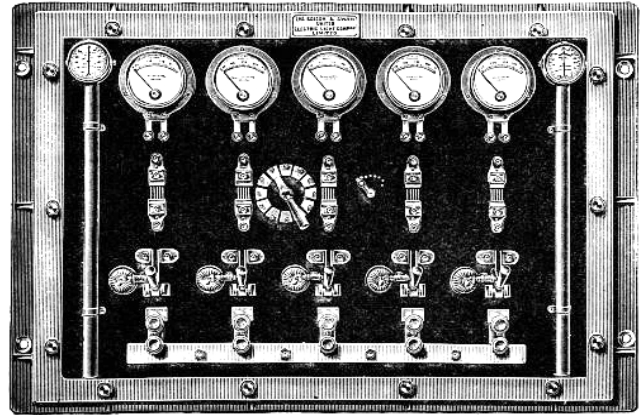
• A character with Int 4–7 can speak their native language well enough but probably has some difficulty with reading and writing.

• A character with Int 8–13 speaks, reads, and writes their native language normally.

• A character with Int 14–17 starts the game completely bilingual, fluent in both a native language and a second (bonus) language.

• A character with Int 18–20 is trilingual and adds a third language for free.

Note that even with a low Intellect score, a character may belong to any class the player chooses. A mage with low Intellect can still read spell-books and magical scrolls; the character is simply operating on a level more intuitive than intellectual. A tech with a low Intellect score can still learn schematics and formulas; that character will just have a rough go of it building gadgets and inventions that don't break down or backfire all the time.

Charisma (Cha)

Charisma represents a character's willpower, presence of mind, guts, poise, personal magnetism, leadership ability, and spiritual "aura". Charisma checks are mostly called for when characters are interacting socially: trying to persuade, bluff, intimidate, or negotiate. They can also be used when the referee needs to determine whether a character can resist a temptation, show courage in the face of danger, and other such functions of willpower.

The Charisma adjustment gets applied to two special kinds of die-rolls: *reaction rolls* made when encountering potential enemies or allies for the first time, and *morale checks* made to keep troops, henchmen, or hired followers under a character's command from fleeing like scared little children when the going gets tough.

Charisma is also the attribute which represents a character's innate magical or psychical aptitude (or, depending on what you believe about the nature of magic, it measures divine grace and the favor of the gods). Charisma has a direct impact on a character's ability to work magic, as checks of this attribute are called for whenever a mage attempts to perform a magic trick or work an arcane ritual.

Character Classes—Humans

By default, most adventurers are human, and human adventurers can belong to any one of four standard character classes: fighter, expert, mage, or tech. Humans (and *only* humans) may surpass the 8th experience level in their class, possibly rising as high as 10th level; but a human can only ever have one character class.

Each class works best when you have a good score in that class's primary attribute: Str for fighters, Dex for experts, Int for techs, or Cha for mages. Let your attribute scores *inform* your choice of character class, but don't just let the dice make the decision for you. A character can still function in any class, regardless of their stats.

Common Terms

In addition to their several special abilities, the character classes are defined by their differing progressions in various quantities:

• *Experience Points* (XP) are accumulated by finding treasure and defeating enemies. A character must accumulate the listed total of XP in order to attain the corresponding experience level.

• *Hit Points* (hp) are a measure of how much physical damage a character can sustain before they become wounded. Strength modifies hit points at certain levels only.

• *Fighting Capability* is a character's base bonus on to-hit rolls made when attacking with weapons. Attack rolls are always modified by either Strength or Dexterity.

• *Saving Throw*, appropriately enough, is a character's base chance in 20 to roll a successful saving throw. A character's Intellect adjustment modifies this value.

• *Special Abilities* are qualities totally unique to that character class.

The Fighter

Warriors, soldiers, martial artists: fighting men form the backbone of any adventuring party. They live or die by the strength of their arms, the sturdiness of their armor, and their ability to think tactically on the battlefield.

Fighters come from the ranks of town guards, tavern-brawlers, and veteran soldiers who have seen enough action to know that they want more of it. From the frontlines of a skirmish, fighters naturally slide into the role of leaders in an adventuring party; and as they gain experience, they may come to lead a band of men-at-arms, a mercenary company, or even a whole fiefdom or kingdom.

FIGHTER EXPERIENCE LEVELS

Lv	XP	HP	FC	SV	Special
1st	0	8*	+1	7	Combat Training
2nd	2,000	12	+1	7	Heroic Fray (1 HD)
3rd	4,000	16	+2	8	–
4th	8,000	20*	+3	9	Heroic Fray (1+ HD)
5th	16,000	24	+3	9	1½ Attacks per Round
6th	32,000	28	+4	10	–
7th	64,000	32	+5	11	–
8th	120,000	36*	+5	11	Strength +2
9th	240,000	40	+6	12	2 Attacks per Round
10th	360,000	44	+7	13	Heroic Fray (2 HD)

* Cumulative Strength modifier to hit points applies separately at each of these levels.

Special Abilities

The following are special abilities of the fighter.

Combat Training. A fighter automatically causes greater damage with weapons (or bare fists) than characters of all other classes (and most monsters that wield weapons). All weapon damage caused by a fighter is increased by one die size, up from the weapon's base damage.

Base Damage	Fighter Damage	"Half-Attack" Damage
1d2	1d3	1 point
1d3	1d4	1d2
1d4	1d6	1d3
1d6	1d8	1d4
1d8	1d10	1d5
1d10	1d12	1d6

The Heroic Fray. From 2nd level onward, when a fighter engages a group of enemies which all have 1 hit die or fewer in hand-to-hand combat, the fighter is entitled to make one attack per level of experience against the targets in that group (regardless of how many or how few of them there are). A high-level fighter gives up his usual multiple attacks (see below) when involved in a heroic fray.

A 4th level fighter can engage in a heroic fray with foes that have 1+ hit dice or fewer, while a 10th level fighter can enter a fray with enemies that have 2 hit dice or fewer.

1½ Attacks per Round. Whenever a fighter of 5th level or greater attacks an enemy in mêlée combat, with thrown weapons, or with certain missile weapons that permit rapid fire (such as a bow, a revolver, or a repeating rifle), the fighter is entitled to two attacks each combat round; but the second attack is a "half" attack which causes only half the amount of damage it usually would on a successful hit (see the above table). Note that any damage "riders" or secondary effects (such as from an enchanted or high-tech weapon) operate normally and are not reduced in effectiveness for being part of a "half" attack.

Strength +2. At 8th level, the fighter's Strength score increases by 2 points, up to a maximum of 20. (If this bonus would cause the fighter's Strength to surpass 20, any excess points are simply lost.)

Two Attacks per Round. A 9th level fighter's multiple attacks improve, thereafter causing full normal damage with the second attack, just like the first.

The Expert

Experts are characters who take ordinary, everyday skills and put them to use for an adventuring party. An expert might be a former craftsman, trader, street-thief, or noble. All walks of life can teach sundry skills which may prove very useful on an adventure.

A burglar knows how to pick locks, which applies to dungeons as well as private homes. Aristocrats are very often schooled in diplomacy and finance. Tradesmen, too, can turn business sense or manual skill to the benefit of a group of treasure-seekers. An expert could also be an adventuring scholar or historian. Most experts eventually become all of these and more, amassing unto themselves a diverse array of skills (and languages) to complement the abilities of their sword-, gun-, and spell-slinging comrades.

EXPERT EXPERIENCE LEVELS

Lv	XP	HP	FC	SV	Special
1st	0	6*	+1	7	Expertise (×2)
2nd	1,200	9	+1	7	Lucky Shot 1–2
3rd	2,400	12	+2	8	Range −1/−4
4th	4,800	15*	+2	8	Expertise
5th	9,600	18	+3	9	Backstab +3, Crit ×3
6th	20,000	21	+3	9	Lucky Shot 1–3
7th	40,000	24	+4	10	Expertise, Range −0/−3
8th	80,000	27*	+4	10	Dexterity +2
9th	160,000	30	+5	11	Backstab +4, Crit ×4
10th	280,000	33	+5	11	Expertise, Lucky Shot 1–4

* Cumulative Strength modifier to hit points applies separately at each of these levels.

Special Abilities

Expertise. Most characters begin the game with only a single background skill, but 1st level experts start with two bonus background skills (for a total of three starting skills). They automatically add one extra bonus skill at each of the 4th, 7th, and 10th levels. The expert's bonus skills may be chosen by the player or rolled randomly using the table of background skills on page 13 (as the referee and the player prefer). These bonus skills require no money spent or training time on the part of the expert character, nor must the expert seek out a teacher before learning them.

Experts also have an easier time learning new skills in the ordinary way. Characters in other classes must spend five months (minus any Intellect adjustment) in training to acquire new secondary skills or languages, but an expert can learn a new skill in only three months (adjusted for Int).

Lucky Shot. All experts have something of the rogue in them, and fortune favors the odds of a maverick in a fight. All characters have a 1-in-20 chance to score a "critical hit" for double the normal damage; this occurs when the attack roll made with the d20 turns up a natural "1" (also called "acing" the roll). But experts of 2nd level and higher cause critical hits on a natural 2 as well. At 6th level, the expert's "crit range" becomes 1–3, and at 10th level it becomes 1–4.

Range Penalties are normally −2/−5. These penalties are reduced by 1 each for experts at the 3rd and 7th levels.

Backstabber. Any character can sneak up on an unsuspecting enemy and strike them from behind. This imparts a +2 bonus on the to-hit roll, and, if the attack hits, it's automatically a critical hit for double damage. Starting at the 5th experience level, experts become +3 to strike from behind, and whenever they score a critical hit for any reason (a natural ace, a Lucky Shot, or when striking from behind), they cause triple the normal damage instead of double.

After reaching 9th level, the expert's "backstab" bonus to hit becomes +4, and the expert's damage multiplier for a critical hit becomes quadruple normal damage.

Dexterity Increase. Upon reaching 8th level, the expert's Dexterity score increases permanently by +2, up to a maximum of 20.

The Mage

Mages are humans who have cultivated that rarest of all talents: the ability to cast magical spells. Magecraft doesn't simply come out of nowhere: to become a mage, one must first have a certain degree of psychic ability, which allows the mage to be attuned to the world of the spirits.

Some believe that magic is a function of pure will: a psychic mind manipulating the æther and using its Chaotic and inexplicable properties to warp reality itself. Others see a mage as a mere conduit only, a medium for channeling the power of spirits (or gods). Whatever the truth, magic is definitely the stuff of Chaos, not Law. It suspends the natural order and defies all rational thought. Ergo, mages by their very nature cannot be Lawful—and humans (which are beings of nature and thus inherently Lawful) who become mages are thus always compelled to live in the liminal space between Law and Chaos and be aligned Neutral.

MAGE EXPERIENCE LEVELS

Lv	XP	HP	FC	SV	Special
1st	0	4*	+1	7	Sense Magic
2nd	2,500	6	+1	7	–
3rd	5,000	8	+1	7	–
4th	10,000	10*	+2	8	–
5th	20,000	12	+2	8	–
6th	40,000	14	+3	9	–
7th	80,000	16	+3	9	–
8th	150,000	18*	+3	9	Charisma +2
9th	300,000	20	+4	10	–
10th	450,000	22	+4	10	–

* Cumulative Strength modifier to hit points applies separately at each of these levels.

Special Abilities

Mages have the ability to use magic. There are three kinds of magical powers available to a mage: tricks, spells, and rituals. Mages have a reserve of *mana* (spiritual energy or psychic strength) which allows them to cast one spell per day per level. (Used mana is completely recovered when a mage gets a full night's rest.) Tricks and rituals do not use mana, but they do require Charisma checks to cast successfully. A 1st level mage begins the game knowing two magic tricks, two magic spells, and one 1st level ritual.

Sense Magic. Mages are seers, attuned to the world of hidden things. With a successful Charisma check and ten minutes of concentration, a mage can determine whether or not an object has magical properties. This ability reveals no specifics about *what* those properties may be; it can only determine whether magical energies are present or absent.

The mage need not handle an object to sense its magic, but line of sight is required. An enchanted dagger hidden at the bottom of a closed stone chest, for example, cannot be sensed until the chest is open and the dagger withdrawn.

A mage can generally sense magical vibrations out to 30 feet or so when they come from items or creatures, or out to 60 feet when they are endemic to an entire location (e.g. a summoning-room in a dungeon woven thick with wards and charms, or a faerie-glade in an otherwise mundane forest). The process of sensing magic isn't subtle: the mage must fix his gaze on the object, creature, or place that he wants to read and hold it there the entire time.

Charisma +2: At 8th level, a mage's Charisma increases by 2 points, up to a maximum of 20.
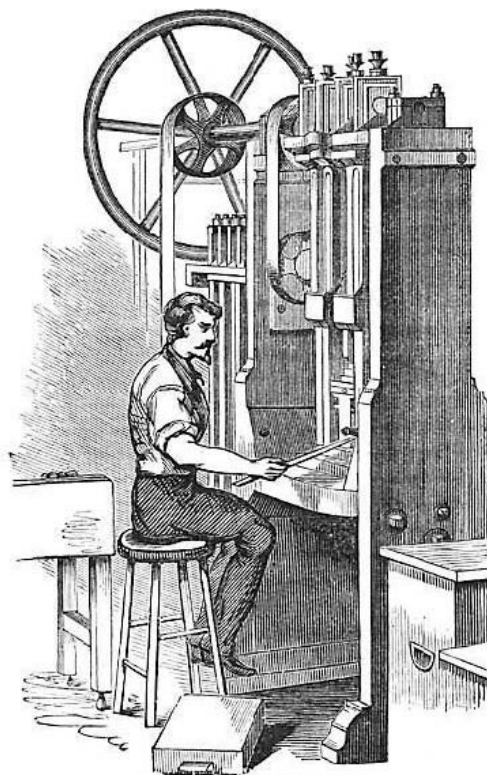
The Tech

Techs are adventuring scientists and engineers, adept with machines, chemicals, and explosives. With little more than a set of tools, a portable chemistry set, and some common raw materials, a tech can assemble a formidable arsenal of clockwork and steam-powered gadgets, advanced guns and bombs, and a variety of chemical weapons to boot.

Because they spend most of their days in machine-shops and chemistry labs, techs tend to be poor fighters. They rely on their devices and inventions just as much as a mage relies on spells. But where magic often has long traditions stretching back for millennia, technology is brand-new—the marvel of the modern age! The average person's reaction to a tech can range from the highest admiration for a keen scientific mind, to outright fear and suspicion.

TECH EXPERIENCE LEVELS

Lv	XP	HP	FC	SV	Special
1st	0	4*	+1	7	Technologist
2nd	1,500	6	+1	7	–
3rd	3,000	8	+1	7	–
4th	6,000	10*	+2	8	–
5th	12,000	12	+2	8	–
6th	25,000	14	+3	9	–
7th	50,000	16	+3	9	–
8th	100,000	18*	+3	9	Intellect +2
9th	200,000	20	+4	10	–
10th	300,000	22	+4	10	–

* Cumulative Strength modifier to hit points applies separately at each of these levels.

Special Abilities

Techs are able to craft and operate technological devices. There are three main categories of devices that techs use: mechanical gadgets, chemical preparations, and high-tech inventions. A tech is only able to ready one preparation per experience level per day; whereas gadgets and inventions are limited only by a tech's time and resources. A tech begins the game with two gadget schematics, two preparation formulas, and one 1st level invention schematic.

Technologist: Techs are automatically skilled at smithcraft, mechanics, and alchemy.

Intellect +2: An 8th level tech's Intellect score increases permanently by 2 points, up to a maximum score of 20.

Character Classes—Demi-Human

Demi-humans are mortal races which are mostly similar to humans. Fantasy and folklore are full of such beings: the "Fair Folk", like elves and dwarfs and gnomes; half-animal chimeras, like centaurs and merfolk and satyrs; and savage ogres and orcs and trolls.

Unlike other fantasy RPGs, demi-humans in *E&E* are not given any special abilities beyond what their physiology absolutely demands. Any race which is pretty much human-shaped and human-sized (like an elf or a goblin or a satyr) is treated just like a human by these rules. Dwarfish races (including gnomes and halflings) are very small, and so they have special rules to reflect this, but the advantages and disadvantages balance out—it's both a blessing and a curse. The same must be true for any other demi-human if it is to be made into a playable race.

The differences between demi-humans and humans are held to be mostly cultural, not biological. This is mainly reflected in the unique way that the demi-human character classes are built. All demi-humans operate in *two* normal character classes, at least eventually. The special rules that govern these "combination" classes are outlined here.

Combination Classes

At first, a demi-human character is little different from a starting human character. The demi-human starts at the 1st level of experience in one class, which is predetermined by the demi-human character's race. Every non-human race has a "favored class" which reflects that race's cultural inclinations and tendencies. Elves, for example, traditionally favor the mage class, while dwarfs favor the expert class, and goblins favor the fighter class.

The one key difference is in the XP required to go up a level. A combination class always uses the slower of the two classes' XP tables. Further, when a demi-human earns enough XP that a human character advancing in the same class would reach 2nd level, the demi-human does not level up; instead, the demi-human character adds their second class. Thereafter, the demi-human has access to all the class abilities of both of their classes (appropriate to their experience level), and they use whichever set of combat statistics (hit points, attack bonus, and saving throw) is better. There are only two caveats to these general rules: first, because demi-humans split their focus between two professions, the +2 attribute boost granted to all human characters upon reaching 8th level is halved. 8th level demi-humans instead add +1 to each of their two classes' favored attributes. Second, the fighter and expert classes may be combined with any other class, but the mage and the tech may not be combined with each other. Hence, there are only five possible class combinations: fighter/mage, fighter/tech, fighter/expert, expert/mage, and expert/tech.

The Elfin Adventurer

There are two distinct lineages of elves in the world: the immortal High Elves (or *huldra*) who rule the Hidden Court of the Fae; and the sylvan elves (or *alva*), a mortal race of Fair Folk who serve the Hidden Court. The common sylvan (i.e. forest) elves can live up to three centuries; they love music, feasting and hunting, swordplay and magic, exploring and sailing. More than anything else, though, these elves crave adventure. They know that they are not immortal like their high-elf kin, and they wish to experience all they can before they pass into the endless night.

The traditional elvish hero is a scholar, a swashbuckler, and an explorer—an errant mage-knight who wanders the world in search of new experiences (and, on occasion, carrying out missions at the behest of the High Elves). An elfin adventurer begins in the mage class and is initially no different from a 1st level human mage, with access to all of that class's special features and abilities. Once the adventurer amasses 2,500 XP, he becomes a 1st level fighter as well and thereafter advances in both classes simultaneously.

ELFIN ADVENTURER EXPERIENCE LEVELS

Lv	XP	HP	FC	SV	Special
1st	0	4*	+1	7	Sense Magic
1st	2,500	8	+1	7	Combat Training
2nd	5,000	12	+1	7	Heroic Fray (1 HD)
3rd	10,000	16	+2	8	–
4th	20,000	20*	+3	9	Heroic Fray (1+ HD)
5th	40,000	24	+3	9	1½ Attacks per Round
6th	80,000	28	+4	10	–
7th	150,000	32	+5	11	–
8th	300,000	36*	+5	11	Strength +1, Charisma +1

* Cumulative Strength modifier to hit points applies separately at each of these levels.

Special Abilities

An elfin adventurer starts as a 1st level mage, with all the same capabilities normally accorded to a 1st level human of that class (two tricks, two spells, and one ritual; the ability sense magic at will; and mana enough for one spell cast per day). At 2,500 XP, the adventurer becomes a 1st level fighter as well, adding 4 extra hit points and the fighter's ability to cause more damage with weapons. Thereafter, both classes level up simultaneously when a new XP threshold (using the mage progression) is reached. Since the fighter's combat statistics are superior to those of a mage, the adventurer uses the fighter's hit points, fighting capability, and saving throws at all higher experience levels.

The elfin adventurer earns all of the special abilities of both his classes, up to and including a 5th level fighter's 1½ attacks per round and an 8th level mage's access to 8th level magical rituals and mana for 8 spells per day. On reaching 8th level, the adventurer adds a permanent +1 bonus to both Strength and Charisma.

Other Elves

An elfin mage/expert is known as a "bard". Bards usually specialize in music, storytelling, acrobatics, or ancient lore. No other class combinations are permitted for the *alva*.

The Goblin Sapper

Goblins are an industrious and technophilic species, well-positioned to prosper in the Age of Steam. Great miners and smiths of the mountains in the old days, goblins (or, as they call themselves, the *kobolde*) usually become adventurers for one simple reason: to seek riches. Goblin society is literally plutocratic: tradition dictates that whichever clan within a mountain-holt possesses the most wealth is divinely entitled to rule it. This has left goblin adventures with a reputation for greed matched only by their reputation for cleverness. The archetypical goblin hero is a "sapper"—a soldier and combat-engineer, skilled at the arts of trench warfare, gun-smithing, and the setting of explosives.

A goblin sapper always begins in the fighter class, with access to all of the special abilities normally accorded to a 1st level human fighter. Once the sapper attains 2,000 XP, he becomes a 1st level tech as well.

GOBLIN SAPPER EXPERIENCE LEVELS

Lv	XP	HP	FC	SV	Special
1st	0	8*	+1	7	Combat Training
1st	2,000	8	+1	7	Technologist
2nd	4,000	12	+1	7	Heroic Fray (1 HD)
3rd	8,000	16	+2	8	–
4th	16,000	20*	+3	9	Heroic Fray (1+ HD)
5th	32,000	24	+3	9	1½ Attacks per Round
6th	64,000	28	+4	10	–
7th	120,000	32	+5	11	–
8th	240,000	36*	+5	11	Strength +1, Intellect +1

* Cumulative Strength modifier to hit points applies separately at each of these levels.

Special Abilities

A goblin sapper starts out with the one special ability of a 1st level fighter: superior damage inflicted with weapons. Upon reaching 2,000 XP, the sapper also becomes a 1st level tech, learning two gadget schematics, two preparation formulas, and one 1st level invention schematic; the ability to ready one preparation per day; and the tech's skill bonus with technology and crafting. Thereafter, both classes go up in level simultaneously, when each new XP total is reached. The sapper acquires new fighter and tech abilities at the appropriate levels, up to and including the 5th level fighter's 1½ attacks per round and the 8th level tech's access to 8th level inventions. Upon reaching 8th level, the sapper adds a permanent +1 bonus to both Strength and Intellect.

Other Goblins

A goblin may be a fighter/expert, a combination that they call a "guardian"—because they are traditionally charged with protecting their peoples' underground strongholds and treasure-vaults, or roaming the deep tunnels to hunt and slay foul subterranean beasts. Goblin fighter/mages are known as "rune-priests". As one may expect, these are warrior-priests or -monks who favor thick armor and blunt weapons which have been engraved with sacred runes, so as to garner the blessings of the *koboldisch* gods.

The Dwarfish Ranger

Dwarfs (*dwarrows* in their own tongue) are a little people, gentle and pastoral. They like to make their homes in hills, woodlands, plains — anywhere away from the noise and dirt of the cities of men. They are simple farmers and herders, enjoying the simple pleasures of life: good food, strong drink, and a puff of the pipe after a day's honest work.

In their isolated communities, most dwarfs are shielded from the dangers that surround them — the world of the "big folk". But they have their own protectors: rangers and scouts who walk the borders of their lands, staving off the incursions of wolves, bandits, and worse.

DWARFISH RANGER EXPERIENCE LEVELS

Lv	XP	HP	FC	SV	Special
1st	0	6*	+1	7	Expertise (×2)
1st	2,000	8	+1	7	Combat Training
2nd	4,000	12	+1	7	Lucky Shot 1–2, Heroic Fray
3rd	8,000	16	+2	8	Range −1/−4
4th	16,000	20*	+3	9	Expertise, Heroic Fray (1+ HD)
5th	32,000	24	+3	9	Backstab +3, Crit ×3, 1½ Atk/Rnd
6th	64,000	28	+4	10	Lucky Shot 1–3
7th	120,000	32	+5	11	Expertise, Range −0/−3
8th	240,000	36*	+5	11	Strength +1, Dexterity +1

* Cumulative Strength modifier to hit points applies separately at each of these levels.

Special Abilities

A dwarfish ranger begins the game as a 1st level expert, with all of the special abilities normally given to a human of that class. Once the ranger reaches 2,000 XP, he then becomes a 1st level fighter with 8 hp and the fighter's weapon damage capability. From that point on, both classes go up in level simultaneously whenever a new XP threshold is reached. The ranger acquires both expert and fighter special abilities at each new level, up to and including the 5th level fighter's 1½ attacks per round and the 7th level expert's fourth bonus skill. Upon reaching the 8th experience level, the dwarf ranger adds a permanent +1 bonus to both his Dexterity score and his Strength score.

Dwarfs are smaller than other races. They are unable to use big two-handed weapons (including pikes, lances, great swords, great axes, mauls, heavy crossbows, long-bows, muskets, blunderbusses, shotguns, rifles, and any other full-sized long firearms). Any medium-sized one-handed weapons (like spears, maces, broad swords, and war hammers) must be wielded in two hands by a dwarf (but then dwarfs do get to use the larger, two-handed damage die when wielding such weapons).

Being small and often subtle enough to go unnoticed in most situations, dwarfs can squeeze into small spaces that other, bigger folk cannot reach. They can move about freely on a battlefield by darting between the legs of any man-sized or larger creatures. Any monsters which are larger-than-man-sized (generally taken to mean anything with 4 HD or more) are −2 to hit a dwarf.

Other Dwarfs

Rare indeed is the dwarf who takes up either the practice of magic or the study of advanced science and cutting-edge technology. Dwarfish expert/mages (what few there are) usually style themselves as tricksters or jesters, using magic to augment a career as a roving scoundrel, entertainer, and thief — like an elfin bard, but even more rakish. A dwarfish expert/tech is an even rarer combination: such a character would be a master burglar, augmenting meticulous capers and schemes with high-tech gadgets aimed at the breaking of locks and dismantling of traps and alarms.

Finishing Touches

In addition to a set of attributes and a character class, every character has at least one language and one background or secondary skill. (Characters with an Intellect bonus get to choose one or two extra languages, and experts also get two extra starting skills.)

Characters also begin the game with a single piece of gold with which to buy starting equipment. This is always regardless of a character's background or presumed social standing. Impoverished or noble, a player character must be an *adventurer* out to seek his own fortune, and whether he and his whole family had to scrimp and save to get that one gold piece, or whether it was all that the disgraced son of the duke managed to salvage after dissipating away a small fortune, each player's character will start the game off on the same footing.

Languages

What languages a character may know will depend entirely on the referee's campaign setting. In generic terms, there will usually be a Common Tongue (the language spoken by most humans, and by just about everyone else in the places where humans are powerful). Non-human races also tend to have their own languages: Elfish, Goblish, Dwarfish, and so forth. There may be ancient, arcane tongues; high church languages; trade languages; the tongues of beasts and birds, dragons, and even the language of the trees. Most settings will also have a variety of nations or other cultures (usually human) that have their own languages distinct from the campaign area's Common Tongue.

Characters with an Intellect of 13 or less only speak the Common Tongue of wherever it is that they come from (which ought to be the place where the campaign is set — most of the time, when a player wants to insist that their character does not speak the local language, they're actively trying to derail the campaign, just for yuks; don't allow it). A character with an Intellect bonus of +1 or +2 gets to begin the game knowing one or two bonus languages.

Thereafter, learning new languages is a matter of time and money: to acquire basic proficiency in a new language, a character must spend five months (minus any adjustment for Intellect — such that, as when Dexterity adjusts AC, an Int bonus reduces the time required by one or two months,
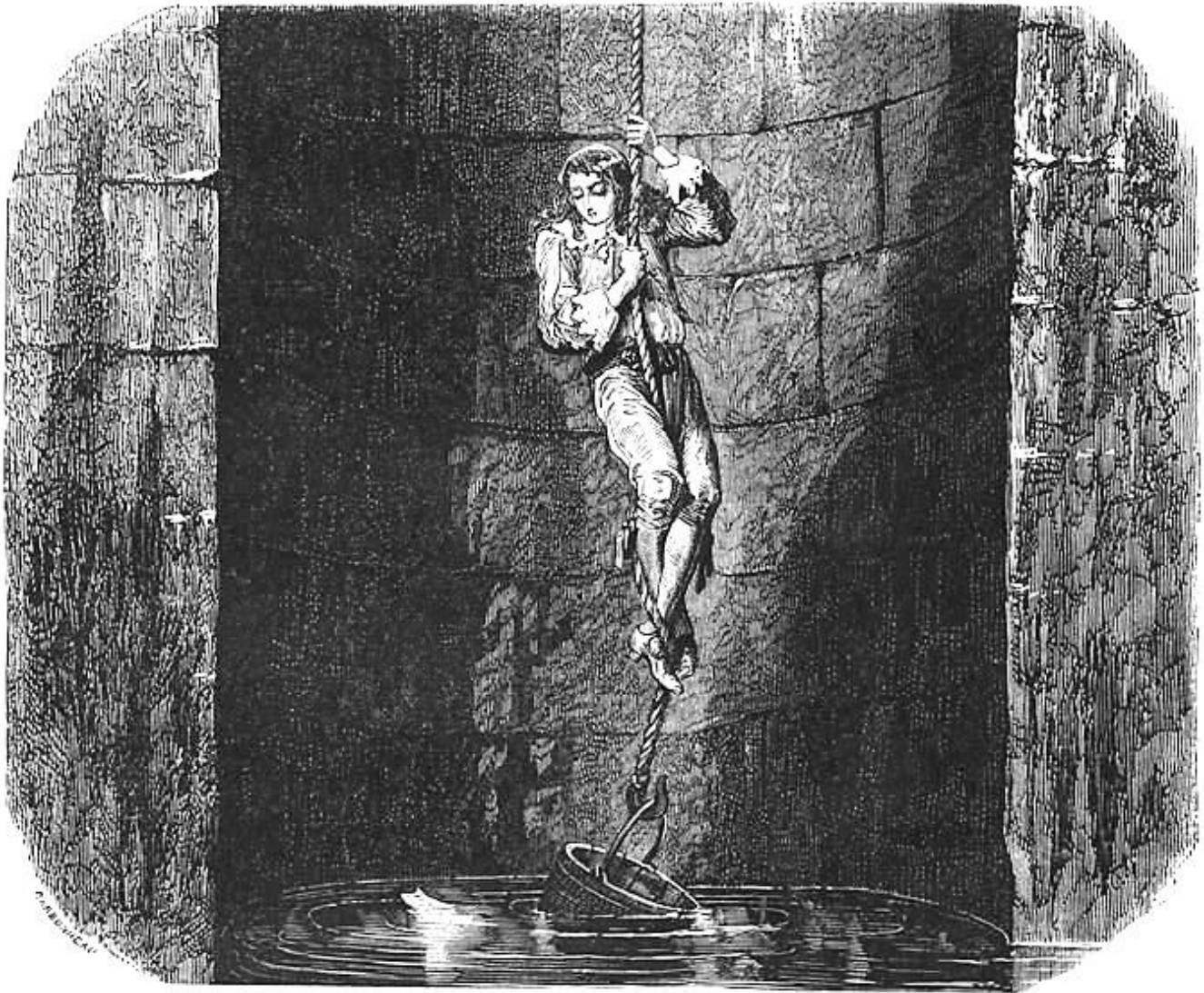
whereas an Int penalty will likewise increase it) studying with either a tutor or a complete set of books meant for the purpose of teaching the skill. In either case, the cost will be 50 copper pieces for each month spent studying. Experts, by virtue of their class's specialty with skills, may subtract two months from the required time (and thereby reduce the final cost by 100 copper pieces). The time spent learning a new language need not be uninterrupted, but only down-time not spent away on adventures (or other pursuits, such as learning a new skill or crafting an item) actually counts towards the time required.

Background Skills

Adventurers are assumed to be competent at the sorts of things that adventurers may need to know how to do: riding, climbing, swimming, and so forth. When an adventurer attempts to do something while under pressure or distracted or being attacked, though, the referee may call for an attribute check to see whether the character succeeds. As mentioned at the start of this chapter, the chance to pass the attribute check depends on which attribute is being tested and a roll of the d20. For most common tasks, the chance to pass an attribute check is half the character's score (dropping any fraction) + 2, out of 20. For a character with an average score in some attribute (10 or 11), the chance to pass an attribute check is 7-in-20.

A character will pass such a check roughly one third of the time. This should make it obvious that the referee ought not to be calling for checks when a task is expected to succeed; rather, attribute checks are for when a task is expected to *fail*. If it makes sense that a character should simply be able to do the task at hand, don't bother rolling.

Beyond a character's basic competencies as an adventurer, though, there are secondary skills that represent a character's background: the profession or trade that the

character apprenticed in before setting onto the path of a warrior, mage, or whatever else. The list of background skills presented here is not by any means meant to be considered comprehensive: they are merely ideas. Players may roll for a background profession off the table (use a d6 to pick one of the columns and then a d20 to select a row), select a skill of their choice, or come up with some other appropriate background. Let the choices on the table serve as a guideline for appropriate secondary skills: something like "sneaking" is at once too narrow and far too broadly applicable (both burglars and hunters know how to sneak); a profession like "thief", meanwhile, is vague and also perhaps too broad—if you want to play a thief, you must decide whether you were trained as a pickpocket, a burglar, a confidence artist, a fence, a thug, or some other specialty.

The effects of secondary skills are simple enough: if a skill would be directly and obviously relevant to some task when an attribute check is called for, that check receives a +5 bonus. If the skill might be tangentially applicable (this is up to the referee), the check gets only a +2 bonus. (Note that these bonuses also apply to anything a character's *class* implies proficiency with.)

SECONDARY SKILLS (roll 1d6 and 1d20)

	(1–2)	(3–4)	(5–6)
1	Accountant	Fence	Physician
2	Alchemist	Fisher	Pickpocket
3	Artisan	Furrier/Trapper	Printer/Bookbinder
4	Apothecary	Gambler	Potter
5	Baker	Glassblower	Roper/Drift Maker
6	Barrister	Grifter/Con Man	Sailor
7	Beggar	Groom/Trainer	Scholar/Philosopher
8	Blacksmith	Gunsmith	Scrivener/Scribe
9	Bowyer/Fletcher	Herbalist	Sculptor
10	Brewer/Vintner	Historian	Scientist
11	Bureaucrat	Hunter/Forester	Shipwright
12	Burglar	Innkeeper	Shopkeeper
13	Butcher	Jeweler	Surgeon
14	Carpenter	Journalist	Tailor/Weaver
15	Cartographer	Mason	Tanner
16	Chandler	Merchant	Teamster/Freighter
17	Cooper	Miner	Thatcher/Roofer
18	Dentist	Musician	Tinker/Handyman
19	Diplomat	Navigator	Wainwright
20	Farmer	Painter	Woodcutter

Learning New Skills

Only experts get new skills for free as they gain experience levels. Characters of other classes must train and study to add new skills. As with languages, the time required is five months, *minus* the character's Intellect adjustment (so that a bonus lessens the time and a penalty increases it). Experts learn new skills more easily than other characters do (that's their specialty, after all), and so they use a baseline of three months instead of five months. In any case, skills are more resource-intensive to learn than languages, and so the cost for materials and a teacher is 500 copper pieces per month

spent training. This time may be broken up between adventures and other pursuits as the character chooses, but only downtime which has been entirely given over to learning the new skill counts against the time required.

Money

The *Engines & Empires* game can take place in any setting with a level of technology ranging from the Early Modern period (the late 17th century or so) up through the early 20th century; but the default period is assumed to be the mid-19th century, the height of the Age of Steam. By this time, currency is rather debased compared to medieval fantasy settings: gold and silver can now buy a great deal more than they could in the olden days.

All *E&E* settings us a copper standard for the prices of items and equipment (and for earning experience points). The actual names of the currencies will vary from setting to setting (and from land to land within a setting). These core rules name the denominations after the metal type itself, to keep things as simple and generic as possible.

There are four common coin denominations: the iron piece (ip), copper piece (cp), silver piece (sp), and the gold piece (gp). Each coin is considered to weigh a third of an ounce (or about 10 grams), which means that gold coins are very small indeed compared to copper and iron coins. Each denomination is worth ten of the previous, such that a single gold piece is worth 10 silver pieces, 100 copper pieces, or 1,000 iron pieces.

VALUES OF COMMON COINS

	IP	CP	SP	GP
1 iron piece	1	1/10	1/100	1/1,000
1 copper piece	10	1	1/10	1/100
1 silver piece	100	10	1	1/10
1 gold piece	1,000	100	10	1

Iron and copper are used by most people for everyday transactions. Silver is used by traders and financiers, or by common folk for the occasional large purchase. Gold is the money of kings and is used to broker transactions on the scale of nations.

There are other, less common denominations. A tin coin is worth twice an iron, while a brass coin counts as half a copper. Billon (copper-silver alloy) counts as half a silver piece, while electrum (silver-gold alloy) equals half a gold piece. Platinum—the rarest of coinage metals, little used for transactions and hardly ever found in treasure-caches—is worth twice the value of gold when minted into coins.

Encumbrance

The last thing you do before beginning your career as an adventurer (setting aside magic for the mages and devices for the techs) is to equip your character with starting gear. How much gear you can buy with your first gold piece (that's 100 copper pieces, you'll remember) is one thing; how much you can carry on your back is quite another.

Most role-playing games track encumbrance purely by the weight of items. A few use some abstract system that accounts for weight and bulk by "slotting" items into a certain number of fixed "spaces", so that it's really the number of items carried that matters. *E&E* is somewhere in between these two extremes: it uses an *inventory space*, represented by an 8×8 grid which is then divided into four 4×4 quadrants, like so:
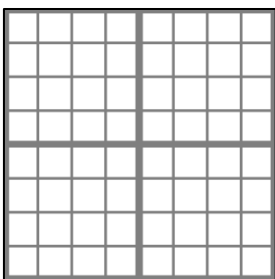
This grid appears on the character sheet at the end of this book; it's a handy tool for tracking exactly how much "stuff" a character can carry on their person, without having any of it lost into that mysterious extra-dimensional netherworld that so many characters' items seem to slide into in fantasy RPGs, where a hero has a golf-bag full of hand-weapons and a nigh-infinite number of arrows, scrolls, and potions.

The idea is simple enough: each small square on the grid represents about two-and-a-half lbs. (or 1 kilogram) of weight allowance. That means that four small squares (whether in a 1×4 row or a 2×2 block) represents 10 lbs. of weight allowance. A full 4×4 quadrant is 40 lbs., and the whole 8×8 grid is 160 lbs.' worth of inventory space. But you don't track each individual pound; items just have a space that they take up, like "1×2 squares" for a broadsword or any other medium-sized hand-weapon. Squares aren't an exact correspondence to weight: some items (like bows) are bulkier than they weigh and take up more space than they should if going by weight alone; other kinds of items (most notably armor) tend to be very well-distributed when worn and therefore count for *less* inventory space than sheer weight would suggest.

And then there are very small items, which do not even fill an entire square. A dagger, for example, has an encumbrance value of "2:1"—you could fit two daggers in a single square. Grenades are "6:1", arrows are "20:1", bul-

lets are "50:1", and so forth. Some items (rings and other pieces of jewelry, worn clothes, holy symbols, small trinkets) effectively have no encumbrance value (EV 0). Within reason (i.e. assuming that a character has only a few such items), these can be ignored for the purpose of figuring encumbrance; but once a character has collected many such items, they should probably count as 20:1 or 30:1. **Coins of all types take up 100:1 inventory space.**

A character's total encumbrance (or "load level") is determined by the number of **completely empty 4×4 quadrants** remaining in his inventory space. Thus, players are advised to stow their gear well and pack their things into the grid as tightly as possible.

Load Levels: A character's total encumbrance is called "load level". It's determined by how many 4×4 quadrants on the character's inventory space grid remain completely empty. Note that a quadrant does not have to be entirely filled for a character's load level to jump up. A full suit of articulated plate armor, for example, has an encumbrance value of 2×5; thus it is impossible for a character to wear a suit of plates and not be at least moderately encumbered, even if the character wears or carries nothing else.

The (approximately) 160 lbs. of inventory space afforded by the grid represents the maximum weight a character can bear and still adventure or travel. A character can try to move more weight than this, but then the character is going to be overburdened. The character is only able to drag the load slowly, moving at a pace of only 5 feet per turn through the dungeon, or 1 league (3 miles) per day over land. The limits of what a character can drag and for how long are left up to the referee's judgement.

Skill Penalty: Encumbrance inhibits a character's ability to perform feats of athleticism, stealth, and certain kinds of magic. Whenever an encumbered character is called on to make a Strength check to climb, jump, run, swim, or do anything else athletic; or a Dexterity check to balance, tumble, sneak, hide, or pick a pocket; then the listed penalty applies to the target chance-in-20. The same is true of a mage who attempts to perform either a magic trick or an arcane ritual while encumbered.

Retrieving Items

The inventory space can also be used (in a rough, *ad hoc* sort of way) to determine how deeply "buried" a particular item is within a character's pack of gear. Whichever quadrant a character starts filling with stuff (let's assume for the sake of argument that it's the bottom-left) gets to be called "quadrant 1". Items stored here are easily reached; it only takes one move (that is to say, a third of a round, or about 3 seconds) to stow away or pull items from this region of inventory space. For any large, bulky items occupying multiple squares, so long as it has at least one of its squares in quadrant 1, it's considered to be reachable in this way.

The two quadrants adjacent to the first (which in our example would be the top-left and bottom-right) are quadrants 2 and 3. Items stowed here take a full round (about 10 seconds) to dig out. Retrieving an item from this inven-

EFFECTS OF ENCUMBRANCE

Empty Quadrants	Load Level	Move Speed	Overland Travel	Skill Penalty
3 or 4	Light	40′	8 leagues	−0
2	Moderate	30′	6 leagues	−2
1	Heavy	20′	4 leagues	−6
0	Severe	10′	2 leagues	−10
Off the Grid	Overburdened	5′	1 league	−20

tory space (or securing an item there) is all you can do in a round. The final quadrant, the one diagonally opposite to where you started tracking your gear, is quadrant 4. Items stowed in this space are considered deeply buried and take three full rounds (half a minute) to retrieve.

Anything beyond that means that the character is over-burdened, which in turn means that any extra items which have gone off the deep end of quadrant 4 are not packed or stowed away at all—they're being dragged. Dragged items can of course be accessed with only a single move. (Moves and rounds will be explained in the following chapter.)

Creatures and Vehicles

The inventory space, with its square grid and quadrants, is for characters, because it's important to know how cumbersome a character's load of gear is. For other things that bear loads—pack animals, carts, boats, and so forth—that level of precision isn't needed. Anything that carries bulk loads for characters has a simple encumbrance volume, given in "EV" (encumbrance value) points, where 1 EV corresponds to one square of inventory space (1 kilogram, or 2.5 lbs., of weight). To find a particular item's encumbrance value in points, simply carry out the multiplication given for its encumbrance: that full suit of plate armor mentioned earlier, which takes up 2×5 inventory space, can also be said to have an encumbrance value of 10 squares (or 10 kg).

Armor

The invention of the gun did not mean the end of armor. Indeed, the fielding of firearms is what gave rise to thick, "bullet-proof" plate armor in the first place. Historically, steel cuirasses were even worn by some soldiers during the First World War. Thus, armor most definitely has a place for adventurers in a fantastical Age of Steam.

Adventurers, after all, aren't soldiers. The profession is entirely different. Adventurers must come face to face with the weirdest of threats: magic, monsters, deathtraps. Anything that may save one's life when in dire straits is fair game. Never mind that the society journals may call you an eccentric for wearing armor in the modern age, like the outlaw from the folk-tales, Ned Kelly. Adventurers wear armor because it actually *works*. Good armor can turn away sword-stroke, arrow, and bullet alike. And that's not even taking into account armor which has been enchanted by a mage or forged from elf-steel, or any of the modern marvels that a skilled mechanic and metallurgist can fashion!

A character who wears no armor at all is AC (armor class) 10. Armor class is the base chance-in-20 to be hit in combat when attacked, so a lower AC is better than a higher one. A character's Dex adjustment is *subtracted* from AC, so that a bonus lowers the value and a penalty raises it. Bonuses to AC from other sources (magic, technology, etc.) are also likewise usually noted as positive when they improve AC and negative when they weaken it: thus, a magical Cuirass +1 imparts to its wearer an AC of 4, while a cursed Buff Coat −2 would set its wearer's AC at 11.

MODERN ARMOR

AC	Armor Type	Cost	EV
9	Buff coat	30 cp	2×2
7	Plated jack	120 cp	2×3
5	Fitted cuirass	500 cp	2×4
3	Suit of plates	2,000 cp	2×5

ARCHAIC ARMOR

AC	Armor Type	Cost	EV
8	Lamellar	50 cp	2×3
6	Mail coat	350 cp	2×4
4	Plated mail	1,000 cp	2×5

MISCELLANY

AC	Armor Type	Cost	EV
10	No armor	–	–
(−2)	Shield	10 cp	1×2

Modern Armor

The following kinds of armors are typically available in any city or large town, with the weaker categories available in small towns or villages that happen to have a smith specialized in armor.

Buff Coat: The lightest of armor doesn't afford much protection, but that's because it wasn't meant to. A buff coat (also known as an arming doublet, or a quilted or padded gambeson) is meant to be worn under metal armor, as mere padding. But it may just turn away a blade or an arrow in a pinch.

Plated Jack: An improvement upon the earlier form of armor known as brigandine (so known because it was favored by brigands and outlaws who couldn't afford better), the "jack-of-plates" is a leather coat with steel plates sewn inside it. It's heavy and a bit difficult to move freely in, but it's not as rigid as a cuirass.

Fitted Cuirass: This is a single piece of forged steel that protects the whole torso (unlike the ancient or early medieval breastplate, which was made of two pieces strapped together to protect back and front and might yet leave one's sides vulnerable). A cuirass is incredibly sturdy and almost impossible to penetrate—even with a bullet—but it's stiff to move in and leaves the limbs and joints mostly unprotected.

Suit of Plates: The full suit of armor, articulated plate is cleverly forged so that the weight is distributed over the body, allowing the wearer to fight, run, jump, even sneak perhaps. It's still heavy and makes some noise (you can't wear a suit of armor without being at least moderately encumbered), but the tradeoff is considered well worth it for most fighters—a warrior in a suit of armor is more likely to die from heat-stroke than from a sword-stroke.

Archaic Armor

These sorts of armors are more apt to be found in an ancient vault or sealed tomb than in a smith's shop. There are few in the Age of Steam who have cause to craft them any longer; they've been superseded by superior technologies.

Lamellar: This category includes armors made from small rectangular plates of metal, bone, or wood sewn onto a backing of cloth or soft leather. Also included here are armors made of hides or leathers, boiled hard in oil to stiffen them. Armors like this are cumbersome but not very protective, only used by those who have no better options.

Mail: Medium-weight metal armors include the mail hauberk or corselet (a staple of medieval fantasy and war gaming), and also ancient cuirasses made of metal scales or bands (*lorica squamata* and *segmentata*) and medieval splinted armor. These kinds of armors are as cumbersome as a solid-forged cuirass (because they tend to have their weight poorly distributed), but they only impart an AC of 6 because they're good at stopping some kinds of weapons and not so good at stopping others.

Plated Mail: The best armor one could have in the early Middle Ages, before the invention of suit armor, this armor combines individual armor plates with mail underneath to project the joints while still allowing movement. It's heavy and fatiguing to wear for any length of time, but it protects quite well.

Shields

Shields of all kinds (from small target shields to kite shields to big, heavy tower shields) are all treated the same by the rules of a simple game like this one: when you carry a shield, your AC is improved by 2 points for all incoming attacks that you can see. A shield is also a bashing-weapon, though, and when used as such, it causes 1d3 points of damage (1d4 for a fighter), but then the wielder forgoes any AC bonus from carrying the shield that round.

This presumes, however, that the shield is being used as a bashing weapon in desperation, because it is the only piece of offensive equipment that the wielder has available; when a shield is used in conjunction with a weapon, the usual mode is to attack with the weapon (striking for the weapon's damage) and defend with the shield (for −2 to AC). That said, nothing prevents a character from using the dual-wielding rules to attack with the shield (for 1d3 or 1d4 damage) and defend with the weapon (−1 to AC and, because a weapon is being wielded in the off-hand, +1 to the character's chance to score a critical hit). This is not usually a tactically sound option, though.
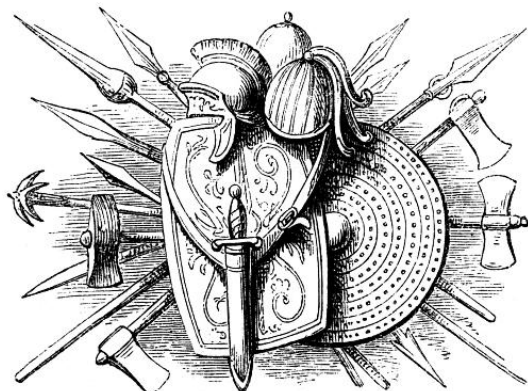
Weapons

Weapons in *Engines & Empires* are divided into a few broad categories. Mêlée weapons are used in hand-to-hand combat. Thrown weapons are hurled by the arm alone. (Some thrown weapons can also be used as mêlée weapons, of course.) Missile weapons, used in ranged combat, include both thrown weapons and "device-fired" weapons (such as bows, crossbows, and firearms). Weapons have the following characteristics:

Size: A weapon's size determines how it may be wielded. The weapon size categories include small, one-handed, medium, and two-handed. Small weapons (like daggers) can be wielded in one hand and are easy to conceal. One-handed weapons need only one hand to use and add no benefit from being "double-gripped" (held in two hands). Medium-sized mêlée weapons can be used one-handed or two-handed, with a two-handed grip allowing for greater damage—unless the wielder is a dwarf, in which case only the two-handed grip is permitted. Two-handed weapons require two hands and cannot be used with a shield or off-hand weapon; neither can they be wielded by a dwarf.

Damage: All weapons have a base damage rating which ranges from 1d2 points of damage for an unarmed strike to 1d10 damage for a two-handed mêlée weapon without long reach. This value is used by anyone who is not a fighter: an expert, a mage, a tech, a normal human without a character class (like a hired man-at-arms), or a monster. Fighters and only fighters, by virtue of their "Combat Training" special class ability, use a larger damage rating, which ranges from 1d3 to 1d12 for the same weapons.

Under certain circumstances (e.g. when a mêlée weapon not meant to be thrown, like a sword, is hurled at an enemy in desperation; or when a fighter of 5th through 8th level makes a second attack in a round), weapons may inflict half normal damage. In such cases, consult this table:

Normal Damage	Half Damage	Normal Damage	Half Damage
1d2	No damage	1d8	1d4
1d3	1 point	1d10	1d5
1d4	1d2	1d12	1d6
1d6	1d3		

Range: All missile weapons have a range value. This is the distance within which the missile may be thrown or fired at a target at no penalty to hit (also known as "close range"). The range value for close range also directly determines the missile weapon's medium and long ranges. Medium range is double the missile weapon's base range value; attacking a target at medium range incurs a −2 penalty to hit. Long range (the maximum range) is triple a weapon's base range; this incurs a −5 penalty to hit and isn't possible wherever the ceiling is lower than the base range.

If a mêlée weapon has a range value listed, that means that it can be a thrown weapon at no penalty to the damage dealt. Some mêlée weapons have a range value listed as

"reach"—this means that the weapon has very long reach and may be used to attack opponents in hand-to-hand combat from up to 10′ away instead of within 5′ like most mêlée weapons. This can prove advantageous in any number of situations: it allows you to attack enemies over the heads of a row of allies, or to keep an enemy engaged and at bay while leaving oneself unengaged in the mêlée and therefore free to break away or flee without having to spend moves disengaging.

Cost: This is the weapon's cost in copper pieces.

Encumbrance Value (EV): This is the amount of space, in squares, that the weapon takes up in a character's inventory grid. To find out how many spaces it takes up in the inventory space of a vehicle, pack animal, or similar, just carry out of the listed multiplication (or division, for ammunition and very small weapons).

Mêlée Weapon Descriptions

Some mêlée weapons have special characteristics which require explanation.

Blackjack: This weapon is non-lethal. If an attack with a blackjack (or "sap") ever causes enough damage to wound, it simply knocks the target out instead.

Club, Dagger, Knife, Hatchet: These mêlée weapons have a range number, so they can be thrown with no penalty to the damage. Use these weapons' statistics for similar light, easily-thrown mêlée weapons. A small throwing hammer ought to have the same range and damage as a club, for example.

Knuckle: This weapon increases the damage dealt by a character's punches. This benefit does not stack with any other special effect that improves unarmed damage.

Whip: This is a long-reach weapon, like a pole arm. The wielder of a whip can attack foes from a full 15′ away. Instead of dealing damage, a whip can be used to entangle, forcing a target hit by the whip to roll a saving throw or else be tripped up or bound.

Bayonet: This weapon deals damage as a dagger when held on its own or when affixed to a pistol. It deals damage as a spear when affixed to a musket, and in such circumstances it may be set against a charge just like a spear. A bayonet affixed to a pistol counts as a one-handed weapon, but when affixed to a long-arm, two hands are required to wield it.

Nunchaku, Small Sword: This category is for weapons which are light but which are not commonly thrown. The nunchaku statistics can be used for tonfa and other light martial arts weapons. A small sword is merely one particular kind of light blade; other weapons that would use the very same statistics include the short sword or gladius, the cutlass, and the rapier.

Broad Sword, Chain Flail, Hand Axe, etc.: This very large category includes weapons of medium weight which deal 1d6 points of damage when wielded in one hand by a non-fighter, 1d8 damage when gripped in two hands by a non-fighter or in one hand by a fighter, and 1d10 points of damage when double-gripped by a fighter. Dwarfs are only able

SMALL WEAPONS

Weapon	Base Damage	Fighter Damage	Range	Cost	EV
(unarmed)	1d2	1d3	–	–	–
Blackjack	1d3	1d4	–	2 cp	2:1
Dagger	1d4	1d6	10′	3 cp	2:1
Hatchet	1d4	1d6	10′	3 cp	2:1
Knife	1d3	1d4	20′	2 cp	6:1
Knuckle	1d3	1d4	–	2 cp	2:1

ONE-HANDED WEAPONS

Weapon	Base Damage	Fighter Damage	Range	Cost	EV
Bayonet	1d4/1d6	1d6/1d8	–	5 cp	2:1
Club	1d4	1d6	10′	5 cp	1
Nunchaku	1d6	1d8	–	5 cp	1
Small sword	1d6	1d8	–	5 cp	1
Whip	1d3	1d4	reach	5 cp	1

MEDIUM-SIZED WEAPONS

Weapon	Base Damage	Fighter Damage	Range	Cost	EV
Broad sword	1d6/1d8	1d8/1d10	–	10 cp	1×2
Chain flail	1d6/1d8	1d8/1d10	–	10 cp	1×2
Hand axe	1d6/1d8	1d8/1d10	–	10 cp	1×2
Mace	1d6/1d8	1d8/1d10	–	10 cp	1×2
Pick	1d6/1d8	1d8/1d10	–	10 cp	1×2
Spear	1d6/1d8	1d8/1d10	20′	10 cp	1×2
Staff	1d6	1d8	–	5 cp	1×2
Trident	1d6/1d8	1d8/1d10	10′	10 cp	1×2
War hammer	1d6/1d8	1d8/1d10	–	10 cp	1×2

TWO-HANDED WEAPONS

Weapon	Base Damage	Fighter Damage	Range	Cost	EV
Battle axe	1d10	1d12	–	20 cp	1×4
Great sword	1d10	1d12	–	20 cp	1×4
Lance	1d8	1d10	reach	15 cp	1×4
Maul	1d10	1d12	–	20 cp	1×4
Pole arm	1d8	1d10	reach	15 cp	1×4

THROWN WEAPONS AND AMMUNITION

Weapon	Base Damage	Fighter Damage	Range	Cost	EV
Arrow	–	–	–	2 ip	20:1
Cartridge, Pistol	–	–	–	2 ip	50:1
Cartridge, Rifle	–	–	–	2 ip	50:1
Dart/Shuriken	1d4	1d6	20′	3 ip	6:1
Powder & Ball	–	–	–	1 ip	50:1
Powder & Shot	–	–	–	1 ip	50:1
Shotgun Shell	–	–	–	2 ip	50:1
Shotgun Slug	1d8	1d10	–	2 ip	50:1
Sling stone	1d4	1d6	–	1 ip	30:1
Javelin	1d6	1d8	30′	1 cp	1
Quarrel	1d6	1d8	–	2 ip	20:1

MISSILE WEAPONS

Weapon	EV	Cost	Range	Damage, Base	Damage, Fighter	Ammo (Type)	Reload
Simple Devices							
Atlatl	1×2	5 cp	70'	1d6	1d8	1 (javelin)	0
Bow, short	1×2*	30 cp	50'	1d6	1d8	1 (arrow)	0
Bow, long	1×3*	50 cp	70'	1d6	1d8	1 (arrow)	0
Crossbow, light	1×2	30 cp	60'	1d6	1d8	1 (quarrel)	1 move
Crossbow, heavy	1×3	50 cp	80'	1d6	1d8	1 (quarrel)	2 moves
Sling	1×1	2 cp	40'	1d4	1d6	1 (sling stone)	1 move
Simple Firearms							
Gonne	1×3	20 cp	20'	1d6	1d8	1 (powder & ball)	2 rounds
Pistol	1	30 cp	30'	1d8	1d10	1 (powder & ball)	1 or 2 rounds
Pistol, double-barrel	1	40 cp	30'	1d8	1d10	1 (powder & ball)	2 rounds
Dragon	1	30 cp	10'	1d10/1d8/1d6	1d12/1d10/1d8	1 (powder & shot)	1 or 2 rounds
Musketoon	1×3	60 cp	70'	1d8	1d10	1 (powder & ball)	1 or 2 rounds
Blunderbuss	1×3	50 cp	30'	1d10/1d8/1d6	1d12/1d10/1d8	1 (powder & shot)	1 or 2 rounds
Musket	1×4	90 cp	90'	1d8	1d10	1 (powder & ball)	1 or 2 rounds
Complex Firearms							
Pistol, pepperbox	3:1	100 cp	20'	1d6	1d8	4 (cartridge)	1 round
Pistol, revolver	2:1	200 cp	40'	1d8	1d10	6 (cartridge)	1 round
Carbine	1×3	250 cp	80'	1d8	1d10	1 or 6 (cartridge)	0 or 1 round
Shotgun	1×3	150 cp	50'	1d10/1d8/1d6	1d12/1d10/1d8	2 (shell or slug)	1 round
Rifle	1×4	300 cp	100'	1d8	1d10	1 or 6 (cartridge)	0 or 1 round
Thrown Objects				*Damage (All Classes)*			
Acid	6:1	20 cp	10'	1d8		–	–
Grenade	6:1	10 cp	10'	1d12 (10' radius)		–	–
Holy water	6:1	10 cp	10	1d8 to undead		–	–
Oil	6:1	2 cp	10'	1d8 (2 rounds)		–	–
Powderhorn	2:1	2 cp	10'	1d6 (5' radius)		–	–
Powderkeg	2×2	40 cp	5'	4d6 (15' radius)		–	–

* The first full quiver of 20 arrows that a character packs may occupy the same inventory space as a bow. Thereafter, every further 20 arrows takes up its own square of space.

to wield these weapons in two hands, but they do enjoy the improved damage for doing so. The statistics for a broad sword can be used for any sort of long-bladed, one-handed sword: sabres, scimitars, arming swords, "bastard" swords, back swords, katanas, etc.

Spear, Trident: These long, hafted weapons can be set against a charge, dealing double damage to charging foes. They also have a range increment, meaning that they can be thrown with no penalty to damage. The spear may just be the ideal medium-sized mêlée weapon.

Battle Axe, Great Sword, Maul: These weapons are so big that a dwarf cannot use them at all, and a man-sized creature must wield them in two hands.

Lance: This weapon must be held in two hands on foot, but from horseback, a character can grip a lance with one arm and use a shield or even an off-hand weapon with the other. (Centaurs can always do this as well.) A lance deals double damage when it is used to charge from horseback (and, once again, centaurs always count as "on horseback" for this purpose). A lance is also considered a long-reach

weapon: if you engage a target with a lance while fighting on foot, you can attack someone 10' away from you, and you can keep from being engaged yourself (see pole arms).

Pole Arms: All of the many varieties of pole weapons, including those perennial favorites, pikes and halberds, can be set against a charge. Also, their long reach (10') allows a wielder to attack over the shoulder of an ally. A character with a pole arm may attack an enemy from this distance in hand-to-hand combat and engage a target in mêlée without being considered engaged themselves. (If two opponents fight with pole arms, neither is treated as "mêléed".)

Missile Weapon Descriptions
Missile weapons have the following characteristics.

Thrown Weapons: This group includes clubs, daggers, darts, hatchets, javelins, knives, spears, and tridents. These kinds of weapons become deadly missiles when thrown at an enemy. It is impossible for a character engaged in mêlée to make an effective missile attack, so if a character in mêlée attempts to use a thrown weapon, it is treated as a hand-to-

hand attack instead. For most weapons, this is no problem, but darts and javelins are not meant to be close-quarters weapons, and so they deal half damage in hand-to-hand combat.

Dual-shooting and high-level fighters' multiple attacks are permitted with small or one-handed thrown weapons (clubs, daggers, darts, knives, and hatchets), but not with javelins, spears, or tridents.

Rarely Thrown Weapons: When other hand-weapons are thrown, the base range is 10'. Such weapons deal half normal damage when employed as impromptu missiles.

Bows, Crossbows, etc.: Bows, crossbows, slings, and the atlatl are the simplest of the device-fired missile weapons—weapons which remain in the hand and hurl ammunition. A character engaged in a mêlée cannot use a device-fired weapon to make a successful missile attack—such attacks will automatically miss. A bow or a crossbow used as an impromptu club deals 1d3 points of damage (or 1d4, if the wielder is a fighter).

Bows are the fastest and most reliable of the basic missile weapons. A character can fire a bow every round, and bows can be used with high-level fighters' multiple attacks. Long bows are too big for a dwarf to use, but anyone can use a short bow.

The atlatl (or spear-thrower) uses spears or javelins for its ammunition. An atlatl may be used to fling a spear at a rate of once per round, but no faster.

Slings and light crossbows take 1 move to reload. That means that they can be fired at a rate of once per round, but never any faster than that (i.e. they cannot be used with fighter multiple attacks). Heavy crossbows take 2 moves to reload. A dwarf can use a sling or a light crossbow, but not a heavy crossbow.

Pistols vs. Long-arms

Pistols are any of the various short-barreled firearms meant to be fired with one hand. Pistols can be fired at the closest of targets—even those in mêlée with the shooter—and may also be fired in pairs, one in either hand (a tactic known as "dual-shooting"). A pistol used *as* a mêlée weapon causes 1d3 points of damage (1d4 for a fighter). Long-arms, in contrast, require two hands to fire. A long-arm used as a clubbing weapon causes 1d4 damage (1d6 for a fighter). A character may reload a pistol of any sort while also moving at the same time; but in the case of long-arms, one cannot move while also reloading any of the muzzle-loading varieties (hand-gonne, musket, musketoon, or blunderbuss). Dwarfs can use all pistols, but most long-arms are too big for them.
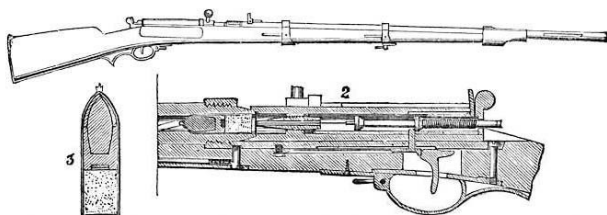
Simple Firearms

Simple firearms include the early match-fired *hand-gonnes*; matchlock, wheellock, and flintlock firearms; and percussion or "cap and ball" arms. A tech, or any character with gun-smithing as a secondary skill, can craft simple firearms and ammunition for them. (A character with either gun-smithy or chemistry as a skill can easily make gunpowder and the mercury fulminate used in percussion caps.)

Gonne: The primitive "hand cannon" has no trigger; instead, it is fired by touching a lit, slow-burning match or fuse directly to the powder in the barrel. This weapon deals less damage than other firearms, and it takes 2 full rounds to load the weapon and prepare a match between shots.

Pistol: The standard single-shot pistol, this weapon can be a matchlock, wheellock, flintlock, or percussion-cap gun. The older matchlock and wheellock pistols take 2 rounds to reload between shots; the flintlock and cap-and-ball pistols take one round. (Muzzle-loading pistols can also come in a "double-barreled" variety: these can be fired twice before they need to be reloaded.)

Dragon: The pistol version of a blunderbuss, a dragon fires a measure of shot rather than a single ball or bullet. The damage inflicted varies with the range of the target (the largest damage die listed is used for close range). Since it is typically a flintlock, a dragon pistol takes 1 round to reload between shots.

Musketoon: A short musket with a slightly flared muzzle, the musketoon nevertheless fires a ball, not shot. It is otherwise much the same as a musket, and requires 1 or 2 rounds to reload between shots, depending on what kind of firing mechanism it uses. A dwarf can shoot a musketoon, but not a full-sized musket or blunderbuss.

Blunderbuss: Famously regarded for its characteristic trumpet-flared muzzle, the blunderbuss is the ancestor of the shotgun. It fires shot instead of a bullet, so the damage dealt varies with the target's range (use the best damage die at close range and the worst at long range). As with other muzzle-loaders, the reload time is either one or two rounds, depending: they're typically found as flintlocks, which take one round to reload.

Musket: This is the standard single-shot, muzzle-loading musket, which may be a matchlock, wheellock, flintlock, or percussion cap weapon. The earlier matchlock and wheellock varieties (known variously as *calivers* or *harquebuses*) require 2 rounds to reload between shots; a flintlock or percussion cap musket takes only 1 round to reload.

Complex Firearms

These more advanced firearms can *only* be crafted by a tech-class character, and all techs are able to make them, regardless of what other skills they may know. (It is inherent in that class to be proficient at making such things.) Instead of loose powder and a ball or a measure of shot, these firearms generally fire cartridge ammunition, either bullets or shotgun shells, with a casing holding the powder and the blasting cap. One must be a tech to craft the ammunition for complex firearms as well.

Pistol, Pepperbox: A small, concealable pistol with four separate barrels, this is more of a holdout or emergency weapon than a proper combat weapon. It fires cartridge bullets of a small caliber and requires a full round to reload all the barrels.

Pistol, Revolver: The classic cowboy's six-shot shootin' iron. It can be fired six times before it has to be reloaded, which takes one round. Expect pretty much every character who is not a dedicated swordsman or sniper to make this gun their weapon of choice as soon as it becomes affordable—it is one of the best in the game.

Carbine: This is a short rifle, lighter and cheaper, but with weaker range; otherwise the same as a rifle. A dwarf may use a carbine, but not a full-sized rifle or shotgun.

Shotgun: The typical double-barreled shotgun can fire either shells (the damage varies with range) or slugs. It can be fired twice before it needs to be reloaded, which takes one round. Alternatively, the firer can elect to "give it both barrels" at once, which increases the chance to score a critical hit from 1-in-20 to 2-in-20 (or, in the case of a high-level expert, 1-in-20 better than their base chance to crit).

Rifle: The pinnacle of firearms for the rules presented here, the rifle gives the long-range sniper the most bang for his buck. A rifle might be a breech-loader, which requires inserting the bullet into the breech between shots; or it could be a repeater (with a magazine or even a revolver-drum) able to hold six shots between reloads. The only difference between them is that a breech-loader can be fired once every round, but no more than that, even by a high-level fighter; while a repeater does need to be reloaded every six shots (which takes a round each time), but fighter multiple attacks are permitted in between reloads.

Grenade-Like Weapons and Other Explosives
The base range for all grenade-like weapons is 10′.

Acid and Holy Water: If a breakable flask of acid is used as a weapon, it causes 1d8 points of damage. Holy water affects the undead, fiends, demons, and devils as if it were acid, but it has no effect on other creatures. Hitting with either object requires a missile attack roll vs. AC 10.

Gunpowder, Horn: A powder-horn holds about half a pound of gunpowder. In the event that it's ignited, it makes for a very crude grenade (1d6 damage in a 5′ radius, save for half damage).

Gunpowder, Keg: If a typical ten-pound keg of gunpowder is detonated by any means, it will explode in a 10′ radius, causing 4d6 damage (save for half). Adding more kegs to a pile can increase the blast-radius (2′ per keg, up to a maximum 20′ radius) but not the damage caused.

Grenade: A hollow iron orb packed with gunpowder and a fuse, it must be lit before it is thrown. Normally it takes a round to light and a round to throw, with the grenade detonating at the end of the second round; if a flame is handy, the grenade can be lit and thrown with one action, but that doesn't make it go off any faster. A grenade that misses its target (a roll to hit vs. AC 10 is required to land it roughly where the thrower wants) bounces off in a random direction ("1d12-o'-clock") and lands 1d10/2d10/4d10 feet off-target, depending on whether it was thrown out to close, medium, or long range. Grenades cause 1d12 points of damage to anyone caught in the blast-radius (with a saving throw allowed for half damage). Multiple grenades all going off at the same time may increase the area of effect, but they will not increase the damage inflicted. (Explosives like grenades cannot critically hit, and so they cannot benefit from "dual-shooting"—attempting to throw one grenade with each hand. If some genius decides to try this, the damage remains 1d12 for the entire affected area, even where the two blast radii overlap; but *both* grenades *will* bounce off-center at least once, and then again in different directions if the attack roll should happen to be missed.)

Oil, Burning: Flaming oil is a popular weapon among that ill-reputed class of adventurer known as the "murderous hobo". This most ungentlemanly of weapons can be lit before it is hurled or dashed upon a target and set alight with a torch. Hitting a target with either the oil itself (lit or unlit) or a torch requires rolling to hit AC 10, the former case being missile-fire, and the latter, mêlée. Burning oil causes 1d8 damage for two consecutive rounds, unless the unfortunate victim can douse the flames first.

Common Items

The following items are commonly available for purchase anywhere there's a market.

Backpack: A backpack has two straps and can be worn on the back, keeping the hands free. It holds up to one quadrant (4×4 inventory space) of gear.

Candles: A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chemistry Set: This kit (which contains many delicate pieces of glass apparatus) contains everything that a tech, chemist, or alchemist may require for producing chemical items.

Crowbar: A crowbar is 2–3 feet long and made of solid iron. This object can be used for forcing doors and other objects open.

Flint and Steel: Lighting a torch with flint and steel is a full-round action, and so lighting any other fire with them takes at least that long.

Grappling Hook: These can be used for anchoring a rope and typically have 3–4 prongs.

Hammer: If used to fight, this small hammer deals 1d4 damage (1d6 in the hands of a fighter). It can be used for construction, or as a mallet with iron or wooden spikes.

Healer's Kit: A pouch of medicines helpful for healing, it can be used 10 times before the herbs and drugs must be replaced. Expending one "charge" from the healer's kit allows a healer to restore a flat 3 hit points (instead of 1d3) to a patient they are tending (see Healing, pg. 39). The healer can decide whether to use the charge after rolling the d3.

Horse Barding: Barding is leather armor set with metal plates, meant to be worn by horses. It counts as 20 EV and grants an Armor Class of 6 to the horse.

ADVENTURING GEAR & ITEMS

Item	Cost	EV
Backpack	2 cp	1
Barrel, wood	1 cp	4×4
Bedroll	1 ip	1×2
Blanket	5 ip	1
Block and tackle	5 cp	1×2
Book, blank	15 cp	1
Bottle, large glass	2 cp	–
Box, large iron	30 cp	4×6
Box, small iron	10 cp	1×3
Candle	1 ip	–
Case, map or scroll	1 cp	1
Cask, wooden	5 ip	2×3
Chemistry set	500 cp	2×2
Chest, large wood	1 cp	4×4
Chest, small wood	5 ip	1×2
Chain (10')	30 cp	1
Crowbar	2 cp	1×2
Flask	1 ip	–
Flint and steel	2 cp	–
Grappling hook	1 cp	1
Hammer	5 cp	2:1
Healer's kit, new	30 cp	1
Healer's kit, refill	10 cp	–
Ink, 1 oz. vial	8 cp	–
Quill pen	1 ip	–
Ladder, 10'	1 cp	1×8
Lantern	9 cp	1
Lock	20 cp	–
Manacles	15 cp	1
Mirror, large metal	15 cp	1×3
Mirror, small silver	25 cp	–
Mirror, small steel	10 cp	–
Paper (sheet)	4 ip	–
Parchment (sheet)	2 ip	–

Item	Cost	EV
Pick, miner's	3 cp	2×2
Pole, 10' wood	2 ip	1×3
Pouch, large	18 ip	–
Pouch, small	5 ip	–
Rope, hemp (50')	1 cp	2×2
Rope, silk (50')	10 cp	1×2
Sack, large	2 ip	–
Sack, small	1 ip	–
Saddle	25 cp	3×3
Saddle-bag	1 ip	–
Spade or shovel	2 cp	1×3
Spike, iron	1 ip	6:1
Spyglass	100 sp	1
Stake, wood	–	6:1
Thieves' tools	30 cp	1
Torch	1 ip	3:1
Vial, empty	1 cp	–
Waterskin/wineskin	1 cp	1

CLOTHES

Item	Cost	EV
Belt	5 ip	–
Boots	25 ip	1
Cap	4 ip	–
Cloak	5 ip	1
Girdle	5 ip	–
Hat	6 ip	–
Robe	7 ip	1
Shirt	3 ip	–
Shoes	15 ip	–
Suit of clothes	10 cp	1
Travelling clothes	8 cp	1
Trousers	5 ip	1

FOOD, DRINK, PROVISIONS & LODGING

Item	Cost	EV
Ale, gallon	5 ip	2×2
Ale, pint	1 ip	6:1
Beer, gallon	4 ip	2×2
Beer, pint	½ ip	6:1
Bread, per loaf	¼ ip	3:1
Cheese, brick of	6 ip	1×2
Eggs, pickled, cask	12 ip	3×3
Fish, dry salted, barrel	40 cp	4×6
Inn (1 night), hostelry	5 ip	–
Inn (1 night), travelers'	3 ip	–
Inn (1 night), flophouse	1 ip	–
Meal, good	5 ip	–
Meal, common	3 ip	–
Meal, poor	1 ip	–
Mead, pint	5 ip	6:1
Mead, bottle	12 ip	3:1
Rations (1 day), soft	2 ip	3:1
Rations (1 day), trail	5 ip	3:1
Wine, common pint	5 ip	6:1
Wine, common bottle	12 ip	3:1
Wine, good pint	10 ip	6:1
Wine, good bottle	11 ip	3:1

NB–Items that don't have a listed encumbrance value can be treated as 20:1 when lots of items like these are carried bundled together. It's generally a good idea to reserve one square of inventory space for the sorts of small trinkets and other light items that adventurers inevitably collect. The encumbrance value of most items of clothing and jewelry can likewise be ignored while the items are worn.

Ink: This is black ink. One can buy ink in other colors, but it costs twice as much (four times for gold or purple).

Lantern: Lanterns can be closed to hide the light. They burn one oil flask for every four hours (or 24 turns) of use and have an effective light radius of 30 feet.

Lock: This is a common iron lock with a key.

Manacles: These are used to bind hands or feet.

Oil Flask: In addition to its use as a missile weapon, oil can also fuel lamps and lanterns.

Rations, trail: This food is dried and preserved, so that it can be carried on long voyages when securing other food may be uncertain.

Rations, standard: This food is fresh and will not keep for more than a few days. The cost for this food would reflect fresh food fixed for a militia, or the most basic food at an inn.

Rope, hemp: This strong rope can hold the weight of approximately three human-sized beings.

Rope, silk: This rope is stronger than hemp, and can hold the weight of five human-sized beings.

Sack, Large: This sack has 4×6 inventory space.

Sack, Small: This sack has 2×4 inventory space.

Saddle Bag: This bag holds 3×4 inventory space.

Sailing Ship, Large: This large, seaworthy ship is 100 to 150 feet long, 25 to 30 feet wide, a draft of 10 to 12 feet, and has a crew of 70. It can carry 15,000 EV. It has square sails on its three masts and it can be equipped with up to four heavy cannons.

Thieves' Tools: This kit contains all of the tools a thief needs to pick locks and disarm small traps.

Torch: A torch burns for one hour, clearly illuminating a 30-foot radius. If a torch is used in combat, it deals 1d4 damage (1d6 for a fighter).

Vial: A vial holds one ounce of liquid. The stoppered container usually is no more than one inch wide and three inches high.

Waterskin: This container, made of hide, will hold two pints (one quart) of fluid.

CHAPTER TWO:
ADVENTURES AND BATTLES

THE DEFAULT mode of gameplay in the *Engines & Empires* game remains the dungeon-crawl and "sandbox". A role-playing game is fundamentally about one thing above all else: *exploration*. The players assume the role of treasure-seekers, but being a treasure-seeker is also being an explorer, a discoverer, and a detective. An adventurer's business must involve travel, mapping, transportation and logistics… and, of course, combat with fierce monsters and other foes.

This chapter describes the rules needed to play an *Engines & Empires* campaign. The purpose of this book is not to teach you how to play old-school fantasy RPGs (it has to be assumed that if you're reading this, you already know all about them). Rather, it is to act as a repository or encyclopedia of rules most often needed to that end. Any omissions can easily be filled in from other OSR games.

Dungeon Adventures

The simplest sort of adventure is set in a "dungeon"—not a prison, necessarily, but a series of rooms or caves in a vast underground complex. In the broadest terms, a dungeon is simply "where the adventures happen"—wherever it is that distance is being measured in tens of feet, time is being measured in tens of minutes, and the wandering monster checks are occurring frequently enough to keep the players looking over their shoulders and tension running high.

Marching Order
When a party of player characters first enters a dungeon, have them establish a "marching order"—who's in front, who's guarding the rear, who's in the middle. There are a couple of reasons why this is important: if the party should be attacked from the front or the rear, it's helpful to know who's ready to stand as a line of defense. Also, marching order determines who is standing where if the adventuring party should happen to trigger a trap as they're moving through a room or corridor.

Mapping, Calling, and Quartermastering
As the PCs explore the dungeon, play can become intense and loud and sometimes difficult to keep track of. It helps to assign these three roles to some of the players (there are usually at least a couple who enjoy such tasks), to help keep things organized.

Mapping: As the players move through the dungeon, they map their progress on graph paper. The referee describes what the players see as they see it—"*At the foot of the stairs, you come to a corridor that continues west. It goes west 10′, 20′, at 30′ there's a door in the north wall, passage continues, 40′, at 50′ a four-way intersection. Your torchlight lets you see thirty feet in all directions, so to the north and south you see the passageway disappear into darkness. To the west, you can see 20′ of corridor, and then the passageway opens into a largish room, with the south wall of the room continuing flush with the south wall of the corridor…*"

It is common practice to give the players the dimensions of a room (e.g. "20′ square" or "30′ east-west by 40′ north-south") when the characters enter it, but this is just an expedient. Strictly speaking, the referee ought to stick with vague descriptive terms—"a small room", "a large cavern", etc., unless the PCs actually take the time to pace out the size of the room for themselves. When the players have access to information that their characters could not, they invariably use it to search for secret doors and hidden passages that their characters wouldn't have otherwise had a real reason to look for!

This all leads up to the most important detail of player dungeon-mapping: while the players may perhaps be aiming at a perfect 1:1 reproduction of the referee's own dungeon map, in practice this should be nearly impossible. Unless the players should come to know a particular dungeon level so well (from repeated delves and a great deal of time spent exploring, measuring, and thoroughly clearing out all of the rooms) that the dungeon level could serve them as a forward base of operations, their map ought to remain little more than a mere sketch or flowchart. It's inevitable that the players will make some mistakes as they explore: don't

correct them. If the rooms and corridors don't quite line up, let the players puzzle it out for themselves. (After all, subtle slopes and shifting passageways and magical rooms that teleport players always remain a possible, if annoying, tool in the dungeon-designer's arsenal.)

Calling: This practice is little-used today, but it's indispensable when playing with large groups (of five or more players) and still helpful even with smaller groups of three or four. Have the players elect one of their own as "caller" or party leader. This is the player who relays all finalized decisions to the referee, so that the rest of the players aren't always competing for the referee's attention. If the referee is fastidious in only taking directions from the elected caller, the players will soon start to organize themselves around relaying the actions that they want to take to the caller—and the caller can further act as a buffer against "that one player" who wants to simply waste the other players' time or do something incredibly stupid that endangers the entire party. (This is not to say that the caller can veto other players' actions or dictate what they do; rather, it impels everybody present to actually discuss what they want to do before leaping to any rash action. This is nearly always a good idea in an environment as hostile as a dungeon.)

Quartermastering: Well-organized adventuring parties inevitably fall to the practice of having one player oversee a "party inventory" of items, gear, and treasure. The party inventory is not a mysterious "nowhere" space where items can disappear to and then reappear from when needed; it's simply a list of who has what, where communally-owned items are kept (on the wagon outside the dungeon?—in the pack-mule's left saddle-bag?—or all the way back at home base?), and who all is carrying any treasures discovered so far during the present delve.

Time and Movement in the Dungeon

Time in the dungeon is tracked in **turns** which are ten minutes long (i.e. there are six turns in one hour). In a turn, you can:

• Move your Exploring Speed
• Thoroughly search a 10' × 10' area
• Fight a battle (and deal with the aftermath)
• Take a short rest
• Whatever else the referee allows in a turn

A character's Exploring Speed is speed at which they move through the dungeon, exploring carefully. It is three times their base Move Speed and thus depends on encumbrance or load level:

MOVEMENT AND SPEED

Load Level	Move Speed	Exploring Speed	Sneaking Speed
Light	40'	120'/turn	40'/turn
Moderate	30'	90'/turn	30'/turn
Heavy	20'	60'/turn	20'/turn
Severe	10'	30'/turn	10'/turn
Overburdened	5'	15'/turn	5'/turn

Needless to say, Exploring Speed is quite slow—12' per minute or less. It assumes that the adventurers are picking their way carefully through the dungeon, keeping quiet, looking and listening, trying to stay sure-footed amidst the uneven rubble and cracked flagstones of the dungeon floor.

Sneaking: Attempting to move through the dungeon in perfect silence is handled with a Dexterity check, modified by appropriate skills (like burglar, hunter, or pickpocket) and by encumbrance/load level. Sneaking characters move through the dungeon at one-third Exploration Speed (that is, they use their base Move Speed, but per turn instead of per move).

Resting: One turn out of every six (i.e. once per hour) may be spent on a short rest. A character who has taken damage recovers 1 hit point during a short rest (possibly more if tended to by a skilled healer; see the section on healing, below). More than one short rest in an hour confers no extra benefit.

Light & Darkness

Dungeons are dark. Characters need a light-source in order to see, or they'll be groping blindly and apt to stumble headlong into a quick death. The commonest light-sources are torches and lanterns. A torch burns for 6 turns (1 hour), while a lantern uses oil as fuel, consuming one flask every 24 turns (4 hours). These light-sources shed light out to 30 feet.

While characters have a light-source, they *cannot* surprise monsters, because monsters (all monsters that dwell in a dungeon) can see in the dark out to 90 feet away and will certainly see the PCs coming. Note that most of the time, "seeing in the dark" is a property that the dungeon itself confers on its denizens, not a capability inherent in the monster itself. A monster that comes into the service of the player characters actually loses the ability to see in absolute darkness!

Characters without a light-source (or some magical means of seeing in the dark) are effectively blinded. If they are forced to fight, they attack at −4 to hit.

Doors

Dungeons are full of doors. Some of them will open easily, but most are locked or stuck. A locked door must be picked if a key cannot be found; this requires a set of thieves' tools and a successful Dexterity check (modified for appropriate background skills: burglar, locksmith, tinker; or any tech).

Alternatively, locked and stuck doors may be bashed open. This requires a Strength check (brute strength only, unmodified by any skills). Bashing doors is noisy: for each attempt, the referee should make an extra roll to encounter wandering monsters. Certainly nothing in the room will be taken by surprise if the door to its chamber is bashed open.

Secret doors can be found by a searching player in one of two ways: if the player describes their character doing something that would definitely reveal a secret door (such as, for example, pulling a lever or depressing a catch that opens such a door), they find the hidden door automatically. If the character is simply searching a 10′ × 10′ area for nothing in particular, they will find any secret doors on a successful Intellect check (modified for appropriate background skills: architect, burglar, detective). Rolls to find secret doors should always be made in secret by the referee, so that the player doesn't know whether they failed the roll, or whether they passed it and there were simply no doors to be found in that location.

Listening at a door is also handled with an Intellect check, which may at the referee's discretion be modified for skills that imply being good at such things (hunter, spy, etc.). Note that certain kinds of monsters, most notably the undead, make no noise and cannot be detected this way.

As with the ability of dungeon-dwelling monsters to see in the dark, doors in dungeons are one of the ways that the dungeon itself is hostile to mortal men and the realms of Law. They're tricky things that like to snap shut and make themselves stuck (or possibly even re-locked) 1d4 turns after the PCs open them—unless the PCs have the foresight to spike the doors open with heavy iron spikes. (Spiking a door involves loud hammering and may draw wandering monsters; also, even a spiked door has a 33% chance of slipping the spike and closing anyway.)

Doors will open freely and automatically for any monsters that wish to pass through them (i.e. doors are never stuck or locked to the monsters), unless the door has been spiked shut (the chance of slippage is the same as above); it is being physically held by one or more characters; or the door has been "locked" by means of some magical spell, ritual, or item.

Traps

Characters searching for traps will find them when they make a successful Intellect check, modified for any secondary skills appropriate to the task (with burglar being the most common and traditional example). Players must say that they are searching for traps, and they must be searching the correct area. As with secret doors, the referee must make these checks in secret.

A trap may be triggered by something specific, such as stepping on a pressure plate or opening a door. Whenever a character does something that may trigger a trap, the referee rolls 1d6. There is only a 33% chance (a roll of 1 or 2) that the trap will actually trigger. This keeps the players guessing, and (in the case of pit-traps in the floor) it may cause much of the party to be taken unawares.

Small mechanical traps (like the ubiquitous "poisoned needle on a lock" trap) may be removed by a character with the appropriate skill (any tech can do this, as can a burglar, tinker, or mechanic) and a handy set of thieves' or mechanics' tools. A successful Dexterity check is required to remove the trap without springing it. If the Dex check fails, the trap triggers 33% of the time, like normal. If the check is fumbled (a natural 20), the trap definitely triggers.

Large-scale and room-sized traps cannot be removed like this, because the mechanisms that govern them are usually out of reach, hidden behind walls and under floors. A trapdoor in the floor may be spiked open or shut like any other door.

Wilderness Adventures

Dungeons are traditionally mapped out on square graphing paper, where each square represents an area 10′ across. The wilderness is mapped on paper with a hexagonal grid, with the scale varying by the size of the region mapped.

Distances on outdoor maps are measured in *leagues*, where 1 league is equivalent to 3 miles and is based on the distance that the average unencumbered man can hike in one hour. **Continent scale** maps are drawn on hexes 8 leagues (24 miles) across. **Country scale** maps use hexes 3 leagues (9 miles) across. And **region scale** maps, which are the maps actually used for most wilderness adventures, are drawn at a scale of 1 league (3 miles) to the hex.

Assuming level terrain and a clear trail or path, characters can usually cover several leagues in one day's hike. Find the base Move Speed for the slowest character in the group and divide it by 5: this is the party's Overland Travel Speed. If the group's slowest character moves at a base of 30′, for example, the group can cover 6 leagues in a day.

If the terrain is easier or more difficult, the group's Overland Travel pace is modified as follows:

Terrain Type	Overland Travel
Paved, well-kept roads	+25%
Desert, hills, forests	−25%
Swamps, mountains, jungles	−50%

In a pinch, characters can attempt a **forced march**, which increases travel distance by +50%, but the day after a forced march must be spent resting. (When traveling at a normal pace, only one day of travel in every six needs to be a day of rest in order to avoid exhaustion.)

Getting Lost

As players travel, they may become lost. If the party is not following a road or a trail or keeping a visible landmark in sight, they must blaze their own trail. A hunter, scout, or navigator can keep a party from getting lost with a successful Intellect check (normal skill bonuses apply). If this check fails, or if the party has no skilled trailblazer, the referee must roll a check at the start of each day of travel to see if the party will veer off course. The chance of getting lost depends on the terrain:

Terrain Type	Chance to Become Lost
Plains	1 in 6 per day
Mountains, hills, forests, sea	2 in 6 per day
Deserts, swamps, jungles	3 in 6 per day

When the party leaves a hex, they can go in one of six possible directions; if the referee determines that the party is going to become lost that day, he selects a random point during that day's travels where the party veers off-course slightly from the intended direction. If, for example, the region map uses hexagons oriented so that the sides are pointed northeast, east, southeast, southwest, west, and northwest, a party intending to travel northwest may find themselves veering either west or northeast instead (and they may not even be aware for several days that this has occurred). The referee must keep track of the party's actual distance and direction of travel.

Searching a Hex

A typical one-league region hex covers just over 23 square miles of land. That's an enormous area, and adventurers won't find everything there just by passing through. Large landmarks, towns, and cities will be obvious, but most features, as well as villages and castles (unless a path or river leads directly to them), will take some time to find.

Assume that four hours of searching are needed to discover a village, castle, or manor in a hex, or to discover a large ruin or typical dungeon. Smaller monster lairs, glens, glades, shrines, isolated houses, and so forth can be found by searching the hex for one full day. A week is enough to search a hex thoroughly for most nooks, crannies, caves, and hiding-places.

Wilderness Activities

Here are a few of the activities that characters may attempt during wilderness adventures.

Climbing: Characters are assumed to be able to climb reasonably well, although sheer surfaces and walls may require special gear. If the characters are climbing quickly or being attacked while they climb, Strength checks may be called for to avoid falling.

Hunting and Foraging: Characters need rations to survive—one 1 lb. ration of food per day per character. In a dungeon, once the rations run out, food may be very hard to come by (unless the characters manage to slay an edible monster). Out in the wilds, characters can forage or hunt. Foraging is the gathering of nuts, berries, roots, and such; one can forage and travel at the same time. Hunting, meanwhile, takes an entire day, and no travel is possible while hunting. Either practice is accomplished with an Intellect check (skill bonuses apply where appropriate), but foraging is the more difficult task and takes a −4 penalty on the roll. A single check is rolled for the whole party; use the target number for the character with the best chance of success. A successful roll produces enough food to feed 1d6 man-sized creatures for a day.

If characters go more than a day without food, they begin to starve, temporarily losing one point of Strength for every two days gone without food. If the character should fall to Strength 0, they succumb to starvation and die.

Swimming: It's assumed that adventurers know how to swim. A lightly encumbered character can usually swim with no difficulty, although a strong current or attacking enemies or some other source of distraction may mean that Strength checks are called for to avoid being swept away or sinking and drowning. A moderately, heavily, or severely encumbered character *must* make a Strength check (at the usual encumbrance penalty) to avoid drowning when trying to swim. Overburdened characters cannot swim.

Flying

Air travel is a fact of life in the Age of Steam. The vehicles that enable it are a complicated matter, to be described later in this chapter. But there are other means by which adventurers may find themselves flying: magical spells or items, flying creatures, and so forth.

A creature's Air Travel pace in leagues is equal to its flying Move Speed divided by 2½. A creature that can fly at 40′ in combat, for example, can travel through the air at a pace of 16 leagues (i.e. 48 miles) per day.

A flying beast is able to carry one human-sized rider (or a burden of equal weight) for every 6 Hit Dice that it possesses; a 3 HD flying monster could only carry a dwarf, while a 12 HD flying monster could carry a small horse or two human riders.

Sailing

Refer to the section on vehicles (pp. 42–43).

City Adventures

A detective stalks along the smoggy, cobble-paved streets between sooty factories and hopeless flophouses. A horse-drawn coach makes way as a newfangled automobile zips by at an unheard-of thirty-five miles per hour. A spring-heeled second-story-man leaps across the rooftops, while in an alleyway below, a killer that the salacious newspapers call a "Ripper" puts a knife in yet another hapless victim. City adventures are a staple of the Age of Steam: it simply wouldn't do to leave them out.

The typical city block is one-twentieth of a mile; that means that in the absence of traffic, one could conceivably walk twenty blocks in twenty minutes. But there will be crowds on the sidewalks, vehicles on the streets, and the blocks of old cities are twisty and turny—not laid out on a grid. Assume that unless the characters are moving in the dead of night or sprinting, they can cover thirty blocks in an hour (five per turn). The largest cities will have coaches or taxis (for 1 iron piece per person per block traveled) to make the trip in ease and comfort, but this does not measurably decrease the travel time.

In the Age of Steam, cities are lit at night by gas lamps rather than electricity (although electric lights may be a reality some advanced regions). This only helps to light the main streets, though. Side streets and back-alleys will be as

dark as any dungeon at night and filled to brimming with thieves, muggers, press-gangs, and worse.

Asking Around

Cities are often breeding grounds for gossip and rumors. One can learn just about anything in a big city, with a Charisma check (modified by background skills where appropriate) used for gathering information. This represents several hours' worth of canvassing an area, asking questions of those who'll stop and listen for a moment. This is usually the best way to find a shop or a merchant who can sell you something you're looking for, a scholar who might know something you'd like to learn, or even how to get in touch with a local den of thieves.

Charisma or Intellect checks might also be called for when trying to bypass red tape, to navigate through a complex bureaucracy, or to deal with taxes and licenses and other legal matters. Characters with access to a library or university may use an Intellect check (and several hours) to conduct research on just about anything: science, history, folklore, genealogy, anything.

Followers

One very important activity best handled in a city is filling out the sparse ranks of a small adventuring party with a bit

of extra help. "Followers" are NPCs who join an adventuring party led by the player characters. There are several kinds of followers:

• *Allies* are full characters in their own right, who see themselves as being on equal terms with any of the PCs. Allies have a character class and an experience level and they typically demand a full share of any treasure found in order to remain in the party.

• *Sidekicks* are similar to allies, except that they defer to one of the PCs as their leader. Sidekicks don't lead when they can follow. They have a class and a level, just like PCs and allies, but they earn only a half share of any treasure found.

• *Hirelings* are paid to work for a fee, and they don't go down into dungeons or do anything else terribly adventurous. This category includes mercenary men-at-arms willing to serve as guards and specialists who have valuable expert knowledge; but mercenaries are not fighters, and specialists are not experts. Even if they're given treasure, they don't earn XP or levels.

Hiring Followers

Player characters hire followers by approaching potential recruits in a city (or advertising their need for such) and then negotiating service in exchange for payment (a share of the treasure for allies or sidekicks, a wage or salary for hirelings). These negotiations should be roleplayed by the players and the referee; the ref then rolls 2d6 (modifying the roll for the Charisma of the PC who took the lead in the negotiations) and consults the following table:

HIRING FOLLOWERS: REACTIONS

Roll	Result
2	Declines the offer*
3–5	Declines the offer
6–8	Re-negotiate and re-roll
9–11	Accepts offer
12	Accepts offer**

* On a result of 2, the negotiations have gone so badly that the would-be employee spreads bad rumors about the PCs; future rolls made to hire followers in that location are made at −1.

** On a result of 12, the negotiations go so well that the follower joints the party in the highest of spirits and is +1 to Morale for the duration of that first adventure.

The vast majority of followers are human; demi-humans willing to hire themselves out as adventurers are quite rare. Allies and sidekicks may be of any race, class, or level (although it is very rare for anyone higher in level than the PCs to join them as an ally, and it's unheard of to have a higher-level sidekick).

In any event, it is always important to remember that followers are characters with their own goals and interests. They will never sacrifice themselves for the PCs or march willingly into danger—they're *followers*, not heroes. They always expect to be well-treated, with allies and sidekicks

receiving fair shares of treasure and magical items and hirelings receiving the pay agreed upon without suffering abuse or undue hardship and danger. PCs who mistreat their followers (or get very many of their followers killed) will soon find that they have a bad reputation and won't be able to come by new followers easily or at all.

Morale

All followers have a Morale score. For sidekicks, this score is **7 ± the Charisma adjustment of the character they follow**. Allies, being adventurers in their own right, are a little bit more stalwart: they base their Morale score on the highest-Charisma PC, regardless of who talked them into joining the party. Morale can shift up or down during the adventure, according to how the PCs treat their followers and what manner of dangers they encounter. Morale must be checked (rolling 2d6 and comparing the result to the Morale score) every time something particularly dangerous or terrifying happens, and also once at the end of every adventure. The roll passes if the result on the dice is equal to or less than the follower's morale score; if the roll is higher, it fails. Followers who fail a morale check during the adventure flee from the situation; a failed morale check at the end of an adventure means that the follower leaves the party and will not rejoin.

Follower Experience

Followers earn experience points for slaying monsters and winning treasure, just like player characters. Allies earn a full share of all XP awarded to an adventuring party, while sidekicks earn half a share. NPCs can earn the same 10% XP bonus that PCs can for immediately wasting their treasure.

Specialists & Mercenaries

Allies and sidekicks are adventurers; specialists and mercenaries are not. Paid hirelings like this do not accompany the party on adventures. Their loyalty, such as it is, is based on coin. Specialists are NPCs who have some sort of specialized trade, skill, or knowledge. They are usually hired by adventurers for one specific task (since only a very wealthy character could keep a specialist on retainer at all times).

Mercenaries are hired sell-swords—men-at-arms who will serve as guards or patrolmen. While they may agree to accompany an adventuring party through the wilderness, they will usually not go down into a dungeon. Mercenary morale is based on the category of mercenary (their species or skill level), again adjusted for the Charisma of the character who takes charge of leading them:

Mercenary Type	Base Morale
Commoner Militiamen	6
Barbarians or Beastmen	7
Trained Infantrymen	8
Mounted Cavalrymen	9
Elite Dragoons	10
Zealous Fanatics	11

It is assumed that hired mercenaries do not yet have their own weapons and armor: it's up to the player characters to equip them. The pay-rates listed only cover the mercenaries' wages, not their gear. Wages double in wartime.

MERCENARY PAY (IN CP/MONTH)

Troop Type	Human	Elf	Goblin	Ogre	Beastman
Conscript	1	–	–	–	–
Light Infantry	2	4	–	1	½
Heavy Infantry	3	6	5	1½	–
Grenadiers	6	–	15	10	2
Light Cavalry	10	20	15	–	5
Medium Cavalry	15	–	20	–	–
Cuirassiers	20	–	25	–	–

Mercenaries require equipment as follows:
 • *Conscripts:* No equipment preference; they use whatever they're given (because they aren't trained with anything).
 • *Light Infantry:* Buff coat, carbine, bayonet.
 • *Heavy Infantry:* Plated jack, musket, bayonet.
 • *Grenadiers:* Buff coat, pistols, grenades.
 • *Light Cavalry:* Buff coat, pistols, sabre, riding-horse.
 • *Medium Cavalry:* Plated jack, carbine, sabre, riding- or warhorse.
 • *Cuirassiers:* Fitted cuirass, sabre, musket, warhorse.
Only human and elfin cavalry ride horses. Goblin cavalry ride *châkka*-birds instead, while beastmen prefer to ride dire wolves.

Kinds of Specialists
What follows is a list of specialists and some typical pay-rates for each. The list is not exhaustive; referees may use it as a guideline for adding more specialist types.

Animal Trainer (400 cp + 1d2 × 100 cp, per month)
Trainers are specialized in one particular kind of animal. Training a wild animal takes one month initially (as the animal gets used to the trainer), and then two weeks for each particular behavior or command that you want the animal to learn.

Attorney (1,500 cp + 1d6 × 100 cp, per month)
Attorneys are hired to offer legal advice or to represent their client's interests in lawsuits, trials, and out-of-court settlements. The referee determines how and whether the attorney (or team of such) succeeds at what the character wants them to do.

Blacksmith (80 gp + 1d4 × 10 cp, per month)
Most blacksmiths know how to make a variety of common tools, but if they're trained to make weapons or armor, they will be specialized in only one area from among armoring, forging mêlée weapons, or gunsmithing. A smith can make 5 weapons, 3 shields, or 1 suit of armor per month.

     An army needs to have 1 smith per 50 troops to keep the weapons and armor maintained. A smith will often have apprentices; every 2 or 3 apprentices count as one smith for the sake of output.

Consulting Detective (400 cp + 1d2 × 100 cp / mo.)
The forerunner of the private investigator, a consulting detective is hired to gather information, usually about a specific person, place, or object. The referee determines how competent and reliable the detective is: those with better reputations for success are often quite a bit more expensive to hire for a case.

Engineer (700 cp + 2d4 × 10 cp, per month)
Engineers oversee large construction projects. For every 100,000 cp of the cost of the building project, 1 engineer must be hired to oversee it. Humans are the best engineers for overseeing above-ground projects; goblins are unparalleled for underground projects.

Manservant (10 cp + 2d6 cp, per month)
Servants are hired for simple labor: porters to carry goods, grooms to care for animals, valets to wait on their employer's needs. A servant generally agrees to serve in a home, though: most do not willingly accompany their masters on wild adventures.

Mechanic (300 cp + 1d6 × 10 cp, per month)
Mechanics are hired to maintain vehicles, like locomotives, automobiles, and airships. One mechanic can maintain a fleet of up to five automobiles, three autogyros/aeroplanes, or a single airship. Two mechanics are needed for a locomotive and three or more for a steamship, depending on its size. Large-scale electrical machines require electricians, who are paid at a rate similar to mechanics.

Printer (100 cp + 1d4 × 10 cp, per month)
Printers will print fliers, broadsheets, newspapers, or books *en masse*. If the game is set in a period resembling the 18th century especially, characters should be aware that defamation laws are far more focused on protecting the *government* from criticism than protecting private citizens—therefore, just about anything may be printed about nearly anyone. In a more standard 19th century setting, PCs may have to be a bit more wary about spreading false propaganda.

Scientist (800 cp + 1d4 × 100 cp, per month)
Scientists may be hired to conduct or assist with research. Chemists are particularly valued for their ability to concoct and brew potions. The referee determines whatever times and materials are required to research a formula and produce a dose of any potion.

Scholar (1,800 cp + 1d4 × 100 cp, per month)
Scholars are specialized in some subject of esoteric knowledge and may be consulted for information. If a character cannot find out what they want to know from basic library research, a specialized scholar will be required. The referee determines whether the scholar actually knows whatever it is they're talking about…

Scrivener (30 cp + 1d4 × 10 cp, per month)
Scriveners are clerks hired to copy books, documents, or ledgers by hand. A scrivener is much slower than a printer (perhaps 40 pages per day is the maximum one can copy); but printers are used for producing dozens or hundreds of copies of a single text. In a day and age before computers, scriveners are necessary when one needs to produce only a few resultant copies from many different source texts.

Seafarers
There are four types of seafarers available for hire: rowers cost 3 cp/mo., sailors cost 12 cp/mo., navigators cost 175 cp/mo., and captains cost 275 cp/mo. (Other officers, like a first mate and a boatswain, will cost 1d4 × 10 cp more than the navigator.)

Experience Points

Characters earn experience points (XP) from two sources: treasure and monsters. Experience awarded for monsters defeated (e.g. slain, outwitted, whatever) is based on how powerful the monster is: a base award which depends on the monster's Hit Dice, plus bonus XP for every special ability the monster has (marked by one or more asterisks next to a monster's Hit Die entry). Human opponents with a character class treat their experience levels as if they were monster HD; while mages and techs have a number of bonus XP "asterisks" equal to half their level. A 5th level mage, for example, is worth XP as a 5** HD monster.

Characters also receive 1 XP for every 1 copper piece worth of treasure that they either retrieve from a dangerous place (like a dungeon) and then manage to return to a place

EXPERIENCE POINTS FOR MONSTERS DEFEATED

Monster HD	Base XP Value	Bonus per Ability
Under 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
8	650	550
9–10	900	700
11–12	1,100	800
13–16	1,350	950
17–20	2,000	1,150
21	2,500	2,000

For every hit die above 21, add +250 XP to both the base and bonus XP values.

of safety and civilization (e.g. a vault in their home base, or deposited into a bank), or which is paid to them for undertaking a dangerous mission (bounties, rewards, etc.). Any money the characters might earn through ordinary pursuits like jobs is not worth XP; only *treasure* or some kind of reward directly related to adventuring merits experience.

All XP earned by the party, both from monsters slain and treasure recovered, is divided evenly among all adventurers who survived the adventure (rounding all fractions up). Any character that dies during the adventure forfeits their share of the XP, even if they get resurrected before the adventure ends. PCs and their allies get a full share of the XP award, while sidekicks receive half a share. Optionally, the referee may also grant a 10% XP bonus to the awards of individual characters who *immediately* dissipate away their treasure on carousing or some other wasteful pursuit.

The Encounter

Encounters happen whenever the players run into something that forces the characters to take action or make some kind of decision: when they meet a monster, an NPC who may be friend or foe, a trap or puzzle or odd bit of magic.

There are three basic types of encounters: **triggered** encounters, **keyed** encounters, and **random** encounters. The first two are fairly easy to explain. Keyed encounters are simply things that are in a certain place; when the PCs go there, they encounter what's there. If there is a lair of trolls in room 23 of dungeon level 2, the PCs will meet trolls when they enter room 23 of dungeon level 2. Then there are triggered encounters, which are events that happen because

of the actions of the PCs or the passage of time. This can be something as simple as the PCs pulling a lever which opens a secret door to an unexplored sub-level of the dungeon; or as complex as the arrival of springtime melting the snow that had been blocking a mountain pass, enabling a foreign army to march on the PCs' homelands (regardless of what the PCs have been doing all campaign long).

Random encounters occur because both dungeons and wildernesses have **wandering monsters** going about their own business, and adventurers just may stumble into them. Wandering monsters may be hostile, friendly, or neutral; it depends on a reaction roll (and the demeanor and actions of the PCs).

The Combat Round
Time during an encounter is measured in 10 second *rounds*. There are six rounds in a minute and sixty rounds in a turn.

Dungeon Random Encounters
While the characters explore a dungeon, the referee must occasionally check for the presence of wandering monsters. Every other turn (i.e. once every twenty minutes of game time, or thrice per hour), or whenever the characters make excessive noise or otherwise draw undue attention to themselves, the referee rolls 1d6. A roll of 1 indicates that wandering monsters appear. If this happens, time must then immediately shift from turns to rounds, and the referee will proceed with the encounter sequence (see below).

Wilderness Random Encounters
Adventures in the wilderness follow this sequence of play:
 • At daybreak, the referee first rolls all checks to determine if the party will become lost.
 • The referee checks for weather conditions that day by rolling 2d6. Weather varies from terrain to terrain, and referees are free to make their own charts, but for typical temperate zones, this chart works fine:

Roll	Result
2–7	Fair weather
8–9	Gloomy and overcast
10–11	Rainstorm or Snowstorm
12	Squall or Blizzard

Depending on the terrain, storms may slow travel by −25%, while a squall or blizzard slows travel by −50% and also increases the chance of getting lost by 2 in 6.
 • The referee rolls 1d6 to determine whether the party will encounter wandering monsters during the day. The chance to encounter monsters varies with the terrain:

Terrain Type	Encounter Chance
Plains, Roads, Farmland	1
Air, Desert, Forest, River, Hills, Sea	1–2*
Mountains, Swamp, Jungle	1–3

* Air encounters are with flying monsters only. For sea encounters, a 1 indicates a normal ocean encounter; but a 2 indicates a land encounter that only occurs if the ship puts ashore that day; otherwise there is no encounter.

If an encounter occurs, time shifts to rounds and the encounter is played out like usual.
 • After any encounter, the party resumes travel. If the party is lost, the referee checks direction again.
 • At nightfall, the party must stop and make camp, set watches, etc.
 • The referee checks for wandering monsters again, but this time using 1d12 instead of 1d6. If monsters are encountered at night, only characters on watch will be ready and armored; other characters will be in normal clothes only.

Armor Type	Donning Time
Buff coat	1 round
Plated jack, Lamellar	2 rounds
Fitted cuirass, Mail coat	3 rounds
Suit of plates, Plated mail	4 rounds

The Encounter Sequence
Whenever an encounter with wandering monsters occurs, the referee must follow these steps:
 • Determine the type and number of monsters by rolling on the random encounter table.

- Roll for surprise.
- Determine the encounter distance.
- Determine initiative.
- Check monster reactions and decide what the monsters will do.
- Play out the combat, conversation, or chase scene that follows; or return to normal exploration.

Keyed encounters with monsters deliberately placed in dungeon rooms follow a similar sequence, except that the type and number of monsters will already be known, any factors like distance and surprise will depend on how the players approach them, and the monsters' reactions depend on what the monsters are doing at the time.

Surprise

Whenever an unexpected encounter occurs (this is always the case with wandering monsters; it may or may not be with keyed encounters, depending on whether the players are making noise, using a light-source, etc.), the referee rolls 1d6 for each side that might be surprised; a roll of 1–2 indicates that that group is surprised and may not act at all on the first round of the encounter. If both sides are surprised, then neither side is able to do anything on the first round, the surprise round "cancels out", and the encounter proceeds to round two and initiative.

Encounter Distance

The distance at which wandering monsters appear depends on whether the party is in the dungeon or the wilderness, and whether there was surprise.

- In the dungeon, if there is no surprise, wandering monsters appear 2d6 × 10 feet ahead of the party. If there is surprise, they appear 1d4 × 10 feet behind the party (assuming that the party is the surprised faction).
- In the wilderness, monsters appear 6d6 × 10 feet away from the party when there is no surprise and 2d6 × 10 feet away when there is surprise.

Determining Initiative

Initiative determines who acts first on a given round. It is checked for each "side" in an encounter (which usually means once for the party and once for the monsters at the start of each round). Initiative can be determined by a roll of the dice or by each side pulling a card from one or more packs of playing cards. If dice are used (d6s are traditional; the author prefers d10s), each side rolls a die and high roll wins. If the referee elects to use cards, the aces are low, the kings are high, and the jokers are left in the pack and even outrank the kings. In any case, a tie indicates simultaneous initiative, with everyone acting at the same time (so that a monster or character "killed" that round still gets to take actions; damage dealt to a spell-caster causes any spell being cast that round to be disrupted and lost; and the referee may require that the players declare all of their intended actions at the beginning of the round).

Reaction Rolls

Monsters are not mindless robots. They don't always attack on sight, and they rarely fight to the death. Most are just looking for a good meal. A monster's demeanor when the encounter begins is random, and it's as likely to be friendly as it is hostile. The referee determines monster reactions by rolling 2d6 and then consulting the following table, after adjusting for the Charisma score of any character who approaches the monster first:

<div align="center">

MONSTER REACTIONS

</div>

Roll	Result
2	Hostile, attacks immediately
3–5	Unfriendly; roll again one round later at −4
6–8	Cautious; roll again one round later
9–11	Indifferent; roll again one round later at +4
12	Friendly, helpful

The player's actions can shift the result of the roll an entire category up or down. If the players draw their weapons and look threatening, the monster is more likely to be hostile. If the players offer food (to a bestial creature) or treasure (to a monster with a humanlike level of intelligence), it may be friendlier. If the players simply do nothing, and the monster's reaction continues to indicate caution or indifference, this can only repeat itself for two rounds. After that, the third roll tells all, with a 2–8 indicating that the monster

becomes frustrated and attacks; and a roll of 9–12 meaning that the monster gets bored and wanders off.

Chases

Conducting a chase is a simple matter of comparing the base Move Speeds (MV) of the characters and the monsters. Creatures with a better Speed will always catch or evade slower creatures. If a monster flees, the PCs are free to decide whether to pursue it. Monsters pursue fleeing characters if they pass a Morale check.

When characters are outpaced by a pursuing monster, they may choose to drop food or treasure. Hungry monsters of animal intelligence may stop for the food 50% of the time; monsters with human intelligence will likewise stop for an eye-catching treasure 50% of the time.

Wilderness Evasion

Whenever an encounter occurs in the wilderness, one party may decide to flee the other rather than engage. If only one side has been surprised, the other may flee with automatic success. Otherwise, the chance to evade pursuit depends on the relative sizes of the two parties involved:

OUTDOOR EVASION TABLE

Party Size:

1–4	5–12	13–24	25+	Chance to Evade:
–	–	–	1–10	10%
–	–	1–6	11–30	25%
–	1–3	7–16	31+	35%
1	4–8	17+	–	50%
2–3	9+	–	–	70%
4+	–	–	–	90%

The numbers on the body of the table in normal type indicate the size of the pursuing party; the boldfaced headings are the size of the fleeing party. A smaller party has a much better chance of evading a large group of pursuers, because smaller parties can move together more quickly and hide more easily. (Terrain can also sometimes make it easier for a fleeing party to get away, at the discretion of the referee. Dense cover, like a forest or jungle, may increase the chance of evasion by as much as 50%.)

If the evasion roll fails, it means that the chasing party has kept their quarry in sight and now have a 50% chance to catch up to them (if the pursuing party has better Speed). Otherwise, another attempt at an evasion roll may be made. This continues until the fleeing party gets away, or until the chasing party catches them.

Combat

Combat is played out in ten second **rounds** which get divided into even shorter units of time and action called **moves**. Every character and creature gets **three moves per round**. These moves may be used to take any actions, in whatever order, the characters or monsters may choose. After having determined initiative for the round, all of the creatures on the side that won the initiative get the opportunity to make all of their moves; then the (surviving) creatures that lost the initiative make all of their moves. After that, the round ends, a new initiative is determined, and combat continues until one side or the other flees, surrenders, or is defeated. If initiative is simultaneous, the referee can break down the round into three "phases" of one move each.
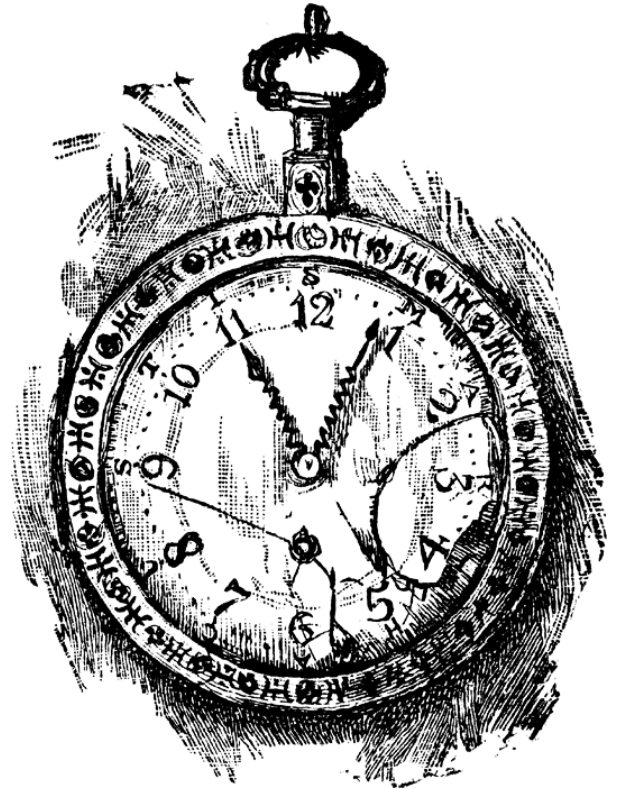

The Move

Roughly speaking, a move is what you can do with one-third of a round. Every action has a cost in one or more moves, so what you can do in a single round is limited:

Type of Action	Cost
Move your Move Speed	1 move
Make all of your attacks	2 moves
Throw an object	2 moves
Cast a cast a magic spell or trick	2 moves
Activate an item	2 moves
Reload a light crossbow	1 move
Reload a heavy crossbow	2 moves
Reload a musket	3 moves
Light a fuse (with flame at the ready)	1 move
Disengage from a mêlée	2 moves

Since characters get three moves per round, this means that a character with a Move Speed of 40' could, e.g., move 40' and then attack; or attack and then move 40'; or just move 120'. Characters who are **engaged in mêlée**, however, must be very careful about how they leave it, lest they suffer free attacks called **parting shots**.
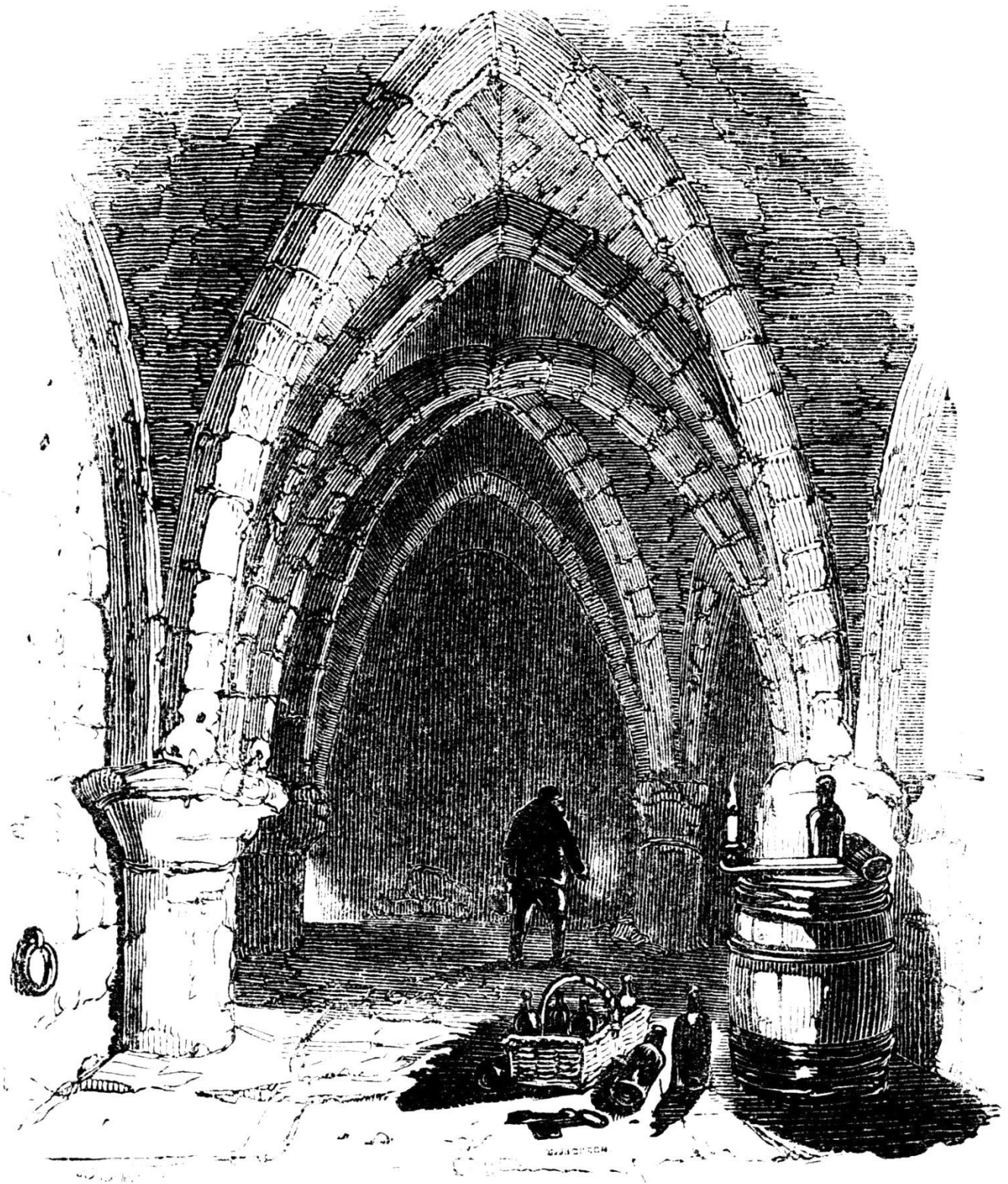
Attacking

Whether a character has one or multiple attacks permitted each round, it costs a character 2 moves to make all of their attacks. Making an attack is much like rolling an attribute check or a saving throw: the character rolls 1d20, compares the result to a particular target number which represents the chance-in-20 of making a successful hit, and if the die roll is equal to or lower than this target number, the attack hits, and the target suffers damage according to the weapon used (or the kind of monster attacking).

The chance-in-20 to make a successful mêlée (or hand-to-hand) attack is equal to:

Target's Armor Class (AC) + Attacker's Fighting Capability (FC) + Attacker's Strength adjustment + other bonuses (from magic, etc.)

The chance-in-20 to make a successful missile (or ranged) attack is:

Target's Armor Class (AC) + Attacker's Fighting Capability (FC) + Attacker's Dexterity adjustment + other bonuses (from magic, etc.)

The attack hits if the d20 roll is **equal to or less than the target number**, and it misses if the attack roll is greater than the target number.

Irrespective of any bonuses or penalties, an unmodified (or "natural") roll of 1 is always a hit, while a natural 20 is always a miss. Moreover, a roll of 1 (or "ace") is also usually a **critical hit**, while a roll of 20 may, depending on the circumstances, indicate a **critical fumble**.

Critical Hits

An attack roll that turns up a natural, unmodified 1 is always a hit. Furthermore, an attack roll of 1 causes a *critical hit* for double the damage dice. (You must actually roll multiple dice; don't just multiply the result of one die roll.) Modifiers to the damage roll are rare in *Engines & Empires*: Strength, Dexterity, and magical weapons only adjust the to-hit roll, not the damage roll; but a spell or other unusual effect might. A critical hit only multiplies the damage dice; any bonuses or penalties to damage adjust the final roll and are not multiplied.

If the calculated chance to hit the target is less than 1-in-20 before the die is rolled (e.g. a character with a total bonus to hit of +4 attacking a foe with AC −4 or better),

then a hit is only possible on a natural 1, purely because a natural 1 always hits, and in this case a critical hit is not possible. There must be at least a calculated 1-in-20 chance to hit to begin with (e.g. a character with a total bonus to hit of +4 attacking a target with AC −3) for a "crit" to even be possible.

Experts and Crits: High-level experts cause critical hits more frequently and with a better damage multiplier. A natural 1 is always a hit, but natural 2 or 3 or 4 may still be a miss, even when these numbers are in an expert's "crit range". They only indicate a critical hit if the expert would be able to score a hit on such a roll to begin with. As for damage multipliers, it's important to remember that these are really just added dice, and so multipliers from different sources don't compound. If a high-level expert capable of causing triple damage on a critical hit then scores one from horseback while performing a lance charge (which normally causes double damage), the total damage is quadruple (two extra dice from the critical hit and one die from the lance charge), not sextuple.

Critical Fumbles

A natural 20 on an attack roll is always a miss, and it may indicate a "critical fumble" (depending on the exact circumstances). A critical hit can only ever occur if the chance to hit prior to rolling was already at least 1-in-20; likewise, critical fumbles are impossible of the calculated chance to hit is 20-in-20 or greater before even rolling the die. If a high-level character with a modified attack bonus of +11 attacks a foe with AC 9, that would be a 20-in-20 chance to hit, and so even though a natural 20 would be an automatic miss, it would not be a fumble.

Most of the time, a character's chance to hit is less than 20-in-20, and so fumbles are a possibility. In mêlée combat, a natural 20 on an attack is nearly always a critical fumble, which provokes one immediate, free counter-attack from the target of the fumbled attack. Unlike with parting shots (see mêlée, below), a creature is only ever allowed to make one counter-attack per round, and this can only be a single attack, even if the creature is capable of multiple attacks (like a high-level fighter or a monster; monsters will use the most powerful attack from their attack-routine, typically a "bite" attack, for their counter-attacks).

The limit on counter-attacks to one per round is strict: if two attackers both fumble while attacking the same target during a round, the target is only free to counter-attack one of them.

In missile combat, critical fumbles only have an effect in one of two circumstances:

(1.) If the target of the fumbled missile attack is in mêlée with one or more allies of the shooter, one of those allies (chosen at random) must roll a saving throw or else be hit by the shooter's fumbled attack. (This is irrespective of the randomly-chosen target's Armor Class.)

(2.) If the shooter himself is in mêlée range of any enemies when the fumble occurs, *all enemies in reach of the shooter* who have not yet made a counter-attack that round may

counter-attack the shooter with whatever mêlée weapons they have at the ready.

High Ground, Cover, and Backstabbing

Engines & Empires does not have any rules for combat facing. In a battle, it's assumed that every combatant is doing what they can to keep aware of enemies on all sides. That said, sometimes there are instances where position gives some characters a clear advantage over their foes. When shooting down on targets from higher ground (what this means exactly is left up to the referee), missile attacks get a +2 bonus to hit. When shooting at enemies behind cover, missile attacks are −4 to hit.

Whenever you attack an enemy who is totally unaware of your presence, this is a "backstab" or "sneak attack". Backstabbing grants a +2 bonus to hit, and if the attack hits, it's automatically a critical hit. (5th level experts are +3 to hit when backstabbing; 9th level experts are +4.)

Note that a genuinely helpless foe (bound, sleeping, or paralyzed) can simply be slain, regardless of their nominal hit points or Armor Class. No to-hit roll is required to cut the throat of a helpless victim. Likewise, even a high-level character held at gunpoint must be worried: the referee can always rule that in a given set of circumstances, a character

simply cannot defend themselves and will be wounded (if not killed outright) by an attack, bypassing hit points and going straight to wound levels (see below).

Mêlée

Mêlée combat occurs when characters within 5' of each other come to blows with hand-to-hand weapons. The to-hit roll in mêlée (but not the damage roll) is adjusted for Strength as well as for magic or any other circumstantial bonuses.

When characters engage each other in mêlée, they are assumed to be rapidly swinging and defending, parrying and riposting, constantly in motion at all times. It's dangerous to turn your back on a foe in mêlée, even for an instant. Once you are **engaged** in a mêlée, you cannot simply leave it without suffering the consequences. Thus, whenever you leave a mêlée with foes still standing and able to attack you, you suffer one or more **parting shots** from all the enemies you were engaged with. A parting shot is a *full attack routine*, which is to say, monsters or high-level fighters get to make *all of their multiple attacks, for free*, on any character exiting a mêlée, simply due to the fact that the target has let their guard down. As with counter-attacks, there is a strict limit of one set of parting shots per creature per round; but
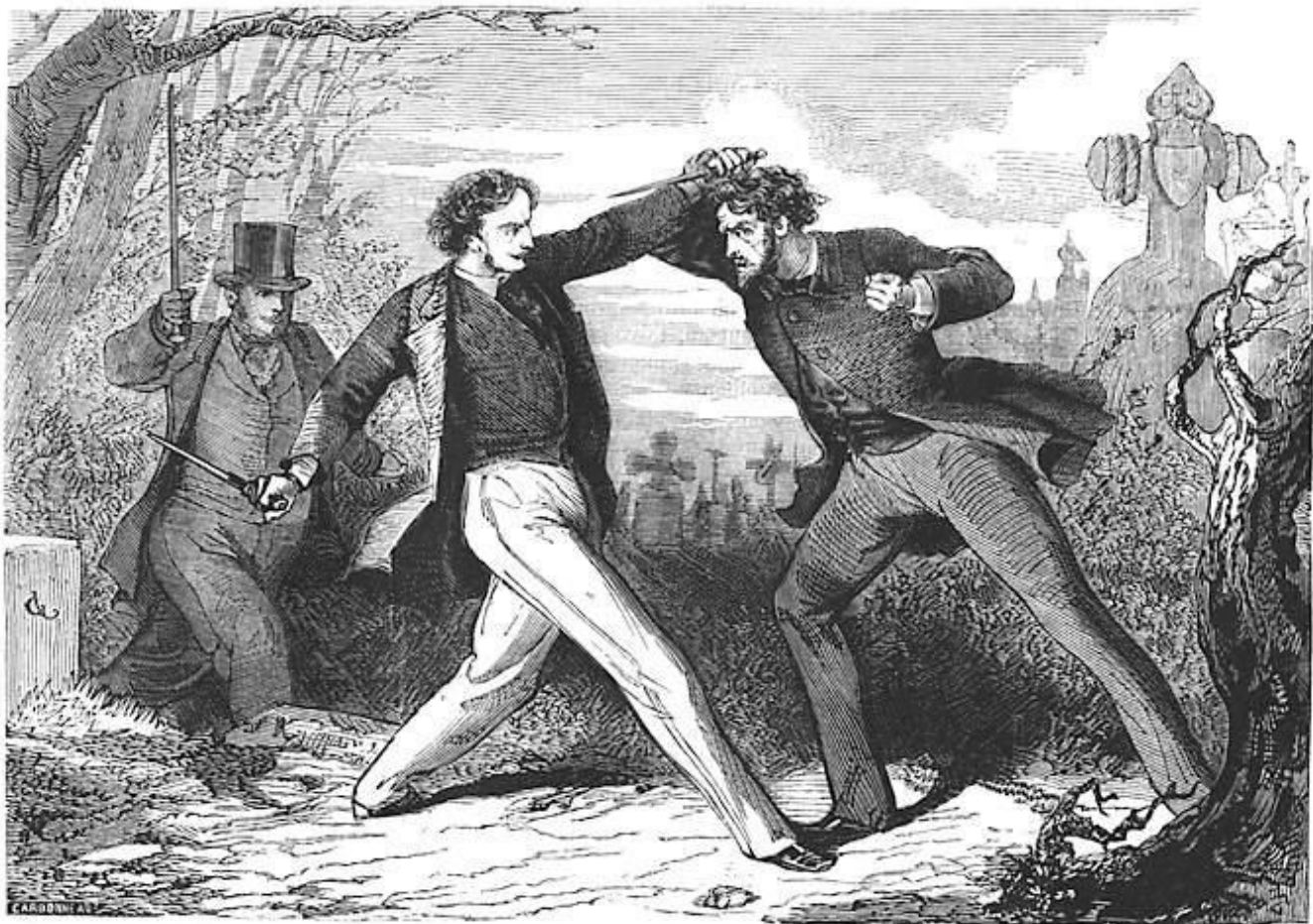
they are not the same thing. A creature can both make a counter-attack and take a parting shot in the same round if circumstances allow it.

There is a special action that a character can take—**disengage**—which costs 2 moves and allows a character to withdraw from a mêlée without suffering any parting shots. Since characters get 3 moves per round, this means that all you can usually do after you disengage is move your Move speed once (40 feet for a character only lightly encumbered). Leaving a mêlée without bothering to disengage is called a *full retreat*; disengaging and then backing away is called a *fighting withdrawal.*

Some weapons, like a whip, pole-arm, or lance, have a longer reach than 5 feet. Weapons like these can be used to attack enemies at greater distances (even from behind and around allies), and to engage a foe in a mêlée without becoming engaged oneself. This assumes, of course, that the target being attacked doesn't also have a long-reach weapon: if a pair of enemies both attack each other with pole-arms, neither one is treated as engaged in mêlée, as they are holding each other at bay from 10 feet apart. But if a fighter with a pole-arm attacks a bandit with a sword, the fighter is free to leave the mêlée at any time without having to worry about parting shots; the bandit is not.

The referee must use some discretion when it comes to the number of creatures that can engage each other in a single mêlée. In a typical 10′-wide dungeon corridor, only two human-sized creatures (or three dwarf-sized) have room to stand abreast and fight. In a doorway, only one human-sized character has room to fight. (Dwarfs do have a special knack for squeezing between peoples' legs, though, so they're usually free to move through any mêlée and position themselves where there's room. This should also be true of other very small creatures.)

Charging and Setting: When outdoors, a character on horseback may attack with a **lance charge**. If they move at least 20′ straight towards their foe before attacking, a hit causes double damage. (A centaur with a lance can do this even without a mount!) Some monsters also have a special ability to make a charge attack on foot, using only their natural weapons.

A character with a lance, pole-arm, spear, trident, or bayonet affixed to a long-arm (like a musket or a rifle) can **set vs. a charge**, bracing the weapon against one foot on the ground in order to hold it firmly in place. This allows the set character to attack with the piercing weapon and deal double damage to a charging foe (whether a lance charge from horseback or any monster that rushed at the character over at least 20 feet before attacking).

Improvised Weapons: When characters fight unarmed, they are only able to cause 1d2 points of damage with bare punches and kicks (1d3 for a fighter). So they may decide to grab for handy objects: broken bottles, bar-stools, rocks, logs. Improvised weapons deal 1d3 points of damage (1d4 for a fighter).

Dual-Wielding: When a character fights with a weapon in either hand, the second weapon is used mainly to parry and feint, although occasionally an extra hit will slip in. To represent this, holding a second weapon in the off-hand grants a 1 point bonus to Armor Class and a +1 bonus to the character's chance to score a critical hit (1-in-20 for most characters most of the time; higher for experienced experts) with their main weapon. The main weapon's damage die is used in all cases; the choice of off-hand weapon matters little, except that the off-hand weapon must be capable of ordinarily causing at least 1d4 points of damage for dual-wielding bonuses to apply. (Thus even a knife or a brass knuckle will suffice as an off-hand weapon for a fighter; for anyone else, at least a dagger or some such is required.) The character can freely decide from round to round which weapon is the "main" weapon and which is the "off-hand" weapon for the purpose of attacking and dealing damage; but dual-wielding never grants any extra attacks.

Certain weapons have a few special rules to take note of. A whip may be used as an off-hand weapon by a character of any class, even though it only deals 1d3 base damage; but it can only be used to entangle when it's used as the main-hand weapon. Small thrown weapons and pistols may be used for "dual-shooting"—throwing or firing a weapon with each hand—which grants no AC bonus, but does still increase the chance to crit by +1 (at the dubious cost of practically doubling ammunition consumption). Should a character ever attempt the "dual-shooting" tactic with a pair of thrown grenades, bad things happen—both grenades will bounce off-center once (probably in different directions), as if they'd missed; then the actual attack roll is made, and if it misses, they both bounce off in different directions *again*. It's impossible to dual-shoot with any of a tech's alchemical preparations in grenade form—throwing just one of these requires entirely too much care and attention.

Characters who dual-wield magical weapons in either hand apply the main-hand weapon's bonus to the attack roll and deduct the off-hand weapon's bonus from their AC, just as if the off-hand weapon were a magical shield. (Likewise, bashing with a magical shield permits adding its bonus to the to-hit roll, as if it were a magical weapon).

Parrying: Characters are always assumed to be defending themselves in a mêlée. But if a character should want to focus totally on defense, they may apply a 2 point bonus to AC for every full normal attack that they give up each round. Experienced fighters with an extra "half-damage" attack may give this up for a 1 point bonus to AC. If a 9th or 10th level fighter with two full attacks per round gives them both up for defense, that amounts to a 4 point bonus to AC, not counting any bonus the fighter may get from holding an off-hand weapon or a shield.

Shields: Shields of all types lower the wielder's AC by 2 points. (And magical shields grant even better bonuses.) If a character chooses to bash with a shield while still wielding a weapon in the other hand, the "dual-wielding" rules apply as normal, and so the character will still get a 1 point bonus to AC from defending with the off-hand weapon that round, and the bash attack will have at least a 2-in-20

chance to critically hit. A shield bash causes 1d3 points of damage (1d4 for a fighter). If the shield is magical, its bonus to AC also applies on to-hit rolls made when bashing.

Special Maneuvers: There are many other tricks and maneuvers that a character may attempt while in mêlée: disarming, tripping, grappling, etc. The referee is left to exercise discretion on how to handle such attacks, but they should generally require a to-hit roll against the target's normal AC, cause no damage, and allow the target a saving throw or attribute check to resist the special effect.

Missile-Fire

Missile attacks are similar to mêlée attacks, except that Dexterity, rather than Strength, adjusts the to-hit roll (plus any bonuses from magic). With the exception of pistols, missile-fire generally requires a range greater than 5'; if you attack someone closer than that with a missile-weapon, it gets treated as an improvised mêlée attack instead.

Missile weapons all have a base range (such as 30' for a flintlock pistol or 70' for a longbow) within which there is no penalty to hit ("close" range). Any missile attacks made out to twice this range (e.g. 60' for a pistol, 140' for a bow) are at "medium" range and take a −2 penalty to hit. Wherever the ceiling is higher than the weapon's base range, it is also possible to attack out to "long" range, which is the maximum accurate range for any missile weapon. Long range is equal to triple the base range (e.g. 90' for a pistol, 210' for a longbow) and imposes a −5 penalty on attack rolls. (Note that experts reduce these range penalties to −1/−4 after 3rd level and −0/ −3 after 7th level.)

The Eightfold Path

Mages have their spells to study. Techs have their inventions. Experts even have extra skills and languages to learn. What are fighters to do with their downtime? In certain campaigns, the answer may be fantasy martial arts. The original edition of *Engines & Empires* had a boxer character class that specialized in unarmed combat, just like monks or mystics in other fantasy RPGs. In this second edition, however, the boxer class has been removed. It's up to referees whether they want to include fantasy martial arts in their campaigns or not. If you want to include them, follow these guidelines.

Learning a martial art is very much like crafting a magical item, but one which will remain permanently a part of the fighter who knows the technique. (Ordinarily, only human fighters are permitted to learn these techniques; if the referee so wishes, demi-human fighters may walk the Eightfold Path at a 50% increase to the time and money required, and human and demi-human non-fighters may learn these techniques at double the time and cost.) Learning a technique is very similar to learning a secondary skill: it takes the fighter six months of uninterrupted study under a *sifu, sensei,* or other master in order to complete one of the Paths described below and thereby master its characteristic martial arts technique. The masters who teach these arts are always ascetic monks or holy old hermits living in exotic, out-of-the-way places. Whatever mountain temple or *dojo* they run will exact a donation from the fighter of 120 cp × the level of the technique squared. A fighter must be of the listed minimum level in order to walk a given Path, and each path must be studied strictly in the order given here. For example, only a 3rd level or higher fighter who has already learned both the Gentle Touch and the Sublime Iron Knuckle may walk the Path of the Four Winds to learn the Invincible Eagle Claw technique.

The ways of the Eightfold Path are as follows:

• 1st Level—The Path of Three Dragons. A fighter who studies this martial art learns the Sublime Iron Knuckle and thereafter causes 1d4 points of damage with unarmed strikes. (This improved damage does not stack with the use of a brass knuckle or any magical item that might otherwise improve unarmed damage, although the fighter may wield a magical brass knuckle and thereby combine its magic bonus to-hit with his improved martial arts damage.) Since the fighter now deals 1d4 damage unarmed, the fighter's unarmed strikes count as an off-hand weapon for the purpose of dual-wielding (−1 to AC and +1 to crit range).

• 2nd Level—The Path of Five Animals. A fighter who studies under the Shaolin Monks who teach this art may learn the Gentle Touch; thereafter, the fighter's unarmed strikes can damage creatures which can otherwise only be harmed by silver, cold-wrought iron, or other special materials. The fighter can now leap 5' higher and 10' further than he previously could; he also ignores the first 10' of a fall for the purpose of calculating falling damage.

• 3rd Level—The Path of Four Winds. This martial art teaches the Invincible Eagle Claw technique, which grants the fighter 1d6 unarmed damage.

• 4th Level—The Path of One Thousand Hells. A fighter who masters this dangerous art will learn the Breath of Ghosts technique, which causes the fighter's fists to count as magical for the purpose of striking incorporeal beings, undead, etc. The fighter's leaping bonus doubles to 10' of height and 20' of distance/falling.

• 6th Level—The Path of Four Seasons. This art teaches the Heavenly Jade Palm technique—the fighter's unarmed damage becomes 1d8.

• 7th Level—The Path of Eight Drunken Gods. A fighter who masters the style of "drunken boxing" also learns a powerful special technique, the Unquenchable Inner Flame. Thereafter, the fighter's fists are effectively artifacts for determining what sorts of creatures they can damage. A drunken master can even punch out the gods! Additionally, the fighter can now leap 20' higher or bound over gaps 40' wider than normal and ignores the first 40' of any falling damage.

• 8th Level—The Path of Seventy-Two Sacred Scrolls. The fighter who walks this blessed path has become very learned in the philosophy of the Tao and the power of *qi*. This imparts a technique called the Torrent of Overflowing *Qi*—the power to throw a blast of *qi* energy as a missile attack, at will. The blast-wave deals 1d12 damage to a single target and has a base missile range of 60'; but using this power to charge up and fire a single blast takes 1 full round (3 moves).

• 10th Level—The Grand Path of Five Elements. The fighter who masters the greatest of all martial arts learns the Immortal Lotus-Blossom Fist and thereafter causes 1d10 points of damage with unarmed attacks—more than any one-handed weapon!

There are no techniques associated with the 5th and 9th levels (which are the levels at which fighters earn extra attacks).

Missile attacks with device-fired weapons require ammunition: it's no use to fire a gun without bullets (or gunpowder), and you can't shoot a bow without arrows. Both the missile weapons themselves and their ammunition may be enchanted; if this happens to be the case, the bonuses don't stack; you simply apply the higher bonus. That said, non-magical ammunition has no effect on certain monsters, such as incorporeal undead, even when it's fired from a magical missile weapon. For this reason, magic bullets and arrows are highly valued, even if they don't always improve the actual chance to hit.

Hit or miss, magical or not, bullets and shot are always destroyed when they're fired. Conversely, darts or shuriken and other small thrown weapons are never destroyed just by using them. Most other kinds of ammunition, including arrows, crossbow bolts, and sling stones, all have a 50% chance of being destroyed when they are fired, unless they are magical, in which case the chance is reduced by 10% per magical "plus" (e.g. 40% for an Arrow +1).

Hit Point Damage and Healing

Characters and monsters have **hit points** (hp), which are a measure of stamina, luck, fighting skill, and the will to keep going. When a character suffers a hit from a weapon while in combat or faces the business end of a trap or spell that causes damage, the character loses hp. A character who has suffered some hp damage has received some level of superficial scrapes, bruises, burns, or other minor injuries, but no serious wounds. In other words, a character who has only suffered hit point damage is weary and dispirited, but not yet wounded. Only when a character falls to 0 hp do they become wounded and may die.

Healing Hit Point Damage

Damaged characters heal hit point loss through rest. There are two kinds of rests: a short rest and a full night's rest.

A short rest is one turn (ten minutes). When characters take a short rest (e.g. while exploring a dungeon), everyone who stays mostly inactive recovers 1 hit point if they pass an unmodified Strength check on 1d20. If the party also has along a character who is skilled in medicine and healing, that character may apply their arts (and any simple healing herbs or medicines they may have on hand) to one patient during a short rest. The healer does not recover a hit point (since they're giving their attention to healing, not resting), but if the healer passes an Intellect check (applying the appropriate skill bonus), the patient recovers 1d3 hp (in addition to the hit point that they might recover due to passing the Strength check). A character can only benefit from one short rest each hour; resting again before at least 5 turns have passed won't restore any extra hit points.

Hit points might also be healed throughout the day by various miscellaneous healing effects: spells, potions, and so forth. These kinds of effects restore hit points instantly, boosting energy and bolstering spirits; but they often prove ineffectual on characters who have suffered severe wounds.

A full night's rest restores all lost hit points, so long as the character has not suffered wounds.

Wound Levels

The blow that drops a character to 0 hp is the blow that actually inflicts wounds. Whenever a character takes enough damage to fall to 0 hp, the character becomes wounded and must now **roll the bones** to determine the severity of the wound. All characters, regardless of their class or level or Strength, can suffer five *wound levels* (WL) before dying. A character with six wound levels is dead.

"Rolling the bones" is a special roll of 3d6, counting only the *middle* of the three dice rolled; this result is the number of wound levels inflicted by each wounding blow. "Each" is the operative word here: wound levels are all cumulative, and a character rolls the bones both whenever they fall to 0 hp (for any reason: from damage, from poison, from failing a saving throw vs. death magic) and again for each blow suffered while already at 0 hp. Thus, multiple wounds will almost invariably kill a character.

Whenever a character suffers a wounding blow (but assuming the blow doesn't put the character at six wound

levels or more and kill them instantly), the player must also roll 1d6. If the result of this die-roll is less than or equal to the character's total number of wound levels, the character is unconscious and bleeding out. A character in this condition automatically adds one further wound level each following round until they reach six wound levels and die, or until they receive some manner of medical attention. Magical healing will stabilize a dying character instantly (even if it doesn't lift any wound levels); a skilled healer can also stabilize a dying character with a skill-modified Intellect check and a normal (2 move) action. If the result of the d6 roll is greater than the wounded character's WL, then the character is both stable and conscious. A character who is conscious but wounded cannot fight or cast spells; they can only move slowly, at half normal speed (any activity more intense than that will aggravate the character's wounds and add another wound level, forcing another d6 roll to see if the character stays conscious or falls down dying).

Healing Wound Levels

One can think of a wound level as a bit like a solid block of 7 hit points. Any magical (or technological) healing effect that would normally heal a total of 7 hit points or more in one go will instantly lift one wound level. Any effect that would heal 14 hit points or more can lift two wound levels. And so on. But any effect that would normally only heal 6 hit points or less *cannot lift a wound level*. (Wounded characters recover no hit points until all wounds are lifted.)

There are two other ways to heal from wounds: rest and surgery. It takes a full week of complete bed-rest and the constant attention of a healer to recover a single wound level naturally. (In the absence of a healer, a week's rest only lifts a wound level if the character passes an unmodified Strength check at the end of the week.)

A skilled healer or surgeon can also attempt to perform surgery on a wounded character. This is a great deal more difficult than common first aid: performing successful surgery requires that the surgeon pass an Intellect check (the usual skill bonuses apply) at a −4 penalty. (If a character who is not a trained healer attempts surgery, there is no skill bonus, and the penalty on the roll is −6.) Surgery takes 1d4+1 hours. If the check passes, the patient recovers 1d2 wound levels. If it fails, there is no effect. (If the check turns up a natural 20—a fumbled roll—the patient adds 1d2 new wound levels instead and may die.)

Energy Drain

One special kind of damage which may be inflicted by certain powerful undead monsters is called *energy drain* or *life drain*. This sort of damage applies to both a character's current hit points and to their maximum hp total, temporarily disabling maximum hp. Life drain is frightening for two reasons: it's very slow to heal (it takes one full day of complete bed-rest and the attention of a healer to restore 1 life-drained hit point; without a healer, a successful Strength check is required for the character to regain a drained hit point that day); and if a character's maximum hp are ever reduced to 0 by life drain, the character does not roll the bones; they are simply dead, reduced to a soulless husk or an aged pile of gray dust. (Characters slain in this way will often themselves return as vengeful undead spirits.)

Normal healing spells and potions cannot heal energy drain. Instead, special "restoration" magic is required to lift this affliction instantly. Such magic is both very powerful and very rare.

Saving Throws

Characters roll "saving throws" to avoid or mitigate the effects of traps, spells, and other special forms of attack. As with attack rolls and attribute checks, saving throws are made by rolling 1d20 and comparing the result to a target number. The save is passed if the roll is less than or equal to the target number, and it fails if the roll is greater. The chance for a character to pass a saving throw is:

6 + base Fighting Capability + Intellect adjustment + bonuses from magic

The chance for a monster to make a saving throw is roughly 6 + two-thirds of its Fighting Capability. A natural roll of 1 always makes the save; a natural 20 always fails.

Item Saving Throws: As an optional rule, whenever a character is slain in spectacular fashion, such as from a Fire Ball or dragon's breath or some large-scale deathtrap, it is assumed that all of their normal possessions are destroyed; but magical items may not be. These items get a saving throw (based on the character's own saving throw, plus any magical bonuses inherent in the item) to avoid destruction.

Attribute Checks

Attribute checks were already explained in chapter 1; this is just a quick refresher course, since checks are so frequently referenced in the previous section. **Attribute checks** are one of the game's three main "task resolution" rolls made on 1d20 to see whether a character succeeds or fails at something. Along with saving throws and attack rolls, attribute checks pass if the roll is less than or equal to a given target number and fail if the roll is greater. (A natural 1 always passes and a natural 20 always fails, regardless of modifiers.) The chance to pass an attribute check is equal to:

2 + one-half the attribute (rounded down) + skill bonus, if any (+2 or +5)

A skill bonus applies to the roll if the character's class or secondary skills imply that the character should be good at the task at hand. Use the +5 bonus whenever the character's class or skill would be directly relevant to the task at hand; or use the +2 bonus if the class or skill may offer some tangential benefit. (This left up to the referee's discretion.) An *untrained* attribute check involves performing a task for which the character has no applicable skills. Normally, this is just a test of the character's raw ability, and no modifier

applies to the check. But for certain very specialized or difficult tasks where professional training may be absolutely required (e.g. performing surgery), the referee may apply a penalty of −4 or more to the roll.

Morale Checks

Whenever the PCs and their allies engage in combat with monsters or other foes, it is worth remembering that those enemies are not brainless bags of statistics, only there to challenge the players. Most creatures want to live and will not willingly fight to the death. To that end, creatures are given a Morale rating (ML) which depends on the nature of the monster. (NPC followers have different morale rules, as already explained earlier, in the section on followers.)

Morale	Meaning
6	Most animals, monsters just looking for a meal
8	Aggressive beasts, troops, intelligent monsters
10	Intelligent undead, evil or magical monsters
12	Mindless undead, oozes, golems

The referee should check morale for monsters (1) after the first death on *either* side in the fight, and (2) after the monsters' side has lost half of its members or more. The referee can also use morale checks when the PCs run away, to determine whether the monsters pursue or let them go.

A morale check is a roll of 2d6; if the roll is less than or equal to the creatures' ML, they stand and fight, but if the roll is greater, the creatures flee (by withdrawal or retreat, as circumstances dictate) or may try to surrender.

The Morale rating of 12 is used for creatures with no will of their own: mindless automatons, like mechanical constructs, golems, and zombies; and also for berserker warriors, fanatical cultists, or anything else willing to fight to the death without a second thought. With these kinds of enemies, no morale checks are necessary.

Intelligent humanoids trained as soldiers are generally +2 to morale in the presence of an officer, chieftain, or other leader; their morale is 10 in such circumstances and only drops back down to 8 if their leader is absent or slain.

Castle Encounters

On occasion, as characters travel through the wilderness, they may come across isolated castles, lairs, and other strongholds. The leader of a stronghold is very often a 10th level human (or, in very out-of-the-way places, an 8th level demi-human) of potentially any character class. The lord of the stronghold could be a fighter who sought to carve out his own dominion in the wilds, a mage or a tech looking for solitude to carry out research, or an expert who rules over a band of rogues or buccaneers. Elfin strongholds are only found in forests; goblin strongholds are in the mountains; and dwarfs don't build "strongholds" per se (but they do build quiet country villages with homes burrowed into hillsides, or forest dwellings with huts up in the treetops).

Strongholds typically send out patrols of 2d6 soldiers, either on foot or on horseback. The referee can roll for their reaction normally if they should happen upon the party, modified accordingly for how the PCs are acting while passing through the lands of a solitary lord (or king-of-thieves, or elf-lord or goblin-king, or mad wizard or scientist looking for new test-subjects…).

Vehicle Travel

On occasion, characters will have cause to transport themselves, their gear, or treasure by means of beasts of burden, carts and wagons, boats and ships, and by more advanced vehicles yet, like trains and airships. Vehicles can get you where you want to go much faster than going on foot, and they can carry a great deal more weight.

Small-Scale Transport
This section describes beasts of burden and small-scale land vehicles. Their speeds are given in overland travel pace (in leagues per day) and their carrying capacities are given in EV (encumbrance value units). One EV, you'll remember, equates to one square of inventory space; or, in terms of weight, about 2.5 lbs. or 1 kg.

ANIMALS AND TRANSPORT

Item	Cost
Canoe	55 cp
Cart	100 cp
Châkka, draft	80 cp
Châkka, riding	150 cp
Châkka, war	500 cp
Chicken	1 ip
Calf	3 cp
Cow, beef	8 cp
Cow, milk	4 cp
Dog	3 ip
Dog, guard	25 cp
Donkey	8 cp
Feed (per day)	½ ip
Goat	15 ip
Hawk	30 cp
Horse, draft	40 cp
Horse, riding	75 cp
Horse, war	250 cp

Item	Cost
Mule	30 cp
Pigeon, carrier	3 ip
Pig	3 cp
Piglet	18 ip
Pony	30 cp
Raft	1 cp/sq.ft.
Stabling (per day)	5 ip
Sheep	15 ip
Wagon	200 cp

Horses and goblin-raised *châkka*-birds have different speeds and load limits, depending on the breed. These are given in the creatures' stats, in the section of chapter 5 that describes these animals (pp. 114–5 and 120).

Beasts of Burden: A mule or donkey can carry up to 120 EV and cover 8 lg/day, or up to 240 EV at 4 lg/day.

Canoe: A canoe is a small boat that takes up 2×10 inventory space; it has to be dragged, unless carried by two people. It can carry up to 300 EV and is about 15 feet long. A canoe can be used to travel up to 6 lg/day.

Cart: A cart must travel on a road and is pulled by 1–2 draft horses or 2–4 donkeys or mules. It can cover 5 leagues per day. A cart pulled by one horse or two mules can pull 200 EV. If pulled by two horses or four mules, it can carry 300 EV.

Raft: Rafts can be professional or makeshift water vessels that can be no larger than 40×40 feet. For every 10×10 area of well-built rafts, the raft can hold 500 EV. If the raft is make-shift, it will only hold a weight of 200 EV for each 10×10 foot area. A make-shift raft can be built in 1–3 days for each 10×10 foot raft portion. A raft can travel 4 lg/day downriver, or 2 lg /day upriver.

Wagon: 2–4 draft horses (or other beasts of burden) can draw a covered wagon. Two horses can pull a load of 1 ton, while four can pull 2 tons (1 ton = 900 EV). As with a cart, a wagon requires a road of some kind and can cover 5 lg/day.

VEHICLE STATISTICS

Vehicle	Cost	Speed (leagues/day)	Cargo (tons)	Min. Crew	Armaments
Watercraft:					
River Barge	40 gp	12 downriver, 6 upriver	5	10	–
Rowboat	8 gp	6 rowing	¾ (700 EV)	1	–
Sailboat	20 gp	24 sailing	1 (900 EV)	1	–
Ship, galleon	650 gp	24 sailing, 6 rowing	15	100	32 heavy cannon
Ship, schooner	300 gp	30 sailing, 6 rowing	30	40	24 light cannon
Steamboat, paddle	500 gp	12	15	4	–
Steamship, turbine	750 gp	40	40	10	–
Aircraft:					
Aeroplane	120 gp	400	– (50 EV)	1	2 machine guns
Autogyro	140 gp	300	– (50 EV)	1	–
Balloon	10 gp	50	– (50 EV)	1	–
Dirigible, small	300 gp	100	½ (450 EV)	2	–
Dirigible, large	500 gp	200	1 (900 EV)	4	–
Ground Vehicles:					
Automobile	150 gp	300 (60 leagues/refuel)	– (100 EV)	1	–
Motorbike	80 gp	300 (40 leagues/refuel)	– (50 EV)	1	–
Locomotive, engine	300 gp	300	–	2	–
Locomotive, car	100 gp	–	10 per car	–	–
Tank	600 gp	120 (20 leagues/refuel)	– (200 EV)	1	1 light cannon, 2 guns

ARTILLERY STATISTICS

Weapon	Cost	Fire Crew	Rate of Fire	Range	Damage	Area of Effect
Cannon, light	30 gp	2	1 / 2 rounds	60'	3d12	10' radius
Cannon, heavy	60 gp	3	1 / 3 rounds	120'	4d12	20' radius
Gun, heavy machine	45 gp	2	1 / round	90'	2d10	10' × 40' rectangle
Gun, swivel	10 gp	1	1 / 2 rounds	40'	3d6	5' radius

Vehicle Statistics

It's a bit beyond the scope of this book to delve too deeply into vehicles and vehicle-based combat, but some basic statistics are provided on vehicle speeds (in leagues traveled per day), cargo capacity (in tons, for the most part), and cost (in gold—vehicles are always terribly expensive to buy in the first place, and keeping them running isn't cheap either).

Cost: The listed cost in gold pieces is the price to purchase the vehicle in the first place; this doesn't cover crew, maintenance, or fuel.

Speed: The speeds listed here are Overland (or Sea or Air) Traveling Pace, which is to say, leagues per day. (1 league = 3 miles.) Sailing ships need a fair wind for sailing, or else a full crew for rowing. Aircraft (other than balloons) need fuel—gasoline for aeroplanes and autogyros, coal for dirigibles. Locomotives require both rails and coal. Other ground vehicles need roads and gasoline and have limited ranges of travel—an automobile, for example, must refuel every 60 leagues traveled or else it "runs out of gas". All other powered vehicles are assumed to need refueling between trips, regardless of the trip's exact length. All powered vehicles require an expenditure of money for fuel (coal or gasoline) amounting to the vehicle's cost, but in iron pieces instead of gold pieces, for each full day that the vehicle is in operation.

Cargo: This is the amount of space that the vehicle has for cargo, *not* counting fuel, passengers, crew, etc.

Minimum Crew: This is the bare minimum number of people required to keep the vehicle running in proper order. Most vehicles (especially sailing ships) operate at their best when there are some extra crewmen aboard to help pick up the slack.

Armaments: The weaponry listed here are the standard loadout for a typical vehicle, but they're not included in the vehicle's purchase-price. A vehicle that the buyer intends to make into a battleship must be so equipped with the proper artillery.

Artillery Statistics

Most of the statistics for artillery are self-explanatory. The damage values listed assume damage to characters or monsters; these rules don't have the space to cover damage to vehicles or structures. (The referee can either "wing it" or refer to any of a vast number of fine wargames better suited than any RPG to simulate this sort of thing.) Saving throws are permitted for half damage.

The listed firing crew is the number of people required to operate the artillery. Missing crew will proportionally increase the firing-time required. A single crewman would require four rounds to fire a single shot from a light cannon, while two men operating a heavy cannon would need five rounds (to offer two simple examples).

Artillery requires ammunition. Heavy machine guns fire 30 bullets *per round* (assume that these bullets cost the same as rifle cartridges). Swivel guns (which are really just small cannons) fire small cannon balls (about 6 lbs.); one powder-keg provides enough gunpowder for two shots, and the cannonballs cost 1 silver piece each. Light (field) cannon fire 12 lb. cannonballs (these cost 2 sp each) and require a keg of gunpowder per shot. Heavy (ship) cannon fire big 18 lb. cannonballs (3 sp each) and require two kegs of gunpowder per shot.

Other kinds of artillery ammunition (such as grape shot and chain shot) are possible. It is left up to the players and the referee to decide the costs and effects of these alternative munitions.
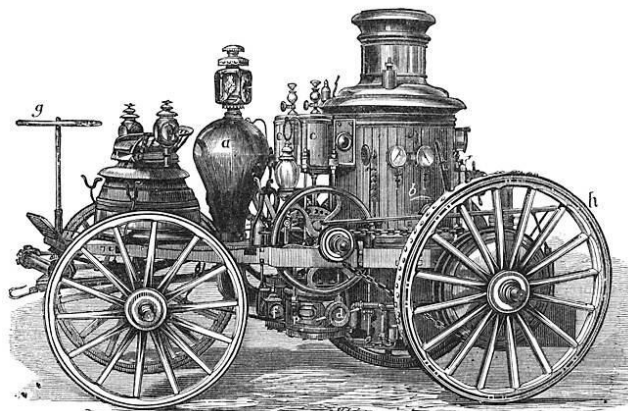
CHAPTER THREE:
MAGIC

I N THE WORLDS of *Engines & Empires*, magic is both an impersonal force and the province of unseen spirits and gods. But there is no absolute or even clear distinction between "arcane" and "divine" magic. Anyone who has the knack for magic—the innate psychic potential necessary for feeling the flow of ætheric vibrations and communing with spirits from the Great Beyond—could, in principle, learn to use any sort of spell or ritual that there is.

But what exactly *is* magic? What does it even mean to call something "the supernatural" in a world where everything natural can be apprehended by empirical, scientific study and even harnessed to create modern technologies? Any discussion of the nature of magic must first begin with some basic assumptions about the kinds of universes that *E&E* games take place in.

The Structure of the Cosmos

First and foremost, *Engines & Empires* games always take place in a normal, physical universe, with galaxies and gravity and stars and planets. Sure, some creative referee may invent a world which is actually a planet-sized construct built by ancient godlike aliens or something, but *E&E* generally isn't a good fit for universes with a mythological style of cosmos (the sky is a firmament, the world is a disc on the back of a turtle, and the heavens are crystal spheres affixed to celestial machinery—that sort of thing).

There are other realms that "touch" or overlap with the physical universe, but fewer of them than most fantasy RPGs will typically assume. The hidden realm which goes unseen to all who do not have the Sight, the Ætheric Plane, is a gateway to realms of light and darkness. The plane of light is called Faerie, and fae beings dwell in that timeless realm. Its opposite is the veil of Shadow, a netherworld whence come the undead and demonic spirits. Faerie and Shadow are both, in their own different ways, twisted reflections of the physical world, with similar geography and landmarks; but in Faerie, everything seems brighter, more

perfect, more seductive—and more Chaotic. In Shadow, all is gloom and death—and, yes, Chaos dwells there too. Neither realm is meant for mortal men.

If there are realities beyond this—a Heaven for gods, a Hell for devils, an Astral Plane for self-enlightened souls, a Far Realm of alien horrors—mankind can neither see nor reach these places; or at least, they cannot do so with the magic of sorcerers, wizards, and priests (never mind the inventions of scientists).

Sages and philosophers have long speculated, though, that the physical universe is not alone—that, indeed, there are many such universes within a great multiverse, a nigh-infinite number of alternate timelines branching off from some singular primordial cosmos. Some universes are so similar (and thus so near each other within the multiverse) that they only differ in the position of a single atom, or in what some guy named Dave chose to have for breakfast last October the 15th. And yet, within this infinity, there can be universes so different that some are utterly barren of life, while others are rife with vast intergalactic empires; some universes where magic suffuses everything and everyone, while in others none can use it at all; and some universes where literal deities make themselves decidedly known to their mortal followers instead of remaining hidden (or just being nonexistent).

The Nature of Magic

There are two broad kinds of magic in the world, but both require a mind sensitive to the vibrations of the Ætheric Plane, i.e. a natural psychic talent. Those with psychic potential who never receive the proper training required of a mage may never learn of their gift; or they may go through life believing that they have some minor connection to the spirit world which bestows upon them a rudimentary form of ESP. Such undeveloped talents may become spirit-mediums or fortune-tellers, but only those who receive the necessary years of intensive schooling become true mages.

The two methods of spell-casting are known as *spirit-channeling* and *æther-weaving*. (These are sometimes referred to colloquially as "sorcery" and "wizardry".) Channeling is unquestionably the more dangerous of the two. The mage reaches out to unseen spirits with his mind and beckons, compels, conjures them to perform some deed or boon that the sorcerer himself is not capable of. This invites potential disaster, for not all spirits are benign, and opening one's mind to the great beyond risks possession (or worse). The other technique, poetically dubbed "weaving", is a power which really does originate within the wizard, who reaches out with pure thought into the Ætheric Plane and *shapes* the energies found there—the "fifth element" that scholars call *æthereal quintessence*. By the mage's own will, eldritch energies come into the material plane, the very laws of physics get broken or bent, and—hey presto—magic happens.

Æther vs. Mana

A mage's ability to use tricks and spells is limited by a personal daily reservoir of *mana*. It is worth pointing out that "æther" (or "quintessence" or "heavenly fire") is the actual magical energy that a mage manipulates. Æther is, in some sense, the "substance" of magic. But mana is neither a substance nor an energy. Rather, "mana" is merely the poetic name given to an individual mage's personal "spiritual fortitude" or "psychic strength".

The Rules of Magic

There are three basic kinds of magical powers that mages can use—**tricks**, **spells**, and **rituals**. Tricks are weak, minor magicks that mages learn to master as apprentices. It takes no mana to cast a trick, but the trick might not work—or it could backfire. Spells are more powerful and more reliable: these are ancient formulas consisting of rote gestures and words of power that always produce a specific effect. Spells use up some of a mage's daily mana, so that a mage is only able to cast one spell per day per experience level. Finally, there are rituals, which also consume no mana, but which take hours to perform. Rituals often need rare components and may not always work exactly as the mage intends.

Tricks and spells may be cast quickly enough to use them in combat; a few gestures and words are all it takes. It takes 2 moves to cast a trick or a spell during a combat round. In order to cast, the mage must have at least one hand free for gestures, must be able to speak aloud, and must be able to concentrate. If the mage takes any damage or has to roll a saving throw, spell-casting is impossible that round. (If initiative is simultaneous, this can even disrupt a mage mid-spell, causing a spell to be lost and wasted to no effect, or causing a trick to automatically backfire.) Jarring movement (like riding on a fast-galloping horse or standing on the deck of a storm-tossed ship) also prevents casting. Additionally, most spells require that the mage be able to see the target of the spell (but see spell ranges, below).

If the same spell is cast on a single target more than once, the effects don't overlap; the second spell just resets the duration of the effect.

Characteristics of Spells

Spells and rituals have the following characteristics:

Range: This tells how far away the target of a mage's spell can be. A range of "Self" means the magic only works on the caster. "Touch" is obvious. "Near" spells only affect targets within the immediate presence of the caster (perhaps 150′ in an open field, or in the same room if indoors). Spells with a range of "Far" can affect things at even greater distances; the spell description will say just how far. A few spells have a range of "The Cosmos," meaning that they can even affect things outside of our own plane of existence, such as creatures within the realm of Shadow, or the deepest parts of the world of Faerie.

Duration: This tells you how long a spell lasts, either in terms of rounds or turns or, for longer lasting magicks, in terms of hours, days, or other real measurements of time.

Save: Magic which affects people directly often allows the target to make a saving throw to resist the spell. This entry tells you whether the target gets a save or not.
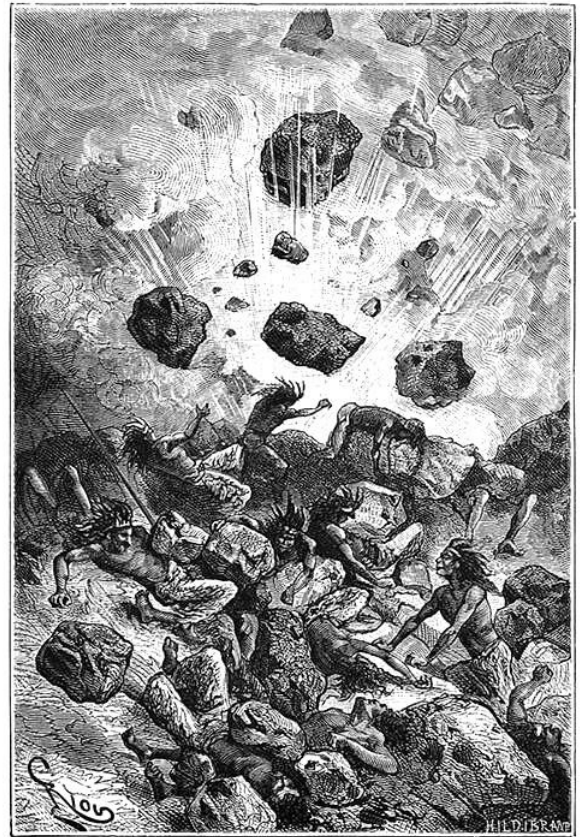
Tricks do not have all of these characteristics, as they are always assumed to have a range of "Near", special durations are explained in their text, and (if they are in any way offensive) they always allow their targets to attempt a saving throw. Their entries, therefore, do not list a range, duration, or save.

Chaotic Surges (Optional)

Tricks and rituals require a Charisma check which may fail; but spells do not. For this reason, tricks and rituals (but not spells) are strictly divided into the two categories of magic described at the start of the chapter: spirit-channeling and æther-weaving. The two different kinds of magic can provoke different kinds of failures or fumbles. When you fail to cast a trick, it can backfire; when you fail a ritual, it still works, but with an unforeseen twist. And then there are critical fumbles, which occur when the casting check turns up a natural 20. That's when a Chaotic Surge may occur (if the referee elects to use them).

To make use of this optional sub-system, one needs a set of rune stones (usually consisting of 25 stones, 24 of which marked with one of the rune-letters from the Elder Futhark; plus an extra, blank stone representing fate) and a pack of tarot cards (only the 22 trump cards, the so-called "major arcana", are used). Whenever a mage fumbles a casting-roll for a "spirit-channeling" trick or ritual, have the mage's player draw a tarot card. On the other hand, if the failed trick or ritual was of the "æther-weaving" variety, have the player draw a rune stone. Then consult one of the tables below and use it to determine the effect of the Chaotic Surge accordingly.

Keep in mind that the precise effect of a Chaotic Surge should scale to the level of the ritual being attempted. Higher-level rituals will result in more powerful blowback if the attempt should be fumbled. For a fumbled trick, though, the effect ought to be scaled down dramatically (i.e. treat tricks as "ritual level ½") and should never cause direct, significant harm to anyone.

Rune	Meaning or Effect
Feoh – ᚠ – "Wealth"	Overabundance: The effect covers a much larger area or affects many more targets than intended.
Ur – ᚾ – "Cattle"	Freedom: The effect "wanders" from target to target for the duration.
Þorn – ᚦ – "Thorn"	Change: The effect changes or reverses itself at random intervals for the duration.
Æsc – ᚨ – "Ash"	Signal: Every being within a league that has the Sight knows that magic was used.
Rad – ᚱ – "Ride"	Journey: The caster and the target teleport, switching positions via localized wormhole.
Cen – ᚲ – "Torch"	Revelation: The target (or someone nearby) suddenly knows a secret of the caster's.
Gifu – ᚷ – "Gift"	Sacrifice: A possession of the caster's is destroyed or transported into the possession of another.
Wynn – ᚹ – "Joy"	Pleasure: The caster goes momentarily mad with power.
Hægl – ᚻ – "Hail"	Crisis: The worst possible coincidence suddenly happens to the caster.
Nyd – ᚾ – "Need"	Endurance: The effect has a much longer duration than intended (and may wrongly affect an ally/enemy)
Is – ᛁ – "Ice"	Standstill: The caster or an ally is stunned, paralyzed, or put to sleep.
Jear – ᛇ – "Year"	Harvest: Something karmic happens to the caster or an ally–a former bad deed, come back to bite them.
Yeoh – ᛃ – "Yew"	Strength: The magic overwhelms the caster, causing "mana burn" (1d2 damage for a trick; or 1d4 × ritual level)
Peorð – ᛈ – "Chalice"	Foreknowledge: The caster receives a misleading vision of the future.
Eolh – ᛉ – "Elk-Sedge"	Defense: An enemy in the area becomes +1 saves and 1 point better AC, or the mage becomes −1 and 1 point worse.
Sigel – ᛋ – "Sun"	Delay: The caster's magic is disabled for 1d4 hours; the next trick or ritual attempted that day is at −4.
Tyr – ᛏ – "Tyr", a god	Honor: The caster goes momentarily berserk, charging enemies; or, if there are none, smashing things.
Beorc – ᛒ – "Birch"	Renewal: The last bad thing to have happened to the caster suddenly happens again.
Eoh – ᛖ – "Horse"	Movement: The caster or an ally is blasted backwards 2d10 feet and knocked prone.
Mann – ᛗ – "Man"	Intelligence: A hated enemy receives a vision of the caster's exact location in that moment.
Lagu – ᛚ – "Lake"	Emotion: The caster or an ally is suddenly overwhelmed by a random, powerful emotion.
Ing – ᛝ – "Ing", a hero	Wisdom: The caster begins to babble nonsense or blurt out important secrets.
Œðel – ᛟ – "Estate"	Desire: The caster is suddenly overwhelmed by greed or desire for a particular unattainable thing.
Dæg – ᛞ – "Day"	Transformation: The caster momentarily changes personality, appearance, or even shape.
Woden – the blank stone	Fate: The trick or ritual has no effect at all, for good or ill–*nothing* happens.

Card	Meaning or Effect
O. The Fool	The caster is possessed a by a demon, for a duration that depends on the power-level of the effect.
I. The Trickster	A demon or poltergeist escapes into the world to haunt the caster and his friends with annoying tricks.
II. The Popess	A spirit flies away with one of the caster's memories. It must be caught and slain to recover the memory.
III. The Empress	A greedy spirit keeps stealing treasure from the caster and his allies until exorcised.
IV. The Emperor	A fiend of temptation will soon appear and offer the caster great power, for a horrible price.
V. The Pope	The next time someone lies to the caster, spirits will conspire to produce evidence making the lie seem true.
VI. The Lovers	At the worst possible moment, a demon appears and forces the caster to make a terrible choice.
VII. The Chariot	A demon is now whispering evil rumors about the caster and his friends to an important nearby ruler.
VIII. Justice	Evil spirits conspire to frame the caster or an ally for a crime committed by another.
IX. The Hermit	A demonic aura surrounds the caster for a time, making him seem terrifying or untrustworthy to goodly folk.
X. Fortune's Wheel	Evil spirits give the caster bad luck for 13 (rounds? days?) units of time that vary with the power-level of the effect.
XI. Strength	A spirit manifests a physical form with HD = the ritual level (tricks are level ½) and demands to fight.
XII. The Hanged Man	That night, the caster is plagued by dreams of vainglorious ambition and hollow success.
XIII. Death	Evil spirits inflict a disease on someone the caster cares about. The more powerful the ritual, the worse the disease.
XIV. Temperance	Mischievous spirits show glimpses of themselves to the caster's Sight only, causing delusions for a time.
XV. The Devil	The Arch-Fiend himself takes notice of the caster. What this means is up to the referee.
XVI. The Tower	Ghosts or poltergeists now haunt the nearest otherwise abandoned structure (or dungeon room).
XVII. The Star	The next time the caster has the opportunity to learn a new trick, spell, or ritual, a demon steals away the knowledge.
XVIII. The Moon	A spirit takes the form of someone the caster knows and trusts, and lies to the caster.
XIX. The Sun	A demon flies away with the caster's empathy; the caster becomes pitiless until the demon is caught.
XX. The Angel	Distracting spirits whisper in the caster's brain; the next time the caster has to make a key decision, the dice decide.
XXI. The World	Nothing happens this time, but the next trick or ritual the caster attempts will backfire, regardless of the Cha check.

True Names

Many creatures, such as spirits, demons, and faes, have common names, which they will give out freely, and true names, which they keep secret. Demonic true names are often nearly unpronounceable to humans and appear as gibberish when written, though mortals may still memorize them with some difficulty. Other spirits usually have true names in ancient, forgotten tongues, and the true names of fae folk sound like wind or water or stone. A dragon's true name is a word of such power that most fear to utter it aloud.

Humans and many other creatures do not have true names. However, it is possible for them to gain them in naming ceremonies, often when they come of age, thereafter using a common nickname when among all but their dearest friends. Some human cultures practice this regularly. It is up to a player to decide if his character has received a true name or not. A creature's true name can be used against it. Knowing someone's true name gives a character great power against him.

By calling out the name, a character gains +5 to all actions taken against that creature, including attacking it. Uttering the name also gives a character a +5 bonus to all saving throws against the bearer's powers and spells. Sharing your true name can also have a benefit. If a character calls out a friend's true name while helping them, the character receives an additional +1 to the roll (usually for a total bonus of +3). Furthermore, if a character is magically healing another and calls his true name, the recipient receives an additional hit point. Note that in all cases a character must call the true name aloud in order to receive any benefit. This means that it is usually only done in complete privacy, or when in great need.

Commanding Spirits: Mages who know the "Second Sight" trick have special power over demons and spirits. If such a character knows a spirit's true name, they may attempt to command it to perform a specific task for them. To do so, they must make a successful Charisma check; they do receive the normal +5 bonus for knowing the target's true name. However, should the mage fail in their Charisma check, the spirit is free of their power, and they may never attempt to command it in this way again. For this reason, most mages are wary of trafficking too often with spirits, as they can be very, very dangerous and vengeful when free of a mage's power.

Learning True Names: Kept ever secret, true names are difficult to learn. Discovering an adversary's true name will therefore make for a bit of an adventure in and of itself. Such a hunt will usually involve trying to find a source of information, such as a forgotten library, or an old hermit. Once found, the characters will usually have to accomplish a particular task in order to get the knowledge they seek.

Spell Books

Mages in *Engines & Empires* are assumed to know their tricks, spells, and rituals by heart. They have no need to constantly return to their personal grimoire in order to periodically refresh their memories or their daily spells. (In fact, they don't even have to prepare their spells at the start of the day.) Mages do sometimes have occasion to write down instructions for certain spells and rituals, though, and this is how they share their knowledge with their fellow mages or with a proven and trustworthy apprentice. A found spell-book is a valuable treasure indeed!

LIST OF MAGIC POWERS

Magic Tricks
1. Analyze Aura
2. Beast Ken
3. Blessing
4. Conjure Sound
5. Glamour
6. Green Thumb
7. Hexing
8. Mage Hand
9. Mage Light
10. Second Sight

Magic Spells
1. Abjuration
2. Banish Undead
3. Bar the Way
4. Burning Hands
5. Call the Swarm
6. Commanding Word
7. Conjure Darkness
8. Elf Shot
9. Entanglement
10. Evade the Dead
11. Faerie Cloak
12. False Friend
13. Flame Charm
14. Flash of Brilliance
15. Feather Fall
16. Greater Illusion
17. Healing Touch
18. Hunger and Thirst
19. Inspiration
20. Magic Missiles
21. Masked Image
22. Mystical Shield
23. Night Craft
24. Obscurement
25. Pass without Trace
26. Petrifying Gaze
27. Phantom Skill
28. Reanimation
29. Sanctuary of Peace
30. Searing Heat
31. Sense Nature

Magic Spells (cont'd)
32. Shared Vision
33. Silence
34. Spider Climb
35. Terrifying Presence
36. Tinker's Gift
37. True Strike
38. Veil of Sleep
39. Warping Song
40. Whispering Wind
41. Wild Call
42. Witch Laugh
43. Word of Courage
44. Wrenching Curse

Rituals, Level One
1. Arcane Experiment
2. Bind Familiar
3. Circle of Protection
4. Faerie's Call
5. Fair Weather
6. The First Enchantment
7. Gather Mists
8. Good Berry
9. Last Call
10. Mage Armor
11. Naming Ceremony
12. Staff of Might
13. Steed of the Sorcerer
14. Unseen Servant
15. Wanderer's Fortune
16. Witch's Watchman
17. Wizard's Mark

Rituals, Level Two
1. Aura of Power
2. Call Storm
3. Cleansing Ritual
4. Endure the Elements
5. Feast's Blessing
6. Magic Stones
7. Order's Communion
8. The Patient Word
9. Summoning
10. Traveler's Blessing
11. Wizard's Home

Rituals, Level Three
1. Bear's Endurance
2. Continual Light
3. Friends
4. Minor Animation
5. Nepenthean Drink
6. Scribe Scroll
7. Skin of the Woodwose
8. Strengthen the Bond
9. Wizard Lock

Rituals, Level Four
1. Alter Self
2. Augury
3. Condense Ætherium
4. Heart of the Ox
5. Invisibility
6. Mighty Glamour
7. The Second Enchantment
8. Shape of the Forest
9. Wizard's War

Rituals, Level Five
1. Arcane Sight
2. Dispel Magic
3. Greater Bond
4. Ritual of Healing
5. Storm's Wrath
6. True Identification
7. Witch's Blessing

Rituals, Level Six
1. Contagion
2. Fire Ball
3. Full Restoration
4. The Great Curse
5. Shape of Stone
6. Wizard's Flight
7. Wizard's Tome

Rituals, Level Seven
1. Awaken the Wood
2. Determine the Name
3. Master's Bond
4. Scrying
5. The Third Enchantment
6. Wall of Flame
7. Word of Truth

Rituals, Level Eight
1. Beating Back the Dark
2. Masterful Illusion
3. Raise Undead Horde
4. Shapeshift
5. Storm of Ice
6. Wooded Guardian

Rituals, Level Nine
1. Change Name
2. Dream
3. Nightmare
4. Perfect Health
5. Spectral Guardian

Rituals, Level Ten
1. Break Enchantment
2. The Dawn Gate
3. The Final Enchantment
4. Mortality
5. Resurrection
6. Wall of Stone

Magic Tricks

Tricks (so called because they're just simple psychic abilities—"mind tricks", that is to say, and not the illusions of a stage-magician) are the weakest and most unreliable form of magic. These are the kinds of powers that an apprentice mage learns while in training and that an untrained hedge-mage or psychic medium can sometimes call forth.

To cast a magic trick, the mage must roll a Charisma check (including the usual +5 skill-training bonus—casting magic is what all mages *do*—so that the target number for the roll will be 7 plus one-half the mage's Charisma score). Success means that the trick works as intended; but if the roll fails, one of two things will happen. Either the magic will spiral out of control, resulting in a backfire that causes exactly the opposite of the intended effect (light becomes darkness, a blessing becomes a curse, etc.); or, if the mage doesn't wish to risk the effects of a backfire, he may choose to "snap the thread" and cut the magic off before it can take any effect. This has a side-effect, though: if the mage snaps the thread, "mana drain" causes the mage to lose one of his daily spells—and if the mage has no spells left, he is instead cut off from all further use of tricks and rituals for the rest of the day. The precise nature of a backfire is always left up to the referee, but in the absence of an obvious reversal of the intended effect, the referee can always choose to refer to the Chaotic Surge tables on the preceding pages.

As a rule, tricks can only produce minor effects, and they can never deal damage. They only work at a range of "Near", they usually can't disrupt another spell-caster, and their effects are never permanent. That said, tricks are bit more flexible than other kinds of magic, and the mage may try to stretch what they can do—but the referee will assign a penalty to the Charisma check to reflect this. Some tricks allow a caster to impose penalties on opponents, such as by hexing them; tricks are too weak to ever give an opponent a penalty worse than −2 to a roll. New tricks take 2–4 (1d3+1) days of study to learn, whether from a book or a teacher.

THE FOLLOWING list of tricks (and this is true of spells and rituals as well) is not meant to be exhaustive; referees and players alike should feel free to design and add new magical effects to the game, although players may need to have their character research and invent the new effect in-game. The referee decides what's required to do this.

Analyze Aura (Æther-Weaving)
All mages can sense the presence of magic, but this trick is required to learn something specific about a magical aura. Whenever a mage senses magic, he may attempt this trick in order to discern the "school" of magic involved.

By making a successful casting check, the mage can tell, from looking closely at the "color" and "texture" of a particular magical aura, whether the effect has been brought about by the æther-weaving or spirit-channeling method (if applicable) and also which one of the traditional eight "schools of magic" was involved in the making of the spell:
• Abjuration (wards and defenses)
• Conjuration (summoning beings or *ex nihilo* creation of matter)
• Divination (clairvoyance, ESP)
• Enchantment (ongoing effects that give power to items)
• Illusion (phantasms and glamers)
• Invocation (elemental energy)
• Necromancy (life and death magic)
• Transmutation (changes in shape or substance)

This trick does not reveal the precise nature of the magical effect or its source, nor can it identify magical items. Each use of the trick can analyze but one aura.

Beast Ken (Æther-Weaving)
A mage with this trick speaks the language of the beasts and may even attempt to call them to him, as the wolf howls to its pack. The caster may speak to any non-magical beast. Casting this trick also predisposes most animals to parley with the caster where they otherwise might have fled or attacked.

A mage may attempt to speak to multiple types of animals at once, incurring a −3 penalty for each additional type. Convincing animals to take action would also call for a −3 penalty if the caster is trying to convince the beasts to act outside of their own perceived best interest. Animals won't generally endanger themselves for the user of this trick, though a mage may try with a large penalty of −6.

Blessing (Æther-Weaving)
With a touch and a word of hope, this trick allows the mage to help an ally with a specific future task, giving him +2 to a single roll. When a mage casts the spell, he must name the task for which the character will receive the bonus (e.g. "Smite thine enemies!" or "Craft thee a wondrous sword for the Duke!"). The mage may attempt to give even greater bonuses to his subject, taking additional −5 penalties for each additional +1 he would like to bestow.

Conjure Sound (Spirit-Channeling)
A mage with this trick is a master of aural trickery and may produce sounds with but a wave of his hand. Sounds such as footsteps, clattering, and screams are all at his beck and call. Normally this trick produces an indistinct, quiet sound.

A mage may take penalties to make these sounds louder or more specific. For instance, producing indistinct music to the right of a target would give a −3 penalty, while a very specific noise, such as a particular song emanating from directly behind a target, would give −6.

Glamour (Spirit-Channeling)
Mages with this trick are illusionists, able to conjure silent images. These illusions are simple visions with no real depth or weight. Normal use of this trick produces the image of a small, immobile, normal-seeming object of unimpressive design.

A mage may produce larger or more detailed images by taking a −2 penalty. Creating moving illusions is even harder and gives a −4 penalty.

Green Thumb (Æther-Weaving)
Someone with the Green Thumb can get any cutting to root, any plant to blossom. No matter how small his garden, he will have an abundant harvest. Normal use of this trick causes a single plant to sprout and grow at a prodigious pace (perhaps even springing from the ground before your eyes) or an entire garden to grow at double its normal rate.

This trick can even heal a blighted or wounded plant and make it whole again, though doing so gives a −3 penalty to the roll. When the wind is right, a mage with this trick can get the trees to tell him their secrets; a −6 penalty allows the mage to speak with a tree, though they often converse in ways alien to man.

Hexing (Æther-Weaving)
The caster fixes the target with his will

and utters a curse. The caster must specify an action, such as "strike with a sword", "climb a tree", or "persuade a noble", and the victim then receives a −1 penalty to his next roll involving this type of action.

The caster may utter a stronger curse, giving his victim a −2 to his roll instead, but must take a −3 penalty to do so. The caster may take a −6 penalty to have this trick affect the victim until the next sun-up or sundown.

Mage Hand (Spirit-Channeling)
A mage with this trick is telekinetic, able to move objects at Near range of up to 5 lbs. in weight, just by pointing at them and thinking. Objects float slowly at up to 30′ per round and can never be flung hard enough to cause damage. The effect lasts while the mage concentrates.

Mage Light (Spirit-Channeling)
This trick produces a moderate amount of magical light. This light may appear from a physical object in the possession of the caster, such as from the tip of his staff or from within an amulet, or as a simple ball of floating light. The trick normally produces enough light to illuminate an area of about 90 feet; the light is dim, but just strong enough to read by.

A mage may attempt to produce more light at a penalty to his casting roll; summoning the light of several torches into a room gives a −3 penalty, while the equivalent to full daylight would call for a −5 penalty. Producing several globes of dancing, colored lights that move about on their own would call for similar penalties, as would trying to cast the trick in such a way as to produce the light in a particular spot at a distance from the caster (e.g. before the eyes of an enemy, in order to distract him).

Lights produced with this trick last as long as the caster is able to concentrate on them. Being struck in combat or failing the roll for another trick will make this effect end immediately.

Second Sight (Spirit-Channeling)
Using this trick allows the caster to see unseen spirits of all sorts: the dead, the fae, and demons of all stripes. This trick only grants the caster the ability to perceive the spirits; if he wishes to converse with them, he must know their language.

The Second Sight trick may also give characters certain additional powers over spirits or demons as noted in their monster descriptions in chapter 5.

Magic Spells

The simplest and most reliable sort of magic comes in the form of spells, codified effects taught to mages by their masters or studied from books. Each spell works in a particular way every time it is cast. They tend to be more powerful than tricks and weaker than rituals, though they are safer and more dependable.

Mages have limited "mana", the magical strength needed to cast spells; so they can only cast one spell per day per level of experience. A full night's rest in a safe place is needed to recover spent mana. (If resting in a dangerous place like a dungeon, the mage can only recover mana enough for a single spell.)

Mages spend a long time learning spells and recording them for their own use. In order to learn a new spell, a mage must spend 7 to 10 (1d4+6) days studying it from a book or a mentor. After this time has passed, provided there were no interruptions, the mage is able to cast the spell from then on.

Abjuration
Range: Near
Duration: Instant
Save: yes
The mage makes a sign of banishing and attempts to send a single disembodied spirit back to its home realm. The target must make a saving throw or immediately return to its home realm. This spell only affects spirits not of the natural world who have found their way here from another plane of existence.

Banish Undead
Range: Near
Duration: 1 turn/level
Save: yes
This spell causes mindless fear in all sorts of undead. When the mage casts this spell, any undead creatures in his presence must make a saving throw versus magic or else immediately flee from the caster and hide for the duration of the spell. The targets are free to act normally afterward.

Bar the Way
Range: Touch
Duration: 1 minute/level
Save: no
With a touch and a word of power, the mage bars any ordinary door or gate so that none may pass. Determined foes may still batter down the door frame.

Burning Hands
Range: Near
Duration: Instant
Save: yes
The caster spreads his hands as his eyes glow with a fiery intensity, and flames shoot from his fingertips to form a cone of flame extending out to 20′ long, 10′ at the widest. It causes 1d3 damage, plus 1d3 points for every level of the caster. Targets may roll saving throws for half damage.

Call the Swarm
Range: Near
Duration: Concentration

Save: no
The caster speaks in a harsh and whispered tone and the land crawls to his call. A swarm of small animals, such as bats, insects, or rats, comes from the immediate area and moves more or less as he commands. Those caught in the swarm take 1 point of damage per round. The swarm persists until dispersed or until the caster loses concentration; the caster must focus entirely on directing the swarm for the duration.

Commanding Word
Range: Near
Duration: 1 round
Save: yes
With sheer force of will, the mage can force another to obey a single-word command. The target will not directly harm itself but will otherwise carry out the precise command immediately. A successful saving throw means that the target is able to ignore the caster's command.

Conjure Darkness
Range: Near
Duration: 3 rounds/level
Save: no
The entire area in Near range of the caster is blanketed in a shroud of darkness. No light, even from magical sources, can penetrate the abyssal blackness the mage has brought down upon the area. The only exception would be magical light produced by a mage of a higher level than the caster, which will banish the darkness and end the spell immediately.

Elf Shot
Range: Touch
Duration: 5 rounds
Save: special
By humming gently over an arrow, bullet, or other missile, the caster imbues it with a powerful and poisonous magic. If the shot strikes a target before the duration of the spell ends, that target must make a saving throw or become completely unable to move for 1d10 rounds.

Entanglement
Range: Near
Duration: 10 rounds
Save: yes
At the behest of the mage, all the plants within range twist and reach out to grab and hold any creatures, except the caster, that come within reach. A successful saving throw will allow a slow escape, at no more than 10 feet per round.

Evade the Dead
Range: Touch
Duration: 4 rounds/level
Save: no
The target of this spell can pass by any undead creatures without their noticing, hiding from their dead sight. An undead being of any kind simply does not notice the character in any way for the duration of this spell. Attacking undead creatures in any way will end the effects of the spell immediately.

Faerie Cloak
Range: Near
Duration: 1 round/level
Save: no
The caster softly intones an ancient elfish incantation, causing a silvery mist to rise up around him and his companions and then dissipate again almost immediately. The shapes of the caster and up to six of his companions blend into their surroundings and become difficult to see. For the short duration of the spell, all of those affected gain a +2 bonus on attempts to sneak or a +4 bonus on attempts to hide.

False Friend
Range: Near
Duration: 1 day/level
Save: yes
Magic is an alluring force. If the target of this spell fails a saving throw, he believes that the caster is his trusted ally and close friend. While he won't commit suicide for the caster, he will go to great lengths to please him, acting in all ways as a trusted ally and friend of the caster. If the target is being threatened by the mage or his allies, he will receive a +5 to his saving throw. If cast in combat, the spell simply does not work, as the target's sense of self-preservation will override any power the magic might have over him.

Flame Charm
Range: Near
Duration: Concentration
Save: no
Some mages know the language of flames. They can speak soothing words to them, causing fires to dwindle to small coals; or they can speak words of anger and ferocity, causing the flames to leap higher and dance about. This spell does not create a fire, but it may increase or decrease any existing fire's brightness or intensity. The flames still require normal amounts of fuel to burn, and the caster must intently focus on the fire for as long as he wishes to control it.

Flash of Brilliance
Range: Near
Duration: Instant
Save: yes
The mage makes the ancient sign of light with the fingers of both hands, then claps them together with a sharp crack, producing a blinding flash of light. Everyone in the area except for the mage himself must save or else be blinded for 2d6 rounds.

Feather Fall
Range: Touch
Duration: 1 round/level
Save: no
The target falls no faster than a feather and takes no damage upon landing. If the target is still in the air when the duration ends, the fall resumes. This spell may be cast using only 1 move.

Greater Illusion
Range: Near
Duration: Concentration
Save: yes
By speaking ancient words of power, the caster calls forth an image. These ghostly images appear real but have no substance. They make sounds appropriate to the type of image created, but they are incapable of intelligent speech or thought. The phantasms endure until the mage's concentration is broken. Viewers who have reason to believe that these images might not be real may attempt saving throws; success means that they see the shapes for only empty visions.

Healing Touch
Range: Touch
Duration: Instant
Save: no
The mage lays his hands upon a wounded subject and life flows from his touch. The target regains 2d4 hp. (Undead take 2d4 damage.) Note that this spell can only lift a wound level if the dice turn up 7–8. This spell can also remove paralysis (but heals no hp when used in this way).

Hunger and Thirst
Range: Near
Duration: 1 hour/level
Save: yes
This horrible curse causes one target in Near range to be filled with overwhelming hunger and thirst. Unless he makes a saving throw, the target will eat and drink until sick—and often past that point—and find it difficult to do anything else. The victim will not drop his sword in the middle of combat, but any other plans or endeavors do become secondary. The referee may call for further saving throws to resist the effect throughout its duration.

Inspiration
Range: Near
Duration: 3 rounds/level
Save: no
The caster calls upon mystical power to aid himself and his allies, increasing their skill, bravery, and fortune. The caster and all allies within range gain +1 to hit and saving throws.

Magic Missiles
Range: Near
Duration: 1 turn
Save: no
A glowing bolt of magical energy appears and hovers by the caster until loosed. The bolt does 1d6 damage and never misses its target. (Shooting the missile costs 1 move.) After firing, a replacement bolt appears by the caster, only once if the mage is below 3rd level; one extra replacement missile is added at every odd level (3rd, 5th, etc.). The bolts appear one at a time; casting the spell again simply adds to the number of missiles in reserve. But starting at 5th level, the mage can conjure and fire off the bolts two at a time, at the same or different targets (shooting 2 bolts takes 2 moves).

Masked Image
Range: Self
Duration: 10 rounds/level
Save: no

The mage makes a mystical sign across his face and suddenly appears as another. The caster's appearance—including his height, weight, and clothing—changes so that he no longer resembles himself. He may not duplicate the appearance of any other specific individual.

Mystical Shield
Range: Self
Duration: 5 rounds/level
Save: no

The mage pulls the forces of magic into a physical barrier before him, granting him a 6 point AC bonus against all attacks originating from in front of him for the duration of the spell. This bonus stacks with any armor the mage may be wearing, but not a shield. The caster can also roll saving throws to block Magic Missiles.

Night Craft
Range: Self
Duration: 1 night
Save: no

This caster spits upon his hands, makes a sign, and lifts his tools. For a single night, the caster gains a +5 bonus on any and all rolls related to crafting, cleaning, or doing any sort of mundane, manual labor. After such an intense effort, the mage has a −1 penalty on all rolls until he sleeps.

Obscurement
Range: Self
Duration: 4 rounds/level
Save: no

With a simple gesture, the target becomes hazy and forgettable. He is difficult to see and won't be noticed by most creatures.

He receives +6 to any rolls for sneaking about unnoticed for the duration.

Pass without Trace
Range: Touch
Duration: 1 minute/level
Save: no

The mage's touch carries the blessing of the earth, letting the target pass through any terrain, whether mud or snow or thick woods, without leaving tracks or prints.

Petrifying Gaze
Range: Near
Duration: 1 round/level
Save: yes

The spell-caster freezes his target with but a look. While the spell lasts, a victim who fails his saving throw is held totally immobile, but is otherwise unharmed. If the target is then attacked, he is hit automatically, but this ends the spell.

Phantom Skill
Range: Near
Duration: 1 day
Save: no

With a gesture and a word of benediction, the mage blesses one person in his immediate presence with a skill of the caster's choice. The target is not quite sure how he came by such knowledge, but has the full benefits of the skill for one day.

Reanimation
Range: Near
Duration: 3 hours/level
Save: no

This dark magic causes the dead to walk. The mage speaks words of power and 1d4 corpses within Near range become zombies. The zombies are under the control of the caster and will revert to their natural, lifeless state when the spell ends.

Sanctuary of Peace
Range: Self
Duration: 3 rounds/level
Save: yes

The mage erects a mystical ward around himself. Anyone who wishes to physically harm him in any way must make a saving throw or find that they are unable to do so. The spell ends immediately if the caster takes any kind of offensive action.

Searing Heat
Range: Near
Duration: 7 rounds
Save: no

This spell causes a single metal object in Near range to become extremely hot. Normal creatures immediately drop any such object they are holding, while those wearing targeted metal armor will take a single point of damage every round unless and until they remove the heated armor.

Sense Nature
*Range:* Near
Duration: Instant
Save: yes

A wizard is both shrewd and wise, and a whispered incantation can bring out much knowledge about a person. By means of this simple but powerful spell, the mage automatically determines the alignment of a single target in his immediate presence. Additionally, the caster may sense if the target is in any way supernatural; for example, the caster would know if the target were possessed by a demon or other kind of spirit, or if they were a fae in disguise or a shapeshifted dragon or wizard. If the target makes a successful saving throw, the caster learns nothing.

Shared Vision
Range: Touch
Duration: Concentration
Save: no

By a touch and a word the caster ceases to see through his own eyes and instead sees through those of the target. This spell may be cast on any living creature, human or otherwise, and lasts so long as the mage maintains his concentration.

Silence
Range: Near
Duration: 2 rounds/level
Save: no

The mage raises his hand in an arcane gesture, and a blanket of complete silence covers the area around him. For the duration of the spell, no sound of any kind issues from or into Near range, including speech or the sounds of battle.
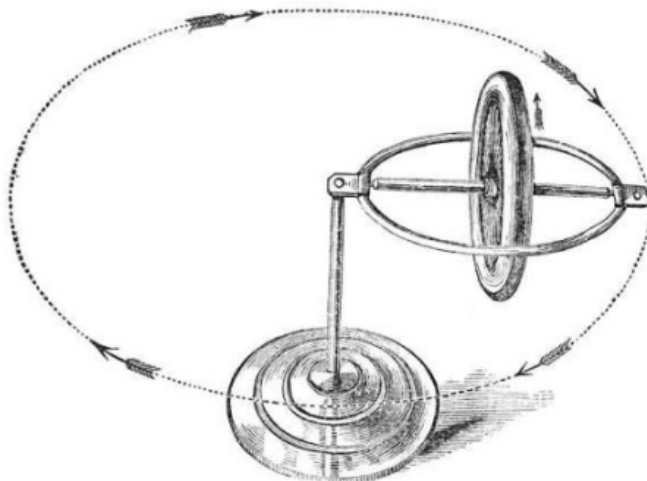
Spider Climb
Range: Touch
Duration: 1 minute/level
Save: no

With a gentle touch and a secret sign, the mage gives his target the ability to climb upon vertical surfaces and even to hang from the ceiling like a spider. The target must have bare hands and feet, but can then climb across all surfaces exactly like a spider for the duration of the spell.

Terrifying Presence
Range: Near
Duration: 2 rounds/level
Save: yes

The caster of this spell moves and speaks with terrible authority and causes even his enemies to quail before him. The caster may turn his baleful will toward any one opponent per round for the duration of the spell, causing the target to run or hide for the remaining duration of the spell. A successful saving throw on the part of the target negates the spell.

Tinker's Gift
Range: Touch
Duration: Permanent
Save: no

This spell makes whole again that which was broken. It can mend broken chains, rings, or other simple works of metal, as well as ceramics and wooden objects. The targeted object must be small, no larger than a dagger or water jug, and it cannot have very many moving parts. This spell does not affect magical or advanced technological items.

True Strike
Range: Self
Duration: 1 round
Save: no

The mage lays a fell hand upon his blade, granting himself precision and power. If he attacks on the round after casting this spell, he receives +10 to his attack roll, can hit incorporeal creatures or any creatures immune to ordinary attacks, and does 1d3 additional points of damage per level if he hits his target. The mage must attack during the next round of combat, or the casting of this spell is wasted.

Veil of Sleep
Range: Near
Duration: 5 rounds/level
Save: yes

The spell-caster whispers soothing words of magic, causing targets to drift into a deep sleep. The spell affects 2d4 hit dice worth of creatures within Near range. The sleep caused by this spell is very deep, but otherwise natural. Normal noises will not wake the targets for the duration of the spell, but physically harming them does. Any targets who make a successful saving throw are unaffected.

Warping Song
Range: Near
Duration: Instant
Save: no

This elfin spell-song causes a single, non-magical object made of wood within Near range of the caster to warp and twist into a damaged, useless state; a bow becomes completely unusable, a door springs open, a boat springs a leak, etc.

Whispering Wind
Range: Far
Duration: Instant
Save: no

The mage speaks to the wind in its own tongue and gives it a message, which it then carries to another person known to the mage. Such a message can travel quite far, up to about a league per level of the caster, reaching even very faraway companions.

Wild Call
Range: Far
Duration: Instant
Save: no

Calling out the name of any one type of animal native to the local region, the mage lifts his hands and up to 2d6 available creatures from up to a mile away come to his call. It may take the creatures some time to reach the caster, depending on distance: a pack of rats would probably arrive within the round when called at the dockyards, but a pack of wolves may take several minutes to reach the mage in a forest. The animals will be predisposed to help the caster, though they are not his slaves and may ultimately act of their own free will. For clarity, they are likely to defend him in a combat situation, but not to die for him.

Witch Laugh
Range: Near
Duration: 1 round/level
Save: yes

Those affected by Witch Laughter find everything hilariously funny and laugh uncontrollably to the point of pain. After the mage speaks the words of power, the target begins giggling and then laughing more and more loudly as the rounds progress. Initially, affected targets suffer a −3 to all rolls; but, after two rounds of being affected by the spell, they find themselves on the ground, incapable of doing anything other than laugh for the remainder of the duration. Targets which make a successful saving throw are unaffected.

Word of Courage
Range: Near
Duration: 3 rounds/level
Save: no

The mage brings himself up to his full height and shouts words of authority and power, instilling confidence and courage in all friends within Near range. They gain Morale 12, they will stop fleeing if already doing so, and they will automatically hold their courage and resist any fear effects for the duration of the spell.

Wrenching Curse
Range: Near
Duration: 3 rounds
Save: yes

This horrid spell causes a target's insides to twist in intense agony. The mage utters a word of terrible power which pains the ears of all in range and then points at his target. Unless the target passes a saving throw, he will suffer 1d4 points of damage per round for the duration of the spell. Additionally, the pain is such that the target suffers a −2 to all attack rolls and attribute checks while the spell is in effect. For every full 3 levels of the caster, the spell lasts an additional 2 rounds, for a total of 5 rounds at level three, 7 at level six, etc.
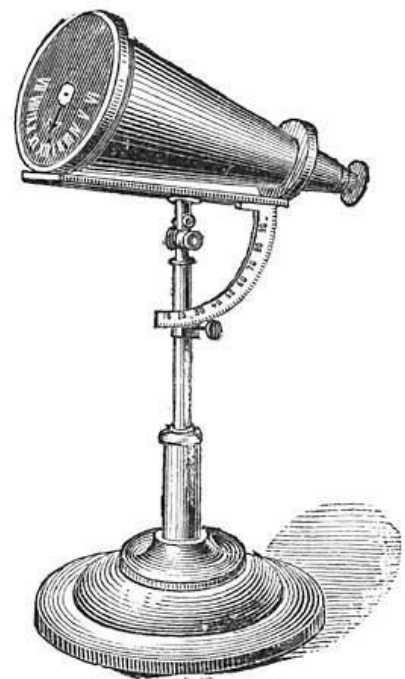
Magic Rituals

For the most powerful sorceries, a mage must spend a great deal of his time studying and bending the forces of the universe to his will. Rituals are the most powerful form of magic detailed in *Engines & Empires*, and also the most time consuming.

Every ritual has a level associated with it, and a mage must be of that level in order to attempt to cast it. For instance, a level 3 ritual is simply beyond a mage of level 1 or 2, and so he cannot attempt it at all. Casting a ritual requires a number of hours equal to the level of the ritual, as well as special ingredients detailed in the ritual descripttion. The mage requires complete concentration during this time, and things may go disastrously wrong if he is interrupted.

Should the mage spend the time and special ingredients necessary to cast the ritual, he must then make a Charisma check. (The ordinary +5 skill bonus applies; casting magical rituals definitely falls with the job description of a mage!) If this casting check is successful, then the ritual works as intended. Should the check fail, the general effects of the ritual take place, but with some sort of twist. The referee gets to decide exactly what goes wrong. As with tricks, a natural 20 on the casting roll may cause a Chaotic Surge—a wild and uncontrolled burst of magic that leaks into the world. Use the tables on pages 47–48 to describe what happens (at the referee's discretion).

Learning a new ritual is a difficult and time-consuming process. To attempt to do so, a mage must be of an appropriate level to learn the ritual and must spend one full week in study per level of the ritual. After this time, the mage now knows the ritual and may cast it whenever he desires.

Mages may attempt to cast rituals which they do not know if they have an appropriate source, such as a grimoire detailing the ritual. This is quite dangerous, though. The Cha check takes a −10 penalty (remember, the ritual still works if the check fails, but it will come with unintended consequences), and a critical fumble occurs on 18–20. Many a foolish apprentice has gotten himself into dire trouble doing this.

Ritual Components

The components and casting description given with each ritual are intended as examples only. Mages are a peculiar lot and are likely to find or invent a wide variety of rituals. The referee and players can be involved in discussions of ritual variants and appropriate components. Ultimately, referees ought to use this as an opportunity to spur the characters to adventure. Finding the components for high-level rituals should result in many sessions of interesting play, as will the ramifications of casting such mighty magic.

Finally, consider that a copper piece value is sometimes placed on the components for a ritual. This should not be taken to mean that the components are available for sale. Even a mundane gem may be the goal of an entire adventure, whether that means raiding a giant's treasure vault or traveling to a distant city where exotic goods are for sale. All component costs are simply rough amounts for the referee to use as a guideline.

Level 1 Rituals

Arcane Experiment (Spirit-Channeling)
Range: Near
Duration: Instant
Save: no
This ritual lets a mage determine the general properties of most magical items. The caster is able to identify the type of magic associated with the item, but usually not its specific functions. For instance, a mage might determine that a ring which turns its wearer into a snake has powerful properties of transformation, but not exactly how the item works.

Working this ritual requires that the mage spend an hour in intense study of the item, casting minor divinatory charms during the process and testing the item in various ways. To do so, he needs basic alchemical ingredients: salts, herbs, various semi-rare liquids, and plenty of peace and quiet.

Failing the ritual roll usually results in false information. This ritual may not give any information about certain powerful artifacts, though it can determine the general properties of most such items.

Bind Familiar (Spirit-Channeling)
Range: Far
Duration: Permanent
Save: no
Wielders of the arcane arts are very often shunned by the common folk who do not understand their ways, but some find solace in the friendship of a familiar: a small, intelligent, and magical animal who acts as friend and companion. This ritual helps the caster to locate an appropriate animal and bind it to himself as his familiar.

The mage must find a suitable, quiet location in the wilderness and burn on a silver plate the droppings of the sort of animal he wishes to attract, along with incense, rare herbs, and some food appropriate to the type of animal. If a suitable animal is within a ten-mile radius, it will heed his call and approach him at the end of the hour long ritual. The animal is not yet his familiar, however; he must treat the animal with care and affection for a season, never being separated from it, before he may call it his familiar.

Familiars are more intelligent than the average animal of their kind, rivaling the intelligence of an average human. They can communicate with their masters using a queer combination of animal noises, human speech, comical body language, and empathic understanding. A mage may see through the eyes of his familiar if he con-

centrates deeply on that and nothing else. A mage and his familiar will never allow themselves to be far apart; if they are ever separated by more than a mile, they both become intensely irritable and depressed and will attempt to find each other by any means necessary.

The type of animal chosen for a familiar is personal to the mage in question. They are invariably small creatures, such as rabbits, birds, or frogs. A common cat is about as large as most familiars get.

A character who begins the game with this ritual can be presumed to have cast it already and therefore begins play with his familiar already bound.

Circle of Protection (Spirit-Channeling)
Range: Near
Duration: 1 hour/level
Save: yes
The mage draws a complex series of interlocking circles, glyphs, and runes of warding, creating a barrier against creatures of Chaos. Any creature of Chaotic alignment may not enter the circle unless first making a saving throw. Even if they manage to pass the circle, once inside they suffer a −2 on all attack rolls, and those within the circle receive a +2 bonus to saving throws against such creatures' attacks or abilities. (Other versions of this ritual exist, offering protection from other categories of creatures. Examples include Lawful spirits, the fae, dragons, elementals, and the undead.)

To draw the circle, the caster needs a good amount of chalk and about an ounce of powdered silver.

Faerie's Call (Spirit-Channeling)
Range: Far
Duration: 3 days
Save: yes
Few mortal mages have learned this secret ritual of the High Lords of Faerie. Upon its completion, 2d6 fae creatures within a one league radius are compelled to come before the caster and offer him their services for three days. The arriving faes are of a type determined by the referee based on the surroundings, and they arrive at their own speed. If there are more than enough fae creatures within range, the referee decides which ones are affected; sometimes the magic calls mighty elf-lords and other times only small and humble sprites. The affected faes may ignore the call if they make a successful saving throw. If there are no suitable creatures within range, the ritual has no effect.

The summoned faeries are not necessarily predisposed to like the caster but will generally offer their services in good

faith. However, they are very unlikely to act out of character, unless there is a good reason, or the caster manages to be very convincing. The referee might call for a Charisma check on the part of the caster when attempting to cajole the faeries into a dangerous or unlikely endeavor.

Every casting of this ritual requires a unique component which is in some way significant to the local faes, like a leaf from the Elder Maple, water drawn from a naiad's spring, or a stone from the bottom of the Well of Shadows. During the casting of the ritual, the mage sings a Faerie song and the item begins to glow faintly. The object will continue to glow for the three day duration of the ritual and then slowly disintegrate until there is nothing left.

Fair Weather (Spirit-Channeling)
Range: Far
Duration: 1 week
Save: no
Many weather-witches and traveling wizards make use of this ritual before setting out upon a journey. This spell guarantees that the mage and his friends will enjoy decent weather conditions for travel. It may well rain on the travelers, or become uncomfortably warm in midsummer, but they will be spared any torrential downpours, heavy snows, or blistering heat. Any encounter result which suggests that the group will have problems because of weather is ignored for the full duration of this ritual.

In order to cast such magic, the mage requires a sacrificial gift for the elements. Examples include a small meal left for the spirits of the sky, an image of a traveler whittled from wood, or the burning of a miniature wicker man on the eve of the journey.

Gather Mists (Æther-Weaving)
Range: Near
Duration: 1 hour/level
Save: no
This ritual lets a mage to summon a dense, billowing fog over a nearby area. The mist obscures all vision both into the area and within it; those trapped in the mists can barely see anything. Normal weather does not affect this witch-fog, although a very strong wind from a great storm can blow it away.

A mage who desires to cast this ritual must chant in the tongue of the wind and perform elaborate gestures for the hour it takes to cast it, and must burn incense while doing so. At the culmination of the ritual, he must swallow the tail feather of a bird of prey as he speaks the last words.

Good Berry (Æther-Weaving)
Range: Touch
Duration: Permanent
Save: no
With the blessing of the unseen world, the berries affected by this ritual become powerful sources of curative magic. The ritual affects 2d4 berries. Anyone eating a berry instantly heals 1 point of damage. (Seven berries would have to be eaten all at once to lift a single wound level.)

A single berry also wipes away fatigue or exhaustion, and it can sustain a full-grown man as if it were a day's rations.

The best berries for this ritual are those grown by the mage himself, but any fresh, clean berries will do. In addition, the caster must wash the berries with pure water from a fresh spring and store them in a never-before-used pouch made from soft leather which he has stitched closed himself.

Last Call (Æther-Weaving)
Range: Near
Duration: Permanent
Save: yes
Some witches do not like to be bothered, and there is a reason that people are told never to meddle in the affairs of wizards. This ritual enchants a single discrete area, whether a banquet hall, a woodland clearing, or a cottage. At any time after completing this ritual, the caster may make a "last call". Any creature who wishes to remain in the area after the caster makes the last call must make a saving throw or be compelled to leave immediately by any means available to them. Targets affected by this ritual may still return the following day. Once the caster has made his "last call", the ritual's effect ends, and he must cast it again to reuse the effect at another time.

The components needed for this ritual are three iron nails, the ashes of a dinner fire, and an object of the caster's choice from the affected area, such as dust from the window-sill or a splinter of wood from the mantle. When casting the ritual, the mage paces the area to be affected, noting the entryways and exits, and mumbling words of magic and seclusion.

Mage Armor (Spirit-Channeling)
Range: Self
Duration: 1 month
Save: no
The mage draws runes on his skin with the blood of a tortoise, making him resistant to the attacks of his enemies. He gains 4-point bonus to his AC. (This bonus does not stack with any armor worn, but it will stack with a shield.) Every time the mage

is damaged, the magic he has wrought upon himself weakens slightly. Once the caster has taken 8 points of damage, the ritual's effect ends. The amount of damage the caster can take before losing the bonus AC is modified by +1 per level, so, for instance, a 3rd level mage could take 11 points of damage before losing the bonus.

In addition to the inscribing of runes upon himself, the caster must melt a silver coin and then pour the molten metal onto the back of his left hand. The metal does not burn him, but boils and bubbles and evaporates into smoke when it touches his rune-painted fist. At that point, the bloody runes fade and the caster now enjoys the full benefits of the ritual.

Naming Ceremony (Æther-Weaving)
Range: Touch
Duration: Instant
Save: no
A mage who has mastered this ritual may give a single, willing target a true name, which may be a great blessing or a great curse. Many human tribes and nations are given to practicing such rituals when a child comes of age. This ritual has no effect whatsoever on an unwilling recipient, nor does it have any effect on a target who already has a true name.

Should this ritual fail, the target may find himself ignorant of his own new true name or, worse, bearing a true name now magically known by the entire village.

This unusual ritual requires no precise material components, but must take place at a holy, magical, or otherwise significant site. Most villages and cities are going to have such places within them or nearby. The caster and the recipient of the name must spend a full hour in said magical location without intrusion or interference. After an hour of meditation or prayer, the pair emerges, and the target thenceforth has a true name.

Staff of Might (Æther-Weaving)
Range: Touch
Duration: 1 day/level
Save: no
The caster imbues his own cudgel, walking stick, or staff with magical strength so that he may smite his foes. The weapon gains a +1 bonus on to-hit rolls, and it will cause 1d8 points of damage for the duration. (Note that a fighter/mage can cause 1d10 damage with a staff thus enchanted.) Furthermore, the staff may now harm any foe, regardless of any special rules or vulnerabilities. This ritual only works on an ordinary wooden staff.

During the casting of this ritual, the mage must crush the horn of a ram with a

mortar and pestle and sprinkle the dust on the weapon, blessing it with utterances of power. Alternatively, the mage may burn a length of oak an direct its smoke to imbue his wooden weapon with its strength.

Steed of the Sorcerer (Spirit-Channeling)
Range: Near
Duration: 11 hours
Save: no
Wizards and sorcerers of old would ride on the backs of ghostly steeds with coal-black coats and eyes like fire. This ritual summons such a steed to serve the caster. The beast will suffer no other to sit upon its back, and it fades to mist after eleven hours of service. It is faster than ordinary horses and moves in complete silence, its hooves making no sound as they fall.

The caster must sit perfectly still for the hour it takes to cast this ritual, uttering only a single, unintelligible word at the culmination: the name of his dark steed. He must then saddle his mount with a pristine, never-used harness and saddle of black leather, which will fade with the beast when it departs this world.

Unseen Servant (Spirit-Channeling)
Range: Near
Duration: 1 day/level
Save: no
Also called the "sorcerer's friend," an unseen servant is a spirit of another world, summoned by the charms and will of a mage. The spirit is invisible and incorporeal but can lift and carry small objects, open doors, and clean chambers. It obeys mindlessly and silently and will not leave Near range of the caster. It cannot fight for its master and is not very strong, but it can carry or move perhaps 40 pounds (16 EV) of weight.

This ritual necessitates that the caster create a small, often horrific looking figure over the course of an hour; some mages carve theirs out of wood, while others tie together little bundles of sticks and leaves. While crafting this figure, the mage etches runes into it with the point of a knife and then submerges it in water from a pure spring. Finally, the figure is consigned to the fire, while the mage calls loudly the name of a spirit from beyond the Veil of Shadow.

Wanderer's Fortune (Spirit-Channeling)
Range: Self
Duration: 1 day/level
Save: no
This ritual blesses its caster with great luck and sharpened senses, guaranteeing that he will stumble upon any locations he seeks within the hexes through which he

travels. This means that the caster and his party do not need to search a hex to find any out-of-the-way locations; instead, the mage will naturally guide the party to them. The mage must know of the existence of the location or locations in question and have the desire to find them; this ritual will not help a mage find any and all hidden locations by which he passes.

The mage must keep on his person a special component for this ritual, which will vary from caster to caster. In all cases this component will be some object which helps the caster to find his way, such as a lodestone, compass, or dowsing rod. The object is not destroyed in the process of casting the ritual, and so it may be used more than once.

Witch's Watchman (Spirit-Channeling)
Range: Near
Duration: 10 hours
Save: no
By pacing out a circle of warding around a place of rest, the mage protects himself and his allies from ambush. After casting the spell, a shrill wailing voice, like the song of a banshee, will call out should anyone enter the bounded area, which is perhaps 20 feet in diameter.

The mage requires enough sand to mark the threshold of the protected area, which he will spread slowly over the course of the ritual, speaking incantations at the four directions of the compass as he goes. He then places a bell of pure copper in the center of the area. This bell is destroyed if the ritual is triggered by intruders, but it may otherwise be reused.

Wizard's Mark (Æther-Weaving)
Range: Touch
Duration: Permanent
Save: no
Every wizard has his own mark, usually an elaborate and unique rune. This ritual allows a mage to inscribe his mark on any non-magical substance, including stone or metal. The rune will remain permanently upon the surface, only disappearing if the item or surface itself is ever destroyed. The mage may choose to make this mark visible to all or only to those who have the Sight (meaning that most folk will not be able to see it at all, but anyone of the mage class or any creature capable of casting spells will see it).

In order to make his mark, a mage must light a fresh candle and stand it upon the surface to be marked in its own wax. He then pricks his finger with a silver stylus and draws his rune upon the surface, very slowly and deliberately, with his own blood, seven times. Upon making the seventh and final drawing, the bloody "ink" fades, the candle falls away, the stylus cracks, and the mark is finished.

Level 2 Rituals

Aura of Power (Spirit-Channeling)
Range: Touch
Duration: Permanent
Save: no
Mages are a strange and fickle folk, prone to trickery and confusion. By casting this ritual, a mage causes an ordinary object to seem magical. In fact, the item does indeed become magical, and it will seem as such to anyone attempting to sense magic, even though it has no special qualities beyond this aura.

The magician must wrap the object in a piece of the finest silk cloth, which might prove very expensive or difficult to obtain. Over the course of the two hour ritual, the mage must prick each of his fingers with a silver needle and let a single drop of blood from each finger fall upon the silk.

Call Storm (Spirit-Channeling)
Range: Far
Duration: 1 hour/level
Save: no
Spirits of the wind, rain, and lightning yet heed the old signs of power. By calling on the four winds and commanding the very clouds to do his bidding, the mage summons an intense thunderstorm which lasts for the duration of the ritual.

The caster utters names of power and prostrates himself beneath the sky for two hours. The winds require the ritual burning of a piece of parchment covered in arcane runes in a bronze brazier. The spirits of thunder and lightning require the mage to break over his knee a branch from a tree struck by lightning. The brazier remains after use.

Cleansing Ritual (Æther-Weaving)
Range: Touch
Duration: Instant
Save: no
Many dangers in the world can cause serious damage to characters, often represented by drained hit points or attribute scores. This ritual reverses such effects, restoring 2d4 energy-drained hit points or 2 drained points of any attribute score (e.g. Strength points drained away by the touch of a shadow). Additionally, the target of this ritual will be cured of any natural poison or disease, and it can lift most minor curses (but not petrification). Note that no hit points or wound levels are ever healed by this ritual: it affects a character's max-

imum hp (if the character has lost any due to life-drain) but not current hp.

This ritual requires that the target be anointed with holy oils and inscribed with runes and spells in rare inks. Assuming the caster has access to an exceptionally good market in a large city, he may buy these components for 50 cp. Otherwise the caster must find the material to make his own ink, a much more arduous task.

Endure the Elements (Æther-Weaving)
Range: Touch
Duration: 1 day/level
Save: no
This ritual protects the mage and all of his companions from normal extremes of temperature and weather for the duration. Recipients can still be burned by fire or frozen by magical frost, but ordinary heat and cold have no adverse effect on them.

In order to work this ritual, the mage must gather all of his companions to him and speak the names of the ancient gods of the seasons. Over the course of the two-hour ritual, the caster must inscribe these names on the flesh of himself and his companions with ink from an unused well of pure copper while keeping lit a fire of yew wood.

Feast's Blessing (Æther-Weaving)
Range: Near
Duration: Instant
Save: no
Even the most meager or tainted of provisions can serve as a king's feast for the one who works this ritual. This magic purifies any food or drink, even rotten meat or rancid water, causing it to become fresh and fit for consumption. Additionally, the magic flavors any of these provisions so that they taste as good as anything served at a lavish banquet; and they adequately fill the stomachs of all participants.

Besides some maner of food or drink, this ritual requires the caster to bless all of the components of the feast with a small silver holy symbol and a branch of holly. The silver symbol must be submerged in the drink, and the branch must be used in the serving of the food.

Magic Stones (Æther-Weaving)
Range: Touch
Duration: Permanent
Save: no
Priests of the old gods would bless the sling stones of warriors before they went into battle. This ritual blesses six such small stones, which may be either thrown at an enemy or fired from a sling. Each stone has a +1 bonus to hit and causes 2d6 hit points of damage.

Only smooth, round stones taken from a riverbed and entirely unworked by man are appropriate for use in this ritual. The caster must then spend the duration of the ritual etching ancient signs of power and war onto the stones with an iron stylus. The stylus is not destroyed in the process of casting the ritual and so may be used more than once.

Order's Communion (Spirit-Channeling)
Range: Far
Duration: 10 minutes/level
Save: no

By means of this ritual, all the mages initiated into the same wizards' order may stay in contact with each other, regardless of distance. If two members of the order both cast the ritual on the same day, they may communicate with one another from any location on the same plane of existence; the shorter duration is used for casters of different levels. Given the constraint of both castings happening on the same day, most members of the order have prearranged dates for their communications. If the caster should happen to fail the Charisma check, he may find himself talking to something else.

Unlike most rituals, there are no material components of any sort required. So long as the two casters belong to the same order and have two hours of peace and quiet, they may cast this ritual.

The Patient Word (Spirit-Channeling)
Range: Self
Duration: Permanent
Save: no

This complex and dangerous ritual allows a mage to hold within himself the power of another ritual, waiting to be triggered and cast at a later time. The mage must cast this ritual and then the other ritual which he will store in a single session of spell-casting. The mage must have the material components for both rituals on hand at the time of the casting. The mage makes a casting roll for the Patient Word as normal. However, at the completion of the ritual which the mage wishes to store for later use, the player should not make a casting roll; instead, the mage may release the ritual at a later time with a command word, and the player makes the casting roll then. A mage may only store a single ritual in this way until reaching 4th level. A 4th level mage can hold two rituals, a 7th level mage can hold three, and a 10th level mage can hold four.

Holding such mighty magic can be extremely dangerous. If the mage ever fails a casting roll for another ritual or even a trick while storing a ritual with the Patient Word, then the magic is automatically released, whether the mage wishes it to be so or not.

This ritual requires that the mage craft a special wand for the stored ritual which will be destroyed when the ritual is later released. The stored ritual dictates the appropriate material for such a wand.

Summoning (Spirit-Channeling)
Range: The Cosmos
Duration: Instant
Save: yes

The mage conjures a gateway to another realm and calls a spirit. Any spirit may be called, though there are some obvious reasons not to attempt to summon a greater demon or one of the gods. The target is allowed a saving throw, but at a penalty equal to the ritual-worker's mage level. The target spirit is under no compunction to obey the caster upon arrival.

Should the caster fail the ritual roll, it is *extremely* likely that something *else* will make its way through the portal and into the mortal realm. (Good luck.)

The ritual requires that the mage draw various intricate circles and signs in chalk and call out the names of the spirit which he wishes to summon. Knowing the true name of the spirit gives the ritualist a +5 bonus to the Charisma check for the ritual, thereby making him much more accurate in his summoning.

Traveler's Blessing (Æther-Weaving)
Range: Near
Duration: 1 day/level
Save: no

The mage blesses himself and each of his companions before the outset of a difficult journey. For the duration of this ritual, random encounter rolls made during the day are rolled on 1d12 instead of 1d6, and rolls made at night use 1d20 instead of 1d12, drastically reducing the chances of encountering monsters. The chance to become lost is checked on 1d12 as well.

The only component for this ritual is an iron horseshoe once worn by a knight's steed. The mage must bury the horseshoe before the journey, and, by tradition, he then digs it back up and places it in his own home upon the journey's completion. Bad luck is said to follow those who fail to retrieve the horseshoe.

Wizard's Home (Spirit-Channeling)
Range: Near
Duration: 1 month
Save: no

This ritual is the source of many legends and songs. When completed, it causes the caster's home to become bigger on the inside than would seem possible. Using this ritual, the caster can add one room (or its rough equivalent in size) per level to his dwelling. Particularly large rooms, like a feasting hall or a barracks, count as two "rooms" for this purpose. The home stays unchanged on the outside but has become much larger to those inside its walls. Furthermore, all parts of the caster's home are always within touch range of his magic, regardless of actual distance. This makes the mage a formidable opponent indeed while in his own home.

Most mages who practice this magic cast the ritual on their homes every month in order to maintain sufficient space for their libraries, accoutrements, and various oddities. If a mage should fail to do so, all items and furnishings from the magical rooms are lost. They might or might not be found elsewhere later. Any servants, guests, or friends who were in the rooms at the end of the ritual's duration also end up in other places. It is unwise to overstay your welcome in the dwelling of a home-body wizard.

The Wizard's Home must be cast beneath the same phase of the moon each month. The components for the ritual are an old stone, a fresh brick, mortar, and a freshly-cut branch of yew. All of these items are consumed in the two-hour process of casting the ritual as the mage goes from room to room, marking his boundaries, making secret signs, opening new doors, and muttering words of magic.

Level 3 Rituals

Bear's Endurance (Æther-Weaving)
Range: Near
Duration: 1 week/level
Save: no

A mage with the knowledge of this ritual can make his friends hardy and strong, able to face great dangers and still journey on. This ritual has two effects on the caster and his party. First, they receive +2 on any Strength checks that they must make for the ritual's duration. Secondly, they have one bonus hit point which goes away when the ritual's duration ends.

In order to cast this ritual, the mage must serve a feast on the eve of his party's departure. All those who are going on the journey must be present, including any henchmen, allies, or beasts of burden. This is an extravagant feast, including the best food and wine available, and so the cost will be at least 5 cp per participant. During the feast, the mage must sit on the skin of a bear he himself has slain on a hunt.

Continual Light (Spirit-Channeling)
Range: Touch
Duration: Permanent
Save: no
This ritual causes an object to glow with a light as bright as full daylight. The glow lasts forever. While the light produced by this spell is indeed natural sunlight, it's a *captured* form of sunlight, so it's too weak to petrify a troll, paralyze a draug, or dust a vampire. The light does, however, cause all creatures with an aversion to sunlight (including trolls, draugs, vampires, and all

beastmen) to become −1 to attack rolls and Morale while exposed to the light.

During the casting of this ritual, the mage must chant for three hours over the object under the light of a full moon; then he must immerse the object in pure spring water which captured the light of the midday sun from that same day.

Friends (Æther-Weaving)
Range: Self
Duration: 1 day/Level
Save: no

Blessing himself with powers of leadership and trust, the mage grants himself a +3 bonus on Charisma checks made to interact with others. While the ritual is in effect, all who meet him are impressed by his words and bearing.

The mage requires various mystical herbs, which he makes into a thick drink and then imbibes. To make his words sweet, he then paints his lips with his own blood at the culmination of the ritual.

Minor Animation (Spirit-Channeling)
Range: Touch
Duration: Permanent
Save: no
Granting a portion of his own power to a mundane object, the mage fills it with a magical "life" and a crude sense of devotion. This ritual turns any medium-sized ordinary object, such as a sword or broom, into an Animated Object (pg. 139).

To cast the ritual, the mage needs the object in question, a quiet sanctuary, and a pound of copper dust. Once the ritual is cast, the mage loses a point of Strength (which cannot be restored by any means). The mage may, at any time, destroy his own Animated Object, thereby regaining this lost Strength. Alternatively, if the object is ever destroyed by another, the mage then regains his lost Strength.

Nepenthean Drink (Æther-Weaving)
Range: Touch
Duration: Permanent
Save: no
This ritual lets the mage brew a batch of healing potions for later use. Upon completion of the ritual, he produces a number of potions equal to his level, each of which keeps more or less forever so long as it is sealed. These are normal healing potions which restore 2d4 hp each.

A mage requires a quiet place to create his potions, perhaps his private laboratory or a sacred grove. The caster requires a number of clean, crystal phials equal to the number of potions he is creating, each costing about 30 cp and probably difficult to find. The phials are reusable once emptied, provided that the mage cleans them with the water of a clear stream. Further, the mage requires an assortment of herbs or other ingredients which are often hard to come by.

Scribe Scroll (Spirit-Channeling)
Range: Touch
Duration: Permanent
Save: no
This ritual allows the mage to prepare a magical scroll containing a single other ritual. While scribing the scroll, the mage

must cast both this ritual and the ritual to be contained on the scroll and must have the material components for each. Should either casting roll fail, the scroll will contain a broken and unpredictable version of the ritual in question.

Once complete, any literate character may read the scroll and unleash the ritual. Doing so requires one full round (i.e. three moves) per level of the contained ritual; for instance, a scroll containing a level 5 ritual will take 5 full rounds to read. If the reader is anyone other than the original creator of the scroll, he must then make a Charisma check of his own. Failing this roll causes the magic to go awry as any other failed roll to cast a ritual; remember that failed ritual rolls always result in the casting of the ritual, but the magic will be changed and uncontrolled. In any case, the scroll is destroyed when used.

The material components needed for this ritual are all the accoutrements of a scribe, and various kinds of arcane inks and quills. The precise sort of ink and quill will vary according to the ritual contained on the scroll. Such rare materials could cost up to 200 cp per level of the ritual to be scribed, if they are even available for sale at all. The mage may have to undertake perilous quests to gain the materials needed to make such scrolls.

Skin of the Woodwose (Æther-Weaving)
Range: Touch
Duration: 2 hours/level
Save: no
Binding the spirit of the forest to his target, bark literally grows out of the target's skin, providing 2 bonus points of AC and +1 to all saves for the duration of the spell.

The magic requires bark from a living tree in the dark heart of the forest, stuck to the target's bare skin with a paste of tree sap and the spellcaster's own blood.

Strengthen the Bond (Spirit-Channeling)
Range: Touch
Duration: Instant
Save: no
This ritual strengthens the union between mage and familiar, with great benefits for both the caster and the familiar. The ritual requires that the mage (of course) already have a familiar gained by casting the 1st level ritual Bind Familiar. Furthermore, a mage and a familiar must have been together for at least one full year before they are able to strengthen their bond, and may only use this ritual together once.

Upon completion, the caster picks one of the following benefits:
• The physical bond between sorcerer and familiar is strengthened. The mage

and the familiar each gain +2 hit points. Additionally, the familiar becomes stronger in combat, doing an extra 1d4 points of damage and gaining +1 to hit.
• The magical bond between the sorcerer and familiar is strengthened. The mage picks one spell or trick that he knows, and he may now cast that magic "through" his familiar, using the familiar itself to determine range, line of sight, and other such considerations.
• The mental and emotional bond between sorcerer and familiar is strengthened. The range through which the mage may use his familiar's senses extends up to a mile, and the mage may communicate with the familiar telepathically over that same distance.

Some mages tell stories of their own familiars teaching them this ritual and casting the magic with them. While this may or may not be the case, the familiar must certainly be a part of the ritual. Just as with the Bind Familiar ritual, the mage must burn incense and rare herbs and both mage and familiar must work the magic. After the ritual is complete, the mage must spend the next week in close communion with his familiar, not engaging in any adventuring activities.

Wizard Lock (Spirit-Channeling)
Range: Touch
Duration: Permanent
Save: no
The mage chants the words of secrecy, permanently sealing a door or chest so that only he may open it, or another to whom he has given the command word. The door may still be forced open by strength, but it may otherwise never be breached.

This ritual requires a tiny silver key and the first flower of an elderberry tree. The mage must make a paste from the flower and from certain other, commoner ingredients, rubbing this substance on the door in question. At the culmination of the ritual, the caster must swallow the key and say the word of entry aloud.

Level 4 Rituals

Alter Self (Æther-Weaving)
Range: Self
Duration: 1 day/level
Save: no
When this ritual is cast, the mage can alter his own appearance in many different ways, changing his height or weight and features to that of any other human or human-like creature. In order to impersonate a particular person or creature, the cas-

ter must succeed on a Charisma check made at a penalty of −5 (separate from the casting roll; skills like acting apply).

The mage must gather the hair of three unblemished yearlings, all from the same flock, and a shawl knitted from fresh, undyed cotton. After placing the hairs upon his own head and covering his face and shoulders with the shawl, the mage then reveals himself in his new form.

Augury (Spirit-Channeling)
Range: The Cosmos
Duration: 1 month
Save: no
By stretching his will into realms beyond, the mage asks questions about the near future and opens himself to the inscrutable answers of those who dwell beyond. The caster states one of the particular challenges which lie ahead of him (e.g. facing the warband of Ghürz the ogre chieftain) and then gains a +2 bonus to attribute checks and saving throws made regarding that challenge for the duration.

This ritual is very dangerous. A mage who casts it risks opening a gate to the outer realms. If he should fail the casting check, then a demon or other wicked spirit of some sort gains entry into the physical world. This spirit probably doesn't make itself known right away, but it will be very, very interested in the sorcerer who brought him here.

Casting this ritual requires a clean brazier of cold-wrought iron, which the mage then fills with various offerings meant to propitiate the spirits beyond: small sacrifices, sweet-smelling incense, or some of his own personal valuables.

Condense Ætherium (Æther-Weaving)
Range: Touch
Duration: Permanent
Save: no
This ritual is similar to the 3rd level ritual Scribe Scroll, except that it lets the caster store a spell instead of another ritual. The mage must have access to an alchemy lab, including a special apparatus (which costs 500 cp) for condensing magical energy into its solid crystal form, *ætherium*.

The four-hour ritual consumes other components costing not less than 150 cp. At the end of it, the mage has a fist-sized crystal of pure ætherium which contains one use of a spell that he knows. Drawing the magic out of the crystal takes 1 full round and total concentration.

Heart of the Ox (Æther-Weaving)
Range: Near
Duration: 1 hour/level
Save: no

Blessing each of his companions in turn, the mage grants to them the strength of the Otherworld. The caster may affect all of his companions (including himself) in Near range, up to a dozen individuals. Each affected character gains 1d6 points of Strength for the duration of the ritual (up to a maximum of 18).

In the casting of the ritual, the mage must sacrifice a healthy ox with a hand-sharpened obsidian dagger which must be shattered against the animal's breast-bone.

Invisibility (Spirit-Channeling)
Range: Touch
Duration: 1 day/level
Save: no
This magic makes the target completely invisible: he cannot be seen by any natural means, although he still makes noise as normal, leaves footprints, and can bump the furniture. Should the target attack any creature, the magic ends immediately. The target may otherwise move about and act normally.

Wielding such mighty magic requires the sacrifice or the true name of an appropriate spirit, such as a wind elemental or demon of secrecy. Such spirits may, if they survive the ritual, become angry with the caster.

Mighty Glamour (Spirit-Channeling)
Range: Near
Duration: Concentration
Save: yes
This ritual functions much as the Greater Illusion spell (see page 52), but the mage is now able to conjure much larger illusions which are capable of more actions. This ritual allows the mage to create and control the believable image of a small army of several hundred men, or of a mighty monster, such as an ancient dragon. The images are capable of speech, and they may even act somewhat independently of the mage: for example, a phantom army will not march without the mage's direct order, but the illusory soldiers will lounge about, play at illusory dice, and eat their illusory rations. The phantasms will last until the mage's concentration is broken. A viewer who has reason to believe that the images might not be real may make a saving throw, and success means that they recognize the shapes as naught but empty visions.

During the casting of this ritual, the mage must have material components directly related to the illusions he wishes to create. This is relatively straightforward for a band of troops: a soldier's uniform and an old musket will do. If he wishes to create the image of a dragon or demon, then the components become much rarer and harder to obtain.

Shape of the Forest (Æther-Weaving)
Range: Self
Duration: Special
Save: no
By means of this magic, a mage may take on the shape of a mighty tree, such as a large oak. This tends to make the character quite durable and capable of taking sustenance from the land around him much as trees do, unless the weather or terrain is unusually bad.

Furthermore, the character gains an intimate knowledge of the natural world around him; when he reverts to human form, he will know about all interesting locations within a 7-league radius. Finally, while in this form, the character may commune with any other nearby trees and learn the things that they know, though it should be noted that trees don't value the same information as humans.

Unlike most rituals, this magic has a *minimum* duration of one week. Beyond that, the caster can remain in this form for as long as he likes, aging as the trees do.

However, there is a danger; for every full year that the spell-caster holds this form, he must make a Charisma check or lose himself completely and stay a tree forever, or else wait to someday be awakened by an even mightier magic.

This ritual is also unusual as it calls for no material components at all. Instead, the mage must wander the land he wishes to become a part of for the four hours it takes to complete the ritual and commune with his future fellows. Should his concentration be interrupted in any way during this time, he will be unable to complete the magic.

Wizard's War (Spirit-Channeling)
Range: Touch
Duration: 1 day
Save: no
A war-mage may cast this ritual on the eve of battle so that he or one of his boon companions can face their most dangerous foes. For the duration, a single target gains a +1 bonus to all attack rolls and saving throws, a 1 point bonus on AC, and +1 to the character's base critical hit range (which will become 1–2 for most characters; better for experts). All of the target's attacks also count as magical and can thus harm creatures which are otherwise immune to ordinary attacks.

This ritual requires that the caster inscribe elaborate runes on the target's main hand with precious gold and silver inks. Then, upon completion of the ritual, the target must swallow a silver bullet.

Level 5 Rituals

Arcane Sight (Spirit-Channeling)
Range: Self
Duration: 1 day
Save: yes
Using powerful words of truth and clarity, the mage opens his eyes to the unseen world. For the duration of this ritual, the mage is considered to be under the effects of a successful casting of the Second Sight trick, meaning he can see all spirits; and the Sense Nature spell, meaning he can sense a creature's alignment and whether they are supernatural (or under the control of any supernatural entity). Furthermore, the caster may perceive all invisible and incorporeal beings and sees through all illusions.

Any creature the caster investigates may attempt a saving throw to conceal its alignment or supernatural nature, but this cannot stop the caster from seeing invisible things. Such power has a downside, however; the mage is easily distracted by

his expanded awareness and suffers a −2 to all d20 rolls (attacks, saves, checks) for the duration of the ritual.

This ritual requires a clean robe of undyed linen which has never been worn before and a clear chunk of crystal the size of a man's fist. While casting the ritual, all the shadows that normally veil the eyes of men are absorbed into the crystal, which turns a murky color and then becomes quite heavy (EV 1). The mage must carry the crystal with him for the whole duration of the spell; losing it ends the effect.

Dispel Magic (Æther-Weaving)
Range: Near
Duration: Instant
Save: no
Working this ritual will instantly end all magical effects within Near range of the target. All spells, rituals, and tricks stop immediately, as do the powers of magical creatures and items. Magical items thus affected may even permanently lose their magical properties; each item affected has a 50% chance of permanently losing all magical powers, though artifacts are never affected in this way. Note that spells and rituals with a duration of Instant are not lasting magical effects themselves, and so they cannot be dispelled.

This is an academic process for most mages, who must spend the casting time in research of the magic which is affecting their immediate area, casting small, minor magicks along the way. Completion of the ritual requires various arcane components which are common to wizard's laboratories, costing around 500 cp.

Greater Bond (Spirit-Channeling)
Range: Touch
Duration: Instant
Save: no
This is a more powerful version of the level 3 ritual Strengthen the Bond. The caster and familiar must have already been together for a year or more and must have already undergone the Strengthen the Bond ritual in order to benefit from the Greater Bond. Upon completion of the ritual, the caster picks one of the benefits described in the text of Strengthen the Bond on page 61. The caster may choose the same benefit as taken before, in which case the benefits will "stack." If the mage chooses to increase the range of his bond with the familiar for a second time, the range is extended to a league.

Just as with the other familiar rituals, the mage must burn incense and rare herbs, and both mage and familiar must work the magic. After the ritual is complete, the mage must spend the next week

in close communion with his familiar, not engaging in any adventuring activities. Of course, each mage and familiar may only share this ritual together once.

Ritual of Healing (Æther-Weaving)
Range: Touch
Duration: Instant
Save: no
By the powers of light and life, the mage blesses a companion, curing him even of serious wounds, which knit themselves back before his eyes. Upon completion of the ritual, a single target regains 1d10 hit points per level of the ritual's caster, up to his normal maximum hit points.

As usual, wound levels are lifted at a rate of 1 wound per 7 hit points healed; all wounds must be removed from a wounded character before hit points start to heal.

The mage must minister to the target's wounds with unsoiled cloth of white linen and prepare a poultice of rare herbs. After tending to the patient and chanting prayers and blessings for the five hour ritual, the mage must bury a piece of electrum beneath an elm tree as an offering to the old gods.

Storm's Wrath (Spirit-Channeling)
Range: Far
Duration: 1 hour/level
Save: yes
This ritual summons a great storm, complete with roaring winds, heavy rain, and deafening thunder. The storm covers a wide area, perhaps a square mile or more, and dissipates naturally at the end of the ritual's duration. For the duration of the storm (and no more frequently than once per turn) the mage may call down bolts of lightning onto his foes within Near range. The mage may do so once per level, and each bolt does 1d6 damage per level of the caster. For example, a fifth level mage would be able to call down five bolts of lightning, each doing 5d6 points of damage, over the course of a five hour storm. All targets may save for half damage. In order to call down these lightning strikes, the mage must stay within the area of the storm, and both he and the target must be under the open sky.

In order to cast this ritual, the mage must propitiate the winds and the storm clouds by chanting the secret names of the winds and then sacrificing an unblemished yearling from a flock with a silver dagger. The dagger is then thrown into a large fire, which the first rains of the storm soon extinguish. The mage must also have a branch of an oak struck by lightning within the past moon, which he points at his target to direct the lightning strikes.

True Identification (Spirit-Channeling)
Range: Touch
Duration: Instant
Save: no

While the level 1 ritual Arcane Experiment gives a vague idea of the properties of a magical item, this ritual allows the caster to completely determine the functions of such items. If successfully cast, the referee should tell the player the full effects of the item in question.

This process is much the same as for the level 1 ritual, and it requires the complete focus and attention of the caster over the course of five hours of close study and experimentation. The mage needs a fully equipped laboratory to perform such tests and must melt 3 ounces of pure gold (i.e. 9 coins) in the process, which is used to test the purity of various bits of the item.

If cast upon an artifact of power, this ritual gives up no more information than Arcane Experiment. Such items defy full understanding.

Witch's Blessing (Spirit-Channeling)
Range: Far
Duration: 1 year
Save: no

Villagers with a friendly witch in their midst do not fear famine and drought the way most farmers do. This ritual targets a single human settlement of up to a thousand inhabitants. For the duration, all the village's gardens and farmlands produce fine quality crops, regardless of other conditions. Only magical weather or curses have the ability to affect these crops.

While casting this ritual, the mage must have seven representatives of the village's population take part in the magic and must make an appropriate sacrifice to the spirits of the land. The nature of this sacrifice varies according to local custom and tradition but is always a costly affair, such as the loss of a whole flock, the destruction of all the weapons in the village, or even the death of a male lord (in places more tainted with Chaos than usual).

Level 6 Rituals

Contagion (Æther-Weaving)
Range: Far
Duration: Instant
Save: yes

This evil and widely-feared magic brings an ordinary but virulent plague to a large area, like a major city or a small county of several villages. After the completion of the ritual, every member of the populace in the area must make a saving throw or come down with the disease, which will then run its normal course. The disease is virulent but not necessarily fatal; you may assume that many of the young and old fall victim to it, but that most of the healthy adults shake it off. If it is important to know if a particular character survives the plague, have him make a Strength check with a +3 bonus to make it out after several days of illness.

Legends say that a Necromancer cast this magic on the capital city of an ancient empire before conquering it, weakening the population to the point that they could offer no real resistance.

This ritual requires several rare and foul ingredients, which will vary based on the particular disease the caster chooses. Examples of ingredients include the corpses of a dozen recent victims of plague, the heart of a demon of disease, and the tooth of a basilisk.

Fire Ball (Spirit-Channeling)
Range: Near
Duration: Instant
Save: yes

The mage rains fiery destruction upon his foes, obliterating whole military units or large, dangerous beasts. While the ritual takes quite a time to cast, if the mage can find his way to a safe hill or tower near a battle, he is likely to destroy his foes upon its completion, when a small ball of flame flies from his hand and explodes into a raging inferno, forty feet in diameter. All targets within the inferno immediately suffer 1d8 points of damage per level of the caster, though they may attempt a saving throw for half damage. Furthermore, everything within the inferno is likely to catch fire, as are any combustible materials near the blaze, which may mean that the fire spreads quite far.

Such powerful magic requires intense concentration and the essence of a fire-spirit. This can only be gained by knowing the true name of such a spirit or elemental and binding it into a small object of some sort, which is destroyed in the ritual.

Full Restoration (Æther-Weaving)
Range: Touch
Duration: Instant
Save: no

With gentle words and a magical touch, the mage heals the target of all damage, wounds, and energy-drain and cures all diseases and poisons within the target. Even magical afflictions and curses are lifted by this ritual. The target must sleep through the night and wakes at full hit points and in perfect health.

The mage must wrap the target in old linens previously used in the ministration of the sick, such as dressings and sheets from a house of healing. After the lengthy ritual, the target must have a full night of uninterrupted sleep.

The Great Curse (Æther-Weaving)
Range: Far
Duration: Permanent
Save: yes

The mage utters a mighty curse which bestows crippling penalties upon the target for the rest of his life, causing him to suffer a −5 penalty on all d20 rolls. Hopefully the poor soul can find some other magic to counteract the curse.

This ritual requires that the mage craft a likeness of the target from pure gold, which he then hurls into a raging bonfire while uttering a single word of Chaos.

Shape of Stone (Æther-Weaving)
Range: Self
Duration: special
Save: no

Like the level 4 ritual Shape of the Forest, this mighty ritual changes the character's form, in this case turning him to solid rock. The character requires no sustenance while in this form and is impervious to normal damage. Furthermore, the mage gains intimate knowledge of the natural world around him; when he reverts to human form, he will know about all interesting locations within a 7-league radius.

Unlike most rituals, this magic has a minimum duration of one week. Beyond that, the caster can remain in this form for as long as he likes, as ageless as the hills. However, there is a danger; for every year that the caster holds this form, he must make a Charisma check or else lose himself completely and stay a stone forever, or until he can be awakened by an even mightier magic.

This ritual is unusual, as it requires no material components. Instead, the mage must sit in quiet contemplation of the rock formation or ground he wishes to become a part of for the entire six hour casting time. Should his concentration be interrupted in any way during this time, the magic will fail.

Shape of Stone may also be cast "in reverse", to lift a curse of petrification (such as that inflicted by the gaze of a gorgon) from another character. This version of the ritual does require a material component: an ounce of gold, worked into the shape of a sewing-needle. At the finale of the ritual, the mage drives the golden needle into the stone form of the victim to be revived; the needle slides easily into the stone and then disappears before the target awakens.

Wizard's Flight (Spirit-Channeling)
Range: Touch
Duration: 1 hour/level
Save: no

The target of this ritual takes to the skies and flies just like a bird (at a speed of 120' per move in combat, or about 5 leagues per hour if traveling long-distance). When the duration ends, the target immediately descends to the earth but does not fall.

The mage must fashion a drape of feathers from unusual birds in order to cast this ritual. For instance, the mage might make a cloak from the tail feathers of the ravens who dwell in the dark heart of the wood, or a mantle of feathers from none other than the rare phœnix.

Wizard's Tome (Spirit-Channeling)
Range: Touch
Duration: Permanent
Save: no

Mages are notoriously jealous and close. Many mages wish to record their magicks for their apprentices to learn later or to remind themselves of all the rituals that they know but are afraid that a rival will steal their secrets. This ritual protects a mage's grimoire, making it dangerous or impossible for another to read. The ritual has several possible effects on a book of spells. First, it might cause the pages to appear as complete gibberish. Secondly, it could contain a single incorrect and very dangerous spell or ritual. Finally, it may contain any other spell known by the caster as a trap for unwary readers; the spell will be automatically cast and targeted at any reader of that spell. The book may be made accessible by the utterance of a command word, or perhaps, if the wizard has a whimsical streak, introducing the book to a new reader. The referee and player should work out the details of all of these effects on any grimoire so enchanted.

The material components needed for this ritual are always fine and unusual book-making materials. A wizard's tome is very personal and almost always odd. Some are bound in the hides of magical creatures or penned in silver ink. In any event, it is a costly endeavor, requiring at least 5,000 cp worth of materials.

Level 7 Rituals

Awaken the Wood (Æther-Weaving)
Range: Far
Duration: 1 day/level
Save: no

The trees live and breathe, but they are sleepy creatures. This ritual awakens the trees of a forest, though it does not control them, so a mage can never know just what the wood will do. Upon completion of the ritual, the forest in which the mage is standing awakens, and all of the trees within it gain the ability to move, though slowly, and to strike and tangle with their limbs. The trees will attack those who anger them, having a +4 to hit and causing d6 damage. The forest is likely to be big enough that fighting back is effectively impossible for the victims, who would be wise to flee instead. The forest may move itself up to a mile per day.

This ritual requires that the mage propitiate the spirits of the wood with a great many offerings over the course of working the ritual. Just what these offerings are might vary; the mage may have to drape rare silks over the branches of the oldest trees, feed the roots of the youngest with his own blood, and water the edges with magical spring water of some kind.

Determine True Name (Spirit-Channeling)
Range: The Cosmos
Duration: Instant
Save: no

The mage reaches into the Cosmos in deep contemplation and determines the true name of his target, no matter what plane of existence it inhabits.
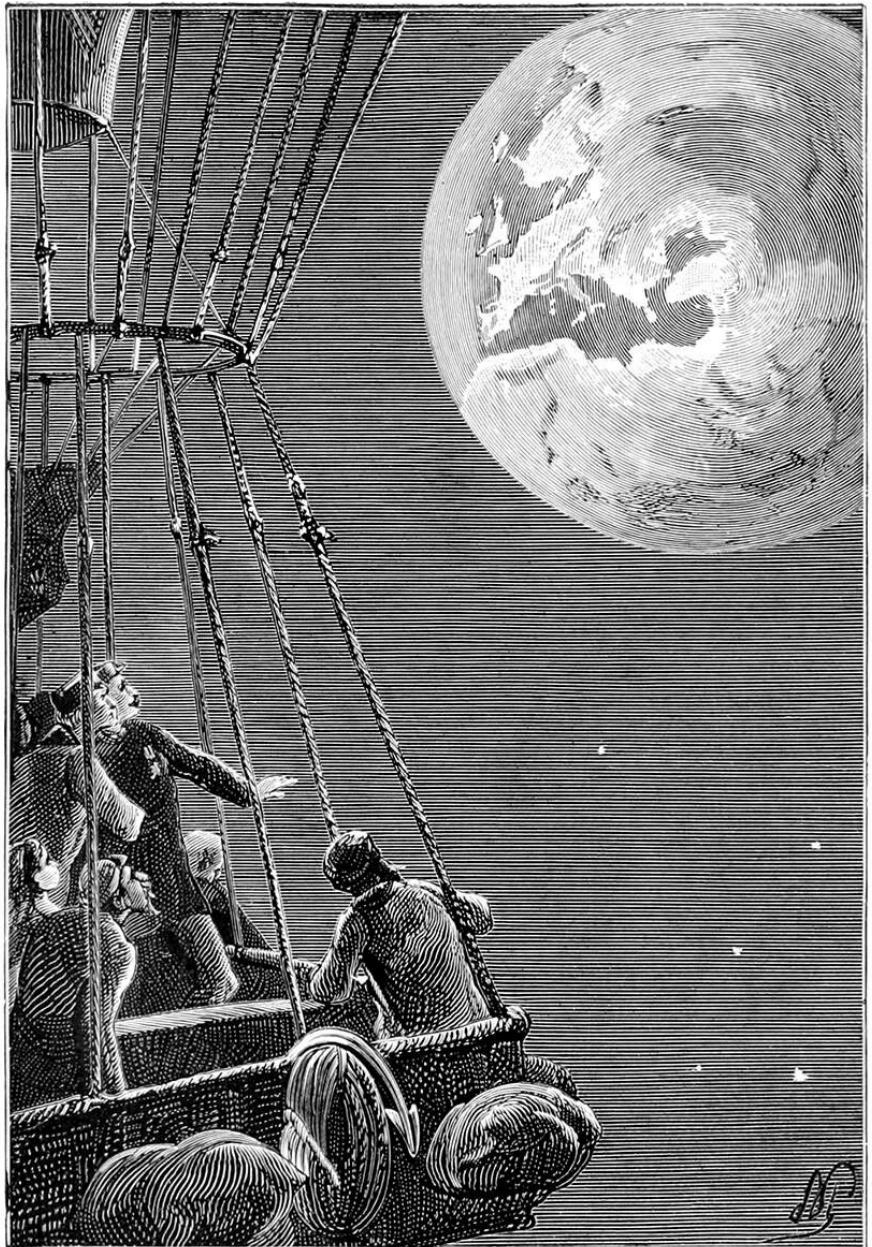
The mage must have a silver plaque of perfect dimensions to cast this ritual. After burning incense on the plaque, the true name of the target appears momentarily in flames upon the surface, and it is then burned into the silver forever.

Master's Bond (Spirit-Channeling)
Range: Touch
Duration: Instant
Save: no

This ritual is a more powerful version of the level 3 ritual Strengthen the Bond and the level 5 ritual Greater Bond. The caster and the familiar must have already been together for a year or more and must have already undergone both the Strengthen the Bond and Greater Bond rituals in order to benefit from a Master's Bond. Upon completion of the ritual, the caster picks one of the benefits described in the text of Strengthen the Bond on page 61. The caster may choose the same benefit as taken before, in which case the benefits "stack." If the mage chooses to increase the range of his bond with the familiar for a second time, the range is extended to a league. If the mage chooses to increase the range of his bond with the familiar for a third time, the range is extended to 3 leagues. Just as with the other familiar rituals, the mage must burn incense and rare herbs, and both the mage and the familiar must work the magic together. After the ritual is complete, the mage must spend the next week in communion with his familiar, not engaging in any adventuring activities. Each mage and familiar may only share this ritual together once.

Scrying (Spirit-Channeling)
Range: Far
Duration: 1 hour
Save: yes

This ritual allows the mage to spy upon an individual, seeing and hearing everything that happens in the target's presence for 1 hour. If the target makes a saving throw, not only does the ritual fail, but the target also knows that something is amiss.

The mage must have a silver basin of pure water in which to view the target and must have a magical connection to the target, such as a piece of hair.

Wall of Flame (Spirit-Channeling)
Range: Far
Duration: 1 month
Save: no

This mighty ritual conjures forth a sheet of flame, twenty feet high and two feet thick. This wall of fire extends up to three miles in length, running in a straight line or surrounding an area. Any creature that attempts to pass through the wall will suffer 2d6 points of fire damage, +1d3 per level of the caster. Even coming within a few feet of the wall will cause creatures 1d4 damage from the heat. The fire requires no fuel, but it is likely to ignite anything near it at the time of the casting.

Harnessing such awesome magic requires powerful fuel. In order to cast this spell, the mage must have several spirits of flame bound and in his possession. The ritual requires at least 10 hit dice worth of fire spirits or elementals. These spirits are forever extinguished when this ritual is completed. Legend says that the spirits' cries of torment can be heard near the wall, and that their true names are erased from all minds and scrolls when the effect of the ritual finally ends.

Word of Truth
Type: Æther-weaving
Range: Self
Duration: 1 week
Save: yes

For the duration of this ritual, it is incredibly difficult to tell a lie to the caster. Upon first trying to lie to the mage, one may roll a saving throw; only with success may one then speak the lie. Of course, such powerful magic of truth makes it impossible for the caster to lie for the duration.

During the working of this ritual, the mage must craft a straight and unadorned rod of oak taken from a tree growing in a magical grove. No other hand may touch this staff until the ritual is completed; the mage then carries it with him, a symbol of truth.

Level 8 Rituals

Beating Back the Dark (Æther-Weaving)
Range: Far
Duration: 1 year
Save: yes

By manipulating the strands of fate and the powers of light and darkness, the wizard brings a measure of peace to the land. For a year and a day, all hostile monsters and Chaotic supernatural beings are driven out of an area eight leagues in diameter. Any creature with at least 4 hit dice or more gets a saving throw to resist the effects of this ritual.

The ritual requires at least five unique material components that belonged to the most powerful monsters or spirits dwelling in the area, and thirty small, uncut diamonds, each worth at least 200 copper pieces, which must be buried at two-mile intervals along the edges of the protected domain.

Masterful Illusion (Spirit-Channeling)
Range: Near
Duration: Permanent
Save: yes

The greatest of illusion magicks, this ritual allows the caster to create the appearance of whole towers, buildings, or landscapes. The images include appropriate illusory inhabitants which are capable of speech, and which may even act somewhat independently of the mage; a phantom army will not march without the mage's order, but they will lounge about, play dice, and eat their illusory rations. The images last forever unless dispelled. Viewers with a reason to believe that the images might not be real may make saving throws, and success means that they can recognize the shapes as only empty visions.

As with a Mighty Glamour, the mage must have material components directly related to the illusions he wishes to create. An illusion of a tower and surrounding buildings might require an actual foundation of stone upon which to build the phantasms, for instance.

Raise Undead Horde (Spirit-Channeling)
Range: Near
Duration: Permanent
Save: no

It is said that the mightiest necromancers can command whole legions of the dead, and mortals rightly fear such dark magic. This ritual transforms all corpses within range of the caster into zombies (95%) or ghouls (5%). These creatures are assumed to be under the control of the caster for as long as they are animated in this way.

Such dark magic requires the foulest of all components: a human sacrifice. The victim must be bound for the duration of the ritual and then slain with a dagger of iron. Hopefully the heroes can stop the ritual in time!

THAT'S A LOT OF SAVING THROWS

Certain rituals, such as Contagion and Dream, affect whole populations but allow a saving throw. Obviously, rolling the saving throws of a couple thousand peasants is ridiculous. But, most of the time, there is no need to know whether the spell affects a particular individual unless that character appears in the game, in which case the referee can make the saving throw for the NPC right then, even though the ritual might have been cast some time ago.

Moreover, the referee may assume that a specific percentage of the populace is affected, based on the average saving throws of the inhabitants. For instance, the average human has a saving throw of 6, so the referee may assume that 30% of the population makes the save and is unaffected, and the remaining 70% succumb to the effect.

Shapeshift (Spirit-Channeling)
Range: Near
Duration: 1 day/level
Save: yes

By means of the magic of shape and form, the mage transforms himself or another target into a different creature entirely. The assumed form can be of any size, but it must be a living creature with a physical body, and it must have no more hit dice than the caster does levels. The target may return to human form at any time before the ritual's end, but this ends the magic. There is no need for the target to make a saving throw if he is a willing participant, but unwilling targets may. A successful saving throw negates the ritual entirely.

This ritual requires a material component from the desired form, whether a dragon's scale or an eagle's feather. Additionally, the mage must have at hand a brooch covered in runes of changing and life, which is smashed during of the ritual.

Storm of Ice (Spirit-Channeling)
Range: Far
Duration: 1 day/level
Save: no

Not content with simple downpours and tempests, a wizard with sufficient power can summon a true blizzard, even out of season. Temperatures drop precipitously over the course of the first day of the ritual's effect, and then the snow begins that night, along with intense winds. Anyone caught without shelter in such a storm is likely in mortal danger. This ritual can play havoc with local weather patterns and crop growth.

The mage wishing to summon such mighty storms must bring back a central component from a mythical place of cold and storm, such as an icicle from the arctic north or a feather from the kingdom of the wind gods. Whatever this component is, it has a central role in an eight hour long ritual involving many more components, such as incense, silver powder, and rune-inscribed braziers. All of these comparatively mundane items cost at least 1,000 copper pieces.

Wooded Guardian (Æther-Weaving)
Range: Touch
Duration: Permanent
Save: no

This ritual transforms an ordinary, fully grown tree into a living guardian with the stats of a woodwose (pg. 158). The guardian has its own will and personality, but it is fully loyal to the caster. The guardian must always remain within 300 yards of the spot where it was animated, so most mages cast this ritual just outside their homes or some other location which they wish to protect.

The mage must grow the tree himself, from the time it was a sapling. This means that few young mages are able to attain such protection, although there are other magicks which can accelerate the growth of the tree.

Level 9 Rituals

Change Name (Spirit-Channeling)
Range: Far
Duration: Instant
Save: yes

This terrifyingly powerful and dangerous magic is actually capable of changing the true name of its subject. The caster must know the target's current true name, but he need not be in the target's presence. If the target is unwilling, it may make a saving throw to ignore the ritual. Of course, the caster's knowledge of the target's true name will give the save a −5 penalty. The victim will know that something fundamental has changed but will not know its new true name.

This ritual requires that the ritualist have a physical connection to the target, such as a fingernail or a bit of hair. As mentioned above, the caster must also know the target's true name, which must be engraved on a plate of gold and then melted in a forge. A new object must be crafted with that same gold, and the mage then inscribes the new name on it.

Dream (Æther-Weaving)
Range: Far
Duration: 1 week/level
Save: yes

The mage sleeps and enters a lucid dream for at least 9 hours. While there, he crafts dreams and nightmares of his choosing. Upon completion of the ritual, all inhabitants of an entire region who fail a saving throw will have similar dreams. The mage does not have complete control over what the inhabitants will dream, though a general message or a certain emotion can be passed on via the dream. For instance, the mage could not have all the inhabitants of the barony receive a specific message in their dreams telling them to visit a hidden spring at an exact time, but he could make them experience repeated visions, leaving them with a strange and powerful desire to wander into the woods near the spring.

The mage can make these dreams so terrifying or disorienting that those who fail their saving throws have a −3 penalty to all of their die rolls for the duration of the ritual. Great sorcerers of long ago eras were said to cast this ritual before sending their armies to invade a region.

Before the mage sleeps for the 9 hours of the ritual, he must dress in a cloak of Faerie silk and place upon his head a fine crown of silver and platinum worth some 2,000 copper pieces. When he wakes, the crown will be gone, left in the world of dreams.

Nightmare (Spirit-Channeling)
Range: Far
Duration: 1 week
Save: yes

The mage summons a horrific creature of Shadow who sits upon the sleeping target's chest every night for a week, allowing it no rest and draining it of strength. The target is allowed a saving throw every night, though at a −5 penalty. If the target passes any of these saving throws, then the nightmare dissipates and may not return. While in effect, the nightmare causes the target 1d10 hit points of damage every night and causes very unpleasant dreams, not allowing spell-casters to recover their mana or technologists to make new chemical preparations for the next day, allowing no healing to come to the victim from rest, and causing a −3 penalty to all rolls for the duration of the ritual.

The caster must have a magical connection to the target, whether a bit of hair or a true name. The caster must also craft a hideous statue of obsidian, which melts into a swiftly-moving shadow and then travels to plague the victim.

Perfect Health (Æther-Weaving)
Range: Far
Duration: Instant
Save: no

This mighty miracle affects a whole town or city. All inhabitants of the target settlement are instantly healed of all damage, wounds, and energy-drain; cured of any diseases, poisons, and hexes; and restored to good health as appropriate to their age. Even magical afflictions and curses will be dispelled by this ritual. While casting this ritual, the mage must wander the settlement and speak to its inhabitants over the course of nine hours. Upon its completion, the mage expends so much of his magical energy that he loses a single experience level. The mage is then assigned the minimum experience points for his new level.

Spectral Guardian (Spirit-Channeling)
Range: Near
Duration: Instant
Save: no

The mage brings forth from the æther a spiritual companion and protector. The re-

lationship between this guardian and the mage is not unlike that between a mage and familiar; the guardian counts as an ally. The spirit had no existence before being fully formed by the magic of this ritual, but it immediately gains a true name upon its creation. The mage may see his guardian at all times and may confer this ability on others if he chooses. Spectral guardians typically have 10 hit dice and special abilities determined by the mage; a sample guardian is shown on pg. 175.

The caster must fashion an image of the spectral guardian's true form before casting the ritual. The statuette must be made of rare and precious materials and be of exquisite craftsmanship; an average example would contain several thousands of coppers worth of materials. The ritual itself requires complete seclusion, and it must occur on an astrologically significant date. It also results in the mage losing a single point from an attribute score of his choice. This loss is permanent and may never be recovered.

Level 10 Rituals

Break Enchantment (Spirit-Channeling)
Range: Near
Duration: Instant
Save: no
This ultimate magic will immediately and completely end all magical effects within Near range, regardless of their origin. Unlike the level 5 ritual Dispel Magic, this ritual will even reverse the effects of any spells or rituals with a duration of Instant. All magical items in the area lose any and all powers permanently; and even artifacts are rendered inert. The miracles and powers of gods and godlike beings are also ended and broken. Magical creatures are not necessarily destroyed by this ritual, but their powers are all rendered useless and they are likely to feel uneasy in the presence of this effect.

Besides the elaborate ritual itself, there are no material components for this magic. Rather, the mage must sacrifice his own power; upon completion of the ritual, the mage cannot cast any magic of his own for a year and a day.

The Dawn Gate (Spirit-Channeling)
Range: Near
Duration: Instant
Save: no
A truly foolish mage may open the "gate between the dawns"—a doorway between one world and the next. By crafting such a gate, the caster makes it possible for crea-

tures from either realm to enter the other, provided they can physically pass through the doorway or portal created. Needless to say, this is extremely dangerous and likely to wreak havoc on one or both realms in question. This ritual may be used either to open such a gate or to close one. The ritual may be cast again to reverse the effects, but only after a full month has passed, by which point the world may very well have changed a great deal.

The other realms which are directly accessible from the mortal realm by means of this ritual include any parallel material planes or universes (i.e. alternate Earths), Faerie, and Shadow.

In order to cast this ritual, the mage must first find a suitable location which is already attuned to the other realm. Such places are rare, but they do exist throughout the world: Faerie and Shadow are the easiest planes to reach, because they share basic geography and landmarks with the caster's home plane. By the time a mage is able to cast this ritual, he has quite likely already encountered these sorts of special, "attuned" places in his travels—or at the very least, the means to research the location of many suitable sites.

After finding an appropriate location, the caster and his followers and friends must build an actual gate, which absolutely must appear as an impressive monument. No simple doorway will do; rather the mage must construct a mighty henge, temple, or pyramid at the location of the ritual. Such an endeavor could take a very long time and a lot of manpower, and the mage may need to enlist the aid of whole villages, cities, or even kingdoms in the creation of the portal. Closing such a gate is easier, as it only requires that the monument be destroyed or in some way barricaded during the casting of this ritual. Be warned that destroying or barricading the door without a successful casting of the ritual in order to also close the gateway is futile: the passageway between the planes will remain open.

Mortality (Æther-Weaving)
Range: Far
Duration: Instant
Save: no
Even the gods fear the mightiest sorcerers. This ritual makes one spirit of any kind—even a deity—who is otherwise immortal into a mortal being. The target is likely still of immense power and does not age but may now be killed by violence. Such is the power of this magic that the target does *not* receive a saving throw to resist it. Thus do deities fall and new ages replace the old.

The only components required for this ritual are the target's true name and the caster's own will to live. When this ritual is cast, the caster's life is forever tied to his target's. Thus, if the target ever dies, so does the caster—and vice versa.

Resurrection (Spirit-Channeling)
Range: Touch
Duration: Instant
Save: no
By means of this ritual, a mighty wizard may bring the dead back to the world of the living. The target must have been dead for no longer than three days in order to make it back to the realms of the living; otherwise, the ritual will fail.

The dangers are great. Any use of this ritual opens a gate between the worlds of the living and the dead, and something else unintended *will* come through, unless the caster aces the casting roll. Otherwise, the referee is encouraged to have a suitable demon plague either the characters or the entire region in which the ritual was performed.

This great feat of magic requires that the ritualist wrap the target in fresh linen and burn rare and wondrous herbs for ten hours. Over the course of that time, the mage places his hands upon the target's head and, in spirit, enters the land of the dead. While there, the mage must make a great sacrifice, leaving behind either a part of himself (permanently losing a point from one of his attribute scores), or something more precious (treasured memories, a level, even his sight).

Wall of Stone (Æther-Weaving)
Range: Far
Duration: Instant
Save: no
The mage causes the earth to quake and a great sheet of rock to burst forth from the ground. The resulting wall will be several yards thick and up to a half mile in length, forever changing the landscape. The caster can determine a rough shape for the wall, even using this ritual to encircle his tower or sanctum, though the stone is obviously unworked, and it will never be uniform or perfect.

The mage must place upon a golden plate a gem of extremely high value (at least 5,000 copper pieces worth). This gem is then swallowed up within the resulting wall, buried deep inside the rock. While the duration of the spell is Instant (meaning that Dispel Magic cannot cause the wall to disappear), should an enterprising thief ever manage to mine into the center of the wall and remove the gem, the stone wall will collapse.

Magical Items

The sorcery of mages is not the only sort of magic in the world. Many items carry magical powers of their own, either because they were enchanted by powerful wizards, blessed by the gods, or last and best, infused by magic due to fate or circumstance. Each magical item is a unique treasure with its own rules. Some are simple and only narrowly useful, such as a lover's charm, while others have the power to shake kingdoms.

Weapons

All adventurers wish they had a magical blade at their side. Most magical weapons give a bonus to hit (but not to damage); for instance, a Sword +2 gives its bearer +2 on all to-hit rolls. Many magical weapons also have other effects.

Axe of the Deep: Forged long ago by Giott the Goblin, First King under the Mountain, this fine golden battle-axe grants the bearer +2 to hit. Perhaps more import-antly, the bearer of this axe may see in even pitch blackness, and all who follow him into battle are +1 to Morale.
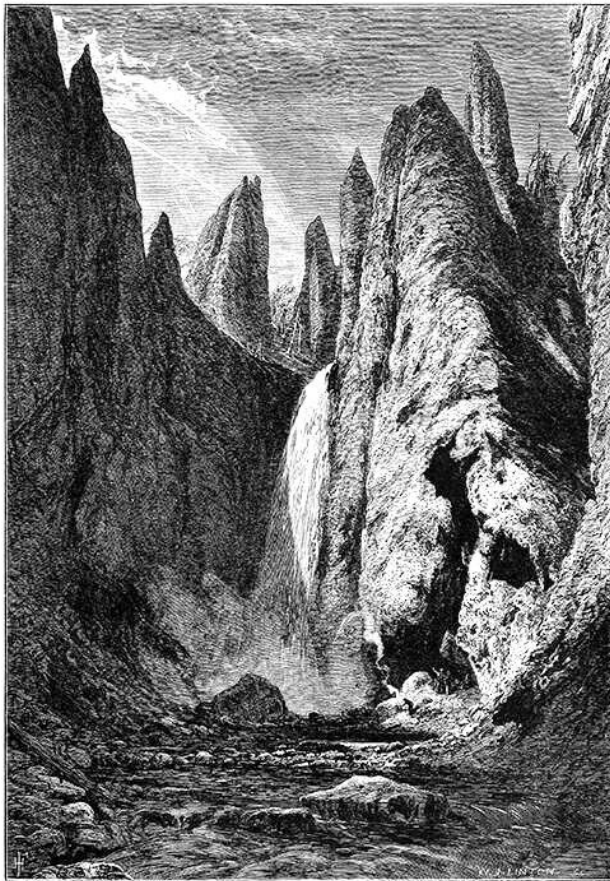
Brother's Keeper: This long sword has a notch broken out where two hundred years ago, on the very day it was forged, a younger son broke it on his brother's neck. Ever since then, the notch has wept blood whenever its bearer was in danger. Additionally, it grants +1 to hit under all circumstances; but against the bearer's own relatives, the bonus to hit becomes +3. Its curse is that the +3 bonus will be sorely needed.

The Free Arrows: These seven arrows are obviously of strange make, with heads of a dark, shiny metal (adamant). They always automatically strike their target, doing normal damage for a bow. However, the player should still roll to hit; if they roll a 20, the arrow instead strikes one of their friends or allies. Each arrow may only be used once; they destroy themselves once when loosed.

Serpent Slayer: Elf Lords of old forged this kingly weapon for the slaying of the mighty dragons who once ruled the skies. It is a great sword with +2 to hit; but against dragons and serpents of all kinds, the bonus to hit becomes +4 and the damage dealt to such creatures may be rolled twice, applying the higher damage roll. Furthermore, the bearer gains +4 to all saving throws versus dragon's breath, and the blade glows with a pale light when in the presence of true dragons (drakes, wyrms, and longs).

Weyland's Iron: This deceptively simple blade was forged long ago from meteoric iron by Weyland Smith himself. It grants +1 to hit and can harm any creature, no matter its immunities.

Armor

Magical armor typically lowers the AC of its wearer. A rare few magical armors are also less encumbering than normal armors of their type.

Royal Thief Reds: This is a red-dyed Buff Coat +1 (AC 8) which grants a +2 bonus on all Dexterity checks made to sneak or hide.

Cuirass of Righteousness: This breastplate of polished steel never rusts. It counts as a Cuirass +1 (AC 4), but only if the wearer is worthy—a truly selfless hero. Most people who don the cuirass find that it is only AC 6 for them, and if a true villain puts it on, it's as good as no armor at all (AC 10), but still as cumbersome as any cuirass.

Shield of the Lion: A fierce lion's head, cast in bronze, sits in the center of this round shield of ancient design. As a Shield +1, it grants the wielder −3 to AC; and, once per day, a bearer who knows of its power may cause the lion's head to let out a terrible roar, causing all enemies in near range to save or else flee for 1d8 rounds.

Potions

Potions are a staple of fantasy and legend, not to mention a quick way to give a flagging character a chance to bounce back. Village wise-women and stuffy alchemists across the lands make minor potions for many reasons, kind or cruel.

Æther: Among the rarest of all potions, this volatile and effervescent substance will restore one spell's worth of mana to a mage who drinks it. Rumor suggests that in the hands of a skilled chemist, æther can be made to transform

itself into just about any mundane chemical, or any of a tech's liquid chemical preparations. (Either transformation requires that the tech work at transmuting the potion for about half an hour, using any ordinary chemistry set.)

Full Sight: This rare and airy brew will let the drinker see spirits, ghosts, and the invisible until the next sun-up or sun-down. (Don't spike someone's drink with this.)

Healing: The hero's favorite: a flask of this concoction will restore 2d4 hit points of damage to a character who drinks it. (It can even lift a wound level if the dice turn up a total of 7 or 8.) It also cures paralysis.

Love: A staple of every witch's repertoire, the love potion's strength will vary by maker. The drinker is affected as though the target cast the False Friend spell.

Strength: A single flask of this harsh brew will grant the drinker a Strength score of 18 until the arrival of sun-up or sun-down, whichever comes first.

Herbs

Magic is all around, not just in the items enchanted by wizards and sorcerers. The magic of growing things permeates the world. All herbs have properties that common folk would consider magical, but a few, rare sorts are particularly special. The following herbs appear magical to any mage using the Sense Magic ability and are highly sought after by sorcerers, apothecaries, and alchemists. Finding such herbs is very difficult; if an herbalist is trying to find any of them, he will receive at least a −6 penalty (more than negating the usual +5 skill bonus), even if in a region appropriate to the herb. For this reason, herbalists of means often establish a hidden or well-protected garden to grow such herbs themselves, though even this is difficult and requires seasonal Intellect checks.

Blue Hallows: A creeping herb which flowers only in early spring, the Blue Hallow is greatly sought after by

healers and caretakers. The small blue flowers and juice from the stems can be brewed into a sweet-smelling but bitter tea. Any who imbibe such a tea regain a single hit point and may immediately make a saving throw to recover from illness, fatigue, or fear.

Elder Rose: These are roses of a deep, vibrant red that only bloom very near to the equinoxes in places where the fae-folk tread. They have no thorns and climb high on trees and walls. Legends say that these flowers are the gifts of lovers, friends, and parents, and that two who have been bound by such a gift shall never be parted. A character who receives an elder rose as a gift finds it easier to receive help from the giver of the rose. For about two days, while the rose remains fresh, the recipient of the rose gains an additional +1 bonus when helped by the giver (usually +3).

Gnoll's Bane: Beastmen cannot stand the scent or sight of this plant. It grows in deep forests and does particularly well in dry soil. It has reddish, prickly leaves and beautiful but small white flowers. If the plant is fresh and worn on a character's person, beastmen receive a −1 to any attack or action directed against that character.

The Golden Bough: Sometimes, upon certain trees in ancient, sacred places, a certain bough will produce leaves of a deep, golden yellow all year-round. The leaves and sap from such a branch have powerful magical properties relating to the restless dead. Anyone who chews one of the leaves can see the spirits of the dead for one hour; and no undead creature of any kind will attack him.

High King's Breath: This scraggly weed was brought to the land many generations ago by the first High King. It grows in only a few places, but where it does grow it grows abundantly and spreads easily. In the spring and fall it puts out small white flowers, and it stays green throughout the winter. The herb has medicinal properties and grants a +1 bonus to any herbalism or healing check when used in a poultice or boiled in water to create a tea. The flowers, whether dried or fresh, have powers of warding and protecting and can give a +2 bonus on checks of this type, such as when a mage casts the Circle of Protection ritual.

Winter Aconite: A deadly and rare herb, this plant grows only in the winter in shadowed valleys and beneath the shade of the largest oaks. Even touching the petals of its jet-black flowers forces a saving throw; failure results in the loss of 1 hit point. The flowers and stems can be brewed into a poisonous liquid, the ingestion of which causes 3d6 damage and incapacitates the imbiber for at least a week, who must remain bedridden or else suffer a −10 penalty to all d20 rolls. A drinker may save to negate the damage but will still be very ill and suffer penalties as above.

Witch Myrtle: This delicate, green plant grows rarely. It climbs quite high and has small flowers of the deepest purple. It is said to possess powers of protection, secrecy, and escape. A skilled herbalist knows how to weave a protective amulet of the stalks without damaging the flowers, and any who wear such a ward receive a +1 bonus on rolls to hide, sneak, or escape.

Rods

Wizards are particularly fond of enchanted sticks. Some of these items are usable only by mages, but others can be used by any class.

Rowan Rod: An enterprising young mage crafted this twisted stick to help him in his spell casting. Only mages may use the Rowan Rod. It grants the mage mana for one extra spell-casting per day. Additionally, when the proper command word is uttered, a blue candle flame will spark at the tip of the rod.

Rod of Snakes: This cedar rod is carved in the shape of a snake, and with a drop of human blood and a command word, it will turn into a rock python (see chapter 5, page 125) for four rounds. The creature obeys the will of the one whose blood was used.

Wizard's Rod: A potent symbol of magical power, this is one possible variant of the sort of magical rod made by the strongest of mages. It produces light as a torch upon command, improves its bearer's AC by 3, and grants +2 to hit. Its greatest powers, however, and those which enhance its owner's spellcasting: the staff allows the mage to automatically pass a trick or ritual casting check once per day.

Yew Branch: This lithe rod holds great power over the dead. With a successful Charisma check, the user can cast Banish Undead, as the spell, up to three times per day.

Miscellaneous Magic

Many magic items do not fit into any of the above categories. Stories and legends are full of magic rings, robes, statues, and other things.

Cursed Pouch: A small pouch of worn leather, this item seems at first to be a blessing. Legend says it was made by a clever witch many years ago to teach a greedy merchant a lesson. It can hold about 30 coins at a time, and it doubles any money held within it during the full moon. However, the owner faces several dangers when carrying this pouch: he suffers a −5 to any and all saving throws and cannot heal naturally from rest or the ministrations of those with the healing skill (including surgery).

Protector's Band: This simple silver bracelet protects its wearer from various sorts of danger, improving the AC of the wearer by 4 and giving a +2 bonus on all saves.

Ring of Gills: This copper ring is carved in the shape of a fish eating its own tail and grants its wearer the ability to breathe underwater.

The Shelf of Disorder: A strip of light pine awash in knotholes, this seemingly innocuous board will rearrange whatever is set down near it. Small items left unattended within 5 feet of the board are randomly switched about the area when no one is watching. Mages will find it impossible to cast rituals while in the same room as this shelf, and they are in grave danger of having any such castings go horribly wrong should they persist.

Shoe Souls: Simple (but indestructible) cuts of leather adorned with images of kindness serve as the soles of this battered pair of boots. The wearer gets +2 on Charisma checks if he's done a selfless act for a stranger or enemy within the last hour.

Sign of the Faerie Court: Most great courts of the fae produce these small tokens, though their form varies from court to court. A gathering of mighty fae ruled by a High Elven queen might craft small green gemstones set in finely wrought silver-white metal, while a Night Hunt of sluagh, draugs, hags, and other Dark Fae might craft lumps of dull stone set in brass. In any case, these tokens are a great gift and are only given to the truest of faerie friends. When the bearer is in danger, any fae creature that serves the gifting court within a one-league radius will know of the danger and get a sense of the owner's location.

Troll's Mitts: Scuffed, torn, and patched, these over-sized leather gloves shrink to fit any hand that tries them. Taken from the grave of a violent troll warlord, they move with his strength at their new owner's command, granting double damage with mêlée and thrown weapons and +5 to all Strength checks. Such power comes with a price, however; the human body was not made to bear such strength. The user must make a saving throw each round the gloves are used or take 1 point of damage per level of the wearer.

Artifacts and Relics

Artifacts are wholly unlike other magical items. Such items have incredible power, far beyond that of other magical items, but also a mind of their own. Their origin stories are often complex and certainly the stuff of legends; often they were crafted by the gods themselves or bear weighty places in history. They are not found casually in a monster's lair (unless they want to be), and they are apt to change any campaign into which they are placed. Think of an artifact as an extremely powerful, but limited, NPC. Like any good nemesis, an artifact will shape the story. Here is an example of the sort of artifact around which a game can be made:

Sample Artifact: The Foundation of Peace

This cubic block of limestone appears to be quite large and heavy but is actually quite light and may be lifted by anyone with Strength 10 or higher. Legends say that a being from the realm of Law carved this to protect the realms of men against marauding demons and other evil spirits.

If the Foundation is used in the construction of a stone building, that structure gains several magical powers. First, only characters and creatures of Lawful alignment (which usually means "humans who aren't mages") may enter the building; Neutral and Chaotic beings simply cannot set foot inside. While the master of the building touches the Foundation of Peace, he can instantly determine if anyone in his presence is lying to him.

The true powers of the stone become apparent only when placed in the foundations of a lord or ruler's keep. Anyone who swears (and keeps!) an oath of fealty to the master of the house containing the Foundation gains several benefits. First, they receive a 5 point bonus to AC while

within the domain of the ruler. They gain +10 to all saving throws against magical effects produced by Chaotic creatures, regardless of their distance from the stone. Finally, all of these "oathsworn" can instantly recognize one another, knowing friend from foe.

The Foundation of Peace does not help men for their own gain, whatever the king may tell himself; it is not a tool meant to make happy kingdoms. Rather, it is a powerful artifact of rigid Law, and its goals are stability and order above all. If placed in the foundation of a ruler's keep as described above, all of that ruler's subjects will gradually find themselves losing their sense of creativity and innovation, but they won't quite be able to explain why. For every year that the stone is in a ruler's foundation, all of his subjects must make a saving throw; failure causes their independent spirit and any artistic inclination to melt away for good. This change is permanent and may only be reversed if the Foundation is removed or the keep demolished. In this case, the inhabitants' capabilities slowly revert to normal over the course of the next year.

Finally, the Foundation leeches away at all the magical power within its realm. Every year that a character with the mage class lives within the stone's domain, he must make a saving throw or else lose a level. Levels lost in this way are regained as soon as a mage makes his home outside of the stone's domain. Magical beasts are likewise affected, losing a hit die every year instead of a level.

Relics are something altogether different: less than artifacts, but more powerful than ordinary magical items. Relics tend to be tied to a particular history, family, or character—and they always have a story.

Sample Relic: Father's Sword
This blade has been passed down for generations, and it carries great magic. It grows in power along with its wielder, matching the might of its bearer. The sword gains a new magical property for each level of the character using it. The following table describes these powers. The sword always has the properties of its wielder's level and all previous levels.

Because the powers of this item grow as the character levels, it allows a character to begin with a family weapon and keep it for the entire campaign, as in much fiction. The referee and players should feel free to invent their own versions of this and other relics.

Level	Properties
1	The sword is magical, but has no bonus to hit. It can still harm creatures immune to mundane attacks. Also, the sword always finds its way home when lost; it is never apart from its rightful owner for more than a day or two.
2	The sword aids its bearer and grants a +1 bonus to hit.
3	The bearer gains a +1 bonus to all saving throws. The sword also sends vague dreams to its wielder when grave danger lies in the near future; the specifics of such dreams are left to the referee.
4	The sword gives its bearer a 1 point bonus to AC.
5	The sword warns its bearer of impending danger. When there are enemies within a radius of 30 yards, the sword glows with a dim light.
6	The sword gives its bearer another +1 to hit (total +2)
7	The bearer gains another 1 point bonus to AC (total −2).
8	The sword makes its bearer swift in battle; whenever the bearer is engaged in a one-on-one duel, he may roll two dice (or draw two cards) and use the better result to determine initiative.
9	The swords looks after the health of its bearer, who can no longer become poisoned or sick in any way when in possession of the sword.
10	The sword gives its bearer another +1 to hit, for a total of +3.

Creating Magical Items

Fantasy literature is filled with stories of magical items: powerful blades, magical potions, protective amulets. Such items are often discovered by heroes on their quests, which is the default assumption in most RPGs. Just as frequently in the stories, however, the heroes forge their own items of power and carry them into danger with them. Players will certainly want to create their own magical items over the course of a long-term campaign.

In a steampunk game, of course, it's expected that most of the items the characters make for themselves are going to be of a high-tech nature (chapter 4 covers this sort of tinkering and inventing). That's the main reason that *Engines &*

Empires now uses this subtler system of "fairy-tale" magic for spells and items both and dispenses with the OSR standard of gonzo, "weird tale" magic. (That said, though, if you do prefer to include more traditional magical items in your campaign, refer to Appendix B—they're all there.)

This chapter presents some simple rules for creating magic items that fit with the intended tone of this game. There are three different and distinct methods of making such items: crafted magic items, items blessed by the deeds of their bearers, and items enchanted by mages.

Crafted Items

These are the simplest kinds of magical items. A gifted craftsman produces a kind of magic altogether different from that of a wizard. Doing so requires rare and difficult materials and some amount of luck.

Characters making crafted items absolutely must have a crafting or trade skill appropriate to the item. In order to make a crafted magical item, a character must first acquire special magical materials appropriate to the item. Making a magical dagger might require a chunk of meteoric iron or the silver coin a man was buried with, while magical rope may be woven from an elf maid's hair. Searching for these ingredients will likely result in an adventure in and of itself. If the materials were too easy to find, the characters would swiftly be loaded down with minor magical items, which could make the magic feel humdrum and ordinary. That is the last way magic should feel.

These materials are naturally more difficult to work with than ordinary ones, and so they impose a penalty to the character's crafting roll to make the item. This is why only the greatest craftsmen can make such items with any regularity. The referee sets the penalty, but −10 is a good starting point.

The player then makes the appropriate skill check, such as a Dexterity check with a bonus from the weaving skill to make a magical shawl. If the character succeeds, he has managed to make a minor magical item. The referee and player should talk about what sort of power the item might have, but it should be kept small and simple; a +1 bonus to hit for a dagger of meteoric iron, or the ability to untie itself when needed for a rope of elven hair. A minor item of this sort should produce effects similar to those of well-cast magic tricks.

Some rare crafted items hold even more power. If the character succeeds on the roll, and if the item is being crafted at a particularly auspicious time (such as on the Solstice or during a rare alignment of the planets), and if the referee is willing to allow it, then the item will be even more special. Now the dagger of meteoric item might always remain hidden on the character's body, or the elfin rope may never break by any natural means. The powers of these more potent crafted items should be approximately equal to those of a spell. Most craftsmen only ever get the chance to create such an item once in a lifetime.

Here are some examples of crafted items:

Beautiful Ring: This precious piece of jewelry inspires awe and sometimes jealousy in those who see it on the hand of the wearer, granting a +2 bonus to any Charisma check to impress strangers. Creating this ring required a diamond from a magical mine in the distant south and a Dexterity check augmented by a jewel-crafting skill.

The Single-Handed Sailor: A skilled boatwright made this small catamaran, and its uncanny way of always finding its way home has become legendary on several islands. The boat gives a +2 bonus to sailing checks. Creating the Single-Handed Sailor required a special, silvery wood from a faerie forest and a Dexterity check using a boatwrighting skill.

Healing Draughts: These simple potions restore 1d3+1 hit points to the drinker. Creating them requires gathering rare and delicate herbs and passing an Intellect check with the herbalism skill. Herbalists can create them in batches of 3 at a time, boiling the herbs overnight; but a given square mile area usually only has enough herbs for 6 such potions, and then only in the spring or the summertime.

The Standard of the House: A mighty lord who had been victorious in many battles employed the most skilled weaver in his lands make him this banner. While brandishing it, the wearer gains a 1 point bonus to AC, and the men who follow him in battle are +1 to Morale. Creating it required golden thread from the faerie woods and a Dexterity check using a weaving skill.

The War Crown: A powerful blacksmith hammered out this helm of iron in a rush before battle and gifted it to his lord. It grants its wearer a +2 bonus to all saving throws and 2 extra points of AC. Creating it required a chunk of meteoric iron and a Strength check using the blacksmithing skill. It is particularly powerful because the smith just so happened to forge the helm on All Hallows' Eve.

Items of Deed

An ordinary sword, once plunged into the acidic heart of a foul murkwyrm, is no longer an ordinary sword. The ring which has adorned the hands of ten generations of High Kings as they conquered their enemies and defended their lands is not simple decoration. Such items become imbued with the weight and power of their deeds.

When a character accomplishes a truly impressive task, the player may make a conscious decision to have an item used in the accomplishment of that task, or closely associated with it, become a magic item of deed. Doing so simply requires the unanimous approval of the referee and all the players at the table.

The referee must be careful only to allow this type of item creation when something truly worthy of legend has happened. Such events likely only occur once or twice in an entire campaign, and sometimes not at all. Items of deed are mighty instruments of their bearers' power, and they should always remain special and rare. Most longtime role-players remember certain very special events in their games that caused everyone at the table to gasp in disbelief or grin

from ear to ear in admiration. Those are the moments that create this sort of item.

Players who invoke this rule are never entirely sure what sort of item they will end up with. These items often have desires of their own. They bear the weight of their own history and all that comes with it.

First and foremost, once a character has created a magic item of deed, he will never again under any circumstances wield any other item of that type willingly. The sword which he used to slay the dragon is now the only sword that he will ever bear; the ring he wore at his coronation as High King is the only ring he will ever wear. Secondly, the item immediately grants a bonus to performing its primary function. A weapon of deed automatically gives its bearer a +3 to hit, armor gives an additional 2 points of AC, and any other item gives +4 to a particular, specific type of attribute check (for instance, a smithing hammer which unforged the chains of a demon prince now gives a bonus to all smithing rolls; or the aforementioned coronation ring, which gives a bonus on diplomacy rolls).

The item will then confer three additional powers. For each of these further powers, roll 1d6. A result of 1 or 2 indicates that the item gains an even greater bonus of the above type: weapons get a further +1 to hit; armor, an extra −1 to AC; and other items, a further +2 to the same type of attribute check, or a +2 bonus to another related kind (e.g. the hammer might give a bonus to other crafting rolls in addition to smithing; the ring, a bonus to all rolls to persuade, bluff, or intimidate the bearer's subjects).

If the die result is 3–6, however, the item gains another, often more extraordinary power. The referee must carefully consider the history of the item and the character of its bearer and make a decision. Each of these powers should be of some moderate effectiveness, approximately equal to the power of a mage's spells (not tricks or rituals). Each power is either always in effect or may be invoked by the bearer once per day, depending on its function (the smithing hammer might burst into flames once a day and burn all foes in near range; the ring might always confer a bonus initiative roll/draw, thereby allowing the wearer to act before others, as befits a king).

Should you find yourself at a loss about powers, just fall back to having the item give its bearer a +2 bonus to saving throws. Items of this sort tend to want to protect their bearers so that they have the opportunity to continue to grow their legends.

Items of deed have their own personalities and drives. The item will want to reenact its moment of becoming by achieving other feats of that sort. The dragon-slaying sword will want to fight dragons or other mighty beasts. If the bearer is ever again in the presence of such a creature, there is a chance that the sword will force him to act according to its drives. The item will be no more sentient than a keen fox hound, so it must be in the presence of its desires to drive a player to action. After having determined the powers of the item, now roll 1d6 to determine the item's Personality. The referee should record this number secretly. Whenever the

bearer is in a situation in which the item would push him to act in accordance with its drive, the character must make a saving throw at a penalty equal to the item's Personality. Failure indicates that the character must follow the item's desires until they are resolved, or for one full day, at which point he may make another roll. Finally, an item of deed always counts as a relic.

Here are some sample items of deed:

The First King's Sword: This blade of ancient but still-shining bronze was carried by a king at the very beginning of civilization. He used it to slay the Elf Queen when he claimed the lands for men and Law. The First King's Sword stands in opposition to an older world of Chaos and fae desires. It is the size of a short sword, with a beautifully engraved hilt of silver. The First King's Sword has several magical properties. First, it gives the bearer a +4 to hit. It wails loudly when disembodied spirits of Chaos are nearby and causes double damage to such foes. Finally, the sword will not allow itself to be parted from its owner, always returning mysteriously by moonrise if taken or lost.

The First King's Sword has a Personality rating of 5, and its main drive is to establish order and oppose the fae. It will urge its wielder to set up kingdoms, trade organizations, or fraternal orders. While it will tolerate the presence of sylvan elves and common dwarfs, it will attempt to push its wielder to bloodlust and combat when in the presence of any kind of powerful fae with 5 or more (monster) hit dice.

Lover's Loom: When the village lay under a pall of evil sorcery, turning all of the inhabitants to lifeless automata, a band of heroes freed the dwellers from their wicked overlord. After obtaining their freedom, two of youths from the village fell in love, and the town celebrated their liberation with its first wedding in a generation. Then the town weaver made new garments for all of the inhabitants and special clothes for the lovers. This was the loom he used to do so.

The Lovers' Loom gives to its user a +4 bonus on all weaving rolls. Additionally, anyone in the presence of the

loom must make a saving throw in order to commit any act of violence. Anyone who has begun a job using the loom will find that they do not run out of the necessary materials until the job is done. Finally, any cloth woven by this loom is immune to all ordinary wear and tear, although it can be destroyed intentionally as easily as any ordinary cloth.

The Loom has a Personality rating of 2. It always seeks harmony and balance. It will try to get its owner to do free work for the worthy poor.

Enchanted Items

Wizards are usually the most prolific creators of magical items. Through the use of special rituals, characters with the ability to use magic can craft items of power which carry many mighty enchantments. Doing so is an arduous and time-consuming task, and it can often lead to several dire adventures as the mage in question gathers the necessary materials, finds a suitable location in which to work the enchantment, and does whatever is necessary to ensure that he has enough time undisturbed to finish the great work.

Presented here are four separate rituals which a mage may use to enchant a magical item. These rituals follow the same rules as other rituals, with the following important exceptions.

First, the casting time for each of these four enchantment rituals is a full month per level of the ritual, not an hour per level of the ritual. While the mage obviously takes breaks and sleeps during that time, working the enchantment must be his sole major activity for the entire duration. A mage may not adventure while enchanting the item and must be in relative seclusion. Any more than perhaps an hour or two of the waking day away from the work means that the enchantment has failed. Second, mages must have a fully equipped alchemical laboratory in order to work the enchantments. What exactly this entails is left up to the referee, as different campaigns will suggest different types of laboratories, based on the cultures and backgrounds of the characters in the game. At base, assume that setting up a laboratory requires a great deal of money and at least one adventure to find and secure a suitable location, whether in the character's home village or in a secluded and magically potent area. Some mages, like a village witch, work with only simple tools and materials, but they must still spend a great deal of time and effort to set up a laboratory. Perhaps they are more concerned about the magical resonance of their home and the materials used in its construction.

Third, the precise material components required to cast these rituals will vary immensely from item to item, and the group and referee should work together to make each item's requirements unique and appropriate to the magic in question. The only consistent requirement is that the object must be made of mystical and unusual materials of some sort. For example, a sword of meteoric iron or with a dragon's tooth set in the pommel would be appropriate when crafting an enchanted blade, but an ordinary sword would not. The referee and players together should be able to de-cide on a case-by-case basis whether a given material is special enough to warrant the use of this ritual.

Finally, these enchantment rituals are all cumulative. A character must first enchant any item with all of the earlier enchantment rituals before working on a more powerful one. For instance, a character cannot simply cast the Third Enchantment ritual on an item; he must first go through the process of casting the First and Second Enchantments on the item, building its power as he does so. This means that creating a powerful item with the Final Enchantment ritual will be a truly daunting task, requiring the acquisition of many mystical materials and almost two years of devoted study and magical work. Thus are the items of great power only ever created once in a generation. (The rituals do *not* have to be cast *immediately* one after another. A mage may return to his work later.)

Each enchantment can only be worked on a given item once. Once an item has received, for instance, a minor power from the Second Enchantment, it cannot gain another by this means; the only way to make the item more powerful is to give it greater powers from one of the later enchantment rituals. A great item made with the Final Enchantment will therefore have three powers under most circumstances: a minor power from the Second Enchantment, a moderate power from the Third Enchantment, and a greater power from the Final Enchantment.

All four of the Enchantment rituals are of the "spirit-channeling" type. They have a range of Touch, a duration of Instant, and no need for a saving throw.

EXAMPLE LABORATORY

A player, having reached level 4 as a mage and learned the First and Second Enchantment rituals, decides that it's finally time to set up a laboratory so that he can get some work done. The group likes using their home village as a base and resting-space, so the laboratory needs to be close to home. After some discussion, the referee sets up a quick adventure which will involve cleansing an old mill down the river of some water spirits and then claiming the location as a budding wizard's tower.

After taking the mill, the mage PC needs to expend a considerable amount of money setting up the lab, and most of the supplies are only available in the great city to the south. The referee manages another session of adventure as the group heads to the city and has to make deals with many merchants in order to secure the beakers, braziers, rare herbs, and other materials necessary for the lab. The referee decides that this all costs the mage PC about 1,000 copper pieces—a small fortune!

The First Enchantment (Level 1)
This is the first ritual a mage learns for enchanting items. It makes any single small item permanently magical. However, it has no further effect. All enchanted items must first have this ritual cast on them. Most often this ritual is cast at the beginning of a much longer process to produce an item of power. On its own, it has two useful functions: to make weapons able to harm disembodied or enchanted creatures; and to trick thieves who can detect magic into thinking that otherwise mundane items are valuable.

At this point in the enchantment process, the only components required are the unusual materials of the item itself and access to an alchemical lab, as described above.

The Second Enchantment (Level 4)

With the knowledge of this ritual, a mage begins to learn to give magical items useful but minor powers. After an item is imbued with the magic of the First Enchantment, this ritual can be cast to enchant it with a single minor power. Examples of minor powers are: a +1 bonus to hit with a weapon; the ability for such a weapon to do double damage to a particular type of creature, such as black dragons or vampires; the power to shine light as a torch from the item upon command; a +2 bonus to a particular kind of saving throw; or a small boost to a character's natural abilities, e.g. a ring which lets a mage cast an extra spell every day, or an amulet which increases an expert's critical hit range by 1.

In addition to access to the laboratory, the mage will require a special and unique material component based on the nature of the power being granted to the item. An axe which grants a bonus against trolls might require the blood of a troll king; a staff which lights the way, the essence of a will-o'-the-wisp; or a lucky amulet, a strip of leather from the boots of a hanged man.

The Third Enchantment (Level 7)

Items which hold the Third Enchantment often become the stuff of legends and are highly sought after by adventurers and their foes. This ritual gives an item which has already been through the previous two enchantments an additional, moderate power. Examples of moderate powers are a +3 bonus to hit for a weapon; the ability for such a weapon to slay a particular type of creature outright should they fail a saving throw; the power to summon an elemental spirit of 5 hit dice once a month; a +2 bonus to all saving throws; or a great boost to a character's natural abilities, such as a ring which lets a mage ignore a failed casting roll once per day, or an amulet which grants a fighter an extra half-attack per round, or which raises an expert's crit multiplier by 1.

Bonuses to hit (or other die rolls) are not cumulative with those gained from previous enchantments. Moderate powers should be truly impressive, but they should not exceed the power of a level 5 or 6 ritual. At this level of power, the mage must use extremely rare ingredients. A mighty arrow which will slay dragons might require the pure water of the sea lord's domain; a great wizard's rod might need to be shod in mythrill from the Erlking's forge; and a potent amulet might require stealing all the memories of success from a figure of legend.

The Final Enchantment (Level 10)

Very rarely do mages attain enough power to cast the Final Enchantment, and rarer still are those who have the opportunity to work such legendary magic. Items holding this enchantment are among the greatest wonders of the world, and they gain a greater power in addition to their others. Examples of greater powers are: double damage from all attacks with a weapon; the power to banish any spirit of a particular type for a century from the realms of men once per day; a +5 bonus to all saving throws; or even an extraordinary and unique ability, such as a huge anvil that may summon an apocalyptic storm or cause an eclipse when struck. Greater powers should be game-changing and awe-inspiring; the sky is the limit. All magic items bearing the Final Enchantment count as artifacts.

Gaining the material components for this ritual should be the impetus for several sessions worth of play or perhaps an entire short campaign. A spear of ensorcelled iron which is the deadliest weapon in the world might require the ashes of the seven great emperors of the ancient world; a cauldron which opens a portal to the lands of the dead might require the ending of an entire civilization.

Here are some examples of enchanted items:

The Grimalkin Dagger: Created by a notorious witch and spirit-conjurer, this dagger was forged that she might threaten her otherworldly minions. It is a ritual blade with a cat-shaped pommel, made of silver-plated steel. It has no special powers, but it may harm spirits and other creatures which are immune to non-magical weapons. This item is enchanted with only the First Enchantment.

The Brooch of Comfort: This golden pin fits neatly on any cloak or coat and carries the image of a bear's face. It keeps its wearer always at least marginally dry and warm under ordinary circumstances. The character will certainly still get damp in a torrential downpour, but he will find himself in a much better way than his unprotected companions. The Brooch gives the wearer a +2 bonus to any saving throws involving the weather or water. In order to make this item, a wizard traded for magical gold with the goblins under the hills and burned the pelt of a ferocious and legendary dire bear in the flames of his forge when casting the Second Enchantment.

The Legate's *Lorica*: While most find it difficult and cumbersome to travel in armor, this suit of ordinary-seeming scale armor fits any character comfortably and seems light when worn. This is a suit of Scale Armor +2, meaning that it grants the wearer AC 4. It only encumbers like a buff coat (EV 2×2), and the wearer always feels perfectly comfortable when wearing it, even when sleeping in it. Indeed, a wounded character wearing this armor while bedridden can recover a wound level in five days' time instead of a week. The crafter of this armor, a wizard of the old empire, gave it as a gift to a great legate (legion-commander). It was made from the melted remains of a statue of an old god of a conquered people. When casting the Second Enchantment, the imperial wizard gathered the splinters of many heroes' broken shields as a source of power. Whilst working the Third Enchantment, he needed the breath of a powerful spirit of sleep and dreams to give it its other properties.

The Rod of the Master: A fearsome and unparalleled sorcerer of a distant age enchanted this rod near the end of his career. It is a gnarled and twisted branch of yew, a full seven feet in height, and topped with a clear but jagged crystal. This rod has numerous magical properties. First, its

bearer may once a day extinguish any blaze up to the size of a bonfire simply by thrusting the rod into the flames and uttering a sharp command-word. Secondly, it grants its wearer a +2 bonus to all saving throws of any kind (as the master wasn't terribly brave in the face of danger). Finally, it can open any already existing portal to any plane of existence with only a tap. The Rod cannot create new gateways to the outlands of Shadow and Faerie, or the Inner Planes of Law and the Elements, but it can open any existing portals, regardless of how hidden, protected, or ancient they might be. The Rod of the Master is an artifact.

When the master was making this rod, he selected the wood of a yew tree which had been struck by lightning three times. To grant the Second Enchantment, he needed a brazier from a southern fire-cult; the Third Enchantment required the scales of a dragon; the Final Enchantment was powered by the blood and true name of a powerful god of Chaos.

Destroying Magical Items

Note that the duration of all of the enchantment rituals is Instant, as the magic immediately infuses the weapon and then ceases to have anything to do with the sorcerer. This means that these rituals cannot be dispelled later in the ordinary way. Any magic item within the range of a Dispel Magic ritual does have a 50% chance of being stripped of all its magical properties, though; and the Break Enchantment ritual can even disenchant artifacts.

Magical items of all types are incredibly durable, being completely impervious to ordinary wear and tear. They can be broken intentionally, but doing so is extremely difficult and may require special materials or locations. An artifact is always impossible to break by any except the most extreme means, such as by casting it into a volcano or a sun.
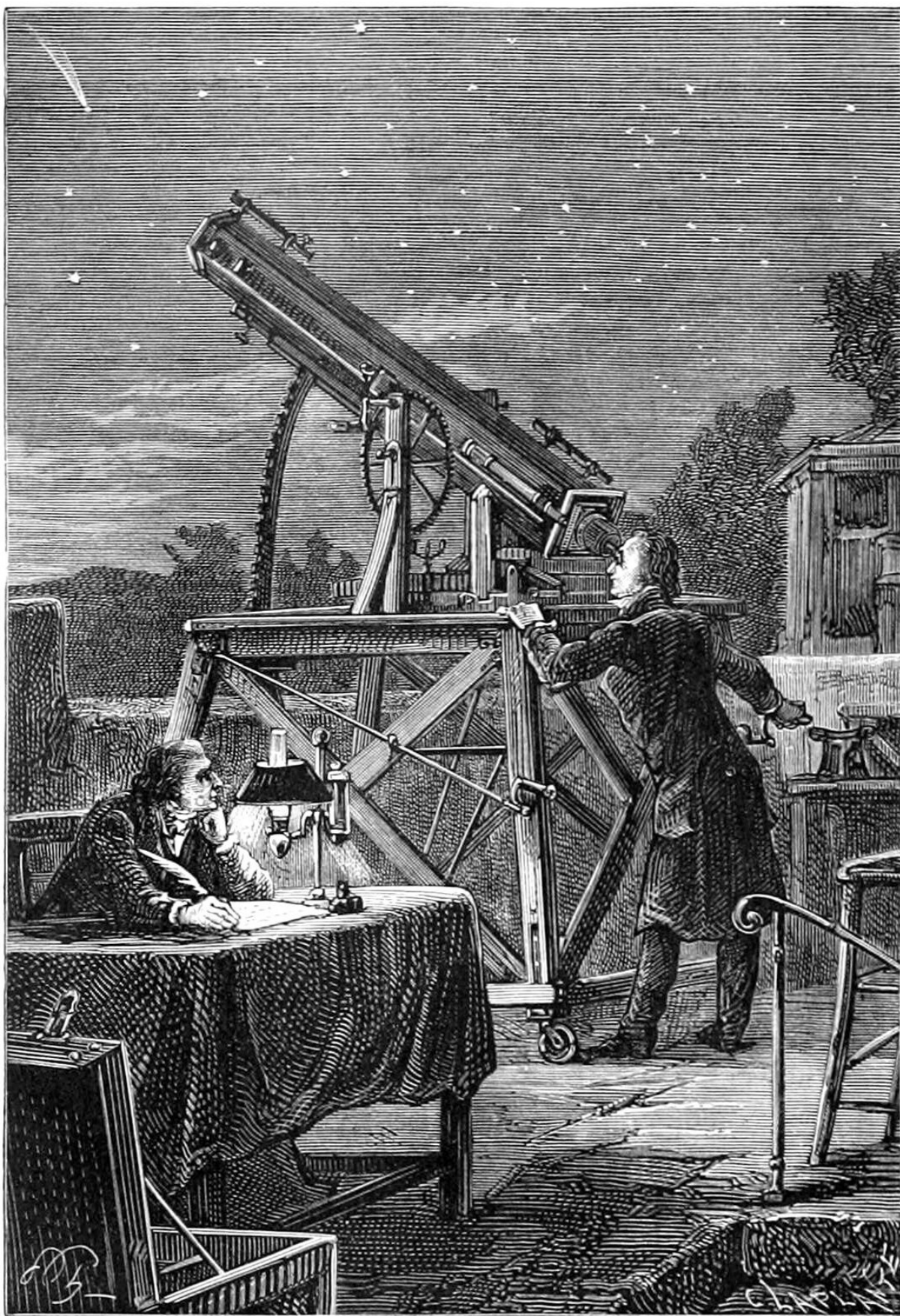
CHAPTER FOUR: TECHNOLOGY

IT WOULDN'T BE steampunk without some advanced technology to play around with. The previous chapter was all about mages; this one is for the techs. *Engines & Empires* games take place in settings with at least an early modern (late 17th century) level of technology. The early-to-mid-19th century is taken to be the default. In games with a setting that resembles the 17th or 18th centuries, the common folk will barely distinguish a tech from a wizard; it's just that techs use a noisier, messier sort of wizardry than traditional mages do. In a fully industrialized setting, however, technology is seen for what it is—the fruits of natural science, and a potential route to wealth and power even for those ordinary mortals who don't have the Sight or a bare jot of psychic sensitivity. Of course, even in a world where technology is prevalent (and one can certainly play *E&E* in an early 20th-century style "pulp heroes" setting), a tech can still be a kooky loner living on the cutting edge of convention (and morality and sanity). Mad scientists are every bit as fearsome as mad wizards, after all.

Gadgets and Gizmos Aplenty

If there is one key difference between playing a mage and playing a tech, it is this: techs rely on technology, and that means *stuff*. Equipment. Physical items that can be lost, destroyed, stolen, sold, lent, or given away. A mage's power always belongs only to the mage, for the most part (potions, scrolls, and the rare enchanted item being the few noteworthy exceptions). But a tech's power is tied up in what he tinkers, brews, or builds. A tech could conceivably supply his whole adventuring party with a truly formidable arsenal of advanced gear (but this would be terribly expensive and time-consuming). In other words, to have a tech in the party is to have a ready source of powerful items that rival magical items in their usefulness and function. But there is no need for a clear distinction between a tech's "class abilities" and found or crafted technological items: they're one and the same. The devices described in this chapter might be built by a PC tech, or they may be found as treasure.

There are three basic categories of devices that techs can produce: **gadgets**, **preparations**, and **inventions**. As one might expect, they're roughly analogous to a mage's tricks, spells, and rituals. Gadgets are weak and somewhat unreliable little devices that provide a minor benefit to the wearer or user. Chemical preparations are more powerful and more reliable, but the tech is limited to making only one of these per day per experience level. Inventions are (usually) large, powerful, impressively intricate machines that do all sorts of amazing things, but which take a great deal of time and money to construct.

Players and referees are, of course, encouraged to add their own devices to the lists presented here; when doing so, try to balance them out against both the listed devices and the mage's tricks, spells, and rituals, as appropriate.

MAGIC-TECHNOLOGY OPACITY

TECHNOLOGY IS NOT MAGIC. Technological items and effects cannot be detected like magic, nor can they be dispelled with the wave of a magic wand. On the other hand, technology is always limited by the laws of nature. The inventions presented in this chapter can do some incredible things, many of which are utter science-fiction; but technology cannot ever do anything which is truly, in-principle, physically impossible. (That's what magic is for.) Moreover, technology cannot have direct power over spirits or demons, nor can it make use of true names.

There are a few specific ways that technology and magic can affect each other. The Flux Detector gadget and Sensor Suite invention can detect magical vibrations, and the latter can even analyze them to an extent. Any incorporeal undead that comes within range of an Ætheric Disruptor is sure to have a bad day; and a Mana Cancellation Field can actually deaden the very presence of magic itself. Moreover, all technological items (since they really are just ordinary physical objects, no matter how complex or sophisticated) can be destroyed, repaired, cursed, or enchanted by magic, just like anything else.

Gadgets

1. Auto-Loader
2. Balanced Alloy
3. Camera Obscura
4. Electric Torch
5. Flux Detector
6. Hypodermic Injector
7. Imperial Multi-Tool
8. Joy Buzzer
9. Lensed Goggles
10. Mechanical Fountain Pen
11. Muzzle Suppressor
12. Pipeweed Lighter
13. Piston Powered Punch
14. Skeleton Key
15. Sniper Scope
16. Spring Holster

Preparations

1. Aerosolized Terror
2. Antitoxin
3. Biohazardous Agent
4. Bottled Lightning
5. Cellular Transparency
6. Corrosive Acid
7. Depressant
8. Dispersible Pheromones
9. Distillate of Ectoplasm
10. Elixir of Fortitude
11. Energy-Boosting Drinks
12. Explosive Rounds
13. Fast-Acting Poison
14. Fragmentation Grenades
15. Flash Bang
16. Hallucinogenic
17. Herbal Healer
18. Incendiary Bomb
19. Joint Oil
20. Knockout Gas
21. Libation of Awareness
22. Liquid Nitrogen
23. Marvelous Brain Tonic
24. Medicinal Cocktail
25. Metallurgic Enhancer
26. Monkey Grease
27. Mutagenic Serum
28. Nitroglycerine
29. Potion of Persuasion
30. Psychotropic Compound
31. Revivifying Libation
32. Smoke Bomb
33. Stimulant
34. Stun Grenade
35. Super Adhesive
36. Wondrous Vaccine

Inventions, Level One

1. Dynamite
2. Electric Taser
3. Flotation Device
4. Grappling Hook
5. Moving Picture Camera
6. Optic Flash-Bulb
7. Phonograph
8. Pressure Trap
9. Shock Absorbers
10. Smoke Machine
11. Spring-Heeled Jackboots
12. Stainless Steel
13. Tranquilizer Gun
14. Turbine Fan
15. Typewriter
16. Vacuum Pump

Inventions, Level Two

1. Chemical Dispenser
2. Claymore Mine
3. Clockwork Tensioner
4. Grenade Launcher
5. Hand Cannon
6. Night-Vision Goggles
7. Printing Press
8. Proximity Trap
9. Sonic Amplifier
10. Two-Way Telegraph
11. Vitalizing Emanations

Inventions, Level Three

1. Chain Saw Blade
2. Electric Discharger
3. Elemental Insulation
4. Flame Thrower
5. Hypno-Spiral
6. Magnetic Inverter
7. Metallurgic Mythrill
8. Rocket-Powered Boots
9. Windup Familiar
10. Wireless Telegraphy

Inventions, Level Four

1. Ætheric Disruptor
2. Alchemical Assembly-Line
3. Bio Blaster
4. Cutting Torch
5. Freeze Ray
6. High-Fidelity Transceiver
7. Holographic Projector
8. Machine Gun

Inventions, Level Four (cont'd)

9. Power Drill
10. Rebreather

Inventions, Level Five

1. Alchemical Adamant
2. Bio-Current Adjustor
3. Chameleon Cloak
4. Clockwork Companion
5. Lightning Gun
6. Navigator's Orrery
7. Personal Glider
8. Video Transmission

Inventions, Level Six

1. Advanced Automaton
2. Inertial Dampeners
3. Laser Beam Emitter
4. Necro-Reanimator
5. Phlogiston Bomb
6. Rejuvenating Chamber
7. Steam Engine
8. X-Ray Tube

Inventions, Level Seven

1. Analytic Engine
2. Jet Pack
3. Mutagen Ray
4. Neuro-Discombobulator
5. Promethean Creation
6. Radar Array

Inventions, Level Eight

1. Combustion Engine
2. Lifelike Replicant
3. Mana Cancellation Field
4. Polymer Plastic
5. Powered Armor
6. Tissue Regenerator

Inventions, Level Nine

1. Crystal Lattice
2. Force-Field Generator
3. Lumbering Doll
4. Sub-Atomic Disintegrator

Inventions, Level Ten

1. Gravitational Manipulator
2. Mobile Exo-Suit
3. Quantum Shift Transporter
4. Radioactive Plasma Reactor

al portfolio and enabling him to build a copy of the device whenever he wishes), and it only takes three days to build a working copy of any gadget. Gadgets cost 50 copper pieces to build and have an EV of 1. Techs start the game with one free copy of both their starting known gadgets.

The tech must roll an Intellect check (the +5 class/skill bonus applies) whenever he builds a gadget; failure means that the gadget will still work, but is prone to jamming or breaking down, and it might just fail at the worst possible time. (The referee should roll the build check in secret; if it fails, the gadget has a cumulative 10% chance of breaking down or backfiring every time that it is used. When the bad gadget finally, inevitably fails, it is also destroyed.)

Schematics

Every kind of technological device must be created from a schematic: a set of blueprints or chemical formulas and procedures that describes how the device is produced. Techs begin the game with two gadget schematics, two preparation formulas, and one 1st level invention schematic. Techs learn new schematics the same way mages learn new spells: by either finding them in written form or by learning them directly from a tech who has already mastered that device.

Gadgets

Gadgets are the simplest of devices. A tech can master the intricacies of a gadget by studying its schematic for about a day (thereby permanently adding that gadget to his person-

Auto-Loader
This device must be permanently integrated into a "device-fired" missile weapon, such as a crossbow or firearm. The Auto-Loader instantly and automatically loads the weapon between rounds, fast enough that it can be fired once per round. The Auto-Loader holds 5 extra shots between reloads; it takes 2 moves to refill it. (If the Auto-Loader is built into a revolver or any sort of breech-loading firearm, it simply increases the weapon's ammunition capacity by 5, up to 11 shots for a revolver or a repeater rifle, 7 shots for a shotgun, etc.)

Balanced Alloy
Metallurgic knowledge lets you forge any one-handed metallic weapon so that the finished product weighs half normal and therefore fills only half as much inventory space as it normally would. Thus, a broad sword would have EV 1, a pistol or small sword EV 2:1, and a dagger EV 4:1. The cost to craft this "gadget" is in addition to the cost of forging the specific weapon.

Camera Obscura
This boxy device enables the tech to produce black-and-white daguerreotype-style photographs. Each photograph taken requires a silver-coated photographic plate

(cost: 2 cp each) and, if conditions require it, a charge of magnesium flash-powder (1 ip per charge). Note that the flash-powder is always required in low-light conditions (e.g. a dungeon), and its ignition makes a loud retort, not unlike that of a gunshot.

Photographs that the tech takes with a Camera Obscura must then be developed in a darkroom (which will cost 15 cp to set up), treating the plate with mercury vapor (5 ip per plate).

Electric Torch
This device sheds dim light in a 40' cone (10' at the widest) for up to four hours per day. It can be switched on or off at need in order to conserve the battery and the bulb. The tech must pay 5 cp per month for battery-recharging and fresh light-bulbs if he wants to maintain this gadget.

The tech can also craft spare battery-packs for 20 cp; these are EV 2:1 and add 4 hours of extra light when swapped out for the old, depleted battery.

Flux Detector
This gadget is a modified pocket-watch or compass, altered so that it detects magical vibrations (and even gives a rough idea of how powerful they are, "weak" or "moderate" or "strong", by how far the needle

moves). It usually takes five minutes for the detector to get an accurate read on an enchanted object or area. Remember, most enchanted *beings* tend not to sit still for the time required.

Hypodermic Injector
This device has no function by itself, but it can be loaded with one dose of a chemical preparation (or perhaps even a magic potion), which enables the tech to administer the substance to another via injection. The recipient of the chemical can then reap its effects without having had to spend any actions or moves imbibing liquids. Dosing an enemy in combat requires hitting their normal AC in mêlée.

Imperial Multi-Tool
This gadget includes nearly any common hand-tool that you can think of, plus a few others—screw-driver, bottle-opener, corkscrew, you name it. It grants to the user +1 on trap disarming (provided the user also has on hand a full set of normal mechanics' tools), and it can be used as a substitute for any other tool in a pinch (albeit at a penalty of −2 or −4, depending on the intricacy of the task at hand and the referee's discretion). Used as a knife, the Multi-Tool deals only 1d3 damage in mêlée.

must be refilled, in a pinch it can also be made to squirt some ink into the eyes of an unwary assailant, who must then roll a save or else be blinded for 1d4+1 rounds or until the ink can be washed away.

Muzzle Suppressor
This device must be attached to a firearm. The weapon then makes little noise when fired, and the muzzle-flash and much of the recoil are suppressed as well. Ideal for snipers and spies!

Pipeweed Lighter
A fairly simple little piece of technology, the pipeweed lighter can set just about any flammable material ablaze in only 1d2 rounds. This does require a steady hand, of course; and it would be all but impossible for any but the sneakiest of thieves to actually light someone on fire with a lighter in a genuine combat situation. Pipeweed Lighters contain a charge of ignition fluid which must be refilled periodically (5 ip per month is sufficient to keep the Lighter in working order). This gadget is, quite naturally, a favorite of dwarfs.

Piston Powered Punch
Friend to any pugilist or fist-boxer, these spring-loaded gauntlets allow the wearer to cause 1d4 damage (1d6 for a fighter) with each unarmed attack. Strength modifiers still apply on the to-hit roll; but this device will confer no further benefit on, for example, a fighter who has walked the Path of Four Winds (page 38).

Skeleton Key
This is a nifty tool that grants its user a +2 bonus on lock-picking checks. The aspiring burglar still needs to have a normal set of lock-picks on hand to fully benefit from the Skeleton Key; in their absence, the Key can only serve as a poor substitute for a proper set of thieves' tools, allowing lock-pick attempts at a −2 penalty.

Sniper Scope
This gadget must be secured to a firearm or crossbow. It increases the base range of such a weapon by 10 feet.

Spring Holster
This device instantly unholsters a weapon, allowing the wielder to change weapons quickly, thereby allowing ample time to sheathe a weapon already in hand rather than dropping it. (It usually takes 1 move to sheathe a weapon and 1 move to draw a new one.) The Holster can even spring a mêlée weapon into your hand as a reaction, when you find yourself unarmed and in need of a quick parrying bonus to AC.

Joy Buzzer
This is a discreet, electrified ring that can be made to deal 1 point of electrical damage to a creature that you touch. (In combat, this requires a mêlée to-hit roll vs. AC 10.) The Buzzer also forces any creature so shocked to roll a saving throw or else be stunned for 1 round (assuming, of course, that the creature in question is a living being with a functioning nervous system).

The Joy Buzzer takes four hours to recharge between uses. The tech must pay 5 iron pieces each month for small batteries to keep this device in working order.

Lensed Goggles
These are magnifying goggles with semi-opaque, self-polarizing lenses that grant the wearer a +1 bonus on searching checks and on any saving throws vs. blindness or gaze attacks (such as a gorgon's petrifying gaze or a vampire's charm). Lensed Goggles are so useful (and stylish) that they've become ubiquitous among techs and their allies. Don't leave home without them!

Mechanical Fountain Pen
A handy fountain pen that holds a charge of ink within its barrel and can write upwards of a hundred pages of text before it

Preparations

Preparations require several days of study before a tech can master the formula. (Three to five days of careful study and experimentation is generally plenty of time.) Preparations, however, are far more delicate than gadgets. Each one requires special care and attention—the tech makes all of his preparations with an hour's work at the beginning of each day. Because of the delicate work involved, a tech can only ready one preparation per level of experience every day. Moreover, preparations do not last more than one day once made: the chemicals separate out, minerals oxidize, moving parts rust and seize up, and biological cultures spoil, any of which will render the preparation utterly worthless once 24 hours have passed. Thus, preparations cannot be "stockpiled" (at least, not without the aid of a certain 4th level invention, the Alchemical Assembly-Line).

Before a tech can make preparations, he must have a stock of chemicals and other materials. Techs get to begin the game with one chemistry set (500 cp to replace if it gets lost or broken), two formulas, and enough materials to last a month: thereafter, the tech must pay 5 cp × his level each month to maintain his laboratory (assuming, of course, that the tech intends to use preparations that month—this may not necessarily be the case during downtime). Preparations have the same EV as potions or grenades, 6:1.

Unlike a mage's spells, the descriptions of the tech's preparations only have two consistent descriptive qualities: the duration of the effect, and whether it allows a saving throw or not. There is no need to list a range, because this depends entirely the delivery mechanism used to propel or administer the chemical. A thrown preparation has a range of 10', while a preparation hurled by a Grenade Launcher (a level 2 invention) has a range of 30'.

Aerosolized Terror
Duration: 3 rounds/level
Save: yes
A fear-inducing chemical agent, this substance can be delivered a number of ways. It can be made into a spray, into a gas-grenade, or loaded into the Hypo-Injector gadget.

As a spray, the gas has a 3' range (and a cone-shaped area of effect—usually only able to hit one target, except for very small creatures like insects or sprites). Targets must then save at a −2 penalty or else be consumed with debilitating fear and will either flee or cower for the duration.

When loaded into an Injector, the fear-drug can be introduced directly into the target's blood-stream. This causes the saving throw penalty to become −4, but then an ordinary mêlée to-hit roll is required to use this preparation in combat.

As a gas-grenade, the fear-gas disperses in a 10' radius cloud, affecting all targets in the area; but because the substance is diluted, they all save at a +2 bonus.

In all cases, a successful saving throw negates the fear-effect.

Antitoxin
Duration: Instant
Save: no
This preparation can take the form of an imbibed potion or an injection. In either case, it halts immediately the ongoing effects of any poison, and it will prevent the onset of any poison which has yet to take effect. The Antitoxin will not heal any damage, wounds, or attribute drain already inflicted by a poison.

Biohazardous Agent
Duration: Instant
Save: yes

This substance can be prepared as either a vial of liquid or as a gas-grenade (the tech makes this choice at the start of the day). The Biohazardous Agent is a non-contagious disease which, much like the diseases contracted due to the foul conditions in a dungeon, has a 25% of killing its victim after 1d6 days of incubation time have passed. A saving throw is permitted upon initial exposure to avoid being infected.

As a gas-grenade, the disease-causing Agent disperses in a 10' radius cloud; all creatures within this area must roll a saving throw at a +2 bonus or else contract the disease.

In liquid form, it may be treated as a grenadelike-weapon and thrown (a to-hit roll vs. AC 10 is needed to hit; the target saves at −2) or loaded into a Hypodermic Injector, which requires a roll to hit vs. the target's normal AC in mêlée if it happens to be used in combat (regardless, an injected target saves at a penalty of −4).

Any effect that cures a disease, including a Medicinal Cocktail preparation, will prevent the Agent from killing its victim if administered in time. Note that the saving throw is made upon exposure to the Agent only, with a modifier that depends on the delivery mechanism. Any victims that fail this roll will start to feel sick (−2 on all attacks, saves, and checks) after 1d6 hours; then, after 1d6 days, there is a simple 25% chance of death.

Bottled Lightning
Duration: Instant
Save: yes
A liquid galvanic cell consisting of electrolytic chemicals held in a glass vial, Bottled Lighting constantly sheds soft blue-white light out to a 5' radius. The vial produces

a strong electric charge if vigorously shaken; on that same round, it may be hurled like a grenade (10' throwing range). It will explode where it lands, in a 10' radius for 1d8 points of electrical damage, +1 point of damage per level of the tech. A saving throw is permitted for half damage; those that fail this save are also stunned by the electric shock for one round.

Cellular Transparency
Duration: 1 minute/level
Save: no
This chemical can be produced as either a consumed potion or an injection. It causes living cells to become transparent, which confers a +5 bonus on stealth checks made to avoid being seen. (If the target is willing to drop all gear, clothing, and armor, the bonus becomes +10.) The effect normally lasts for 1 minute (i.e. 6 rounds) per level of the tech; but any small adrenaline spike in the subject's bloodstream will catalyze the Transparency agent and cause the target's body to metabolize it away in mere seconds: thus, entering combat, failing any saving throw, being afflicted with magical fear, or doing anything else even the least bit strenuous (like casting a spell) will immediately end the invisibility effect.

Corrosive Acid
Duration: 1 round/level
Save: yes
This formula produces an acid far more powerful than the everyday variety. It can burn through a metal lock in three rounds. Any non-magical metal weapon or shield targeted by the acid must make an item saving throw or else become so weakened that a single subsequent blow from some other weapon will destroy it.

When used directly as a grenade-like weapon, the acid can be dashed onto the target (requiring a missile attack roll vs. AC 10). The acid will cause 1d8 points of damage, just like normal acid; but then it will continue to burn, inflicting 1d8 more damage on each subsequent round, for 1 round per level of the tech, or until the target makes a successful saving throw (one attempt may be made each round).

Depressant
Duration: 4 rounds + 2 rounds/level
Save: yes
This substance can be produced as a short-range spray, an injection, or as a gas-grenade. As per usual with such preparations, the spray version affects one target within a 3′ cone (the target saves at −2 to mitigate the effect); the injection requires a Hypo-Injector gadget and, if used in combat, a mêlée to-hit roll to inject the target (who then saves at −4); and the gas-grenade will burst in a 10′ radius, having its full effect on all creatures in the area that fail a saving throw attempted at a +2 bonus.

Depressant induces deep fatigue in the targets, leaving them −2 on attacks, saves, and checks, and reducing their MV by 20′ (down to a minimum of 5′) for the duration. A successful saving throw halves the duration of the effect.

There is a 1% chance per level of the tech that an affected victim will be made *suicidally* depressed by the drug and will then attempt (albeit listlessly and with no real conviction) to harm themselves while under its effects.

Dispersible Pheromones
Duration: 1 hour
Save: no
This device releases a powerful cocktail of airborne hormones and scent-markers. For up to an hour, all animals of a particular type (which must be chosen at the start of the day, when tech prepares the chemical) that come within a furlong (220 yards) of the device will be drawn to it. The creatures that arrive will be agitated and ready to fight (or possibly mate, but most probably fight) with anything that moves.

Distillate of Ectoplasm
Duration: 3 rounds/level
Save: no
This amazing concoction can be consumed as a potion or dosed via Hypo-Injector. It shifts the affected creature part-way onto the Ætheric Plane for one round per level of the tech. The target does not become incorporeal or invisible, but they are able to affect ghosts and spirits as if such beings were solid, living matter: perceiving them,

touching them, attacking and hitting them with ordinary objects (including non-magical weapons), and so forth.

While under the effects the Distillate, the imbiber or injectee is also entitled to a saving throw to mitigate the effects of life-drain, reducing it to only normal hit point damage each time the save is made.

Elixir of Fortitude
Duration: 4 rounds/level
Save: no
Whether imbibed or injected, this preparation grants a single creature a temporary Strength score of 18 for the listed duration. To be affected, the target creature must be living and humanoid.

Energy-Boosting Drinks
Duration: Instant
Save: no
This preparation produces not one potion or injection, but six. Each is a weaker kind of healing draught that restores 1d2 hp. (Note that because these Drinks are made with science and not magic, they have no effect at all on the undead, either to heal or to harm them.) Like all other chemical preparations, these potions last for only a day before they spoil.

Explosive Rounds
Duration: Instant
Save: no
This preparation produces (10 + 2 per tech level) bullets, slugs, bolts, or arrows that explode on contact for an extra 1d2 points of damage. The tech must already have the ammunition available to be modified; if they go unused, the modified Rounds revert to normal after a day, as the explosive elements oxidize and become worthless.

Fast-Acting Poison
Duration: 1 round/level
Save: yes
This insidious toxin is potentially quite lethal. It can be applied to a single mêlée weapon or piece of ammunition, placed in an injector, or even slipped into an unsuspecting victim's food or drink.

After an onset time of 1d6 minutes, the victim will suffer 1d6 points of damage per level of the tech. A successful saving throw will halve the damage.

A dose of Antitoxin (or any other poison-curing effect) administered during the onset time will halt the progression of the Poison and prevent any damage.

Flash Bang
Duration: 2 rounds + 1 round/level
Save: yes

This device is a type of a grenade. Pull the pin, hurl it, and it explodes with a bright, blinding flash of light and an ear-splitting thud. Everyone within 20 feet of the Flash Bang burst must roll two separate saving throws, one to avoid being blinded and the other to avoid being deafened. If the target should fail either or both saves, the blindness and/or deafness effects last for two rounds, plus one round per tech level.

Fragmentation Grenades
Duration: Instant
Save: yes
The tech must have a number of ordinary grenades on hand in order to ready this preparation. It temporarily modifies three grenades, plus 1 extra grenade for every 2 tech levels, so that they have pull-pins and detonate on impact, rather than requiring lit fuses. This allows the modified Frag Grenades to always detonate on the round that they're activated and thrown.

The modified Grenades also deal 2d8 damage instead of 1d12 (still allowing the usual saving throw for half damage).

Hallucinogenic
Duration: 3 rounds/level
Save: yes
This psycho-reactive substance can be produced as a close-range spray, an injection, or a gas-grenade. As an injection, a mêlée attack-roll is required to hit, but then the target must roll the saving throw at a −4 penalty. The spray form of the chemical affects a 3′ cone and usually only hits one target, while imposing a −2 penalty on the saving throw. The gas-grenade is hurled or launched; all targets within a 10′ burst-radius must then save at +2 or else suffer the effects.

Hallucinogenic does precisely what it says on the tin: it nigh-instantly causes the victims to hallucinate *something*. Precisely what they see is left up to the referee, but when in doubt, roll 2d3:

Roll	Effect
2	Lucy in the sky with diamonds; fluffy tangerine marshmallow oliphaunts; psychedelic swirls of marmalade pie.
3	An engrossing spiritual experience that leaves the target in tears for the moment, but which will probably inspire some interesting artwork later on.
4	Your standard stonerific daze, wherein the victim sits and stares and contemplates such universal conundrums as: why fingers don't "fing"; whether the government isn't in fact hiding a steam-engine that runs only on water; and whether or not the chief Deity of the Cosmos can in fact warm a burrito until it becomes so hot that He Himself cannot eat it.

Roll	Effect
5	Similar to a fear effect: the victim sees all kinds of ugly monsters—dragons, demons, ghosts, wolves, insects—and may try to fight, flee, or simply cower in a fœtal position and cry.
6	Freddy and Jason lead the unfortunate victim on the worst sort of creepshow bad-acid nightmare-trip imaginable, which leaves them totally debilitated for the effect's duration.

Regardless of the specifics, the effects persist for 3 rounds per level of the tech, should the victim fail the saving throw.

Herbal Healer

Duration: Instant
Save: no

This is a salve that restores 2d4 hit points when applied externally to a damaged target. It can also be prepared as a potion or an injection, with identical effects. It might lift a wound level if the dice indicate 7 or 8 hp of healing. Note that the Herbal Healer is natural medicine and therefore has no effect on the undead.

Incendiary Bomb

Duration: Instant
Save: yes

Essentially a fire-grenade, this device is usually made to detonate on impact, but not always. Clever techs can also use their inventions to add other sorts of triggers: timers, trip-wires, proximity sensors, the good old reliable plunger, pressure plates, and even push-button radio remote.

The Incendiary Bomb detonates with a 10' blast radius and causes 1d3 points of fire damage, plus 1d3 per level of the tech (e.g. a 3rd level tech's Bomb causes 4d3 points of damage). Targets caught in the blast radius may attempt a saving throw for half damage.

Joint Oil

Duration: 4 rounds/level
Save: no

This is a potion or injection that temporarily grants to one living, humanoid target a Dexterity score of 18 for 4 rounds per tech level.

Knockout Gas

Duration: 1 minute/level
Save: yes

This substance can be prepared as a liquid spray or injection, or a gas-grenade. The spray form is a 3' cone that can normally only hit one target (who must then save at −2 to resist the effects). As an injection, a mêlée to-hit roll is required to dose the victim, who must then roll to save at −4. The most common choice (whence comes the name of the preparation) is the Knockout Gas-Grenade, which can be hurled or launched like any other grenade. All targets caught within the 10' burst-radius of the grenade who have 4 HD or less must save with no modifier; anything bigger (4+1 HD or more) saves at +2.

Creatures that fail the saving throw are affected by the Knockout Gas and fall asleep for 1 minute (6 rounds) per level of the tech, or until roused (a hard slap to the face or a bucket of cold water will generally do the trick).

Libation of Awareness

Duration: 5 minutes/level
Save: no

This drug (which can be either a potion or an injection) hyper-stimulates the senses, making the target +5 on Intellect checks made to search, spot, listen, sense motives, or intuit intentions. The effect lasts for 5 minutes per level of the tech.

Liquid Nitrogen

Duration: Instant + special
Save: yes

This unusual preparation is essentially an "ice bomb", a freezing grenade which can be hurled or launched like any other grenade. It bursts upon impact in a 10' radius, causing 1d6 points of cold damage, +1 extra point of damage per level of the tech.

Targets in the area may roll a save for half damage; those that fail the save are also slowed by the cold for a number of rounds equal to the damage sustained. A slowed creature is limited to only 2 moves worth of actions per round and can't make counter-attacks or take parting shots.

Marvelous Brain Tonic

Duration: 4 rounds/level
Save: no

This substance, whether imbibed or injected, grants the affected target an Intellect score of 18 for 4 rounds per level of the tech. The target must be a living, humanoid creature.

### Medicinal Cocktail

Duration: Instant
Save: no

This preparation contains a carefully balanced mixture of antibiotic drugs, herbal remedies, and various other medicines. Although it won't reliably cure 100% of diseases, it does grant the imbiber or injectee an immediate bonus saving throw vs. disease to shrug off the effects of any normal, non-magical disease. This saving throw gets a +4 bonus, with the bonus increasing by one for every three levels of the tech (i.e. +5 at 3rd level, +6 at 6th level, and +7 at 9th level).

Metallurgic Enhancer

Duration: 1 hour
Save: no

This oily polish can be rubbed onto any
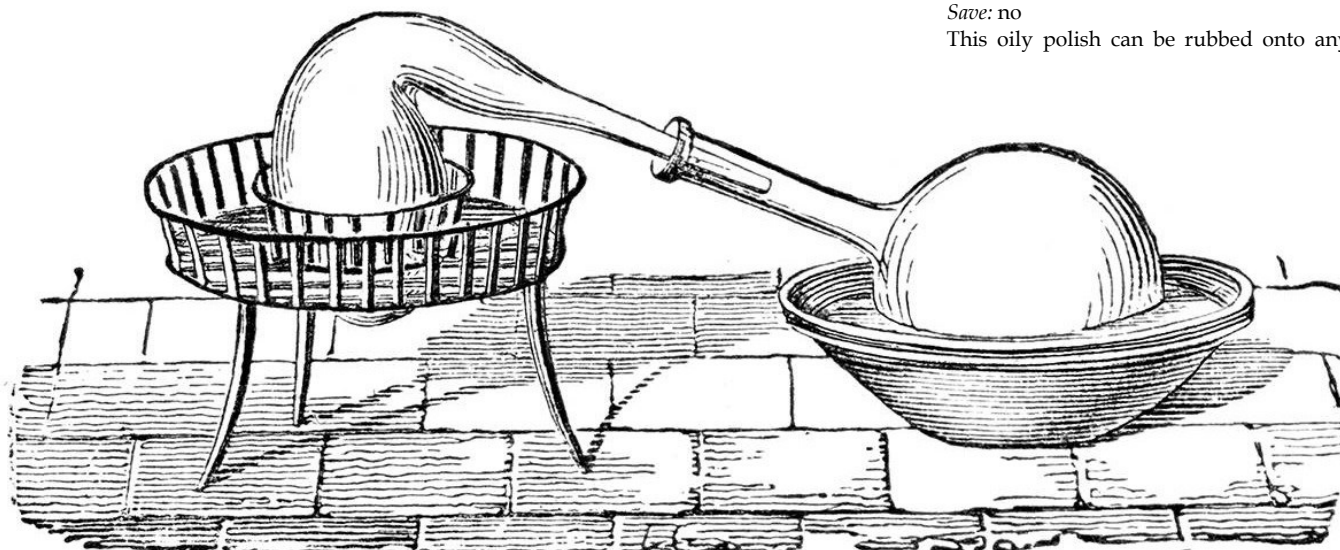
metal weapon or shield, or a dozen bullets or arrowheads. For the next hour, the enhanced item(s) are +1 to hit (or −1 to AC, for a shield). Note that the effect is non-magical, and so the affected weapons do not acquire any special ability to strike at incorporeal or ghostly beings.

Monkey Grease
Duration: 1 hour
Save: yes
This preparation takes the form of a grenade which bursts in a 10′ radius, covering everything in an area in a slick film of oil. Anyone caught in the area may be called upon to pass Dexterity checks in order to keep ahold of items they're carrying, and they must roll a saving throw or else fall prone. Characters with Dexterity 18+ pass the checks and save automatically and can skate freely over the oil.

Any character who enters the greased area after having spent at least 2 moves on movement that round (i.e. jogging) must also roll a saving throw or else fall prone. Those who *sprint* into the oil-slick (i.e. the character spends all 3 of their moves that round on movement) doesn't even get a saving throw; they just fall prone and go skidding 1d6 × 10′ beyond the oil slick in the same direction as their approach.

The grease is also flammable and will cause 2d4 points of damage to all those caught in the area if set alight (with a save allowed for half damage). Flaming grease will burn for 1 minute (6 rounds) and then be destroyed; otherwise, the puddle lasts for an hour.

Mutagenic Serum
Duration: 2 rounds/level
Save: no
This peculiar and mysterious preparation takes the form of either a potion or an injection. It will transform the drinker or injectee into a monstrous and ugly berserker, a brutish and violent "Mr. Hyde". While effects of the Serum last, the target is an amoral psychopath with a Charisma score of 3. The target is also afflicted by a berserker rage which grants 1 bonus move each round, but which forces the affected character to fight to the death (i.e. they *will not* flee from battle under any circumstances while the effects persist). Use of spells, scrolls, and even most gadgets and inventions is impossible in this state (the rage prevents concentration). At the referee's discretion, the affected target may need to roll saving throws to tell friend from foe.

The effects of the substance last for 2 rounds per level of the tech. After it wears off, the target immediately falls asleep (no save) for 1d6 turns or until roused.

Nitroglycerine
Duration: Instant
Save: yes
A vial of liquid explosive that detonates upon impact, Nitroglycerine causes 1d10 points of concussive damage, +1 point per level of the tech, in a radius of 10′ + 1′ per level of the tech. A saving throw is permitted for half damage.

Potion of Persuasion
Duration: 4 rounds/level
Save: no
Like other ability-altering substances, this preparation can take the form of a potion or an injection. Either way, it grants its target (which must be a living and humanoid creature) a temporary Charisma of 18 for 4 rounds per level of the tech.

Psychotropic Compound
Duration: 3 rounds/level
Save: yes
This preparation can take the form of a spray, an injection, or a gas-grenade. As an injection, a mêlée attack-roll is needed to hit, but then the target rolls the saving throw at a −4 penalty. The spray chemical has a 3′ conical area of effect, usually only hitting one target, but imposing a −2 penalty on the save. The gas-grenade can be hurled or launched like any other grenade; all targets caught within a 10′ radius of the burst must save at +2 or else suffer the effects.

Psychotropic Compound induces total confusion in all targets that fail the saving throw. For two rounds per level the tech, those affected will act randomly, according to a roll of 1d6: 1—Act normally; 2—Attack the nearest creature, friend or foe; 3—Attack oneself; 4—Do nothing but babble nonsense; 5—Flee; 6—Charge recklessly at the most dangerous-looking target.

Revivifying Libation
Duration: Instant
Save: no
This preparation can be made into either a potion or an injection. It heals the target for 1d4 hp and instantly negates fatigue, exhaustion, or the effects of Depressant.

Smoke Bomb
Duration: 2 rounds + 1 round/level
Save: yes
This device is a grenade that creates an opaque smoke-cloud when it bursts, with a radius of 10′ + 2′ per level of the tech. The cloud both obscures vision and irritates those caught in the cloud, who must roll a saving throw or be −1 on attack rolls from tears and choking for 2 rounds plus 1 round per level of the tech.

Stimulant
Duration: 2 rounds + 1 round/level
Save: no
This preparation takes the form of either a potion or an injection. It imparts to the target a +2 bonus on attacks, saves, and checks, and an increase in Move speed of 20′, for 2 rounds + 1 round per level of the tech. Note that any time anyone is dosed with stimulant, there is a flat 5% chance of overstimulation, which makes the target babble rapidly about anything and everything, with no verbal "filter" at all, so long as the drug's effects last. Overstimulation is always followed by a sudden "crash" as the drug wears off, and the target falls unconscious for 1d10 turns or until roused.

Stun Grenade
Duration: 1d4+1 rounds
Save: yes
This is a sonic grenade that detonates on impact with 10′ blast-radius. All creatures caught in the area of effect take 1d2 points of damage and must save or be deafened and stunned (see pg. 81) for 2–5 rounds.

Super Adhesive
Duration: 2 turns
Save: yes
This preparation is a "glue-bomb" which can be thrown just like a grenade (or even detonated by any other means the tech can devise). When it impacts or otherwise activates, it bursts in a 10′ radius, coating the area in sticky super-glue.

All targets caught in the area of effect (or anyone entering it) must roll a saving throw or else be immobilized, rooted in place and unable to move (they can still fight, they just can't change their position on the battlefield). Anyone with Strength 18+ can break away in only 1 round; for everyone else, it takes 1d4+1 rounds to get free. Breaking free of the glue requires a character's full attention during the round (i.e. it takes 3 moves). Those who do make the save can move over the glue-puddle slowly, at one-third normal speed.
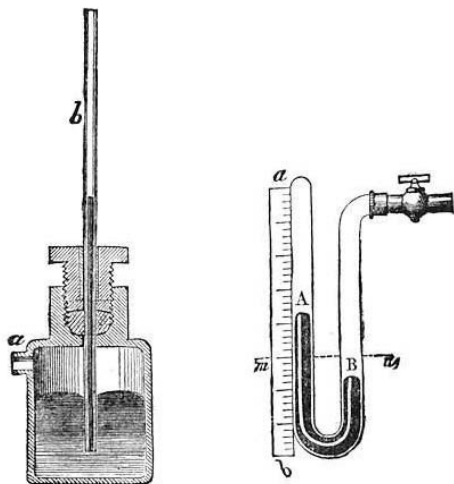
The glue-puddle will solidify after 20 minutes or so; once this happens, it can't ensnare anyone else, and those still stuck can break out in two rounds.

Wondrous Vaccine
Duration: 1 day
Save: no
This preparation is a potent admixture of preventative medicines and poison antidotes. Taken as either an imbibed potion or a hypodermic injection, the Wondrous Vaccine grants its recipient a +5 bonus on all saving throws vs. poison or disease for the next twenty-four hours.

tech (the referee should roll this Int check in secret). A defective invention has a cumulative 10% chance of failing to work each time that it is used, with a roll of 1–5 on the percentile dice indicating a *catastrophic* (read, explosive) breakdown. If the tech can notice the flaw before the invention blows up, he can attempt to repair it (which takes half as much time and money as it took to build the device in the first place); again, the referee secretly rolls an Int check for the tech PC after the time and money have been spent on the attempt. Success means that the invention is fixed; failure means that the invention is still flawed, but the cumulative chance of breakdown has been reset back at 10%. If a defective invention ever suffers catastrophic breakdown, the device will be destroyed and may (at the referee's discretion) explode for 1d6 damage per invention level in a 5'-per-invention-level radius.

Invention EV: The following table lists the cost and time to build an invention and also the encumbrance values for a typical invention of a given level; but inventions are quirky and idiosyncratic. Some of them weigh practically nothing, while others can fill a room. Each separate invention entry has the EV for that invention listed, while the values on this table are meant to be a rough guideline for players and referees who wish to add inventions of their own devising to the game.

Inventions

Just as rituals are where a magician's greatest power lies, inventions are the means by which a technologist might change the world. Inventions exist on the cutting-edge of modern science: they are dangerous, exciting, and potentially unreliable prototypes that are only just now coming out of research-and-development. They're costly and time-consuming to craft, and they're a great deal more complex than gadgets or preparations. On the other hand, once an invention has been built, provided it's been put together properly, it generally stays built unless destroyed. (Dynamite is one unavoidable exception.)

Before a tech can build an invention, he must become completely familiar with the schematic that describes the invention's parameters and operations. This takes approximately one week per two levels of the invention, which the tech must spend in quiet study and not-so-quiet laboratory experimentation. A successful course of study means that the tech has come to thoroughly understand the scientific and engineering principles involved in the invention and may build a copy of it as many times as he likes (provided he has sufficient funds, time, and any special components). This takes several weeks, as noted on the table (see right).

Unless otherwise noted in an invention's description, the cost to build an invention is the square of its level × 1 gold piece. That is to say, a 1st level invention costs 1 gp to build, a 2nd level invention costs 4 gp, a 3rd level invention costs 9 gp, and so on, up to 10th level inventions, which cost a whopping, nigh-unaffordable 100 gp to build. And this is just the baseline cost of development; some inventions will also have rare, special materials which must be initially incorporated into the device, or which are consumed every time the invention is used.

As with gadgets, the tech must roll an Intellect check (the +5 skill bonus applies) after having spent the requisite time and money crafting an invention. If the check passes, the invention will work normally; but if it fails, the invention is defective. This won't be immediately apparent to the

Invention Level	Base Cost	Typical EV	Build Time
1st	1 gp	1×2	1 week
2nd	4 gp	2×2	2 weeks
3rd	9 gp	3×2	4 weeks
4th	16 gp	4×2	6 weeks
5th	25 gp	3×3	8 weeks
6th	36 gp	4×3	12 weeks
7th	49 gp	4×4	16 weeks
8th	64 gp	4×5	20 weeks
9th	81 gp	4×6	28 weeks
10th	100 gp	4×8	36 weeks

Level 1 Inventions

Dynamite
EV: 7:1 per stick

For the cost of 1 gold piece (100 cp, or the price of ten normal grenades), the tech can fashion 20 sticks of dynamite. (A bundle of 7 sticks has an EV of 1.) As with a grenade, a stick of dynamite can be lit and then thrown; the damage dealt by a single stick is 2d6 in a 5′ blast radius, with the usual saving throw permitted for half damage.

The real advantage of dynamite is that the tech can wire together multiple sticks and thereby dramatically increase both the potential damage and the blast-radius:

Sticks	Damage	Blast Radius
1	2d6	5′
2	2d6	10′
3	2d8	10′
4	2d8	15′
5	2d10	15′
6	2d10	20′
7+	2d12	20′

The throw range for either a stick or bundle of dynamite is 10′. Like an ordinary grenade, a stick or bundle of dynamite will explode on the round *after* it's been lit. Most techs prefer to come up with some safer and more reliable means of detonating such powerful explosives, though. A 1st level tech should have little difficulty rigging up a plunger or a timer whilst fashioning the dynamite. A remote detonator is only possible if the tech knows the 3rd level invention Wireless Telegraphy.

Electric Taser
EV: 1×2 (device + battery)

This invention takes the form of a pistol which fires a pair of wired electrodes out to a distance of 20′. A missile to-hit roll vs. AC 10 is required to land both of the electrodes on the target; a hit causes 1d3 points of electrical damage and forces the target to roll a saving throw or become stunned for 1d4+1 rounds**.**

The Taser must be reset by manually reloading the wired electrodes back into the pistol-grip, which takes three rounds. Once used, the internal battery must recharge for at least four hours' time before it can function again (but note that a missed to-hit roll does not discharge the battery). Needless to say, the Taser cannot stun (but will still damage) the undead, golems, most oozes, or any other creatures that lack a functioning nervous system.

Spare battery packs can be constructed for 5 sp and 3½ days' work; each extra battery weighs 1 EV and is interchangeable with the batteries used for the Optic Flash-Bulb invention (below). It takes two turns (20 minutes) to swap a depleted battery for a fresh one, but a battery removed from the device won't recharge itself.

Flotation Device
EV: 1×2

A self-inflating inner-tube that tucks into the clever gadgeteer's belt, a simple draw of a pull-cord inflates the Device. Provided the wearer is only lightly or moderately encumbered, it bestows a +5 bonus on any Strength checks made to stay afloat and swim on the surface, but it prevents any diving underwater. If the Flotation Device is ever activated while the wearer is submerged, it will lift the character to the surface at a speed of 20′ per round (lightly encumbered) or 10′ per round (moderately encumbered). But a heavily, severely, or over-encumbered character will remain submerged until they reduce their EV load to 4×8 or less. Once activated, the Device must be reset manually (which takes a few minutes) before it can be inflated again.

Grappling Hook
EV: 1×2

A standard piece of kit for rooftop-swinging heroes and tomb-delving archaeologists, the Grappling Hook fires a sturdy metal cable out to a distance of 90′, where a hooked spike will latch onto any solid protrusion or even fix itself into stone. (If fired at a person, a missile to-hit roll is required; the Hook will cause 1d4 points of damage on a hit, and the target must save or be caught on the Hook.) The Grappling Hook can then be used to swing, or it can slowly retract, reeling the cable back into the device at a speed of 10′ per round. The Hook will support a total weight of 300 pounds; beyond that, the cable will not retract and the Hook may come loose from its mooring.

Once fired, the Grappling Hook must be retracted before it can be fired again. It relies on a tiny charge of gunpowder (cost: 1 iron piece) to propel the cable; provided the tech makes sure to keep on hand some extra powder charges, a few minutes' time is sufficient to reset the device.

Moving Picture Camera
EV: 1×2

A wonder of the modern age, this device captures moving images in real time. The tech can film anything he can see, given decent lighting and proper line-of-sight. Operating the Camera requires constant turning of a hand-crank at a steady speed. The images recorded will be silent and in black-and-white, and are often grainy and jerky. The finished film reels must be set into a separate device, a Moving Picture Projector, for playback onto a screen.

It costs 1 gp to craft a Moving Picture Camera and another 1 gp to craft a Moving Picture Projector. (A Projector has the same EV as a Camera, 1×2.) A single reel of film (EV 3:1, cost 1 sp) can record about ten minutes of moving pictures.

Optic Flash-Bulb
EV: 1×2 (device + battery)

An elaboration on the Electric Torch, this device consists of a heavy battery wired to a huge bulb which shines bright, flooding light in a 60′ long cone (out to 20′ at the widest). The heavy battery (EV 1) is capable of powering this light-source for up to 12 hours in a day; it will recharge automatically overnight. The battery must be replaced each month (extra batteries cost 5 sp and take 3½ days to craft) to keep the device in working order.

At any time while the device is on, the tech may activate a secondary function: overcharging the bulb, which produces a blinding flash of light. All creatures which are able to see who get caught within the flash-bulb's 60′ × 20′ conical area of effect must save or be blinded for 1d4 turns. Using the device's "flash" function will immediately burn out the bulb. Spare bulbs weigh 3:1 and cost 3 sp to craft. (They're also quite delicate and easily broken.)

When used in conjunction with either a Camera Obscura or the Moving Picture Camera, the bright, steady light provided by the normal functioning of the Optic Flash-Bulb is ideal for clear photography, even in the deepest, darkest dungeons.

Phonograph
EV: 1×2

This invention consists of a microphone, a horn-shaped loudspeaker, and a turning axle with a needle for playing and recording sound to and from a wax cylinder. When activated, it can record up to 1 hour of sound, or play it back, by means of a hand crank and clockwork. Wax cylinders, necessary for recording and playing, cost 1 cp to make and are EV 3:1. The device has an effective range of about 30′ for clear recording and 90′ for playback, provided there are no heavy physical obstructions (e.g. dungeon walls) in the way.

Pressure Trap
EV: 1×2

This invention is a portable pressure-plate which unfolds to cover a 5′ square area. Any creature (or object) of dwarf-weight or greater that steps on the pressure-plate *may* activate it; by default, the trap will be
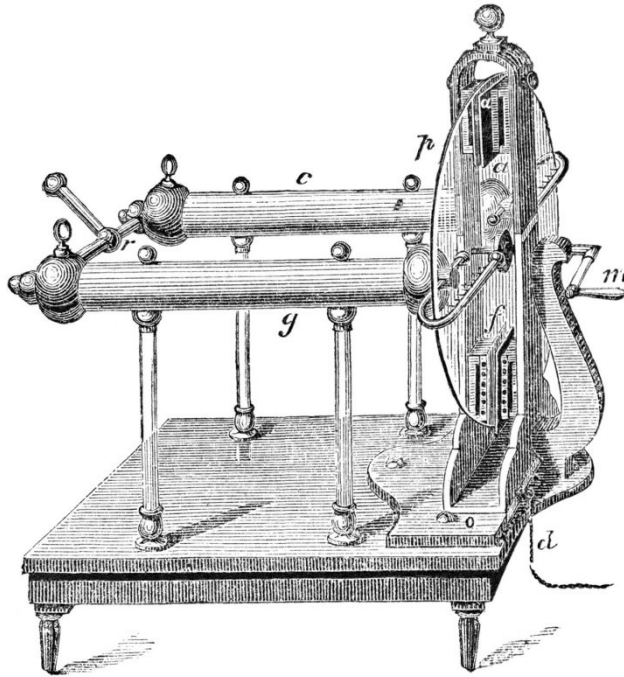
triggered 33% of the time (a roll of 1–2 on 1d6), just like any dungeon trap; but at the time the device is activated, the tech may set the sensitivity on the pressure-plate to any activation frequency desired, from 5% to 95%.

As built, the Pressure Trap is designed to deploy spikes that cause 1d6 damage to anyone standing on the trap when it is triggered; there is no saving throw, but the spikes roll to hit with an attack bonus of +2 (or +4 if the trap is deployed by a tech of 6th level or higher) plus the tech's Intellect adjustment.

Instead of spikes, the tech may choose to attach any other weapon (be it mêlée or missile), grenade, explosive, or chemical preparation; in which case triggering the Trap attacks with the weapon, detonates the explosive, or activates the preparation. (The tech should be very careful with explosives, though. If they're set too close to the pressure plate, they might destroy it! The plate itself is AC 5, 10 hp, and has an item saving throw equal to 5 + its own to-hit bonus.) A weapon or device triggered by the Trap — the "business end" of the whole apparatus — can be placed up to 30' away from the pressure plate itself.

A Pressure Trap is fairly easy to spot, even by those not looking for traps; but it can be concealed under cloth, dirt, leaves, or some other kind of concealment which is too light to trigger the device. It takes 1 turn to reset a sprung Trap.

Shock Absorbers
EV: 1×2 plus armor
This device must be permanently integrated into a suit of armor or a reasonably heavy set of clothing that pads and covers the whole body. It increases the encumbrance of the armor or clothing by 1×2 EV. Shock Absorbers are able to reduce falling damage, allowing a character who takes an unexpected tumble to ignore the first 10' of the fall for the purpose of calculating damage. Shock Absorbers also bestow upon the wearer a 1-in-6 chance to ignore a critical hit, possibly turning such a blow (from any source — even a backstab) into a normal hit.

Smoke Machine
EV: 1×2
The state of the art in special-effects technology, the Smoke Machine is a portable smoke-screen generator. Once set in place and switched on, it will bellow forth an opaque, clammy fog that obscures vision and slowly fills enclosed spaces. The fog rolls laterally along the ground at a pace of about a foot per minute, so after one turn, it will fill a 10' radius area centered on the machine; after two turns, a 20' radius; and so forth. The fog only climbs to a vertical height of 3' per turn, though, so the machine must run for half an hour for the fog to reach the ceiling of a typical dungeon corridor. The machine can run for an hour before it runs out of power

and shuts down; thus, the maximum size of the fog-cloud (outdoors and on a still day) is 20' high and 120' across. While the machine is operating, it emits a constant and steady "chugging" noise, along with the occasional sputter; but if the Smoke Machine is, e.g., concealed in the ventilation system of a building complex, these noises tend to sound more ghostly than mechanical and may add to the illusion of a purported "haunting".

Once generated, the fog will linger for an hour or so, unless blown away by moderate to strong winds. The Smoke Machine must recharge for 4 hours (counting from the moment it gets shut off) before it can be activated again.

Spring-Heeled Jackboots
EV: 1×2
This is a set of heavy, metallic clockwork boots. They grant their wearer a constant +6 bonus on Strength rolls made to jump heights and distances. The wearer of the Jackboots can leap to heights of 10' and bound over 20' spans of distance with almost no effort.

Stainless Steel
EV: Special
This invention is an improvement over the Balanced Alloy. The tech can now forge shields and two-handed metal weapons which weigh half normal and fill half the usual inventory space. Whereas most 1st level inventions are EV 1×2, the weight of this invention is simply half that of a normal item of that type, e.g. 1×2 for a great sword, 1 for a shield, etc. Such items are also impervious to rust (and therefore, to the ravages of rust monsters).

Stainless Steel weapons do not get an enhancement bonus to hit or AC, but they do get a +1 bonus on item saving throws made to resist damage or destruction (and they can still be enchanted normally).

Tranquilizer Gun
EV: 1×3
This is a lightweight rifle which has been designed to be loaded with one of a tech's preparations. Any offensive chemical that the tech can load into a Hypodermic Injector can also be loaded into the Tranq Gun (but beneficial chemicals will have no effect when shot).

A single preparation can be used to fill up to 4 darts. (The tech can manufacture spare darts for 1 sp each.) A normal missile attack roll (the Tranquilizer Gun has a base missile range of 40') vs. the target's AC is needed to score a hit. Because of the smaller dosages, any saving throws are attempted at no penalty.

Turbine Fan

EV: 1×2

This is a high-powered hand-held fan that can operate steadily for up to four hours a day. It can generate enough of a breeze to blow away any smoke, fog, or mist (even when such has been magically conjured), clearing a 10′ × 20′ area for every turn that the fan is operated. Once per day, the Turbine Fan may be overcharged, which generates a single powerful gust instead of a steady wind. The gust will instantly blow away all smoke, fog, or mist in a cone-shaped area 60′ long out to 30′ wide; and any creatures within this area must roll a saving throw or be pushed back 10′ (those that fumble this save with a natural 20 are knocked prone). Any airborne creatures in the area suffer a −5 penalty on their saving throws, and all flying creatures that roll a natural 17+ on the save are knocked out of the air and may take falling damage when they hit the ground. Once the Turbine Fan has been overcharged, it may not be used again at all for the rest of the day.

Typewriter

EV: 1×2

A machine for quickly printing pages of typewritten text, this invention needs little in the way of explanation, as it doesn't have much of a direct mechanical impact on any game rules. Ribbons of ink cost 1 iron piece.

Vacuum Pump

EV: 1×2

Rumor has it that the Vacuum Pump was invented by a tech to assist a fellow member of his adventuring party, a maladroit mage who had difficulty collecting certain delicate spell components (vampires' ashes, spider silk, free-floating ectoplasm).

Consisting of hose attached to a pump and a tank, it allows a 1′ radius pile of particulates or liquids to be "sucked up" and contained within an airtight canister with 1 minute of work. An entire 10′ × 10′ area takes about 3 turns to cover. The canisters are removable (it costs 4 sp to craft extras), and the device itself can be activated four times per day.

Level 2 Inventions

Chemical Dispenser

EV: 1 + weapon

This device augments a mêlée weapon, but also increases its EV by 1. (A weapon with an EV less than 1, like a dagger, just becomes EV 1 if this invention is incorporated into it.) The Chemical Dispenser adds a small chamber inside the hilt, haft, or blade of the weapon, and an activation lever is placed on the grip. The chamber can be loaded with any sort of chemical the tech desires; common choices include acid, flammable oil, galvanic electrolytes, and liquid nitrogen. (Each Chemical Dispenser must be specially designed for that chemical, incorporating e.g. a mechanism for igniting oil or discharging an electrolytic compound, or proper containment for acid or liquid N_2—and so this choice must be made at the time the invention is built, and it cannot be changed later.)

The Chemical Dispenser may be activated up to six times before the chamber is depleted; doing so causes a hit from the mêlée weapon to cause 1d4 points of extra elemental damage (acid, fire, cold, or electricity, depending on the chemical type) in addition to the weapon's normal damage.

A successful hit in mêlée is required for the weapon to cause extra elemental damage. The wielder may always choose whether or not to activate the Dispenser *after* having rolled to hit. Note that a critical hit doesn't multiply the extra damage (but a fighter half-attack won't halve it either).

Refilling the Dispenser requires 1 sp worth of materials. The tech must have access to a proper chemistry lab to do this, but the work only takes half an hour or so.

Claymore Mine

EV: 1 each

When the tech spends 4 gp to build this invention, it results in four land mines (i.e. each separate mine costs 1 gp and takes 3½ days to build). A Claymore Mine can be triggered by any means the tech can devise: wired plunger is the default (and assumed when the invention is built), and a trip-wire trigger is trivially easy for a tech to rig up; but the tech can also make use of the Pressure Trap, Proximity Trap, or Wireless Telegraphy inventions for this purpose. (Wireless Telegraphy allows for the creation of a remote detonator.)

When detonated, a Claymore spews shrapnel in a conical area, 60′ distant and 40′ at its widest. Those caught in the blast take 2d10 points of piercing damage, with a saving throw permitted for half damage. Multiple Mines set off by the same trigger will only increase the area of effect, not the damage dealt.

Clockwork Tensioner

EV: 1×2 plus bludgeon

This device must be built into a medium-sized bludgeon (such as a mace or a war hammer) or a heavy, two-handed maul. It modifies the weapon with a spring-loaded lever-arm and a self-winding clockwork apparatus. At any time after the wielder has successfully rolled to hit in mêlée, he may depress a button that activates the Tensioner, causing the weapon to deal an extra 1d6 points of bludgeoning damage. (This extra damage is a property of the device, not the weapon; thus, it is never increased by a fighter's combat training, halved by a fighter's half-attack, or multiplied when the weapon happens to score a critical hit.) After the device has been activated, the clockwork apparatus within it will start to capture kinetic energy from the weapon's own strikes, thereby causing the machine rewind itself. Each further hit with the weapon will reset the Clockwork Tensioner by 25%, so that after four hits, the device is ready to be used again. (Incidentally, a hit with a 5th–8th level fighter's "half-attack" counts as one-eighth of a recharge, not one-fourth.) The Tensioner al-

---

so has a hand-crank for manually resetting the device between battles; a manual reset takes about a minute.

Grenade Launcher
EV: 1×4

Considered by many techs to be an essential piece of kit, the Grenade Launcher can be loaded with up to six grenades, flasks, or chemical preparations at a time. Any wielder can then fire these missiles with a 30′ base range (and a rate-of-fire never exceeding one shot per round). Hitting with any area-effect grenade still requires rolling to hit AC 10, with a miss indicating that the missile has landed off-center in a random direction (1d12 o'clock), out to a random distance that varies with the range of the shot (in the case of a missile fired by the Grenade Launcher, this will be 1d20′ for close range, 2d20′ for medium range, and 4d20′ for long range).

It takes one round to load one shot into the Grenade Launcher; ergo, one full minute to fill it to capacity. By default, the Grenade Launcher is only able to fire off its various munitions strictly in the order they were loaded into the machine; but if the tech spends an extra week (and 1 extra gp) working on the device, he can add a selection-lever that allows manual rotation of the ammo-drum for selecting a specific grenade or preparation to fire.

Hand Cannon
EV: 1 + pistol or 1×2 + rifle

This invention allows a tech to craft modified firearms that pack some serious extra heat: "magnum" revolvers and "elephant-gun" rifles. All firearms so modified add +10′ to their range, they have a 10 round ammunition capacity, and they cause 1d10 points of damage (1d12 for fighters). (The range and ammo capacity may be further modified by gadgets like the Auto-Loader and Sniper Scope). The weapons are semi-automatic and so may be used with fighter multiple attacks; and they're magazine-loaded, taking only 1 move to reload (assuming full magazines are handy). Modified weapons are heavier than usual and add EV 1 for a pistol, EV 1×2 for a rifle.

The bullets for a Hand Cannon, pistol or rifle, are custom-made: they weigh 30:1 and cost 1 cp *each* to craft.

Night-Vision Goggles
EV: 1×2

These heavy goggles allow the wearer to see in the dark, by gathering and amplifying ambient light. (This means that they need at least a little light to work; they are useless in a sealed, pitch-black cave.) Because they restrict the wearer's peripheral vision and field of view, the wearer is −4 on Int rolls made to search, spot, or notice things. Further, any bright light will overwhelm the goggles and blind the wearer for 1d6 rounds, with no save if the light is sudden enough to take the wearer by surprise. The goggles can function for 2 hours each day, or more if the tech fashions any extra battery packs (these are the same as used in an Electric Taser or Optic Flash-Bulb: EV 1; and 5 sp and 3½ days to craft).

Printing Press
EV: Immobile

The steam-powered, rotary printing press is a large device that fills an entire room. No tech is going to be bringing this along on a dungeon-crawl. Nevertheless, there are some who may find it handy, especially those who intend to spread propaganda or wanted posters quickly. The automated Printing Press is capable of printing 800 copies of a page *each hour*; once the press has been built, the tech needs merely to foot the cost of ink, paper, and coal for the small steam-engine that powers it. It takes approximately half an hour to set the type for a page to be printed.

Proximity Trap
EV: 2×2

This device is an improvement over the 1st level Pressure Trap invention. The Proximity Trap uses reflected EM waves to detect when a moving body comes within its range. The device is unable to distinguish living from non-living matter; any moving object that weighs at least 5 lbs. will set off the trap. The effective range of the proximity sensors is 30 feet; the trap that the device triggers (which can be any mêlée or missile weapon, an explosive, or a chemical preparation) can be placed anywhere within 60 feet of the sensor. The Proximity Trap itself is neither small nor subtle, being 2 feet in diameter, 6 inches thick, and covered in small radio antennae and little spinning radar dishes. Nevertheless, approaching the device to investigate or disarm it is a very risky proposition.

It takes 1 turn to set the Proximity Trap, which then arms itself after a fixed time (up to 1 hour), as decided by the tech when the trap is set. Once armed, the trap is triggered by a person or object coming within 30′ of it (the default chance to trip the trap is 33%; but when the trap is being set, the tech may select any value between 5% and 95%). As with the Pressure Trap, the Proximity Trap rolls to hit as if it had a Fighting Capability of +2 (+4 if the tech who builds it is at least 6th level) plus the tech's Int adjustment. The device has AC 4, 20 hp, and SV 5 + its bonus to hit.

Sonic Amplifier
EV: 2×2

This device emits a high-pitched, almost hypersonic sound that affects objects and creatures within a 60′ radius. Once activated, it will sound for 1 minute (6 rounds), and all creatures in the area will be −2 on all attacks, saves, and attribute checks for the duration. Any creature in the area able to hear must also roll a saving throw or be stunned for one round (see pg 81). The device will shatter glass after 3 rounds and brittle crystal (including a mass of crystal grown by the 9th level Crystal Lattice invention) once the full minute has passed.

This device must recharge for 6 hours after it has been activated before it can be used again.

Two-Way Telegraph
EV: 2×2

This device can be used to transmit coded signals over great distances using electric pulses carried by conductive wires. Both the sender and the receiver of the message must have a complete Telegraph apparatus; and, more importantly, there must be telegraph wires strung between both locations in order to send any messages. This isn't cheap: it costs 1 gold piece *per mile* (and double that for difficult terrain like forests and mountains) to erect telegraph wires, including the cost of the wire itself and pay for a crew of workmen. (Workers can usually put up perhaps 4 leagues' worth of wire per day over easy terrain, or they can cover 2 leagues per day in difficult terrain.) And this isn't even accounting for the possibility of monsters and other dangers of the wilderness harassing the work-crews or damaging the completed telegraph poles…

Vitalizing Emanations
EV: 2×2

This invention concentrates pure *élan vital* —life energy—into a single pulse or burst of radiation. When the machine is activated, it goes off like an EMP bomb; everything within a 20 foot radius is bathed in the Vitalizing Emanations for one round. All living creatures in the area recover 2d4 hit points, unless they are wounded, in which case they have an 18.75% chance (i.e. a roll of 7 or 8 on 2d4) of recovering a wound level. Any undead creatures within the area take 2d4 points of damage with a saving throw allowed for half damage.

A machine that draws pure life force out of the æther at stores it within telluric circuitry is no mean feat of science; but neither is the technology perfectly efficient yet. Once activated, it must recharge for a full 24 hours before it can be used again.

Level 3 Inventions

Chain Saw Blade
EV: 1×4 plus great sword
This device modifies a great (two-handed) sword with a toothed, vibrating blade and a petroleum-fueled motor. It takes 1 round to "rev up" the blade (which is otherwise inactive and therefore completely useless); for the next two minutes (12 rounds), the blade becomes quite a lethal weapon and cutting-tool, with a base damage of 2d6, or 2d8 for a fighter. Groovy.

Each use of the Chain Saw Blade consumes half a gallon of refined petroleum (1 EV weight, 1 cp cost).

Electric Discharger
EV: 1×2 (device + battery) + weapon
This device is similar to the Chemical Dispenser, in that it augments any ordinary mêlée weapon; but the Electric Discharger must be attached to a heavy battery-pack; thus, it increases the encumbrance of the augmented weapon by 1×2, half of which is just the weight of the battery.

An electrified weapon is, for all intents and purposes, a lethal cattle-prod as well. When the device is activated (which must follow a successful hit in mêlée, although the wielder of the weapon may always decide whether to activate the Discharger after having rolled to hit), the target suffers an additional 1d6 points of electrical damage and must roll a saving throw or be stunned for 1 round. The Electric Discharger has one more benefit that helps to make up for its cumbersome bulk: one can always choose to make a "touch attack" with the weapon and roll to hit AC 10 instead of the target's normal AC; this won't deal the weapon's normal damage, but it does still deal electrical damage and force the target to save or be stunned! Note that a critical hit can never multiply

the electrical damage, nor is the damage halved by riding on a fighter half-attack.

The weapon may be discharged six times before the battery is permanently depleted. (Batteries which have been used to power the Electric Discharger cannot be recharged by any means.) Spare batteries are the same as those used for the Electric Taser and Optic Flash-Bulb: they weigh 1 EV and cost 5 sp (and take 3½ days' work) to craft. Note too that the battery is not incorporated directly into the weapon; but rather, a cable connects the battery's terminals to the main Discharger device, which by itself is only EV 1 and is solidly affixed to the weapon that it modifies. The battery must be safely secured elsewhere on the wielder's person, usually on a belt or in a backpack. It takes 1 minute (6 rounds) to replace a dead battery pack.
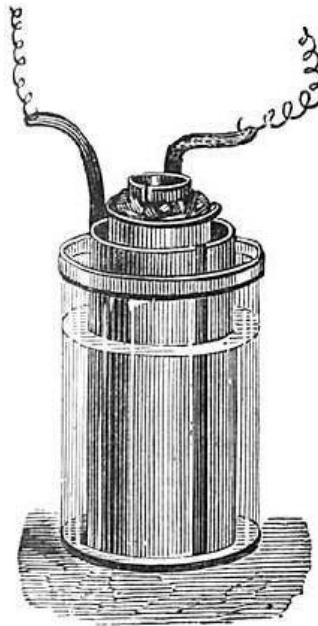
Elemental Insulation
EV: 1×2 + armor
This invention must be permanently integrated into a suit of armor (or set of heavy clothes), which increases the item's EV by 1×2. Thereafter, the wearer is resistant to the effects of one harmful type of elemental energy (heat, cold, acid, or electricity), which must be chosen at the time the device is constructed and may not be changed later without building an entirely new Elemental Insulator.

The wearer is impervious to the ordinary extremes of temperature or environment associated with the selected element type: blistering heat, freezing cold, acid rain or fog, or even the dangers of high-voltage machinery and exposed live wires.

In combat, attacks based on that element, whether from spells or dragon breath or any other source, allow the wearer a +2 bonus on saving throws against that type of damage; and prior to the saving throw, any damage dealt by the attack is reduced by 1 point per damage die.

Flame Thrower
EV: 2×3
This heavy device consists of a metal tank strapped to the wearer's back, which is filled with flammable oil, and a handheld gun with a pilot-light at the nozzle and a tube connecting the gun to the tank. When fired, the Flame Thrower emits a linear jet of flaming oil, 60′ long and 5′ wide, which deals 2d6 points of damage to all creatures in the area; a saving throw is permitted for half damage. The flames will also ignite any flammable objects in the area, and any creatures that roll 18–20 on their save also catch fire and take an extra 1d6 points of damage in the following round as the oil burns out (unless they opt to spend a full round stamping out the flames).

The Flame Thrower can be fired three times before the tank is depleted, with a requisite cooldown time of at least three rounds between shots (ignoring the cooldown risks a 50% chance of ruining the nozzle). A full tank holds the equivalent of 18 flasks of oil, or 6 flasks per shot; it takes about three rounds to empty one flask of oil into the tank (i.e. 9 minutes, or nearly a full turn, to completely refill the tank from carried flasks of oil).

It takes one round to light the Flame Thrower nozzle's pilot-light, which is usually kept off for safety reasons.

Hypno-Spiral
EV: 2×3
This device consists of a large, colorful, spinning wheel surrounded by blinking lights timed to go off in mentally disorienting patterns. When the device is activated and the Hypno-Spiral is shown to living beings of at least animal intelligence (undead are immune), those creatures able to see the spiral (i.e. anything within Near range and inclined to look at it) must roll a saving throw or else become fascinated. Fascinated creatures will do nothing but stare at the Spiral, stupefied, unless they are attacked (which immediately cancels the effect). While in the fascinated state, any creatures which are able to understand the language spoken by the device's operator will be vulnerable to short, simple suggestions (not more than a sentence or two), so long as they sound reasonable and do not run contrary to the creature's morality or sense of self-preservation.

Once activated, the Hypno-Spiral will run for one minute (6 rounds), in which time it may fascinate creatures and hold them in thrall. Once it wears off, provided the targets were not attacked, it takes a full round for fascinated creatures to come back to themselves. After it has been used, the Hypno-Spiral has to recharge for six hours before it may be activated again.

Magnetic Inverter
EV: 2×3
This device generates a powerful magnetic field. It can be strapped onto the wearer's person at all times, or it can be set down in one place before it is activated. The operator of the device decides when activating it whether to set the polarity dial to "attract" or "repel".

A repulsive field acts like a shield of force around the bearer/wearer of the device. All metal missiles (including bullets fired by a Machine Gun) are automatically deflected away and cause no damage. All other metallic weapons are −4 to hit the wearer. The wearer enjoys a +2 bonus on saves against electricity-based attacks, and the damage caused by such attacks is reduced by 1 point per damage die.

An attractive field has a more peculiar effect: it causes most lightweight metal items (including hand-held weapons and shields) within 30 feet of the device to fly towards it and stick there in a magnetized ball of metal. Creatures holding onto such items may roll saving throws to keep from losing them; but any unattended items with an EV of 4 or less will go flying. If the Magnetic Inverter should be strapped to a wearer when an attractive field is activated, any weapons that come flying at the wearer have a small chance to strike him for damage (they roll to hit the wearer's AC with a Fighting Capability of −8). Hit or miss, they then stick to the device and stay there; only a being with Strength 18+ can pry them away while the duration lasts. If anyone manages to stay in control of a metal weapon while the Inverter remains active and set to "attract", or they launch a metal missile at the wearer, such attacks are +4 to hit him.

The effects of the Magnetic Inverter persist for 1d6+6 rounds. Once activated, the device must be left to recharge for four hours before it can be used again.

Metallurgic Mythrill
EV: Special
This invention allows the tech to create a lightweight alloy of aluminum and titanium which resembles genuine mythrill and is ideal for forging medium-weight armor. The tech is now able to craft "bullet-proof vests", which are coats of brigandine that are EV 1×3; and "impermeables", shirts of mail which are EV 2×2 and are easily concealed under normal clothing. The ACs for these armors remain the same as normal gear (AC 7 for a jack-of-plates and AC 6 for a coat of mail) unless enchanted. The impermeable costs the full 9 gp to create; but the bullet-proof vest uses less metal, so it costs only 6 gp, 5 sp (and 3 weeks).

Rocket-Powered Boots
EV: 2×2
With the push of a button, this heavy but stylish footwear deploys a set of high-impact wheels and a pair of self-adjusting directional rocket-boosters. A click of the heels sends the wearer careening forward in a straight line at a speed of 100′ per move. Dexterity checks may be rolled to change direction, but the only way to *stop* is for the rockets to burn out (which takes a full round, or 3 moves); to fall supine; or to run into (or trip over) some manner of obstruction. Since any of these possibilities can easily result in severe injury, Rocket Boots are best operated in wide-open, flat areas. Each time the Boots are used, the fuel-tank must be refilled with a dose of specially formulated rocket fuel that costs 6 silver pieces and takes 3 days to cook up. Finished bottles of fuel are EV 3:1. It takes one round to refill the boots' tank.

Windup Familiar
EV: n/a
This invention enables the tech to create small and unfailingly loyal automata of ½ or 1 Hit Die in size, such as the "windup familiar" described on pg. 147 of chapter 5. Building a ½ HD robot like the titular windup familiar incurs the normal costs for a 3rd level invention (4 weeks of work and 9 gp); whereas building a 1 HD robot —like a simple clockwork soldier, for example—costs as much as it takes to build a 4th level invention (6 weeks of work and 16 gp) despite only requiring this 3rd level schematic to begin construction.

Wireless Telegraphy
EV: 2×3
This invention allows the tech to create a simple radio apparatus capable of sending wireless signals, but only in the form of coded electronic pulses. It cannot transmit or receive sound or picture directly; only beeps or clicks (which can be used to send coded messages, as dots and dashes); or special signals programmed to activate other inventions.

When used to make a telegraph, this invention is very similar to the 2nd level Two-Way Telegraph invention, except of course that wires are no longer necessary. On its own, one can use a Wireless Tele-graph to communicate with anybody else operating a Wireless at the same time out to within one league; but if a tech goes to the trouble of erecting a radio antenna and receiver dish, the transceiver range can be extended considerably, up to 12 leagues, assuming that the other party also has a radio tower. The cost and time required to build the Wireless Telegraphy invention assumes construction of one small, portable radio apparatus and one full antenna. The EV listed above is for the apparatus; of course the antenna is immobile.

If the tech *only* wishes to construct a portable wireless transmitter, such as for a detonator or short-range communication no further away than 1 league, the cost is 4 gp and the time required is only 2 weeks (the same as a 2nd level invention).

Level 4 Inventions

Ætheric Disruptor
EV: 2×4
This large machine emits a steady energy-field that interferes with any and all vibrations originating on the Ætheric Plane. The device has its strongest effect on creatures connected to the plane of Shadow— undead and demons—but it also affects beings of Faerie and the use of magic.

Once the device is turned on, it projects a field with a 90′ radius around the machine that weakens undead creatures, causing them to temporarily lose one hit die, for as long as they remain within the field. The lost hit die returns immediately if the undead creature leaves the field, or if the device is moved away, putting the creature out of range. (1 HD undead, like zombies, are not destroyed by the field; they become inert corpses until the duration ends or until they exit the range of the device. Any inert zombies which have not been destroyed when this happens will reanimate immediately.)

Fae and demonic creatures are nauseated by the device's emissions; they suffer a −2 penalty on all d20 rolls, including attacks, saves, and skill checks. (Note that demi-humans are not affected by this— they're mortal humanoids, not true Fae.)

The Disruptor also has a flat 1-in-6 chance to cause any magical spell, trick, or ritual, or spell-like power cast within the field to fail, or to suppress an ongoing magical effect. (But remember, enchanted items are not ongoing effects and are not affected by a field that suppresses magic.)

The Ætheric Disruptor will continue to function for 1d10+10 rounds once activated. It must then recharge for 6 hours before it can be activated again.

Alchemical Assembly-Line
EV: Immobile

This important invention is the tech's response to mage rituals like Patient Word, Scribe Scroll, and Condense Ætherium. An advanced chemistry lab and apparatus, it allows a tech to create a permanent version of any of his chemical preparations, as if they were ordinary grenades or potions of the sort that don't separate out or rust apart after a day has passed. It costs 150 cp and takes three days of brewing or tinkering to create a permanent preparaparation. In this fashion, the tech can hereafter stockpile his various chemicals, gases, and explosives.

Bio Blaster
EV: 2×4

This bulky weapon consists of a tank, a length of tubing connected to a spray-gun, and a hazard-suit and breath-mask which have been specially designed to protect a wearer from harmful inhaled agents. The tank contains a nutrient broth and a live culture of nasty, toxic bacteria which are capable of inflicting both poison and disease on any living creature that inhales them (presuming that it has a respiratory and a circulatory system, of course—oozes would be immune to this invention).

The spray-gun aerosolizes the bacterial broth and shoots it in a cone 40′ distant out to 20′ wide. There is enough juice in the tank for three spritzes; once the tank is emptied, refilling it is a simple matter of obtaining several gallons of chicken-broth (this costs about 2 cp) and letting it sit for 2–4 days. (Each day after the first restores one of three shots.)

Creatures exposed to these pathogens must roll an immediate save vs. disease. Those that fail are infected and contract a deadly disease which has a 25% chance to kill most creatures after an incubation period of 1d6 days. (Big, tough monsters may be accorded a better chance to survive.)

Regardless of the outcome of the save vs. disease, creatures are also poisoned by exposure to the bacterial toxins. (This is automatic and does not allow any saving throw.) After an onset time of 1d6 turns (10–60 minutes), exposed creatures suffer 5d6 poison damage, with a save vs. poison allowed at this point to halve the damage.

The accompanying bio-suit and gas-mask impart a +10 bonus on both saving throws, should the wielder of the device himself be exposed to the pathogen. It also grants a +4 bonus on saving throws vs. all other gas-based attacks. If the tech wishes to produce only spare hazard-suits and gas-masks, these count as 2nd level inventions (2 weeks and 4 gp to create).

Cutting Torch
EV: 2×4

A primitive oxygen-acetylene torch, this device consists of a large tank and a hand-held nozzle-gun with a regulating dial. The Torch must be lit with another source of flame; once active, it is capable of cutting through metal up to four inches thick at a pace of 1d4 inches per minute. (That's lateral inches—cutting a hole with a 1-foot radius equates to a 75-inch circumference, which will likely take around 30 minutes.) The fuel-tank has enough gas to keep the Torch in continuous operating for up to an hour. Refilling the empty tank requires a laboratory and costs 8 sp.

If the Cutting Torch is used as a mêlée weapon, a normal to-hit roll is required. The flames cause 2d4 damage, and targets can attempt a save for half. Don't forget to wear your Lensed Goggles whenever you operate this invention!

Freeze Ray
EV: 2×4

For all intents and purposes, this invention is a "frost thrower"—a tank containing liquid helium attached to an advanced cryonic gun that fires a steady beam of freezing cold. The beam has an effective range of 80′ and may be directed at one target at a time (requiring a missile attack vs. AC 10; the target's armor doesn't matter overmuch). On a hit, the target suffers 2d6 points of cold damage, with a saving throw allowed for half damage. If the save is failed, the target is also slowed (limited to 2 moves per round and unable to make counter-attacks or take parting shots) for a number of rounds equal to the damage sustained. Any target that rolls 17–20 on the saving throw is actually encased in ice and frozen solid, effectively paralyzed for up to a turn (or until they're exposed to a heat-source capable of melting away the ice). A frozen target will also suffer 1 point of damage per minute (every 6th round) as long as they remain frozen.

The Freeze Ray's backpack tank has enough charge for ten shots. It cannot be refilled during the adventure, since liquefying helium requires a full day's work in the tech's home laboratory.

High-Fidelity Transceiver
EV: 2×3

This invention is a more advanced radio-communication apparatus, one capable of transmitting and receiving sound in real time. As with the Wireless Telegraph, the range of an unassisted transmission is just one league or so; with a radio antenna, it becomes twelve leagues (see pg. 93 for the specifics of building an antenna).

Holographic Projector
EV: 2×4

This device is very large and very delicate. Using a carefully angled arrangement of mirrors and Fresnel lenses, it can project silent images (which must have been pre-recorded using a Camera Obscura or a Motion Picture Camera) as three-dimensional holograms up to 30′ across, within a 90′ range. Images recorded with a Camera Obscura will only be still images; but anything recorded by a Motion Picture Camera will move, even looping back to the beginning of the image when the film-reel ends. In either case, the Holographic Projector can display its illusory image for up to an hour; then it must recharge for three hours before it can be used again.

Machine Gun
EV: 2×4

At last, we come to a traditional staple of warfare in the fantastical Age of Steam: the automatic firearm. The Machine Gun uses a rotating drum fitted with multiple gun-barrels in order to fire bullets at a rate of about *three-hundred per minute*, or 30 bullets per 10-second round. Conveniently, the device can hold 300 bullets at a time (assume that the EV listed above is for a fully loaded Machine Gun), which means that it can be fired continuously for six rounds before it is empty. When firing the Machine Gun, the attacker makes no roll to hit; instead, the Gun affects a rectangular area within 500′, either 10′ × 10′ or 5′ × 20′ ("strafing"), as the firer chooses. All creatures in the area take 2d6 points of damage (or 2d8 if the gunner is a fighter), with a saving throw allowed to halve the damage. The save receives a +2 bonus if the target has an AC of 5 or better, and a +4 bonus if the defender is behind cover or has an AC of 1 or better.

Machine Gun bullets cost and weigh the same as rifle cartridges. It takes 1 minute to load 30 bullets into the machine gun (i.e. a full turn to completely reload it).

Power Drill
EV: 2×3

This device consists of an enormous drill-bit, nearly a foot in length and an inch wide, set into a motorized hand-grip and fueled by petroleum combustion. Like the Chain Saw Blade, it takes one round to "rev up" the Drill; it will then remain active for a full two minutes (12 consecutive rounds). If used as a mêlée weapon, the drill inflicts 2d8 points of piercing damage (2d10 for a fighter). It can also be used to bore holes in metal or stone at a rate of about 4 inches of depth per minute. The Drill makes short work of most locks.

Each use of the Power Drill consumes half a gallon of refined petroleum (1 EV of weight, 1 cp cost).

Rebreather
EV: 2×3
This invention consists of an air-tank and breath-mask that permit breathing under water for a considerable length of time — up to eight hours of air may be stored in the tank. This allows the wearer to operate underwater for most of a day, at depths down to 120 feet. Refilling the tank costs nothing, but it takes 2 hours and requires that the tech have access to his laboratory and the appropriate equipment.

Level 5 Inventions

Alchemical Adamant
EV: special
This invention is a metallurgical formula, the knowledge of which allows the tech to craft heavy armors (cuirasses, plated mail, and suit armor) which weigh about 10 lbs. less than usual. (This is entirely unlike real adamant, which is incredibly dense, heavy stuff.) A fitted cuirass made of Alchemical Adamant is EV 2×2; while a suit of plated mail or full suit armor is EV 2×3. The ACs of these armors are also 1 point better than normal (AC 4 for a cuirass, 3 for plated mail, 2 for a suit of plates) — and since this bonus is inherent in the metal, it stacks with any further bonuses from enchantment. (If a mage and a tech work together, the mage can, if desired, begin the enchanting process at the same time the tech starts forging the armor.) Making enough Alchemical Adamant for a suit of plated mail costs 25 gp, the same as any other 5th level invention. A fitted cuirass uses less metal (20 gp, 7 weeks), whereas a suit of plates uses more (30 gp, 12 weeks).

Bio-Current Adjustor
EV: 3×3
This weighty device consists of a vest and several highly complex battery packs, circuit-boards, and electrodes. When worn on the body, it regulates and redirects the wearer's vital energies, granting a +2 bonus on saves vs. poison, a +4 bonus on saves vs. disease, and the ability to regenerate hit points at a rate of 1 hp per turn, up to a maximum of 10 hp in a single day.

For every three days of continuous use, the vest requires one day to recharge. For every *month* of near-continuous use, a wearer must roll a save or risk becoming dependent on the Bio-Current Adjustor (the specific effects of which are left up to the referee and should not be pleasant).
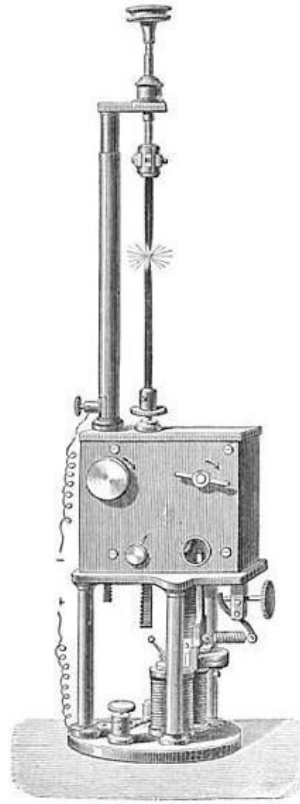
Chameleon Cloak
EV: 2×4
This device is heavy, but at least it's quiet. It consists of a battery-pack which must be worn on the body like a vest, and a translucent fiber-optic cloak which is capable of redirecting light and thereby bending real-time images around itself. This grants the wearer an effective bonus of +5 on Dex rolls made to go unseen or hide in shadows, for up to an hour at a time. (Once activated, the device must then recharge for 3 hours before it may be used again.) While using the Chameleon Cloak, it is possible to creep slowly, but running or attacking spoils the effect and negates the bonus. Conversely, if the wearer remains perfectly motionless, the bonus doubles and becomes +10 on hiding.

Clockwork Companion
EV: n/a
This invention allows the tech to create small, 2 HD automata, such as the K-9000 (see pg. 143).

Lightning Gun
EV: 3×3
Also known as a "death ray", this remarkable invention weaponizes an actual force of nature — electricity itself. It consists of a heavy backpack and a rod-shaped emitter which, when fired, casts a directed light-ning-bolt at a single target up to 80' away. This target takes 4d6 points of electrical damage, with a saving throw allowed for half damage. The lightning will then arc out to any and all creatures within 20' of the first target (beware: the device cannot discriminate between friend and foe!), and these all take 2d6 points of damage, again with a save allowed for half damage.

The Lightning Gun contains sufficient charge for only two shots. It takes four hours to recharge one expended shot, or eight hours to recharge both.

Navigator's Orrery
EV: Immobile
This elaborate clockwork device must be built into the dashboard of a ship or airship. It uses mechanical lever-arms and a pointer to track a vehicle's exact position on a built-in map which is part of the device and integrated into it when the invention is built. This allows the a navigator to keep perfect track of a ship's exact latitude, longitude, and altitude at all times, with no chance of the ship ever becoming lost (barring, of course, any extraordinary circumstances that foil the invention itself — electrical storms being one possibility).

Personal Glider
EV: 2×4
This device is worn on the back. With the press of a button, it unfurls into a personal hang-glider which may slow the wearer's descent considerably. After an initial 10 to 40 feet of steep descent, the glider-flight stabilizes, allowing the wearer to descend slowly, according to his encumbrance load level:

Load	Fall Speed
Light	10' per round
Moderate	20' per round
Heavy	30' per round
Severe	40' per round
Overburdened	n/a

A lightly or moderately encumbered character can glide forward up to 100 feet per round as they descend and land gently, provided there is sufficient room to glide. A heavily or severely encumbered character will only cover 50 feet per round and may have a rough landing (1d6 damage, save for half). An overburdened character cannot be held up by the Personal Glider and will simply plummet.

Video Transmission
EV: 3×3
This device consists of a boxy apparatus containing a phosphorescent screen, a vacuum tube, a cathode ray tube, and an electromagnetic yoke. It allows for the trans-

mission and reception of real-time communications signals, much like the High-Fidelity Transceiver, except that this invention can send and receive picture as well as sound. The range on the apparatus itself is one league, and of course both the sender and the receiver must have a Video Transmission device; with the addition of a radio antenna (see Wireless Telegraphy, pg. 93), the effective broadcast range becomes twelve leagues; and likewise, wires (see Two-Way Telegraph, pg. 91) can be used to carry messages over considerable distances.

The device can also play back images and sound recorded by a Motion Picture Camera and Phonograph, provided they have been converted into the proper signal format, namely electromagnetic tape. A device that converts film-reels and wax cylinders into electromagnetic tapes and then displays the contents of the tapes on the Video device can be constructed as if it were a 2nd level invention (2 weeks, 4 gp, EV 2×2). The cassettes cost 3 sp each to produce.

Level 6 Inventions

Advanced Automaton
EV: n/a
This invention permits techs to create free-willed automata with 3–4 hit dice, such as auto-mechs and clockwork men (refer to chapter 5, pp. 139–140, for the specific details).

Inertial Dampeners
EV: 2×3 plus armor
This device is a more potent version of the level 1 invention Shock Absorbers. It taps into a fundamental fact of nature—inertia itself—and partially counteracts it with interfering gravity-waves. Shock Absorbers are built into a set of armor (of any type); while the armor is worn, the Inertial Dampeners allow the wearer to ignore up to 300 feet of height for the purpose of calculating falling damage. They also impart to the wearer a 50% chance to negate the effects of a critical hit (or a backstab), turning such a blow into a normal hit.

Laser Beam Emitter
EV: 2×4
This device is a functioning laser-cannon! Once constructed, the tech possesses a big, impressively heavy device which requires at least both hands to aim and operate, if not a tripod or some other manner of gun-mount. Hoses and power-cables connect a recharging power-supply to a gas-chamber and a focusing-crystal that serves as the beam-emitter. The laser beam may be fired at a single target at a time (rolling to hit vs. the target's normal AC), with a hit causing 2d8 damage (or 2d10 for a fighter; multiple attacks are allowed with the Laser, with half-attacks causing 2d5 damage).

The chief advantage of the Laser Beam Emitter is that it can be fired 24 times before it runs out of power, and it recharges one shot for every turn (i.e. six shots each hour) that it goes unused.

Necro-Reanimator
EV: 1×2 each
This invention produces a set of 6 "Necro-Reanimators", clockwork devices which also act as ætheric antennas capable of receiving dark emanations from the plane of Shadow. If one of these devices is attached to the spine of an ordinary humanoid cadaver, it will slowly (over the course of a turn) burrow into the decaying brain and nervous system and animate the body as a "clockwork zombie".

Clockwork zombies are just like normal zombies, except that their AC is 1 point better (AC 8 instead of 9); and because they have been created with science instead of necromancy, their connection to Shadow is more tenuous than it would normally be. This has its pros and cons: it means that clockwork zombies are resistant to the effects of the Banish Undead spell (they get +2 to saves vs. turning); but they also have a limited shelf-life. With no evil enchantment to stave off the process of decay, clockwork zombies (which start out with 1d8 hit points, the same as normal zombies) permanently lose 1 hit point for each day that they exist. When a clockwork zombie falls to 0 hit points, the body has decayed beyond use and cannot ever be reanimated; but the device itself can be retrieved (with an hour of delicate work: it's practically brain-surgery to retrieve a Necro-Reanimator intact).

Phlogiston Bomb
EV: 3×4
The schematic for this powerful device is usually a carefully-guarded state secret. It allows a tech to create an incendiary bomb that saturates its entire blast-radius with pure phlogiston (elemental fire). The blast causes 6d10 fire damage to anything and everything within a 40′ radius. Anything flammable is sure to be instantly annihilated. It takes about one minute to set the Bomb in place; thereafter, it can be detonated by timer, remote, or any other means (including Pressure and Proximity Traps). Certain rogue airship captains have been rumored to keep impact-triggered Phlogiston Bombs within their ships' arsenals,

but to actually use such a weapon of mass destruction on a bombing-run would be considered a heinous atrocity.

Rejuvenating Chamber
EV: Immobile
This device is, for all intents and purposes, a healing "pod". It consists of a tube-like bed (sort of a metal casket, really) with a transparent window set into the door, and copious tubes and hoses which connect to large machines and chemical tanks which cannot be easily moved.

One night spent within the Chamber is sufficient to lift a wound level. An un-wounded character who spends 2 hours in the pod will recover all hit points. (Spells, preparations, and other use-per-day special abilities are *not* refreshed, unless of course the character actually spends a full night resting in the pod.)

Repeated use of the Chamber is not without risk. Each time the device is used, it carries with it a cumulative 1% chance of addiction and dependence. Those who become addicted to the chamber *must* rest within it to naturally recover hit points or heal from wounds, and they are constantly cranky and irritable at all other times. The referee may opt to impose other side-effects and decides how (if at all) the addiction can be cured.

Steam Engine
EV: Immobile
This schematic allows the tech to build steam engines powerful enough to drive vehicles like steamships, airships, or locomotives. Of course, such vehicles always cost a great deal more than just the engine; these are large-scale projects that take lots of time and money to finish building.

For just the cost of the Steam Engine itself, the tech can build a generator that supplies mundane electricity to a household, or perhaps integrate the Engine into a common wagon or cart, resulting in a "steam wagon" that can transport goods without recourse to beasts of burden for power. The constant need to keep such an Engine fueled with coal tends to make this device rather impractical for small-scale transportation, though. (Look to the level 8 Combustion Engine invention for a more compact alternative.)

X-Ray Tube
EV: 3×4
This machine is more easily wheeled than carried. It consists of a cathode ray-tube attached to both an emitter-dish and a viewing screen. When the device is activated, the dish beams x-rays in a 90′ cone and captures any reflected images for dis-

play on the screen. The X-Ray Tube produces fuzzy, skeletal images of any physical objects or creatures (and it may even show indistinct glimmers on the screen where incorporeal monsters exist), provided the x-rays are not blocked by, e.g., lead shielding.

The X-Ray Tube can operate for up to an hour of continuous use; it then needs to be recharged for three hours before it can be used again.

COLLABORATION AND TRANSPORTATION

High-level inventions take a long time to make, and they can get *very* heavy. For the most part, these are necessary balancing mechanics that help to keep such inventions from dominating the game. But they can also keep certain inventions from ever entering the game at all. The time to learn *and* build a 10th level invention, for example, is roughly ten months, which the tech may not spend adventuring!

To mitigate this somewhat, the referee may allow a tech to seek out other high-level techs who might be willing to collaborate on an invention. This is bound to be terribly expensive, as high-level NPCs are not easy to find to begin with, and they always have their own agendas. But if a tech can find a willing assistant (who is also of sufficient level and knows the schematic to the invention in question), the time required to build the invention is reduced by 20% with one assistant, 35% with two assistants, 45% with three assistants, and 50% with five or more assistants—all at the cost of drastically multiplying the amount of gold required to build the invention. The more brains (and egos) you bring onto the project, the worse the returns diminish; but honestly, finding more than two or three high-level techs willing to work on a single invention would be a once-in-a-generation, Manhattan Project sort of occurrence anyway.

Another problem is that high-level inventions are *big*. This is intentional: most of them are meant to be integrated into vehicles or left stationary in the archetypical "mad scientist's laboratory". But two inventions in particular, the Steam Engine and the Combustion Engine, exist to modify other inventions in order to perhaps make them a little bit more mobile.


Level 7 Inventions

Analytic Engine
EV: 4×4
This device is basically a primitive, mechanical computer. It uses clockwork relay arms and vacuum tubes to interpret information collected by an external suite of sensors and cameras.

The Engine can be programmed to act as a specific sort of detector, by feeding it a "program" encoded on stacks of paper punch-cards. (It takes about one minute to enter the program cards into the Analytic Engine.) Once a program has begun, the
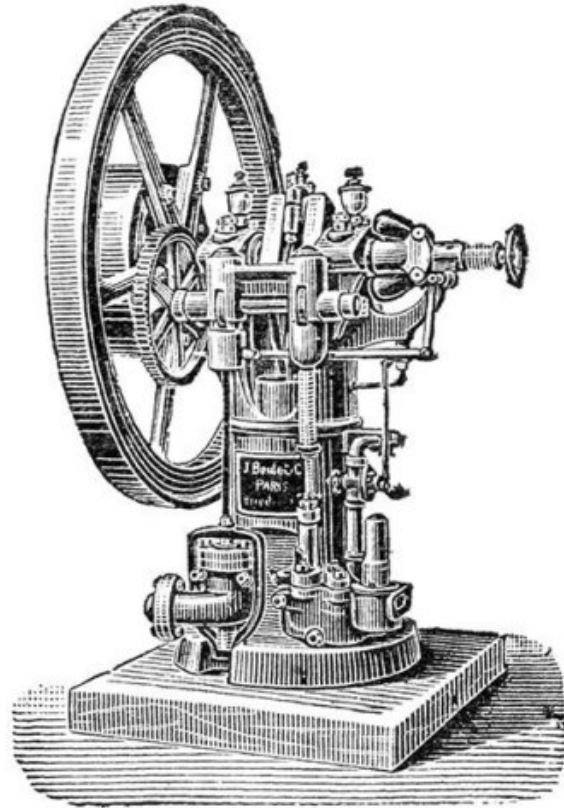
Engine's sensors will sweep a 60' radius around the device for 3 turns and then print out any findings. Once the Engine has run a program, it must recharge for 3½ hours before it can function again.

Possible detection programs include:

- Chaos
- Magic
- Illusions
- Poison
- Invisibility
- Substances
- Lies
- Traps
- Life-Forms
- Undead

This list is only meant to provide a few ready examples and is not meant to be exhaustive. Clever techs may invent other programs of their own devising. (A new program takes a week to create.)

Jet Pack
EV: 3×4
This device consists of a rigid frame, fuel-tank and jet-engines, gyroscopic stabilizers, and hand-controls. It lets the wearer engage in controlled levitation or flight for up to 8 hours on a full tank of fuel. The wearer can fly at a speed of 120' per move (if in combat) or 5 leagues per hour (when traveling overland). The jet-fuel it uses is both costly and time-consuming to create, with a full tank requiring 4 gp in materials and a week's work to produce.

The Jet Pack is designed to automatically deploy a parachute in the event that the fuel tank should run out in mid-flight.

Mutagen Ray
EV: 2×6
This device is basically a giant ray-gun than duplicates the effects of the 8th level magical ritual Shapeshift, albeit with a few restrictions. (A device this large isn't easy to carry around and aim; so it's usually carted around on a wheeled frame, or left sitting in the tech's lab.) The Mutagen Ray is capable of transforming its target into a completely different species, by rewriting the subject's DNA at the molecular level. The Ray must be pre-set to the species in question, by placing a DNA sample (a few grams of skin or hair is enough) within a scanning-chamber inside the device.

When fired, the beam has a 60' range and can only strike one target at a time; unwilling targets may save to negate the effect. The Mutagen Ray can only change a subject into living, ordinary creatures—into other species of humanoid (whether monstrous or otherwise) or normal, natural animals (but not magical beasts) with no more than 9 hit dice.

The effects of the Mutagen Ray are unstable and have a cumulative 5% chance per day of reversing themselves. Once the Ray has been fired, it is out of power and must recharge for twelve hours before it can be used again.

Neuro-Discombobulator
EV: 3×5

Another cumbersome ray-gun, this invention saturates a conical area, 90' long and 60' at the widest, with disorienting brain waves. All subjects in the area of effect when the device is fired must roll saving throws or else become confused for 1d4+1 minutes (12 to 30 rounds). The effects of the Neuro-Discombobulator ray are identical to those of a Pyschotropic Compound preparation, namely: the referee rolls 1d6, and subjects behave accordingly. 1—Act normally; 2—Attack the nearest creature, friend or foe; 3—Attack oneself; 4—Do nothing but babble nonsense; 5—Flee; 6—Charge recklessly at the most dangerous-looking visible foe.

Once this device has been activated, it must recharge for four hours before it can be fired again.

Promethean Creation
EV: n/a

This invention allows the tech to create a "promethean"—a kind of scientific flesh golem. (The specific details for this biological construct are found on pg. 146).

Radar Array
EV: Immobile

This invention adds a set of radar dishes to a ship or airship, enabling it to detect other ships or terrain obstacles within two leagues if on the ocean or flying at a high altitude; or within a league or less if flying at a low altitude.

Level 8 Inventions

Combustion Engine
EV: 12×12 (almost immobile)

This invention allows the tech to create gasoline- or diesel-powered combustion engines, which are an essential component in automobiles, aeroplanes, motorbikes, and so forth. The cost to build this invention just covers the engine; the rest of the vehicle will cost more, depending on its size and technical complexity.

On its own, a combustion engine can also serve as an electrical generator for a small shack or cabin; and it can be integrated into a wagon or cart (if the vehicle is built from a metal frame and given rubber tires) to make a simple jalopy.

Lifelike Replicant
EV: n/a

This invention allows techs to create replicants: intelligent automatons that look human on the outside. (Specific details for this construct are found on pg. 146.)

Mana Cancellation Field
EV: 4×4

Much like the Ætheric Disruptor, this device is designed to emit a steady energy-field out to a wide radius. This particular machine (which is heavy enough that it must usually be put on wheels in order to move it) produces a Mana Cancellation Field in a 60' radius around the device. Any and all ongoing magical effects are deadened or suppressed if they enter the field (or the field changes position to include them). The magical effects do not *go away* (their durations continue to tick by, for example); they simply have no effect until they exit the field again. No magic can be cast into or from within the field, and magical items become ordinary items inside the field. Summoned monsters and incorporeal undead wink out of existence in the field (but if the summoning duration lasts long enough, they will reappear in the same spot once the field goes away). Corporeal undead are not affected by the Field; magical monsters merely lose access to any of their supernatural abilities.

Once activated, the device can only hold the field up for a short time, namely 1d8+8 rounds. After use, it must recharge for six hours before it can be used again.

Polymer Plastic
EV: Immobile

This invention allows the tech to add a special apparatus to his laboratory for the purpose of cooking up a most unusual substance: Polymer Plastic. The plastic is pinkish, rubbery, bouncy, and all kinds of stretchy; and while the stuff if too soft to ever be an effective weapon, it's nevertheless highly versatile.

With one day's work and 100 cp worth of materials (after the Plastic-creating apparatus itself has been built), the tech can produce one vial of plastic, very much like a permanent preparation created using the 3rd level invention Alchemical Assembly-Line. The vial of plastic is no larger than any other potion (EV 6:1), but when it is hurled and shattered, it instantly expands to fill a 10' × 10' × 10' cubic volume with rubbery plastic, pushing all movable objects and creatures out of its way.

If the plastic is released in a more controlled fashion, the tech can shape it into a flat sheet, like a net; or into a long rope. A solid mass of the plastic has 100 hit points;

it can be damaged by most weapons or spells, but it's an incredible insulator and therefore completely immune to electrical damage. A sheet of the plastic (which can fill a 40' square area) can support an incredible 2 tons of weight, and it can take 20 points of damage before being pierced. As a rope or a strand (one vial makes 700' of stout rope), it can still support half a ton before it snaps (although it will stretch out to nearly double its original length if it comes to bear such a load), and it can take 5 points of damage before breaking.

A tech who knows both this invention and the Super Adhesive preparation has another option: he can combine the plastic and the adhesive into a sticky, stretchy "webbing" which may be exploded much like a Super Adhesive grenade; or loaded into "web-shooters", wrist-mounted devices (EV 2:1; two weeks and 4 gp to create a pair) which, when each one is loaded with one dose of plastic and one dose of adhesive, can fire six 20' square nets of webbing or thirty 100' length web-lines with properties similar to the plastic noted above, plus the ability to adhere to walls, ceilings, and other surfaces.

The plastic itself is rapidly degradable and dissolves away into nothing after 6 hours have passed; if mixed with Super Adhesive, this time drops to 1 hour.

Powered Armor
EV: 2×6

This invention allows the tech to create a suit of nigh-indestructible, powered armor which grants the wearer an AC of 1 and bestows a temporary Strength score of 18 (which modifies the wearer's hit points as well as to-hit rolls for as long as the armor is worn and functioning)—at the cost of reducing the wearer's Dexterity score to a temporary maximum of 10.

The armor uses both recharging batteries and winding clockwork apparatus to power itself. It may only be used continuously for up to eight hours at a time; then it requires four hours to recharge.

Tissue Regenerator
EV: Immobile

This is a more advanced version of the 6th level Rejuvenating Chamber invention. It takes a similar form: a coffin-like pod attached to sundry complex machines. The inside of this invention's pod bristles with needles: a damaged subject who reclines within this device is pumped full of potent drugs that stimulate cellular regeneration. (Each individual use of this device consumes rare and powerful medicines that cost 6 gp.) The device cures all hit point damage in a single round, all wounds in 1

to 5 turns (i.e. one per wound level), and it can even regrow a lost limb in a day.

That said, the use of this machine is not without risk. There is always a small chance of runaway cell growth — bluntly, the device is carcinogenic. There is a flat 5% chance that it will inflict malignant, disfiguring tumors on a subject who uses the device. A mere 2nd level Cleasing Ritual is sufficient to render the tumors benign, and a decent surgeon could perhaps remove the scars; but frequent and repeated use of this invention could eventually damage the subject's Charisma score.

Level 9 Inventions

Crystal Lattice
EV: 3×6
This device consists of a ray-gun set upon a swiveling mount and affixed to a large, wheeled machine containing the power-source and other advanced components. The gun fires a molecular beam which produces a solid mass of ultra-hard car-

bon crystal, almost as durable as diamond, enough to fill a 10′ × 10′ × 10′ cubic volume for every round that the beam is on. (As the crystal lattice grows, it will push non-stationary objects and creatures out of the space that it occupies, but it will not encase any of them.) The machine's power cells allow it to fire for up to 6 rounds continuously, and so it can create a wall of crystal 10′ × 10′ × 60′ in size after one minute of operation. For every round that the machine is on, it must recharge for four hours — so twenty-four hours are required to completely recharge the device if it was used for the full minute.

The crystal has 60 hit points for every foot of thickness — thus, 600 hp for a 10′ slab. The crystal is permanent once created, unless destroyed by some means. The substance does have one severe weakness: it's easily shattered by a 2nd level invention, the Sonic Amplifier.

Force Field Generator
EV: 4×6
This invention produces an impenetrable force field in a dome-shape with a 30 foot

radius around the machine. While the field persists, nothing can pass through it in either direction, and it is completely impervious to all damage. The Generator can keep up the force-wall for only a minute or two (1d6+6 rounds). Then it must recharge for four hours before it can be activated again.

Lumbering Doll
EV: n/a
This invention allows the tech to create a type of large, slow battle-mech known as a "lumbering doll" (see chapter 5, pg. 144, for the details).

Sub-Atomic Disintegrator
EV: 3×6
This invention is an enormous particle-cannon attached to portable nuclear accelerator. It fires a beam that can vaporize a 10′ × 10′ × 10′ cube of any ordinary, non-living matter out to Near range. If fired at a creature (which requires rolling to hit AC 10, no matter the target's armor), the target takes 10d6 points of damage, with a saving throw allowed for half; in either

case, a creature reduced to 0 hit points by the Disintegrator is immediately reduced to a fine dust (no need to roll the bones or calculate wound levels).

The Disintegrator can be fired three times before the power-supply is depleted; each separate shot takes four hours to recharge (so twelve hours are needed to recharge the device completely). Roughly every fourth months, the Disintegrator's fissionable fuel must be replaced.

Level 10 Inventions

Gravitational Manipulator
EV: 4×8
This huge machine consists of a gravity-wave generator, a control chair and dashboard, and four turret-like ray-guns. The device can be operated in one of two ways: it can be set to generate a field of increased, null, or reversed gravity; or it can fire beams that affect gravity locally around single objects and creatures.

When the field function is activated, everything within Near range experiences either no gravity, reverse gravity, or twice normal gravity for up to an hour. (After using this function, the device needs to recharge for three hours before it can be activated again.)

The other option is to use the beam-emitters, which are controlled from the machine's dashboard. The emitters allow the machine's operator to lift practically any weight, floating it through the air as if it were massless. Up to four objects or creatures at a time can be manipulated in this way, but unwilling creatures are permitted a saving throw to remain in place. Manipulated objects move slowly, no faster than 20' per round. Each separate beam can keep an object or creature suspended and floating for up to five minutes; then it needs fifteen minutes to recharge. All four beams firing in turn can keep a single object suspended for up to four hours; but then the machine shuts down and needs to recharge for three hours, just as if the field-effect had been used.

Mobile Exo-Suit
EV: n/a
This device is a both a vehicle and a suit of armor. 10 feet tall and fully motorized, it can carry a single pilot and 200 EV of extra inventory. The Suit can travel 10 leagues per day over land; but during adventures, it's slow and lumbering, covering only 20' per move. It grants the wearer an effective Strength of 20 and the ability to cause 2d6 damage (2d8 for a fighter) with a punching attack from one of its huge metal fists.

(Fighters are allowed to use their multiple attacks with the Suit's punch attacks.) The wearer's Dexterity score is reduced to an effective maximum of 5 thanks to the Exo-Suit's unavoidable awkwardness, and fine manipulation is impossible while wearing it. The Suit does an effective job of protecting its wearer from most kinds of harm, as the invention itself is AC 0 and has 40 hit points, and all hits from weapons damage the Suit, not the pilot. Area-effect attacks may harm both suit and pilot, but the pilot takes half damage from such attacks even if a saving throw is failed and a quarter damage if the save is made.

Damage to the Suit must be repaired, as with damage to an automaton; it cannot be healed by magic. The Suit has power enough to operate for eight hours continuously; then it must recharge for four hours before it will function again.

Some techs like to integrate a Jet Pack function into the suit; but due to its huge mass, this only allows for slow levitation, not actual flight, and the suit can only stay airborne for one hour at the most.

Quantum Shift Transporter
EV: Immobile
This machine represents one of the holy grails of physics: the ability to disassemble solid matter at the atomic level, transmit it as data, and then reassemble it elsewhere, intact and unharmed.

The invention takes the form of a large transporter "pad", a platform with space for up to six man-sized creatures to stand on easily. The device has power enough to function once per week, sending up to six creatures (and what gear they can carry) anywhere else in the world that another Transporter pad exists.

The device can also be used to transport its subjects *anywhere* within a range of 120 leagues or so, but this is dangerous—there is a 10% that a "transporter mishap" will occur. In this case, all of the subjects take 1d10 damage from having their molecules scrambled just a bit, and they wind up missing their target destination by 1d20 × 5 feet (or 1d20 days) *in a random direction in four dimensions*. Roll 1d8: 1—down, 2—up, 3—east, 4—west, 5—north, 6—south, 7—the past, 8—the future.

Needless to say, attempting to use this invention intentionally for the purpose of traveling through time is an exceedingly risky proposition.

Radioactive Plasma Reactor
EV: 4×8
This device consists of a huge plasma cannon, attached to a fully-functional nuclear fusion reactor (shaped like a giant metallic donut—magnetic fields contain the plas-

ma within the toroidal body of the reactor). The reactor can supply electricity to a building or a ship nigh-indefinitely; or it can be used to fire the cannon, which has two effects: the beam itself is 10' wide and 120' long, and all creatures within the area take 4d10 damage, save for half; furthermore, any living creature hit by the beam must also roll a second saving throw or else contract radiation sickness. This terrible and rapidly-acting disease has a 25% chance of killing any living being within 4 hours, unless they can first receive some kind of disease-curing treatment.

After the cannon has been fired, it has to cool down for at least 2 hours before it can safely be fired again. Ignoring this injunction risks a containment breach in the plasma reactor. That would be *very bad*.
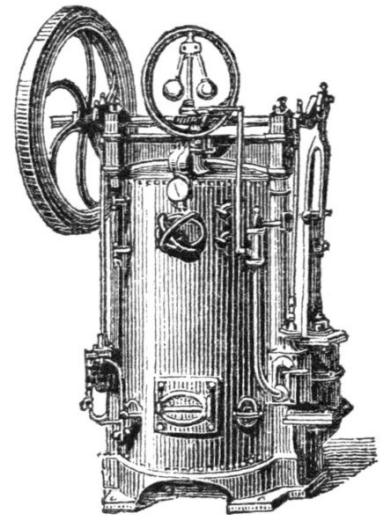
Damage to Inventions

Inventions are physical objects which are vulnerable to attack, damage, and destruction, just like anything else. Unless otherwise noted, an invention has 5 hit points × its level and an AC of 7 minus one-half its level (i.e. 1st level inventions are AC 7; 2nd and 3rd level inventions are AC 6; 4th and 5th level inventions are AC 5, etc.).

Inventions cannot be healed by magic, but they can be repaired by a tech or by anyone with a background skill such as "tinker" or "mechanic". With one hour of work, the mechanic can restore 1 lost hit point to an invention (or an automaton), unless they pass a skill-modified Intellect check, in which case they repair 1d3 hp (just like a healer treating a patient during a short rest).

CHAPTER FIVE: MONSTERS

WORLDS OF FANTASY and pulp adventure must have dire enemies to confront and challenge the heroes. Of course one can always use NPC villains built with the same character classes as the PCs for this purpose; but they are not the game's only antagonists. The wilds of the world and the deep, dark dungeons are not filled with *people,* intent on leading peaceful lives. No, indeed!—they teem with *horrors:* fell beasts and Chaotic abominations, dragons hoarding treasure and fae creatures pining for the elder world long since driven off by the iron engines of men.

What follows in this chapter is a bestiary or encyclopedia of monsters. It is divided into several categories:
- **Abominations** and Eldritch Horrors
- **Animals,** Beasts, and Vermin
- **Chimeræ**, Dragons, and Magical Beasts
- **Constructs** and Automata
- **Faes** and Nature Spirits
- **Humanoids** and Giants
- **Planar** and Elemental Spirits
- **Plants,** Fungi, and Oozes
- The **Undead**

A few of these broad classifications are broken down into even more specific sub-categories. At the start of each main section, there are two tables of contents: the first is arranged alphabetically (just as the actual monster entries are) and the second is given in order of increasing monster strength, from fewest hit dice to most.

Qualities of Monsters

In the dungeon, all monsters are able to see in the dark out to 60 feet. (Remember, this often means that a party of adventurers, if they're using a light source, *cannot* surprise monsters—most especially when the monsters are encountered at random.) Stuck doors always open automatically for monsters, and without making any extra noise.

Monster entries also have all of the following characteristics.

Alignment
Monsters may be Lawful, Neutral, or Chaotic. This is almost always predetermined by the monster's type.

Type and Sub-Type
Monsters are grouped according to the sort of monster they are—normal animal, magical beast, abominable monstrousity, and so forth. The broad type is listed after the monster's alignment; the sub-type (if there is one) is given after the type in parentheses.

Number Encountered
This entry consists of two die ranges, a smaller range and then a larger range in parentheses. The smaller range indicates the number of monsters encountered in a dungeon when the monsters are wandering and encountered at random. (The referee can always adjust this figure up or down to compensate for monsters being encountered on higher or lower levels than would be usual for monsters of that many hit dice.) The second number, in parentheses, indicates the number of monsters typically encountered in a lair or nest in a dungeon, or when wandering in the wilderness.

Armor Class
A monster's Armor Class can reflect any or a combination of natural toughness or agility, thick skin, or (as is typical for humanoid monsters) actual armor worn.

Move
This entry gives two numbers. The first number is the monster's Move speed (the distance that it can walk in 1 move, or the distance that it can move and still attack in that same round). The second value, noted in parentheses, is always triple the Move speed; this is the monster's running speed per round, or its Exploring speed per turn (i.e. the speed at which it moves through the dungeon when out of combat).

Many monsters have alternative modes of movement, such as swimming or flight. These are given their own entries underneath the main Movement stat.

If you want to bring monsters from other OSR games into *E&E*, this is fairly easy. Hit dice just convert directly, and most other stats (like damage) are the same as all "basic/expert" compatible editions. The only two exceptions are Armor Class and spell-like abilities.

Armor Classes in *E&E* are one point higher than "basic" editions (which treat AC 9 as unarmored) and more in line with "advanced" editions (which treat AC 10 as unarmored). This was done so that 1st level characters and 1 HD monsters would have a Fighting Capability of +1 instead of +2, without changing the underlying math (e.g. a 1st level character or a 1 HD monster still has a 55% chance to hit an unarmored opponent). The author has intentionally sacrificed this one bit of cross-game compatibility for the sake of aesthetics—and to make it a bit easier to remember monsters' base to-hit bonuses (at least up until they surpass 10 HD or so).

Spell-like abilities, meanwhile, cannot make reference to the traditional Vancian spells, because these do not exist in *E&E*. When converting a monster with unusual powers that duplicate standard OSR spells, you must decide whether the monster retains this power as a unique magical ability, or whether it has a power that duplicates the effects of a trick, spell, or ritual from this book instead.

Hit Dice

This is the measure of a monster's strength; it is roughly equivalent to a character's experience level. Hit dice directly determine a monster's hit points, and they indirectly correspond to a monster's Fighting Capability (for the purpose of figuring to-hit rolls and saving throws) and the amount of experience points that characters earn for defeating the monster.

Hit Points: Monster hit dice are ostensibly eight-sided, although it's often more convenient to simply give each monster 4 hit points per hit die (or, since six-sided dice are so much easier to come by in handfuls, to roll d6s and just treat 1s as 7s). The monster entries in this book use the "low average" of 4 hp per HD (since player characters' hit points are determined the same way; it's only fair), but this is presumably for an "average" member of a given monster species. Referees are always free to give particular monsters any hit point total appropriate to their hit die range. A troll (whose hit dice are 4d8+1) typically has 17 hit points, but there's no reason you couldn't populate a lair with a great, ancient troll possessing 33 hit points and a gaggle of weak minions who all have 5 hit points.

Adjustments to the listed hit die value are, of course, single pips added the final hit point total, not to the number of dice or the hit points rolled on each hit die. An eittin (6+3 HD) has 6d8+3 hit points (9 to 51 hp, with a low average of 27). Monsters with bonus hit points count as the next hit die up for the purpose of figuring their Fighting Capability.

A few very weak monsters (as well as normal humans) have fractional hit dice: ½ HD (this equals 1d4 hit points) or ¾ HD (i.e. 1d6 hit points). These monsters (and NPCs) have special rules for determining their combat statistics.

Fighting Capability: A monster's Fighting Capability is equal to its hit dice (up to 10 HD) plus half any hit dice above 10, rounding down. A monster's FC is the bonus it adds on all of its to-hit rolls, regardless of the number of attacks it can make in a round. A monster's Saving Throw value is *approximately* equal to 6 plus two-thirds its Fighting Capability. A monster with ½ HD counts as "0 HD", while a monster with ¾ HD counts as "1 HD" for the purpose of finding its FC and SV.

XP Value: This is the amount of XP that an adventuring party earns for defeating (not necessarily killing!) this monster. It gets divided evenly among all the surviving player characters and their allies (with half shares going to side-kicks) at the end of the adventure. Note that monsters with one or more asterisks (*) next to their hit dice get that many "special ability bonuses" added to their XP value, according to the table found on page 30.

Monster "Level": By tradition, the sum of a monster's hit dice and bonus ability asterisks is known as its "level", e.g. a 6** monster is called "8th level"—this referring not to experience levels, but to dungeon levels. 1st level monsters typically populate dungeon level one, 2nd level monsters live on dungeon level two, and so on. Of course, monsters might wander up or down from their "home" level; but when they do, it's either a solitary straggler coming up a level to hunt weaker prey, or a very large band of weaker monsters descending down to a deeper level, hoping for safety in numbers.

Attacks

This entry lists the number, nature, and order of attacks that a monster is able to make it one round—its attack "routine". A monster gets to make all of its attacks by spending 2 moves in a round, just like a plyer character. The following entry, "Damage", lists the damage dice for each attack in the same order.

Damage

Most of the time, the damage inflicted by a monster comes from its natural "weaponry"—claws and teeth and such. Some monsters wield actual weapons. Still other monsters have a variety of special attack forms, described here:

Acid: Many acid attacks cause damage from round to round until the acid can be rinsed off with water or other liquid. Acid also sometimes destroys armor and weapons.

Charge: Some monsters are able to "charge" at opponents. If they have at least 20 feet of distance to move before attacking, and in a single round they run straight at their target and then attack, a hit will deal double the normal damage. If the target has a spear or similar weapon set against the charge, though, a hit from the spear will deal double damage to the charging monster as well.

Charm: Some monsters are able to charm their victims, affecting them just like False Friend spell. The target may attempt a save to resist the effect. One difference between a monster's charm and the spell, however, is that characters charmed by a monster are too confused to cast spells, oper-

MONSTER ATTACKS AND SAVES

Monster HD	FC	SV
up to ½	±0	6
¾ to 1	+1	7
1+ to 2	+2	7
2+ to 3	+3	8
3+ to 4	+4	9
4+ to 5	+5	9
5+ to 6	+6	10
6+ to 7	+7	11
7+ to 8	+8	11
8+ to 9	+9	12
9+ to 11	+10	13
11+ to 13	+11	13
13+ to 15	+12	14
15+ to 17	+13	15
17+ to 19	+14	15
19+ to 21	+15	16
21+ and up	+16	17

ate inventions, or activate magical items that require command words or concentration. As with the spell, charmed characters will regard the monster as a friend and try to obey and please it, so long as the monster does not directly harm the character. If the monster and the character do not share a common language, the character will still try to protect the monster, treating it as a beloved pet. The duration of the charm effect is the same as the spell, one day per hit die of the monster; but it wears off at once if the monster is slain.

Energy Drain: Some monsters, chiefly undead, have the ability to leech away life-force with a touch. There is normally no saving throw vs. this ability. As described on pg. 40, energy drain is much like normal damage, except that it temporarily reduces the victim's maximum hit points while at the same time causing normal damage to their current hit points. The drained maximum hit points cannot be restored with ordinary healing magic. If a character's max hit points are ever reduced to 0 by energy drain, the character dies at once and may become undead themselves.

Paralysis: For most monsters that can paralyze, the effect lasts for 2d4 rounds (give or take) and allows a saving throw at the start to negate the effect. When a character is paralyzed, he collapses and cannot take any actions at all — no movement, attacking, or spell-casting. The character is conscious and aware of his surroundings, but helpless (and may be slain by even a single blow, regardless of wound levels or hit points). The spell Healing Touch can instantly lift paralysis, but then it does not heal any damage.

Persistent Damage: Certain monsters have attacks that continue to deal damage round after round after the first attack hits. No further attack rolls are needed to keep dealing damage this way. Examples of attacks like this include constricting or bear-hugging monsters, blood-sucking monsters, and monsters that swallow their prey whole and then begin to digest them.

Poison: The venomous bites and stings of some monsters are deadly and dreaded. When a character is struck by an attack that inflicts poison, there is no saving throw right away; instead, after a certain onset time, the character must then save or else suffer some ill effect, ranging from nausea and a penalty on d20-based rolls for very weak poison, to hit point damage for very strong poison. Monster poison usually inflicts 1d6 points of damage per hit die of the monster that produced it; a saving throw is allowed, but a successful save only halves the damage. The effects of the poison can only be negated by applying some kind of magical or medical treatment that neutralizes the poison before it has a chance to run its course.

Swallow: Some monsters are so large that they are able to swallow their prey whole, which generally occurs whenever they ace the attack roll, i.e. a natural "1". (Since this is also a critical hit, any damage inflicted by the attack is also doubled, like normal.) Characters who are swallowed suffer damage every round until either they die or the monster is killed. A character with an edged weapon may attack the monster from inside it, albeit at −4 to hit. Should a swallowed character remain inside a monster for an hour, his remains and items have been irrecoverably digested.

Swoop: Some flying monsters are able to dive-bomb down onto their targets. As with a charge, a swoop attack requires plenty of space: either nothing but open sky overhead, or a ceiling at least 20 feet high. Provided the monster dives down from at least 20 feet of height before attacking, a successful hit will cause double damage; and if the monster is big enough, an attack roll of 1–3 will grasp and pick up the character as well.

Trample: When a monster tramples, it attempts to crush smaller creatures with its bulk. Any monster that can trample will do so 75% of the time and use its other attack forms the remaining 25% of the time. Large herds (20 or more individuals) of cattle and other such animals can also trample when they stampede. Trampling attacks inflict 1d20 points of damage.

Stat Blocks and Stat Lines
All of the monsters in this chapter have their basic information presented in a "stat block" found at the head of each monster entry. The top of each entry gives the monster's name, alignment, its type (and sub-type, if any); and then comes the stat block, which summarizes the number of monsters encountered in the dungeon (and the wilderness), the monster's armor class, Move (and Explore) speed, hit dice (and typical hit points), attacks, and damage.

When monster stats are presented in adventures, they are condensed using the following set of abbreviations, in a format known as a "stat line":

AC (armor class), MV (Move speed), HD (hit dice),
#AT (number of attacks), DG (damage).

This "stat line"is all that's really needed to run the monster; just about anything else can usually be inferred from the hit dice and the kind of monster involved.

I • ABOMINATIONS, Eldritch Horrors, and Monstrosities

THIS CATEGORY includes all manner of aberrations and monstrosities which have no proper place in the world—perhaps because such dreadful anomalies do not come from the world, or even from the Ætheric Planes that touch and overlap with it. Instead, they come from whatever lies beyond: some far, maddening sphere beyond the edge of space and time, or from the emptiness on the other side of the shroud of Limbo, out in the howling Void of Chaos itself. What separates these creatures from the demons of the Void is the fact that they are, in some sense, still "natural" fauna—completely unnatural to our world, of course, but still entirely physical beings and not "spirits" of any sort.

ABOMINATIONS (BY NAME)

Aboleth	Cthylloid	Mimic
Bomb	Darkmantle	Ochu
Bomb, Mother	Decapus	Piercer
Brain Collector	Ear Seeker	Psilithoid
Choker	Eye, Crawling	Reptoid
Chupacabra	Eye, Doom	Roper
Cloaker	Eye, Floating	Rot Grub
Cœurl	Eye, Odd	Rust Devil
Creeper, Crawling	Gray Visitor	Rust Monster
Creeper, Gray	Lurker Above	Slithering Tracker
Creeper, Purple	Malboro	Trapper Beneath

ABOMINATIONS (BY HIT DICE)

Ear Seeker (¼)	Decapus (4)	Aboleth (8**)
Rot Grub (¼)	Chupacabra (4*)	Malboro (8**)
Odd Eye (½*)	Reptoid (4*)	Rust Devil (8**)
Piercer (1 to 4)	Rust Monster (5*)	Cthylloid (8+4*)
Bomb (1*)	Slithering Tracker (5*)	Brain Collector (10*)
Psilithoid (1** to 8**)	Cœurl (6*)	Lurker Above (10*)
Darkmantle (1+2*)	Gray Creeper (6*)	Trapper Beneath (12*)
Gray Visitor (2**)	Ochu (6* to 12*)	Roper (12**)
Choker (3*)	Cloaker (6**)	Doom Eye (12***)
Floating Eye (3*)	Mimic (7* to 10*)	Purple Creeper (15*)
Crawl. Creeper (3+1*)	Mother Bomb (7**)	Crawling Eye (15**)

Aboleth
Chaotic Abomination

No. Enc.: 1 (1d4)	Hit Dice: 8** (32 hp)
Armor Class: 5	Attacks: 4 tentacles
Move: 10' (30')	Damage: 1d6+disease each
· Swim 60' (180')	

Aboleths are intelligent alien horrors that look like great fish with three eyes and four tentacles around a toothy maw. They are psychic invaders from the void of Chaos, masterful illusionists, and thoroughly evil.

Notes: *Illusions* (aboleths can psionically reproduce the effects of the Conjure Sound trick, the Greater Illusion spell, and the Mighty Glamour ritual at will, within Near range), *Dominate* (thrice per day, an aboleth can try to enslave the mind of a creature within 30', who must save or become the aboleth's thrall; the thrall may save once per day to break free, or the control can be broken by the aboleth's death or by a Cleansing Ritual or Dispel Magic); *Tentacle Slime* (a hit from a tentacle forces the victim to save or contract the skum disease—see below).

Skum: A victim struck by an aboleth tentacle who fails a save will contract a fast-acting transformative disease. Over the next 1d4+1 rounds, the victim's skin becomes a slimy, translucent membrane; and at the end of it, the victim can no longer breathe air, but must stay in water (or else take 1 damage per minute, and suffocate after 2d6 minutes). The victim is dependent on slime secreted by the aboleth to continue breathing under water, and repeated exposure (over about a month) will turn the victim into a monster called a "skum"—a mindless thrall, permanently enslaved to the aboleth. Skums resemble a horrific, slimy combination of humanoid and fish, with razor-sharp claws and teeth; they can see perfectly in the dark, breathe under water, and are just smart enough to fight with any weapon placed into their hands. *Skum stats:* No. Enc. 1d5 (2d10), AC 8, MV 20' (Swim 40'), HD 2* (8 hp), #AT 3, DG 1d4 claw/1d4 claw/2d6 bite.

During the period of transformation, a Medicinal Cocktail may prevent the disease if another save is made, and a Cleansing Ritual (read off a scroll, perhaps) or some other disease curing magic will prevent the transformation; after it takes hold, though, only a Full Restoration ritual can reverse it. Should the victim become a skum, no mortal magic can restore them.

Bomb
Chaotic Abomination

No. Enc.: 1d6 (2d6)	Hit Dice: 1* (1 hp)
Armor Class: 10	Attacks: 1 bite
Levitate: 20' (60')	Damage: 1d6 fire

A bomb looks like a floating 3' diameter jack-o-lantern with a pair of stubby arms and a hissing flame burning within it. An opening in the top of its head constantly sparks and crackles, resembling a lit fuse. Bombs are explosive, stupid, and suicidal—they rush at their enemies and try to bite them with their rubbery (but fiery-hot) mouths, hoping to provoke attack.

Notes: *Levitation* (a bomb is always airborne; it can only move by slowly floating), *Fragile* (despite having 1 HD, a bomb only ever has 1 hp), *Lit Fuse* (any damage from ice or cold will instantly and safely destroy a bomb; dousing the top of its head with water will force it to save or die), *Explode* (damage from any source other than water or cold causes a bomb to explode for 2d8 fire damage in a 10' radius, save for half; this can set off other nearby bombs in a chain-reaction that increases the area of effect but not the damage).

Bomb, Mother
Chaotic Abomination

No. Enc.: 1 (1d4)	Hit Dice: 7** (28 hp)
Armor Class: 1	Attacks: claw/claw/bite
Fly: 60' (180')	Damage: 1d8/1d8/2d10 + disease

The "mom bomb" is the creature that reproduces ordinary bombs. She appears to be a cloud of glowing black smoke, some 6' across, with two wispy arms and an indistinct face (two eyes and a gaping mouth) that glow like red embers. In combat, a mother bomb is a vicious fighter: her smoky constitution bestows a very low AC, and her bite is deadly.

Notes: *Fire and Smoke* (mom bombs are immune to fire but take double damage from cold), *Inject Spores* (anyone bitten by a mom bomb must save or contract a hideous disease which will kill in 24 hours and release 1d6 bombs from the victim's corpse, unless the disease can first be cured), *Self-Destruct* (if a mother bomb ever falls to 8 hp or fewer without being reduced all the way to 0 hp and slain, she can take an action to destroy herself in a huge fireball

that causes 6d8 damage to all creatures within a 20' radius, with a saving throw allowed for half damage; any creature caught in the blast must also save or contract the spore disease, as noted above).

Brain Collector
Chaotic Abomination

No. Enc.: 1 (1)	Hit Dice: 10* (40 hp)
Armor Class: 3	Attacks: 1 bite + spells
Move: 60' (180')	Damage: 1d10 + spells

A brain collector (or *neh-thalggu*) is a hideous creature from the Void of Chaos that enters our world only rarely, and only in places where dark magic has severely weakened the fabric of space-time. Six crablike legs support a blobby, mucous-colored (and –covered) lump of a body and a bulbous head with a toothy maw, a beard of writhing tentacles, four bulging yellow eyes, and several knobby lumps—the brains that the collector has swallowed and incorporated into itself. When a brain collector kills a humanoid being, it carefully removes the victim's brain with surgical tools and swallows it; the brain then attaches to the collector's own, increasing the creature's psionic abilities.

Notes: *Harvest Brains* (a brain collector can add up to 12 humanoid brains to its own; for each brain the collector swallows, it can cast one spell, randomly determined, once per day each, with a caster level of 10th).

Choker
Chaotic Abomination

No. Enc.: 1d6 (0)	Hit Dice: 3* (12 hp)
Armor Class: 5	Attacks: 1 strangle or rip
Move: 60' (180')	Damage: 1d8 or 1d4
· Through Rock: 1/3' (1')	

A choker is a mockery of the humanoid form, with a baby-sized torso and head attached to a set of grotesquely long, spindly legs and arms that bend like tentacles and end in grasping claws. Chokers live underground, where they lie in wait to grab, strangle, and tear apart their prey.

Notes: *Grab and Tear* (a choker fights by grabbing a victim and strangling them for 1d8 damage; if this first attack hits, the choker then tears gobbets of flesh from its victim, automatically causing 1d4 damage per round), *Cowardly* (a choker would rather flee with a bit of flesh to eat than a whole body if it runs into too much resistance; it will flee if it doesn't kill its victim in 2–6 rounds), *Rock Walker* (chokers can "swim" through solid rock, albeit very slowly).

Chupacabra
Chaotic Abomination

No. Enc.: 1d2 (1d6)	Hit Dice: 4* (16 hp)
Armor Class: 4	Attacks: claw/claw/bite
Fly: 40' (120')	Damage: 1d3/1d3/1d6

The chupacabra ("goat-sucker") stands about 3' tall. It has large, black eyes; a small, round, toothy mouth; two clawed arms; and a distinctive ridge of sharp spikes running down its back. The creature is a nocturnal bloodsucker, known for preying on livestock.

Notes: *Chupar* (when the chupacabra hits with its bite, it drinks blood, healing a number of hit points equal to the damage that it inflicts; the creature is also invigorated by the blood and receives one extra move per round for a number of rounds equal to the damage

dealt by the bite—which it will probably use to drink more blood, thereby extending the duration of the invigorated state).

Cloaker
Chaotic Abomination

No. Enc.: 1d3 (0)	Hit Dice: 6** (24 hp)
Armor Class: 3	Attacks: 1 bite/1 tail + crush
Move: 10' (30')	Damage: 1d6/1d6 + 1d10
· Fly: 40' (120')	

A cloaker has a vaguely humanoid torso, clawed hands, huge batlike wings, glowing eyes, and sharp fangs; while its lower body is a single whip-like tail. Cloakers like to lie in wait near the ceilings of caverns and then ambush prey.

Notes: *Stealthy* (a cloaker surprises foes on 1–4 on 1d6), *Envelop* (if a cloaker hits with its tail, it will wrap around its victim and begin to crush them; on following rounds, the cloaker cannot make a tail attack, but the enveloped victim automatically takes crush damage each round; any attacks directed at a cloaker with an enveloped victim inside it will cause half damage to the cloaker and half to the victim).

Cœurl
Chaotic Abomination

No. Enc.: 1d4 (1d4)	Hit Dice: 6* (24 hp)
Armor Class: 5 (effectively 3)	Attacks: 2 tentacles (and 1 bite)
Move: 50' (150')	Damage: 2d4/2d4 (and 1d6)

The cœurl is an alien creature that looks vaguely like a six-legged panther with large, black, featureless eyes and a pair of spiked tentacles growing out from above its shoulders. The creature bends light around itself so that it always appears to be about 3' from its actual position. The creature is more curious than aggressive and is actually fairly timid; it will only attack adventurers if very hungry or threatened.

Notes: *Displacement* (a cœurl is +2 to all saves; and all attacks are −2 to hit the beast, making its AC effectively 3).

Creeper, Crawling
Chaotic Abomination (Vermin)

No. Enc.: 1d4 (0)	Hit Dice: 3+1* (13 hp)
Armor Class: 8	Attacks: 8 tentacles or 1 bite
Move: 40' (120')	Damage: paralysis or 1 hp

A 9' long, 3' wide, many-legged and -segemented worm, the crawling creeper's mouth is surrounded by 8 writhing tentacles. While it normally scavenges for dead things, it will readily attack live prey, either with its tentacles (which can paralyze) or its bite.

Notes: *Creepy Crawly* (the creeper can move on walls and ceilings with ease), *Paralyze* (the creeper's tentacles do no damage, but allow for 8 attacks per round; a hit does no damage but forces the victim to save or be paralyzed for 2d4 rounds *per hit* or until the paralysis can be cured), *Swallow* (the creeper can swallow a paralyzed victim in three turns).

Creeper, Gray (and Red)
Chaotic Abomination (Vermin)

No. Enc.: 1d3 (1d3)	Hit Dice: 6* (24 hp)
Armor Class: 7	Attacks: 1 bite
Move: 20' (60')	Damage: 1d8

A giant relative of the crawling creeper, the gray creeper can get up to 30' long. They often burrow into loose soil and lie in wait, bursting through the surface to surprise their prey.

Notes: *Swallow Whole* (a to-hit roll that turns up a natural 1 or 2 means that the creeper has swallowed its victim whole; the victim will then take 1d8 points of acid damage each round).

Red Creepers: These are a rare, bloodthirsty variant of the gray creeper. They look like giant bloodworms, with two hook-like teeth outside their small mouths. They can't swallow victims whole, but instead latch onto a victim when they hit with their bite; then they suck blood for 1d8 automatic damage each round. Otherwise, they conform to the statistics for the gray creeper.

Creeper, Purple
Chaotic Abomination (Vermin)

No. Enc.: 1d2 (1d4)	Hit Dice: 15* (60 hp)
Armor Class: 7	Attacks: 1 bite/1 sting
Move: 20' (60')	Damage: 2d8/1d8+poison

The purple creeper is a colossal subterranean horror, most definitely an eldritch spawn of Chaos. A huge slimy worm, 10' across and 100' long, it tunnels deep beneath the earth. Since the creature is so long, if encountered in tunnels it may not be able to use the stinger on its tail until it can completely emerge (1d4+1 rounds).

Notes: *Swallow Whole* (the purple creeper can swallow victims whole with its bite on a to-hit roll of 1–4; victims then take 3d6 acid damage each round thereafter), *Stinger* (a hit from a purple creeper's tail inflicts a deadly and fast-acting poison: 15d6 damage, save for half, immediately upon being hit).

Cthylloid
Chaotic Abomination

No. Enc.: 1d3 (1d3)	Hit Dice: 8+4* (36 hp)
Armor Class: 4	Attacks: 1 bite/1 tail or charm
Move: 10' (30')	Damage: 1d4/3d6
· Swim: 50' (150')	

These creatures are related to psilithoids and other psionic beings from Chaos. They are aquatic, but they require geothermal vents or underground lakes near volcanoes. A cthylloid (pronounced "ka-THILL-oid") has an alien look to it, with a bulbous head, two large black eyes, a sphincter-like mouth (surrounded by a few tentacles), a humanoid torso with two powerful arms, and a tail that splits into three clawed flukes. Cthylloids are thoroughly evil and regard all non-psionic life-forms (including humans) as nothing more than tools and playthings.

Notes: *Magic-Resistant* (+2 to saves vs. magic), *Dominate Thrall* (instead of attacking, a cthylloid can focus its mind on one creature within 30'; the target must save or else be totally dominated and under the control of the cthylloid until it is slain, the effect can be dispelled by some means, or the monster decides to focus on controlling a different target).

Darkmantle
Chaotic Abomination

No. Enc.: 2d6 (0)	Hit Dice: 1+2* (6 hp)
Armor Class: 5	Attacks: 1 constrict
Move: 20' (60')	Damage: 1d4
· Fly: 60' (180')	

This creature is an alien mollusk that dwells deep places. It clings to ceilings and resembles a stalactite when still; in motion, its true form is revealed—that of a sub-dwelling, flying squid that drops on its victims to suffocate them.

Notes: *Tremor-Sense* (can detect movement by sensing vibrations up to 90' away), *Camouflage* (can change color to resemble any surrounding stone), *Drop and Squeeze* (attacks by dropping on its prey and constricting; a hit causes 1d4 damage, and 1d4 more automatic damage each round; but on a miss, the darkmantle will fly up and try again—and as with the cloaker, attacks directed at a darkmantle with an enveloped victim cause half damage to the monster, half to the victim), *Darkness* (a darkmantle can Conjure Darkness, as the mage spell, once per day).

Decapus
Chaotic Abomination

No. Enc.: 0 (1)	Hit Dice: 4 (16 hp)
Armor Class: 6	Attacks: 9 or 6 tentacles
Move: 1' (3')	Damage: 1d6 or 1d3 each
· Brachiate: 30' (90')	

A decapus is a tree-dwelling predator that looks like a 5' wide orb covered in brown and green hair, with ten suckered tentacles, two beady eyes, and a wide toothy mouth. The decapus prefers to hang from branches (or rafters, walls, even ceilings) with one of its 10'-long tentacles and snatch up prey with the rest.

Notes: *Arboreal* (the decapus can brachiate and gets 9 attacks per round when hanging; on the ground it must support itself with 4 tentacles, moves slowly, and can only deal half damage with its remaining 6 tentacles).

Ear Seeker
Chaotic Abomination (Vermin)

No. Enc.: 1d4 (1d4)	Hit Dice: ¼ (1 hp)
Armor Class: 10	Attacks: none
Move: 3' (10')	Damage: nil

These are small insect-like creatures that come from some weird and unknown Chaos dimension. They are known to dwell in damp places underground and love the rotting wood of porous dungeon-doors. They are drawn to warmth and to the vital functions of living mammals.

Notes: *Lay Eggs* (if an ear seeker ever gets inside the body of a warm-blooded creature, it will lay 1d8+8 eggs and then die; 4d6 hours later, the larvae hatch and start eating flesh, which has a 90% chance to slay the victim—unless said victim can receive the benefits of some disease-curing effect, which will destroy the eggs).

Eye, Crawling
Chaotic Abomination

No. Enc.: 1 (1)	Hit Dice: 15** (60 hp)
Armor Class: 5	Attacks: 8 tentacles
Move: 30' (90')	Damage: 1d8 energy drain

The Crawling Eye may very well be a unique entity; woe unto the universe if an entire species exists. Scientists and sages once theorized that this being came from some far distant corner of our own universe, out in deepest space; but it's more likely that this entity actually comes from a Chaos dimension. The Crawling Eye resembles a huge brain, 10' across, with one great unblinking eye and eight writhing tentacles. It surrounds itself with an obscuring mist at all times as it stalks among remote reaches and high mountaintops, going about its alien business and hunting for prey.

Notes: *Tentacles* (the Crawling Eye may attack up to 8 separate opponents with 1 tentacle each, or it may try to hit a single enemy with up to 4 of its attacks all at once; although the Crawling Eye is not undead, its tentacle attacks inflict life drain, just like the touch of a geist or a phantom, disabling maximum hit points and killing instantly at 0 hp), *The Mist* (the Crawling Eye constantly exudes an opaque fog that fills an entire area, identical to the 1st level ritual Gather Mists).

Eye, Doom
Chaotic Abomination

No. Enc.: 1 (1)	Hit Dice: 12*** (48 hp)
Armor Class: 3	Attacks: claw/claw/bite + gaze
Fly: 60' (180')	Damage: 2d4/2d4/2d8 + special

The Doom Eye (also known to sages and occultists as *the Plague who Watches*) is a unique entity, lord of the floating eyes and whatever pocket of Chaos they come from. The Doom Eye looks like a gigantic version of a floating eye: spherical body, one big eye, wide toothy mouth, little clawed feet, great bat-wings; but the Doom Eye is a full 15' wide. It is highly intelligent, unrepentantly malevolent, and driven by motives utterly alien to human thought.

It is said that the Doom Eye has a strong telepathic connection with all lesser floating eyes (and odd eyes), driving them with its own will. It is also foretold that if the Doom Eye is ever slain, all such creatures everywhere will either be banished back to Chaos in an instant or driven to suicide by the sudden telepathic shock.

Notes: *Magic-User* (the Doom Eye can weild magic as a 9th level mage), *Countdown to Doom* (the Doom Eye can use its gaze attack every round, even if it also attacks or uses magic that round, to target one opponent; that target must save or be cursed to die in one minute—six rounds—unless the Doom Eye is slain first, or the magic can somehow be warded off or in some way dispelled).

Eye, Floating
Chaotic Abomination

No. Enc.: 1d8 (1d20)	Hit Dice: 3* (12 hp)
Armor Class: 5	Attacks: claw/claw/bite or tears
Fly: 80' (240')	Damage: 1d4/1d4/1d8 or poison

A floating eye is a loathsome creature from the Void of Chaos. Its body is a 5'-wide hairy sphere sporting a single great eye, a wide toothy mouth, two stubby little clawed feet, and a pair of great bat-like wings. Floating eyes hate everything and kill for pleasure.

Notes: *Poisonous Tears* (if a floating eye can dive-bomb its foes from at least 20' of height, it may decide to use its tears instead of mêlée attacks; a floating eye's tears take the form of a 1'-wide solid blob of poison that bursts like a grenade, causing 2d4 damage to all creatures in a 10' radius, with a save allowed for half damage).

Eye, Odd
Chaotic Abomination

No. Enc.: 1d12 (1d12)	Hit Dice: ½* (2 hp)
Armor Class: 10	Attacks: 1 tentacle or 1 gaze
Swim: 100' (300')	Damage: 1d4 or paralysis

The odd eye is a bizarre sea-dwelling creature, a distant relative of the floating eye. It looks like a 1'-diameter lidless eyeball, beneath which dangles a mass of jellyfish-tentacles. Odd eyes are frequently accompanied by large aquatic predators (e.g. sharks) who feed on creatures paralyzed by the odd eye's gaze attack.

Notes: *Gaze* (the odd eye can gaze at one target per round, who must then save or be paralyzed for 2d4 rounds).

Gray Visitor
Neutral Abomination (Humanoid)

No. Enc.: 2d4 (2d6)	Hit Dice: 2** (8 hp)
Armor Class: 3	Attacks: 1 weapon
Move: 40' (120')	Damage: 3d6 or 1d6+stun

The gray visitors are one of the few abominations which are Neutral in alignment rather than Chaotic—because the possibility exists that they actually come from some far-off star within our own universe, and not another dimension. These beings resemble the clas-

sic depiction of alien "grays": tall, gaunt, usually hairless, with big black eyes and at least the appearance of a frail physique.

Grays are naturally telepathic and prefer thought over speech: when they do speak in a human tongue, it's broken and stilted and lacking any outward expression of emotion. When stranded on some world with technology far beneath the level of their own, they retain the ability to use what few advanced devices they may have with them, but they are often loath to use them excessively, lest they run out of their advanced fuels and power-sources.

If forced into combat, visitors fall back on their lightweight, energy-reflecting plastic armor (AC 3) and rayguns which can be set to either stun (1d6 damage and save or be stunned for a number of rounds equal to the damage) or kill (3d6 damage).

Notes: *Telepathic* (the gray visitors prefer to communicate by thought alone; they can also attempt to read unwilling minds, but the target may save to resist the attempt); *Alien Technology* (visitors might have in their possession practically any gadget or invention, often miniaturized so that it fits easily in the hand).

Lurker Above
Chaotic Abomination

No. Enc.: 1 (1d4)	Hit Dice: 10* (40 hp)
Armor Class: 7	Attacks: 1 crush
Move: 3' (10')	Damage: 1d6
· Fly: 30' (90')	

A 20'-wide manta-ray-like creature that hovers near ceilings and blends in with stone, the lurker attacks by descending on its prey, crushing them, and suffocating them.

Notes: *Stealthy* (a lurker surprises its foes on 1–4 on 1d6), *Crush* (a lurker attacks by dropping onto its prey, causing 1d6 damage if it hits and then automatically every round thereafter; any creatures crushed by a lurker will also suffocate after 1d4+1 rounds and can only attack the lurker with small weapons they had at the ready).

Malboro
Chaotic Abomination (Plant)

No. Enc.: 1d2 (1d2)	Hit Dice: 8** (32 hp)
Armor Class: 1	Attacks: 1 bite or breath
Move: 20' (60')	Damage: 4d6

The dreaded malboro is a huge, evolved plant. Leaf-like feet propel a broad trunk topped by a wide, toothy maw which itself is surrounded by writhing vine-like tentacles. The malboro cannot attack with its tentacles (it only uses them to draw paralyzed prey into its mouth); but, as if its jaws weren't dangerous enough, this creature is especially feared for its horrible breath weapon, both poisonous and paralytic.

Notes: *Bad Breath* (the malboro can exude a 60' long, 10' wide cone of poison gas; any creature caught in the area of effect takes 8d6 poison damage, save for half, and must also save or be paralyzed for 2d4 rounds).

Mimic
Chaotic Abomination

No. Enc.: 1 (1)	Hit Dice: 7* (28 hp) to 10* (40 hp)
Armor Class: 8	Attacks: 1 pseudopod
Move: 10' (30')	Damage: 3d4 (7–9 HD) or 3d6 (10 HD)

This creature is a metamorph, able to change its shape to resemble objects made of wood or stone. In its natural form, a mimic is a blob of sticky gray protoplasm (but surprisingly intelligent protoplasm, at that—mimics are even capable of speech). The mimic's shapeshifting capabilities are entirely non-magical.

Mimics are known to grow larger as they age, and some have as many as 10 hit dice. Young mimics (7–8 HD) are actually quite sociable and willing to negotiate; adult mimics (9 HD) tend to be more surly and greedy; and ancient mimics (10 HD), called *polymars*, are downright senile, only interested in consuming flesh — but these aged mimic-lords also have the power to assume the shapes of living creatures as well as inanimate objects. Advanced mimics conform to the statistics of 7 HD mimics (above), except for 10 HD polymars, which cause 3d6 damage with their attack.

Notes: *Mimicry* (a mimic can assume the shape of any object up to 10 cubic feet in size; the oldest mimics, "polymars", can also take on the shapes of creatures with up to 10 HD); *Sticky* (a mimic's exterior is sticky, like powerful glue; any creature that touches a mimic is bound to it and must make a Str check to break away).

Ochu

Chaotic Abomination

No. Enc.: 1 (1d2)	Hit Dice: 6* (24 hp)
Armor Class: 4	Attacks: tentacle/tentacle/bite
Move: 20' (60')	Damage: 1d8/1d8/1d8+disease

This creature (more properly called an *otyugh*, but the name "ochu" reflects the pronunciation well enough) is a horrific monstrosity that dwells in garbage and filth. It looks like an 8'-wide mound of compost and plant-matter (but it is, in fact, an animal of some sort) with a wide mouth and two long tentacles that look a bit like leafy vines. Ochus have near-human intelligence and communicate with a mix of words and psychic empathy.

Ochus are known to get bigger with age and can have up to 12 hit dice. Younger ochus are timid and only attack if threatened or if very hungry, while the older ochus are more aggressive. Advanced ochus (generally termed "*neochus*") are AC 3 and cause 1d10 damage per hit at 7–9 HD; or AC 2 and 1d12 damage at 10–12 HD.

Notes: *Diseased Bite* (a creature bitten by an ochu must save or contract a rotting disease that inflicts 1d3 life drain per day).

Piercer

Chaotic Abomination

No. Enc.: 3d6 (3d6)	Hit Dice: 1 (4 hp) to 4 (16 hp)
Armor Class: 4	Attacks: 1 drop
Move: 3' (10')	Damage: 1d6 per HD

Piercers are barnacle-like creatures adapted to caverns: they cling to ceilings and look just like stalactites. They range from 1' to 6' in length. Piercers attack by dropping down onto and impaling their victims, and then turning themselves over to either feed on the remains or crawl back towards the wall (so that they might climb up to the cave-ceiling and try again on another potential victim).

Psilithoid

Chaotic Abomination (Humanoid)

No. Enc.: 1d4 (1d4)	Hit Dice: 1** (4 hp) to 8** (32 hp)
Armor Class: 6	Attacks: 1 weapon or mind blast
Move: 40' (120')	Damage: by weapon or special

Psilithoids (emphasis on the first syllable: SIGH-lith-oid) are a race of inscrutable alien beings, possibly related to such queer creatures as cthylloids, gray visitors, and reptoids. They are roughly humanoid in shape, tall and weirdly thin, with bulbous heads and sucker-like mouths surrounded by four small tentacles. All psilithoids are naturally psychic, able to communicate with telepathy and highly proficient with magic. Their preferred food is the brains of sentient beings. Psilithoids may come from some faraway planet or (much more likely) some maddening pocket-dimension out in the Void of

Robin III Wd

Chaos; but when they're ecncountered in the physical universe, it's usually in their preferred environment — deep underground.

Notes: *Psychic* (psilithoids can communicate telepathically, and they use magic as a mage of a level equal to their hit dice); *Mind Blast* (psilithoids can perform a psychic attack, once per day per hit die; it targets all creatures in a conical area, 60' long out to 50' wide; and it either puts targets to sleep for 2d6 rounds if they fail a saving throw, or slams them with telekinetic force for 3d6 damage, save for half); *Suck Brains* (a psilithoid can suck out the brain of any helpless victim in 1d4 rounds, immediately killing them).

Reptoid

Chaotic Abomination (Humanoid)

No. Enc.: 1d6 (1d6)	Hit Dice: 4* (16 hp)
Armor Class: 6	Attacks: 1 bite
Move: 30' (90')	Damage: 1d12

Also known as *reptilian shapeshifters*, the reptoids are a race of alien beings from another dimension. They invade and attempt to conquer a region by killing prominent individuals and then assuming their shapes and identities.

In its natural form, a reptoid appears to be a reptilian humanoid with large, black eyes, a lizard-like face, and a body covered in gray scales. They are able to assume the exact appearance of any humanoid being that they have seen. When a reptoid shapeshifts, it also forms a subtle telepathic link with its victim, which enables it to perfectly mimic voices, mannerisms, and even some detailed memories and specialized knowledge (but not magic or tech).

Notes: *Shapeshifter* (a reptoid can assume the shape of any individual humanoid that it has seen), *Magic-Resistant* (+2 on all saving throws vs. magic, and immune to "sleep" and "charm").

Roper

Chaotic Abomination

No. Enc.: 1d3 (1d5)	Hit Dice: 12** (48 hp)
Armor Class: 1	Attacks: 1 bite/6 strands
Move: 10' (30')	Damage: 5d6/weakness

A roper is a cave-dwelling creature that looks like a large boulder or a wide stalagmite, until it reveals itself — one large eye above a

wide mouth and six long tentacles set around its blobby body. Voracious hunters, ropers will eat anything, but they prefer humanoids. They're intelligent and able to speak, but highly disagreeable.

Notes: *Tentacles* (a roper's tentacles cause no damage, but a hit causes the victim's Strength to become halved for 3 turns, no save, and drags the victim 10′ closer to the roper's mouth), *Fear of Fire* (a roper is immune to electricity and cold, but −4 to save vs. fire), *Regenerate* (a character can sever a tentacle with a hit from an edged weapon that causes at least 5 points of damage; the roper takes no damage, but that tentacle is rendered useless for 24 hours, after which time it will then grow back).

Rot Grub
Chaotic Abomination (Vermin)

No. Enc.: 0 (5d4)	Hit Dice: ¼ (1 hp)
Armor Class: 10	Attacks: special
Move: 3′ (10′)	Damage: special

Rot grubs are unnatural bugs that feed on flesh, rotting or living (with a strong preference for living). Should some hapless warm-blooded creature come in contact with a rot grub-infested corpse, the grubs will immediately start burrowing into the living victim.

Notes: *Burrowing Infestation* (rot grubs burrow into the heart of a living victim and kill it in 1d3 turns, unless disease-curing magic is applied, destroying them; or fire is immediately applied to the infected flesh, which causes 1d6 damage to the infected victim).

Rust Devil
Chaotic Abomination

No. Enc.: 1d2 (1)	Hit Dice: 8** (32 hp)
Armor Class: 3	Attacks: claw/claw/bite/horn or breath
Move: 10′ (30′)	Damage: 1d6/1d6/1d10/1d8 or special
· Fly: 30′ (90′)	

The sages say that this weird creature comes from an awful dimension called *Djer'zii*. The creature indeed resembles a devil; or perhaps a gargoyle, but made of rusty iron instead of stone. Rust devils are not capable of speech; they simply attack without provocation. They appear to hate weapons and technology, and will not hesitate to use their breath weapon to attack any worked metal.

Notes: *Resistances* (rust devils are immune to damage from normal weapons and +2 to save vs. fire or cold; they can be harmed by magical or wrought iron weapons and by spells, and they're −2 to saves vs. electricity), *Rust Breath* (every 3 rounds, a rust devil can breathe a cone of rust 30′ long out to 10′ wide; all living creatures caught in the area take 1d10 damage, save for half; and any non-magical objects made of metal, including weapons, armor, gadgets, and inventions, must also save or be destroyed).

Rust Monster
Chaotic Abomination

No. Enc.: 1d4 (1d4)	Hit Dice: 5* (20 hp)
Armor Class: 3	Attacks: 1 tentacle
Move: 40′ (120′)	Damage: rust

A rust monster looks like a giant armadillo with a long tail and two prehensile antennae. The antennae rust any metal that they touch (or that happens to touch them), instantly reducing such items to dust, which the monster then feeds on.

Notes: *Rusting Touch* (ordinary metal items are instantly destroyed by contact with a rust monster; magical items lose a magical "plus" with each hit that they take *or* deal, and may be destroyed if they are disenchanted in this manner; but such items also have a 10% chance per "plus" of surviving unscathed).

Slithering Tracker
Chaotic Abomination (Ooze)

No. Enc.: 1 (1)	Hit Dice: 5* (hp)
Armor Class: 6	Attacks: none
Move: 40′ (120′)	Damage: nil

A slithering tracker is believed to be an evolved form of the common dungeon slime: unlike other oozes, this creature is intelligent. It is long, serpentine, and mostly transparent, making it very hard to see. It prefers to feed on living things rather than decaying matter, but it cannot attack prey directly; instead, it follows its victims, waits until they go to sleep, and then tries to engulf them whole.

Turn: *Stealthy* (a slithering tracker is transparent and thus 95% invisible), *Poisonous Touch* (when the tracker touches its victim's skin, the victim must save or be paralyzed *permanently*; the tracker then engulfs and digests the victim over the course of one hour).

Trapper Beneath
Chaotic Abomination

No. Enc.: 1 (1)	Hit Dice: 12* (48 hp)
Armor Class: 4	Attacks: enfold 1 to 4 victims
Move: 10′ (30′)	Damage: special

The trapper beneath is a distant relative of the lurker above (q.v.); but trappers prefer to mimic floors, even adding such alluring features as treasure chests and stone coffers. The trapper waits until adventurers investigate the "chest" near the center of its body; then it strikes, enfolding its prey with its massive body and crushing them to death.

Notes: *Crush* (when a trapper enfolds its victims, it causes 1d6 points of crushing damage each round automatically, suffocating victims on the 6th round; said victims are incapable of fighting back and can only be broken free by allies slaying the trapper); *Resistances* (trappers take half damage from fire and cold, and only one-quarter damage on a successful saving throw).

II • ANIMALS, Beasts, and Vermin

THIS CATEGORY consists of natural animals which, for the most part, exist in the real world. For this reason, this section is going to be light on descriptive text. Only the prehistoric or monstrous variants of ordinary animals call for detailed description; for common, everyday animals I've only given their stats and what notes they absolutely require.

The creatures in this category are divided into two broad sub-categories: beasts (higher animals, mostly vertebrates) and vermin (lower animals, mostly invertebrates). Animals are nearly always Neutral-aligned, as they are a part of the natural world (and thus, cannot be Chaotic) without generally being a part of mankind's social world (which is the definition of the Lawful alignment).

You may notice that this section includes quite a lot of prehistoric animals—naturally, since the "lost world" is a classic genre convention of both Victorian science fiction and classic pulp tales. (If *E&E* is good for anything at all, it's Victorian-flavored pulp!)

Allosaurus
Neutral Animal (Beast)

No. Enc.: 0 (1d4)	Hit Dice: 13 (52 hp)
Armor Class: 6	Attacks: 1 bite
Move: 50' (150')	Damage: 4d6

This carnivorous dinosaur is a smaller relative of the T. rex, some 15' tall.

Ankylosaurus
Neutral Animal (Beast)

No. Enc.: 0 (1d8)	Hit Dice: 7 (28 hp)
Armor Class: 1	Attacks: 1 tail
Move: 20' (60')	Damage: 2d6

The ankylosaurus is an herbivorous dinosaur. Its body is covered in bony plates, and it sports a knobby club on the end of its tail.

Ant, Giant
Neutral Animal (Vermin)

No. Enc.: 2d4 (4d6)	Hit Dice: 4* (16 hp)
Armor Class: 4	Attacks: 1 bite
Move: 60' (180')	Damage: 2d6

Giant ants are 6' long and build nests in anthills that look like literal hills. A queen may be huge and have up to 12 hit dice. They are ML 12 when defending their nest.

Notes: *Hoarding* (some 10% of giant ant nests will contain nuggets of gold or other precious metals).

Antlion, Giant
Neutral Animal (Vermin)

No. Enc.: 1d4 (1d6)	Hit Dice: 4* (16 hp)
Armor Class: 5	Attacks: 1 bite
Move: 40' (120')	Damage: 1d10

This creature is a giant predatory beetle which builds a network of underground tunnels and trap-doors (which are as difficult to spot as any man-made trap). Should a victim approach an antlion nest, they may find themselves falling ten or twenty feet (normal falling damage applies) through funnel-shaped sinkhole and down into a tunnel or cave, where they are instantly set upon by the hungry, giant insect.

Ape, Carnivorous
Neutral Animal (Beast)

No. Enc.: 2d4 (3d4)	Hit Dice: 5 (20 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d4/1d4/1d8

Large relatives of chimpanzees, these apes are very smart and have keen senses. They hunger insatiably for the flesh of humanoids.

Notes: *Keen Senses* (only surprised on 1-in-6), *Rend* (if a carnivorous ape hits one target with both claw attacks, the target takes an extra 1d8 damage automatically).

Ape—Chimpanzee
Neutral Animal (Beast)

No. Enc.: 1d4 (3d4)	Hit Dice: 3 (12 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d3/1d3/1d6

These apes are the closest naturally-evolved relatives to humans. They are aggressive and omnivorous, territorial, and highly social.

Ape—Gorilla
Neutral Animal (Beast)

No. Enc.: 1d4 (3d4)	Hit Dice: 4+1 (17 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d3/1d3/1d6

Gorillas are herbivorous and usually only become violent if threatened or defending territory.

Ape, Snow
Neutral Animal (Beast)

No. Enc.: 0 (2d10)	Hit Dice: 3+1 (13 hp)
Armor Class: 7	Attacks: 1 club/1 hug
Move: 30' (90')	Damage: 1d6/2d6

Squat, baboon-like, and just smart enough to use the simplest tools, snow apes may be a less-evolved relative of the yeti.

Notes: *Camouflage* (snow apes have a 4-in-6 chance to surprise enemies in snowy conditions), *Hug* (snow apes attack with a club in one hand and they grab with the other; if the hug attack hits, the ape will automatically deal 2d6 damage to its target on each round thereafter until the ape slain or scared into letting go).

Ape, White
Neutral Animal (Beast)

No. Enc.: 1d6 (2d4)	Hit Dice: 4 (16 hp)
Armor Class: 7	Attacks: 2 claws or 1 rock
Move: 40' (120')	Damage: 1d4/1d4 or 1d6

These albino cave-apes are adapted to life underground.

Notes: *Throw Rock* (with a 20' base range).

Archelon
Neutral Animal (Beast)

No. Enc.: 0 (1d4)	Hit Dice: 6 (24 hp)
Armor Class: 5	Attacks: 1 bite
Move: 10' (30')	Damage: 2d6
· Swim: 40' (120')	

A prehistoric reptile and the ancestor of modern sea-turtles, the archelon has a soft and leathery shell.

Baboon
Neutral Animal (Beast)

No. Enc.: 2d4 (1d4×10)	Hit Dice: 1+1 (5 hp)
Armor Class: 8	Attacks: 1 bite
Move: 40' (120')	Damage: 1d4

Baboons are old-world monkeys, surprisingly strong and aggressive for their size (about that of a large dog).

Baboon, Rock
Neutral Animal (Beast)

No. Enc.: 2d6 (5d6)	Hit Dice: 2 (8 hp)
Armor Class: 7	Attacks: 1 club/1 bite
Move: 40' (120')	Damage: 1d6/1d3

These are larger, smarter relatives of normal baboons.

Badger
Neutral Animal (Beast)

No. Enc.: 1d2 (1d5)	Hit Dice: 1+2 (6 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 20' (60')	Damage: 1d2/1d2/1d3

Giant badgers (see following) are twice the size of normal badgers.

Badger, Giant
Neutral Animal (Beast)

No. Enc.: 1d2 (1d5)	Hit Dice: 3 (12 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 20' (60')	Damage: 1d3/1d3/1d6

Baluchitherium
Neutral Animal (Beast)

No. Enc.: 0 (1d4)	Hit Dice: 10 (40 hp)
Armor Class: 6	Attacks: 1 trample
Move: 40' (120')	Damage: 3d6

This is a huge prehistoric relative of the rhinoceros, like the titanothere, but bigger.

Bat
Neutral Animal (Beast)

No. Enc.: 1d100 (1d100)	Hit Dice: ¼ (1 hp)
Armor Class: 7	Attacks: confusion
Move: 3' (10')	Damage: nil

· Fly: 40' (120')

Notes: *Echolocation* (bats navigate by sound; they can be blinded by "silencing" magic, but not light or darkness), *Confusion* (a swarm of 10 bats or more can become a mighty distraction; if adventurers are caught in such a swarm, they are −2 to attacks and saves and can't cast spells).

ANIMALS (BY NAME)

Allosaurus	Boar–Warthog	Elk, Giant	Megatherium	Spider, Giant Black Widow
Ankylosaurus	Brontosaurus	Ferret, Giant	Mule	Spider, Giant Crab
Ant, Giant	Camel	Fish–Giant Bass	Octopus, Giant	Spider, Giant Sand
Antlion, Giant	Cat–Bekkah	Fish–Giant Catfish	Owl, Giant	Spider, Giant Tarantella
Ape, Carnivorous	Cat–Cheetah	Fish–Giant Piranha	Oyster, Giant	Spider, Giant Wolf
Ape–Chimpanzee	Cat–Cougar	Fish–Giant Rockfish	Phororhacos	Spider, Huge Wood
Ape–Gorilla	Cat–Jaguar	Fish–Giant Sturgeon	Plesiosaurus	Squid, Giant
Ape, Snow	Cat–Leopard	Fish–Piranha	Porcupine, Giant	Stegosaurus
Ape, White	Cat–Lion	Fly, Giant Robber	Pteranodon	Termite, Fresh Water
Archelon	Cat–Lynx	Frog, Giant	Pterodactyl	Termite, Salt Water
Baboon	Cat–Panther	Frog, Giant Poisonous	Pterosaur, Large	Termite, Swamp Water
Baboon, Rock	Cat–Tiger	Frog, Killer	Rat	Tick, Giant
Badger	Cat, Wild-	Grangeri	Rat, Giant	Titanothere
Badger, Giant	Cat, Sabre-Toothed	Hawk	Raven, Giant	Toad, Cave
Baluchitherium	Centipede, Giant–1'	Hawk, Giant	Rhinoceros	Toad, Giant
Bat	Centipede, Giant–5'	Herd Animals	Rhinoceros, Woolly	Toad, Giant Poisonous
Bat, Giant	Centipede, Giant–20'	Horse, Draft	Roc	Trachodon
Bat, Giant Vampire	Crab, Giant	Horse–Pony	Roc, Large	Triceratops
Bear, Black	Crayfish, Giant	Horse, Riding	Roc, Giant	Turtle, Giant Sea
Bear, Cave	Critters	Horse, War	Scorpion, Giant	Turtle, Giant Snapping
Bear, Grizzly	Crocodile	Hyena	Shark, Bull	Tylosaurus
Bear, Polar	Crocodile, Large	Hyenadon	Shark, Gaint	Tyrannosaurus Rex
Bee, Giant Killer	Crocodile, Giant	Insect Swarm	Shark, Great White	Velociraptor
Beetle, Giant Boring	Dimetrodon	Jackal	Shark, Mako	Wasp, Giant
Beetle, Giant Fire	Dog	Jellyfish–Giant Man-o-War	Shark, Vamora	Weasel, Giant
Beetle, Giant Horned	Dog, War	Jellyfish–Giant Marauder	Shrew, Giant	Whale, Giant
Beetle, Giant Oil	Dog, Wild	Leech, Giant	Skunk	Whale, Killer
Beetle, Giant Stag	Dolphin	Lizard–Giant Draco	Skunk, Giant	Whale–Narwhal
Beetle, Giant Tiger	Eagle	Lizard–Giant Gecko	Slug, Giant	Wolf
Bird, Flightless	Eagle, Giant	Lizard–Giant Chameleon	Snake–Giant Racer	Wolf, Dire
Birdsteed, Draft	Eel, Electric	Lizard–Giant Tuatara	Snake–Giant Rattler	Wolverine
Birdsteed, Riding	Eel, Giant Gulper	Locust, Giant Cave	Snake–Pit Viper	Wolverine, Giant
Birdsteed, War	Eel, Shrieking	Magpie, Giant	Snake–Rock Python	
Boar	Elephant	Manta Ray	Snake, Sea	
Boar, Giant	Elephant, Dire	Manta Ray, Giant	Snake–Spitting Cobra	

Bat, Giant (and Giant Vampire)
Neutral Animal (Beast)

No. Enc.: 1d10 (1d10)	Hit Dice: 2 (8 hp)
Armor Class: 7	Attacks: 1 bite
Move: 10' (30')	Damage: 1d4
· Fly: 60' (180')	

Giant bats can grow to have 5' long bodies and a 25' wingspan. They drink blood.

Notes: *Vampirism* (5% of all giant bat encounters are with giant vampire bats, which are HD 2*; anyone bitten by a giant vampire bat must save or fall asleep for 1d10 rounds; the bat will then feed, draining 1d4 hp per round—and anyone slain in this fashion may rise as the undead!).

Bear, Black
Neutral Animal (Beast)

No. Enc.: 1d4 (1d4)	Hit Dice: 4 (16 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d3/1d3/1d6

Bear, Cave
Neutral Animal (Beast)

No. Enc.: 1d2 (1d2)	Hit Dice: 7 (28 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 2d4/2d4/2d6

Bear, Grizzly
Neutral Animal (Beast)

No. Enc.: 1 (1d4)	Hit Dice: 5 (20 hp)
Armor Class: 9	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d8/1d8/1d10

Bear, Polar
Neutral Animal (Beast)

No. Enc.: 1 (1d2)	Hit Dice: 6 (24 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move/Swim: 40' (120')	Damage: 1d6/1d6/1d10

Black, grizzly, and polar bears are well-known and hardly need an introduction. Cave bears are a prehistoric throwback that can grow to 15' in height. They're very aggressive and constantly hungry.

Notes: *Hug* (when any kind of bear hits with both of its claw attacks, it deals an extra 2d8 damage).

Bee, Giant Killer
Neutral Animal (Vermin)

No. Enc.: 1d6 (5d6)	Hit Dice: ½* (2 hp)
Armor Class: 8	Attacks: 1 sting
Fly: 50' (150')	Damage: 1d3 + poison + special

1'-long, mean and aggressive, giant killer bees won't stop attacking anything that approaches their hive. (Giant beehives are always on

ANIMALS (BY HIT DICE)

Bat (¼)	Giant Robber Fly (2)	Cheetah (3*)	Giant Crayfish (4+4)	Giant Catfish (8+3*)
Piranha (¼)	Riding Horse (2)	Dolphin (3*)	Giant Weasel (4+4)	Elephant (9*)
Rat (¼)	Pony (2)	Giant Frog (3*)	Giant Wolverine (4+4**)	Giant Man-o-War Jelly (9**)
Critters (½)	Mule (2)	Giant Skunk (3*)	Carnivorous Ape (5)	Giant Slug (9** to 20**)
Hawk (½)	Giant Racer Snake (2)	Sea Snake (3*)	Grizzly Bear (5)	Baluchitherium (10)
Jackal (½)	Giant Wolf Spider (2)	Giant Black Widow (3*)	Giant Boring Beetle (5)	Giant Oyster (10)
Giant Rat (½)	Giant Vampire Bat (2*)	Wolverine (3**)	Hyenadon (5)	Large Pterosaur (10)
Giant Killer Bee (½*)	Giant Oil Beetle (2*)	Snow Ape (3+1)	Pteranodon (5)	Giant Boar (10*)
1' Giant Centipede (½*)	5' Giant Centipede (2*)	Giant Tiger Beetle (3+1)	Giant Chameleon (5*)	Giant Manta Ray (10*)
Shrieking Eel (¾*)	Electric Eel (2*)	Giant Gecko (3+1)	Giant Porcupine (5*)	Giant Shark (10* to 15*)
Skunk (¾*)	Insect Swarm (2* to 4*)	Cave Toad (3+1*)	Rock Python (5*)	Giant Snapping Turtle (10*)
Flightless Bird (1 to 3)	Bull Shark (2*)	Cougar (3+2)	Giant Rockfish (5+5*)	Giant Sturgeon (10+2*)
Wildcat (1)	Pit Viper (2*)	Warthog (3+3)	Archelon (6)	Megatherium (11)
Eagle (1)	Giant Crab Spider (2*)	Giant Piranha (3+3)	Polar Bear (6)	Stegosaurus (11)
Herd Animals (1 to 4)	Giant Poisonous Frog (2**)	Giant Hawk (3+3)	Lion (6)	Giant Horned Beetle (12)
Pterodactyl (1)	Giant Cave Locust (2**)	White Ape (4)	Tiger (6)	Large Roc (12)
Giant Shrew (1*)	Fresh Water Termite (2+1)	Black Bear (4)	Large Crocodile (6)	Titanothere (12)
Spitting Cobra (1*)	Giant Sand Spider (2+1*)	Panther (4)	Giant Leech (6)	Narwhal (12)
Giant Tick (1* to 3*)	Lynx (2+2)	Giant Owl (4)	Giant Tuatara (6)	Bekkah Cat (12*)
Baboon (1+1)	War Dog (2+2)	Mako Shark (4)	Rhinoceros (6)	Allosaurus (13)
Wild Dog (1+1)	Giant Raven (2+2)	Salt Water Termite (4)	Roc (6)	Grangeri (13)
Giant Ferret (1+1)	Wolf (2+2)	Giant Ant (4*)	Killer Whale (6)	Trachodon (14)
Giant Magpie (1+1)	Giant Toad (2+2*)	Giant Antlion (4*)	Giant Gulper Eel (6*)	Giant Crocodile (15)
Swamp Water Termite (1+1)	Giant Poison. Toad (2+2**)	20' Giant Centipede (4*)	Vamora Shark (6*)	Giant Sea Turtle (15)
Badger (1+2)	Chimpanzee (3)	Manta Ray (4*)	Giant Squid (6*)	Dire Elephant (15*)
Giant Fire Beetle (1+2)	Giant Badger (3)	Giant Scorpion (4*)	Leopard (6+2)	Plesiosaurus (16)
Huge Wood Spider (1+3*)	Draft Bird (3)	Giant Rattlesnake (4*)	Ankylosaurus (7)	Triceratops (20*)
Killer Frog (1+4*)	War Bird (3)	Giant Tarantella (4*)	Cave Bear (7)	Tyrannosaurus Rex (20*)
Rock Baboon (2)	Giant Crab (3)	Giant Wasp (4*)	Giant Stag Beetle (7)	Tylosaurus (21)
Giant Bat (2)	Draft Horse (3)	Giant Marauder Jelly (4**)	Dimetrodon (7)	Brontosaurus (26)
Riding Bird (2)	War Horse (3)	Gorilla (4+1)	Sabre-Toothed Cat (8)	Giant Roc (36)
Camel (2)	Hyena (3)	Dire Wolf (4+1)	Giant Elk (8)	Giant Whale (36*)
Crocodile (2)	Phororhacos (3)	Jaguar (4+2)	Woolly Rhinoceros (8)	
Dog (2)	Velociraptor (3)	Giant Eagle (4+2)	Great White Shark (8)	
Giant Bass (2)	Boar (3*)	Giant Draco (4+2)	Giant Octopus (8*)	

the ground or inside caves, never in treetops.) Within the hive itself there are at least 10 bees guarding the queen, including at least 4 "guards" with 1 HD; the queen has 2 HD and can sting repeatedly without dying.

Notes: *Stinger* (whenever a giant killer bee stings a target, the stinger comes out; the bee dies, but the stinger will work its way into the victim, causing 1 damage per round until a round is spent removing it; and anyone stung will immediately take an extra 1d6 damage from poison, save for half), *Healing Honey* (giant killer bee honey is magical and has healing properties—if anyone eats the honey of an entire hive, which is about a quart, it cures 1d4 hp).

Beetle, Giant Boring
Neutral Animal (Vermin)

No. Enc.: 3d6 (3d6)	Hit Dice: 5 (20 hp)
Armor Class: 4	Attacks: 1 bite
Move: 20′ (60′)	Damage: 5d4

These 9′-long beetles are highly social and dwell in underground tunnels, where they mostly feed on molds and fungus that they themselves cultivate.

Beetle, Giant Fire
Neutral Animal (Vermin)

No. Enc.: 1d8 (2d6)	Hit Dice: 1+2 (6 hp)
Armor Class: 5	Attacks: 1 bite
Move: 40′ (120′)	Damage: 2d4

These 2′-long beetles are known for their bioluminescent glands, two above the eyes and one in the abdomen, which glow with an orange light. If carefully removed, the glands will shed light in a 10′-radius for 1d6 days.

Beetle, Giant Horned
Neutral Animal (Vermin)

No. Enc.: 1d6 (1d6)	Hit Dice: 12 (48 hp)
Armor Class: 3	Attacks: 1 bite/1 horn
Move: 20′ (60′)	Damage: 3d6/2d8

These huge 12′-long beetles have a 6′-long horn. They are territorial and attack when threatened.

Beetle, Giant Oil
Neutral Animal (Vermin)

No. Enc.: 1d8 (2d6)	Hit Dice: 2* (8 hp)
Armor Class: 5	Attacks: 1 bite + oil
Move: 40′ (120′)	Damage: 1d6 + special

This is a 3′-long gigantic relative of the bombardier beetle, which squirts toxic oil at enemies.

Notes: *Oil* (once per round, the oil beetle can squirt an oily fluid at one attacker; the oil causes painful blisters and causes the victim to be −2 on all attacks, checks, and saves for 24 hours or until any form of healing is received).

Beetle, Giant Stag
Neutral Animal (Vermin)

No. Enc.: 2d6 (2d6)	Hit Dice: 7 (28 hp)
Armor Class: 4	Attacks: bite/horn/horn
Move: 20′ (60′)	Damage: 4d4/1d10/1d10

Giant stag beetles are pests that attack cultivated lands—one can devour an entire farm's worth of crops! They're 10′ long, with a pair of 8′-long horns.

Beetle, Giant Tiger
Neutral Animal (Vermin)

No. Enc.: 1d6 (2d4)	Hit Dice: 3+1 (13 hp)
Armor Class: 4	Attacks: 1 bite
Move: 50′ (150′)	Damage: 2d6

These are 4′-long, striped, carnivorous giant beetles.

Bird, Flightless
Neutral Animal (Beast)

No. Enc.: 2d10 (2d10)	Hit Dice: 1 (4 hp) to 3 (12 hp)
Armor Class: 8	Attacks: 1 bite or 1 claw
Move: 60′ (180′)	Damage: 1d4 or 2d4

Wild flightless birds include the rhea (1 HD), the emu (2 HD), and the ostrich (3 HD). The *châkka* birds (birdsteeds, below) are most likely derived from emu stock.

Birdsteed, Draft
Neutral Animal (Beast)

No. Enc.: 1 (1)	Hit Dice: 3 (12 hp)
Armor Class: 7	Attacks: none
Move: 40' (120')	Damage: nil

Goblins don't like horses, and vice versa; and so, long ago, the goblins domesticated the wild *châkka*-bird—a large and flightless yellow-feathered bird, a relative of the ostrich and the emu—to serve as beasts of burden and mounts. These domesticated "birdsteeds" have adapted well to both the inherently unnerving presence of goblins and to the necessity of moving constantly between lightless tunnels under mountain strongholds and the surface. (Wild *châkkas* originally lived mainly in forests.)

Because they can tolerate sunlight and underground conditions equally well, *châkkas* will actually go down into dungeons, whereas mules and horses will not—which makes these great birds ideal (and highly coveted) mounts and pack-animals for adventurers. Also, while can't carry as much weight as mules or horses, they do move a bit faster.

The "draft bird" described here is the slowest and most docile but also the strongest variety. A draft bird can carry up to 160 EV at normal speed, or 320 EV at half speed.

Birdsteed, Riding
Neutral Animal (Beast)

No. Enc.: 1 (1d6 × 10)	Hit Dice: 2 (8 hp)
Armor Class: 7	Attacks: talon/talon/beak
Move: 90' (270')	Damage: 1d3/1d3/1d4

This is the smallest breed of *châkka*-bird, bred by the goblins for swiftness and long-distance travel. A riding bird can carry 200 EV and still maintain its full speed, or up to 400 EV moving at half speed.

Birdsteed, War
Neutral Animal (Beast)

No. Enc.: 1 (1)	Hit Dice: 3 (12 hp)
Armor Class: 7	Attacks: talon/talon/beak
Move: 50' (150')	Damage: 1d4/1d4/1d6

The favored mount of goblin soldiers, whether they ride to war upon the surface or under the ground, a war bird is a *châkka* which has been trained not to panic in the heat of battle. A warrior armed with a lance and mounted on the back of a war bird can execute a lance charge for double damage. War birds can carry up to 120 EV at full speed or 240 EV at half speed.

Boar
Neutral Animal (Beast)

No. Enc.: 1d6 (1d6)	Hit Dice: 3* (12 hp)
Armor Class: 8	Attacks: 1 tusk
Move: 30' (90')	Damage: 2d4

Boar, Giant
Neutral Animal (Beast)

No. Enc.: 1d6 (1d6)	Hit Dice: 10* (40 hp)
Armor Class: 4	Attacks: 1 tusk
Move: 30' (90')	Damage: 2d8

Giant boars are a prehistoric ancestor of the common boar—huge in size and terrifyingly aggressive.

Notes: *Charge* (a boar or giant boar causes double damage if it can run at least 20' straight at its target before attacking).
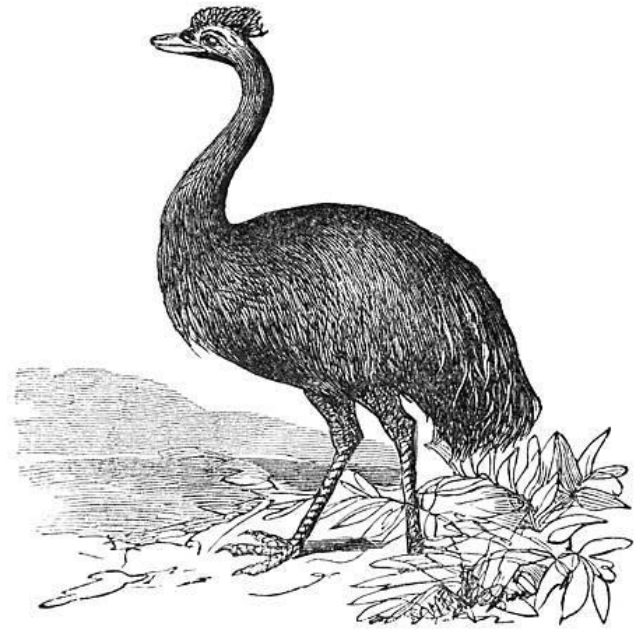
Boar—Warthog
Neutral Animal (Beast)

No. Enc.: 1d6 (1d6)	Hit Dice: 3+3 (15 hp)
Armor Class: 8	Attacks: 2 tusks
Move: 40' (120')	Damage: 2d4/2d4

Tropical relatives of boars.

Brontosaurus
Neutral Animal (Beast)

No. Enc.: 0 (1d3)	Hit Dice: 26 (104 hp)
Armor Class: 6	Attacks: 1 bite/1 tail
Move: 20' (60')	Damage: 2d6/3d6
· Swim: 50' (150')	

A massive herbivorous sauropod, this dinosaur must stay in water most of the time to support its own weight. Fortunately, these gentle giants aren't usually aggressive.

Camel
Neutral Animal (Beast)

No. Enc.: 0 (2d4)	Hit Dice: 2 (8 hp)
Armor Class: 8	Attacks: 1 bite/1 hoof
Move: 50' (150')	Damage: 1/1d4

Camels are stubborn but hardy beasts, able to go for up to two weeks without water. A camel can carry 120 EV and still maintain normal speed, or up to 240 EV at half speed. Dromedaries use the same stats.

Cat—Bekkah
Neutral Animal (Beast)

No. Enc.: 1 (1d2)	Hit Dice: 12* (48 hp)
Armor Class: 5	Attacks: claw/claw/bite + roar
Move: 50' (150')	Damage: 1d10/1d10/3d8 + special

This huge cat is basically a giant dire panther. As they are among the most awesome killers in the jungle, they tend to inspire legends and superstitions.

Notes: *Roar* (the roar of a bekkah inspires fear; all who hear it must save or remain rooted in place for 2d4 rounds; those affected may still fight, but at −2 to hit).

Cat—Cheetah
Neutral Animal (Beast)

No. Enc.: 0 (1d6)	Hit Dice: 3* (12 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 60' (180')	Damage: 1d2/1d2/1d6
· Sprint: 100' (300')	

Notes: *Sprint* (cheetahs can sprint for 6 rounds; then their Move speed drops to 40' for a turn).

Cat—Cougar
Neutral Animal (Beast)

No. Enc.: 1d4 (1d4)	Hit Dice: 3+2 (14 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d3/1d3/1d6

Cat—Jaguar
Neutral Animal (Beast)

No. Enc.: 1 (1d3)	Hit Dice: 4+2 (18 hp)
Armor Class: 7	Attacks: claw/claw/bite + rake/rake
Move: 60' (180')	Damage: 1d3/1d3/1d8 + 1d5/1d5

Notes: *Rake* (if a jaguar hits with both of its front claws in the same round, it may attack with its back claws as well, raking at +2 to hit for 1d5 damage each), *Climber* (jaguars like to leap down from tree-tops, surprising on 1–3 on 1d6).

Cat—Leopard
Neutral Animal (Beast)

No. Enc.: 1d3 (2d6)	Hit Dice: 6+2 (26 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d4/1d4/1d10

Cat—Lion
Neutral Animal (Beast)

No. Enc.: 1d4 (1d8)	Hit Dice: 6 (24 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d5/1d5/1d10

Cat—Lynx
Neutral Animal (Beast)

No. Enc.: 1d2 (1d4)	Hit Dice: 2+2 (10 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d2/1d2/1d4

Notes: *Camouflage* (4-in-6 chance to surprise when outdoors).

Cat—Panther
Neutral Animal (Beast)

No. Enc.: 1d2 (1d6)	Hit Dice: 4 (16 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 70' (210')	Damage: 1d4/1d4/1d8

Cat—Tiger
Neutral Animal (Beast)

No. Enc.: 1 (1d3)	Hit Dice: 6 (24 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d6/1d6/2d6

Notes: *Camouflage* (surprise 1–4 in 6 in wooded areas).

Cat, Wild-
Neutral Animal (Beast)

No. Enc.: 1d2 (1d2)	Hit Dice: 1 (4 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1/1/1d3

These are feral relatives of domestic cats.

Cat, Sabre-Toothed
Neutral Animal (Beast)

No. Enc.: 1d4 (1d4)	Hit Dice: 8 (32 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d8/1d8/2d8

Centipede, Giant (1')
Neutral Animal (Vermin)

No. Enc.: 2d4 (1d8)	Hit Dice: ½* (2 hp)
Armor Class: 10	Attacks: 1 bite
Move: 20' (60')	Damage: 1 + poison

Giant centipedes are a common dungeon threat; they're typically about 1' in length. Most encounters with giant centipedes (90%) are with a non-lethal variety whose venom inflicts a crippling disease but does not usually kill; the remainder of encounters (10%) is with a deadly variety.

Notes: *Poison* (a bite from the commoner variety of giant centipede forces a target to save or become violently ill for 3d4 days, unable to fight and only able to move at half speed; the rarer, lethal variety of centipede inflicts a nasty poison that causes 1d6 damage 1d4 turns after the bite, with a save allowed for half damage).

Centipede, Giant (5')
Neutral Animal (Vermin)

No. Enc.: 1d4 (1d4)	Hit Dice: 2* (8 hp)
Armor Class: 6	Attacks: 1 bite
Move: 50' (180')	Damage: 1d8 + poison

The man-sized giant centipede is deadly dungeon predator with a strong and poisonous bite.

Notes: *Poison* (the bite of a man-sized giant centipede deals 1d8 damage by itself, plus 2d6 extra damage from poison, inflicted 1d6 turns later and allowing a save for half).

Centipede, Giant (20')
Neutral Animal (Vermin)

No. Enc.: 1d2 (1d2)	Hit Dice: 4* (16 hp)
Armor Class: 1	Attacks: 1 bite
Move: 60' (180')	Damage: 3d8 + poison

The largest giant centipedes can get up to twenty feet long. Their poisonous bite is a significant threat to adventurers.

Notes: *Poison* (the bite of a gigantic centipede like this causes 3d8 damage; 1d4 turns later, the victim takes an extra 4d6 points of poison damage, with a save allowed at that time for half damage).

Crab, Giant
Neutral Animal (Vermin)

No. Enc.: 1d2 (1d6)	Hit Dice: 3 (12 hp)
Armor Class: 3	Attacks: 2 pincers
Move: 20' (60')	Damage: 2d6/2d6

Giant crabs can breathe under water but cannot swim. They are very aggressive and always hungry. Specimens can grow to have

as many as 6 HD, with the 5–6 HD varieties causing 3d6 damage per claw attack.

Crayfish, Giant
Neutral Animal (Vermin)

No. Enc.: 1d4 (1d4)	Hit Dice: 4+4 (20 hp)
Armor Class: 5	Attacks: 2 claws
Move: 20' (60')	Damage: 2d6/2d6
· Swim: 40' (120')	

Giant crayfish are 8' long and swim very fast. When they appear, they may dart out at prey, surprising them on 1–3 on 1d6.

Critters
Neutral Animals (Beasts)

No. Enc.: varies	Hit Dice: ½ (2 hp)
Armor Class: 9	Attacks: special
Move: 40' (120')	Damage: none

"Critters" is a catch-all category for those small birds and mammals which are usually too weak to meaningfully affect a combat encounter. Mages' familiars are often drawn from the ranks of forest critters.

Notes: *Distraction* (critters can never cause damage in a fight, but if one successfully rolls to hit its target, it may distract them for a round, making them −2 on their next skill check or attack roll), *Flight* (some critters can fly at the same speed at which they move).

Crocodile
Neutral Animal (Beast)

No. Enc.: 0 (1d8)	Hit Dice: 2 (8 hp)
Armor Class: 6	Attacks: 1 bite
Move/Swim: 30' (90')	Damage: 1d8

Naturally, one can use the same stats for alligators.

Crocodile, Large
Neutral Animal (Beast)

No. Enc.: 0 (1d4)	Hit Dice: 6 (24 hp)
Armor Class: 4	Attacks: 1 bite
Move/Swim: 30' (90')	Damage: 2d8

Crocodile, Giant
Neutral Animal (Beast)

No. Enc.: 0 (1d3)	Hit Dice: 15 (60 hp)
Armor Class: 2	Attacks: 1 bite
Move/Swim: 30' (90')	Damage: 3d8

Dimetrodon
Neutral Animal (Beast)

No. Enc.: 0 (1d6)	Hit Dice: 7 (28 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40' (120')	Damage: 2d8

This famously "sail-backed" dinosaur is a carnivore that hunts for its prey in swamps.

Dog
Neutral Animal (Beast)

No. Enc.: 2d6 (3d6)	Hit Dice: 2 (8 hp)
Armor Class: 8	Attacks: 1 bite
Move: 60' (180')	Damage: 1d6

These stats are used for large domesticated dogs.

Dog, War
Neutral Animal (Beast)

No. Enc.: varies	Hit Dice: 2+2 (10 hp)
Armor Class: 8	Attacks: 1 bite
Move: 40' (120')	Damage: 2d4

War dogs are bred for ferocity; they often wear spiked collars.

Dog, Wild
Neutral Animal (Beast)

No. Enc.: 4d4 (4d4)	Hit Dice: 1+1 (5 hp)
Armor Class: 8	Attacks: 1 bite
Move: 50' (150')	Damage: 1d4

Wild dogs have returned to a feral state and run in packs.

Dolphin
Neutral Animal (Beast)

No. Enc.: 0 (1d20)	Hit Dice: 3* (12 hp)
Armor Class: 6	Attacks: 1 head butt
Swim: 60' (180')	Damage: 2d4

Dolphins are intelligent and can communicate with others of their kind from up to twenty leagues away. Dolphins hate sharks and often attack them, but they are usually very friendly to humans and especially merfolk. Dolphins who serve merfolk as steeds can carry 60 EV weight at full speed and 120 EV at half speed.

Eagle
Neutral Animal (Beast)

No. Enc.: 0 (1d8)	Hit Dice: 1 (4 hp)
Armor Class: 8	Attacks: claw/claw/bite
Fly: 150' (450')	Damage: 1d2/1d2/1d4

Eagle, Giant
Neutral Animal (Beast)

No. Enc.: 0 (1d20)	Hit Dice: 4+2 (18 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 130' (390')	Damage: 1d6/1d6/1d10

Giant eagles are intelligent, with their own language and their own concerns apart from the affairs of men. They are not Lawful, but they have no love for Chaos. A giant eagle can carry 40 EV (i.e. 100 lbs.) and still fly at full speed, or 80 EV at half speed.

Eel, Electric
Neutral Animal (Beast)

No. Enc.: 0 (1d3)	Hit Dice: 2* (8 hp)
Armor Class: 10	Attacks: 1 bite + shock
Swim: 40' (120')	Damage: 1d4 + electrical damage

Notes: *Shock* (monstrous electric eels can discharge a 60' radius electrical attack, once per turn; the damage varies with distance, being 3d8 out to 20', 2d8 out to 40', and 1d8 out to 60', no save).

Eel, Giant Gulper
Neutral Animal (Beast)

No. Enc.: 0 (1d4)	Hit Dice: 6* (24 hp)
Armor Class: 7	Attacks: 1 bite
Swim: 80' (240')	Damage: 3d4

Notes: *Swallow Whole* (giant gulper eels can swallow a man-sized or smaller target whole on a to-hit roll of 1 or 2; victims take 1d8 acid damage each round until freed).

Eel, Shrieking
Neutral Animal (Beast)

No. Enc.: 0 (1d6×10)	Hit Dice: ¾* (3 hp)
Armor Class: 9	Attacks: 1 bite + shriek
Swim: 50' (150')	Damage: 1d3 + special

These eels swim in large schools and are very vicious, like piranhas. If they smell blood, they'll attack in a frenzy and never check morale.

Notes: *Shriek* (the shrieking eels emit a constant, piercing shriek when they detect prey; the sound is so horrific that all who hear it must save or be unnerved and rendered −2 to attack as long as the sound persists).

Elephant
Neutral Animal (Beast)

No. Enc.: 0 (1d20)	Hit Dice: 9* (36 hp)
Armor Class: 6	Attacks: 2 tusks or 1 trample
Move: 40' (120')	Damage: 2d4/2d4 or 4d8

In combat, elephants charge with their tusks, then attempt to either gore (75%) or trample (25%). When trained as mounts, elephants can carry 360 EV at full speed or 720 EV at half speed.

Notes: *Charge* (if an elephant can move at least 20' directly at its target before attacking, its tusks will deal double damage).

Elephant, Dire
Neutral Animal (Beast)

No. Enc.: 0 (2d8)	Hit Dice: 15* (60 hp)
Armor Class: 4	Attacks: 2 tusks or 1 trample
Move: 40' (120')	Damage: 2d6/2d6 or 4d8

These stats can be used for either a great "oliphaunt" of ancient days or a prehistoric mammoth or mastodon. Their great, curved tusks are more suited for battering than piercing, but otherwise they use the same tactics as normal elephants (including the charge ability noted above). A dire elephant mount has EV limits of 400 and 800.

Elk, Giant
Alignment Type (Sub-Type)

No. Enc.: 0 (1d6)	Hit Dice: 8 (32 hp)
Armor Class: 7	Attacks: 1 butt
Move: 40' (120')	Damage: 1d12

This prehistoric megafauna is prey to sabre-toothed cats and dire wolves.

Ferret, Giant
Neutral Animal (Beast)

No. Enc.: 1d8 (1d12)	Hit Dice: 1+1 (5 hp)
Armor Class: 6	Attacks: 1 bite
Move: 50' (150')	Damage: 1d8

Twice the size of normal ferrets, and more temperamental.

Fish — Giant Bass
Neutral Animal (Beast)

No. Enc.: 0 (2d4)	Hit Dice: 2 (8 hp)
Armor Class: 8	Attacks: 1 bite
Swim: 40' (120')	Damage: 1d6

Giant bass are the least aggressive of the giant fish, but will still attack when hungry. They may be summoned to fight by nixies.

Fish — Giant Catfish
Neutral Animal (Beast)

No. Enc.: 0 (1d2)	Hit Dice: 8+3* (35 hp)
Armor Class: 5	Attacks: 1 bite + 4 feelers
Swim: 30' (90')	Damage: 2d8 + 1d4 each

Fish — Giant Piranha
Neutral Animal (Beast)

No. Enc.: 0 (2d4)	Hit Dice: 3+3 (15 hp)
Armor Class: 7	Attacks: 1 bite
Swim: 50' (150')	Damage: 1d8

Notes: *Frenzy* (if giant piranha scent blood, they will attack without having to check morale).

Fish — Giant Rockfish
Neutral Animal (Beast)

No. Enc.: 0 (2d4)	Hit Dice: 5+5* (25 hp)
Armor Class: 8	Attacks: spines (special)
Swim: 60' (180')	Damage: 4d4 + poison

The giant spiny rockfish lives in shallow salt-water and will normally only attack if disturbed.

Notes: *Camouflage* (70% likely to be mistaken for a rock or driftwood), *Poison Spines* (a giant rockfish only makes one attack per round; but any hit, or accidentally touching the fish, causes several spines to strike the victim for 4d4 damage, plus the victim will take 5d6 points of poison damage one minute later, with a save allowed for half damage).

Fish — Giant Sturgeon
Neutral Animal (Beast)

No. Enc.: 0 (2d10)	Hit Dice: 10+2* (42 hp)
Armor Class: 1	Attacks 1 bite
Swim: 60' (180')	Damage: 2d10

These huge fish are 30' long and covered in thick, scaly plates.

Notes: *Swallow Whole* (on any to-hit roll of 1–3, a giant sturgeon can swallow a target whole; the victim suffers 2d6 points of acid damage per round until freed and must initially save or be paralyzed for a number of rounds equal to the damage sustained; if not paralyzed, the victim can attack the fish from within).

Fish — Piranha
Neutral Animal (Beast)

No. Enc.: 0 (5d10)	Hit Dice: ¼ (1 hp)
Armor Class: 8	Attacks: 1 bite per shoal
Swim: 30' (90')	Damage: 1d4 or 3d4

Normal piranhas attack in shoals of 5–10 individuals, with each shoal making one attack for 1d4 damage. When blood is spilled, the piranhas go into a frenzy, adding +3 to all attack rolls, causing 3d4 damage each, and attracting other shoals within 100'. Some tropical waters may harbor big piranhas with ½ HD and 2 hp each.

Fly, Giant Robber
Neutral Animal (Vermin)

No. Enc.: 1d6 (2d6)	Hit Dice: 2 (8 hp)
Armor Class: 7	Attacks: 1 bite
Move (Leap): 30' (90')	Damage: 1d8
· Fly: 60' (180')	

These giant carnivorous flies are 3' long and look like giant bees from a distance due to their black and yellow stripes. They actually prey on giant killer bees and are immune to their poison.

Notes: *Patient Hunter* (instead of attacking from the air, giant robber flies like to wait on the ground, which gives them a 4 in 6 chance of surprise; then they leap, up to 30' in one go, and attempt to bite in the same round).

Frog, Giant
Neutral Animal (Beast)

No. Enc.: 1d8 (1d8)	Hit Dice: 3* (12 hp)
Armor Class: 8	Attacks: 1 tongue or 1 bite
Swim: 30' (90') or leap	Damage: special or 2d4
· Leap 60' (180')	

Notes: *Camouflage* (4-in-6 chance of surprise), *Tongue* (giant killer frogs get an extra +4 to hit with their tongues, which are 15' long; man-sized or smaller creatures hit by the tongue are dragged immediately to the mouth for automatic bite damage), *Swallow Whole* (a giant killer frog can swallow a man-sized or smaller creature whole when its bite hits with an unadjusted 1 or 2; swallowed creatures take 1d6 damage per round until freed).

Frog, Giant Poisonous
Neutral Animal (Beast)

No. Enc.: 1d6 (1d6)	Hit Dice: 2** (8 hp)
Armor Class: 8	Attacks: 1 tongue or 1 bite
Swim: 30' (90')	Damage: special or 1d4
· Leap 60' (180')	

Giant poisonous frogs are smaller than giant toads and brightly, even garishly colored.

Notes: *Poison* (anyone bitten by a giant frog, or anyone touching its skin, immediately takes 2d8 poison damage, save for half), *Tongue* (a giant frog can attack with its tongue, grabbing onto creatures within 15'; dwarf-sized or smaller creatures are dragged to its mouth at a rate of 5' per round, and the frog is +2 to bite them; the tongue is AC 8 and any hit on it will cause the frog to release a victim, with a blow dealing 6 damage or more severing the tongue).

Frog, Killer
Neutral Animal (Beast)

No. Enc.: 3d6 (3d6)	Hit Dice: 1+4* (8 hp)
Armor Class: 9	Attacks: claw/claw/bite
Swim: 40' (120') or leap	Damage: 1d2/1d2/1d5
· Leap 60' (180')	

Killer frogs are 2'-long, vicious, and attack without provocation.

Grangeri
Neutral Animal (Beast)

No. Enc.: 0 (1d6)	Hit Dice: 13 (52 hp)
Armor Class: 6	Attacks: 1 bite or trample
Move: 40' (120')	Damage: 2d6 or 3d6

This is a prehistoric herbivore that looks something like a cross between a giraffe and a hornless rhinoceros, with a long neck that lets it eat leaves from treetops. It is 30' long and 20' tall.

Hawk
Neutral Animal (Beast)

No. Enc.: 0 (1d6)	Hit Dice: ½ (2 hp)
Armor Class: 9	Attacks: 1 bite
Fly: 160' (480')	Damage: 1d2

Notes: *Swoop* (if a hawk can dive down on an opponent from at least 20' of height, the to-hit roll on its first attack gets a +2 bonus and the damage inflicted is doubled).

Hawk, Giant
Neutral Animal (Beast)

No. Enc.: 0 (1d3)	Hit Dice: 3+3 (15 hp)
Armor Class: 7	Attacks: 1 bite
Fly: 150' (450')	Damage: 1d6

Notes: *Swoop* (if a giant hawk can dive down onto a target from at least 20' of height, its first attack is +2 to hit and will cause double damage; and on an attack roll of 1–3, dwarf-sized or smaller creatures are picked up and carried off).

Herd Animals
Neutral Animals (Beasts)

No. Enc.: 0 (3d10)	Hit Dice: 1 (4 hp) to 4 (16 hp)
Armor Class: 8	Attacks: 1 butt, bite, or kick
Move: 80' (240')	Damage: 1d4 to 1d8

This entry represents wild grazing creatures: caribou, deer, elk, goats, moose, and wild oxen. Some typical examples include: antelope, deer, goats (1 or 2 HD, 1d4 butt); wild horses or zebras (2 HD, 1d5 kick), caribou, cattle, or oxen (3 HD, 1d6 butt), and moose (4 HD, 1d8 butt).

In any given herd, 1 animal in 4 is a male (these roll 10-sided hit dice, or, on average, have 5 hp per hit die); the rest are females (normal hp) and young (4-sided hit dice, or 2 hp per hit die).

Horse, Draft
Neutral Animal (Beast)

No. Enc.: 0 (0)	Hit Dice: 3 (12 hp)
Armor Class: 8	Attacks: 1 bite
Move: 30' (90')	Damage: 1d3

Draft horses are bred to carry burdens or pull plows, carts, or wagons. They won't fight unless cornered and unable to flee. A draft horse can carry 180 EV at normal speed/360 EV at half-speed.

Horse — Pony
Neutral Animal (Beast)

No. Enc.: 0 (1d10 × 5)	Hit Dice: 2 (8 hp)
Armor Class: 8	Attacks: 2 hooves
Move: 70' (210')	Damage: 1d4/1d4

Ponies are e as mounts of children and dwarfs (and reluctant goblins who can't find a *châkka*-bird). A pony can carry 80 EV at full speed or 160 at half speed.
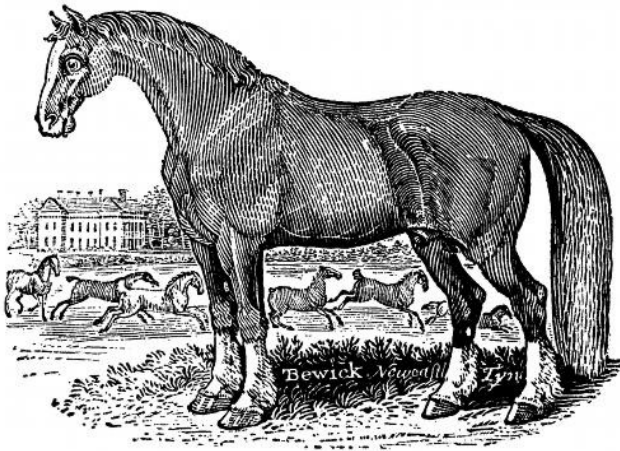
Horse, Riding
Neutral Animal (Beast)

No. Enc.: 0 (1d10 × 10)	Hit Dice: 2 (8 hp)
Armor Class: 8	Attacks: 2 hooves
Move: 80' (240')	Damage: 1d4/1d4

Riding horses are small and light, bred for speed and long-distance endurance. (Wild horses have identical stats.) A riding horse can carry 120 EV at full speed or 240 EV at half.

Horse, War
Neutral Animal (Beast)

No. Enc.: 0 (0)	Hit Dice: 3 (12 hp)
Armor Class: 8	Attacks: 2 hooves
Move: 40' (120')	Damage: 1d6/1d6

War horses are bred for combat and trained to charge. A rider can execute a lance-charge when mounted on a war horse. The horse cannot fight while charging and can only charge for three rounds at a time. A war horse can carry 160 EV at full speed or 320 EV at half speed.

Hyena
Neutral Animal (Beast)

No. Enc.: 0 (2d6)	Hit Dice: 3 (12 hp)
Armor Class: 8	Attacks: 1 bite
Move: 40' (120')	Damage: 2d4

Hyenadon
Neutral Animal (Beast)

No. Enc.: 0 (2d4)	Hit Dice: 5 (20 hp)
Armor Class: 8	Attacks: 1 bite
Move: 40' (120')	Damage: 3d4

These are prehistoric pack-hunters that resemble giant hyenas.

Insect Swarm
Neutral Animals (Vermin)

No. Enc.: 1 swarm (1d3 swarms)	Hit Dice: 2* (8 hp) to 4* (16 hp)
Armor Class: 8	Attacks: 1 area effect
Move: 10' (30')	Damage: see below
· Fly: 20' (60')	

An insect swarm can fill a volume of 10' × 10' × 30' or more. Swarms may consist of crawlers (ants, spiders, centipedes), flyers (bees, wasps), or both (beetles, locusts).

Notes: *Area Damage* (a swarm deals automatic damage each round: 4 damage to creatures with AC 7 or worse, 2 damage to creatures with AC 6 or better, and 1 damage to any creatures that try to flee the swarm or spend the round attacking it with weapons or torches), *Persistent* (if a swarm is damaged, it will pursue its attacker relentlessly without checking morale; it can only be evaded by ducking entirely out of sight or diving underwater).

Jackal
Neutral Animal (Beast)

No. Enc.: 1d6 (2d4)	Hit Dice: ½ (2 hp)
Armor Class: 8	Attacks: 1 bite
Move: 50' (150')	Damage: 1d2

These canines are small, cowardly scavengers: fast runners that prefer to avoid direct combat.

Jellyfish — Giant Man-o-War
Neutral Animals (Vermin)

No. Enc.: 0 (1d4)	Hit Dice: 9** (36 hp)
Armor Class: 7	Attacks: tentacles
Drift: 10' (30')	Damage: 1d10 each + paralysis

Notes: *Tentacles* (a giant man-o-war has 80 tentacles, but it can only attack a given target with 1d10 at a time; each hit deals damage and forces the victim to save for be paralyzed for 1d10 rounds, and the jellyfish is +4 to hit victims that it has already paralyzed).

Jellyfish — Giant Marauder
Neutral Animals (Vermin)

No. Enc.: 1 swarm (1d3 swarms)	Hit Dice: 4** (16 hp)
Armor Class: 10	Attacks: tentacles
Drift: 5' (15')	Damage: 1d10 each + paralysis

Notes: *Tentacles* (a giant marauder has 40 tentacles, but it can only attack a given target with 1d4 at a time; each hit deals damage and forces the victim to save for be paralyzed for 1d10 rounds, and the jellyfish is +4 to hit victims that it has already paralyzed).

Leech, Giant
Neutral Animal (Vermin)

No. Enc.: 0 (1d4)	Hit Dice: 6 (24 hp)
Armor Class: 8	Attacks: 1 bite
Move: 30' (90')	Damage: 1d6

Giant leeches are 3'–4' long. Once they latch on, they must be killed to be removed.

Notes: *Bloodsucker* (when a leech hits, it laches on and drains blood, automatically causing 1d6 damage per round until slain).

Lizard — Giant Draco
Neutral Animal (Beast)

No. Enc.: 1d4 (1d8)	Hit Dice: 4+2 (18 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40' (120')	Damage: 1d10
· Glide: 50' (150')	

Notes: *Glide* (giant dracos have flaps of skin between their legs and can glide like flying squirrels).

Lizard — Giant Gecko
Neutral Animal (Beast)

No. Enc.: 1d6 (1d10)	Hit Dice: 3+1 (13 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40' (120')	Damage: 1d8

Notes: *Climb* (giant geckos can climb on walls or trees at their normal move speed; they prefer to drop down on prey from above).

Lizard — Giant Chameleon
Neutral Animal (Beast)

No. Enc.: 1d3 (1d6)	Hit Dice: 5* (20 hp)
Armor Class: 3	Attacks: 1 bite/1 horn/1 tail
Move: 40' (120')	Damage: 2d4/1d6/special

Notes: *Blending* (giant horned chameleons can change color to match their surroundings, giving them a 5-in-6 chance to surprise enemies), *Tongue* (a giant chameleon can shoot its tongue out to 5' to stick to a target; if it hits, the target is pulled toward the lizard's mouth and automatically bitten for 2d4 damage), *Tail Sweep* (the tail attack does no damage but knocks targets prone on a hit).

Lizard — Giant Tuatara
Neutral Animal (Beast)

No. Enc.: 1d2 (1d4)	Hit Dice: 6 (24 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 30' (90')	Damage: 1d4/1d4/2d6

Notes: *Infravision* (a giant tuatara has very keen infrared-spectrum vision and can see differences in temperature out to 90').

Locust, Giant Cave
Neutral Animal (Vermin)

No. Enc.: 2d10 (0)	Hit Dice: 2** (8 hp)
Armor Class: 5	Attacks: 1 bite, bump, or squirt
Move: 20' (60')	Damage: 1d2, 1d4, or special
· Fly: 60' (180')	

These 2' to 3' long underground locusts feed on fungus (even yellow molds and shrieker caps). Giant cave locusts are easily startled; when attacked or surprised, they try to flee, but in the confusion there is a 50% chance that any one locust will leap directly into an attacker within 60', "bumping" them for 1d4 damage.

Notes: *Poison Immunity* (immune to poison and yellow mold), *Shriek* (frightened locusts make a distinctive noise which has a 20% chance per round of attracting wandering monsters), *Spittle* (cornered locusts spit a brown goo up to 10' distant, hitting on a missile attack vs. AC 10; the awful smell renders a victim and anyone else within 5' of them unable to do anything for 1 turn).

Magpie, Giant
Neutral Animal (Beast)

No. Enc.: 0 (1d3)	Hit Dice: 1+1 (5 hp)
Armor Class: 7	Attacks: 1 bite
Fly: 110' (330')	Damage: 1d4

Normal magpies are too small to be a danger, but the giant breed will fight to defend its nest. Giant magpies can also carry off larger shiny objects and may have treasure in their nest.

Manta Ray
Neutral Animal (Beast)

No. Enc.: 0 (1d3)	Hit Dice: 4* (16 hp)
Armor Class: 7	Attacks: 1 tail
Swim: 40' (120')	Damage: 1d8 + paralysis

Notes: *Spine* (when a manta ray hits with its tail, the victim must save or be paralyzed for 2d4 rounds).

Manta Ray, Giant
Neutral Animal (Beast)

No. Enc.: 0 (1)	Hit Dice: 10* (40 hp)
Armor Class: 7	Attacks: 1 bump/1 tail
Swim: 60' (180')	Damage: 3d4/2d10+paralysis

Giant manta rays can grow to be five or six times as large as the largest normal manta rays. They feed from the ocean floor and may have swallowed treasure.

Notes: *Spine* (when a giant manta ray hits with its tail, the victim must save or be paralyzed for 2d4 rounds).

Megatherium
Neutral Animal (Beast)

No. Enc.: 0 (1d6)	Hit Dice: 11 (44 hp)
Armor Class: 7	Attacks: 2 claws
Move: 30' (90')	Damage: 2d6/2d6

This prehistoric megafauna is a giant ground sloth — slow, peaceful, and herbivorous, it only fights to defend its young.

Notes: *Slow* (always loses the initiative each round).

Mule
Neutral Animal (Beast)

No. Enc.: 1d2 (2d12)	Hit Dice: 2 (8 hp)
Armor Class: 8	Attacks: 1 kick or 1 bite
Move: 40' (120')	Damage: 1d4 or 1d3

A mule is a crossbreed between a horse and a donkey, stubborn but strong. A mule can carry 120 EV and still move at full speed, or 240 at half speed. A mule might be convinced (with great difficulty) to go down into a dungeon. They cannot be trained to attack, but they'll fight to defend themselves.

Octopus, Giant
Neutral Animal (Beast)

No. Enc.: 0 (1d2)	Hit Dice: 8* (32 hp)
Armor Class: 8	Attacks: 8 tentacles/1 bite
Swim: 30' (90')	Damage: 1d3 each/1d6

Giant octopuses are aggressive, territorial, and highly intelligent. Their arms can reach out to 10' and sport barbs and sharp suckers.

Notes: *Tentacles* (when an octopus tentacle hits, it will constrict and cause 1d3 automatic damage each round until removed; a character is −1 to hit for every attached tentacle; any blow that causes 6 points of damage or more can cut off a tentacle instead of damaging the octopus); *Ink and Jet* (when losing a fight, a giant octopus may decide to flee, spraying a 40' radius cloud of opaque black ink; as the octopus jets away, it moves at triple is normal speed).

Owl, Giant
Neutral Animal (Beast)

No. Enc.: 0 (1d3)	Hit Dice: 4 (16 hp)
Armor Class: 7	Attacks: claw/claw/bite
Fly: 100' (300')	Damage: 1d8/1d8/1d6

Notes: *Nocturnal Hunter* (giant owls have excellent night-vision), *Silent Flyer* (giant owls surprise on 1–5 on 1d6 when they attack from the air).

Oyster, Giant
Neutral Animal (Vermin)

No. Enc.: 0 (1d4)	Hit Dice: 10 (40 hp)
Armor Class: 6 or −1	Attacks: 1 "bite"
Swim: 0' (cannot move)	Damage: 4d6

Giant oysters are AC 6 when open and AC −1 when closed. If attacked, a giant oyster snaps its shell shut and will not open again for at least a turn.

Phororhacos
Neutral Animal (Beast)

No. Enc.: 0 (1d8)	Hit Dice: 3 (12 hp)
Armor Class: 7	Attacks: 1 bite
Move: 50' (150')	Damage: 1d8

Also called a "sword beak", this is a prehistoric flightless bird with large hind legs and a large curved beak. It runs over plains at great speed and hunts small prey.

Plesiosaurus
Neutral Animal (Beast)

No. Enc.: 0 (1d3)	Hit Dice: 16 (64 hp)
Armor Class: 8	Attacks: 1 bite
Swim: 50' (150')	Damage: 4d6

An aquatic dinosaur with flippers for limbs, it grows to be about 40' long and may capsize ships.

Porcupine, Giant
Neutral Animal (Beast)

No. Enc.: 0 (1d4)	Hit Dice: 5* (20 hp)
Armor Class: 5	Attacks: 1 bite + 1d8 quills
Move: 30' (90')	Damage: 1d10 + 1d4 each

The giant porcupine is slow, dull-witted, and only fights if threatened. Giant porcupines can actually shoot their quills at attackers.

Notes: *Quills* (a giant porcupine can fire a volley of 1d8 quills at one or two targets, even in the same round that it bites; each quill has the normal chance to hit).

Pteranodon
Neutral Animal (Beast)

No. Enc.: 0 (1d4)	Hit Dice: 5 (20 hp)
Armor Class: 7	Attacks: 1 beak
Fly: 70' (210')	Damage: 1d12

The medium-sized pterosaur is more aggressive than the pterodactyl, with a wingspan of up to 50'.

Notes: *Swoop* (if a pteranodon can dive-bomb onto its target from a height of at least 20', its beak attack will deal double damage, and a to-hit roll of 1–3 will pick up and carry off a man-sized or smaller creature).

Pterodactyl
Neutral Animal (Beast)

No. Enc.: 0 (2d4)	Hit Dice: 1 (4 hp)
Armor Class: 8	Attacks: 1 beak
Fly: 80' (240')	Damage: 1d3

The smallest pterosaurs only attack humans if very hungry.

Notes: *Swoop* (if a pterodactyl can dive-bomb its target from a height of at least 20', its beak attack will deal double damage).

Pterosaur, Large
Neutral Animal (Beast)

No. Enc.: 0 (1d2)	Hit Dice: 10 (40 hp)
Armor Class: 6	Attacks: 1 beak
Move: 60' (180')	Damage: 3d6

Notes: *Swoop* (if a large pterosaur can dive-bomb down onto its target from a height of at least 20', its beak attack will deal double damage, and a to-hit roll of 1–3 will pick up and carry off a horse-sized or smaller creature).

Rat
Neutral Animal (Beast)

No. Enc.: 1d10×5 (1d10×2)	Hit Dice: ¼ (1 hp)
Armor Class: 10	Attacks: 1 bite per pack
Move: 20' (60')	Damage: 1d6 + disease
· Swim: 10' (30')	

Normal rats fight in swarms or packs of 5–10 individuals per pack; each pack makes one attack.

Notes: *Disease* (anyone bitten by a rat has a 5% chance of being exposed to disease; the victim must save and either face typical dungeon disease—25% chance of dying 1d6 days later—or be sick in bed and helpless for a month).

Rat, Giant
Neutral Animal (Beast)

No. Enc.: 3d6 (3d10)	Hit Dice: ½ (2 hp)
Armor Class: 8	Attacks: 1 bite
Move: 40' (120')	Damage: 1d3 + disease
· Swim: 20' (60')	

These 3'-long "rodents of unusual size" haunt caves and dungeon corridors.

Notes: *Disease* (there is a 5% chance at any one giant rat carries a disease; anyone bitten by this rat is exposed to the disease; the victim must then roll a saving throw or else suffer one of two effects: a fatal disease with a 25% chance of killing the victim 1d6 days later; or a debilitating disease that leaves the victim sick in bed and helpless for a month).

Raven, Giant
Neutral Animal (Beast)

No. Enc.: 0 (2d8)	Hit Dice: 2+2 (10 hp)
Armor Class: 8	Attacks: 1 bite
Fly: 100' (300')	Damage: 1d6

Giant ravens and crows have been known to serve evil wizards and other dark powers; but this is only the case when an evil will uses magic to dominate them. On their own, these birds are no different from any other animal, not particularly aggressive unless their nests are attacked.

Rhinoceros
Neutral Animal (Beast)

No. Enc.: 0 (1d12)	Hit Dice: 6 (24 hp)
Armor Class: 6	Attacks: 1 butt or trample
Move: 40' (120')	Damage: 2d4 or 2d8

Notes: *Charge* (if a rhino can run straight at its foe for at least 20', it will cause double damage with its butting attack).

Rhinoceros, Woolly
Neutral Animal (Beast)

No. Enc.: 0 (1d8)	Hit Dice: 8 (32 hp)
Armor Class: 5	Attacks: 1 butt or trample
Move: 40' (120')	Damage: 2d6 or 2d12

A prehistoric relative of the modern rhinoceros and the ancient titanothere and baluchitherium.

Notes: *Charge* (if a woolly rhino can run straight at its foe for at least 20', it will cause double damage with its butting attack).

Roc
Neutral Animal (Beast)

No. Enc.: 0 (1d12)	Hit Dice: 6 (24 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 20' (60')	Damage: 1d5/1d5/2d6
· Fly: 160' (480')	

The roc is a great bird of legend, similar to a giant eagle — but they can grow *much* larger. They prefer the solitude of high mountain-tops and guard their eggs (any given nest has a 50% chance to have 1d6 of them) fiercely.

Notes: *Snatch* (rocs do not have a swoop attack, but if they do attack from the air, any to-hit roll of 1–4 will automatically pick up a man-sized or smaller creature).

Roc, Large
Neutral Animal (Beast)

No. Enc.: 0 (1d8)	Hit Dice: 12 (48 hp)
Armor Class: 3	Attacks: claw/claw/bite
Move: 20' (60')	Damage: 1d8/1d8/2d10
· Fly: 160' (480')	

Notes: *Snatch* (when a large roc attacks from the air, a to-hit roll of 1–4 will automatically pick up any horse-sized or smaller creature).

Roc, Giant
Neutral Animal (Beast)

No. Enc.: 0 (1)	Hit Dice: 36
Armor Class: 1	Attacks: claw/claw/bite
Move: 20' (60')	Damage: 3d6/3d6/8d6
· Fly: 160' (480')	

The fearsome giant roc of legend is the single largest non-magical animal in all existence.

Notes: *Snatch* (when a giant roc attacks from the air, a natural to-hit roll of 1–4 will automatically pick up any creature *elephant*-sized or smaller).

Scorpion, Giant
Neutral Animal (Vermin)

No. Enc.: 1d6 (1d6)	Hit Dice: 4* (12 hp)
Armor Class: 3	Attacks: claw/claw/sting
Move: 50′ (150′)	Damage: 1d10/1d10/1d4+poison

A giant scorpion is the size of a small horse and will usually attack anything that moves, although it prefers to prey on small animals.

Notes: *Stinger* (a scorpion's stinger is poisonous and causes 4d6 poison damage after an onset time of only one minute; a successful saving throw halves the damage).

Sharks

All sharks (bull, giant, great white, mako, and vamora) possess a characteristic called *Frenzy* (sharks can scent blood within 300′; this causes them to fly into a feeding-frenzy—the shark will attack and have ML 12).

Shark, Bull
Neutral Animal (Beast)

No. Enc.: 0 (3d6)	Hit Dice: 2* (8 hp)
Armor Class: 5	Attacks: 1 bite
Swim: 60′ (180′)	Damage: 2d4

Notes: *Ram* (bull sharks can attempt to stun their prey by ramming them; on a hit, the target must save or be stunned for 3 rounds).

Shark, Giant
Neutral Animal (Beast)

No. Enc.: 0 (1d3)	Hit Dice: 10* (40 hp) to 15* (60 hp)
Armor Class: 6	Attacks: 1 bite
Swim: 60′ (180′)	Damage: 4d4, 5d4 or 6d4, by size

Giant sharks are 25′ to 50′ long. 10–11 HD sharks bite for 4d4 damage and swallow their prey whole on a to-hit roll of 1–2; 12–13 HD sharks deal 5d4 damage and swallow whole on 1–3; and 14–15 HD sharks deal 6d4 damage and swallow whole on 1–4.

Notes: *Swallow Whole* (a giant shark can swallow man-sized or smaller creatures whole; swallowed victims will die in one minute if not freed).

Shark, Great White
Neutral Animal (Beast)

No. Enc.: 0 (1d4)	Hit Dice: 8 (32 hp)
Armor Class: 5	Attacks: 1 bite
Swim: 60′ (180′)	Damage: 2d10

Shark, Mako
Neutral Animal (Beast)

No. Enc.: 0 (2d6)	Hit Dice: 4 (16 hp)
Armor Class: 5	Attacks: 1 bite
Swim: 60′ (180′)	Damage: 2d6

Shark, Vamora
Neutral Animal (Beast)

No. Enc.: 0 (1d2)	Hit Dice: 6* (24 hp)
Armor Class: 5	Attacks: 1 bite
Swim: 60′ (180′)	Damage: 1d10

Vamora sharks are 3′ long and mottled gray in color. They're very curious and attracted to movement

Notes: *Sharkbite* (when a vamora shark bites its victim, it holds on and deals 1d8 damage automatically each round; the victim can fight back at −4 to hit).

Shrew, Giant
Neutral Animal (Beast)

No. Enc.: 1d8 (1d4)	Hit Dice: 1* (4 hp)
Armor Class: 5	Attacks: 2 bites
Move: 60′ (180′)	Damage: 1d6/1d6

A giant shrew looks like a big, brown-furred rat with an elongated snout. Nervous and excitable, this creature is apt to attack if it feels threatened. Giant shrews are good at climbing, leaping, and burrowing

Notes: *Echolocation* (like bats, giant shrews can "see" out to 60′ by squeaking and reading echoes; they are unaffected by light or darkness but can be blinded by any magical "silence" effect), *Quick* (giant shrews always take the initiative each round), *Ferocious* (any creature 3rd level or lower, or with 3 HD or fewer, attacked by a giant shrew must save or flee in fear).

Skunk
Neutral Animal (Beast)

No. Enc.: 1d2 (1d4)	Hit Dice: ¾* (3 hp)
Armor Class: 8	Attacks: 1 bite + squirt
Move: 50′ (150′)	Damage: 1 + special

Notes: *Stink Spray* (a skunk's spray is a cone 15′ long out to 5′ wide; those caught in the cone must save or be rendered helpless with nausea for 2d6+6 rounds; and even those that make the save are slowed, i.e. limited to 2 moves per round and unable make counter-attacks or parting shots), *Lingering Stink* (anyone who has been sprayed by a skunk has their chance of surprising opponents reduced by 2-in-6; and they are −6 on stealth and Charisma checks until they can wash; even then, a −2 penalty applies for 1d4 days).

Skunk, Giant
Neutral Animal (Beast)

No. Enc.: 1 (1d3)	Hit Dice: 3* (12 hp)
Armor Class: 7	Attacks: 1 bite + squirt
Move: 40′ (120′)	Damage: 1d4 + special

Notes: Giant skunks have the same characteristics as normal skunks (above), except that their spray is a 50′ long cone out to 15′ wide, and the nausea effect lasts for 2d10+10 rounds.

Slug, Giant
Neutral Animal (Vermin)

No. Enc.: 1 (1)	Hit Dice: 9** (36 hp) to 20** (80 hp)
Armor Class: 9	Attacks: 1 bite or 1 spit
Move: 20′ (60′)	Damage: 1d12 or special
· Burrow: 10′ (30′)	

Notes: *Elastic Body* (giant slugs can squeeze through holes as small as 5′ square; they take half damage from all weapon strikes), *Acid Spit* (giant slugs can spit a blob of acid out to a distance of 5′ per hit die; the first such attack always misses, since the slug is only using it to range out targets; but subsequent acid blobs roll to hit normally, with a hit causing acid damage to one target; the damage dealt is 3d10 for a slug with 9–11 HD, 4d10 for a slug with 12–14 HD, 5d10 for a slug with 15–17 HD, or 6d10 for a slug with 18–20 HD, with a save allowed for half; and the acid may destroy items).

Snake—Giant Racer
Neutral Animal (Beast)

No. Enc.: 1d6 (1d8)	Hit Dice: 2 (8 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40′ (120′)	Damage: 1d6

The average giant racer snake is about 4' long, but there are larger specimens that grow an extra 2' for each added hit die and inflict 1d8, 1d10, or even 1d12 damage with a bite.

Snake — Giant Rattler
Neutral Animal (Beast)

No. Enc.: 1d4 (1d4)	Hit Dice: 4* (16 hp)
Armor Class: 6	Attacks: 2 bites
Move: 40' (120')	Damage: 1d4+poison each

Notes: *Venom* (the bite of a giant rattlesnake inflicts 4d6 poison damage, save for half, 1d6 turns later).

Snake — Pit Viper
Neutral Animal (Beast)

No. Enc.: 1d8 (1d8)	Hit Dice: 2* (8 hp)
Armor Class: 7	Attacks: 1 bite
Move: 30' (90')	Damage: 1d4 + poison

Notes: *Infravision* (pits in the head of the viper sense temperature, allowing it to "see" heat out to 60' away), *Quick* (pit vipers always take the initiative every round), *Venom* (the bite of a pit viper in-flicts 2d6 extra poison damage right away, save for half).

Snake — Rock Python
Neutral Animal (Beast)

No. Enc.: 1d3 (1d3)	Hit Dice: 5* (20 hp)
Armor Class: 7	Attacks: 1 bite/1 squeeze
Move: 30' (90')	Damage: 1d4/2d4

Notes: *Constrict* (when a python hits with its bite, it automatically wraps around the target and squeezes for 2d4 more damage that same round; it will then cause 2d4 damage automatically on each following round until the snake is slain or otherwise made to release its victim).

Snake, Sea
Neutral Animal (Beast)

No. Enc.: 0 (1d8)	Hit Dice: 3* (12 hp)
Armor Class: 7	Attacks: 1 bite
Move/Swim: 30' (90')	Damage: 1 + poison

A typical sea snake is 6' long, but larger specimens are common (add 2' of length per extra hit die). Sea snakes are very aggressive and will readily attack humans.

Notes: *Venom* (a sea snake's bite is a tiny pinprick which has a 50% chance of going unnoticed; it inflicts a slow-acting poison which will cause 3d6 damage, save for half, 1d4+2 turns later).

Snake — Spitting Cobra
Neutral Animal (Beast)

No. Enc.: 1d6 (1d6)	Hit Dice: 1* (4 hp)
Armor Class: 8	Attacks: 1 bite or 1 spit
Move: 30' (90')	Damage: 1d3+poison or blindness

Notes: *Spit* (a cobra can spit venom up to 6' away; on a hit, the target must save or be blinded until some poison-curing magic or medicine lifts the effect), *Venom* (the bite of a spitting cobra inflicts an extra 1d6 points of poison damage, suffered 1d10 turns after the bite, save for half).
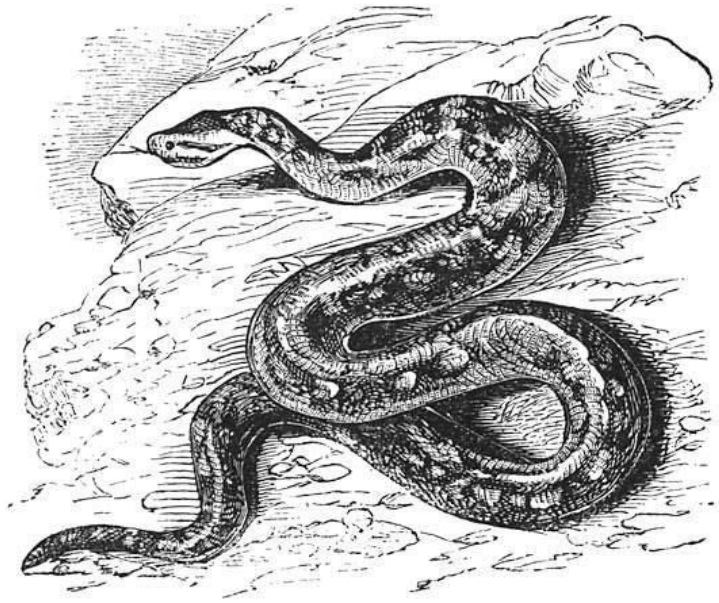
Spider, Giant Black Widow
Neutral Animal (Vermin)

No. Enc.: 1d3 (1d3)	Hit Dice: 3* (12 hp)
Armor Class: 7	Attacks: 1 bite
Move: 20' (60')	Damage: 2d6 + poison
· In Web: 40' (120')	

Giant black widows are 6' long and have the distinctive "red hour-glass" marking on their belly.

Notes: *Webs* (a black widow lair is covered in webs; treat them as either an Entanglement spell or a Super Adhesive compound, as the situation demands), *Venom* (the bite of a black widow inflicts 3d6 poison damage 1 turn later, save for half).

Spider, Giant Crab
Neutral Animal (Vermin)

No. Enc.: 1d4 (1d4)	Hit Dice: 2* (8 hp)
Armor Class: 8	Attacks: 1 bite
Move: 40' (120')	Damage: 1d8 + poison

A giant crab spider is 5' long and has a chameleon-like ability to blend in with its surroundings.

Notes: *Camouflage* (a giant crab spider changes its coloring to blend in with its surroundings and surprises enemies on 1–4 on 1d6), *Venom* (the bite of a giant crab spider inflicts a weak poison that deals 2d4 damage after 1d4 turns have passed, save for half).

Spider, Giant Sand
Neutral Animal (Vermin)

No. Enc.: 1d4 (1d4)	Hit Dice: 2+1* (9 hp)
Armor Class: 7	Attacks: 1 bite
Move: 40' (120')	Damage: 1d6 + poison

A giant sand spider is 6' long, beige with an orange-and-black blotch on the belly. They live in desert regions.

Notes: *Trapdoor* (giant sand spiders burrow into the sand and burst out at their prey, surprising on 1–4 on 1d6), *Venom* (a giant sand spider's poison is a powerful paralytic: the victim must save or be paralyzed for 1d4+4 hours).

Spider, Giant Tarantella
Neutral Animal (Vermin)

No. Enc.: 1d3 (1d3)	Hit Dice: 4* (16 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40' (120')	Damage: 1d8 + poison

The giant tarantella *looks* like a 7'-long tarantula, but it's actually a different manner of creature entirely. Its venom causes painful, jerking spasms in the victim that resemble a wild dance—and the dance carries a curse that forces onlookers to join until they drop.

Notes: *Dance the Tarantella!* (the poison of a tarantella spider forces the victim to save or dance uncontrollably; a dancing victim is −4 to hit and takes a 4 point penalty to AC; and worse, anyone who sees the dance must also save or join in; the effect lasts for 2d6 turns or until magically dispelled, but victims drop from exhaustion after 5 turns and become helpless).

Spider, Giant Wolf
Neutral Animal (Vermin)

No. Enc.: 1d4 (1d12)	Hit Dice: 2 (8 hp)
Armor Class: 9	Attacks: 1 bite
Move: 40' (120')	Damage: 1d6

Giant wolf spiders are the size of dogs and covered in fur. They hunt in packs and are not poisonous.

Spider, Huge Wood
Neutral Animal (Vermin)

No. Enc.: 1d4 (4d4)	Hit Dice: 1+3* (7 hp)
Armor Class: 7	Attacks: 1 bite
Move: 40' (120')	Damage: 1d6 + poison

Huge wood spiders are 3' long and striped with green and brown, to help camouflage them in their surroundings.

Notes: *Camouflage* (4-in-6 chance to surprise enemies in wooded areas), *Venom* (the bite of a huge wood spider causes an extra 1d8 points of poison damage and makes the victim sluggish for 2d4+2 rounds, with a saving throw halving the damage and negating the other effects; sluggish victims are considered slowed, i.e. limited to 2 moves per round and always losing the initiative).

Squid, Giant
Neutral Animal (Beast)

No. Enc.: 0 (1d4)	Hit Dice: 6* (24 hp)
Armor Class: 8	Attacks: 10 tentacles/1 bite
Swim: 40' (120')	Damage: 1d4 each/1d10

Giant squids are known to attack ships, though they mostly prefer to pick off individual sailors for a quick meal.

Notes: *Tentacles* (if a squid hits with any of its tentacles, it holds on and deals 1d4 constriction damage on each following round; 8 of the squid's tentacles can be severed with a blow dealing 6 damage or more, while its two larger arms can take 10 damage).

Stegosaurus
Neutral Animal (Beast)

No. Enc.: 0 (1d4)	Hit Dice: 11 (44 hp)
Armor Class: 4	Attacks: 1 tail or trample
Move: 20' (60')	Damage: 2d8 or 2d6

The stegosaurus is an herbivorous dinosaur with a row of plates that runs along its spine. The stegosaurus mainly attacks with its tail, which has four large spikes on the end (the *thagomizer*).

Termites, Water

The three types of giant water termite (fresh, salt, and swamp) all share the same special ability, *Ink* (when threatened, water termites let out a spray of ink; under water, the ink is harmless and only obscures vision; but in the air, the termite can roll to hit with the ink spray, and a hit forces the target to save or be paralyzed for 1d4+1 rounds).

Termite, Fresh Water
Neutral Animal (Vermin)

No. Enc.: 0 (1d3)	Hit Dice: 2+1 (9 hp)
Armor Class: 7	Attacks: 1 bite or ink
Move: 40' (120')	Damage: 1d4 or special

These 3'-long insects look like normal termites, except that they have a balloon-like sac in their abdomen which can expel water for movement. Water termites only fight if cornered; they prefer to flee, using their ink to cover an escape. They are mainly a threat to boats and ships.

Termite, Salt Water
Neutral Animal (Vermin)

No. Enc.: 0 (2d3)	Hit Dice: 4 (16 hp)
Armor Class: 6	Attacks: 1 bite or ink
Move: 60' (180')	Damage: 1d6 or special

The largest breed of water termite (these can be up to 5' in length) lives in the oceans and may infest ships.

Termite, Swamp Water
Neutral Animal (Vermin)

No. Enc.: 0 (1d4)	Hit Dice: 1+1 (5 hp)
Armor Class: 5	Attacks: 1 bite or ink
Move: 30' (90')	Damage: 1d3 or special

The smallest kind of water termite is only 1' long.

Tick, Giant
Neutral Animal (Vermin)

No. Enc.: 3d4 (3d4)	Hit Dice: 1* (4 hp) to 3* (12 hp)
Armor Class: 4	Attacks: 1 bite
Move: 10' (30')	Damage: 1d4, 1d5, or 1d6

Giant ticks are 1' to 3' long, according to their hit dice.

Notes: *Bloodsucker* (when a giant tick hits with its bite, it latches on and sucks blood, dealing automatic damage on each following round until they have drained hp equal to their own maximum hit point total; they will not let go unless burned, drowned, or killed), *Disease* (a bite from a giant tick has a 50% chance of inflicting a horrible wasting disease which will kill in 2d4 days if the victim fails a saving throw).

Titanothere
Neutral Animal (Beast)

No. Enc.: 0 (1d6)	Hit Dice: 12 (48 hp)
Armor Class: 6	Attacks: 1 butt or trample
Move: 40' (120')	Damage: 2d6 or 3d8

This prehistoric herbivore is a relative of the rhinoceros. It stands 12' tall and has a blunt horn.

Notes: *Charge* (if a titanothere can rush straight at a foe for at least 20' before attacking, a hit with its horn causes double damage).

Toad, Cave

Neutral Animal (Beast)

No. Enc.: 1d4 (1d4)	Hit Dice: 3+1* (13 hp)
Armor Class: 3	Attacks: 1 bite/1 gaze
Move: 20' (60')	Damage: 1d6/charm

Also called a "rock toad", a cave toad lives in cold desert or mountainous regions. The size of a small pony and sporting a shell on its back like a turtle, the cave toad's eyes are multifaceted like a fly's and have hypnotic properties. The toad's eyes also glow, shedding light in a 5' radius, and will continue to shine for 1d3 hours even after the toad is slain—but then they lose their hypnotic powers.

Notes: *All Hail Hypno-Toad!* (the target of a cave toad's gaze attack must save or be paralyzed for 2d4 rounds).

Toad, Giant (and Giant Poisonous)

Neutral Animal (Beast)

No. Enc.: 1d4 (1d6)	Hit Dice: 2+2* (10 hp)
Armor Class: 8	Attacks: 1 bite
Move: 30' (90')	Damage: 1d5

A giant toad is the size of a large dog and can change its coloring to blend in with woody or stone surroundings.

Notes: *Camouflage* (gets surprise on 1–3 on 1d6), *Tongue* (the toad's tongue can shoot out to 15', and a hit on a dwarf-sized or smaller target drags them to the toad's mouth for automatic bite damage), *Swallow Whole* (a natural 1 on the to-hit roll with the tongue or bite swallows a dwarf-sized or smaller creature whole, causing 1d6 acid damage each round thereafter).

Giant Poisonous Toad: This variant is identical in all respects to the ordinary giant toad, except that its HD are 2+2** thanks to a poisonous bite that causes an immediate extra 2d8 damage (save for half).

Trachodon

Neutral Animal (Beast)

No. Enc.: 0 (1d6)	Hit Dice: 14 (56 hp)
Armor Class: 6	Attacks: 1 tail
Move: 40' (120')	Damage: 2d6

This dinosaur is a duck-billed herbivore.

Triceratops

Neutral Animal (Beast)

No. Enc.: 0 (1d6)	Hit Dice: 20*
Armor Class: 5	Attacks: 3 horns
Move: 30' (90')	Damage: 1d8/2d8/2d8
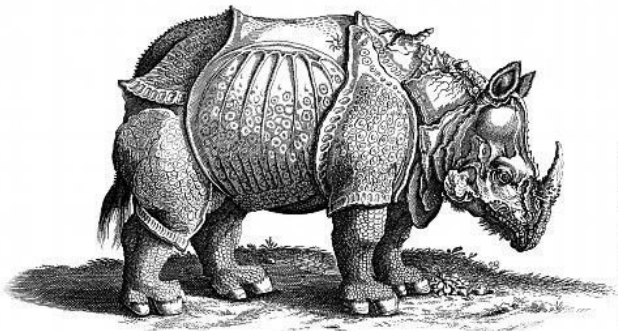
Notes: *Charge* (if a triceratops can move at least 20' directly at a target before attacking, each attack that hits will cause double damage that round).

Turtle, Giant Sea

Neutral Animal (Beast)

No. Enc.: 0 (1d3)	Hit Dice: 15 (60 hp)
Armor Class: 3 (or 6)	Attacks: 1 bite
Move: 3' (10')	Damage: 4d4
· Swim: 50' (150')	

Giant sea turtles are 50' long and known to capsize ships.

Turtle, Giant Snapping

Neutral Animal (Beast)

No. Enc.: 0 (1d4)	Hit Dice: 10* (40 hp)
Armor Class: 1 (or 6)	Attacks: 1 bite
Move: 10' (30')	Damage: 6d4
· Swim: 40' (120')	

Giant snapping turtles are 40' in length and dwell in large freshwater lakes or rivers. They attack by extending their 10'-long necks and quickly snapping at prey.

Notes: *Oh, Snap!* (4-in-6 chance to surprise enemies).

Tylosaurus

Neutral Animal (Beast)

No. Enc.: 0 (1d3)	Hit Dice: 21 (84 hp)
Armor Class: −1	Attacks: 1 bite
Move: 30' (90')	Damage: 7d12
· Swim: 120' (360')	

This huge aquatic dinosaur is an extremely aggressive carnivore that swims very swiftly.

Notes: *Crushing Bite* (whenever a tylosaurus hits with its bite, it hangs on persistently for automatic bite damage on each following round; victims can fight back at −4 to hit).

Tyrannosaurus Rex

Neutral Animal (Beast)

No. Enc.: 0 (1d2)	Hit Dice: 20* (80 hp)
Armor Class: 4	Attacks: 1 bite
Move: 40' (120')	Damage: 6d6

The "king of the dinosaurs" is the deadliest of predators.

Notes: *Swallow Whole* (on any natural attack roll of 1–2, a T. rex can swallow man-sized or smaller creatures whole; swallowed victims take 2d4 acid damage each round).

Velociraptor

Neutral Animal (Beast)

No. Enc.: 0 (2d6)	Hit Dice: 3 (12 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d4/1d4/2d4

These dinosaurs are pack-animals. They hunt by surrounding their prey and chasing down stragglers.

Wasp, Giant

Neutral Animal (Vermin)

No. Enc.: 1d20 (1d20+20)	Hit Dice: 4* (16 hp)
Armor Class: 5	Attacks: 1 bite/1 sting
Move: 20' (60')	Damage: 2d4/1d4+paralyze
· Fly: 70' (210')	

Giant wasps are highly aggressive and carnivorous, living underground in mud nests. They have a paralytic sting, which they use to capture prey to bring to their nests and feed to larvae.

Notes: *Sting* (a victim stung by a giant wasp must save or be permanently paralyzed; victims are dragged back to the nest and fed to young 1d4+1 days later; the paralysis can be cured by all normal means, including the Healing Touch spell, or by any effect that neutralizes poison).

Weasel, Giant
Neutral Animal (Beast)

No. Enc.: 1d4 (1d6)	Hit Dice: 4+4 (20 hp)
Armor Class: 8	Attacks: 1 bite + special
Move: 50' (150')	Damage: 2d4

Giant weasels are nearly 10' long and vicious. They live in underground tunnels and hunt by scent.

Notes: *Bloodsucker* (on a hit with its bite, a giant weasel latches on and sucks blood, for 2d4 automatic damage each round); *Night Vision* (giant weasels can see in the dark out to 30').

Whale, Giant
Neutral Animal (Beast)

No. Enc.: 0 (1d3)	Hit Dice: 36* (144 hp)
Armor Class: 7	Attacks: 1 bite
Move: 60' (180')	Damage: 3d20

This giant monster of the deep is either a prehistoric throwback or even one of the kaiju (see page 134).

Notes: *Swallow Whole* (a giant whale can swallow a man-sized or smaller creature whole on a to-hit roll of 1–4, if such a roll is also a hit; swallowed creatures take 3d6 acid damage each round).

Whale, Killer
Neutral Animal (Beast)

No. Enc.: 0 (1d6)	Hit Dice: 6 (36 hp)
Armor Class: 7	Attacks: 1 bite
Swim: 80' (240')	Damage: 2d10

Notes: *Swallow Whole* (an orca can swallow a creature of dwarf-size or smaller when it aces its to-hit roll; swallowed creatures take 1d6 damage each round and will suffocate in 10 rounds unless freed).

Whale — Narwhal
Neutral Animal (Beast)

No. Enc.: 0 (1d4)	Hit Dice: 12 (48 hp)
Armor Class: 8	Attacks: 1 horn
Move: 60' (180')	Damage: 2d6

Notes: *Horn* (legend says that a narwhal's horn vibrates in the presence of evil; the ivory is coveted and worth 10–60 gold pieces when sold).

Wolf
Neutral Animal (Beast)

No. Enc.: 2d6 (3d6)	Hit Dice: 2+2 (10 hp)
Armor Class: 8	Attacks: 1 bite
Move: 60' (180')	Damage: 1d6

Wolf, Dire
Neutral Animal (Beast)

No. Enc.: 1d4 (2d4)	Hit Dice: 4+1 (17 hp)
Armor Class: 7	Attacks: 1 bite
Move: 50' (150')	Damage: 2d4
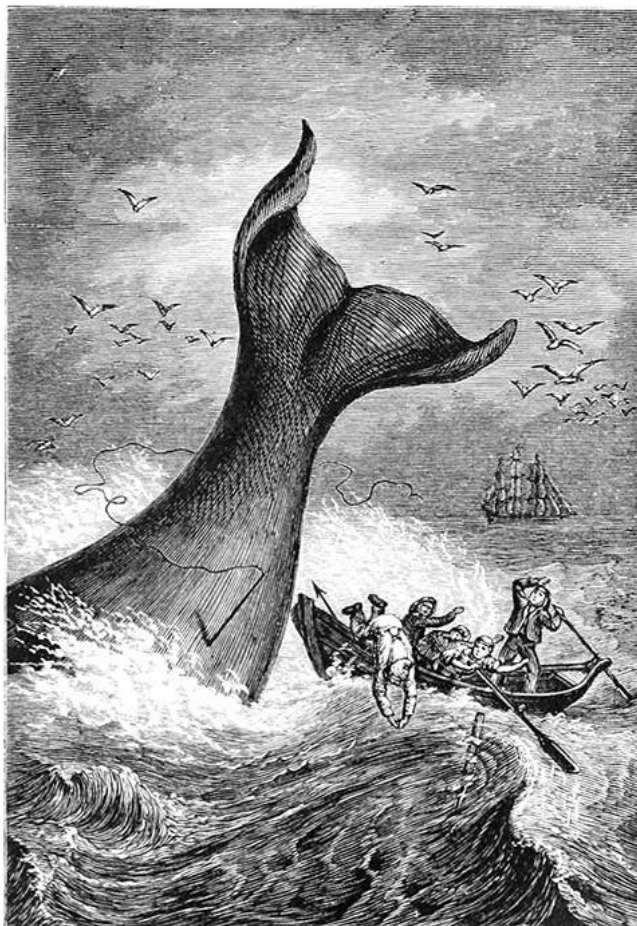
Dire wolves are much more intelligent and ferocious than normal wolves. It's said that they speak the language of the beastmen (and the smaller kinds of beastmen often train them for use as mounts).

Wolverine
Neutral Animal (Beast)

No. Enc.: 1 (1d3)	Hit Dice: 3** (12 hp)
Armor Class: 6	Attacks: claw/claw/bite or musk
Move: 40' (120')	Damage: 1d4/1d4/1d5 or special

Notes: *Vicious Attack* (wolverines add an extra +4 to hit), *Musk* (a wolverine can spray an irritating musk in a cone 60' long out to 20'; targets must save or be blinded for 1d8 hours).

Wolverine, Giant
Neutral Animal (Beast)

No. Enc.: 1 (1d3)	Hit Dice: 4+4** (20 hp)
Armor Class: 6	Attacks: claw/claw/bite or musk
Move: 50' (150')	Damage: 1d5/1d5/2d4 or special

Notes: *Vicious Attack* (wolverines add an extra +4 to hit), *Musk* (a wolverine can spray an irritating musk in a cone 60' long out to 20'; targets must save or be blinded for 1d8 hours).

III • CHIMERÆ, Dragons, and Magical Beasts

PROPERLY SPEAKING, a "chimera" is any fantastical creature that combines the traits of two or more normal beasts; but the term can also apply to magical beasts in general, and not just to those queer, combinatory monsters from classical mythology, with their divine and often lurid origins. Thus, this section describes not just the true chimera and its many Greek cousins, but also true dragons and all their kin, as well as enchanted versions of normal animals.

The one unifying feature of all these disparate entities is their supernatural origin: they are the result of magical or even divine intervention in the world, whether accidental or engineered; and so they represent an abrogation of the natural order. Thus, by their very nature, all chimeræ are Chaotic in alignment.

CHIMERÆ (BY NAME)

Adamantoise	Hydra	Thraik
Ankheg	Hypno-Snake	Toad, Ice
Attercop	Kaiju	Unicorn
Basilisk	Kalidah	Werebat
Bulette	Lamia	Werebear
Chimera, True	Leucrotta	Wereboar
Cockatrice	Manticore	Werefox
Coltpixy	Nekrozon	Werejaguar
Dragon–Firedrake	Night Mare	Wererat
Dragon–Murkwyrm	Pegasus	Wereseal
Gorgon	Phœnix, Greater	Wereshark
Griffon	Phœnix, Lesser	Weretiger
Hell Hawk	Remorhaz	Werewolf
Hell Hound	Sea Serpent	Wolf, Winter
Hippocampus	Sphinx	Wyvern
Hippogriff	Stirge	

CHIMERÆ (BY HIT DICE)

Stirge (1*)	Kalidah (5)	Night Mare (7***)
Hippocampus (2 to 4)	Ankheg (5*)	Remorhaz (7*** to 14***)
Pegasus (2+2)	Weretiger (5*)	Hell Hawk (8*)
Coltpixy (3*)	Cockatrice (5**)	Hypno-Snake (8*)
Thraik (3*)	Ice Toad (5**)	Nekrozon (8**)
Wererat (3*)	Attercop (5***)	Lamia (8**)
Hell Hound (3* to 7*)	Leucrotta (5+1*)	Sea Serpent (8**)
Hippogriff (3+1)	Werejaguar (5+2*)	Bulette (9*)
Werefox (3+2*)	Wereseal (5+2*)	True Chimera (9**)
Werebat (3+3*)	Werebear (6*)	Lesser Phœnix (9*****)
Unicorn (4*)	Firedrake (6* to 30*)	Sphinx (12*****)
Wereshark (4*)	Murkwyrm (6* to 30*)	Hydra (15*)
Werewolf (4*)	Manticore (6+1*)	Greater Phœnix (18*****)
Winter Wolf (4* to 6*)	Basilisk (6+1**)	Adamantoise (30*)
Gorgon (4**)	Griffon (7)	Kaiju (100*****)
Wereboar (4+1*)	Wyvern (7*)	

Adamantoise
Chaotic Dragon

No. Enc.: 0 (1)	Hit Dice: 30* (120 hp)
Armor Class: –1	Attacks: claw/claw/bite
Move: 10' (30')	Damage: 5d8/5d8/10d6
· Swim 30' (90')	

The adamantoise (ADD-uh-MAN-tiss) or "dragon turtle" is one of the largest examples of dragon-kin. It is not a true dragon, but it is considerably more fearsome, and possibly akin to the kaiju (see be-low). Covered in spikes, horns, and an enormous, hard shell, the adamantoise floats on the surface of the ocean and may be mistaken for a small island. It is ordinarily extremely docile; but if roused, it fights with a fury unmatched among mortal creatures.

Notes: *Breath Weapon* (the adamantoise can breathe out a cloud of boiling hot steam, 50' long out to 40' wide, thrice per day; 10d8 damage, save for half).

Ankheg
Chaotic Magical Beast (Vermin)

No. Enc.: 1d6 (1d6)	Hit Dice: 5* (20 hp)
Armor Class: 4	Attacks: 1 bite
Move: 40' (120')	Damage: 3d6 + 1d4 acid
· Burrow: 20' (60')	

Ankhegs are large, insect-like monsters which resemble yellowish-brown centipedes, but with only six legs. Their powerful legs and mandibles enable them to burrow under the ground. Ankhegs are at their fiercest when protecting a nest of recently-hatched eggs, which (it just so happens) are greatly desired by healers for their medicinal properties.

Notes: *Acid* (an ankheg's bite deals an extra 1d4 points of acid damage; and once per day, the creature can spit a 30' long, 5' wide line of acid that causes 8d4 damage, save for half; but this uses up all the ankheg's acid for a day).

Attercop
Chaotic Magical Beast (Vermin)

No. Enc.: 1d2 (1d3)	Hit Dice: 5*** (20 hp)
Armor Class: 5	Attacks: 1 bite/1 sting
Move: 40' (120')	Damage: 1d10+poison/1d8+paralysis

Attercops are magical creatures related to giant spiders, but they're far more intelligent. The size of a small horse, they can be distinguished from spiders by their ability to speak and by the stinger under their abdomen. Attercops haunt deep, dark forests and high mountain caves. Legends whisper that they are the spawn of some primordial spider-god that was already sleeping deep within the earth at the moment of creation.

Notes: *Venom* (the bite of an attercop is poisonous and causes 5d6 points of damage after 1 minute, with a save allowed for half damage), *Stinger* (those stung by an attercop must save or be paralyzed for 2d4 turns; because the paralysis is caused by a poison, it can be cured by any effect that cures poison *or* paralysis), *Webs* (an attercop's lair is always covered in webs; these can be treated like a tech's Super Adhesive preparation when already in the lair, or like a mage's Entanglement spell when thrown by the creature, which it can do five times per day).

Basilisk
Chaotic Chimera

No. Enc.: 1d6 (1d6)	Hit Dice: 6+1** (hp)
Armor Class: 5	Attacks: 1 bite/1 gaze
Move: 20' (60')	Damage: 1d10+petrification/special

A basilisk resembles a 10'-long lizard with four small legs, a serpentine body, and a crown-like growth of colorful scales on the top of its head (the source of its nickname, the "king of serpents"). It is a slow-moving, slow-witted, and very magical beast that lives in caves or thickets, greatly feared for its petrifying bite *and* gaze.
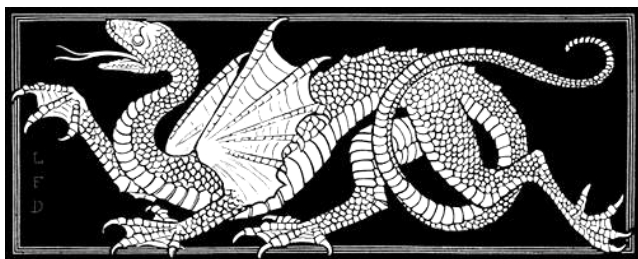
Notes: *Petrifying Bite* (anyone bitten by a basilisk must save or be turned to stone), *Petrifying Gaze* (any creature that meets a basilisk's gaze must save or else be turned to stone; surprised characters automatically meet the gaze, but still get to roll a save; anyone in mêlée with the creature must either meet its gaze each round, or try to avoid it, rolling to hit at −4 and granting the basilisk a +2 on its attacks—or use a mirror in place of a shield, which drops the character's to-hit penalty to −2 and adds a 1-in-6 chance per round that the basilisk meets its own gaze and must save or be petrified).

Bulette

Chaotic Chimera

No. Enc.: 1d2 (1d2)	Hit Dice: 9* (36 hp)
Armor Class: −1 (or 7)	Attacks: claw/claw/bite or 4 claws/1 bite
Move: 50′ (150′)	Damage: 3d6 each (claws)/4d12 bite
· Burrow: 10′ (30′)	

The bulette (pronounced "bul-ETT"; and never let anyone tell you differently!), or "land-shark", is a terrifying and voracious predator, 10′ tall and 12′ long. It eats anything that moves, preferring to pick off weak and slow prey (although for some reason, it will not eat Fair Folk, including demi-humans like fairies and dwarfs—and it seems to dislike the taste of goblin). The bulette has a dorsal crest that resembles a shark's fin, and it leaves a furrow in the ground behind it wherever it burrows.

Notes: *Tremor-Sense* (the bulette can burrow under the ground at MV 10′, and while doing so it can sense prey by vibrations on the surface within Near range), *That Last Turn at Albuquerque* (the bulette prefers to fight partially-buried, with two claws and a bite; but if threatened, it will leap out of the earth and attack with all four claws and bite; however, this exposes its soft AC 7 underbelly to attacks).

Chimera

Chaotic Chimera

No. Enc.: 1d2 (1d4)	Hit Dice: 9** (36 hp)
Armor Class: 5	Attacks: 2 claws/3 heads + breath
Move: 40′ (120′)	Damage: 1d3/1d3/2d4/1d10/3d4 + special
· Fly: 60′ (180′)	

The true chimera is a grotesque combination of three creatures: lion, goat, and dragon. It has the forebody of a lion, the hindquarters of a goat, the wings and tail of a dragon, and the head of all three. In combat, the goat-head butts (2d4 damage), the lion-head bites (1d10), and the dragon-head can either bite (3d4) or breathe fire. As a rule, true chimeras are solitary, ill-tempered, highly territorial, and they are prone to terrorizing the countryside, devouring livestock, attacking farmsteads, etc.

Notes: *Breath Weapon* (up to three times per day, the chimera's dragon head can breathe fire in a cone 50′ long out to 10′ wide, 3d6 damage, save for half; 50% chance each round in combat that it will breathe fire instead of bite).

Cockatrice

Chaotic Chimera

No. Enc.: 1d4 (2d4)	Hit Dice: 5** (20 hp)
Armor Class: 7	Attacks: 1 beak
Move: 30′ (90′)	Damage: 1d6 + petrification
· Fly: 60′ (180′)	

A cockatrice is a magical combination of rooster and snake, possibly related to the basilisk. They tend to be found in rocky badlands and rubble-strewn ruins.

Notes: *Petrifying Bite/Touch* (any creature bitten or touched by a cockatrice must save or be turned to stone).

Coltpixy

Chaotic Magical Beast (Faerie)

No. Enc.: 0 (1)	Hit Dice: 3* (12 hp)
Armor Class: 7	Attacks: 2 hooves
Move: 300′ (900′)	Damage: 2d4/2d4

The coltpixy is an enchanted horse, distantly related to the unicorn. It is a wild and capricious creature which delights in playing tricks, leading normal horses and their mortal riders astray. Some coltpixies choose to serve fae beings as mounts, and they can alter their size to accommodate riders of nearly any height. A coltpixy can bear a load of 120 EV and still move at full speed, or 240 EV at half speed (and, regardless of its size, a coltpixy always moves at the same speed, unhindered by rough terrain like bogs or badlands).

Notes: *Alter Size* (a coltpixy can make itself as small as a housecat or as large as the largest horse), *Glamour* (a coltpixy can change its coloring and other superficial features of its appearance), *Invisibility* (a coltpixy can make itself invisible to mortals if it chooses; it becomes visible again for at least a full turn if it attacks), *True Name* (coltpixies have a true name which they will only share with a genuinely trusted friend or master; anyone who learns this name can compel the coltpixy to serve them).

Dragon, True

The *Engines & Empires* game dispenses with a few "sacred cows"— conventions which appear to have begun entirely with that first fantasy role-playing game—in favor of hewing closer to mythology and folklore (and, to a lesser extent, fantasy literature). One of these conventions is the menagerie of "color-coded" dragons. In *E&E* worlds, there are but two, or perhaps three, kinds of true dragons: firedrakes, murkwyrms, and the shenlong. Firedrakes (or "fire-breathing dragons") are the classic dragons of folklore; their acid-spewing cousins, the murkwyrms, are the same species, but corrupted by evil magic. Meanwhile, the shenlong (or "spirit dragon") isn't a mortal creature at all, but a celestial being; and so that species is glossed under the category of Planar Spirits (see pg. 172).

All true dragons have variable hit dice according to their ages. The "standard" dragons given in the main stat blocks are for adult dragons, whose ages are measured in decades, with younger and older age-categories altering the base stats as follows:

Category (Age)	Hit Dice (hp)	DG	Breath Weapon	Magic
Young (years)	6** (24 hp)	d4	2d8 (60′×20′)	Lv 2
Adult (decades)	12** (48 hp)	d8	4d8 (90′×30′)	Lv 4
Elder (centuries)	18** (72 hp)	d12	6d8 (120′×40′)	Lv 6
Ancient (millennia)	24** (96 hp)	d16	8d8 (150′×50′)	Lv 8
Scion (world-ages)	30** (120 hp)	d20	10d8 (180′×60′)	Lv 10

DG: This is the damage die used for all of a dragon's attacks. Claw attacks deal one die of damage; bite attacks deal four dice.

For ancient dragons, if you don't have a 16-sided die, roll a d8 and flip a coin, treating heads as "+0" and tails as "+8".

Breath Weapon: This column gives the damage inflicted and the area of effect for a dragon's breath weapon. The area is a cone, with the first distance indicating its length and the second its width at the furthest point.

Magic: True dragons are able to use tricks, spells, and rituals as a mage of the listed level. Note that while not all dragons speak the languages of men (especially very young dragons, which may appear almost feral to human eyes), all dragons are nevertheless intelligent and magical. They *instinctively* know the language of their own kind and whatever magical abilities they possess.

Dragon — Firedrake
Chaotic Dragon (True Dragon)

No. Enc.: 1d4 (1d4)	Hit Dice: 12** (48 hp)
Armor Class: 0	Attacks: claw/claw/bite or special
Move: 40' (120')	Damage: 1d8/1d8/4d8
· Fly: 100' (300')	

Firedrakes are the classic "fire-breathing dragon" of legend. Their chief characteristics are arrogance and avarice: firedrakes are driven to amass piles of treasure, which they never spend or enjoy, but simply sit on and guard for as long as they live (which is practically forever). Firedrakes are known to hold themselves in the highest esteem: their pride is a serious weakness, since a firedrake will nearly always pause to listen to flattery, and any sort of social repartee intrigues them endlessly (just because they think they're so terribly good at it). Firedrakes are Chaotic in the traditional sense: thoroughly evil, yes, but a selfish and independent sort of evil — you'll never catch a firedrake willingly bending a proverbial knee to some dark lord or evil god.

Young firedrakes have scales that come in a variety of dull, warm colors — matte red, orange, or gold. As they age, their scales turn to a deeper, redder color — blood red, then crimson. Very old dragons have shiny, metallic scales that look like burnished bronze or orichalcon.

Notes: Firedrakes have many special abilities and details for the referee to keep track of.
• *Fiery Breath* (a firedrake can breathe a cone of fire up to three times per day; victims can save for half damage).
• *Fire Creature* (a firedrake cannot be harmed by fire at all, but it is −2 to save vs. ice-based attacks).
• *Magical* (a firedrake can use magic just like a mage).
• *Terrifying* (anyone standing in the awesome presence of a dragon with more hit dice than they have levels must save or be terrified, −3 on all attack rolls unless they choose to flee; a natural 20 on the save means that they *must* flee).
• *Swoop* (a flying drake can pick up a man-sized or smaller creature if its to-hit roll is low enough; the chance is 1-in-20 for a young dragon, 2-in-20 for an adult dragon, etc.; a victim picked up by the dragon suffers automatic claw or bite damage each round until released — very likely from a great height — and may fight back at −2 to hit).
• *Hover* (a flying drake can hover above an opponent for 1 round; this grants it two extra claw attacks that round; but then it must land immediately after).
• *Crush* (a dragon can attempt to crush creatures with its sheer bulk; young dragons can crush one target only, adult dragons a 5' radius area, elder dragons a 15' radius area, ancient dragons a 25' radius, etc.; the damage is the same as the dragon's bite attack; no to-hit roll is made, but targets can save to avoid all damage; a victim may choose to take the crush damage and strike at the dragon's underbelly at +4 to hit, for double damage).

• *Lair* (dragons encountered in their own lair have a 50% chance of being asleep and therefore easy to surprise; but in their own lair, dragons are +2 on all attacks and saves).
• *Arrogant* (firedrakes are highly susceptible to flattery and greatly intrigued by riddles and witty banter; if they can understand the language, honeyed words may give them momentary pause).
• *Greedy* (a firedrake is instinctively aware of every last little coin in its hoard; it *knows* if something has been stolen, and this will rouse it to a mindless fury).
• *True Name* (a firedrake has a true name which can give its foes power over it).

Dragon — Murkwyrm
Chaotic Dragon (True Dragon)

No. Enc.: 1d4 (1d4)	Hit Dice: 12** (48 hp)
Armor Class: −1	Attacks: claw/claw/bite or special
Move: 30' (90')	Damage: 1d8/1d8/4d8
· Fly: 90' (270')	

Long ago, the forces of Chaos tried to bring the firedrakes onto their side against the gods of Law; and while most of these prideful beings would serve no masters at all, a few were tempted into rebellion against Creation itself. These dragons, now warped by the darkest of magicks, are totally corrupted and entirely given over to evil. They are in thrall to the powers of Chaos, their inner fire put out; and all their will to resist has long since turned into hatred for the world and impotent rage at their own weakness.

Left to their own devices, murkwyrms behave very much as firedrakes do, holing up in dark caves, hoarding treasure for reasons unknown — but all murkwyrms also know, and feel in their very bones, that one day the forces of darkness will give *the call*, and they will be compelled to answer — to rise up and fight for Chaos. In the meanwhile, they stay underground, avoiding the sun (which they hate, for it was once like a kinsman, a spark of eternal fire in the sky to warm their wings and scales; and now it burns them and drives them away), amassing shiny baubles and wyrd artifacts alike, fuming and hating and waiting.

Young murkwyrms tend to be a drab brownish color, often with stripes of yellow or green; as they age, murkwyrms turn darker, greener, blacker — until finally, the oldest wyrms have scales that shine like polished obsidian or jet (and some rare few with a hint of emerald highlights). A murkwyrm's scales are just a bit thicker and heavier than a firedrake's, making their natural armor tougher — but leaving them just a bit slower as well.

Notes: Murkwyrms have many special abilities and details for the referee to keep track of.
• *Acidic Breath* (a firedrake can breathe a foul cone of acidic spume, up to three times per day; victims can save for half damage).
• *Earth Creature* (a firedrake cannot be harmed by acid at all, but it is −2 to save vs. electricity-based attacks).
• *Magical* (a murkwyrm can use magic just like a mage).
• *Terrifying* (anyone standing in the awesome presence of a dragon with more hit dice than they have levels must save or be terrified, −3 on all attack rolls unless they choose to flee; a natural 20 on the save means that they *must* flee).
• *Swoop* (a flying wyrm can pick up a man-sized or smaller creature if its to-hit roll is low enough; the chance is 1-in-20 for a young dragon, 2-in-20 for an adult dragon, etc.; a victim picked up by the dragon suffers automatic claw or bite damage each round until released — very likely from a great height — and may fight back at −2 to hit).
• *Hover* (a flying wyrm can hover above an opponent for 1 round; this grants it two extra claw attacks that round; but then it must land immediately after).

creatures, immortal until slain; or they may be a race of female chimeras that use males of humanoid races to propagate their kind.

A gorgon resembles a beautiful human woman, but with a long and powerful serpent's tail in place of her lower body and legs and a writhing mass of vipers on the top of her head instead of hair. Any creature that meets a gorgon's gaze is immediately turned to stone. As a rule, most gorgons are solitary, bitter, and resentful—which may stem from loneliness and isolation, guilt over having accidently petrified someone, or ill treatment at the hands of terrified humans driving them away. Nevertheless, by the time most adventurers encounter a gorgon, she will likely be half mad and prone to attack on sight.

Notes: *Petrifying Gaze* (a gorgon can gaze at one target per round, her eyes glowing green and her face contorting into a hideous half-serpent visage; the target must save or be petrified; those who attack the gorgon while not looking at her face are −4 to hit, and she is +2 to hit them; one can also carry a mirror instead of a shield and look at the gorgon through it, reducing the to-hit penalty to −2 and adding a 1-in-6 chance each round that the gorgon may accidentally see herself and have to save or be turned to stone; gorgons do not have total control over their gaze, and if they accidentally look someone in the eye that they do not want to petrify, they may roll a save too to try and avert their gaze in time); *Poisonous Bite* (gorgons can fight with weapons just as well as humans, favoring bows and arrows; but in mêlée, they often let their snake-hair bite a victim instead, which causes 1d6 damage and inflicts a poison that will cause 4d6 more damage one turn later, save for half); *Constrict* (if a gorgon attacks with her tail, a hit causes 2d6 damage, and the victim is constricted by the coils, automatically taking 2d6 more damage each round; *Magic Resistant* (gorgons are +2 to save vs. all magical attacks).

Griffon
Chaotic Chimera

No. Enc.: 1 (2d8)	Hit Dice: 7 (28 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d4/1d4/2d8
· Fly: 120' (360')	

A griffon is powerful and dangerous beast with the wings, head, and front claws of a great eagle and the hindquarters of an enormous lion. Their favorite prey is horses, and they can pick up and carry off horse-sized creatures while flying at half speed. Griffons are occasionally tamed and trained as mounts (they can carry 140 EV and still fly at full speed, or 280 EV at half speed).

Hell Hawk
Chaotic Dragon

No. Enc.: 1 (1d4)	Hit Dice: 8* (32 hp)
Armor Class: 4	Attacks: claw/claw/bite or wail
Move: 50' (150')	Damage: 1d6/1d6/4d6 or special
· Fly: 80' (240')	

Hell hawks are hideous creatures that look like gigantic carrion birds crossed with dragons—they have bald heads, toothy beaks, long necks that stretch out ahead of the body, and sickly gray scales. They are known to serve evil beings (especially spectres and vampires) as flying mounts.

Notes: *Wail* (the wailing screech of a hell hawk forces all mortal creatures within 120' to save or become rooted in place with fear for 1d4+1 rounds; and those within 30' are automatically deafened and suffer −2 on all to-hit rolls for 2d6 rounds, no save; the hell hawk can wail as often as once every three rounds, but this cannot affect a target that has already been deafened).

• *Crush* (a dragon can attempt to crush creatures with its sheer bulk; young dragons can crush one target only, adult dragons a 5' radius area, elder dragons a 15' radius area, ancient dragons a 25' radius, etc.; the damage is the same as the dragon's bite attack; no to-hit roll is made, but targets can save to avoid all damage; a victim may choose to take the crush damage and strike at the dragon's underbelly at +4 to hit, for double damage).
• *Lair* (dragons encountered in their own lair have a 50% chance of being asleep and therefore easy to surprise; but in their own lair, dragons are +2 on all attacks and saves).
• *Night Creature* (murkwyrms are weakened by the sun and −2 on attacks and saves in full daylight).
• *Hateful* (murkwyrms hate the world, and everyone and everything in it; this makes it frighteningly easy to talk a wyrm into a mindless, berserk fury).
• *Thrall* (deep down in their cold, black hearts, murkwyrms may resent it; but the fact is, they are soldiers in the armies of Chaos; and if any Chaotic being of sufficient power, such as an evil god, an arch-devil, or a dark lord gives them an order, they *must* obey—with any attempt to resist the command requiring a save at −12).
• *True Name* (a murkwyrm has a true name which can give its foes power over it).

Gorgon
Chaotic Chimera

No. Enc.: 1d3 (1d4)	Hit Dice: 4** (20 hp)
Armor Class: 9	Attacks: 1 bite, weapon, or tail + gaze
Move: 30' (90')	Damage: 1d6, by weapon, or 2d6 + special

In mythology, there were three gorgons (Medusa, Stheno, and Euryale); in a fantasy game, gorgons may likewise be rare and unique

Hell Hound
Chaotic Magical Beast

No. Enc.: 2d4 (2d4)	Hit Dice: 3**, 5**, or 7** (12, 20, or 28 hp)
Armor Class: 5	Attacks: 1–3 bites or breaths
Move: 40' (120')	Damage: 1d6 each or special

Hell hounds reddish-brown doglike monsters which inhabit volcanic caves and other fiery lairs. Typically the size of a small horse, they have one to three heads. These creatures are cunning, highly intelligent, and capable of breathing fire practically at will.

Notes: *Fire Creature* (hell hounds are impervious to all fire-based attacks, but −2 to save vs. cold), *Fiery Breath* (each round, there is a 33% chance that a hell hound will breathe fire with all of its heads instead of biting; the fire does 2d8 damage per head to one target within mêlée range, who may save for half damage), *See Invisible* (hell hounds have a 75% chance each round to detect invisible creatures within Near range).

Hippocampus
Chaotic Chimera

No. Enc.: 0 (1d20)	Hit Dice: 2 to 4 (8 to 16 hp)
Armor Class: 8	Attacks: 1 head butt
Swim: 70' (210')	Damage: 1d8
· Mounted: 60' (180')	

The hippocampus ("sea horse") is a strange combination of horse and fish (or cetacean). As intelligent as dolphins, they are a favorite steed of merpeople. Sea horses' front haves resemble horses with finned forelegs and a fin-like crest in place of a mane; the hindquarters are like those of a large dolphin or small whale, but finned and scaled like a fish. The beast is about 10' long from nose to tail.

Hippogriff
Chaotic Chimera

No. Enc.: 0 (2d8)	Hit Dice: 3+1 (13 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 60' (180')	Damage: 1d6/1d6/1d10
· Fly: 120' (360')	

A hippogriff is a belligerent and carnivorous beast with the head, front claws, and wings of an eagle and the hindquarters of a horse. Hippogriffs detest both griffons and pegasi and will attack either on sight. They dwell in mountainous, rocky areas, swooping down onto plains to prey on herd animals. A hippogriff is very difficult to tame and train as a mount; if ridden, the beast can carry 120 EV at full speed or 240 EV at half speed.

Hydra
Chaotic Dragon

No. Enc.: 1 (1)	Hit Dice: 15* (60 hp)
Armor Class: 6	Attacks: 9 bites (more or less)
Move/Swim: 40' (120')	Damage: 1d10 each

A hydra is an extremely dangerous creature, akin to true dragons, with a dragon-like (but wingless) body and nine serpentine heads. Whenever one of its heads is cut off or otherwise destroyed, two more soon grow to replace it — which can mean serious trouble for unwary players who forget their Greek mythology.

Notes: *Two Heads Are Better* (a hydra starts out with 9 heads and gets 1 bite attack for every head that it has; for every 6 points of damage it takes, one head is destroyed — severed, crushed, or blasted, it doesn't matter; the crushed head or bloody stump will remain dead for only 1 round; then, over the next 3 rounds, the hydra will regenerate 3 hit points per round as the stump writhes

and grows, or the crushed head is shed like a lizard's tail; on the fourth round, the hydra will have gained 12 hit points in this manner, surpassing its original total, and it now has two extra heads where there was only one before; a hydra can grow up to ten extra heads in this manner, as it maxes out at 120 hit points, the highest possible roll on its 15 hit dice; if, however, the damage that destroys a head is caused by fire, or the destroyed head is burned on a round when it's still dead, this prevents any regeneration).

Sea Hydras and Sky Hydras: The common hydra described above dwells in bogs or marshes; but there are also hydras adapted to the ocean (these are identical to normal hydras, but they swim at a move speed of 50'); and winged hydras, which are exceptionally dangerous (HD 15**) due to their ability to fly at a speed of 60' and swoop by a target, attacking with 3 heads at a time from the air (and picking up a man-sized target on a to-hit roll of 1–3).

Hypno-Snake
Chaotic Magical Beast

No. Enc.: 1 (1)	Hit Dice: 8* (hp)
Armor Class: 5	Attacks: 1 bite or gaze/1 tail
Move: 30' (90')	Damage: 1d8 or sleep/1d10

A hypno-snake is a magical serpent that tries to hypnotize prey with its gaze before devouring it. The creature is 20' long and covered in garish, rainbow-striped scales; its eyes are whirling spirals of shimmering colors, and it sways in hypnotic fashion to mesmerize its prey. In combat, it lashes out with its barbed tail and tries to either bite or gaze.

Notes: *Hypnotic Gaze* (any creature that meets the gaze of the hypno-snake must save or fall asleep; much like a basilisk or gorgon, surprised victims or those in mêlée with the creature automatically meet the gaze each round, unless they consciously look

away, making them −4 to hit and the snake +2 to hit them; use of a mirror reduces the to-hit penalty to −2 and imparts a 1-in-6 chance that the snake may see itself and have to save or fall asleep).

Kaiju
Chaotic Special

No. Enc.: 0 (1)	Hit Dice: 100***** (400 hp)
Armor Class: −10	Attacks: lesser/lesser/greater or special
Move: 80′ (240′)	Damage: 10d10/10d10/10d20 or special

Also known as "Ruinous Powers" or "Weapons of Gaia", the kaiju are gigantic monsters that normally sleep deep within the earth or remain in a dormant state while sealed away in some alternate dimension. Should one ever rise up to wreak general havoc, it would be an apocalyptic event that ends a very life-age of the earth.

Kaiju are always unique, and effectively immortal. It should be stressed that player characters *cannot* stand up to them in direct battle; if they are to be defeated, it must be by some roundabout and entirely plot-driven means.

Examples of kaiju from fantasy or mythology include:
• Bahamut (or Behemoth), the king of all dragons.
• Jormungandr, the world-serpent.
• The Kraken, a horrific sea-beast resembling a giant squid.
• The Leviathan, a sea-serpent so large that the coils of his body stretch out for literal miles.
• Primordials, titanic elementals that predate the gods.
• Simurgh, lord of all birds, larger even than the giant rocs.
• The Tarrasque, a devouring terror resembling a giant adamantoise that burrows through the earth.
• Tiamat, a goddess of storms and destruction who manifests as a many-headed dragon.

Examples of kaiju from science fiction and horror generally fall into one of two categories: either Great Old Ones (like Cthulhu) or true kaiju—movie monsters like Godzilla, Gamera, Rodan, Mothra, and so forth. There may also be "mecha-kaiju"—giant constructs created by a mad technologist (ranging from a giant mechanical spider to a giant transforming robot that assembles itself from smaller vehicles).

In any event, wherever kaiju do battle, the landscape—be it filled with cities, forests, or mountains—is sure to be swept aside as if it were nothing and altered irrevocably.

Notes: *Special Abilities* (if a kaiju ever actually appears in a campaign, this will be a central event, probably a grand finale—and so referees should take care to select special abilities appropriate to the monster; common examples include a breath weapon that deals damage equal to the kaiju's current hit points, save for half; and true, godlike immortality which necessitates the use of the Mortality ritual before the monster can be truly slain; but the specific set of abilities should be unique to the individual kaiju).

Kalidah
Chaotic Chimera

No. Enc.: 1d4 (1d4)	Hit Dice: 5 (20 hp)
Armor Class: 6	Attacks: claw/claw/bite + rend
Move: 40′ (120′)	Damage: 1d8/1d8/1d8 + 2d8

A kalidah is a horrid predator that dwells in deepest, darkest forests. It has the body of a huge grizzly bear, with the head of a tiger and claws like daggers. Kalidahs are nasty and ill-tempered, but they're also intelligent enough to speak—it's just that they'd much rather eat you than chat.

Notes: *Rend* (if a kalidah hits a target with both of its claws, it automatically rends them for an extra 2d8 points of damage).

Lamia
Chaotic Chimera

No. Enc.: 1 (1)	Hit Dice: 8** (hp)
Armor Class: 5	Attacks: 1 tail or 1 bite
Move: 40′ (120′)	Damage: 3d8 or 1d4

Like the gorgon, the lamia is a solitary monster whose origins lie in Greek myth, with the shape of a beautiful woman from the waist up, but with a powerful, coiling serpent's tail below. (Lamias lack the snaky hair, of course.) Legend says that the first lamia was a queen who practiced witchcraft and went mad when her children died; for her many sins, she was cursed by the gods with the body of a monster and a rapacious thirst for the blood of mortal children.

Indeed, lamias are something like vampires, sustaining themselves by drinking the blood of mortals. They are also magic-users, preferring to use charms and illusions to lure hapless victims into their wicked embrace. Lamias usually dwell in deserts or isolated ruins, but occasionally (due to either a magical compulsion, or a rare instance of a lamia who isn't evil and insane) they serve as guardians for out-of-the-way temples, tombs, or vaults.

Notes: *Magic-User* (lamias practice witchcraft, especially favoring charms and illusions; they can use magic as an 8th level mage, and any charm or illusion that they cast comes with a −2 penalty to the save), *Constrict* (if a lamia hits with her tail, she automatically constricts for 3d8 crushing damage each round thereafter), *Vampirism* (lamias drink blood: if a lamia hits with her bite, she can latch on and keep draining her victim, which automatically causes 1d4 points of damage each round and heals her of any lost hp in an amount equal to the damage she inflicts).

Leucrotta
Chaotic Chimera

No. Enc.: 1d2 (1d4)	Hit Dice: 5+1* (21 hp)
Armor Class: 5	Attacks: 1 bite
Move: 60′ (180′)	Damage: 3d6

The leucrotta is a disgusting predator, the size of a small horse; its forequarters are those of a lion and its hindquarters those of a stag, except for its leonine tail; and its head resembles an odd combination of horse and crocodile, with a wide gaping mouth that opens ear-to-ear, filled with bony ridges instead of teeth. The stench of rot follows the beast wherever it goes. It is cunning and capable of imitating a wide range of human voices—man, woman, and child (including flawless mimicry of individuals that it has heard)—with its favorite tactic being to imitate the screams of a scared girl.

Manticore
Chaotic Chimera

No. Enc.: 1d2 (1d4)	Hit Dice: 6+1* (25 hp)
Armor Class: 5	Attacks: claw/claw/bite or 6 spikes
Move: 40′ (120′)	Damage: 1d4/1d4/2d4 or 1d6 each
· Fly: 60′ (180′)	

A manticore has the body of a huge lion, great bat-like wings, a tail riddled with spikes, and the face of a man with wicked fangs. It usually lives in mountain ranges, but it stays on the edges of civilization—its favorite food is human. Manticores and sphinxes may be related.

Notes: *Spikes* (manticores can shoot their tail spikes, up to six at a time, with a base missile range of 60′; they have 24 spikes and regrow them at a rate of two per day).

Nekrozon
Chaotic Chimera

No. Enc.: 1d2 (1d4)	Hit Dice: 8* (32 hp)
Armor Class: 3	Attacks: 1 horn or breath
Move: 40′ (120′)	Damage: 2d6 or petrification

This creature is also known as a "catoblepas". It is a large, bull-like monster with a long neck and a body covered in thick scales, like iron. It lives on prairies or in hills.

Notes: *Petrifying Breath* (a nekrozon can breathe a petrifying vapor in a cone 60′ long, 10′ wide, thrice per day; victims must save or be petrified; the nekrozon itself is immune to petrification).

Night Mare
Chaotic Magical Beast

No. Enc.: 1 (1)	Hit Dice: 7*** (28 hp)
Armor Class: −3	Attacks: bite/hoof/hoof or breath
Move: 50′ (150′)	Damage: 1d12/2d6/2d6 or special
· Fly: 120′ (360′)	

A night mare (or "hell steed") is a skeletal, horse-like creature with glowing red eyes and black leathery skin stretched tightly over a bony frame. In the wake of a night mare's path, plants wither and a stench of death attracts foul, creeping insects. A night mare does not have wings; its ability to fly is supernatural.

Notes: *Aura of Fear* (any creature with 3 hit dice/levels or fewer that comes within 30′ of a night mare becomes paralyzed with fear unless it makes a save; the save may be repeated each round, and once made, the victim is no longer affected), *Noxious Breath* (a night mare can breathe out a cloud of vapor, 20′ × 20′ square, which forces victims to save or suffer a −2 penalty on all attacks, checks, and saves, and a 2 point penalty to Armor Class, for a turn), *Invisibility* (a night mare can become invisible, along with its rider, as per the spell, up to three times per day).

Pegasus
Neutral Chimera

No. Enc.: 0 (1d12)	Hit Dice: 2+2 (10 hp)
Armor Class: 7	Attacks: 2 hooves
Move: 80′ (240′)	Damage: 1d6/1d6
· Fly: 160′ (480′)	

The pegasus, or winged horse, is one of the only Neutral chimeræ. Its origin is supernatural, of course; but pegasi are widely believed to be a special creation of the gods of Law, a divine gift intended to aid heroes. And indeed, that is what pegasi do—they are all wild, impossible to tame, and a bit "bird-brained", but they instinctively know a good and worthy soul when they meet one, and they will only serve a true hero as a skyborne steed. A pegasus can carry 120 EV and still move or fly at full speed; or 240 EV at half speed.

Phœnix, Lesser
Chaotic Magical Beast

No. Enc.: 0 (1d2)	Hit Dice: 9***** (36 hp)
Armor Class: 3	Attacks: claw/claw/bite
Move: 30′ (90′)	Damage: 1d6/1d6/2d6
· Fly: 120′ (360′)	

Phœnix, Greater
Chaotic Magical Beast

No. Enc.: 0 (1d2)	Hit Dice: 18***** (72 hp)
Armor Class: −1	Attacks: claw/claw/bite
Move: 50′ (150′)	Damage: 2d6/2d6/4d6
· Fly: 150′ (450′)	

The phœnix, or fire-bird, appears as a great eagle wreathed in (or perhaps even composed of) flames. It is famous for its ability to be consumed by its own magical fire, only to be reborn from the ashes. Phœnix fire is something wholly different even from the usual sort of magical fire (like that of a Fire Ball, which is basically hell-fire); phœnix fire is pure, heavenly æther, undergoing combustion. No known magic or technology can defend against it. Still, adventurers continue to hunt phœnixes, for their feathers—the legendary "phœnix down"—which can be used by alchemists to brew a potion that revives the dead. Only one feather (worth 100 gp) can be recovered from the ashes of a slain lesser phœnix; a greater phœnix will leave three. It takes three such feathers to make the potion.

Notes: *Phœnix Fire* (a phœnix is surrounded at all times by an aura of heavenly fire, 10′ radius and 3d6 damage per round for a lesser phœnix, 20′ radius and 6d6 damage per round for a greater phœnix; no magical or technological protection from fire can mitigate this damage, and there is no save), *Immunities* (phœnixes are immune to fire, to all spells and effects that charm or paralyze, and even to weapons with an enchantment of +2 or weaker), *Rise from the Ashes* (when a phœnix is slain, it explodes in a 20′ radius fireball that causes 5d10 damage for a lesser phœnix or 10d10 damage for a greater; again, no defenses can lessen the damage, but a save for half is allowed; 1–3 feathers can be recovered from the ashes, but 1 round later the ashes catch fire and the phœnix rises from them, fully healed, only to flee immediately; there is no known way, except perhaps a Mortality ritual, to permanently kill a phœnix).

Remorhaz
Chaotic Dragon

No. Enc.: 1 (1)	Hit Dice: 7*** to 14*** (28 to 56 hp)
Armor Class: 1 (head 3, belly 5)	Attacks: 1 bite
Move: 40′ (120′)	Damage: 6d6

Also known as a "frost worm", the remorhaz is a gigantic, many-legged lizard-like creature that dwells in arctic regions. Its body (20′ to 40′ long) is covered in bluish-white, plate-like scales; and its bulging eyes glow red with heat. It lies in wait beneath snow or ice, waiting to ambush prey.

Notes: *Inner Heat* (in combat, a remorhaz heats up to infernal temperatures that will destroy any non-magical item touching its hide and will cause 10d10 damage to any creature touching them, no save); *Swallow Whole* (a remorhaz can swallow a man-sized creature whole if its to-hit roll is low enough—a roll of 1 for 7–8 HD, 1–2 for 9–10 HD, etc.—and any creature swallowed is immediately destroyed, as the furnace-like conditions inside the remorhaz cause 100 points of damage each round).

Sea Serpent
Chaotic Dragon

No. Enc.: 0 (1d4)	Hit Dice: 8** (32 hp)
Armor Class: 2	Attacks: 1 bite or spit
Swim/Fly: 60′ (180′)	Damage: 3d8 or poison

A sea serpent is an aquatic dragon with a long, snaky body, blue or green scales, and great fins that allow them to glide through the air like flying fish. The statistics given above are for an adult sea serpent; they can be double or even triple the usual size, with larger ones capable of coiling around ships to sink them. Sea serpents are intelligent, capable of speech, and not always hostile.

Note: *Glide* (a sea serpent's wing-like fins let it fly for 6 rounds at a time), *Poison Spit* (a sea serpent's bite is not poisonous, but it can spit a globe of poison, 10′ diameter, three times per day; those struck by the poison take 8d6 damage, with a save allowed for half;

the poison loses its effectiveness one round later), *Magical* (adult sea serpents can use magic as a 3rd level mage; bigger sea serpents can cast at 5th or 7th level).

Sphinx
Chaotic Chimera

No. Enc.: 1d2 (1d4)	Hit Dice: 12***** (48 hp)
Armor Class: 1	Attacks: claw/claw/bite
Move: 60' (180')	Damage: 3d6/3d6/2d8

· Fly: 120' (360')

A sphinx is a large chimera with the body of a giant lion, the wings of an eagle, and the face of a lovely woman. They live in isolated places, deserts and hilltops, sometimes guarding tombs. Sphinxes are obsessed with puzzles, riddles, and trivia; traditionally, when a hero encounters a sphinx, the sphinx will pose a riddle and let the hero go unmolested if it can be answered correctly.

Notes: *Godlike Magic* (sphinxes are powerful sorcerers, able to use magic as 12th level mages—even though there is no mage level above 10th for mortals—for the purposes of calculating scaling spell effects and spells castable per day; all saving throws against their magic have a −4 penalty), *Resistance* (sphinxes are +4 to save vs. magical effects and immune to blows from non-magical weapons), *Roar* (the most feared power of the sphinx is its roar, useable twice per day: enemies within 120' must save at −4 or flee in terror for 1d6 turns; those within 60' must roll a separate save or else be stunned for 1d6 rounds; and anyone caught within 10' takes 6d6 damage and is deafened for 1d10 rounds, no save).

Stirge
Chaotic Chimera

No. Enc.: 1d10 (3d12)	Hit Dice: 1* (4 hp)
Armor Class: 8	Attacks: 1 bite
Move: 10' (30')	Damage: 1d3

· Fly: 60' (180')

Stirges are a horrid combination of bat and giant mosquito. They attack by thrusting their long, spiky proboscis into a victim's body and sucking blood. As the creature drains its victim, it swells up like a water-balloon, but it won't stop until its victim is dead.

Notes: *Bloodsucker* (when a stirge hits with its bite, it causes 1d3 damage and latches on, sucking blood for 1d3 more damage automatically each round), *Speedy* (if a stirge is not yet engorged with blood, it's thin and small and quick—this gives it a +2 bonus on its first attack as it dives out of the air at a victim).

Thraik
Chaotic Chimera

No. Enc.: 3d10 (3d10)	Hit Dice: 3* (12 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 20' (60')	Damage: 1d4/1d4/1d6

· Fly: 60' (180')

Thraiks are grotesque winged simians, magically created from ordinary monkeys, but warped until they almost resemble gargoyles or demons. They prefer to hunt at night, in great flocks that haunt high mountaintops (but they have also been known to respond to magical compulsions and serve wicked spell-casters).

Notes: *Night Creature* (thraiks dislike bright light; sunlight or any type of continual magical light renders them −2 on to-hit rolls and morale), *Silent Swoop* (thraiks enjoy a 4-in-6 chance to surprise opponents when attacking from the air, and they can pick up a man-sized creature on a to-hit roll of 1–3).

Toad, Ice
Chaotic Magical Beast

No. Enc.: 1d4 (1d4)	Hit Dice: 5** (20 hp)
Armor Class: 5	Attacks: 1 bite or blast
Move: 30' (90')	Damage: 3d4 or 3d6

An ice toad is a giant, enchanted toad, 8' long, dwelling in cold climes or deep dungeons.

Notes: *Tongue* (an ice toad has a 20' long sticky tongue; if it hits, it yanks the target to its mouth for automatic bite damage), *Swallow Whole* (on a to-hit roll of 1–4, an ice toad can swallow a man-sized or smaller creature whole, which will cause 1d6 acid damage each round thereafter), *Ice Creature* (ice toads are immune to cold, but −2 to save vs. fire), *Icy Blast* (every other round, an ice toad can emit a burst of cold in a 10' radius centered on itself; creatures in the area take 3d6 cold damage, no save).
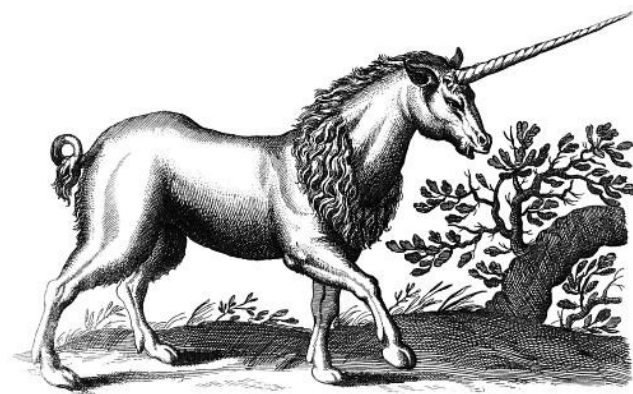
Unicorn
Chaotic Chimera (Faerie)

No. Enc.: 1d2 (1d8)	Hit Dice: 4* (16 hp)
Armor Class: 3	Attacks: hoof/hoof/horn
Move: 80' (240')	Damage: 1d8/1d8/1d8

A unicorn looks like a slender, beautiful white horse with a single, spiraled horn growing from its forehead. Unicorns are shy, but very wild. (Unlike a pegasus, which is Neutral because of its purportedly divine origins, a unicorn is very much a creature of faerie and is therefore entirely Chaotic—just not the evil sort of Chaotic). Only a pure-hearted and chaste maiden of human, demi-human, or fae stock can talk to or ride a unicorn.

Unicorns dwell in deep forests. Their horns contain powerful magic and are sought after as an ingredient by evil alchemists and mages.

Notes: *Teleport* (a unicorn can magically teleport itself and a rider, up to 360' in any direction, once per day), *Eager Steed* (a unicorn is +2 to Morale if it has a rider).

Werecreatures
As with dragons, werebeasts represent another departure that *Engines & Empires* makes from fantasy RPG orthodoxy—and indeed, from the popular and traditional folklore surrounding such creatures. Simply put, *E&E*'s werecreatures are enchanted versions of normal animals, bigger and tougher even than dire animals, and they carry a deadly magical disease—but they are *not* shape-shifters or lycanthropes. People cannot become werewolves, and werewolves do not assume the shapes of men. (Of course, your average superstitious villager or peasant in a given setting may still believe

otherwise, but you should consider them to have confused a few exaggerated legends about werewolves with genuine tales of the *varcolac*, a vampire that assumes the shape of a wolf and most definitely does make more of its ilk by biting its victims.)

All werecreatures share the following properties:

• Werecreatures have some measure of mental control over normal creatures of the same type, and they are often surrounded by packs of such animals.

• Werecreatures can be told apart from normal animals by "werelight", an eerie greenish glow or ectoplasmic mist that surrounds them at night, especially when the moon is bright.

• Werecreatures are semi-corporeal. That is to say, they seem to be solid creatures most of the time, until they are struck with a non-magical weapon; then it passes through them as if they were mist. Only silver or magical weapons, fire or other elemental attacks, and magical spells can harm them.

• The curse of pestilence: anyone bitten by a werecreature is thereafter cursed and must roll a saving throw each night or die, as if from disease. ("Werewolf's bite slays at night," as the folksy saying goes.) A Cleansing Ritual (or other curse-removing magical effect) that incorporates both belladonna and wolfsbane is required to end the curse. The victim's nightly saving throw is modified by the current phase of the moon, as follows: new moon, +4; crescent moon, +2; half-moon, no modifier; gibbous moon, −2; full moon, −4.

• Werecreatures are intelligent, and some of them can even speak with humans. They are always able to communicate with animals of their own type.

• Werecreatures are always Chaotic and irredeemably evil. There is no such thing as a "good" werewolf.

Werebat
Chaotic Magical Beast

No. Enc.: 2d6 (1d8)	Hit Dice: 3+3* (15 hp)
Armor Class: 5	Attacks: 1 bite
Move: 20' (60')	Damage: 1d4
· Fly: 60' (180')	

A werebat can summon 1d4 other werebats, each of which in turn can summon 1d4 giant bats or giant vampire bats. These normal giant bats each have a 1-in-6 chance of carrying a normal, non-magical disease.

Werebear
Chaotic Magical Beast

No. Enc.: 1d4 (1d4)	Hit Dice: 6* (24 hp)
Armor Class: 3	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 2d4/2d4/2d8

A wearbear is anything but some friendly Beorning—it's a horror you never want to meet in a dark forest. As with a normal bear, if a werebear hits with both claws, it will hug for 2d8 more damage. Werebears can summon any sort of normal bear found in the area.

Wereboar
Chaotic Magical Beast

No. Enc.: 1d4 (2d4)	Hit Dice: 4+1* (17 hp)
Armor Class: 5	Attacks: 1 tusk slash or 1 bite
Move: 50' (150')	Damage: 2d6 or 1d3

Wereboars fight like berserkers and do not check morale. They can summon normal boars to assist them in combat.

Werefox
Chaotic Magical Beast

No. Enc.: 2d6 (1d8)	Hit Dice: 3+2* (14 hp)
Armor Class: 7	Attacks: 1 bite
Move: 60' (180')	Damage: 1d6
· Swim: 30' (90')	

Werefoxes are cunning, wicked tricksters. They can move easily through thick underbrush that would slow a human's movement to half, and they have a magic power—the ability to call forth a Greater Illusion (as the spell) up to thrice per day.

Werejaguar
Chaotic Magical Beast

No. Enc.: 1 (1)	Hit Dice: 5+2* (22 hp)
Armor Class: 5	Attacks: claw/claw/bite + rake/rake
Move: 60' (180')	Damage: 1d4/1d4/1d8 + 1d6/1d6

Like normal jaguars, if a werejaguar hits with both its front claws, it gets to rake with both of its rear claws for extra damage, with the two extra attacks coming at +4 to hit. A werejaguar can summon 1d2 normal jaguars, which arrive 1d4 rounds later. It surprises on 1–3 on 1d6 and gets +1 to hit when attacking from above.

Wererat
Chaotic Magical Beast

No. Enc.: 1d8 (2d8)	Hit Dice: 3* (12 hp)
Armor Class: 8	Attacks: 1 bite
Move: 40' (120')	Damage: 1d4

Wererats are sneaky and may surprise enemies on 1–4 on 1d6. They are able to summon packs of giant rats to aid them.

Wereseal
Chaotic Magical Beast

No. Enc.: 0 (2d10)	Hit Dice: 5+2* (22 hp)
Armor Class: 6	Attacks: 1 bite
Move: 20' (60')	Damage: 2d6
· Swim: 60' (180')	

The stats above describe an ordinary wereseal; groups of 7 or more will have a leader with AC 4, 3 HD, and bite for 2d10 damage.

Wereshark
Chaotic Magical Beast

No. Enc.: 0 (2d6)	Hit Dice: 4* (16 hp)
Armor Class: 5	Attacks: 1 bite
Swim: 60' (180')	Damage: 2d6

A wereshark is an enchanted mako shark that is *always* in its feeding-frenzied state; it does not check morale.

Weretiger
Chaotic Magical Beast

No. Enc.: 1d4 (1d4)	Hit Dice: 5* (20 hp)
Armor Class: 4	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d6/1d6/2d6

Weretigers surprise on 1–4 on 1d6 when stalking prey and can summon any sort of great cat found in the area, preferring other tigers, of course.

Werewolf

Chaotic Magical Beast

No. Enc.: 1d6 (2d6)	Hit Dice: 4* (16 hp)
Armor Class: 6	Attacks: 1 bite
Move: 60' (180')	Damage: 2d4

Any group of 5 or more werewolves will have a 5+5 HD "pack leader" whose bite causes 2d6 damage.

Wolf, Winter

Chaotic Magical Beast

No. Enc.: 1d8 (1d8)	Hit Dice: 4* to 6* (16, 20, or 24 hp)
Armor Class: 5	Attacks: 1 bite or breath
Move: 50' (150')	Damage: 1d10 or special

Winter wolves are huge magical wolves created by Chaotic magic. As big as a horse, they have white fur and icy blue eyes. They are intelligent, evil, and delight in causing pain and misery.

Notes: *Ice Creature* (winter wolves are immune to cold, but −2 to save versus fire-based attacks; and all fire damage they take is increased by 1 point per damage die), *Icy Breath* (every 3 rounds, a winter wolf can breathe a jet of frost that strikes one target within 15'; the damage is 1d4 per hit die of the wolf, save for half).

Wyvern

Chaotic Dragon

No. Enc.: 1d2 (1d6)	Hit Dice: 7* (28 hp)
Armor Class: 4	Attacks: 1 bite/1 sting
Move: 30' (90')	Damage: 2d8/1d6+poison
· Fly: 80' (240')	

A wyvern is a black, brown, or rust-red scaled beast that looks like a two-legged dragon (it has no arms or forelegs separate from its wings), with a long stinger-tipped tail resembling that of a giant scorpion. Wyverns usually live in mountains or forests but may be found anywhere. Voracious carnivores, they have been known to attack livestock and villages.

Notes: *Stinger* (a wyvern's tail inflicts a fast-acting poison that will cause 7d6 points of damage after only one minute has passed; a saving throw is allowed at that time to halve the damage).

IV • CONSTRUCTS and Automata

CONSTRUCTS are monsters which have been manufactured—crafted from inert matter and given life (or a reasonable semblance of it) through magic or advanced science. They generally fall into categories divided along this very line: golems and other magically animated constructs, versus robots and other mechanical automata. Of course, the lines are somewhat blurred by the existence of flesh golems, moreaus, and Dr. Frankenstein-esque "promethean creations", all of which are made from animated dead flesh and therefore share certain characteristics with the undead. But whereas the undead are animated by negative energies from the plane of Shadow, magical constructs are usually given life by imbuing them with a planar spirit of some type, such as an earth elemental or a demon; and scientifically created constructs make no use of spirits or magical energy at all, being entirely natural (in the philosophical sense, not the moral sense) in their operations and functioning.

Because they (usually) have no biological processes, constructs have no need to eat, drink, sleep, or breathe. A great many mechanical automata either consume fuel or require periodic winding-up; but most constructs cannot, e.g., benefit from the effects of a magical potion, nor can they be healed by either natural or magical means. A craftsman or mechanic of the appropriate type can *repair* a construct, and this is similar to non-magical medical attention: for each hour spent undergoing repairs, the construct recovers 1 hp, unless the craftsman or mechanic rolls a successful skill check (this will be Intellect modified by the appropriate skill), in which case 1d3 hit points are recovered.

Note that magically-created constructs are always Chaotic in alignment, because the supernatural is inherent in their nature. Likewise, mechanical automata and robots are always Lawful—they would not exist without science, technology, and other human social endeavors. Those creatures which blur the line between science and the supernatural are considered Neutral.
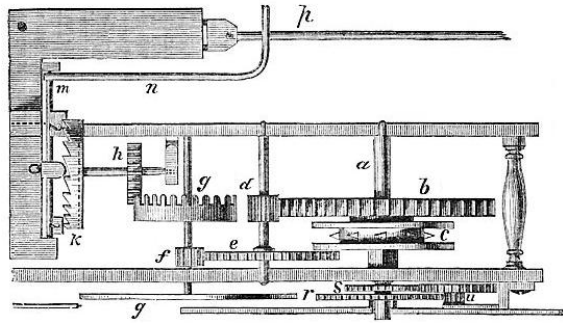
Animated Object
Chaotic Construct

No. Enc.: 1d6 (1d6)	Hit Dice: 3 (12 hp)
Armor Class: 8	Attacks: 1 bash
Move/Hover: 30' (90')	Damage: 1d8

Animated objects are ordinary objects which have been imbued with a crude semblance of life by a 3rd level magical ritual. Common examples of animated objects include broomsticks, books, and swords. Animated objects are not terribly intelligent, but they do display a certain kind of simple-minded loyalty to the mage who creates them—like a very stupid pet.

CONSTRUCTS (BY NAME)

Animated Object	Golem, Iron	Living Statue, Silver
Auto-Mech	Golem, Mud	Living Statue, Steel
Cauldrone, Grunt	Golem, Obsidian	Lumbering Doll
Cauldrone, Spark	Golem, Silver	Made Man—Straw Man
Cauldrone, Stretch	Golem, Stone	Made Man—Tin Soldier
Cauldrone, Trance	Golem, Wood	Made Man—Wicker Man
Clockwork Man	Homunculus	Moreau, Canine
Gargoyle	Juggernaut, Stone	Moreau, Feline
Giant Robot	Juggernaut, Wood	Moreau, Ursine
Golem, Amber	K-9000	Neumannite
Golem, Bone	Living Statue, Crystal	Promethean
Golem, Bronze	Living Statue, Iron	Replicant
Golem, Clay	Living Statue, Jade	Terra-Cotta Warrior
Golem, Crystal	Living Statue, Ooze	War Mech
Golem, Flesh	Living Statue, Rock	Windup Familiar

CONSTRUCTS (BY HIT DICE)

Neumannite (¼*)	Grunt Cauldrone (3+2)	Replicant (6+2*)
Windup Familiar (½)	Clockwork Man (4)	Mud Golem (8*)
Silver Statue (1+1*)	Tin Soldier (4)	Lumbering Doll (8**)
Homunculus (2)	Iron Statue (4*)	Flesh Golem (9**)
K-9000 (2)	Stretch Cauldrone (4*)	Amber Golem (10**)
Straw Man (2)	Gargoyle (4**)	War Mech (11** to 16**)
Trance Cauldrone (2*)	Feline Moreau (4+1)	Clay Golem (12***)
Wood Golem (2+2)	Rock Statue (5*)	Silver Golem (12***)
Animated Object (3)	Promethean (5*)	Stone Golem (14*)
Crystal Statue (3)	Spark Cauldrone (5*)	Crystal Golem (16***)
Wicker Man (3)	Ooze Statue (5**)	Iron Golem (18**)
Auto-Mech (3*)	Steel Statue (5**)	Giant Robot (20**)
Terra-Cotta Warrior (3*)	Ursine Moreau (5+2)	Bronze Golem (20**)
Canine Moreau (3+1)	Bone Golem (6*)	Wood Juggernaut (25**)
Jade Statue (3+1**)	Obsidian Golem (6*)	Stone Juggernaut (30**)

Auto-Mech
Lawful Automaton

No. Enc.: 1d4 (1)	Hit Dice: 3* (12 hp)
Armor Class: 5	Attacks: 1 blade, shock, or torch
Move: 40' (120')	Damage: 1d6

An auto-mech is a small automaton, 3' tall and cylindrical in shape, with two "legs" attached to either side of a barrel-like body. Three sets of tread-covered rollers, placed underneath each leg and the main body, allow the mech to move at a decent clip, provided the terrain is reasonably smooth. Auto-mechs are programmed to conduct repairs on large machines (especially vehicles: their main purpose is to keep the engines of airships in good working order) and render general assistance to techs and mechanics. A tech with the 6th level invention Advanced Automaton can create auto-mechs.

Auto-mechs are incapable of speech, communicating instead with clanks, clicks, whirrs, and other mechanical noises. Humans cannot understand these noises directly, but other automata understand them perfectly. Nevertheless, humans who grow attached to a particular auto-mech tend to insist that they display certain personality traits—loyalty, cleverness, bravery, "spunk". That said, since auto-mechs are built for repairs and not for fighting, they tend not to rush into combat; but if cornered, they attack with a small blade, cutting torch, shocking electrode, or whatever devices their maker has incorporated into them.

Notes: *Gadgets* (an auto-mech's body has 2×4 inventory space for gadgets and inventions; a typical auto-mech is outfitted with ordinary repair tools and several gadgets), *Coal-Fueled* (an auto-mech burns about a pound of coal for each day that it's active).

Cauldrone, Grunt
Chaotic Construct

No. Enc.: 2d6 (0)	Hit Dice: 3+2 (14 hp)
Armor Class: 8 or by armor	Attacks: 1 slam or weapon
Move: 40' (120')	Damage: 1d8 or by weapon (as fighter)

A cauldrone is magical construct created by a high-level wizard using a precise and extremely obscure series of rituals and alchemical processes. The result is a thing (not really a living being at all) that looks like a perfectly formed human being but does not need to eat or breathe or sleep and is unfailingly loyal to its creator. A cauldrone has no will of its own unless something has gone wrong during the process of its making. It does not age, but if destroyed it will dissolve in a burst of flame and chemical smoke.

The basic sort of cauldrone is known as a "grunt"—it has no special abilities and exists only to fight.

Notes: *Combat Training* (grunt cauldrones deal fighter weapon damage with all weapons).

Cauldrone, Spark
Chaotic Construct

No. Enc.: 1d3 (0)	Hit Dice: 5* (20 hp)
Armor Class: 4	Attacks: 1 weapon or lightning
Move: 40' (120')	Damage: by weapon or 3d6

A spark cauldrone looks just like a grunt cauldrone, but it has the ability to store and discharge static electricity.

Notes: *Lightning* (thrice per day, a spark cauldrone can discharge a lightning bolt, 60' long and 5' wide, which will cause 3d6 damage to all creatures caught within the area, save for half).

Cauldrone, Stretch
Chaotic Construct

No. Enc.: 1d4 (0)	Hit Dice: 4* (16 hp)
Armor Class: 6	Attacks: 1 special
Move: 40' (120')	Damage: 1d10

These rubbery cauldrones also appear indistinguishable from the common grunt variety, but they are able to stretch out their limbs like rubber.

Notes: *Stretch Strongarm* (once per round a stretch cauldrone can reach one of its limbs out to 20'; on a hit, it will wrap the limb around its victim and secrete an acid that deals 1d10 damage each round until the victim is freed).

Cauldrone, Trance
Chaotic Construct

No. Enc.: 1 (0)	Hit Dice: 2* (8 hp)
Armor Class: 8	Attacks: Special
Move: 40' (120')	Damage: Charm

The trance cauldrone is the weakest type physically, but probably the most dangerous.

Notes: *False Friend* (a trance cauldrone has the ability to cast the False Friend spell at will; once an individual has successfully made a saving throw vs. the charm, they will be immune all to further charm effects from that particular cauldrone).
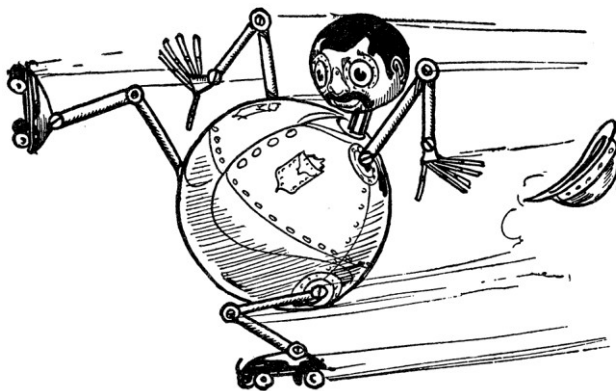
Clockwork Man
Lawful Automaton

No. Enc.: 1d6 (1)	Hit Dice: 4 (16 hp)
Armor Class: 6	Attacks: slam/slam
Move: 30' (90')	Damage: 1d6/1d6

A clockwork man is an automaton made in the general shape of a human being. Some are programmed to act as mechanical servants (butlers, porters, domestics, and even diplomats or interpreters)—these robots invariably develop a certain fussy, prissy personality. Others are built to be artificial soldiers or assassins, and clockwork men of this type tend to be pragmatic and courageous. Either type uses the above stats, but a clockwork servant can be programmed with up to three secondary skills, or up to nine languages; whereas a clockwork soldier is proficient in the use of all weapons and may deal damage with them as a fighter does (as if they had Combat Training). Clockwork men have a basic degree of free will, but they are usually unfailingly loyal to their creator or owner out of a strict sense of duty.

Notes: *Automaton* (like all automata, a clockwork man is not biological and is therefore immune to poison, disease, gas attacks, and any sort of mind-affecting magic or charm; clockwork men cannot eat or drink and have no need to breathe—which is not to say that they can function under water!), *Clockwork* (a clockwork man must be wound up at the start of every day in order to function; this takes about half an hour, one turn to wind up each of a clockwork man's three basic intenral systems: thought, speech, and action).

Gargoyle
Chaotic Construct

No. Enc.: 1d6 (2d4)	Hit Dice: 4** (16 hp)
Armor Class: 6	Attacks: claw/claw/bite/horn
Move: 30' (90')	Damage: 1d3/1d3/1d6/1d4
· Fly: 50' (150')	

Gargoyles are magically-created constructs that look like the stone grotesques which sometimes make up part of the architectture of old Gothic cathedrals. Some gargoyles are created intentionally by a wizard, to act as servants or guardians; others are in fact those very same grotesque statues, spontaneously come to live via mysterious (and possibly divine) means. Gargoyles are cunning and very patient: they often pretend to be statues in order to surprise their enemies. They can stand guard for years on end.

Notes: *Immunities* (gargoyles can only be damaged by magical weapons; they are unaffected by any magic or device that causes sleep or charm).

Giant Robot
Lawful Automaton

No. Enc.: 1	Hit Dice: 20** (80 hp)
Armor Class: −1	Attacks: slam/slam
Move: 60' (180')	Damage: 6d10/6d10

A classic minion of choice for the mad scientist hell-bent on world domination, the giant robot is a rampaging mechanical terror the size of a small building. (Note that there are no tech schematics for building one of these; a player character tech building a giant robot is the scientific equivalent of a player character mage calling forth a storm of meteors from space.)

Notes: *Rampage World-Tour* (a giant robot can usually demolish a building with just a few punches; it can also pick up chunks of buildings or vehicles and hurl them up to 100' away for 5d6 damage on a hit), *Onboard Weapons* (a giant robot comes equipped with missile-launchers and a beam cannon, each usable 5 times per day; a missile bursts as a fire ball, 20' radius and 8d8 damage, while a beam is very much like a lightning bolt, 5' wide and 80' long, again for 8d8 damage, save for half in either case), *Advanced Technology* (if a giant robot can be defeated, 2d3 random technological inventions can be scavenged from the remains).

Golems

The "golem" category comprises a number of constructs which are crafted by a mage in possession of a Manual of Golem Creation. Inert matter, such as clay or stone, is fashioned into the general shape of a human being; and then various rituals are performed on the construct, culminating in the carving of the true name of a mighty deity into the forehead of the form (this Name of Power vanishes from mortal sight almost instantly) and then inking this same name onto a scroll and placing it within the golem's mouth. This process brings to the creature a semblance of life, and wits enough to obey its master. It is believed that a golem is animated by the bound spirit of an earth elemental, or by an angelic servant of the deity invoked.

Notes: *Immunities* (all golems are immune to blows from non-magical weapons and from any spell or device that induces sleep, charm, or paralysis; golems do not eat, drink, tire, or breathe, and are immune to gas attacks).

Golem, Amber
Chaotic Construct

No. Enc.: 1 (1)	Hit Dice: 10* (40 hp)
Armor Class: 7	Attacks: claw/claw/bite
Move: 60' (180')	Damage: 2d6/2d6/2d10

Amber golems are formed in the shape of giant cats. They can see invisible creatures within 60'.

Golem, Bone
Chaotic Construct

No. Enc.: 1 (1)	Hit Dice: 6* (24 hp)
Armor Class: 3	Attacks: 4 weapons
Move: 40' (120')	Damage: by weapon

A bone golem resembles a 6' tall, four-armed skeleton. It can wield four small weapons or two great weapons, and in either case it may attack two targets in a round (note that a bone golem deals normal damage, not fighter damage, with its weapons). Bone golems are immune to fire, electricity, and cold based attacks.

Golem, Bronze
Chaotic Construct

No. Enc.: 1 (1)	Hit Dice: 20** (80 hp)
Armor Class: 1	Attacks: 1 fist + special
Move: 80' (240')	Damage: 3d10 + special

A bronze golem is a 16' tall metal colossus, shaped to look like an ancient warrior. Its skin is solid bronze, but it has blood of molten metal, so that anyone struck by a bronze golem takes an extra 1d10 damage from the heat within, and anyone striking the golem with an edged weapon must save or take 2d6 damage from a spurt of molten "blood". A bronze golem is immune to fire.

Golem, Clay
Chaotic Construct

No. Enc.: 1 (1)	Hit Dice: 11*** (44 hp)
Armor Class: 8	Attacks: 1 fist
Move: 20' (60')	Damage: 3d10

The original golem from folklore is said to have been made from clay. It is humanoid in shape and about 8' tall, with powerful fists that carry a divine curse—any damage they inflict cannot be healed with magic; only natural means (rest or medical science) will work. Elemental attacks (fire, cold, and electricity) cause only half damage to a clay golem. Finally, a clay golem regenerates 3 hp each round, even if it is reduced to 0 hp and apparently destroyed. The golem is only permanently killed if the animating scroll is removed from its mouth and burned.

Golem, Crystal
Chaotic Construct

No. Enc.: 1 (1)	Hit Dice: 16*** (64 hp)
Armor Class: −1	Attacks: 2 fists
Move: 20' (60')	Damage: 2d10/2d10

Crystal golems are 12' tall and shaped like humanoid warriors. They are slow, but very dangerous, being immune to fire, cold, and electrical attacks as well as the usual immunities that golems enjoy. Striking a crystal golem with a non-magical weapon causes the weapon to break automatically. Even magical weapons only cause a crystal golem half the normal damage, and on a critical fumble (a natural 20) the weapon must roll an item saving throw or else be destroyed.

Golem, Flesh
Chaotic Construct

No. Enc.: 1 (1)	Hit Dice: 9** (36 hp)
Armor Class: 10	Attacks: 2 fists
Move: 30′ (90′)	Damage: 2d8/2d8

A flesh golem is a magical construct created from stitched-together parts of human corpses. It is often mistaken for an undead creature or a promethean creation, but it is neither. Flesh golems are tremendously strong, able to bash down most doors automatically within a round. A flesh golem is immune to cold and takes half damage from fire. Electrical attacks actually heal a flesh golem of 1 hit point for every 4 points of damage the attack would normally inflict. A flesh golem automatically regenerates 1 hit point per round, excepting any damage caused by fire; and even if defeated, it will eventually regenerate fully if not burned.

Golem, Iron
Chaotic Construct

No. Enc.: 1 (1)	Hit Dice: 18** (72 hp)
Armor Class: 4	Attacks: 1 fist
Move: 20′ (60′)	Damage: 4d10

An iron golem looks like a 12′ tall suit of thick iron armor. Every third round, an iron golem can exude a gas attack that affects a 10′ square area in front of it. All living things caught in the gas take 9d6 poison damage, save for half. An iron golem is immune to cold, takes half damage from electricity, and is actually healed by fire at a rate of 1 hp per 4 points of damage a fire-based attack would normally inflict. Additionally, iron golems take half damage from any magical weapons weaker than +3.

Golem, Mud
Chaotic Construct

No. Enc.:1 (1)	Hit Dice: 8* (32 hp)
Armor Class: 10	Attacks: 1 hug
Move: 30′ (90′)	Damage: 2d6 + special

A mud golem is 6′ tall and vaguely humanoid. It has the ability to walk across mud or quicksand without sinking, or to submerge itself and remain hidden, rising up only when it wishes to. A mud golem attacks by grabbing its victim and attempting to smother them, causing 2d6 damage on a hit and also automatically each round thereafter.

Golem, Obsidian
Chaotic Construct

No. Enc.: 1 (1)	Hit Dice: 6* (24 hp)
Armor Class: 4	Attacks: 1 fist
Move: 40′ (120′)	Damage: 2d4

Shaped like sharp-featured humanoids carved from black volcanic glass, obsidian golems have a modicum of intelligence and are able to speak (the mage that creates an obsidian golem may control it with a password or a riddle). An obsidian golem reduced to 0 hp in combat shatters into worthless shards.

Golem, Silver
Chaotic Construct

No. Enc.: 1 (1)	Hit Dice: 12*** (48 hp)
Armor Class: 1	Attacks: 2 fists + 2 fists
Move: 100′ (300′)	Damage: 1d8/1d8 + 1d8/1d8

Silver golems are made from silver and filled with quicksilver. They are shaped like tall, agile humanoids and are extremely fast. They always win the initiative, and they make two attack routines each round, attacking twice with each of their two fists. No kind of magical or other effect can slow them down, and they are immune to electrical attacks. Any fire-based attack causes a silver golem to "grow" by 1 hit die for every damage die of the attack; cold-based attacks likewise "shrink" them, causing them to lose hit dice. The silver skin left behind after a silver golem is defeated is worth 10 gp, if the mercury can safely be cleaned off of it.

Golem, Stone
Chaotic Construct

No. Enc.: 1 (1)	Hit Dice: 14* (56 hp)
Armor Class: 6	Attacks: 1 fist
Move: 20′ (60′)	Damage: 3d8

If the clay golem is the "standard" golem from the traditional folklore, then the stone golem is the default model assumed by modern fantasy fiction. 10′ tall and roughly humanoid in shape, a stone golem is powerful and unrelenting (if dull of wit). Stone golems take no damage at all from fire, cold, or normal weapons, and half damage from electricity and magical weapons with a +1 bonus. (+2 and better weapons will damage a stone golem normally.) Any magical effect that transmutes stone to flesh (including magical effects that cure petrification—the 6th level ritual Shape of Stone when cast in reverse is but one example) will render a stone golem vulnerable to all normal attacks for 1d6 rounds.

Golem, Wood
Chaotic Construct

No. Enc.: 1 (1)	Hit Dice: 2+2 (10 hp)
Armor Class: 8	Attacks: 1 fist
Move: 40′ (120′)	Damage: 1d8

The weakest golems are made from wood. Roughly human in shape, they're crude and stiff and move slowly (like zombies, they always lose the initiative). Wood golems are very vulnerable to fire, −2 to any saving throw and suffering +1 point of damage per damage die inflicted; but they are unaffected by cold and by all missile-fire (including firearms and Magic Missiles).

Homunculus
Chaotic Construct

No. Enc.: 1 (1)	Hit Dice: 2 (8 hp)
Armor Class: 7	Attacks: 1 bite
Move: 20′ (60′)	Damage: 1d3 + special
· Fly: 60′ (180′)	

A homunculus is a tiny constructed created by a mage to serve as a sort of artificial familiar. It is between 1′ and 2′ tall, humanoid in shape (but often grotesque in form), and always has bat-like wings. A homunculus has no will of its own; it is merely an extension of its creator. Homunculi make effective spies and messengers. An obscure 5th level magical ritual is required to create one.

Notes: *Virulent Bite* (anyone bitten by a homunculus must save or fall asleep for 5d6 turns), *Telepathic Link* (the creator of a homunculus can feel what his creation feels out to any distance and can even see through its eyes and hear what it hears within a league; however, any attack that destroys the homunculus also deals 2d10 damage to the creator, and if the creator ever dies, the homunculus is instantly killed).

Juggernaut, Stone
Chaotic Construct

No. Enc.: 0 (1)	Hit Dice: 30** (120 hp)
Armor Class: 1	Attacks: 1 crush
Move: 30' (90')	Damage: 10d10

A juggernaut is a magically animated siege-machine that looks like a building or giant statue on rollers. It has a degree of malevolent intelligence and is surprisingly maneuverable, able to make hair-pin turns, stop on a dime, or change directions in just one round. It attacks relentlessly, by trying to crush its foes underneath its 30'-wide wheels.

Notes: *Monster Crush* (if a juggernaut attempts to crush a single target, it makes an attack roll and causes damage on a hit, like normal; if it tries to roll over multiple targets, each one gets a saving throw, and the juggernaut only rolls to hit vs. those that failed their save), *Immunities* (a stone juggernaut is immune to blows from all non-magical weapons, and to all spells or devices that inflict sleep, charm, paralysis, or poison).

Juggernaut, Wood
Chaotic Construct

No. Enc.: 0 (1)	Hit Dice: 25** (100 hp)
Armor Class: 7	Attacks: 1 crush
Move: 40' (120')	Damage: 8d10

A wooden juggernaut is weaker than a stone juggernaut, but it also moves faster. It looks like a huge wooden building on great rollers made from huge logs.

Notes: *Monster Crush* (if a juggernaut attempts to crush a single target, it makes an attack roll and causes damage on a hit, like normal; if it tries to roll over multiple targets, each one gets a saving throw, and the juggernaut only rolls to hit vs. those that failed their save), *Immunities* (a wooden juggernaut is immune to non-magical missile-fire, and to spells or devices that inflict sleep, paralysis, poison, or charm), *Flammable* (a wooden juggernaut automatically fails any saving throw vs. fire).

K-9000
Lawful Automaton

No. Enc.: 1d6 (1)	Hit Dice: 2 (8 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40' (120')	Damage: 2d4

The K-9000 is a top-of-the-line robot dog, known for its loyalty and intelligence (and dry, snarky wit). At all times, it will unfailingly address its owner as "master" or "mistress", but it can also be something of an obnoxious know-it-all. Formidable in combat, the K-9000 attacks with powerful steel jaws and can cause damage or simply latch onto a target's clothing.

Notes: *Automaton* (a K-9000 is mechanical and thus immune to poison, disease, gas, charm, and any mind-affecting spells), *Steam-Powered* (a K-9000 must consume coal to keep its boiler running), *Onboard Gadgets* (a K-9000 has 2×2 inventory space for built-in gadgets or inventions).

Living Statues
Unlike golems, living statues are not mere mindless tools. They are created for similar reasons—to serve a powerful wizard, often as a guardian for some place the mage would see protected—but the magical means a mage must employ is entirely different and much rarer. The chief difference is that a living statue is truly *alive*, not in the biological sense, but spiritually. The creature isn't just animated by elemental or necromantic magic; it's ensouled and has

a will of its own. For this reason, although living statues do tend to be loyal to their creators, they can develop motives and aims of their own (although these are often inscrutable, since most living statues cannot speak and have no biological needs). Living statues may go on for centuries after their creator has perished, either carrying out the tasks they were made for (much as golems are wont to do), or pursuing unknowable ends of their own.

Notes: *Mineral Life* (living statues are unaffected by gas, poison, disease, sleep, charm, and paralysis), *Working Stiff* (when not moving, a living statue is impossible to distinguish from an ordinary, non-living statue; but it can still see and hear everything going on around it).

Living Statue, Crystal
Chaotic Construct

No. Enc.: 1d6 (1d6)	Hit Dice: 3 (12 hp)
Armor Class: 5	Attacks: 2 fists
Move: 30' (90')	Damage: 1d6/1d6

Crystal statues can take any shape, but they are often made in a vaguely humanoid form. A defeated crystal statue shatters into a pile of worthless quartz.

Living Statue, Iron
Chaotic Construct

No. Enc.: 1d4 (1d4)	Hit Dice: 4* (16 hp)
Armor Class: 3	Attacks: 2 fists
Move: 10' (30')	Damage: 1d8/1d8

An iron statue looks like a suit of armor. Its body is able to absorb iron or steel: when hit, it takes normal damage, but if the weapon

used is non-magical, the attacker must roll a save, or else see their weapon stuck to the iron statue as if it were a powerful magnet. The weapon can only be removed if the statue is killed (and if left inside the statue for more than a day, it will eventually be absorbed completely).

Living Statue, Jade
Chaotic Construct

No. Enc.: 1d6 (1d6)	Hit Dice: 3+1** (13 hp)
Armor Class: 5	Attacks: 2 fists
Move: 20' (60')	Damage: 1d6/1d6

Jade statues are often shaped like serene monks or fierce warriors. They are dangerous because of their resistance to both magic and weapon damage. Jade statues are +2 to all saving throws vs. magic, they take no damage at all from non-magical weapons, and even +1 magical weapons cause them only half damage. +2 and better weapons can harm them normally.

Living Statue, Ooze
Chaotic Construct

No. Enc.: 1d3 (1d3)	Hit Dice: 5** (20 hp)
Armor Class: 5	Attacks: 2 fists
Move: 20' (60')	Damage: special

Ooze statues resemble ordinary rock statues, but they are in fact composed of an acidic mineral-mud that that flows and changes shape at the statue's will. Being totally amorphous, an ooze statute usually only holds a humanoid shape out of convenience, for the purpose of pretending to be a statue; but it can take any shape it likes, or even merge into a rock wall, floor, or ceiling and conceal itself perfectly. In combat, an ooze statue attacks with two fists that can squirt blobs of acidic mud up to 10' away and up to two separate targets; the mud-blobs remain animate and act according to the will of the ooze statue, sticking to a target or leaping between foes (AC 9, HD ½, MV 10', 2 hp each, 2d4 automatic acid damage each round they remain in contact with their targets; the acid also dissolves metal in 1 round).

Living Statue, Rock
Chaotic Construct

No. Enc.: 1d3 (1d3)	Hit Dice: 5* (20 hp)
Armor Class: 5	Attacks: 2 fists
Move: 20' (60')	Damage: 2d6/2d6

A rock statue appears to be solid stone, but in fact it is only a rocky crust filled with hot magma. When it attacks, it squirts the magma from its fists up to 10' away (it can hit up to two targets per round for 2d6 damage each in this fashion). When the statue is hit in mêlée, the attacker must save or take 1d6 points of damage from the magma.

Living Statue, Silver
Chaotic Construct

No. Enc.: 2d6 (2d6)	Hit Dice: 1+1* (5 hp)
Armor Class: 5	Attacks: 1 bite
Move: 40' (120')	Damage: 2d4

Silver statues are tiny (only 1' tall) and fierce, easily mistaken for valuable statuettes. They may be fashioned to look like humanoids or animals. A silver statue is immune to blows from non-magical weapons and to non-magical fire, and even +1 magical weapons cause them only half damage. A slain silver statue is worth 5 silver pieces.

Living Statue, Steel
Chaotic Construct

No. Enc.: 1d4 (1d4)	Hit Dice: 5** (20 hp)
Armor Class: 2	Attacks: 2 fists
Move: 10' (30')	Damage: 1d8/1d8

A steel statue is similar to an iron statue, but more powerful. Non-magical iron or steel weapons that strike the statue cause it no damage, stick to the statue automatically (no save), and are absorbed only one round later—which grants the statue 1d4+1 extra hit points, up to a maximum of 40 hit points. Magical weapons are not affected by this power and cause normal damage to the statue.

Lumbering Doll
Lawful Automaton

No. Enc.: 1d4 (1)	Hit Dice: 8** (40 hp)
Armor Class: 8	Attacks: 2 fists
Move: 30' (90')	Damage: 2d10/2d10

Another favorite of mad scientists everywhere, a lumbering doll is a 10'-tall robot, humanoid in shape and not terribly agile. (Whether or not it actually resembles a marionette or doll depends on its creator's sanity and sense of humor.) A lumbering doll is only capable of acting according to its programming, which it follows with absolute loyalty (and literality). When building a lumbering doll, a tech will often choose to add remote control as a means of giving it more complex instructions.

Notes: *Automaton* (a lumbering doll is immune to all poisons, diseases, gasses, and spells that only affect living things like sleep, charm, death, and hold effects), *Onboard Weaponry* (a lumbering doll is equipped with a cannon that can fire three bombs per day; each bursts as a five-die Fire Ball and has a range of 150').

Made Men
Like cauldrones, golems, and living statues, the "made men" are a category of magical constructs which are usually created by a mage to be some kind of servant. A made man is more like a living statue than a golem, in that it has a soul and a will of its own: although not biologically "living" in the sense of having internal biochemical processes, a made man is most definitely alive in any other sense that matters. Made men vary wildly in their personality and intelligence, as well as in their degree of loyalty to their creators. Most peculiarly of all, they are sometimes created entirely unintention-

ly, either due to a magical accident in a poorly-organized wizard's laboratory, or from a spontaneous magical occurrence (such as a farmer erecting a scarecrow in a cornfield which has been planted over the long-buried remains of a mighty sorcerer's tomb).

Made Man — Straw Man
Chaotic Construct

No. Enc.: 1d6 (1d6)	Hit Dice: 2 (8 hp)
Armor Class: 10	Attacks: 1 weapon
Move: 30' (90')	Damage: by weapon ÷ 2

A straw man is a living construct—an animated scarecrow or other soft-bodied effigy, such as a cotton-stuffed patchwork doll—which has been endowed with a humanlike soul and a razor-sharp wit. Straw men possess surprising intelligence, with manifests as either a keenly analytical mind, or a superb creativity. (The latter variety tends to be somewhat addlepated, speaking in rhymes and silly songs, and turning cartwheels wherever they go.) Straw men are usually as friendly as they are intelligent, but of course that doesn't rule out a psychotic scythe-wielding horror…

Notes: *Stuffed* (straw men are weak fighters and cause only half damage with weapons; but they also take half damage from non-magical weapons), *Flammable* (a straw man saves vs. fire at −4 and takes double damage from the same).

Made Man — Tin Soldier
Chaotic Construct

No. Enc.: 1d3 (1d3)	Hit Dice: 4 (16 hp)
Armor Class: 4	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon (as fighter)

A tin soldier is a living construct, humanoid in shape, but with a hollow body crafted from sturdy tin, cleverly jointed and bolted together, but otherwise lacking any complex interior machinery. Tin soldiers are usually crafted on purpose by a mage looking to animate one or more loyal magical bodyguards, but there is one famous legend of a clumsy woodcutter who kept lopping off his limbs with his own axe and having a witch replace them with animated tin one at a time until that was all that was left of him…

Tin men are characterized by a chivalrous personality, with bravery and compassion being their foremost traits. Needless to say, these two natures can often be at loggerheads, but kind-heartedness usually wins out.

Notes: *Nickel-Plated* (a tin man takes half damage from non-magical weapons and also from fire and cold), *Rusty* (if a tin man gets wet and remains wet for a turn or more, he must save or be paralyzed until he can get his joins oiled), *Combat Training* (a tin soldier deals fighter damage with all weapons).

Made Man — Wicker Man
Chaotic Construct

No. Enc.: 1d4 (1d4)	Hit Dice: 3 (12 hp)
Armor Class: 8	Attacks: 1 weapon
Move: 30' (90')	Damage: by weapon

A wicker man is a kind of living construct, with a human-shaped body made from woven wickerwork or from wooden sticks jointed together with pegs. For some reason, wicker men tend to be dim-witted, impressionable, and fanatically loyal to their creators (to a much greater degree than is the case with straw men and tin men).

Notes: *Wooden* (a wicker man saves vs. fire at −2 and takes 1 extra point of damage per die from all fire-based attacks).

Moreaus

Moreaus are hideous, half-dead constructs made from the stitched-together parts of humans and animals—typically wolves, wildcats, or bears—and animated by a combination of black magic and mad science. Properly speaking, they are constructs; but they are animated via dark witchcraft and have some of the characteristics of undead as well. A moreau is intelligent and is capable of a growling, gurgling speech. They move with a shambling, limping gait due to having been cobbled together from parts that may not perfectly match up. Moreaus have a berserker level of morale (usually ML 12), and they may even turn on their maker.

Notes: *Half-Dead* (all types of moreaus are immune to sleep, charm, and hold effects; they are +2 to save vs. cold, but −2 to save vs. fire; and they are partially vulnerable to the Banish Undead spell, which reduces their morale from 12 to 8 if they fail the saving throw; unlike undead, though, moreaus are unaffected by healing magic—in fact, like all constructs, moreaus are neither harmed nor healed by it).

Moreau, Canine
Neutral Construct (Flesh)

No. Enc.: 1d8 (2d8)	Hit Dice: 3+1 (13 hp)
Armor Class: 6	Attacks: claw/claw
Move: 20' (60')	Damage: 1d6/1d6

Moreau, Feline
Neutral Construct (Flesh)

No. Enc.: 1d6 (2d6)	Hit Dice: 4+1 (17 hp)
Armor Class: 6	Attacks: claw/claw
Move: 20' (60')	Damage: 1d8/1d8

Moreau, Ursine
Neutral Construct (Flesh)

No. Enc.: 1d3 (2d3)	Hit Dice: 5+2 (22 hp)
Armor Class: 6	Attacks: claw/claw + hug
Move: 30' (90')	Damage: 1d10/1d10 + 2d10

Notes: *Bear Hug* (if an ursine moreau hits a target with both of its claw attacks, it automatically hugs them for an extra 2d10 points of damage).

Neumannite
Lawful Automaton

No. Enc.: 1d100	Hit Dice: ¼* (1 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40' (120')	Damage: 1d4

Neumannites (pronounced NOY-man-ites) are horrifying mechanical creatures which exist for one purpose only: to consume raw materials and reproduce more of themselves. Possibly invented as part of an experiment in artificial life gone terribly wrong, neumannites are tiny automata, less than 1' across and vaguely bug-shaped. They do nothing but eat (destroying anything metallic that they come into contact with) and build more neumannites. Each machine is an autonomous individual—they aren't capable of communicating with each other—but they do recognize their own kind and will not attack their own.

Notes: *Consume Metal* (a single neumannite can convert 5 lbs.—2 EV—of metal into a perfect copy of itself within 3 rounds), *Uncaring Machines* (neumannites always prioritize eating and reproducing; they only attack if directly threatened), *Spray Acid* (up to three times per day, a neumannite can spray a cloud of acid, 10' square, that causes 1d4 damage to everything in the area, save for half), *Immunities* (as mechanical automatons, neumannites have all

strous Strength (a promethean is tremendously strong for its size, able to bash down a normal door in one round; and if it wields a weapon, it deals ×1.5 times normal damage), *Fire… Bad!* (the sight of fire will force a promethean to check morale or flee; but if it passes the morale check, it goes berserk and will attack everything in sight).

Replicant
Lawful Automaton

No. Enc.: 1 (1)	Hit Dice: 6+2* (26 hp)
Armor Class: 4	Attacks: 2 fists
Move: 50′ (150′)	Damage: 1d10/1d10

Also called a "skin job", a replicant is a highly sophisticated battle-automaton with an exterior of cloned human flesh. It is the perfect infiltrator: outwardly organic and indistinguishable from a living person; inwardly mechanical and little more than a programmed killing-machine. But a replicant really is something more than a mere machine. Its flesh really is alive, complete with blood vessels and nerve endings. A "skin job" can feel pain or pleasure (any sensetions it feels are transmitted to its clockwork brain via electrical relays), and its organic parts are susceptible to all forms of damage. (A replicant cannot, however, lose more than 20% of its hit points to poison, disease, life drain, gas attacks, or other forms of damage that only affect living organisms.) Of all the various kinds of automata, replicants might be the most likely to evolve a sudden and spontaneous state of self-awareness.

Terra-Cotta Warrior
Chaotic Construct

No. Enc.: 1d20 (1d20)	Hit Dice: 3* (12 hp)
Armor Class: 7	Attacks: 1 weapon
Move: 30′ (90′)	Damage: by weapon (as fighter)

Terra-cotta warriors are soldier statues made from baked clay and set to guard the tombs of powerful rulers or priests. They are typically enchanted to come to life and attack only if the tomb is desecrated, in which case they will pursue grave-robbers without mercy. In a given battalion of terra-cotta warriors, one in four will be mounted on a terra-cotta horse (AC 7, MV 40′, HD 4*, #AT 2, DG 1d8/1d8).

Notes: *Clay Body* (terra-cotta warriors take half damage from fire, cold, and electricity, as well as all non-magical weapons; they are immune to sleep, charm, hold, death or life drain magic, and gas attacks), *Martial Arts* (terra-cotta warriors cause fighter damage with weapons and 1d6 damage if disarmed).

War Mech
Lawful Automaton

No. Enc.: 1 (1)	Hit Dice: 11** (44 hp) to 16** (64 hp)
Armor Class: −3	Attacks: 2 limbs + breath
Move: 30′ (90′)	Damage: 10d6/10d6 + paralysis

A war mech is a sleek, silvery robot, roughly insectoid in shape, standing 15′ to 25′ tall. It is a remnant left behind by an ancient and far more technically advanced civilization. Unlike the clockwork and spring action found inside a modern automaton, the innards of a war mech are all but incomprehensible. Any tech that tries to open up a war mech will discover a bewildering mess of servos, motors, gyroscopes, silicon chips, wires and circuits, crystals, and capacitors, but no discernable explanation for how the machine actually works.

the usual immunities: they are unaffected by sleep, charm, hold, death or life drain magic, poison, disease, gas, and anything else that requires a living metabolism).

Promethean
Neutral Construct (Flesh)

No. Enc.: 1 (1)	Hit Dice: 5* (20 hp)
Armor Class: 8	Attacks: 2 fists
Move: 40′ (120′)	Damage: 1d10/1d10

A "promethean" is a kind of scientific flesh golem, created by a combination of mad science and occult alchemy. It looks very much like a flesh golem, with human body-parts that have been stitched together and reassembled into a man-like form; but a promethean invariably has electrical components as well, in particular two great metallic bolts sticking out of its neck. They tend to have a deathly, greenish pallor to their skin and a ghoulish appearance: most people are naturally frightened by the very sight of a promethean, regardless of how it behaves.

Prometheans tend to be simple-minded, responding to kindness with kindness and to violence with violence. The sight of fire is certain to terrify a promethean into either unchecked flight or a berserker frenzy. A promethean may or may not be capable of speech, depending on how much exposure it has had to human language since the date of its creation.

Notes: *Half-Alive* (prometheans are neither golems nor undead; they have biological processes and are vulnerable to any magical effect that works on a living 5 HD monster; they can be healed by healing magic, harmed by normal weapons, and so forth), *Mon-*

Since its creators are now long-gone and all but forgotten, a war mech is typically a lone guardian, still wandering the ruins of a place where its masters once lived, still carrying out whatever orders were programmed into it so long ago, perhaps repeating a few phrases in a language so ancient that none now remember that it ever existed—and if only someone could somehow speak it, they could simply tell the mech to stand down.

Notes: *Paralytic Gas* (each round, a war mech automatically exudes a cloud of paralytic gas in a 10' radius around itself; any living creature caught in this area must save or be paralyzed for 1d4+1 rounds), *Ancient Machine* (war mechs are immune to the effects of all magical and technological attacks, except for cold-based attacks, which cause them no damage but do slow them down, and the 9th level invention, Sub-Atomic Disintegrator).

Windup Familiar
Lawful Automaton

No. Enc.: 1 (1)	Hit Dice: ½ (2 hp)
Armor Class: 7	Attacks: 1 scratch
Move/Fly: 50' (150')	Damage: 1d2

Little more than a semi-intelligent windup toy, this creature is a plaything of techs and tinkers. It is usually built to resemble a bird or an insect, although nearly any small animal might be used as a model. The windup familiar is chiefly noted for loyalty to its creator, although it is relatively skittish and cowardly (ML 9), at least for a machine. Windup familiars are typically employed as either spies or long-range scouts. A tech can build one with a 3rd-level invention schematic.

Notes: *Onboard Gadget* (a windup familiar has 1 EV of inventory space for an integrated gadget that its creator may choose to install), *Automaton* (being a clockwork machine, windup familiars are immune to any poison, disease, death or life drain magic, gas attack, and anything else that only affects living things).
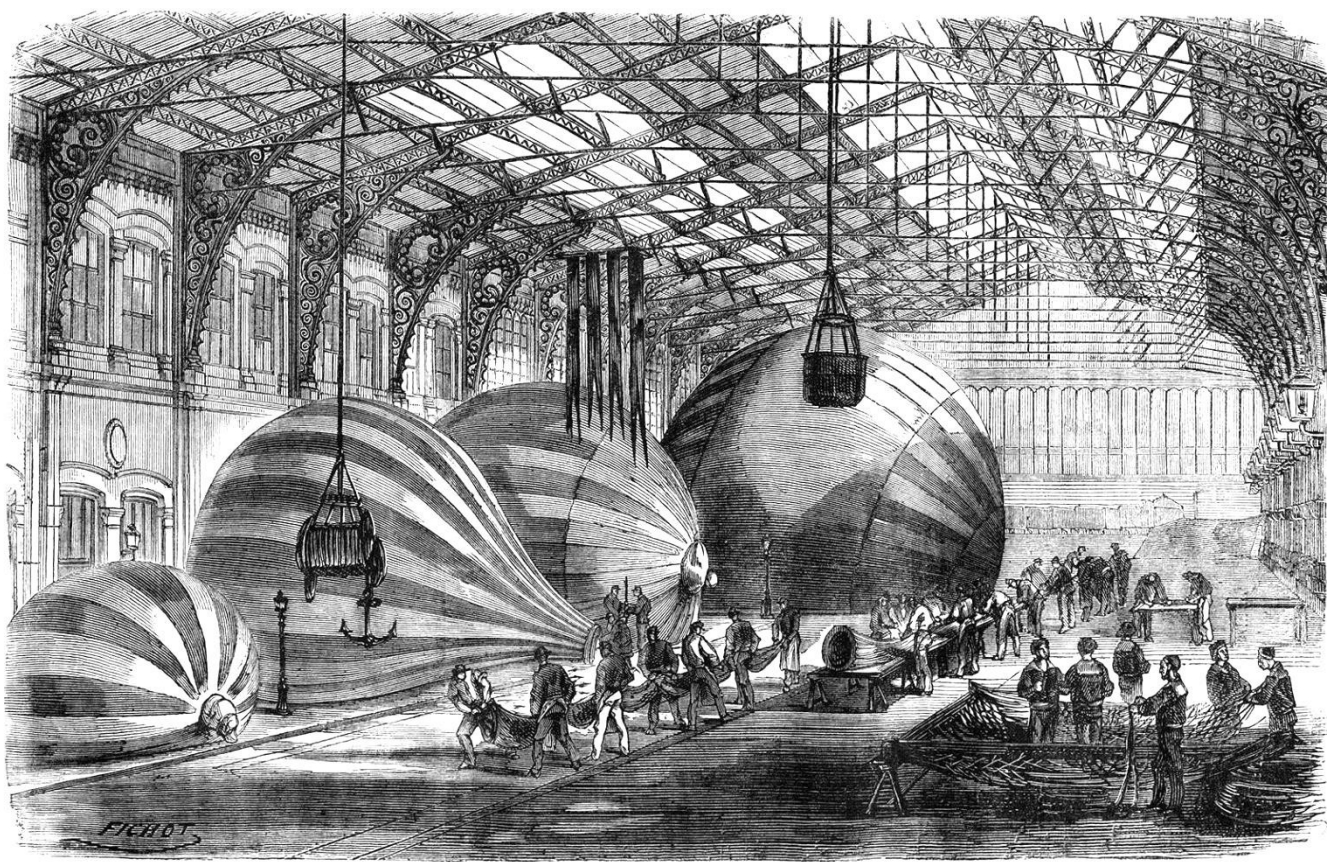
V • FAES and Nature Spirits

THE ÆTHERIC PLANE is what divides the physical universe (a realm amenable to scientific study, since it obeys an unchanging Natural Law) from the Void beyond all existence (an eternal sea of formless, meaningless Chaos). Most of the Ætheric Plane is a realm of pure spirit, lacking form or substance; but as one travels through this ephemeral realm (and long, long before one ever approaches Limbo, which might be considered the "surface" of the Void), one finds that the formless æther will eventually "solidify" into one or another of two semi-physical worlds, one of light and one of darkness. These realms are known as Faerie and Shadow.

Both Faerie and Shadow are semi-physical "mirror images" of the physical universe, but in Faerie, everything is brighter, fresher, more youthful, and unchanging; while in Shadow, everything is gloomy, decrepit, and eternally falling apart. Important landmarks and major cities may exist in the same place in all three realms, but they'll be subtly different and go by different names in each. Make no mistake, though: just because Faerie is a realm of light and stasis, that doesn't make it "good" or "lawful"—not in the least. To mortal men, it is just as dangerous as Shadow; perhaps even more so, because of the way that it beguiles the senses and seduces hearts. Many a tale is told of a hapless mortal who wandered into Faerie and lost decades of his life to mindless pleasures, feasting and dancing with the fae-folk, never even noticing the passage of time—only to wander back to Earth and crumble instantly to dust as extreme old age caught up with him.

One must always remember that both Faerie and Shadow are equally "unnatural", equally Chaotic. They are the very conduits by which Chaos seeks to enter, corrupt, and ultimately swallow up and reabsorb the physical universe (which, some say, spontaneously spawned out of that very Chaos at the dawn of what we call "time"). The Veil of Shadow is the main avenue for this corruption: spirits of pure Chaos (demons) are given form by passing through Shadow, as are the spirits of the restless dead who wander there from Earth. But these are not the native denizens of the æthereal realms: just as the dead come to Shadow from Earth, so too do the demons originate in the Void. Faerie and Shadow both have their own ilk of native spirits, however, and these are the fae.

Before discussing the nature of the fae (and you'll hopefully forgive a long digression on this subject, but it does seem necessary—"faerie tales" being an essential component of Victorian fantasy), circumstances merit a brief digression on terminology. There are lots of words used to describe the fae, and it would be helpful to clarify what each one means, both generally and in the context of *Engines & Empires* and its particular cosmology. For starters, the word "fey" is right out—it's an adjective, not a noun, and it means either "doomed to die" or "strange and otherworldly". While the latter definition can certainly be applied to the fae, the two words are completely unrelated ("fey" has a Germanic origin; "fae" and "fay" are Latinate). At any rate, "fey" should never be used as a noun (despite the fact that a certain very popular RPG has elected to misuse it as such since at least its 3ʳᵈ edition …); and a phrase like "the fey" is nearly always nonsense.

The English words "fae" and "fay" are two alternative spellings for the same word, which comes from Latin *fata*, i.e. one of the Fates—in other words, a goddess who controls the fortunes of mortals. In late antiquity, *fata* could also refer to a witch or a wise-woman: still a mysterious feminine figure with supernatural power over others. But later on, it came to be equated with the demi-gods of the wilderness and the diminished deities of older pagan faiths, spirits which the common folk (even after all of Europe had been Christianized) would never invoke by name, out of either respect or fear. Instead, one would speak of them indirectly, as "the Folk" or "the People" (this is what Irish *tuatha dé* means); or euphemistically, as "the Good People" or "the Fair Folk"—not because anyone believed that they were good or helpful, but because it was only prudent to avoid giving offence by speaking ill of them. (After all, they might be *listening*!) The Irish and Scottish phrases *aes sídhe* and *daoine sìth* are similar in their origins—both refer to earthen burial-mounds which were believed to be the dwelling-places of the faeries—and they mean, roughly, "the people of the mounds".

It is equally correct to use the words "fae" and "fay" as either collective nous ("the fae") or as individual nouns that get pluralized normally ("fays"). The words "faerie", "faery", and "fairy", meanwhile, all properly refer to places, not people. "Faerie" is a realm—the place where the faes live. (English words like "bakery" and "nunnery" are using the same grammatical construction.) One other term requires a definition before we continue: "seelie" is a word of Middle English and Scots origin meaning "holy", "lucky", or "happy" ("silly" is a modern cognate); and "unseelie", naturally enough, means the opposite. The words "seelie" and "unseelie" came to refer to good and evil faerie-beings in English folklore, and this was probably the result of influence by Norse tales about the light and dark elves (which were strongly conflated with the faeries from the Middle Ages onward).

Back to business, then. In the *Engines & Empires* game, the fae are specifically spirits of the æthereal realms—the Seelie (or Light) Fae from Faerie, and the Unseelie (or Dark) Fae from Shadow. (Again, this has little bearing on how good or evil they might be when considered from a mortal perspective: all fae are quite Chaotic and very dangerous to humans.) There are also fae-like beings which are in fact native to the mortal realm; these are not fae, but they are so similar that they are presented in this chapter and classified as "nature spirits". Nature spirits are always Neutral in alignment.

The fae are said to be ruled by the Seelie and Unseelie Courts —the kings, queens, and nobles of fae-kind. The lords of the Seelie fae are known as the *sidhe* (pronounced "shee"), while the lords of the Unseelie Fae are the *sluagh* ("SLOO-ah"). There is a third court —the Hidden Court—which is thought to be situated within the mortal realm; the lords of the Hidden People are yet a third breed of fae-kind, the *huldra* or High Elves.

In *E&E*, the terms "fairy" and "fair folk" are occasionally used to refer to those demi-humans which are lesser, mortal relatives of the true fae. In the broadest sense, this includes all demi-humans: dwarfs, goblins, ogres, and so forth; but it especially refers to the mortal cousins of the High Elves, the playable race of sylvan elves (the *alva*). There are also mortal relatives of the Seelie and Unseelie Fae. These are known as "fays" and "draugs" respectively. But all of these mortal races are classified as humanoids rather than faes and are therefore described the section following this one. The mortal fairy races were all begotten by mingling fae and human blood over many generations; a first-generation half-fairy of any race, be it elf or fay or draug, is known as a "changeling". (Despite the fact that this game uses the terms interchangeably, do remember that it's perfectly coincidental that the terms "fairy" and "fair folk" resemble each other in English: "fairy" comes from the Latin for "fate", while "fair folk" is an Anglicization of Celtic euphemisms originally employed for superstitious reasons.)

With respect to the origins of fae-kind, little is certain. Some sages and scholars speculate that they are æthereal spirits given solid form in their own realms of Faerie and Shadow—perhaps spawned by those realms as a bulwark against the all-consuming tide of the Chaos that lies in the places beyond. This would characterize the fae as sentient "antibodies" against Chaos, if you will. If such a theory has any merit, it lies in the fact that neither the Seelie nor the Unseelie Fae have any love for the demons that seek to invade the physical planes from the Void—although only the Seelie Fae are known to oppose them actively. But it does little to explain the existence of the High Elves, who may very well be the progenitors of all fae-kind. If this is true, then it means that the fae do in fact come from Earth originally, and that the Unseelie and Seelie Fae alike are mutations, warped by the ambient Chaos of the æthereal realms into their present forms.

As creatures inherently tainted by Chaos, the fae are notoriously difficult to classify; this book does not pretend to make a comprehensive attempt. Instead, only those fae or nature spirits which are deemed to be the most interesting in a gaming context (and thus apt to be encountered by player character adventurers) are fully described and given statistics.

Banshee
Chaotic Fae (Unseelie)

No. Enc.: 1 (1)	Hit Dice: 5* (20 hp)
Armor Class: 4	Attacks: Special (wail)
Move: 50' (150')	Damage: 1d4 per round

Of all the Unseelie Fae, the banshee has perhaps the strongest link to the plane of Shadow. A banshee is not undead, but it resembles a ghost in many respects. This wicked fae takes the shape of a pale woman (human or elfin) with red eyes, wrapped in a white death-shroud. Legend says that when her horrid, keening wail drifts over the moors, it means impending death for one of the family whose land she haunts.

Notes: *Wail* (a banshee only attacks by wailing: those within 30' take 1d4 damage each round, no save; walls and doors can block the effect), *Immunities* (banshees are unaffected by sleep, charm, or paralysis and by most non-magical weapons, excepting those made of wrought iron), *Vulnerable to Iron* (a banshee can be harmed by a weapon made from wrought iron, enchanted or not; banshees take double damage from such weapons), *True Name* (all banshees have a true name which can give their foes power over them—these are often highly coveted by the particular family a banshee haunts).

Bhut
Chaotic Fae (Unseelie)

No. Enc.: 2d4 (2d4)	Hit Dice: 7+2** (30 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d4/1d4/1d6+special

Bhuts are fae shapeshifters that prey on humans. During the daytime, they look human; each night, they undergo an involuntary transformation, becoming hideous predators with scaly skin, sharp fangs, clawed hands, yellow eyes, and wild stringy hair. Bhuts are both cunning and social: they operate in groups living on the periphery of human settlements, using trickery to hunt for humans to eat and to keep their presence a secret.

Notes: *Numbing Bite* (creatures bitten by a bhut must save or be numbed, −2 on attack rolls and always losing the initiative), *Resistances and Immunities* (Bhuts are immune to sleep, charm, paralysis, gasses and poisons; roll all saves at +2; and cannot be harmed by non-magical weapons—unless the weapon has been blessed by a mage, in which case a single blow will slay the bhut), *Aura of Befuddlement* (a bhut cannot be detected as magical, evil, or Chaotic—in fact, a false aura of normal humanity and Law surrounds it at all times; because of their aura, bhuts do not have and cannot ever be given true names), *Creature of Shadow* (bhuts are skilled with stealth and will surprise enemies on 4-in-6).

brownie decides to haunt a house, it will help the family that lives there by doing common household chores, late at night when all are asleep; in return, it expects to be left little gifts from time to time, like cakes or fresh cream. If the brownie is offended (which is easy to do: leave it sour cream or stale cakes, forget to leave it its customary gift at all, give it money, refer to the chores it does as "work"), it will very quickly become agitated and start to haunt the house like a poltergeist, performing all sorts of annoying (but rarely ever dangerous) mischief. A brownie in this state is known as a *boggart, boggle*, or *bogey*. It will pester a family endlessly like this, even following them to a new house, unless they gift it with an article of clothing, in which case it will depart—to haunt the country-side as a redcap.

Notes: *Invisibility* (a brownie may become invisible at will and even remain so while fighting; attackers are −4 to hit an invisible target), *True Name* (brownies have true names which give their foes power over them).

Redcaps: Redcaps are mad brownies who have been driven out of a home they once haunted. Now they stalk the open country as psychotic killers, hating everything, longing only to dye the article of clothing they were given as a parting gift red with the blood of their victims. Redcaps are strong enough to use the same sorts of weapons as dwarfs; they prefer knifes. They have all of the characteristics and statistics of normal brownies noted above, plus the following (and note that all kinds of brownies, while vulnerable to normal weapons, do not have any special vulnerability to iron): *Fear Aura* (all those within 30′ of a redcap must save or be made −3 to attacks from fear), *Unseelie* (redcaps are afraid of a holy symbol confidently presented and hesitate to approach one; holy water can damage a redcap as if it were undead).

Cait Sith
Chaotic Fae

No. Enc.: 1d3 (1d6)	Hit Dice: 2+3* (11 hp)
Armor Class: 4	Attacks: claw/claw/bite
Move: 60′ (180′)	Damage: 1d2/1d2/1d3

The cait sith is a fairy cat, usually appearing as a large black tom-cat with a white patch on its chest. Cait sith are neither friendly nor unfriendly to mortals, but they do carry around them an aura of ill luck—the proverbial "black cat crossed your path" kind. Cu sith won't usually harm cait sith, but they will gladly chase them away just for the fun of it. Cait sith are intelligent, and most of them can speak.

Notes: *Invisibility* (cait sith can become invisible at will), *True Name* (a cait sith has a true name which can give its foes power over it), *Vulnerable to Iron* (a cait sith takes double damage from a weapon made of wrought iron), *Unlucky Aura* (any mortal in the presence of a cait sith suffers a −2 penalty on all d20 rolls; and each round there is a 1-in-6 chance per character of an unlikely mishap, such as dropping one's weapon or tripping over one's own feet).

Clurichaun
Chaotic Fae

No. Enc.: 0 (1d3)	Hit Dice: 2** (8 hp)
Armor Class: 8	Attacks: 1 shillelagh
Move: 40′ (120′)	Damage: 1d4

A clurichaun is a little fae, related to brownies and pixies (and also dwarfs, especially the sub-race of leprechauns). Clurichauns look like funny little men, well-dressed, and always drunk. They are surly and possibly even violent, unless there is a bountiful supply of beer or whisky near at hand. If that's the case, a clurichaun will invite any mortals around to sit and drink with him, and then pro-

Barghest
Chaotic Fae (Unseelie)

No. Enc.: 1d6 (1d6)	Hit Dice: 5** (20 hp)
Armor Class: −1	Attacks: 1 bite
Move: 50′ (150′)	Damage: 2d6 energy drain

The barghest is a spectral hound with black fur and glowing red eyes which is believed to be a harbinger of death. They haunt old roadways (especially crossroads) at night, terrorizing country-sides and attacking travelers.

Notes: *Fear Aura* (enemies within 30′ must save or be made −3 on all attacks while in the presence of the barghest), *Uncanny Trackers* (barghests never lose track of prey under any circumstnaces), *Immunities* (a barghest cannot be harmed by fire, cold, or non-magical weapons, excepting those made of wrought iron), *Vulnerable to Iron* (barghests can be harmed by iron weapons, enchanted or not, and take double damage from them), *True Name* (barghests have true names which can give their enemies power over them), *Life Drain* (the bite of a barghest inflicts life drain; a mortal slain by a barghest will rise as an undead, usually a phantom or a spectre, at the next new moon).

Brownie (& Redcap)
Chaotic Fae

No. Enc.: 0 (1)	Hit Dice: 2* (8 hp)
Armor Class: 8	Attacks: 1 scratching & biting or 1 weapon
Move: 40′ (120′)	Damage: 1d6 or by weapon

Brownies are household spirits, known by several names in many different cultures—*tomte, nisse, domovoi*, etc. Brownies look like tiny, misshapen little old men, a bit smaller than dwarfs. Once a

ceed to drink *everyone* under the table. Refusing the clurichaun's overtures is sure to provoke great offence, but taking him up on a drink will just as surely result in waking up the next morning in some terribly unfortunate or embarrassing situation. Some legends say that anyone who can actually out-drink a clurichaun will be granted a rich reward—either a magical wish, or a treasure-map leading to a buried pot of gold.

Notes: *Invisibility* (clurichauns can become invisible at will and even remain invisible while attacking), *Teleport* (a clurichaun can teleport up to 360' at will), *Wishes* (clurichauns can grant wishes, up to 3 in a year, but they are extremely reluctant to do so), *Lucky* (clurichauns and those they deem friends are +2 on all d20 rolls; anyone who opposes a clurichaun is −2 to all d20 rolls), *True Name* (a clurichaun has a true name which can give its foes power over it), *Vulnerable to Iron* (clurichauns take double damage from weapons made of wrought iron).

Cu Sith
Chaotic Fae (Seelie)

No. Enc.: 1d6 (1d6+3)	Hit Dice: 4* (16 hp)
Armor Class: 6	Attacks: 1 bite
Move: 40' (120')	Damage: 1d6

The cu sith is a fae hound (and a hated enemy of the barghest—these two breeds of fae dog will attack each other on sight). Cu sith are lithe, brown-furred hunting dogs kept by the sidhe of the Seelie Court. They are among the friendliest of all faes to mortal men and have been known to lead lost travelers back to safe paths. Though they are as intelligent as humans, they do not usually speak any human languages.

Notes: *Blink* (a cu sith seems to move by "winking" out of existence in a series of short-range teleports: after it attacks, it blinks out and reappears 1d4×10' away; and it can flee by simply disappearing), *Uncanny Trackers* (cu sith never lose track of prey), *Vulnerable to Iron* (cu sith take double damage from weapons made of wrought iron).

Dullachan
Chaotic Fae (Unseelie)

No. Enc.: 1 (1)	Hit Dice: 7+2** (30 hp)
Armor Class: 3	Attacks: 1 weapon/1 ectoplasm
Move: 50' (150')	Damage: 1d8/paralysis

A dullachan is a powerful death-fae, a reaper of souls and psychopomp who guides travelers on the paths between Earth and Shadow. A queer-looking creature indeed, a dullachan takes the shape of a headless centaur, covered neck to hoof in black iron armor, so that no flesh (if it even has any) is visible. (Unlike most fae, a dullachan has no aversion to iron.) It carries a scythe or lance in one hand and a lit jack-o-lantern in the other, which it may place on its neck to serve as a head or throw as a terrifying missile. When it so wishes, a dullachan's empty neck-hole can exude wispy tendrils of black ectoplasm, like tentacles made of pure shadow, which give it the ability to manipulate objects (as if by telekinesis or extra limbs) up to 15' away.

Notes: *Fear Aura* (any mortal of 5th level or less who even sees a dullachan must save or flee in terror), *Pumpkin Toss* (a dullachan may throw its jack-o-lantern head at a target: a hit inflicts no damage, but the target must save or fall asleep, as per the Veil of Sleep spell), *Ectoplasm* (a target hit by a dullachan's ectoplasmic tendril must save or be paralyzed for 2d4 rounds), *Immunities* (dullachans are immune to charm, sleep, paralysis, cold, electricity, acid, poison, and gas-based attacks).

Fae Lord
Chaotic or Neutral Fae (Hidden, Seelie, or Unseelie)

No. Enc.: 0 (1)	Hit Dice: 9*** (36 hp)
Armor Class: 7	Attacks: 2 weapon
Move: 40' (120')	Damage: by weapon

The lords of the fae rule the three great branches of fae-kind. The Seelie Court of Faerie is ruled by the sidhe; the Unseelie Court of Shadow is ruled by the sluagh; and the Hidden Court of Earth is ruled by the huldra, or High Elves. All three races share similar statistics: all three have great power and abilities far beyond your average mortal.

Huldra: The huldra believe that they are the oldest of the fae—that the sidhe and the sluagh are their descendants, who traveled from Earth into the Æthereal Realms long ago. The huldra also believe that the firedrakes are their own distant ancestors, and that dragon-blood is the source of all their magic—but whether this is true or not, none can say. What is certain is that the sylvan elves, the common *alva*, are mortal descendants of the huldra; they represent a mingling of high elfin and human blood over many generations. The huldra themselves rarely go out into the world: though they are immortal in a technical sense, in that they do not age or succumb to disease, they can still be slain by violence or accident; and with a potentially eternal life ahead of them, they fear death above all else. And so the alva go into the world to do the bidding of the huldra, to be their eyes and ears and sword-arms.

The huldra, meanwhile, stay confined to their fine palaces and forest strongholds, watching the world of men pass them by but interacting with it little. Elf lords and ladies rule the Hidden Court of the Fae on Earth, with its sylvan elves and its many varieties of pixys and other sprites, spending their days in feasting and hunting, frolicking in the forest, and pursuing sundry arts, from smithcraft to music and painting to wizardry. Like all other Hidden Fae, huldra are Neutral in alignment.

Huldra possess the following characteristics: *Swordplay* (huldra deal damage with weapons as fighters), *Magic* (huldra cast spells as 9th level mages, adding a +2 bonus on all casting rolls for tricks and rituals), *Awesome Presence* (huldra are so stately in appearance that a mortal must roll a saving throw just to muster up the will to attack one), *True Name* (huldra of course have true names that can give their foes power over them), *Inner Fire* (huldra have an aura of power which they usually keep hidden within them; when they release it, it manifests as a power unique to each individual—some have foresight, some have telepathy, some can heal or drive away sadness and weariness, and still others have power to banish the undead; whatever the power, it may be used at will).

Sidhe: Far more urbane and hedonistic than their Earthbound cousins, the sidhe are the Lords of Faerie, a bright and glittering realm of eternal youth and endless delights. They want nothing more than to while away the centuries in balls, dances, masquerades, and other fancy parties, only ever bothering to break up the routine with courtly intrigues and lovers' quarrels. But this is not to be, for Faerie is a realm which touches the edge of Chaos, and so the sidhe must be ever-vigilant against demonic incursion. Rare indeed is the sidhe who enjoys taking up arms, but as a race they positively adore magic, especially the fine art of enchanting items. They are superbly skilled at the kind of magic that mortals might call "white wizardry" (or, among the more philosophically-minded, "æther-weaving"), and they put it to very good use defending their shining cities and elaborate pleasure-gardens. But remember: all that the sidhe do is done solely to preserve Faerie and their own decadent lifestyles: they care not a whit for mortals or Earth-realm. As the lords of the Seelie Court, they are not actively evil, but they are still exceedingly dangerous—and quite Chaotic, by nature.

Sidhe possess the following special qualities: *Wizardry* (sidhe cast magic as 9ᵗʰ level mages, and they add a +4 bonus on all casting rolls involving tricks or rituals of the "æther-weaving" type), *Glamour* (sidhe possess the power of glamour: they can alter their own appearance at will, even to mimic another individual near-perfeclty; and they can summon up illusions of all sorts at will, including Conjure Sound, Glamour, Mage Light, Greater Illusion, Obscurement, Invisibility, Mighty Glamour, and Masterful Illusion—although in the lattermost cases, it takes a sidhe 4 rounds to call forth Invisibility or a Mighty Glamour and 8 rounds to produce a Masterful Illusion—but no casting roll or mana expenditure is required), *Awesome Beauty* (sidhe are so arresting in appearance to mortal eyes that a mortal must roll a saving throw before he can attack one), *True Name* (the sidhe have true names which, if known, can give their foes power over them), *Vulnerable to Iron* (sidhe take double damage from weapons made of wrought iron).

Sluagh: The sluagh (pronounced "SLOO-ah") are the Lords of the Dark Fae, the Unseelie Court that rules beyond the Veil, in the realm of Shadow. The sluagh are generally on friendly terms with the inhabitants of their home plane, the undead and demon-kind. The sulagh are master sorcerers who find it terribly easy to bend the undead to their will, and ancient pacts with demon-lords provided the Dark Fae with their earliest taste of powerful magic, an addiction from which no sluagh has yet recovered. For all their great knowledge, though, the Lords of Shadow are considerably lacking in wisdom: each pursues their own independent ambition, some to conquer, others to destroy, still others to study and invent ever-mightier heights of black magic. It is only this disunity which prevents the sluagh race from posing the gravest threat to Earth in all the cosmos. Sluagh are, of course, Chaotic in alignment.

Sluagh possess the following characteristics: *Sorcery* (sluagh are able to cast magic as 9ᵗʰ level mages, and they add a +4 bonus on all casting rolls for tricks and rituals of the "spirit-channeling" variety), *Ancient Pacts* (sluagh can use summoning-type magic at will, including the spell Faerie's Call and the rituals Steed of the Sorcerer, Unseen Servant, and Summoning; no casting rolls or mana are required to perform these magics, although Summoning takes the sluagh 2 full rounds and has a flat 5% chance of mistakenly summoning something unintended), *Living Shadow* (the sluagh have been warped by the plane of Shadow, which gives them the power to become like shadows—not to become featureless and opaque in appearance, mind, but to become as *thin* as a shadow, existing in only two dimensions—thereby enabling a sluagh to pass through any crack, no matter how small or thin, or to hide practically anywhere, at will), *Terrifying Presence* (the look of a sluagh is so unsettling that a mortal creature must roll a saving throw in order to attack one), *True Name* (sluagh have true names which can give their foes power over them), *Vulnerabilities* (sluagh take double damage from weapons made from wrought iron, and they can be damaged by holy water as if they were undead).

Fetch
Chaotic Fae

No. Enc.: 1 (1)	Hit Dice: 3 (12 hp)
Armor Class: 7	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

A fetch is a fae "double" (or *doppelgänger*) which has assumed the appearance of a mortal in order to replace them. In reality, a fetch is little more than a wooden log which has been placed under an enchantment by a powerful fae or other magic-user, given sentience and just enough wit to convincingly play its assigned role. The fetch itself, with what little will it has, wants only to live on in place of its victim, having fully assumed their identity; but a fetch is also totally obedient to its creator and has no choice but to do whatever its maker has bidden. The fetch's own desires are basically a moot issue, though, because a fetch has a limited "shelf-life" —it must roll a saving throw each week or begin to sicken and die, after which it becomes bedridden and must save each night or be dead by the following sunrise. A fetch who is allowed to die in this manner immediately changes back into an inert piece of wood.

A fetch who has been assigned to assume someone's identity and then ruin their reputation by acting awful at every opportunity is very likely the source of the "evil twin" or *doppelgänger* legend. It is also widely held that some evil faes like to steal human children, replacing a newborn infant with a fetch that dies quickly and leaves the family grief-stricken. (If this is true, it's not difficult to see how the fetch became conflated with the changeling, which is the half-fae offspring of a fae and a mortal and is thought to be rather grotesque and gremlin-like at birth. If a mortal woman were to have an affair with a fae and produce a changeling, blaming the appearance of the ill-favored child on its having been replaced with a fetch would certainly prove a convenient excuse.)

Notes: *Mimicry* (a fetch can be created to resemble a particular person exactly; it can mimic their mannerisms flawlessly but does not have their memories), *True Name* (a fetch has a true name in the language of the tree spirits; knowing this name can force a fetch to reveal itself or otherwise do one's bidding), *Vulnerabilities* (fetches cannot abide the touch of iron, and they fear the sight of fire or salt; while salt will not harm a fetch, fire and weapons made of wrought iron cause them double damage).

Fomor & Firbolg
Chaotic Fae (Unseelie & Seelie)

No. Enc.: 1d4 (4d4)	Hit Dice: 13** (52 hp)
Armor Class: 3	Attacks: 1 fist or huge weapon
Move: 40' (120')	Damage: 4d8

The fomor and the firbolg are ancient fae, giant-like beings who ruled the planes of Shadow and Faerie before the sidhe and the sluagh came to power. (Indeed, their own legends lend some credence to the notion that the sidhe and the sluagh are offshoots of elf-kind who invaded the Æthereal Realms from Earth long ago.) Both races stand twice the height of a man or more, with the firbolg who

dwell in Faerie resembling perfectly strong and beautiful examples of giant humans, and the fomor of Shadow being equally deformed and grotesque. Both races are immensely strong and rather skilled at magic, with the firbolg favoring illusions and shape-changes and the fomorians preferring to conjure the dead or the elements. Even though they once ruled mighty kingdoms of fae, their civilization is all but forgotten now; those few firbolg who remain either live solitary lives in some forgotten corner of Faerie, or they serve the Seelie Court; and likewise the last of the living fomor are either pitiful slaves to the Unseelie Court or lone wretches eeking out a terrible existence in some dark pit within the Veil of Shadow.

Notes: *Magical Nature* (fomor and firbolg can use magic as 7th level mages, and they add a +3 bonus on all saves vs. magic), *True Name* (fomor and firbolg have true names which can give their foes power over them), *Vulnerable to Iron* (fomor and firbolg take double damage from weapons made of wrought iron), *Change Size* (these giant fae usually stand about 12' tall, but they can shrink down to as small as 1' if they choose).

Forest Brooder
Neutral Nature Spirit

No. Enc.: 0 (1d3)	Hit Dice:16**** (64 hp)
Armor Class: 1	Attacks: 4 darts or 1 club+special
Move: 60' (180')	Damage: 1d8(×4) or 4d6+special

Also known as a *gacarrac,* the forest brooder is an ancient tree-spirit and distant kin to the woodwosen. It is 18' tall and resembles a broad-trunked, ancient tree covered in dark red bark and swathed in rotting mosses and lichens — but with a humanoid form, bipedal and with two great grasping tree-branch arms, and an almost comically wide humanoid face set low on the "trunk". A forest brooder is rotten to the core, seething with hatred for all humanoid life. It will attack humans, dwarfs, goblins, ogres, or beastmen on sight, for it regards them as murderers of trees — and it hates elves most of all, seeing them as exploiters and enslavers. It prefers to torture elves before killing them. It will even spurn the company of woodwosen, thinking them cowards and traitors too tolerant of the depredations of mortals.

Notes: *Ancient Anger* (a forest haunted by a gacarrac feels "off" to those who enter it, filled with anger and hatred; most mortals will be unsettled for reasons they can't explain, but any elf will immediately know that something is very wrong, as will a mage who attempts to sense magic or use his second sight), *Control Plants* (a forest brooder can cause plants to entangle intruders or for paths to become overgrown and impassable at will, anywhere in its forest; and within 90', it can animate up to 4 trees or 8 bushes at once into wrothtrees or bushblights; see below), *Teleport* (a forest brooder can teleport anywhere within its forest without chance of mishap, at will), *Immunities* (forest brooders cannot be harmed by wooden weapons, electricity, or the attacks of animals or plant-creatures), *Ture Name* (a gacarrac has a true name which can give foes power over it), *Regeneration* (while in its forest, a gacarrac regenerates 3 hit points each round), *Darts and Club* (a gacarrac attacks by shooting 4 darts of wood from its hand, range 50', or by swinging a huge and enchanted club which both causes damage and forces the target to save or become entangled in vines for an hour or until cut free).

Wrothtree: AC 3, HD 2, MV 20', #AT 2, DG 2d12/2d12.
Bushblight: AC 6, HD 1, MV 40', #AT 1, DG 1d8.

Gremlin
Chaotic Fae

No. Enc.: 1d6 (1d6)	Hit Dice: 1** (8 hp)
Armor Class: 8	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1+special/1+special/1d3

Gremlins are tiny fae, 2' tall, with sickly gray-green skin, big round saucer-like eyes, and long pointy ears. They are not so much evil as full of mischief, surrounded by an aura of Chaos and misfortune that causes Murphy's Law to become literally true whenever gremlins are near. While gremlins have no particular hatred for mortal humanoids, they do despise technology for some inexplicable reason. A gremlin's chaotic aura always targets technological items — especially inventions, gadgets, and vehicles — before anything else. Gremlins are often found trying to disassemble large and complex machines, especially factories in mid-operation or, worse yet, ships in mid-voyage or -flight.

Notes: *Chaotic Aura* (anything that *can* go wrong within Near range of a gremlin *will* go wrong, starting first with technological breakdowns; anyone who attacks a gremlin and misses must then roll to hit themselves; and anyone casting a spell or activating an item that targets a gremlin must first save or accidentally target themselves instead), *Monkey Grease* (a gremlin's claws secrete an oily lubricant; anyone struck by a gremlin's claw must thereafter roll Dex checks each round in order to hang onto items they carry, until the grease can be washed off), *Vulnerable to Iron* (a gremlin takes double damage from weapons made of wrought iron).

Grindylow
Chaotic Fae (Unseelie)

No. Enc.: 2d4 (2d10)	Hit Dice: 1 (4 hp)
Armor Class: 7	Attacks: 1 claw or weapon
Move/Swim: 40' (120')	Damage: 1d4 or by weapon

Grindylows are nasty fae, no bigger than a dwarf or a human child, with green skin, froglike faces, and stringy seaweed hair. They delight in grabbing mortals with their spindly, grasping arms — in spite of their size, they're as strong as full-grown men — and dragging them down into their lake or river to be drowned. Grindylows may be encountered in the company of other wicked water-fae, including kelpies, nicors, and nixys.

Notes: *True Name* (grindylows have true names which can give their foes power over them), *Vulnerable to Iron* (a grindylow takes double damage from a weapon made of wrought iron).

Hag — Black Annis
Chaotic Fae (Unseelie)

No. Enc.: 1 (1d3)	Hit Dice: 11*** (44 hp)
Armor Class: 1	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d6+pois./1d6+pois./2d4+disease

A hag is an evil fae that looks like an ugly old witch but is in fact a supernatural being. (In any fantasy setting where "witches" are not merely humans who have learned magic, but rather a separate species entirely, hags are the monsters to use for representing this phenomenon in-game.) The mightiest of the hags is known as "Black Annis" (or "Black Agnes"), a human-sounding nickname bestowed on her for the same reason that fearful peasants might call a devil "Old Nick" or a high elf "Robin Goodfellow".

The black annis has stringy black hair and warty purple skin. She has a strong affinity for the Chaotic energies of her home plane of Shadow and can therefore command the less willful varieties of undead to do her bidding. Like all hags, the black annis delights in evil for its own sake, spreading chaos and misery wherever mortal men dwell, glutting herself on the flesh of children, cursing naïve young lovers, turning corpses into zombies, etc.

Notes: *Magic-User* (black annis hags can use magic as 10th level mages), *Steel & Rot* (the balck annis is as strong as a human with Str 18 and has skin, claws, and teeth like steel; her claws secrete a poison that will inflict 6d6 damage 1d3 turns later, with a save then

then allowed at −4 to halve the damage; and her bite carries disease like that of rats and other foul dungeon-dwellers), *True Name* ("Black Agnes" has a true name that can give her foes power over her), *Vulnerable to Iron* (the black annis takes double damage from weapons made of wrought iron), *Zombie Mistress* (black annis hags keep company with all kinds of foul monsters, oozes and chimeras and worse; but they are especially fond of the undead and can create obedient zombies from corpses pretty much at will; they can also command other undead to obey them, with phantoms and lesser undead forced to obey with no save, and mummies and stronger receiving a saving throw to resist if they wish to).

Hag—Green Crone
Chaotic Fae (Unseelie)

No. Enc.: 1 (1d3)	Hit Dice: 6* (24 hp)
Armor Class: 8	Attacks: claw/claw + 1d6 ghostly daggers
Move: 40' (120')	Damage: 1d6/1d6 + 1d4 each

The weakest and most wretched of the hags, a green crone is an extremely clever and wicked fae who dwells in desolate forests or bogs. She appears as a wrinkled and withered green-skinned witch who is often found in the company of vicious but otherwise quite ordinary animals (wolves and crows and such).

Notes: *Keen Senses* (green crones are only surprised on a roll of 1), *Magic-User* (green crones use magic as 6th level mages), *Animal Control* (a green crone can keep up to 1d6 normal animals under her control at all times, regardless of their hit dice, no save), *Hide Appearance* (the green crone likes to appear as a young, beautiful woman; this illusion can be maintained without concentration on the part of the hag), *Daggers of Sorcery* (once every hour, the crone can conjure 1d6 ghostly daggers that hover in the air and fight by themselves; they have 1 hp, AC 3, and deal 1d4 damage just like normal daggers, following their targets relentlessly; if a dagger is hit, it explodes in a puff of evil smoke that forces all targets except the crone within 10' to save or be weakened and dizzied, −2 on attacks and saves for 6 rounds), *True Name* (a green crone has a true name that can give her foes power over her), *Vunerable to Iron* (the green crone takes double damage from wrought iron weapons).

Hag—Sea Witch
Chaotic Fae (Unseelie)

No. Enc.: 1 (1d3)	Hit Dice: 8*** (32 hp)
Armor Class: 5	Attacks: 1 dagger/1 touch + foulness
Move: 40' (120')	Damage: 1d6/2d6 energy drain + special
· Swim: 50' (150')	

A sea witch is a foul creature, a wicked water-fae with a hideous frog-like face, a bloated body, and lower half in the shape of some disturbing sea-creature (a water-snake, a giant lobster, a mollusk). Sea witches have the most repulsive habits imaginable and hatred in their hearts to match. They dwell in ocean shallows but are able to breathe air and come onto land for a few hours each day. Their only joy comes from tormenting mortals who wander haplessly into their territory, be they merfolk coming from the deeper oceans or strapping sailors from the land.

Notes: *Magic-User* (a sea witch uses magic as an 8th level mage), *Hide Appearance* (sea witches can disguise themselves as beautiful women or mermaids, but they hate beauty don't like hiding their ugliness), *Aura of Foulness* (when not hiding their appearance, any who come within 10' of a sea witch must save at −6 or flee in utter disgust for 1d20+5 rounds), *Life Drain* (in combat, a sea witch can attack with both a weapon, usually a large dagger, and a touch that causes life drain), *True Name* (a sea witch has a true name that can give her foes power over her), *Immunities* (sea witches can only be harmed by magical, silver, or wrought iron weapons; iron weapons cause them double damage).

Kelpie
Chaotic Fae

No. Enc.: 0 (1)	Hit Dice: 7* (28 hp)
Armor Class: 7	Attacks: hoof/hoof/bite
Move/Swim: 60' (180')	Damage: 1d6/1d6/1d8

A kelpie is a dangerous water-spirit that resembles an ordinary horse, but one so beautiful and seemingly-tame that mortals they encounter will often want to mount them and claim them as steeds. (Kelpies can also project an illusion that makes them appear as a beautiful human, but this is only an illusion, not actual shapeshifting.) Kelpies haunt the banks of the rivers or lakes in which they dwell; a mortal who approaches a kelpie will soon find themselves seized and dragged underwater to be drowned.

Notes: *Hide Appearance* (a kelpie can choose to appear as a man or woman of surpassing beauty; when so glamered, it is capable of human speech), *True Name* (a kelpie is a water-spirit: it has a true name which can give its foes power over it), *Vulnerable to Iron* (kelpies take double damage from wrought iron weapons).

Nicor
Chaotic Fae (Unseelie)

No. Enc.: 0 (1)	Hit Dice: 11*** (44 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 2d6/2d6/2d10, all energy drain
· Swim: 120' (360')	

Variously known as a *näcken*, *nøkk*, or *nuckalavee*, a nicor is a powerful evil spirit related to the kelpie. Some sages consider nicors to be demons, but they are in fact powerful unseelie fae: they come from the Veil of Shadow itself, not the Void of Chaos beyond it. Unlike the kelpie, the nicor has true shape-shifting ability: it can take the form of a giant humanoid, a great horse, or a sea-dragon, but it always appears hideous and terrifying, wreathed in smoke and darkness, and with transparent skin so that its muscles and veins are

visible. Nicors hate living mortals and attack them on sight, fearlessly and without the cunning of their kelpie cousins. Nicors are friendly to the undead and always able to communicate with them, regardless of language or the intelligence of the undead; and the undead will never willingly attack a nicor.

Notes: *Immunities* (nicors are immune to fire, poison, and damage from non-magical weapons, unless those weapons are made of silver or wrought iron; iron weapons cause them double damage), *Regeneration* (nicors regenerate 3 hp per round), *Fear Aura* (a nicor radiates fear in a 50' radius; any creature in the area must save each round or else flee for 2d6 rounds), *Death Aura* (a nicor's very presence automatically slays small insects, plant-life, and any creature with 2 hp or less within Near rage), *Life Drain* (a nicor's physical attacks inflict life drain), *Cold Breath* (once every 3 rounds, a nicor can breathe a cone of cold, 60' long out to 10' wide, 6d6 damage, save for half), *True Name* (a nicor has a true name that can give its foes power over it), *Taboo* (nicors come from the ocean; they cannot cross a body of running freshwater).

Nymph, Greater
Neutral Nature Spirit

No. Enc.: 0 (1d3)	Hit Dice: 4** (16 hp)
Armor Class: 4	Attacks: 1 weapon/2 hooves
Move: 60' (180')	Damage: by weapon/1d6/1d6

Greater nymphs are the chieftains of nymph-kind, centaur-like in form, with an upper body shaped like that of a beautiful woman or man, and the lower body of some four-legged or fish-tailed beast. They have little love for mortals and concern themselves mainly with protecting the nymphs who live in their territory.

Notes: *Magic* (greater nymphs are able to cast magic as 4th level mages), *True Name* (being nature spirits, nymphs have true names which can give their foes power over them), *Territorial* (all greater nymphs are bound to a particular region, such as a certain forest or sea, and they will not willingly leave it).

Hamadryads: Greater forest nymphs are called hamadryads; they have the upper bodies of women (albeit with antlers growing atop their heads) and the four-legged lower bodies of either deer or (rarely) goats. In addition to the basic abilities of a greater nymph, a hamadryad can use the False Friend spell at will.

Sileni: The silenus is the male counterpart to a hamadryad; it looks very much like a centaur, but with the lower body of a goat or a donkey, and ram's horns growing out its head. Sileni are the lords of satyr-kind and love drunken revelry above all else. They are skilled with the panpipes and while playing music on them can cast Veil of Sleep at will; or they can produce a Confusion charm with the same duration and area of effect as Veil of Sleep, only the effects are identical to a Psychotropic Compound or a Neuro-Discombobulator.

Oceanids/Tritons: The greater sea nymphs are called oceanids if female and tritons if male. They have the upper bodies of beautiful humans and the lower bodies of hippocampi, i.e. the forelegs of horses and hindquarters shaped like that of a great fish or cetacean. Oceanids and tritons have a special power to calm or call forth a squall at sea, merely by blowing on a conch-horn; it takes about a turn for the effects to manifest either way. Oceanids and tritons have a swim speed of 60' (180'); on land, they have MV 30' (90').

Nymph, Lesser
Neutral Nature Spirit

No. Enc.: 0 (1d6)	Hit Dice: 2* (8 hp)
Armor Class: 6	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

Lesser nymphs are the common variety, more humanoid in shape than the greater nymphs. Lesser nymphs are nearly always female — in fact, satyrs are the only male species of lesser nymph-kind. Nymphs are nature-spirits, bound to a particular terrain (such as forest, sea, mountains, or freshwater); they can leave their homeland for a time, but the longer they stay away, the more depressed they become. More than a few months' time away from their territory is sure to prove fatal. Nymphs are usually on friendly terms with fae of the Hidden Court, high elves and pixys and such, even though they are not truly fae-kind. Trysts with mortals are quite common, with the offspring having an equal chance of being born either mortal or nymph-kind.

Notes: *True Name* (nymphs have true names which might give their foes power over them), *Territorial* (nymphs are place-spirits, bound to dwell within a particular home terrain, such as forest or ocean or mountains; they will not leave their homeland without a very good reason, and staying away for longer than 1d6 months can cause a nymph to waste away from depression).

Dryads and Satyrs: These are forest nymphs. Like their mortal cousins the fauns, dryads and satyrs look like elfin-featured humans with small goat-horns growing out the tops of their heads, goats' legs in place of human legs, and fur from the waist down. Dryads and satyrs look distinctly more goatlike than fauns, with their facial features being something of a mix between human and animal. Dryads (females) have the ability to cast the False Friend spell at will, while satyrs (the only kind of male nymph) can cast Veil of Sleep simply by playing on a set of panpipes.

Naiads and Oreads: Naiads and oreads are the only two races of nymph-kind which look exactly like human women (and they are, of coruse, always female). Naiads are river-nymphs: they inhabit rivers, lakes, and other freshwater bodies. They can breathe water or air without difficulty and have a swim speed of 40' (120'). Just like dryads, naiads can cast False Friend at will. Oreads are mountain nymphs: they have the ability to fly with a speed of 40' (120'), just by walking on the wind. They also have the power to produce Fool's Gold—that is, to make ordinary stones that they touch appear to be precious metals or gems via an illusion—at will. (If an oread's purpose is to seduce a goblin, Fool's Gold will be far more effective than False Friend ever could be.)

Nereids: Nereids are ocean-nymphs. They look just like mermaids, woman-like above the waist and fish-like below. Just like their mortal cousins, the merrows, nereids have a swim speed of 60' (180') and a land speed of 20' (60'), which they achieve by awkwardly balancing on their tails and slithering. Nereids are able to cast the False Friend spell at will.

Sirens, Loreleis, and Veelas: Some nymphs have the remarkable ability to project their False Friend spell out to affect all mortals within Near range. These nymphs are otherwise indistinguishable from normal females of their race; they are born to ordinary nymphs and raised among them, only discovering their powers by chance when they reach adulthood. A siren is a nereid whose power to charm is unlocked by singing. A lorelei is a naiad with the very same charming song. A veela is a dryad with this talent; she casts her mass-charm by dancing.

Pooka
Chaotic Fae

No. Enc.: 1 (1)	Hit Dice: 5** (20 hp)
Armor Class: 3	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

A pooka is a trickster-fae which ordinarily takes the form of a wizened little dwarf but which can assume the shape of practically any living creature, real or imagined. The pooka is a shapeshifter and a mischief-maker, able to appear visible to some beings and invisible to others, and it loves to play tricks, lead travelers astray, or move and hide household objects like the worst combination of boggart and poltergeist. That said, pookas aren't always malicious; they just have a certain idea of "fun" that most mortals find annoying.

Notes: *Shapeshifter* (a pooka can assume just about any form—dwarf, dragon, six-foot-tall pink rabbit, whatever it likes—but this does not change its hit points, attack forms, or other stats), *Selective Invisibility* (a pooka can be invisible to some mortals and visible to others, as it chooses), *True Name* (a pooka has a true name that can give its foes power over it), *Vulnerable to Iron* (a pooka takes double damage from wrought iron weapons).

Skin-Changer
Neutral Nature Spirit

No. Enc.: 1d4 (1d6)	Hit Dice: 5+1** (21 hp)
Armor Class: 7 or 10	Attacks: 1 bite or 1 weapon
Move: 60' (180') or 40' (120')	Damage: 2d4 or by weapon

Skin-changers are the first entry in a class of monsters which might be termed *therianthropes*—beings with both a human and an animal form. Such entities are spirits, not mortals; like other spirits bound to a physical form, they do not age or suffer from disease, although they can be slain by violence or accident (in which case their soul will reincarnate). Being shapeshifters, therianthropes can transform into one particular sort of animal; but the ability to transform often carries with it some special condition.

Skin-changers are nature-spirits and usually on friendly terms with elves and the Hidden Court; but they prefer to dwell on the periphery of human societies—especially primitive tribes, where they may even pass themselves off as shamans or medicine men. At any rate, they are always warriors and protectors of their chosen people. They hate certain creatures of Chaos, particularly the undead, beastmen, and skin-walkers.

Skin-changers are usually (but not always) male; in their human shape, they look like tall, mighty men (or sometimes ogres), dark and hairy. A skin-changer has the power to transform into a ferocious beast of some kind, usually a great bear or wolf. (Bear-totem skin-changers are known as *bearsarkrs* or *beornings*; while the wolf-totems are called *garwulfs* or *bisclavrets*). In their animal form, blows from normal weapons glance off their hides like nothing. Note that in the stat block above, when two values are listed, the first is for the animal form and the second is for the human form.

Notes: *Animal Form* (a skin-changer can assume the form of a great beast, such as a bear or a giant wolf, by removing its clothes and hiding them somewhere; if its clothing is lost or stolen, it becomes trapped in animal form, still intelligent but unable to speak like a human), *Thick Hide* (in its animal form, a skin-changer can attack with its claws and bite; cannot be harmed by any non-magical weapons, including silver and iron; and regenerates 3 hp per round), *True Name* (a skin-changer is a spirit and has a true name which can give its foes power over it), *Summon Kindred* (once per day, a skin-changer can summon 1d6 normal animals of its totem kind to assist it; they arrive 1d4 turns later).

Skin-Walker
Chaotic Fae (Unseelie)

No. Enc.: 1d3 (1d4)	Hit Dice: 9* (36 hp)
Armor Class: 4 or 10	Attacks: 1 gore or 1 weapon
Move: 60' (180') or 40' (120')	Damage: 2d6 or by weapon

A skin-walker is an evil spirit with both a human and an animal form. In human shape, a skin-walker is an evil witch or wizard who uses magic to spread misery; in animal shape, it is larger and more ferocious than a normal animal of its type. Unlike the more benign skin-changers and skin-wearers, skin-walkers do not need a talisman to shape-shift: instead, their taboo is tied to night and day. They can shift freely between forms as often as they want at night but remain stuck in one form or the other during the day.

Two common varieties of skin-walker are the devil swine, who appears as either a grossly fat human man or a huge boar; and the glaistig (or deer woman) whose human form is that of a seductive temptress, except for one feature she cannot conceal (such as a tail or hooves). These creatures live on the edges of human societies, quietly murdering and eating a series of hapless victims and slowly enriching themselves with plunder. Note that in the stat block above, wherever two numbers are listed, the first is for the animal shape and the second is for the human shape.

Notes: *Animal Form* (a skin-walker can freely change between its human and animal forms at night, but it is stuck in one shape during the day), *Vulnerabilities* (in their animal forms, skin-walkers can only be harmed by magical, silver, or wrought iron weapons; iron weapons always cause them double damage), *True Name* (a skin-walker has a true name which can give its foes power over it), *Charmer* (skin-walkers can cast False Friend thrice per day).

Skin-Wearer
Chaotic Fae (Seelie)

No. Enc.: 1 (1d4)	Hit Dice: 3+3* (15 hp)
Armor Class: 6 or 10	Attacks: 1 bite or 1 weapon
Move: 60' (180') or 40' (120')	Damage: 1d6 or by weapon

Skin-wearers are in many ways the opposite of skin-changers: they are nearly always female, and they take on an animal shape by wearing an animal skin which, if it is lost or stolen, traps them in human form. The two most common varieties of skin-wearer are the selkie (seal-maiden) and the swanmay (swan-maiden). The kitsune (fox-maiden) is a well-known but less common variety. Skin-wearers are among the friendlier faes: they have little reason to harm humans, and indeed tales of love between a skin-wearer and a mortal are commonplace. Note that in the stat-block above, if there are two numbers listed for a given entry, the first number is for the animal form and the second is for the human form; in the case of movement, selkies use their better speed when swimming and swanmays when flying.

Notes: *Animal Form* (a skin-wearer can assume the shape of an animal by donning its seal-skin or swan-feather cloak; if this totem is lost, they become trapped in human form), *True Name* (all skin-wearers have a true name which can give their foes power over them), *Vulnerabilities* (in their animal forms, skin-wearers can only be harmed by magical, silver, or wrought iron weapons; in human or animal form, iron weapons cause them double damage).

Sprite, Flittering
Chaotic or Neutral Fae (Hidden, Seelie, or Unseelie)

No. Enc.: 3d6 (5d8)	Hit Dice: ½* (2 hp)
Armor Class: 6	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon × ½
· Fly/Swim/"Flit": 60' (180')	

Sprites are the fabled "little people" of fae-kind. Smaller even than dwarfs, they are invariably curious, mischievous, and shy. Sprites come in many different shapes and a range of sizes: the two broad archetypes listed here are meant as examples, not as an exhaustive classification.

"Flittering" sprites are the smaller sort of sprite, perhaps 1' tall at the most, capable of moving through their chosen element with ease. Pixys are air-sprites: they look like tiny elves with dragonfly wings. Their cousins, the nixys, are water-faes that resemble tiny merfolk. Also in this category are the pechs, or earth-sprites, which are gnome-like in appearance, having large eyes and rock-colored skin. Pechs (also called "knockers") are able to "flit" through solid earth as easily as pixys fly through air and nixys swim in water.

Notes: *Magic* (flittering sprites are able to remain invisible for as long as they choose, even while fighting; they can use magic as 1st level mages, with a preference for spells like False Friend, Veil of Sleep, or anything else that confuses, misleads, befuddles, jinxes, or curses), *True Name* (flittering sprites have true names that can give enemies power over them), *Vulnerable to Iron* (flittering sprites take double damage from weapons of wrought iron).

Sprite, Trooping
Chaotic or Neutral Fae (Hidden, Seelie, or Unseelie)

No. Enc.: 1d6 (5d8+20)	Hit Dice: 1* (4 hp)
Armor Class: 6	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

The "trooping" sprites are the larger class of little people, 2' tall and usually lacking wings or other strange means of movement. As their title implies, they march in a motley band along the forest floor or out from the faerie-mounds to do the business of their fae court (and sprites can be Chaotic, serving either the Seelie or Unseelie Courts, or Neutral, serving the Hidden Court). Three fairly well-known types of trooping-fairies include the spriggans, which are tree-sprites, gnarled and twisted in frame, with bark-like skin; they are the guardians of trees and protectors of forests. Next are
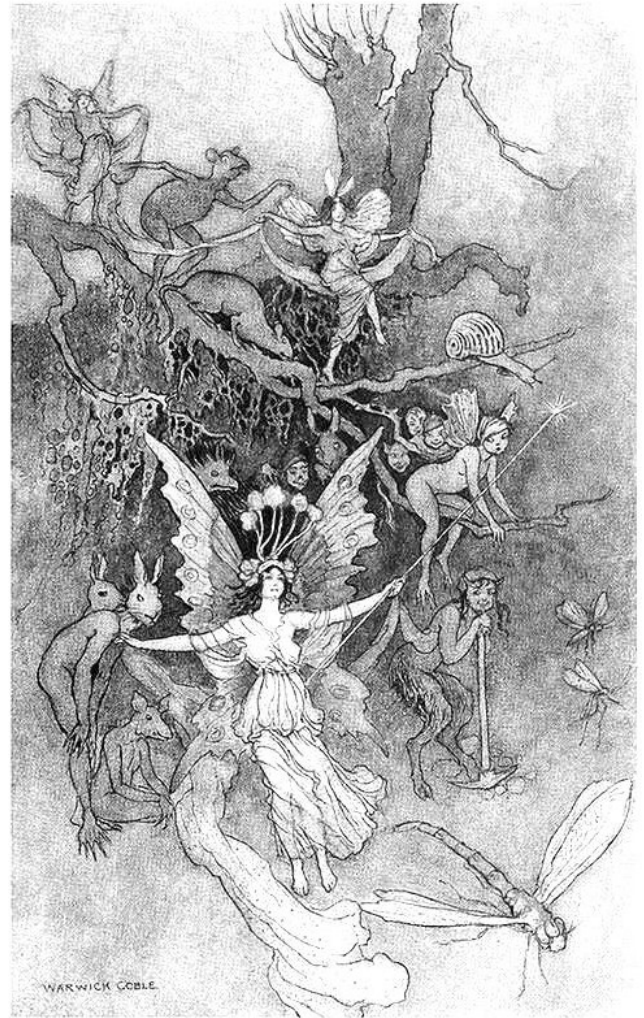
their close kin, the knooks, which look similarly wizened, but hairy and sometimes hooved. Knooks are friends to wild beasts and protectors of animals everywhere. The ryls are the third type of trooping sprite: these are flower-faes, delicate and elfin in shape, with long sweeping ears and full blossoms atop their heads instead of hair. Ryls, according to legend, both nurture and protect the flowers of the world, and paint their colors on with every sunrise.

Notes: *Magic* (trooping sprites are able to use magic as 2nd level mages), *True Name* (trooping sprites have true names that can give enemies power over them), *Vulnerable to Iron* (all trooping sprites take double damage from wrought iron weapons).

Will-o'-the-Wisp
Chaotic Fae

No. Enc.: 1d6 (3d6)	Hit Dice: 2* (8 hp)
Armor Class: 6	Attacks: 1 touch
Move: 60' (180')	Damage: 1d8 fire

Will-o'-the-wisps are tricky swamp-fae that look like bobbing orbs of glowing light or flickering flame. They are clever, playful, and they like nothing more than luring travelers into dangerous bogs.

Notes: *Lure* (a group of six or more wisps can magically force a traveler to save or else be compelled to follow the wisps).

Woodwose
Neutral Nature Spirit

No. Enc.: 0 (1d8)	Hit Dice: 8* (32 hp)
Armor Class: 3	Attacks: 2 branches
Move: 20' (60')	Damage: 2d6/2d6

The woodwosen are the shepherds of the forest: cautious, deliberative, and extremely ancient, the so-called "tree-herders" are themselves quite tree-like in appearance. They can stand up to 20 feet in height, with branch-like arms, root-like legs, and bodies that look like great tree-trunks with faces. Woodwosen can speak in both the languages of mortals and the language of the tree-spirits, which is their very own tongue—a slow and difficult language that requires a great many words just to express even the simplest of ideas. The woodwosen are only concerned with protecting their forests, the trees above all else, and this can sometimes put them at odds with mankind. They distrust anyone who carries an axe or a lit flame; but they are at least wise enough to hate beastmen and other creatures of Chaos more than humans and demi-humans.

According to the woodwosen, they are the oldest living things in creation: they have tales of their ancestors having witnessed the first coming of the elves, the awakening of the stone giants, and the hatching of the very first firedrake. But then again, the stone giants tell stories where *they* planted the first saplings that would one day become woodwosen, once the elves sang them to life at the dawn of the last life-age of the earth.

Notes: *Tree-Like* (a woodwose looks very much like a tree; it can be indistinguishable from one if it wishes to be; and in a forest, it has a 4-in-6 chance to surprise enemies), *Bark Skin* (woodwosen take half damage from blunt weapons, but they save vs. fire at −2), *Animate Woodweren* (a given woodwose can animate up to 2 trees at a time; these animated trees are known as *woodweren*, or "fighting trees"; woodweren fight just like woodwosen, with all of the same statistics, except that their base movement is only 10', or 30' running; woodweren are not terribly intelligent and can only act as the animating woodwose directs; it takes a woodwose one full round to animate a woodwere and another full round to return a roused woodwere to its original state as a dormant tree).
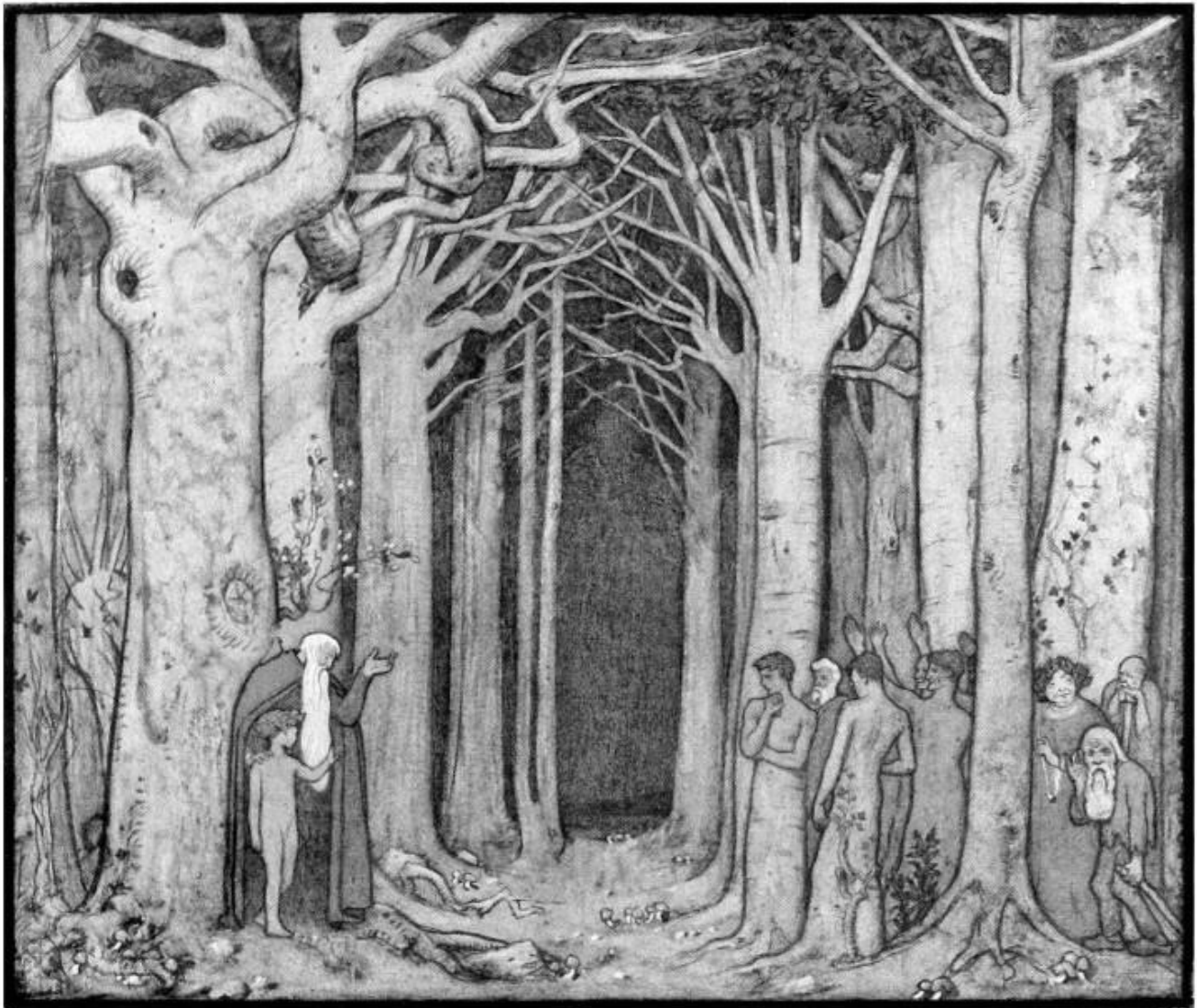
VI • HUMANOIDS and Giants

HUMANOIDS ARE almost self-explanatory: humans and all of their close relatives, whether they are human-shaped or only semi-human in appearance, are grouped here. Giants are included as well, since they are fundamentally the same as other humanoids and only distinguished by their great size.

Humanoids may be Lawful, Neutral, or Chaotic in alignment. This can be considered a measure of a given race's "humanity", with naturally-evolved humans being the paradigm for Law; demi-humans with a magical origin being Neutral; and barbaric beast-men and troll-kin being Chaotic. Neutral species are very often the result of a mingling of human and fae bloodlines, and these races have a subtype of "Faerie". Likewise, those species which carry the taint of Chaos in their blood have the subtype "Shadow".

The sole unifying trait for humanoids is that they are all mortal races with finite lifespans and few, if any, magical powers. Indeed, most humanoids can only use magic by becoming mages (and any Lawful humanoids who do so become Neutral in alignment). The lack of significant special abilities means that most humanoid races are playable as characters. Ergo, this section will include notes for running characters belonging to races deemed suitable for play.

HUMANOIDS (BY NAME)

Arachne	Gigas	Naga
Beastman	Goblin	Ogre
Caveman	Jotun, Stone	Pegataur
Centaur	Harpy	Sasquatch
Cyclops	Hobgoblin	Scylla
Draug	Human	Titan, Cloud
Dwarf	Kinnara	Troglodyte
Elf	Merrow	Troll
Ettin	Minotaur	Troll Mage (Risi)
Faun	Moleman	Wilder
Fay	Morlock	Yeti

HUMANOIDS (BY HIT DICE)

Beastman (½ to 3+1)	Scylla (1+1)	Yeti (4+4**)
Human (½ to 8)	Kinnara (1+2)	Pegataur (5*)
Dwarf (¾)	Caveman (2)	Sasquatch (5*)
Hobgoblin (1)	Centaur (2)	Troll Mage/Risi (5+2***)
Merrow (1)	Naga (2)	Minotaur (6)
Moleman (1)	Wilder (2)	Ettin (6+3)
Morlock (1)	Troglodyte (2*)	Gigas, Hill (8+2)
Elf/Fay (1*)	Arachne (3*)	Gigas, Two-Headed (10)
Goblin (1*)	Harpy (3*)	Cyclops (13*)
Faun (1+1)	Draug (3**)	Jotun, Stone (15)
Ogre (1+1)	Troll (4+1)	Titan, Cloud (20****)

Arachne
Neutral Humanoid (Faerie)

No. Enc.: 1d3 (1d6)	Hit Dice: 3* (12 hp)
Armor Class: 8	Attacks: 1 claw or bite or weapon
Move: 50' (150')	Damage: 1d4 or 1+poison or by weapon

Arachnes are a race of centaur-like humanoids with lower bodies shaped like huge spiders and upper bodies that resemble fays or sidhe. It is widely held that the arachnes are in fact a magical combination of black widow spider and fay, created long ago by some extremely powerful transformation magic. They are a reclusive and introverted species, rarely leaving the caves and forests that they

call home. Since their appearance can be startling to humans, they are overly cautious about being seen; but they are not particularly hostile or aggressive. Most arachnes simply wish to left alone; but they are friendly to other demi-humans, especially fays.

Notes: *Webs* (thrice per day, an arachne can shoot a mass of webbing; the effect is similar to an Entanglement spell or a Super Adhesive preparation), *Venom* (an arachne's bite causes little damage, but it delivers a poison which renders the target dulled and sluggish — the target must save or be slowed, i.e. limited to 2 moves per round, always losing the initiative, and unable to take parting shots or make counter-attacks, for 3d6 rounds), *Wall-Crawler* (an arachne can climb sheer walls and ceilings with ease).

Beastmen
Chaotic Humanoids (Shadow)

Type	No. Enc.	AC	MV	HD (hp)	AT	DG
Sapper	4d4 (6d10)	8	30' (90')	½ (2)	1	By weapon†
Scout	2d8 (6d10)	7	30' (90')	¾ (3)	1	By weapon
Fodder	2d4 (6d10)	7	40' (120')	1 (4)	1	By weapon
Warrior	1d6 (4d6)	7	30' (90')	1+1 (5)	1	By weapon
Knight	1d6 (3d6)	6	30' (90')	2 (8)	1	As fighter
Assassin	2d4 (6d6)	6	20' (60')*	2+1 (9)	1	As fighter
Marine	4d4 (4d10)	6	40' (120')*	2+2 (10)	1	As fighter
Élite	2d8 (5d4)	6	30' (90')	3+1 (13)	1	As fighter

* Movement rates listed above are base land speeds. Assassin and marine gnolls also have a swim speed which is twice their land speed, i.e. 40' (120') for assassins and 80' (160') for marines.
† Sapper gnolls can only wield smaller weapons useable by dwarfs.

Beastmen (also called "gnolls" or "gnoles") are an entire genus of degenerate and corrupted humanoids, created ages ago by Chaotic powers. Whenever a Dark Lord or a Duke of Hell summons forth a horde of inhuman minions to serve as his army of wanton and gratuitous destruction, beastmen are the monstrous soldiers which fill the ranks of that army. It is difficult to speak of any one species of gnoll, since, being creations of Chaos, there is tremendous variation among them. No two individual beastmen are exactly alike in appearance; rather, they are always a motley and chimerical blend of sundry vicious animals, patched together into a more or less humanoid shape. They are called "gnolls" because (according to the earliest legends) they are a mongrel blend of men, beasts, and trolls — with trollish blood making up the largest part of their ancestry.

Beastmen have little intelligence and hardly any willpower of their own. When a Dark Lord or other malevolent entity exists in the world to drive them ahead with his evil will, the beastmen are a formidable fighting force, demonstrating enough intelligence to form ranks, follow orders, and speak in the language of Shadow; but if that dark power is cast down, the beastmen scatter off into little tribes in the dark corners and deep places of the world. Then they have no language, no culture, and no ambition to do anything other than survive until the next time evil calls them forth.

Notes: *Dark Will* (as part of an army, or in the presence of a tribal chieftain, beastmen have morale 8; if their army disbands or their chieftain is slain, they become more of a disorganized rabble and have morale 6), *No Love of Light* (beastmen despise the sun — its light makes them nauseous and weak in the knees — and so, when they are forced to fight in broad daylight, most beastmen are −1 on their attack rolls), *Friend of Shadow* (beastmen have exceptionally well-developed eyesight for seeing in the dark, even compared to other monsters; they can see out to 90' in perfect darkness).

trained troops of a beastman army, they are morale 10 in the presence of a chief or a leader, morale 8 otherwise. Warrior gnolls can also be trained to fight in sunlight at no penalty (but only as part of an organized army). A lair of gnoll warriors will have a chief with 5 HD, fighter weapon damage, and crit range 1–2; plus 1d4 bodyguards with 4 HD each. There is a 1 in 4 chance that a warrior chief will have a draug among his bodyguards.

Knight: Imagine standing on a field of battle and seeing a tall creature bearing down on you, armored; like a huge man, but with the head of a goat, horned and bearded; devilry in its eyes, blood staining its teeth. Gnoll knights (sometimes called "gnollocs") are the shock-troops of the armies of Chaos. As with gnoll warriors, they are +2 to morale (10 with a chieftain or officer present, 8 without) and can ignore the penalty for fighting in sunlight when they are part of an army. For every 20 gnollocs encountered, one will be a knight-captain (a "*flind*" in their language) with 3 HD.

Assassin: Whereas most beastmen are vaguely mammalian in appearance, gnoll assassins are decidedly reptilian. These "lizard-men" are stealthy hunters and killers, the "ninja warriors" of the forces of Chaos. Gnoll assassins are semi-aquatic, moving at a speed of 40' (120') when swimming and having a strong preference for ambush from water or swampland, where they have a very easy time concealing themselves (4 in 6 chance to surprise).

Marine: Marine gnolls are a fully aquatic sub-species which combines a humanoid form with the features of sharks, lobsters, and other sea-life in a grotesque combination known as a "sahuagin". These creatures have a swim speed of 80' (160') and like to keep company with sharks. A given band of sahuagin is always led by a 4 HD elder, and for every 10 individuals in the group, one is a 3 HD bodyguard.

Élite: The gnoll élite are the mightiest of the beastmen; they might have been dubbed "beastlords" if not for the fact that Chaos sometimes sways stronger species (like minotaurs) over to its side. Huge, hairy, and bearlike in form, "buggebear" is the common name by which these horrors are known. Gnoll élites are constantly surrounded by an aura of supernatural shadow which makes them difficult to see; they are not particularly guileful or stealthy, but they always enjoy a 3 in 6 chance to surprise foes whenever they are encountered.

Beastman Characters: Player character gnolls are to be discouraged; the entire genus is supernaturally evil and hated everywhere. Still, some referees may wish to create advanced gnoll villains.
 • Ratling sappers and mongrel scouts favor the expert class. They must always arrange their stats in this strict order, from highest to lowest: Dex, Int, Str, Cha.
 • All other beastmen favor the fighter class. They must arrange their stats, from highest to lowest, as: Str, Dex, Int, Cha.
 • Beastman characters are usually fighter/experts ("barbarians"); mage and tech combination classes are very rare among beastmen, but possible. They may advance to 8th level.

Sapper: Gnoll sappers are small, clever, and vicious. They look like dwarf-sized humanoids with spindly limbs, ratlike faces and tails, and scaly skin of rusty red. They like setting traps and ambushes. A lair of "ratlings" (as they are sometimes called) is apt to have 10–60 normal individuals, plus a 2 HD chief and 1d6 1+1 HD bodyguards. Note that gnoll sappers can only wield small weapons, the same as dwarfs.

Scout: Gnoll scouts stand around 4' tall and have the features of mongrel dogs and other pack-animals. They love wolves; there is a 20% chance that when gnoll scouts are met outdoors, 1 in 4 is mounted on a dire wolf. In a lair, the scouts will be led by a 3 HD boss who deals weapon damage as a fighter and who has 2d6 2 HD bodyguards.

Fodder: Fodder gnolls make up the bulk of a beastman army; poorly trained and equipped, they are the downtrodden swine of the beastmen. And, not coincidentally, that's just what the fodder caste looks like—swine. Although they carry an odd mix of animal features, like all gnolls, this category resembles pigmen more than anything else, with porcine snouts, beady eyes, and grossly bulging bellies. When encountered in battle, a unit is usually led by a 2 HD officer who deals weapon damage as a fighter. In a lair, fodder gnolls are led by a chieftain with 4 HD, fighter weapon damage, and crit range 1–2; and for every 20 individuals in the tribe, there is a 1 in 6 chance that a troll will be present (and a 1 in 10 chance that the troll will be an ettin instead).

Warrior: The trained soldiers of gnoll-kind stand as tall as a full-grown man and usually have the features of wild cats or other night predators—yellow eyes, fangs, feline or lupine ears. As the

Caveman
Lawful Humanoid

No. Enc.: 1d10 (4d10)	Hit Dice: 2 (8 hp)
Armor Class: 9	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon (as fighter)

In this context, "cavemen" are not simply primitive human beings, but rather a robust cousin-species now thought to be extinct—that is to say, Neanderthals rather than Cro-Magnon. Such cavemen may still continue to exist in "lost world" areas, and they may even have a more developed language and culture than any present-day archaeological evidence would suggest. When cavemen fight, they wield primitive stone tools, but by virtue of their great strength, all

damage dice are rolled as if the cavemen were fighters. A caveman leader (there will be at least one in a given tribe or band) is exceptionally powerful and has 6 HD. Cavemen tend to be on unfriendly terms with all humans, demi-humans (especially ogres, which they seem to loathe instinctively), and beastmen. As a people, they are inflexible, tradition-bound, and above all else, extremely reluctant to trust outsiders.

Caveman Characters: Caveman characters favor Strength and disfavor Intellect. Since cavemen are technically not demi-humans, they must be single-classed as fighters, experts, or mages (but they cannot ever be techs), and they may rise as high as 10th level.

Centaur
Neutral Humanoid (Faerie)

No. Enc.: 0 (2d10)	Hit Dice: 2 (8 hp)
Armor Class: 6	Attacks: 1 kick or weapon
Move: 60' (180')	Damage: 1d6 or by weapon

Centaurs are one of the more recognizable fantasy races: the head, arms, and torso of a human being joined to the otherwise headless body and four legs of a horse. Centaurs in *Engines & Empires* are rather different from their standard portrayal, i.e. wild and boorish drunkards living a primitive lifestyle in some deep, dark faerie forest. Instead, *E&E*'s centaurs are civilized, chivalrous, aspiring to the ideals of knighthood above all else. While centaurs do not usually have nations or civilizations of their own, their communities can be found within practically any human city, with most individuals choosing to serve as knights and cavaliers. *E&E* centaurs are also smaller than their typical fantasy counterparts: their upper bodies are more elfin than human (pointy ears and all), and their lower bodies are only pony-sized, making them fit to carry a dwarf on their back, perhaps; but larger riders are not possible.

Notes: *Lance Charge* (a centaur wielding a lance can cause double damage by moving at least 20' directly towards a target before attacking).

Centaur Characters: Player character centaurs favor Strength over Dexterity. They favor the fighter class and may opt to be cavaliers (fighter/experts), paladins (fighter/mages), or, rarely, dragoons (fighter/techs), up to 8th level in any combination. Centaur characters retain their Lance Charge ability and can kick with their back hooves for 1d6 damage instead of weapon attacks. (A centaur fighter with enough levels for multiple attacks can substitute either or both for hoof attacks; when lance-charging, any multiple attacks must be directed at multiple targets along the line of movement.) Whereas most characters have an 8×8 inventory space, a centaur's is 8×12, with two extra 4×4 blocks which, when filled or exceeded, reduce the character's base MV by 10'. These several advantages are somewhat counterbalanced by the fact that centaurs will always have difficulty negotiating narrow spaces and will largely find it impossible to perform most feats of climbing, acrobatics, or precarious balance.

Wild Centaurs: If a referee does wish to include a more traditionally monstrous sort of centaur, the stats are similar to those above, except that wild centaurs have 3 or 4 hit dice, depending on whether they are the size of riding or draft horses. 3 HD centaurs deal 1d8 damage with their kick, while 4 HD centaurs deal 1d10. Neither kind of monstrous centaur can lance-charge, but they can kick and attack with a weapon both in the same round (just not at the same target). Both move at a speed of 60' (180').

Wild centaurs, of course, hate humans and other civilized races enough to attack them on sight and are often drunk on the strong wine that they prefer. However, a rare few wild centaurs have a talent for divination that civilized centaurs lack and can Augury (as the ritual) once per week, just by studying the stars.

Cyclops
Chaotic Giant

No. Enc.: 1 (1d4)	Hit Dice: 13* (52 hp)
Armor Class: 6	Attacks: 1 club
Move: 30' (90')	Damage: 3d10

The cyclops (the proper plural is "cyclopes") is a belligerent, man-eating giant known for its great size (20' tall) and the single eye which sits in the middle of its forehead. Cyclopes mostly live in very small groups or alone, sometimes in caves, keeping sheep and growing giant wine-grapes in nearby fields. They are known for being both thoughtlessly bold and extremely stupid and gullible.

Notes: *Poor Depth Perception* (cyclopes roll to hit at −2), *Throw Rocks* (a cyclops can hurl a boulder with a 70' base missile range, for 3d6 damage on a hit), *The Evil Eye* (1 cyclops in 20 is able to cast a magical curse, the details of which are left up to the referee).

Draug
Chaotic Humanoid (Shadow)

No. Enc.: 1d6 (1d10)	Hit Dice: 3** (12 hp)
Armor Class: 7	Attacks: 2 claws or 1 weapon
Move: 40' (120')	Damage: 1d3/1d3 + paralyze or by weapon

The Norse name for this species is *draugr*; in the Old English, they would be called *orcneas*. Draugs are the Shadow-realm counterparts of elves and fays, mortal descendants—or perhaps creations—of the Dark Fae Lords, the sluagh. Tales tell of the half-undead origins of the draugish race, their having been raised up from the mucks and slimes of cursed patches of earth, woven with the darkest of old magicks, and in which the corpses of elves or Light Faes had been buried and left to rot.

Draugs have a ghoulish or vampiric appearance to them, like pale elves with sharp features, their pasty white skin pulled tightly over bony, slender frames. They shun the sunlight just as trolls, gnolls, and vampires do, because it paralyzes them for as long as it touches any part of their skin. It is said that the draugs dwell in mysterious underground kingdoms, carrying on strange and cultic traditions; those draugs encountered on the surface-world are lone assassins, mercenaries, or wanderers. Because they are far more intelligent than beastmen, draugs are valued as officers and strategists in the army of a Dark Lord of Chaos.

Notes: *Trollish Blood* (draugs regenerate 1 hit point per round; but they are paralyzed by sunlight, so that a draug caught in daylight is frozen in place until sundown, and even a small reflected sunbeam will paralyze a draug for as long as the light touches its skin), *Ghoulish Touch* (a draug's claws secrete a paralytic venom, so that anyone struck must save or be paralyzed for 1d4+1 rounds, or until the condition is lifted by any effect that will cure paralysis *or* neutralize poison).

Dwarf
Neutral Humanoid (Faerie)

No. Enc.: 3d6 (5d8)	Hit Dice: ¾ (3 hp)
Armor Class: 8 (or 6)	Attacks: 1 weapon
Move: 30' (90')	Damage: by weapon (small)

Dwarfs are little people, faerie-blooded demi-humans who typically stand about 3' tall (4' is exceptional for a dwarf). Keep in mind that *Engines & Empires* dwarfs are not the *dvergar* Norse myth (cf. goblins); rather, they are inspired by English folk tales and by such fantasy races as hobbits and halflings, gnomes, leprechauns, kender, nelwyn, warrows, and any other fantastical race that might be termed "wee folk" (and which even includes dwarves as described by Terry Brooks as opposed to J.R.R. Tolkien).

Of all the faerie races, dwarfs (or "dwarrows", as they prefer to call themselves) might just be the most closely related to humans. They have little interest in magic; those few dwarfs who do study wizardry tend to develop a knack for spells that make plants grow. They are a pastoral people, close to the land: they love their farms and orchards, forests and fields. Dwarfs aspire to lead simple lives filled with simple pleasures, like good food and strong ale and a pipe of tobacco at the end of a good day's work. They like to be left alone, away from the "important" goings-on of big folk like men and elves, free to carry on as they have for generations uncounted. This does not mean that dwarfs are cowardly: far from it. They are fierce when threatened; their border-guards are the finest marksmen in the world, surpassing even the elves in that respect; and young dwarfs are particularly taken with stories of high adventure (inevitably leading a few of them to wander off the farmstead and try to make their fortunes in the world as adventurers or burglars).

Notes: *Small & Subtle* (dwarfs cannot wield large two-handed weapons, and even medium-sized weapons they must wield in two hands; but dwarfs can squeeze into small spaces like narrow tunnels; they can move unimpeded through occupied spaces on a battlefield; and large monsters, usually meaning anything with 4 HD or more, are −2 to hit dwarfs), *The Arrow That Misses* (a dwarfish proverb says, "the arrow that misses might as well have been thrown away"; dwarfs train at archery from a young age and are +1 to hit with missile weapons), *Forest Folk* (dwarfs are stealthy in the wilderness, 90% undetectable when motionless in woods).

Dwarf Characters: As described in chapter 1, dwarfs favor Dex over Str and favor the expert class; they can rise to 8th level in any expert-based combination class. Dwarf player characters retain the "Small & Subtle" feature, but not the missile to-hit bonus or near-invisibility in woods.

Elf

Neutral Humanoid (Faerie)

No. Enc.: 1d4 (2d12)	Hit Dice: 1* (4 hp)
Armor Class: 6	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

The elves described here the "alva", the sylvan elves. They are a race of mortal faerie-kind, descended from the commingled blood of huldra (High Elves) and mortal men. In other words, *Engines & Empires* elves are what other settings might call "half-elves" when half-elves are treated as a race unto themselves.

Elves can live for up to three centuries. They are considered a strange people, full of contradictions. Their long lifespans should make them wise and cautious, and yet they are bold and daring, seeking adventure for its own sake as sailors and explorers and swashbucklers. The High Elves, whom the wood elves serve, are themselves too cautious with their immortal lives to ever dare leaving their forest strongholds; but the sylvan elves go out into the wide world on their behalf, carrying out missions for the Elf Lords, hunting treasures (especially magical treasures, which are an endless source of fascination to elves), or merely seeking danger purely for the thrill of it. Elves are *bons vivants* in the extreme: lovers, carousers, and dilettantes of every profession.

Notes: *Magical Dabbler* (when elves are encountered as monsters, they cast magic as a mage equal to their hit dice — 1st level in the case of the basic 1 HD elf noted in the stat-block above), *Forest Folk* (like dwarfs, elves are a woodland people; when encountered in woods, their gray-green cloaks make them 90% invisible while they remain motionless).

Elf Characters: Elves favor Charisma over Intellect, and they favor the mage class. Thus, elves may be mage/fighters ("adventurers") or mage/experts ("bards"), up to 8th level in either case.

Ettin

Chaotic Giant

No. Enc.: 1d8 (1d8)	Hit Dice: 6+3* (hp)
Armor Class: 1	Attacks: 2 fists or 1 club
Move: 40' (120')	Damage: 1d10/1d10 or 3d8

Ettins are the greater trolls, or the lesser stone giants, depending on how you look at it. In the Elder Days, when gods walked the earth and vied with Chaos, they were opposed by the *jötnar*, the giants of stone; but the stone giants fared poorly in the ancient wars, and today they are almost as rare as dragons. But they left behind some descendants: a diminished race, still as solid as the living rock of the earth, but shrunken and benighted compared to the jotuns. In fact, ettins are little more than simple-minded hulks, 10' tall (only a third the height of a jotun!), and prone to aggression because they are too dull-witted to know any better. But they are not creatures of Shadow like the trolls are, and sunlight does not affect them.

Ettins are very strong, equally dangerous with either their bare rock-like fists or with the huge iron clubs that they wield whenever they happened to be press-ganged into a Chaotic army. Their very hide is tougher than plate armor, making ettins a veritable terror on the battlefield. Ettins are not intelligent enough to speak; they communicate only with simple grunts and growls.

Notes: *Rocky Hide* (ettins take half damage from fire and cold; but electricity and acid can damage them normally).

Faun

Neutral Humanoid (Faerie)

No. Enc.: 1d6 (5d8)	Hit Dice: 1+1 (5 hp)
Armor Class: 6	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

Fauns are the mortal cousins of satyrs and dryads; and they look very much like them, with furry goat-legs below the waist, goat-like ears, and tiny horns atop their heads. Their facial features are elfin and youthful, decidedly fae-like; and personality-wise, most fauns are extremely extroverted, even flamboyant. This outward friendliness does, however, conceal an extremely close and family-oriented culture. Fauns have a clannish, nomadic society: they live in roving bands made up of a few families, who move from place to place, settling on the edges of human cities for a time, and then moving on again when they feel that they must.

Notes: *Nimble Climber* (fauns can leap and climb like mountain-goats, negotiating even near-vertical slopes with relative ease).

Faun Characters: Fauns favor Dexterity over Intellect, so that if a player intending to run a faun character rolls a higher Intellect score than Dexterity, the scores must be switched. Fauns favor the expert class and may be expert/fighters, expert/mages, or (rarely) expert/techs up to 8th level.

Fay
Neutral Humanoid (Faerie)

No. Enc.: 1d8 (2d20)	Hit Dice: 1* (4 hp)
Armor Class: 4	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

Humans tend to regard fays as a strange, rare sub-race of elves; but fays are apt to take such a comparison as a grave insult. After all, they are the mortal children of the sidhe, the very Lords of Faerie. This does tend to give fays a somewhat conceited outlook on life: are they not, then, each and every one of them, a prince or a princess living in a foreign land for a few centuries? And sure enough, it is every fay's ambition to live like royalty. Where the elves crave excitement and adventure, fays are hedonists, seeking pleasure to an extreme that would make any Epicurean blush. Urbane, charming, and beautiful, these Fair Folk usually dwell within the largest human cities, moving among the upper ranks of society. Fays who cannot themselves afford to live lives of leisure are often hangers-on and sycophants, insinuating themselves into the lives of the rich and powerful. On occasion, of course, a fay lady or gentleman may fall down on his or her luck and be compelled to seek a fortune on the highways of adventure—but most fays are loath do this. They simply *despise* sleeping outdoors.

Notes: *Magical Dabbler* (fays are able to use magic as mages of their hit dice; common 1 HD fays count as 1st level mages), *Glamour* (fays are able to alter their appearance in minor ways using an inherent knack for illusion magic, changing their eye and hair color, or subtly shifting their facial features; the magic counts as a mage's trick, except that the duration is indefinite).

Fay Characters: Fays favor Charisma over Strength, with their favored class being mage. Fays can be mage/fighters ("duelists") or mage/experts ("enchanters") up to 8th level.

Gigas, Hill
Chaotic Giant

No. Enc.: 1d4 (1d4)	Hit Dice: 8+2 (34 hp)
Armor Class: 5	Attacks: 1 club
Move: 40' (120')	Damage: 2d8

The common hill gigas (plural: gigantes) is a huge humanoid that stands between 12' and 15' tall. They are the commonest race of true giants, ill-tempered brutes that resemble nothing so much as really tall cavemen. They are brigands and bullies, too lazy to do much for themselves, but glad to plunder whatever they can.

Notes: *Throw Rocks* (a hill gigas can throw boulders with a 30' missile range for 3d6 damage on a hit).
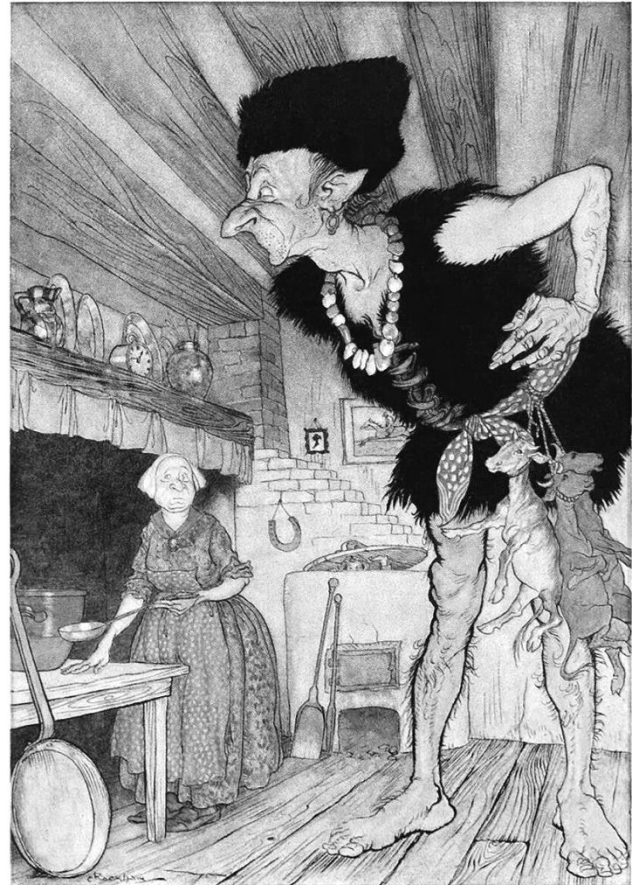
Gigas, Two-Headed
Chaotic Giant

No. Enc.: 1d2 (1d4)	Hit Dice: 10 (40 hp)
Armor Class: 4	Attacks: left club/right club
Move: 40' (120')	Damage: 2d8/3d6

The two-headed gigas is exactly what it sounds like: a giant with two heads, each with its own independent thoughts and personality. They're bigger, tougher, and even a little smarter than ordinary gigantes; but two heads are *not* always better than one, given how easily a two-headed gigas can distract itself with arguments between its heads. When a two-headed gigas fights, each arm wields a club; the right arm does more damage because it's dominant.

Notes: *Extra Set of Eyes* (two-headed gigantes are only ever surprised when a 1 is rolled on the surprise die).

Goblin
Neutral Humanoid (Faerie)

No. Enc.: 1d6 (5d8)	Hit Dice: 1* (4 hp)
Armor Class: 5	Attacks: 1 weapon
Move: 20' (60')	Damage: by weapon

Goblins are a race of smaller faerie-folk, standing between 4' and 5' in height, with skin tones ranging from ruddy, earthen shades to pale green or olive. Their facial features are comical and exaggerated, with large noses and sharply pointed ears. Male goblins like to wear their hair in elaborate braids and often keep full, tufty beards.

Goblins prefer to dwell underneath great mountains, in elaborate subterranean complexes that combine palaces, halls, and vaults

with vast metalworks, smithies, and deep mines. Goblin society is both clan-based and plutocratic, with rulership of a mountain-holt falling to the clan elder of the demonstrably wealthiest clan. This also makes goblin society somewhat Machiavellian and difficult to navigate, full of politics and intrigues and legal battles, and not-infrequent assassinations. Those goblins who do not concern themselves with politics will surely find other ways to help their family amass wealth: as miners, smiths, artisans, or engineers. Goblins are a clever species with a great love of technology, and a great many of the inventions now spreading across the face of the world were originally theirs. That said, goblins are still a faerie breed, and they do not shun magic—rather, they use it to augment the wondrous fruits of their forges and smithies.

Notes: *Minds of Metal and Wheels* (goblins are gifted tinkers and can use technology as a tech with a level equal to their hit dice; the common 1 HD goblin counts as a 1st level tech), *Underground Eyes* (goblins cannot see in perfect darkness, but their eyes adjust quickly to dim light; they are never blinded by the sudden appearance or loss of a bright light-source), *Tunnel Sense* (goblins are used to tunnels; they can detect subtle slopes and intuit their depth under the ground; further, any path that a goblin has ever trod, they can always retrace from memory, making it very difficult for a goblin to become lost in a maze).

Goblin Characters: Player character goblins favor Intellect over Charisma. Goblins favor the fighter class and can be fighter/techs, fighter/experts, or fighter/mages up to 8th level.

Jotun, Stone
Chaotic Giant

No. Enc.: 1d4 (1d20)	Hit Dice: 15 (60 hp)
Armor Class: 1	Attacks: 1 weapon
Move: 50' (150')	Damage: 5d10

The stone jotuns are among the oldest races in the world—some say that they are the *first* race, even older than the dragons. There are so few jotuns left in the world today that they are considered all but extinct; those that remain are believed to be storehouses of ancient wisdom, or secret knowledge handed down from the very gods themselves. Consequentially, the search for a living jotun hiding the world somewhere is something of a "holy grail" quest for scholars and sages. But the truth of the matter is, no one can really know what the stone giants are like, or if they would be friendly if they were found. The odds are, any jotuns still living in some out-of-the-way mountain range are apt to feel besieged on all sides and unlikely to trust anyone at all.

Notes: *Throw Rocks* (stone giants can hurl boulders with a 100' missile range for 4d6 damage on a hit).

Harpy
Chaotic Humanoid (Shadow)

No. Enc.: 1d6 (2d4)	Hit Dice: 3* (12 hp)
Armor Class: 8	Attacks: claw/claw/weapon + song
Move: 20' (60')	Damage: 1d4/1d4/1d6 + special
· Fly: 50' (150')	

Harpies are a grotesque species that look like a combination of bird and woman, filthy and ugly humanoid upper bodies attached to the wings and legs of carrion-birds. They are a Shadow race, close kin to beastmen; and being all female, it is usually by beastmen that they propagate their kind. Harpies are raiders and plunderers, seizing whatever loot they can from villages or travelers. They positively *loathe* kinnaras, and the feeling is mutual.

Notes: *Siren Song* (just like a siren or lorelei, cf. pg. 156, anyone within Near range who hears a harpy sing must save or be affected as if by False Friend spell).

Hobgoblin
Chaotic Humanoid (Shadow)

No. Enc.: 1d8 (5d8)	Hit Dice: 1 (4 hp)
Armor Class: 6	Attacks: 1 weapon
Move: 20' (60')	Damage: by weapon (small)

Hobgoblins are deep-dwelling, mutant goblins who have delved too deeply underground or become lost and gone mad from isolation. Something about the Deep-Under affects these mad goblins in a peculiar way, changing them (perhaps via some kind of magical radiation) so that their skin becomes like rock and their minds become warped and twisted. They wander the tunnels of the Deep-Under, scavenging fungi and small slimy things, dreaming up mad inventions and infernal machines—and goodness only knows what might be whispering those thoughts into their heads.

Notes: *Small & Subtle* (hobgoblins are stunted compared to normal goblins, dwarf-sized; this means that they can only wield the smaller sorts of weapons, like dwarfs; but their AC is 2 points better vs. attacks from large monsters), *Deep Dweller* (hobgoblins can see in perfect darkness out to 120'; but artificial light of any sort makes them −1 on attack rolls, and sunlight blinds them).

Hobgoblin Characters: Hobgoblins do not make good player characters; but it is possible for the referee to build advanced hobgoblins using the rules for PCs. Hobgoblins favor Dex over Str and Int over Cha (if either stat from either pair is higher than its opposite, the scores must be switched), and they can be engineers (tech/experts) or sappers (tech/fighters) up to 8th level.

Humans
Stats for humans come in a broad variety, ranging from the lowly "normal human NPC" for townsfolk and other non-combatants, to bandits, guardsmen, pirates, nobles, and others.

Lawful Humanoids

Type	No. Enc.	AC	MV	HD (hp)	AT	DG
Normal	1d4 (3d20)	10	40' (120')	½ (2)	1	By weapon
Rogue	1d8 (4d10)	8	40' (120')	¾ (3)	1	By weapon
Soldier	1d10 (6d10)	6	30' (90')	1 (4)	1	By weapon
Veteran	1d6 (3d10)	4	30' (90')	1+1 (5)	1	As fighter
Noble	1d2 (2d6)	2	20' (60')	3 to 8	1	As fighter

Normal Humans: This entry describes common people, towns-folk and tradesmen and farmers. They are, for the most part, non-combatants, people who do not seek adventure and mainly concern themselves with making a living. A child or a cripple might have 1 hit point; most people will have 2 or 3; a very tough individual, like a blacksmith or the town bully, will have 4 (the same as a 1st level mage or tech).

Rogues: This category encompasses highwaymen, brigands, street-thieves, pirates and buccaneers, dervishes (i.e. desert raiders), and also well-traveled peddlers, traders, minstrels, wandering scholars, and so forth—basically, 0th level experts. Just like experts, these characters can score a critical hit on an attack roll of "2".

Groups of rogues (e.g. thieves' guilds, bandit camps, fleets of pirate ships) tend to be organized hierarchically. For every 30 men in a band, there will be a leader (bandit chief, pirate captain) of at least 4th level in a PC class. For every 3 leaders, there will also be an 8th level boss (bandit king, pirate commodore).

Soldiers: These are able-bodied fighting men: infantry soldiers, men-at-arms, tribal warriors, etc. 0th level fighters, in other words. Soldiers are even more strictly hierarchical than rogues: every 20 soldiers has a 2nd level lieutenant leading them; every 40 soldiers also has a 4th level captain; every 50 soldiers will have a 5th level major over them; and every 4 majors will be led by a 7th level colonel, with every 4 colonels being led by a 9th level general. All of these officers are, of course, human fighters.

Veterans: This category represents elite soldiers with special status or training: dragoons or cavaliers, Viking berserkers, tribal spirit-warriors, etc. They deal weapon damage as fighters *and* have the ability of rogues and experts to critically hit on 1–2. Veterans are usually attached to groups of normal soldiers.

Nobles: These are upper-class humans with combat training. This includes gentlemen, country squires, knights, earls/barons, counts, dukes, and royals, any of whom might have taken up arms and learned to be a great swordsman without actually belonging to the fighter class. Traveling nobles are nearly always accompanied by a large retinue of guards and servants, most of whom will be 2nd to 7th level humans with a PC class.

Kinnara

Neutral Humanoid (Faerie)

No. Enc.: 1d4 (3d10)	Hit Dice: 1+2 (6 hp)
Armor Class: 7	Attacks: 2 claws or 1 weapon
Move: 40' (120')	Damage: 1d3/1d3 or by weapon
· Fly: 50' (150')	

Like the nagas, the kinnaras derive their name from the mythology of Southeast Asia, where *kinnara* signifies a male of the species, and females are called *kinnari/kinnaree*. (In Western-flavored settings, a more appropriate name for this species might be "sylphs", i.e. sky fairies.) Kinnaras are similar to harpies, in that they are half human and half bird in appearance, with feathers starting at the waistline and bird-like legs below, and the wings of ospreys on their backs. The birdfolk (as kinnaras are sometimes called) are a friendly race of demi-humans, but cautious and contemplative, with an aloofness about them that others can easily mistake for arrogance. Their facial features are sharp and elflike, and (quite unlike harpies) they

are able to walk fully upright when standing on the ground. They like to make their homes within tall cliffs or among high mountaintops, where they delve rooms and halls a short way into the solid rock. Kinnaras ardently desire the solitude that these high places afford them, for they love peace and freedom and open skies; but they are also a warrior people, and they will defend their homes with startling ferocity.

Notes: *Dive Bomb* (if a kinnara wielding a lance, pike, or spear can dive at least 20' down from above while flying and attacking, a hit causes double damage; but the kinnara must end his movement in mêlée with the target after making the attack).

Kinnara Characters: Kinnaras favor Dexterity over Strength—but they favor the fighter class and may be fighter/experts ("paratroopers"), or fighter/techs ("bombardiers"), or fighter/mages (poetically known as "stormbringers") up to 8th level. Counterbalancing the major advantage that flight provides (when there aren't any dungeon-ceilings overhead, anyway), kinnara PCs must be aware that the same hollow bones that make flight possible also make the birdfolk a fragile race who die at 5 wound levels rather than 6 (but who must still "roll the bones" on 3d6—which more than *triples* the chance that a wounding blow will be instantly fatal).

Merrow

Neutral Humanoid (Faerie)

No. Enc.: 0 (1d20)	Hit Dice: 1 (4 hp)
Armor Class: 7	Attacks: 1 weapon
Move: 20' (60')	Damage: by weapon
· Swim: 60' (180')	

The merrows are the merfolk (sometimes simply called "the mer"), a faerie people who appear like humans or elves from the waist up, but with long serpentine fishtails below. With few exceptions, merrows have hair in some shade of sea-green, and eyes to match; and their tails, covered in fins and scales (despite the fact that they are a mammalian species), come in a variety of colors, ranging from the common silver or green to wildly exotic tropical hues.

As demi-humans go, merrows are among the most similar to humans in terms of their societies, personalities, and tendency toward broad variation around the world. Little can truly be called "universal" of merrows, except for a few key details: merrows are highly charismatic, both attractive and outgoing; they love music, especially singing; but, compared to humans, they tend to be more than a little vain and self-centered. Any merrows that humans encounter on land are going to be adventurers, bolder and more daring than most others of their kind.

Merrows live under the sea in shallow areas near coasts. They usually trade with nearby human settlements, exchanging the fish that they hunt or herd (or the odd sunken treasure) for things they cannot make, like metal tools and weapons. Their leaders can have up to 4 HD. Merrows are able to breathe both water and air with equal ease: they are truly amphibious and can live on land for any length of time, as long as they can drink twice as much water as a human must. They move about on land by balancing upright on their sea-serpent-like tails and "slithering"—an awkward style of locomotion that some merrows take to better than others. Merrows get along well with nereids and revere them as priestesses or oracles; and they regard sirens as protectors of their territory.

Merrow Characters: Merrows favor Charisma over Dexterity. They favor the expert class and may be expert/mages ("bards"), expert/fighters ("swashbucklers"), or expert/techs (known among the merfolk as "antediluvians", i.e. scholars who scavenge ancient, advanced technologies from sunken ruins). Ordinarily, a merrow on land moves at a speed of 20'; but they may select as one of their secondary skills "Land Lubber", which grants to the merrow familiarity with surface-world customs and confers exceptional skill at "tail-walking", so that the merrow's land MV becomes 30' (90').

Minotaur
Neutral Humanoid (Monstrous)

No. Enc.: 1d6 (1d8)	Hit Dice: 6 (24hp)
Armor Class: 7	Attacks: 1 gore/1 bite or 1 weapon
Move: 40' (120')	Damage: 1d8/1d8 or 3d6

A minotaur is a large humanoid (about 8' tall) with the head, hide, and stubbornness of a bull. A rare few minotaurs are civilized, but most are savage and will gladly eat human flesh. They fight with huge axes or mauls, and they usually live in tunnels or labyrinths.

Notes: *Bull Rush* (if a minotaur moves at least 20' directly at his target before attacking with a gore/bite routine, a hit with the gore attack causes double damage), *Labyrinth Lord* (a minotaur cannot become lost in a maze).

Moleman
Neutral Humanoid

No. Enc.: 1d8 (1d8)	Hit Dice: 1 (4 hp)
Armor Class: 10	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

Molemen are albino humans dwelling in "lost civilizations" deep beneath the earth. They tend to have queer customs and are likely hostile to explorers. (For the ur-example, look to the 1956 B-movie *The Mole People*—or better yet, the *MST3K* episode that mocks it—about a race of underground-dwelling albino Sumerians.)

Notes: *Deep Dweller* (molemen can see in the dark out to a distance of 90'; but bright artificial light-sources make them −1 on attack rolls, and full sunlight blinds and terrifies them).

Moleman Characters: Molemen are a human sub-species. They can belong to any one class and advance up to 10th level.

Morlock
Chaotic Humanoid (Shadow)

No. Enc.: 1d12 (5d10)	Hit Dice: 1 (4 hp)
Armor Class: 9	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

Morlocks are an even more degenerated version of molemen. They are albino, savage, and carnivorous, even eating the flesh of other humanoids. They only venture onto the surface at night, to hunt; they use only crude tools and scavenged weapons.

Notes: *Deep Dweller* (morlocks can see in the dark out to 90'; if caught in sunlight, they roll attacks at −2).

Naga
Neutral Humanoid (Faerie)

No. Enc.: 1d4 (2d10)	Hit Dice: 2 (8 hp)
Armor Class: 7	Attacks: 1 tail or bite or weapon
Move/Swim/Climb: 40' (120')	Damage: 1d3+spec. or 1+pois. or by weapon

Nagas are a faerie race closely related to merrows and scyllas. They are similar to merfolk in appearance, except that their lower halves are those of great snakes rather than sea-serpents or octopuses. (As with kinnara, a "naga" is technically a male of the species; females are called *nagi* or *nagini*.) Nagas are said to live in remote forest or mountain regions, where they study both magic and martial arts in order to perfect themselves as warrior-scholars. A human fighter seeking to walk the Eightfold Path (pg. 38) could do worse than to seek out a naga *sifu*.

Notes: *Constrict* (if a naga hits with his tail-slap, he automatically grabs ahold of his target and squeezes, dealing 1d3 damage each round until the target can make a saving throw and wriggle free), *Venom* (a naga's bite carries with it a weak poison that deals 1d6 points of damage one turn later, save for half), *One Snake, Two Snake, Tree Snake, Sea Snake* (nagas are very good at climbing and at swimming; neither activity inhibits their movement speed).

Naga Characters: Nagas favor Intellect over Dexterity. Their favored class is fighter, and they are almost always fighter/mages ("monks"), only rarely fighter/experts ("ninjas"), and they cannot be techs. Unlike most other demi-humans, nagas can learn martial arts at no penalty.

Ogre
Neutral Humanoid (Faerie)

No. Enc.: 2d4 (10d6)	Hit Dice: 1+1 (5 hp)
Armor Class: 8	Attacks: 1 weapon
Move: 40' (120')	Damage: by weapon

Ogres are barbarian humanoids, a bit taller and stronger than men, with green skin, lower canines that stick out like tusks, and slightly piggish-looking noses. In their own tongue, they are called the *ûrkō* —"ogre" is a corrupted pronunciation of this word. Ogres are distantly related to goblins, and the two races are sometimes callously grouped together as "Greenskins" by humans and demi-humans of a certain ilk who cannot imagine calling them "Fair Folk".

Ogres have a tribal and nomadic society built around following the game that they hunt across the tundras and steppes. Each tribe is named for a totem animal-spirit (bear tribe, wolf tribe, etc.) and is divided into clans led by a clan-chief and a shaman. History is

replete with instances of ogre tribes coming together to form a war-horde and attack human civilization; but the history books (written by humans, of course) tend to exaggerate their scope and intent. Ogre raids are of the ordinary sort, i.e. motivated by resources or territory or politics, a far cry from the depredations of a gnoll army under the sway of a Demon Lord.

Of course, times change, and in this day and age, there may be more ogres living in the slums of industrial, coal-choked cities than on the steppes. These city-ogres have a rough time of it, barely able to get work in the factories, never mind anything better. Most are relegated to menial work: dock-hands, bouncers, or hired muscle — for a noble or a gentleman in need of bodyguards if they're lucky; and for a criminal syndicate if they aren't.

Ogre Characters: Ogres are common enough that they're practically the fifth standard PC race; they only reason they don't appear in chapter 1 of this book is plain old tradition (a basic RPG is expected to have four human classes and three demi-human: one elfy, one dwarfy, and one hobbity). Ogres, of course, favor Strength over Intellect, and their favored class is fighter. Thus, the archetypical ogre hero is a fighter/expert combination known as a "barbarian warrior" or a "berserker"; almost as common is the ogre fighter/mage or "shaman". The least likely ogre hero is a "machinist", an ogre fighter/tech who comes from a city and aims to escape the poverty of the industrial proletariat. Ogres can reach 8th level.

Pegataur
Neutral Humanoid (Faerie)

No. Enc.: 0 (2d10)	Hit Dice: 5* (20 hp)
Armor Class: 6	Attacks: 2 claws/1 weapon
Move: 60' (180')	Damage: 1d6/1d6/by weapon
· Fly: 120' (360')	

A pegataur is a winged centaur, a formidable and highly magical race. ("Pegataur" is merely a clever name for the species; they are actually a hybrid of centaurs and kinnaras, and completely unrelated to pegasi.) Their hind legs end in hooves like those of a centaur, but their forelegs have bird-like talons (like those of a kinnara, but bigger), which they can use to attack from the air and still swing a weapon at the same time. Pegataurs are a reclusive and aloof race, but they have been known to hire themselves out as mercenary air-troops when the price is right and the cause is deemed worthy.

Notes: *Dive Bomb* (if a pegataur can dive down from the air onto an enemy from a height of at least 20' while wielding a lance, pike, or spear, a hit causes double damage, but the pegataur must land and end their movement in mêlée with the target that round), *Lance Charge* (a pegataur on the ground can cause double damage with a lance, just like a centaur, if they move 20' directly at their target before attacking), *Snatch* (if a pegataur hits with both claws while swooping out of the air, a man-sized or smaller target must save or else be picked up in the pegataur's talons), *Magical Dabbler* (pegatuars use magic as mages with 4 fewer levels than they have hit dice, i.e. a 5 HD pegataur is also a 1st level mage, a 6 HD pegataur would be a 2nd level mage, etc.).

Sasquatch
Neutral Humanoid (Monstrous)

No. Enc.: 0 (1d10)	Hit Dice: 5* (20 hp)
Armor Class: 7	Attacks: 2 fists or 1 boulder
Move: 50' (150')	Damage: 2d4/2d4 or 2d8

Sasquatches, also known as bigfoots, are shy, apelike hominids that dwell in forests or mountains. They are omnivorous and usually only aggressive if threatened or if their lairs are invaded. While not particularly intelligent, sasquatches are good at going unseen.

Notes: *Stealthy* (sasquatches have a 4 in 6 chance to surprise an opponent when outdoors), *Big Hug* (if a sasquatch hits a foe with both fists, it automatically squeezes for an extra 4d6 damage), *Hurl Boulder* (sasquatches can throw rocks with a 20' missile range).

Scylla
Neutral Humanoid (Faerie)

No. Enc.: 1d6 (4d6)	Hit Dice: 1+1 (5 hp)
Armor Class: 6	Attacks: 1 weapon or tentacles
Move: 30' (90')	Damage: by weapon or 1d3+special
· Swim: 50' (150')	

Scyllas are the deep-ocean cousins of merfolk. Where the merrows look like elves above the waist (albeit with sea-green hair and gills in their necks) with the tails of sea-serpents below, scyllas look like fays above waist — pale white skin, solid black eyes tinted purple or pink, the same black hair and long pointed ears — and large octopuses below. Scyllas prefer the darker, colder waters just over the edge of the continental shelf; it is extremely rare for a scylla to ever venture up to the surface for any reason, never mind dry land. The truth is, little is known about them: they keep to themselves, even interacting with merrows only rarely.

Notes: *Tentacle Crush* (if a scylla hits with her tentacles, she can try to hang on and continue to crush the target for 1d3 automatic damage each round, until the target can roll a save and get free), *Ink and Jet* (just like a normal octopus, a scylla can release a cloud of opaque ink that spreads out to 20' across and, also in that same round, swim rapidly away at triple speed for the one round; this can be done once per day), *Denizen of the Deep* (scyllas are −1 on to-hit rolls in bright light, including sunlight).

Scylla Characters: Scyllas favor Intellect over Charisma; their favored class is fighter. Thus, scyllas can be fighter/mages, fighter/experts, or fighter/techs up to 8th level, with the fighter/mage being the preferred choice. Like merrows, scyllas can take one of their secondary skills to be "Land Lubber", which both imparts a degree of familiarity with surface-world customs and negates their aversion to bright light.

Titan, Cloud
Lawful Giant (Planar)

No. Enc.: 1 (1d3)	Hit Dice: 20**** (80 hp)
Armor Class: 2	Attacks: 1 weapon
Move: 70' (210')	Damage: 9d6

Cloud titans are the greatest of all the giants, 50' tall and perfectly formed, like the most beautiful humans imaginable. These mighty beings straddle the line between mortality and divinity: in fact, it is the cloud titans who inspired early civilizations of humans to worship "sky gods" like the Olympian deities of myth. Titans dwell in airborne castles in the clouds, these days caring little for the affairs of humble ground-dwellers and interacting with the word as little as they can. The truth is, for all their power, they fear what mortals on the ground may one day become, especially if their technology advances beyond steam-powered airships — and though they might live for a thousand years and more, titans are not true immortals.

That said, titans are not truly hostile to humans. They have decided to hide themselves away in heavens of their own making and not to interfere, precisely because they have a certain affection for men (whose civilizations they credit themselves with founding).

Notes: *Power of the Gods* (titans count as 20th level mages for the purpose of calculating how much mana they have and determining the scaling effects of their spells and rituals), *Hurl Thunderbolts* (a titan can conjure a blast of lightning and throw it with a 150' base range; a hit causes 10d8 damage, save for half).

Troglodyte

Neutral Humanoid (Monstrous)

No. Enc.: 1d8 (5d8)	Hit Dice: 2* (8 hp)
Armor Class: 6	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d4/1d4/1d4

The word "troglodyte" properly refers to a caveman: a primitive or atavistic throwback. Gaming tradition has decided, however, that troglodytes are smelly lizard-people. For just this once, *E&E* will go ahead and side with tradition over folkloric accuracy.

Troglodytes (who, if their hissing language could be rendered in common speech, would call themselves "silurians") are a race of reptilian humanoids which have existed for millions of years; their four-legged ancestors were contemporaries of the dinosaurs. This draws a sharp distinction between troglodytes and lizardmen, the latter being beastfolk and creations of Chaos, while troglodytes are naturally evolved. Troglodytes are also distinguished by a distinctive "comb" or "frill" on their heads and by the nauseating oil they secrete.

Notes: *Chameleon Blending* (within caves, troglodytes surprise foes on a roll of 1–4 on 1d6), *Stench* (anyone within Near range of a troglodyte must save or be sickened, −2 on attacks for as long as they remain in the troglodytes' presence).

Troll

Chaotic Giant (Shadow)

No. Enc.: 1d6 (2d6)	Hit Dice: 4+1 (17 hp)
Armor Class: 4	Attacks: 1 club
Move: 30' (90')	Damage: 1d12

Trolls are one of the earliest creations of Chaos, a corrupted and degenerate kind of ettin (pg. 162), filled with hatred for other living things and cursed for all time to dwell only in darkness. Trolls are huge, lumbering brutes with dull wits and thick, elephant-like hide that weapons have some difficulty piercing. They avoid sunlight at all costs, since even a moment's exposure will instantly and quite permanently petrify a troll. They do like to hoard treasure, though:

a troll's cave nearly always has a few interesting items and 1d6 × 100 cp per troll, piled up in large sacks.

Trolls stand between 8' and 10' tall. They are closely allied with the beastmen (i.e. gnolls) which are also their blood-kin—gnolls are a magical mixture of trolls and other races, probably human, ogre, and wilder—and the two races are often found in each other's lairs.

Notes: *Petrified by Sunlight* (a troll caught in natural sunlight is immediately and permanently turned to stone; magical or artificial sunlight will not do this, but it may frighten a troll for a moment).

Troll Mage (Risi)

Chaotic Giant (Shadow)

No. Enc.: 1d4 (1d8)	Hit Dice: 5+2*** (22 hp)
Armor Class: 5	Attacks: 1 weapon
Move: 40' (120')	Damage: 1d12

Risi are the troll magicians, also sometimes called *oni* in far eastern lands. They are larger and tougher than normal trolls, with huge noses and prominent ram-like horns on their heads. They are also much smarter than ordinary trolls, and they invariably turn their wits to villainy.

Notes: *Petrified by Sunlight* (a risi caught in natural sunlight is immediately and permanently turned to stone), *Magician* (risi are able to use magic as 6th level mages; they also have a few natural magical abilities useable at will, namely the ability to turn invisible, fly, and change their shape into any creature from the size of a rat up their own 12' height), *Regeneration* (risi regenerate 3 hit points per round, excepting damage dealt by fire or acid).

Wilder

Neutral Humanoid (Monstrous)

No. Enc.: 2d6 (5d8)	Hit Dice: 2 (8 hp)
Armor Class: 7	Attacks: 1 weapon
Move: 40' (120')	Damage: 1d8

The wilder (pronounce it like German: VILL-der) are a species of wolflike humanoids with a rather poor reputation—they have been conflated down through the ages with werewolves, beastmen, and skin-changers. In fact, can be quite friendly to humans, when they are approached as allies. There is nothing cursed or supernatural about them; they are simply "wolfmen", probably created by some wizard's magic long ago, with no taint of Chaos in their blood. The wilder have nomadic society consisting of tribe-like "packs", each led by a chief.

Wilder Characters: Wilders favor Dexterity over Intellect. Their favored class is fighter; they can be fighter/mages ("shamans") or fighter/experts ("hunters") up to 8th level; but they are never techs.

Yeti

Neutral Humanoid (Monstrous)

No. Enc.: 1d6 (1d8)	Hit Dice: 4+4** (20 hp)
Armor Class: 7	Attacks: claw/claw or gaze
Move: 50' (150')	Damage: 2d4/2d4 or fear

The yeti, also known as the abominable snowman, is an arctic relative of the sasquatch. Yetis live at extreme latitudes or on the snowy caps of high mountains. They stand 9' tall, with razor-sharp claws and teeth. Their ravenous appetites make yetis aggressive hunters.

Notes: *Bear Hug* (a yeti that hits with both its fists automatically hugs the target for an extra 2d8 damage), *Snow Beast* (yetis have a 4 in 6 chance to surprise foes in snowy conditions; they are immune to cold-based attacks, but take 150% normal damage from fire- or heat-based attacks), *Icy Gaze* (a target within 30' who meets a yeti's gaze must save or be paralyzed with fear for 3 rounds).

VII • PLANAR and Elemental Spirits

THE *ENGINES & EMPIRES* game (regardless of the specific setting used) presumes a planar cosmology slightly different from that of the standard tabletop fantasy game. The physical Universe that you and I know, for all its immeasurable vastness, is merely a lone and fragile bubble of Law floating in a truly infinite Void of Chaos. The Universe is a realm of Law: things like atoms and mathematics and Newtonian physics can exist here. The Void is of Chaos: there is no time, no distance, no cause or effect; anything and everything that can possibly happen or exist *does*, all at once; therefore none of it has any real kind of "existence"—no true form, substance, meaning, or permanence—that we might understand.

The "surface" or "boundary" between these two realms is itself a completely empty dimension known as Limbo, the furthest plane that can be safely reached by any magic or science known to man. If one were to leave the physical Universe by poking a hole in the fabric of our four-dimensional spacetime, whether by means of a magical Gate or with some improbably advanced technology, the traveler would then enter the first "layer above" our Universe—the Ætheric Plane. As described previously in the section on the fae, the Ætheric Plane has two opposite "sides" or "polarities", a realm of light called Faerie and a realm of darkness called Shadow. And if our hypothetical traveler were to press on and travel into realms beyond these, everything would gradually become less real, more ephemeral, until all faded into the nothingness of Limbo.

Sages speculate that the Veil of Shadow is only really different from Faerie because it represents a sort of "weak spot" in the fabric of reality, a point from which the deleterious energies of Chaos can "leak in" from the Void. This would explain why Faerie appears to be eternally youthful and bright, while in Shadow, everything rots and decays and disappears into the darkness. Shadow is a hole in the Universe; and pure, uncut entropy is seeping in.

Demons, the commonest and perhaps most easily understood of all the planar beings, come from Chaos. Mages and philosophers have only come to realize in modern times, with the discovery of

the science of thermodynamics, just what demons really are. In the Void of Chaos, there is no time; all possibilities are made real (and unreal) at once. Demons, then, are conscious minds spontaneously sprung into being from the Void (what speculative science and sci-fi would call "Boltzmann brains"). But they are minds only, and so they remain, unless and until they can enter the ream of Shadow, where the Chaotic energies of the demon and ambient, Shadowy proto-matter or ectoplasm can give the demon a physical form. (A similar process acting on the souls of the restless dead gives rise to the undead.) So manifested, demons only appear to want one thing—destruction. They oppose Law itself, including the very existence of a Lawful realm (i.e. the physical Universe).

But this is not the whole story. Another recent science, born of observations from thermodynamics that were difficult to explain with classical physics, is quantum mechanics—which opens up the possibility of "many worlds", an infinitude of timelines all connected to a single reality. If this is true, then the physical Universe is itself actually a Multiverse, and thus yet another source of infinite possibilities. But these are possibilities of a very different sort from the incomprehensible everything-and-nothing-all-at-once of Chaos, for they are and must be constrained by physical Laws.

This, then, is the nature of godly or angelic beings: highly advanced, but ultimately physical, even biological, in origin, and hailing from distant stars within the known Universe; or perhaps from alternate Universes within the Multiverse, other timelines where they have had millions or billions of years to advance into a highly evolved state. And, of course, there is no reason that such beings must be good or helpful or have the best interests of mortal beings at heart—thus raising the spectre of highly advanced but "fallen" beings, wicked angels or gods that we might justly term "dævas" or "demiurges".

Finally, there are some planar spirits whose home plane is the Universe itself: akin to nature spirits, these beings happen to inhabit inert matter rather than living plants or animals. These are the elementals, spirits that animate the substances of classical alchemy, earth and fire and wind and water. Their intelligence ranges from practically nil to wisdom on par with any angel or demon, with the more intelligent elemental spirits known collectively as "genies".
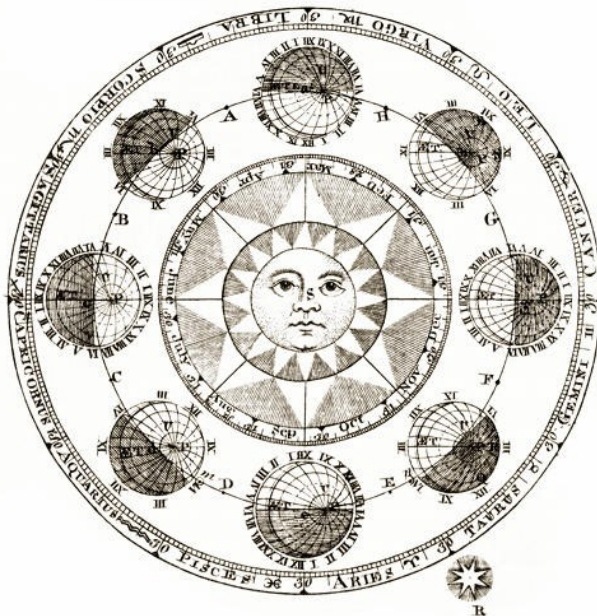
Angel—Cherub
Lawful Spirit (Planar)

No. Enc.: 1 (1)	Hit Dice: 15*** (60 hp)
Armor Class: −1	Attacks: 2 flaming sword
Move: 40' (120')	Damage: 3d10/3d10
· Fly: 120' (360')	

A cherub (pl. cherubim) is a powerful spirit of Law with a physical form that resembles a huge, majestic human surrounded by a golden aura of divine power. When the Powers of Law require direct intervention in the affairs mortals, cherubim are the spirits that carry that action out, be it a simple message, a prophetic display of the power of the gods, or a bloody vengeance.

Notes: *Invulnerable* (cherubim can only be harmed by magical attacks or by +2 and better weapons, and they regenerate 3 hp per round), *True Name* (a cherub is a spirit; it has a true name that can give its foes power over it), *Heavenly Fire* (a cherub can shift from a solid form to an ethereal state which makes it both invisible and incorporeal, or back again, at will, with one round of concentration; or it can become a roaring column of holy flame which causes 2d8 damage each round to any creature within 15' of the cherub).

Angel—Dæva
Lawful Spirit (Planar)

No. Enc.: 1d2 (1d2)	Hit Dice: 8** (32 hp)
Armor Class: 1	Attacks: 1 holy sword
Move: 40' (120')	Damage: 2d8
· Fly: 120' (360')	

Dævas could be considered "fallen" or rebellious angels; but this is because they are so slavishly devoted to the ideal of Law that they countenance no injustice, however petty or ambiguous. Thus, they are spirits of pure, karmic justice—angels of vengeance. They can peer into the soul of a mortal and know every sin ever committed by that individual, however slight; and for reasons unknown, even the most minor of sins will compel a dæva to violent action. These beings are friend to no-one, and higher orders of angels must often go to great trouble to restrain them.

Notes: *Invulnerable* (dævas can only be harmed by magic or by magical weapons, and they regenerate 1 hp per round), *True Name* (a dæva has a true name which can give its foes power over it), *The Spirit of Truth* (dævas can see through all shapeshifting and illusion and automatically know the alignment of anyone they see, as well as all past actions and present tendencies towards "evil" or "good" as the dæva understands those concepts, i.e. very strictly; however, the dæva itself is also incapable of telling lies—which makes it unlikely to willingly answer questions).

Angel—Seraph
Lawful Spirit (Planar)

No. Enc.: 1 (1)	Hit Dice: 22****** (88 hp)
Armor Class: −5	Attacks: 1 flaming sword
Move: 40' (120')	Damage: 4d8 or special
· Fly: 120' (360')	

The seraphim are the highest orders of angels, with powers that approach that of the gods themselves. Seraphs are very good and wise and extremely Lawful: they wish only to preserve humanity and all good things in the world, but they are extremely reluctant to interfere in the affairs of mortals for fear of causing more problems than they might solve. They have the power to suspend the free will of even the most hard-hearted villain, but this so strongly violates their own sense of ethics that they will only ever personally manifest in the mortal world at the uttermost end of need. On the rare occasion that a seraph does appear in physical form, it resembles a stately, impossibly beautiful human with white eagle's wings: the classic depiction of an "archangel".

Notes: *Power of the Gods* (seraphim can use magic as mages of 20th level for the purpose of calculating scaling effects and spells per day), *True Name* (seraphim have true names which can give their foes power over them), *Invulnerable* (seraphim can only be harmed by +3 or better weapons and magical attacks; they are immune to fire and regenerate 5 hp per round), *Bolt of Pure Law* (once per day, a seraph can all forth a beam of light, 5' wide and 80' long;

all creatures caught in this beam forget any and all evil thoughts and become genuinely good and selfless beings for 2d6 turns, with no saving throw allowed).

Couatl
Lawful Spirit (Planar)

No. Enc.: 1d2 (1d4)	Hit Dice: 9** (36 hp)
Armor Class: 5	Attacks: bite/tail
Fly: 60' (180')	Damage: 1d3+poison/2d4+constrict

Couatls are winged and feathered serpents that prefer to dwell in warm, jungle climates. They are often guardians of ancient tombs, especially places where evil beings or artifacts have been sealed away by the Powers of Law. Couatls are also said to have the gift of prophecy; villains may seek them out for what they guard, but heroes may do the same in search of wisdom or foreknowledge of events to come.

Notes: *See the Future* (couatls can Augury, as the ritual, but at will), *Magic* (couatls cast magic as 5th level mages), *Poison* (the bite of a couatl carries a fast-acting poison which will deal 9d6 damage, save for half, immediately), *Constrict* (a target struck by a couatl's tail is automatically grabbed and squeezed for 2d4 points of damage each round until the couatl is killed), *True Name* (couatls have true names which can give their foes power over them).

Demon, Arch-
Chaotic Spirit (Planar)

No. Enc.: 1 (1)	Hit Dice: 25***** (100 hp)
Armor Class: −5	Attacks: claw/claw/tail or rod or breath
Move: 30' (90')	Damage: 2d8/2d8/2d4+poison or death
· Fly: 90' (270')	

An arch-demon is Chaos personified, a prince of the Void. Every arch-demon is unique; the statistics given here are merely one example of the sort of "root of all evil" that might plague a campaign setting. Keep in mind that an arch-demon is not meant to be some kind of "final boss" for the player characters to face down at the end of a campaign. Even 10th level characters would not stand a chance in a direct confrontation with such a being. Rather, an arch-demon is, for all intents and purposes, the equivalent of a god of evil and can therefore only ever be defeated by indirect and extra-ordinary means.

The typical arch-demon is as hideous and terrifying in appearance as any mortal could possibly imagine: thrice the height of a man, with goat-like legs and face, ram's horns, a barbed and serpentine tail, and great bat-like wings. It is always surrounded by servile devils and lesser orders of demon-kind and undead, and it rarely leaves the safety of its fortress (probably on the plane of Shadow; or, if leading some kind of invasion into the mortal realm, in some utterly blighted and inhospitable badlands). The weapon that an arch-demon carries, a rod made from pure, solidified entropy, cannot so much as be touched by any mortal without obliterating them completely.

Notes: *Poison* (a creature struck by an arch-demon's tail must save or immediately suffer 50 points of damage from the poison, with a saving throw allowed to reduce the damage to 25), *Invulnerable* (an arch-demon can only be harmed by magic or by weapons of +3 and better; it also regenerates 6 hit points per round; and it is immune to fire, poison, sleep, and charm effects), *True Name* (even the arch-demon has a true name, which can give its foes a great power over it), *Demon Breath* (five times per day, the arch-demon can breathe a cone of necrotic energy 100' distant out to 30' wide; all creatures caught in the area must save or die), *Rod of Pure Chaos* (a mortal struck with a blow from the arch-demon's rod is slain with no saving throw allowed), *Sorcery* (the arch-demon is able to use magic as a 20th level mage for the purpose of calculating scaling effects and spells per day), *Summoning* (with 2 rounds of concentration, the arch-demon can Summon any demon to its side, as per the 2nd level ritual, at will).

Demon — Devil
Chaotic Spirit (Planar)

No. Enc.: 1 (1)	Hit Dice: 17**** (68 hp)
Armor Class: −2	Attacks: 1 sword/1 whip or 2 fists
Move: 30' (90')	Damage: 3d12/3d6 + special or 2d10/2d10
· Fly: 90' (270')	

Devils are the warlords of demon-kind, wreathed in the hellfire of the inferno and made from the very stuff of Shadow itself. A devil stands 10' tall, with gaunt limbs, bat-like wings, and horns adorning a goat- or horse-like face. Devils wade eagerly into battle carrying a sword and a whip, both made of hellfire; and an aura of hot, choking smoke swirls around them at all times. These beings normally only dwell within the Veil of Shadow, where their very presence twists their surroundings from a dark, decrepit netherworld into a blistering, torturous inferno.

Notes: *Invulnerable* (a devil can only be harmed by magic or by +2 and better weapons; it is immune to poison, charm, and sleep; it regenerates 2 hit points per round; and damage from fire actually heals it instead), *Infernal Fire* (a devil can shift from a solid form to an invisible and intangible æthereal state at will, with one round of concentration; it can also transform into a whirlwind of hot, acrid, black smoke which causes any creature within 20' of the devil to take 4d10 fire damage every round, save for half), *Fire Ball* (thrice per day, a devil can throw a 9-die Fire Ball, as the ritual, with only three rounds of casting), *True Name* (a devil has a true name which can give its foes power over it).

Demon — Fiend
Chaotic Spirit (Planar)

No. Enc.: 1d4 (1d2)	Hit Dice: 9*** (36 hp)
Armor Class: 1	Attacks: 1 weapon or 2 claws
Move: 40' (120')	Damage: by weapon or 1d8/1d8 + disease
· Fly: 60' (180')	

A fiend is a demon that takes a humanlike form in order to tempt mortals into evil. Demons of lust, gluttony, greed, hatred, and so forth fall into this category. Such creatures vary wildly in appearance and demeanor, as befits each individual's sin of preference. A succubus or incubus will appear as an attractive but wanton lover; a demon of gluttony or greed will take the form of a corpulent and ostentatiously wealthy noble or merchant; a fiend of anger will appear as a black-armored warrior; etc. Fiends prefer to use subtlety and trickery to achieve their aims, but they are formidable fighters as well.

Notes: *Invulnerable* (fiends can only be harmed by magic or by +1 and better weapons; they regenerate 1 hit point per round; and they are immune to fire, poison, sleep, and charm), *True Name* (a fiend has a true name which can give its foes power over it), *Hide Appearance* (a fiend usually appears in human form; in this shape, its nature is concealed from all who do not possess the Sight, but it cannot use its claws to fight or its wings to fly), *Diseased Touch* (any mortal struck by a fiend's claws must save or contract a wasting disease with a 25% chance of killing the victim after 1d6 days have passed), *Magic* (fiends are able to use magic as 6th level mages).

Demon — Imp
Chaotic Spirit (Planar)

No. Enc.: 1d4 (1d4)	Hit Dice: 5** (20 hp)
Armor Class: 5	Attacks: claw/claw/bite
Move: 30' (90')	Damage: 1d4/1d4/2d4+special
· Fly: 60' (180')	

Imps are the lowest order of demon-kind. They look something like goblins or gremlins, standing between 3' and 5' tall, with bat-like wings, small horns on their heads, and pointed tails. Imps are

cowardly creatures that prefer to avoid fighting if possible. They serve as spies for mightier demons and are only so bold as to try and sway a mortal to do evil if the victim seems helpless and alone (which, incidentally, is precisely how your average imp sees an impressionable young mage looking for a familiar…). That said, for a low-level adventuring party, a lone imp can still pose quite a real challenge.

Notes: *Invulnerable* (an imp can only be harmed by magic, or by silver or enchanted weapons; being a demon, an imp is immune to fire, charm, sleep, and poison), *True Name* (imps have true names which can give their foes power over them), *Disappear in a Puff of Smoke* (imps can become invisible at will with one round of concentration; and they can teleport to any other location within the same plane of existence, thrice a day), *Poisonous* (an imp's bite and claws are both is poisonous: anyone bitten will suffer 3d6 poison damage one turn later, save for half; while its claws secrete a paralytic poison similar to that of a ghoul, such that anyone struck must save or be paralyzed for 2d4 rounds or until receiving some treatment that cures either poison *or* paralysis).

Dragon, Shenlong
Lawful Spirit (True Dragon)

No. Enc.: 1d4 (1d4)	Hit Dice: 10*** (40 hp)
Armor Class: 1	Attacks: claw/claw/bite or breath
Move: 40′ (120′)	Damage: 1d10/1d10/4d10
· Fly: 160′ (480′)	

The shenlong, or "spirit dragon", is an immortal relative of the true dragons (pp. 130–132). It resembles a long, coiled serpent covered in scales of green or gold, with red crest of ridges running down its back, and a head with a beastlike snout, antlers like those of a deer, and beard-like tendrils hanging from its chin. The shenlong is far more magical than mortal dragons, able to change its shape at will, and it often takes human form to go among mortals in disguise. A shenlong is always very good and Lawful and wishes to do good deeds and eradicate evil wherever it can. Unlike other dragons, the shenlong does not have wings—it flies by psychic levitation.

There are three ranks of celestial dragons. (Being immortal, the dragons' ranks are inherent to their nature, not based on age.) The more powerful ranks of shenlong have more hit dice, deal damage with larger damage dice, and cast magic at a higher mage level. A shenlong's breath weapon is a narrow beam of superheated plasma (the damage counts as both fire and electricity at the same time).

Category (Rank)	Hit Dice (hp)	DG	Breath Weapon	Magic
Lesser	10*** (40 hp)	d10	6d6 (5′×80′)	Lv 10
Intermediate	20*** (80 hp)	d20	12d6 (10′×120′)	Lv 15
Greater	30*** (120 hp)	d30	18d6 (15′×160′)	Lv 20

Notes: *Breath Weapon* (a shenlong can breathe a beam of plasma thrice per day; targets can save for half damage), *Magic* (shenlongs use magic as mages of the listed level; if the level is above 10th, the extra levels count for the purpose of scaling effects and spells cast per day), *Shape Change* (a shenlong can transform into a human or any kind of animal at will), *True Name* (a shenlong has a true name that can give its foes power over it), *Immunities* (shenlongs are immune to fire, electricity, and poison).

Elemental
Neutral Spirit (Elemental)

No. Enc.: 1 (1)	Hit Dice: 8, 12, or 16 (32, 48, or 64 hp)
Armor Class: 3, 1, or −1	Attacks: 1 + special
Move: varies by element	Damage: 1d8, 2d8, or 3d8; or see below

Elementals are spirits whose physical forms are composed entirely of one of the classical elements: earth, air, fire, or water. Air, water, and fire elementals look like swirling vortices or whirlwinds made from that element; while earth elementals have faceless but vaguely humanoid shapes made from solid rock.

Air Elementals fly at a speed of 120′ (360′) and take double damage from fire-based attacks. They deal an extra 1d8 points of damage per attack to flying creatures.

Earth Elementals walk at speed of 20′ (60′) and can move freely through solid rock; they take double damage from acid-based attacks. An earth elemental deals an extra 1d8 damage to a target that it hits if that target is standing on the ground.

Fire Elementals move along the ground at a speed of 40′ (120′). They take double damage from cold-based attacks, but they deal an extra 1d8 damage per attack to ice-type creatures.

Water Elementals move through water at a speed of 60′ (180′); they can also move onto land like a wave at a speed of 20′ (60′), although they cannot be more than 60′ away from a body of water. Lighting-based attacks cause double damage to water elementals; anyone in water suffers an extra 1d8 damage from a hit dealt by a water elemental.

All Elementals: *True Name* (all elementals are spirits, with true names that can give their enemies power over them), *Invulnerable* (elementals can only be harmed by magic and magical weapons).

Elemental, Para-
Neutral Spirit (Elemental)

No. Enc.: 1d5 (1d3)	Hit Dice: 8* (32 hp)
Armor Class: 3	Attacks: varies
Move: 40′ (120′)	Damage: varies

Para-elementals are living beings with a strong affinity for one of the classical elements. There are six types of para-elementals, each of which falls into one of three categories—asags, salamanders, or wyrds. Each category has a drastically different shape.

Asags are earth para-elementals. They have the ability to move through solid rock as easily as a human moves through air. They have a roughly humanoid shape, but they appear to be made from stone or metal. *Stone asags* attack 3 times per round with crystalline spikes for 1d12 damage each; *metal asags* have iron-like claws and jaws and cause 1d6/1d6/4d6 damage with their attacks. Asags are −2 on saving throws vs. acid and take 1 extra point of damage per die from such attacks, but they are immune to fire.

Salamanders look like great lizards made from fire or ice. Both kinds attack with a claw/claw/bite routine for 1d6/1d6/2d6 damage, and they are surrounded by an elemental aura that causes 1d8 points of fire or cold damage automatically to all creatures standing with 20′. *Flame salamanders* are −2 on saves vs. cold and take 1 extra point of damage per die from such attacks; they are immune to fire. *Frost salamanders* immune to cold, but −2 to save vs. fire and suffering 1 extra point of damage per die from it.

Wyrds are para-elementals of water or wind. They look a bit like featureless, transparent snakes composed entirely of their element. They are able to swim or fly through their own element at a speed of 80′ (160′). A wyrd attacks with an arm-like "fist" of water or air that causes 2d8 damage on a hit; and if it hits, it can choose to coil around the target and cause 1d10 damage automatically each round thereafter. *Water wyrds* are immune to cold, but they are −2 to saves vs. lightning-based attacks, and these deal 1 extra point of damage per die to them. *Wind wyrds* are immune to acid, but they are −2 to saves vs. fire and take 1 extra point of damage per damage die from such attacks.

All Para-Elementals: *Invulnerable* (para-elementals can only be harmed by magic, magical weapons, or weapons made of wrought

iron; but iron weapons are only able to cause them half damage), *True Name* (para-elementals have true names which can give their foes power over them), *Ambusher* (para-elementals are attuned to their element; when in surroundings mostly composed of it, they cannot be surprised, and they have a 4 in 6 chance to surprise any opponents).

Fundamental
Neutral Spirit (Elemental)

No. Enc.: 1d10 (2d10)	Hit Dice: 1+1 (5 hp)
Armor Class: varies	Attacks: 1 swoop
Move: varies	Damage: 1d6

Fundamentals are the weakest class of elemental. They resemble blobs of smoke, dirt, flame, or water held aloft by bat-like wings. They attack by diving out of the air and slamming into opponents. Fundamentals are barely of animal intelligence and attack without fear or any sense of self-preservation.

Air fundamentals are AC 7 and fly at MV 80' (240').
Fire fundamentals are AC 6 and MV 60' (180').
Water fundamentals are AC 5 and MV 40' (120').
Earth fundamentals are AC 4 and MV 30' (90').

Notes: *Invulnerable* (fundamentals can only be harmed by magic, magical weapons, and wrought iron weapons), *Mindless* (fundamentals are immune to sleep and charm).

Genie — Djinn
Neutral Spirit (Elemental)

No. Enc.: 1 (1)	Hit Dice: 9* (36 hp)
Armor Class: 6	Attacks: 1 fist or whirlwind
Move: 30' (90')	Damage: 2d8 or 2d6
· Fly: 80' (240')	

Djinns are air-spirits of a highly magical nature that look like tall, imposing men or women. They are basically good-natured, but proud and highly unpredictable (especially when their freedom is threatened). Djinns are occasionally enslaved by powerful wizards and bound to some enchanted object or another (a ring, a lamp, a bottle) which gives its possessor the power to control the djinn or to demand wishes from it.

Notes: *Invulnerable* (djinns can only be harmed by magic or by magical weapons), *True Name* (djinns have true names which can give their foes power over them; a djinn can only be bound into a magical device if its true name is known), *Genie Magic* (djinns do not cast spells like mages, but they have several powers useable at will—namely, they can become invisible or gaseous, and they can conjure both real and illusory objects and creatures, with the real things that they create being either permanent or temporary as the djinni chooses), *Whirlwind* (a djinni may transform into a whirlwind 15' across that causes 2d6 damage to all creatures in its path, with no saving throw; the transformation takes 5 rounds).

Genie — Ifrit
Neutral Spirit (Elemental)

No. Enc.: 1 (1)	Hit Dice: 10+1* (41 hp)
Armor Class: 5	Attacks: 1 fist
Move: 30' (90')	Damage: 2d8
· Fly: 80' (240')	

An ifrit is a genie of smoke and flame. Like djinns, ifrits are occasionally captured by powerful wizards and bound to an object that imprisons the ifrit. The ifrit may try to bargain for its freedom with offers of wishes or boons, but it will invariably twist the desires of anyone foolish enough to release it. Ifrits resemble giant

men or women with bronze-red skin, sharp teeth, and horns on their heads. Their very presence makes the air around them hot and smoky. Ifrits are sometimes confused with demons, because they are fire-spirits who often act in ways that mortals would consider evil; but they are chiefly concerned with their own freedom (and only spread misery among men when they find it funny—not for its own sake). It is believed that the ifrits are responsible for legends told in the far north about "fire giants" with godlike magical powers.

Notes: *Invulnerable* (ifrits can only be harmed by magic or by magical weapons), *True Name* (ifrits have true names which can give their foes power over them; knowing an ifrit's true name is necessary for binding it into an object), *Genie Magic* (ifrits have the same magical powers as djinns—they can turn invisible or into smoke, and they can conjure creatures or objects which are illusory, physical but temporary, or physical and permanent), *Shape of Flame* (by concentrating for 3 rounds, an ifrit can assume the form of a humanoid being made of fire; in this shape, its attacks cause an extra 1d8 points of damage).

Genie — Marid
Neutral Spirit (Elemental)

No. Enc.: 1 (1)	Hit Dice: 11+2* (46 hp)
Armor Class: 4	Attacks: 1 fist or ice-ray
Move: 40' (120')	Damage: 4d6 or special

Marids are sometimes called "frost djinns" or "ice ifrits". They are larger and stronger than other genies, but less magical. Marids look like enormous men and women, 20' tall, with skin like pale blue ice. (Tales of these beings have spread to lands far and wide; some cultures know them as "frost giants".) Unlike other genies,

marids only have the power to conjure ice—but they use this talent to shape intricate palaces in the frozen north, where they dwell. They chiefly want to be left alone, uninvolved in the affairs of mortals; nevertheless, powerful wizards sometimes try to capture and enslave them, as with other genies.

Notes: *Invulnerable* (marids can only be harmed by magic or by magical weapons), *True Name* (marids have true names which can give their foes power over them), *Conjure Ice* (marids can conjure solid objects out of ice at will, including walls of ice up to 10' thick and icy boulders which they can throw with a 60' range for 3d6 damage; a marid can also fire a Freeze Ray, identical in its effects to the 4th level tech invention, at will, at a target within 80').

Gründel
Chaotic Spirit (Planar)

No. Enc.: 1 (1)	Hit Dice: 6** (24 hp)
Armor Class: 4	Attacks: claw/claw/bite + special
Move: 50' (150')	Damage: 1d8/1d8/1d4 + poison

A gründel is an evil spirit from the plane of Shadow, either a rare kind of demon or a close relative of demon-kind. Its chief aim is to corrupt the young and innocent: it preys upon children, and in so doing turns them into gründels like itself. A gründel appears as a tall, thin humanoid with sickly green skin, a wide frog-like mouth, and beady red eyes. It skulks in the shadows, coming out chiefly at night, when it steals into the bedrooms of its victims unseen.

Notes: *Poisonous Bite* (a creature bitten by a gründel must save

at −4 or else fall asleep for 1d4 turns), *Master of Illusion* (a gründel can conjure realistic illusions that impose a −4 penalty on saves to disbelieve), *Petty Magic* (gründels can cast Alter Self or Invisibility at will with only 2 rounds of concentration, or Wizard's Flight in 4 rounds), *True Name* (a gründel has a true name that can give its foes power over it), *Contagious Evil* (a gründel's *modus operandi* is to befriend a child who has been caught doing something wrong and is sulking while being punished; the gründel will offer to whisk the child away for a time and then tempt the child to engage in wicked behavior; and each time the child succumbs, they must roll a save or else become a bit more like the gründel; until, after three such failed saving throws, the child becomes an evil spirit permanently).

Hag, Night
Chaotic Spirit (Planar)

No. Enc.: 1 (1)	Hit Dice: 8* (55 hp)
Armor Class: 9	Attacks: 1 claw
Move: 30' (90')	Damage: 2d6

A night hag is a demonic creature closely related to the black annis (pg. 153). But whereas the annis and other normal hags are fae beings, a night hag has given itself wholly over to the Veil of Shadow and become a spirit of Chaos. Night hags are weaker fighters than fae hags, but they have far more power at their disposal for spreading misery among mortals—and since hags despise goodness and peace, they consider this a more than equitable trade. Night hags are able to forge for themselves a magical amulet that contains the power of nightmares and, by means of this device, to inflict night-terrors on whole populations.

Notes: *Magic-User* (night hags can use magic as mages of 8th the level), *Invulnerabilities* (night hags can only be harmed by magic or by magical weapons and weapons made of silver or wrought iron), *True Name* (a night hag has a true name which can give its enemies power over it), *Etherealness* (a night hag can become æthereal with 1 round of concentration, enabling the hag to go invisible and pass through walls), *Periapt of Nightmares* (a night hag can forge an evil and magical amulet that lets the hag replicate the effects of the 9th level ritual Nightmare once per night with no material components or casting time).

Malefica
Chaotic Spirit (Planar)

No. Enc.: 1 (1d2)	Hit Dice: 9+2*** (38 hp)
Armor Class: 4	Attacks: claw/claw/bite
Move: 30' (90')	Damage: 1d10/1d10/1d6+poison

Also sometimes known as a "dread" or a "fearcaster", the malefica is a kind of evil spirit that sustains itself on fears and nightmares. It is 9' tall, with reptilian skin and eyes; wicked, rending claws; and those who have survived an encounter with a malefica report that it has a distinctive spell, like a nest of vipers mixed with filth and squalor. Maleficas come from some horrible and nightmarish corner of Shadow, but on Earth they haut deep caves and tunnels.

Notes: *Poison* (a creature bitten by a malefica is poisoned and takes 9d6 damage a mere 2d10 rounds later, with a save allowed at that point for half damage), *Aura of Terror* (any creature within 360' of a malefica, regardless of any solid material interposed between them, feels uneasy, is −4 to morale, and must save every hour or flee from the place in fear; any creature that comes into the direct presence of the malefica—Near range with line of sight, or 60' even with walls in the way—is automatically terrified and must save at once, with success meaning that the character flees as fast and as far as they can for 3 turns, and failure meaning that the character falls to the ground, paralyzed with fear, for as long as the malefica

remains in the area), *See Invisible* (a malefica can see invisible things within Near range), *Knock-Knock* (doors always open automatically for a malefica, even if locked or enchanted), *True Name* (a malefica has a true name which can give its foes power over it), *Supernatural Toughness* (a malefica adds +2 to all of its own saving throws).

Nagpa
Chaotic Spirit (Planar)

No. Enc.: 1 (1)	Hit Dice: 9** (36 hp)
Armor Class: 4	Attacks: 1 bite
Move: 40' (120')	Damage: 1d8 energy drain

Nagpa are foul and loathsome creatures that look like humanoid vultures with dry, withered skin pulled so tightly over their bony frames that open gaps in its skin (which do not bleed) allow the skeleton to be seen in places. They are highly intelligent, magical, and evil; but they rarely leave their homes, which are remote and well-protected fortresses on the plane of Shadow or in regions of the Earth which have been tainted with Chaos. Legends say that nagpas sustain their unholy existence by consuming the life-force of mortals.

Notes: *Life Drain* (the bite of a nagpa inflicts energy-drain damage), *Magic-User* (nagpas are able to use magic as 9th level mages), *True Name* (a nagpa has a true name which can give its foes power over it), *Invulnerable* (nagpas can only be harmed by magical weapons or magic).

Rakshasa
Chaotic Spirit (Planar)

No. Enc.: 1d4 (1d4)	Hit Dice: 7**** (28 hp)
Armor Class: −3	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d3/1d3/1d6

A rakshasa is a demonic spirit which looks like human but with the head and claws of a tiger (or lion or panther). They enjoy feasting on the flesh of mortals and use their great power of illusion to project a humanoid appearance which enables them to get close to an unsuspecting victim.

Notes: *Magic-User* (rakshasas are able to use magic as mages of 4th level), *Hide Appearance* (rakshasas are able to assume an illusory human shape which is nearly always very attractive), *True Name* (a rakshasa has a true name which can give its foes power over it), *Invulnerable* (a rakshasa is very difficult to kill: it can only be harmed by weapons of +3 or better, or weapons which have been Blessed by a mage; and it is 75% resistant to all magic).

Shadow
Chaotic Spirit (Planar)

No. Enc.: 1d8 (1d12)	Hit Dice: 2+2* (10 hp)
Armor Class: 8	Attacks: 1 touch
Move: 30' (90')	Damage: 1d4 + special

Shadows are incorporeal beings from (as one may guess) the plane of Shadow. They look just like human-shaped animated shadows: and though they seem very much like ghosts, they are not undead. They hate all living things and want only to drain the life-force out of them. On Earth, shadows haunt dungeons, forests, or ruins.

Notes: *Incorporeal* (shadows can only be harmed by magic or by magical weapons; they can pass through walls and other solid barriers, and they are very difficult to see, surprising foes on 1–5 on a surprise roll), *Alien Minds* (shadows cannot be affected by sleep or charm effects), *Chill Touch* (the touch of a shadow drains 1 point of Strength from the victim for 8 turns; a creature drained all the way down Str 0 by a shadow becomes a shadow immediately).
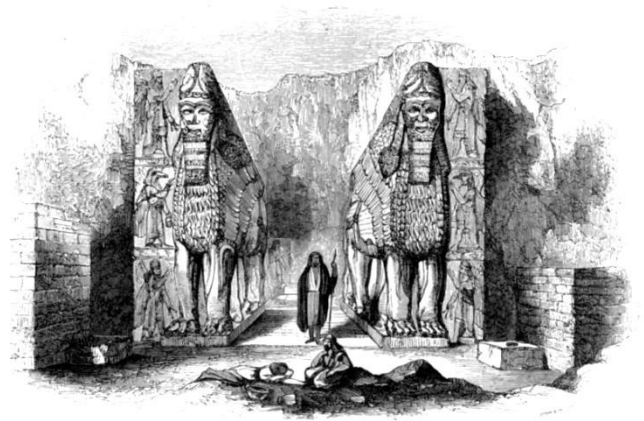
Shedu
Lawful Spirit (Planar)

No. Enc.: 0 (1d2)	Hit Dice: 12** (48 hp)
Armor Class: 4	Attacks: 2 hooves
Move: 40' (120')	Damage: 2d6/2d6
· Fly: 60' (180')	

Shedus are benevolent celestial beings which sometimes serve as assistants to angels. They appear as winged bulls with human-like heads; they are also sometimes known as *alads* or *lamassus*. Shedus either serve as guardians of goodly places and protectors of Law, or they seek out evil to fight of their own volition.

Notes: *Invulnerable* (shedus can only be harmed by magic or by magical weapons), *True Name* (a shedu has a true name which can give its foes power over it), *Magic-User* (shedus can cast magic as 7th level mages), *Holy Utterance* (shedus can Banish Undead at will), *Roar into the Night* (a shedu can open a Dawn Gate, as the 10th level ritual, at will by roaring).

Spectral Guardian
Neutral Spirit (Planar)

No. Enc.: 1 (1d4)	Hit Dice: 10* (40 hp)
Armor Class: 3	Attacks: 2 fists
Move: 40' (120')	Damage: 2d6/2d6

Some powerful sorcerers are protected by invisible spirits with a fierce loyalty to their masters. Each spectral guardian is a unique creation, shaped by the magic of the sorcerer who fashions it; thus, the spectral guardian presented here is merely one possible example of such a creation.

Notes: *Incorporeal* (spectral guardians can only be harmed by magic or by magical weapons; or iron and silver weapons, which cause them half damage), *True Name* (a spectral guardian has a true name which can give its foes power over it), *Unnatural Senses* (the spectral guardian is a perfect watchdog and grants its master a +2 bonus on any skill or ability checks made to notice hidden or ambushing enemies).

Spider, Planar
Lawful Spirit (Planar)

No. Enc.: 2d6 (3d6)	Hit Dice: 5** (20 hp)
Armor Class: 7	Attacks: 1 bite
Move: 60' (180')	Damage: 2d6 + poison

Planar spiders are intelligent beings from some mysterious interplanar dimension. They look like giant spiders, but they are in fact spirits of rigid and unyielding Law. Planar spiders exist to weave

the strands of the great Web of Fate that governs the destiny of all beings, mortal and divinity alike. They only ever leave their home demi-plane when the sense that Fate has been interfered with and action must be taken to correct it. The appearance of planar spiders can be prompted by a wizard or a tech attempting to muck around with the very laws of probability itself; by a hero having escaped his predestined fate by dying and then being resurrected from the dead; and other such anomalous events. The common planar spider has 5 HD, but they can grow to be up to 12 HD in size.

Notes: *Open the Way* (the webs of planar spiders are not made of earthly matter; a planer spider can spend 10 rounds to weave its webbing into a temporary Dawn Gate, allowing it access to all the planes of existence practically at will), *Phase Shift* (when a planar spider fights, it starts to "blink" between physical world and the Ætheric Plane; this renders ineffective 50% of all spells or attacks directed at it), *Outside of Time* (planar spiders can see the threads of time itself; they always win the initiative), *Poison* (a planar spider's bite is poisonous and causes 1d6 damage per hit die of the spider; the poison damage occurs 1 turn after the victim was bitten, with a save allowed to halve the damage), *True Name* (planar spiders have true names which can give their foes power over them).

Spirit Eater
Chaotic Spirit (Planar)

No. Enc.: 1 (1)	Hit Dice: 10* (40 hp)
Armor Class: 1	Attacks: 2 claws
Move: 60' (180')	Damage: 1d10+special each

A spirit eater is a demonic assassin conjured forth from Shadow by an evil mage in need of an assassin. Once bidden to slay a certain victim, the spirit eater will pursue its quarry relentlessly, using all of its malevolent intelligence. It looks like a roiling cloud of darkness 5' across, with no face and two ghostly claws.

Notes: *Invulnerable* (a spirit eater can only be harmed by magic or by magical weapons), *Soul Steal* (a blow from one of the spirit eater's claws also drains the victim of 1 point of Charisma; a character drained all the way down to Cha 0 by a spirit eater is killed; and any character killed by a spirit eater, whether from damage or Charisma drain, is obliterated from existence, their soul consumed, and they cannot be resurrected by any means; drained Charisma is restored at a rate of 1 point per day, but only if the spirit eater is slain), *Fickle Ally* (if the spirit eater is defeated but not destroyed, or its intended victim is killed by someone else, the spirit eater will turn on its summoner in a mad, mindless fury), *True Name* (a spirit eater has a true name that can give its foes power over it).

Star Child
Neutral Spirit (Planar)

No. Enc.: 1 (1)	Hit Dice: 8*** (32 hp)
Armor Class: 4	Attacks: 1 touch
Move: 40' (120')	Damage: 4d4 or paralysis

A star child is a wraith-like being conjured from some far-off world or alternate plane of existence. Sorcerers occasionally use them as ghostly assassins sent to attack enemies they would rather not confront in person. It looks like a faint glimmer of gray, 4' tall and not quite humanoid, almost indistinguishable from an ordinary shadow. Star children are thus very difficult to see, and the prefer ambush their enemies, first by paralyzing them, then by chilling their souls with a touch as cold as the emptiness of outer space.

Notes: *Semi-Corporeal* (a star child is 90% invisible wherever it can find shadows to hide among; it surprises its opponents on 1–5 on 1d6), *Invulnerable* (a star child can only be harmed by magic or

by magical weapons; or by silver or wrought iron weapons, which cause it only half damage), *Touch of Emptiness* (the touch of a star child either causes 4d4 points of cold damage or it forces the target to save or be paralyzed for 4d4 turns), *True Name* (a star child has a true name which can give its foes power over it).

Wendigo
Chaotic Spirit (Planar)

No. Enc.: 0 (1)	Hit Dice: 10** (40 hp)
Armor Class: 1	Attacks: claw/claw/bite
Move: 50' (150')	Damage: 1d6/1d6/2d4

The wendigo is a spirit of hunger and cannibalism that haunts forests, mountains, and tundras. It looks like a tall, wiry human-like shape with gaunt limbs covered in fur and encrusted with blood, and huge teeth dripping with fresh gore. A wendigo is driven by an insatiable hunger for the flesh of human beings; its talons and teeth are razor-sharp, and it has the power to change is shape and take on a human disguise. More terrifying yet, wendigos are possessing demons: villainous mortals (especially humans who have engaged in cannibalism) are vulnerable to being possessed by a wendigo, which will then use its human host to engage in all kinds of depravity and wickedness.

Notes: *Invulnerable* (a wendigo can only be harmed by magic or by magical weapons; or by silver weapons, which cause only half damage to a wendigo), *Shape Shift* (a wendigo can assume a human form), *Possession* (a wendigo can inhabit the body of an evil human: the target may attempt a saving throw to resist the possession, unless they have ever tasted human flesh), *True Name* (a wendigo has a true name that can give its foes power over it).

VIII • PLANTS, Fungi, and Oozes

AS WITH the earlier section on animals, the monsters described in this short section are fairly straightforward: plant monsters are a staple of fantasy generally, and dungeon fantasy in particular can hardly do without all of its various species of slimes and molds and oozes. Generally speaking, the creatures described here are un-intelligent, barely mobile, and mostly non-supernatural in origin or by nature (which makes them all Neutrally aligned). Monsters like these are mostly intended as trap-like hazards: dangerous patches of yellow mold or green slime on the walls or ceilings of dungeons; gelatinous cubes slowly roving the corridors and cleaning up coins and corpses; a haunted forest infested with killer trees, impossible to tell apart from the normal, harmless ones; or a "garden of evil" with archer bushes and vampire roses among the ordinary plants.

PLANTS & OOZES (BY NAME)

Amber Lotus	Green Slime	Shambling Mound
Amœba, Giant	Killer Tree	Shrieker Cap
Archer Bush	Lava Ooze	Siren Flower
Black Pudding	Ochre Jelly	Strangle-Vine
Blue Mildew	Orange Lichen	Terrestrial Effluvium
Gelatinous Cube	Purple Puffball	Vampire Rose
Grab Grass	Red Blob	Whip-Weed
Gray Ooze	Serpent-Weed, Giant	Yellow Mold

PLANTS & OOZES (BY HIT DICE)

Amber Lotus (½)	Shrieker Cap (3)	Killer Tree (6)
Orange Lichen (¾*)	Gray Ooze (3*)	Lava Ooze (9)
Grab Grass (1)	Purple Puffball (3*)	Serpent-Weed, Giant (9)
Red Blob (1*)	Whip-Weed (3+22*)	Giant Amœba (10)
Blue Mildew (1+2*)	Gelatinous Cube (4*)	Black Pudding (10*)
Archer Bush (2)	Vampire Rose (4*)	Shambling Mound (10**)
Yellow Mold (2*)	Siren Flower (5)	Strangle-Vine (12*)
Green Slime (2**)	Ochre Jelly (5*)	Terrestrial Effluvium (32*)

Amber Lotus
Neutral Plant

No. Enc.: 0 (3d6)	Hit Dice: ½ (2 hp)
Armor Class: 10	Attacks: 1 spray
Move: nil	Damage: special

The amber lotus is a dangerous flower that looks like a large gold-en water lily, deceptively harmless; but the pollen it sprays can put large animals to sleep. Amber lotuses are often found growing near carnivorous plant-life, like vampire roses or killer trees, symbiotic-ally helping them to incapacitate victims and then benefitting from the fertilization that the remains add to the soil.

Notes: *Pollen* (when a creature comes within 10' of an amber lotus flower, it sprays pollen in a cloud 40' across; all creatures in the area must save or fall asleep for 4d4 turns; after 3d4 rounds, the flower can spray a fresh burst of pollen again).

Amœba, Giant
Neutral Ooze

No. Enc.: 1 (1)	Hit Dice: 10 (40 hp)
Armor Class: 10	Attacks: 1 acidic pseudopod
Move: 10' (30')	Damage: 2d6

A giant amœba is a 30' wide, single-celled organism. It is almost completely transparent, except for its 1' gray nucleus. Thus, if it is hidden or disguised, it is practically invisible and will attack with surprise. There can be larger giant amœbas with up to 15 HD.

Archer Bush
Neutral Plant

No. Enc.: 0 (1d20)	Hit Dice: 2 (8 hp)
Armor Class: 8	Attacks: 1 thorn spray
Move: 1' (3')	Damage: 1d4

Archer bushes are sickly, stunted-looking little thorn-bushes with gray-green leaves and tangled roots. They are found in forests or mountains. They are carnivorous, and they attack prey by shooting sprays of thorns. They can uproot themselves and crawl over to their prey to feed, devouring flesh with a thorn-lined "mouth" at the base of the trunk, just above the tangled mass of roots.

Notes: *Thorns* (thrice per day, an archer bush can spray thorns as a missile attack with a 20' range).

Black Pudding
Neutral Ooze

No. Enc.: 1 (0)	Hit Dice: 10* (40 hp)
Armor Class: 7	Attacks: 1 slam
Move: 20' (60')	Damage: 3d8 acid

A black pudding is a blob of black ooze some 15' in diameter that will attack and devour any creature it comes across. It can move on walls and ceilings, and it will eat through wood or metal (but not stone) in 1 turn. It can also pass through very small openings, al-though this also takes 1 turn.

Notes: *Split Pudding* (a black pudding can only take damage from fire; all other weapon or magical attacks merely cause smaller puddings with 2 HD and DG 1d8 per attack to split off from the main body; but note that a magical Flaming Sword, or a weapon augmented with a Chemical Dispenser and burning oil, can cause it full normal damage).

Blue Mildew
Neutral Fungus

No. Enc.: 1d10 (1d6)	Hit Dice: 1+2* (6 hp)
Armor Class: can always be hit	Attacks: spores
Move: nil	Damage: special

Patches of blue mildew are found in underground areas where the air is cool and humid, or water is plentiful. Each patch covers a 5' area, with the mildew itself forming crusty lumps of a turquoise color; it is harmless unless disturbed, in which case it will exude a cloud of spores with a hallucinogenic effect.

Notes: *Spores* (if blue mildew is touched, there is a 75% chance that it will cough up a 10' diameter cloud of spores; creatures in the area must save or be affected as if by a tech's Hallucinogenic preparation, see pg. 84, but with a much longer duration of 1d6 turns), *Vulnerabilities* (blue mildew is immune to fire, lightning, and weapon attacks; but it can be harmed by cold or acid).

Gelatinous Cube
Neutral Ooze

No. Enc.: 1 (0)	Hit Dice: 4* (16 hp)
Armor Class: 9	Attacks: 1 slam
Move: 20' (60')	Damage: 2d4 + paralysis

A gelatinous cube looks like a 10' × 10' × 10' cube of transparent jelly, very difficult to see. It moves slowly through the corridors of a dungeon, sweeping up all the material in its path, digesting any organic matter, but leaving the things it can't digest (metallic and rocky items, including coins, gems, and weapons) suspended inside its cytoskeleton. The cube will mindlessly attack any living creatures that it comes across, trying to engulf them.

Notes: *Transparent* (a gelatinous cube surprises on 1–4 on 1d6), *Paralysis* (a creature hit by a gelatinous cube takes 2d4 acid damage and must save or be paralyzed for a number of rounds equal to the damage dealt; the cube will keep attacking paralyzed targets until dead, with each further attack on a paralyzed target hitting automatically and extending the duration of the paralysis), *Vulnerabilities* (gelatinous cubes are immune to cold and lightning, but they can be harmed by fire and weapons).

Grab Grass
Neutral Plant

No. Enc.: n/a	Hit Dice: 1 (4 hp)
Armor Class: 10	Attacks: 1 grab
Move: nil	Damage: specail

Grab grass looks like ordinary tall grass (3'–5'); each 5' × 5' patch of grab grass has 1 HD. The grass is animated and tries to cling onto and hold any creature that moves through it.

Notes: *Grabby* (grab grass automatically grabs onto any individual that moves through it; characters with Str 12 or less have only a 5% chance each round to pull free, with each point of Str above 12 adding 5% to the chance).

Gray Ooze
Neutral Ooze

No. Enc.: 1d4 (1d4)	Hit Dice: 3* (12 hp)
Armor Class: 9	Attacks: 1 pseudopod
Move: 3' (10')	Damage: 2d8 + special

Gray ooze is very difficult to spot—it looks just like wet stone, taking the appearance of either an 8' puddle or a 4' lump of wet rock. The ooze secretes an acid that will destroy metal but not stone and which damages flesh on contact.

Notes: *Corrosive* (gray ooze can dissolve normal weapons and armor in 1 round and magical items in 1 turn), *Sticky Acid* (when gray ooze hits, it causes 2d8 points of acid damage and sticks to the victim, causing 2d8 more damage each round and also destroying non-magical armor in 1 round), *Vulnerabilities* (a gray ooze can be harmed by weapons or by lightning; it is immune to fire and cold).

Green Slime
Neutral Ooze

No. Enc.: 1 (0)	Hit Dice: 2** (8 hp)
Armor Class: can always be hit	Attacks: 1 drop
Move: 1' (3')	Damage: special

Green slime is an unintelligent dungeon-horror that often clings to walls or ceilings, dropping down when it senses the vibrations of creatures moving beneath it. Once it touches flesh, it starts eating the flesh and turning it into more green slime—and it can do this fast enough to completely dissolve a person in under two minutes.

Notes: *Corrosive* (green slime dissolves cloth or leather instantly, wood or metal in 6 rounds, but cannot dissolve stone), *Vulnerabilities* (green slime can only be harmed by fire or cold; sunlight or any effect that cures disease destroys it instantly), *Dissolve* (if green slime touches flesh, it sticks and cannot be scraped off, although it can be burned off, with half the damage going to the slime and half to the victim; after 6 rounds of contact, a victim starts losing whole body parts to the slime, and is totally dissolved 1d4 rounds later).

Killer Tree
Neutral Plant

No. Enc.: 0 (2d6)	Hit Dice: 6 (24 hp)
Armor Class: 6	Attacks: 4 limbs/1 mouth
Move: nil	Damage: 0 each/3d6

Killer trees look just like normal trees (whatever species is common to the area). They attack by whipping their branches and biting with a salivating, mouth-like maw. Killer trees hunger for meat and attack thoughtlessly—they are not intelligent.

Notes: *Tree Limbs* (a killer tree's limbs can reach out to 20'; a hit causes no damage but drags the victim up to the tree's mouth for 3d6 automatic damage each round until the tree is slain or the limb is severed, with requires dealing it 5 points of damage).

Lava Ooze
Neutral Ooze (Elemental)

No. Enc.: 1d3 (2d4)	Hit Dice: 9 (36 hp)
Armor Class: 6	Attacks: 3 pseudopods
Move: 30' (90')	Damage: 4d6+special each

This monster looks like a puddle of molten rock, about 10' in diameter. It lives near volcanoes, magma pits, and other hot places. It can sense vibrations within 60' and pass through small cracks and openings. The lava ooze attacks living creatures mindlessly.

Notes: *Pseudopods* (a lava ooze can attack with up to 3 pseudopods with 15' reach, each hit causing 4d6 bludgeoning damage and leaving a coating of lava which will burn for 3d6 more damage on 1d4 subsequent rounds; further hits do not increase the heat damage, but they extend its duration cumulatively), *Vulnerabilities* (lava ooze is immune to fire but takes double damage from cold).

Ochre Jelly
Neutral Ooze

No. Enc.: 1 (0)	Hit Dice: 5* (20 hp)
Armor Class: 9	Attacks: 1 pseudopod
Move: 10' (30')	Damage: 2d6

An ochre jelly is a giant amœba-like creature, brownish-yellow in color, which can seep through small cracks and mindlessly chases after prey. Attacks from weapons or lightning cause an ochre jelly to split into smaller jellies. The jelly cannot eat through stone or metal but dissolves wood, leather, or cloth in 1 round.

Notes: *Split Jelly* (an ochre jelly can only take damage from fire or cold; hits from other sources cause smaller, 2 HD jellies to break off from the main body, which cause only 1d6 damage per hit).

Orange Lichen
Neutral Fungus

No. Enc.: 1d20 (0)	Hit Dice: ¾* (3 hp)
Armor Class: can always be hit	Attacks: immolation
Move: nil	Damage: 1d8 + special

Orange lichen is a thick, spongy mass that grows on the walls of relatively dry dungeons or caverns. It is bioluminescent, shedding soft orange light that looks like torchlight from a distance. A glob of orange lichen, if placed within a glass flask or jar, will shed light equal to that of a torch for 1d8 hours. The substance is oily to the touch but does not *seem* to be flammable…

Notes: *Immolation* (every hour the lichen is separated from its parent mass, there is a 1-in-6 chance that it will catch fire and become sticky, like napalm—melting through glass in 1 round, igniting gunpowder instantly, and causing a bearer 1d8 damage per round until dropped and the flames put out.)

Purple Puffball
Neutral Fungus

No. Enc.: 1d4 (1d4)	Hit Dice: 3* (12 hp)
Armor Class: 8	Attacks: 1 to 4 tentacles
Move: 3' (10')	Damage: special

A purple puffball is a horrid fungus that looks like a 5' tall, violet puffball-mushroom covered in sickly gray spots. The puffball has 1d4 tentacles, which flail about and try to touch targets that come within their reach (which is 1d4 feet for each tentacle). Each limb secretes a deadly, diseased slime which can kill in seconds.

Notes: *Rot Disease* (a creature hit by a purple puffball's tentacle must save or contract a rotting disease that kills within 1d4 rounds, unless some disease-curing effect is administered first).

Red Blob
Neutral Ooze

No. Enc.: 1 (0)	Hit Dice: 1* (4 hp) or special (see below)
Armor Class: 7	Attacks: 1 slam
Move: 10' (30')	Damage: 1d4 or special (see below) + drain

A red blob is an ooze that resembles a pool of pinkish-red slime. It can squeeze into tiny spaces, from which it can ambush prey. The blob gets its red color from the blood that it leeches from its victims when it feeds. Feeding also makes the blob grow larger and more dangerous, according to this table:

HP	HD	DG	HP	HD	DG	HP	HD	DG
1–8	1*	1d4	17–24	3*	1d8	33–40	5*	1d12
9–16	2*	1d6	25–32	4*	1d10	41–48	6*	1d16

Notes: *Blood Sucker* (a hit from a red blob does one die of damage; the blob then latches on and drains another die roll of hp each round until it is slain or the character can roll a Str check at −3 and break free; a hit with a weapon can also force the blob to release its victim, if the referee rolls the damage dealt or less on 1d20; any hit points drained by the blob are added to its own total, up to a maximum of 48 hp, which also increases its effective hit dice as noted above), *Regeneration* (the blob regenerates 1 hp per round, even if it is seemingly killed; fire and acid damage are not regenerated).

Serpent-Weed, Giant
Neutral Plant

No. Enc.: 0 (1)	Hit Dice: 9 (36 hp) per stalk
Armor Class: 7	Attacks: 1 bite per stalk
Move: nil	Damage: 2d6 each

The giant serpent-weed is a carnivorous plant found in swamps or ponds. Most of the plant stays under water, rooted in place, but it has 1d6 tall, scaly stalks that look rather like snakes at a distance. Each stalk is topped with a digestive sac and toothy mouth. When the serpent-weed detects vibrations on the surface, its stalks burst up and attack anything within 20' of the base of the plant. If all the stalks are killed, the plant can no longer attack, but the body lives and will regrow killed stalks in 6 months if not dragged out of the water and burned.

Shambling Mound
Neutral Plant

No. Enc.: 1d2 (1d4)	Hit Dice: 10** (40 hp)
Armor Class: 1	Attacks: 2 fists
Move: 20' (60')	Damage: 2d8/2d8 + engulf

A shambling mound is a great mass of slimy, moving plant-matter that stalks through bogs in search of prey. It is roughly humanoid in shape, with arms and legs.

Notes: *Weird Biology* (a shambling mound is immune to fire; electricity heals it), *Engulf* (if a shambling mound hits a man-sized or smaller target with both of its fists on the same round, it draws them into its slimy body; the victim cannot fight back and will suffocate in 2d4 rounds unless freed, probably by slaying the mound).

Shrieker Cap
Neutral Fungus

No. Enc.: 1d8 (0)	Hit Dice: 3 (12 hp)
Armor Class: 8	Attacks: shrieking
Move: 3′ (10′)	Damage: special

A shrieker cap looks like a giant mushroom. They tend to be found in moist caverns, and they are able to move about slowly. Shrieker caps react to light (within 60′) or movement (within 30′) by letting out a piercing scream that lasts for 1d3 rounds. They use the noise to stun small prey (birds, bats), which they feed on through a small mouth at the base of their stalk.

Notes: *Shriek* (if a shrieker cap shrieks, the referee can roll 1d6, with 1–4 meaning that wandering monsters arrive in 2d6 rounds.)

Siren Flower
Neutral Fungus

No. Enc.: 1d2 (1d6)	Hit Dice: 5 (20 hp)
Armor Class: 10	Attacks: special
Move: nil	Damage: special

The siren flower is a large carnivorous fungus which has evolved a disguise—it looks like a giant plant, namely a fragrant and colorful flower with petals large enough to engulf a full-grown man. It attracts prey with its scent with a dim bioluminescent glow (barely more than candlelight). If a creature touches the center of the siren flower, the petals close tightly and begin to slowly digest the prey.

Notes: *Crush & Burn* (a creature engulfed within a siren flower takes 1d4 damage every round from the crushing petals, and 1d10 damage every turn from its slow digestive processes; an engulfed creature can still fight the flower at −4 to it, and reducing the siren flower to 0 hp forces it to release its victim), *Tenacious Weed* (if a siren flower is reduce to 0 hp, it is not dead and will regrow within 1d2 weeks; its main root must be dug up and burned to kill it).

Strangle-Vine
Neutral Plant

No. Enc.: 0 (1d4)	Hit Dice: 12* (48 hp)
Armor Class: 10	Attacks: special
Move: nil	Damage: special

Strangle-vines look like ordinary creeping vines that dangle from tree-branches. (An aquatic variant, "strangle-weed", looks like seaweed.) They grab creatures moving past them and try to strangle them to death (eventually digesting prey through their leaves).

Notes: *Entangle* (a creature moving within 10′ of strangle-vines must save or be caught; the victims suffer 1d4 damage each round from the crushing and may try to struggle free, or to cut their way loose by attacking the vines at −4 to hit; if they struggle, a Str check is rolled, with success indicating that the character breaks out and failure indicating that the vines tighten and cause 2d4 damage that round; other characters trying to cut their allies free have a 1 in 4 chance of hitting their ally instead, while fire and similar means will cause half damage to the vines and half to the victim).

Terrestrial Effluvium
Neutral Ooze

No. Enc.: 1 (0)	Hit Dice: 32* (128 hp)
Armor Class: 10	Attacks: 1 slam
Move: 10′ (30′)	Damage: 1d6 acid + special

Also known as "the Black Blood of the Earth", terrestrial effluvium is a positively colossal organism, practically an underground lake made entirely of thick, black, oily slime. The creature exists only very far down in the deepest places of the Earth, sometimes seeping up through cracks in tunnels or caves. A given "seep" of the effluvium can be up to 30′ across and attacks with a pseudopod.

Notes: *Acid* (a creature struck by the effluvium's pseudopod takes 1d6 acid damage from the hit, and 1d6 more damage each round until the acid is washed off with at least a pint of water), *Weaknesses* (the effluvium is destroyed by direct sunlight; and any sonic-based attacks will cause it double damage).

Vampire Rose
Neutral Plant

No. Enc.: 0 (1d8)	Hit Dice: 4* (16 hp)
Armor Class: 8	Attacks: 1 thorn
Move: 10′ (30′)	Damage: 1d8 + blood drain

These plants look just like normal rose-bushes with white flowers. They are able to uproot themselves and move about as they search for prey. Vampire roses attack by whipping thorny vines at their victims, which lash around a limb and start to suck blood. (As the roses drain their victims, their flowers slowly turn from white to pink to red.) The thorns also pump an anesthetic into the victim to make them less prone to struggling.

Notes: *Vampiric Thorns* (a hit from a vampire rose causes 1d8 damage, and the vine automatically wraps around the victim and continues to drain blood for 1d8 automatic damage on each following round; further, the victim must save or else be anesthetized into losing all willpower and allowing the plant to drain them).

Whip-Weed
Neutral Plant

No. Enc.: 1d3 (1d3)	Hit Dice: 3+22* (34 hp)
Armor Class: stalks 5, base 3	Attacks: 2 stalks
Move: 1′ (3′)	Damage: 1d8/1d8 + special

This strange plant has a gourd-like base 3′ across and two 15′ long whip-like stalks. The base of the plant has 8 hp and is AC 5, while the stalks have 13 hp each and an AC of 3. A whip-weed can uproot itself to move about very slowly, and it attacks anything nearby that moves with its acid-secreting stalks.

Notes: *Acid Whip* (when a whip-weed hits a target with one of its stalks, the target takes 1d8 points of acid damage and must also roll a save or else be entangled; entangled characters cannot fight back or cast spells and take 1d8 more acid damage each round, but they may re-roll the save again each round to break free), *Piecemeal Creature* (the whip-weed's stalks have 13 hp each; if they should be destroyed, the creature does not die, and the stalks will grow back in 1d4+1 days; the base has only 8 hp, and if this is destroyed, the whole creature does die, but on the last round, each stalk goes into a fury, making three attacks each for 1d6 damage per hit but with no chance to entangle).

Yellow Mold
Neutral Fungus

No. Enc.: 1d8 (1d4)	Hit Dice: 2* (8 hp)
Armor Class: can always be hit	Attacks: spores
Move: nil	Damage: 1d6 + special

This deadly fungus looks like a patch of yellow-brown fuzz spread out over a 10′ × 10′ area. It can eat through wood or leather, but it will not harm metal or stone. It can only be destroyed by fire (with a burning torch causing it 1d4 damage per round).

Notes: *Spores* (if yellow mold is touched, even by a torch, there is a 50% chance per touch that it will cough up a 10′ × 10′ × 10′ cloud of spores; anyone caught in the spores takes 1d6 damage and must also save or choke to death within 6 rounds).

IX • The UNDEAD

THE UNDEAD are often described as the souls of the departed, the restless dead whose unfinished business—or a particularly violent or traumatic death—has somehow bound them to become spirits and haunt the world of the living, instead of departing for the afterlife and their just reward or punishment. Of course, none can say for sure just what the afterlife might entail, or whether or not there is any justice in it; there are as many beliefs about this as there are religions in the world. But those brave individuals who have taken it upon themselves to study the undead empirically—paranormal investigators and parapsychologists—have come to believe that the undead are, strictly speaking, not *really* animated by dead human souls; or at least, not *complete* souls. (And it is no slip to speak only of human souls: for whatever reason, the corpses or spirits of faerie-blooded demi-humans *never* become undead.)

The theory goes that when a human being dies under unusual circumstances—violent murder, supernatural factors involved, etc.—that person's mind may leave behind a psychic "impression", a mere shadow or echo of their genuine soul. (Mages, of course, are far more likely to leave behind such impressions.) The image is always distorted, grossly exaggerated in some way that amplifies a particular sin or evil formerly committed by the deceased. Thus do paranormal researchers theorize that the animus behind an undead creature is a fragment or splinter of the departed soul, namely the portion of it with the strongest affinity for Chaos. At the moment of death, it travels to the plane of Shadow, there to mingle with the ambient Chaotic energies—and an undead being is born. While it yet remains on the other side of the Veil, it is only a disembodied evil spirit; but, on those occasions when a rift opens between Earth and Shadow, those spirits can flood through and haunt this world. Then they are able to take on a variety of forms, either by inhabiting human corpses, or by converting their own energies into a kind of misty, slimy half-substance, ectoplasm, which localizes the undead as an incorporeal apparition.

Notes: All undead are necessarily Chaotic in alignment: their very being is the stuff of Chaos. Moreover (to prevent repetition in the following monster descriptions), qualities common to all types of undead are presented here:

• Undead have no metabolism or other biological processes. This means that they have no body heat and cannot be detected via, e.g., monsters or devices that see in the dark by viewing the infrared spectrum. Likewise, because undead do not breathe, they cannot be detected by listening at doors—in fact, they rarely make any noise at all.

• Undead are immune to poison, and to any effects, magical or otherwise, that inflict paralysis, sleep, or charm.

• Undead are −2 on all saving throws vs. fire and +2 on all saving throws vs. cold.

• Undead are relentless. All of the undead in the Cadaver and Ghost categories, except for spectres, attack mindlessly and have morale 12. Spectres and all of the undead in the Revenant and Animus categories are still extremely persistent, with morale 10. That said, undead are vulnerable to the Banish Undead spell, which causes them to save or flee as if they'd failed a morale check.

Unlike the other sections in this chapter, which present their monsters alphabetically, it makes more sense to divide the undead into four basic categories or classes: the **cadaver** class consists of undead made from material remains and animated through magic. The **ghost** class includes semi-corporeal undead which manipulate the physical world via ectoplasm. The **revenant** class includes undead which have mostly become such through their own actions or will (or that of another revenant). The **animus** class consists of evil spirits which are incorporeal and subsist purely on their own hatred for the living. The line between an animus and a disembodied demon is a fine one indeed.

Cadavers
This category includes, ranked from weakest to strongest, zombies, ghouls, skeletons, and mummies.

Zombie
Chaotic Undead (Cadaver)

No. Enc.: 3d4 (3d10)	Hit Dice: 1 (4 hp)
Armor Class: 9	Attacks: 1 slam or weapon
Move: 20' (60')	Damage: 1d8 or by weapon

Zombies are mindless human corpses which have been animated by witchcraft (the Reanimation spell, the ritual to Raise an Undead Horde) or occasionally by mad science (a Necro-Reanimator). Evil mages or techs use zombies as a cheap and obedient labor force or as mindlessly loyal soldiers or guards.

Notes: *Shambler* (zombies always lose the initiative).

Ghoul
Chaotic Undead (Cadaver)

No. Enc.: 2d4 (2d8)	Hit Dice: 2* (8 hp)
Armor Class: 8	Attacks: claw/claw/bite
Move: 40' (120')	Damage: 1d3+special each

Ghouls are hideous beastlike undead that hunger for human flesh (especially brains). They can be created intentionally by dark magic; the blood-drained victims of a *wampyr* may rise as ghouls; and it sometimes happens that corpses left in places saturated with evil magic will transform into ghouls spontaneously. But usually, new ghouls are created when a healthy human is infected with disease from a ghoul's bite.

Ghouls are only minimally intelligent: they cannot speak, but they hunt like pack-animals, loping on all fours like fast-moving gorillas, ravenous and insatiable. Ghouls' claws secrete a paralytic venom which enables them to hold and devour their prey.

Notes: *Paralysis* (a creature hit by a ghoul's claw must save or be paralyzed for 2d4 rounds; the paralysis is induced by a poison, so any effect that cures poison *or* paralysis lifts it), *Disease* (a creature bitten by a ghoul must save or contract a fever with a 4-in-6 chance of killing its victim in 1d4 days if untreated; victims that die from this disease become ghouls within 1d4 hours of death).

Skeleton

Chaotic Undead (Cadaver)

No. Enc.: 1d6 (2d6)	Hit Dice: 3* (12 hp)
Armor Class: 7	Attacks: 1 weapon
Move: 30' (90')	Damage: by weapon (as fighter)

Animated skeletons are intelligent (but not particularly smart) un-
dead which are sometimes created by powerful mages to serve as
knights or guardians. They are skilled fighters: relentless, totally
loyal, and difficult to destroy. Skeletons are able to speak, but they
usually don't have much to say.

Notes: *Regeneration* (skeletons regenerate 1 hp per round, even
back up from 0 hp, excepting damage done by fire, acid, or holy
water), *Bone Toss* (once every three rounds, a skeleton can throw
one of its own bones like a boomerang; a hit causes 1d6 damage
and forces the target to save or be stunned for 1 round).

Mummy

Chaotic Undead (Cadaver)

No. Enc.: 1d4 (1d12)	Hit Dice: 6** (24 hp)
Armor Class: 4	Attacks: 1 touch or scream
Move: 20' (60')	Damage: 1d12+disease or fear

Mummies are undead guardians of tombs and ruins, corpses that
long ago were carefully prepared with bandages and perfumes and
bound to reanimate with elaborate priestly rituals. They are relent-
less in their pursuit of any who violate the tombs they guard, even
pursuing them to the ends of the earth to take their lives as venge-
ance. Mummies are basically intelligent (although most are far too
dried out to speak—and anyway, few mummies know any modern
languages!), but they are magically compelled to act as they do.

Notes: *Mummy Rot* (the touch of a mummy causes both dam-
age and a cursed disease, mummy rot, with no saving throw; any
creature afflicted with this curse becomes immune to magical heal-
ing, and all natural and technological forms of healing are reduced
to 10% speed or effectiveness; the disease is only cured by some
magical effect that lifts a curse or a disease, like a Cleansing Ritual),
Fear (at will, a mummy can scream instead of attacking, contorting
its face into a hideous jaw-dropped grotesque; the scream makes
little noise, but all who *see* the mummy do this must save or else be
rooted in place with fear for 1d4 rounds), *Toughness* (mummies can
only be harmed by fire, magic, or magical weapons, all of which
cause only half normal damage).

> **Ghosts**
> This category includes apparitions, geists, phantoms, and spectres.

Apparition

Chaotic Undead (Ghost)

No. Enc.: 1d2 (1d2)	Hit Dice: 1+2 (6 hp)
Armor Class: 5	Attacks: 1 touch or scream
Move/Fly: 20' (60')	Damage: 1–2 points energy drain or fear

An apparition is a minor ghost, a psychic impression left behind by
someone who died with unfinished business. Apparitions are able
to harm the living, but they are not usually aggressive. They can-
not be killed, but must be exorcised either by some kind of ritual,
or by completing their unfinished business (e.g. finding their re-
mains and giving them a proper burial; getting their killer arrested
for murder; delivering a final message to a loved one; etc.). Appar-
itions are bound to the location where they died, and they tend to
appear only at certain times of day or night.

Notes: *Unkillable* (apparitions can be damaged by magic, or by
magical or silver weapons; but reducing an apparition to 0 hp only
disperses it for 24 hours), *Slimy Touch* (if provoked, an apparition
attacks by touching foes; a hit leaves on the victim a cold and slimy
ectoplasmic residue that inflicts 1 point of life drain over the course
of 1d2 rounds; additional hits extend the duration), *Fear* (an appar-
ition may scream instead of attacking, distorting its appearance to
become demonic or skull-like; all who witness the scream must roll
a saving throw or flee from the haunted place in fear and may not
willingly return for at least a day).

Geist

Chaotic Undead (Ghost)

No. Enc.: 1d6 (1d8)	Hit Dice: 4* (16 hp)
Armor Class: 6	Attacks: 1 touch
Move/Float: 30' (90')	Damage: 1d4 energy drain

A geist is an incorporeal evil spirit bound by certain restrictions. It
is bound eternally to the location where its remains are interred
(either a single chamber or tomb; or, in a dungeon, the immediate
vicinity around the tomb) and cannot freely leave that area. A geist
is normally invisible and intangible, totally unable to affect the
physical world—except that it can animate its own remains.
Regardless of those remains' condition, even if there are only ashes
or a few chips of bone left, when the geist manifests, it "fills in the
gaps" with ectoplasm and takes on the appearance of a whole
body—albeit pale white, with the image of its flesh pulled tight
over the bones, red pinpricks of light for eyes, and surrounded by
an eerie greenish glow. Geists hate the living and want only to
drain away their life force, to cause all that come within their reach
to join them in death.

Notes: *Invulnerable* (a geist can only be harmed by magic or by
magical or silver weapons; normal weapons pass through a geist's
ectoplasmic form as if it were mist), *Life Drain* (the touch of a geist
inflicts 1d4 points of life drain; if can grab ahold of a target, it will
automatically drain 1d4 points per round; and any person totally
drained of life-force by a geist's touch will rise again as a geist after
1d4 days and be under the control of their slayer), *Float* (geists can
levitate).

Phantom

Chaotic Undead (Ghost)

No. Enc.: 1d4 (1d6)	Hit Dice: 5** (20 hp)
Armor Class: 4	Attacks: 1 touch
Move: 40' (120')	Damage: 1d6 energy drain
· Fly: 80' (240')	

A phantom is an undead spirit with no solid physical form; rather, it is semi-corporeal, its body made entirely of ectoplasm. Unlike a geist, a phantom is not bound to any physical remains, so it has some degree of freedom and can roam throughout an entire region (usually haunting the countryside around where it died, or some particular dungeon, castle, or ruin and its environs). A phantom looks like a shadowy image of the person it was in life, but with its distinctive features shrouded in dark mist and partially transparent. Phantoms exist only to drain energy from living victims.

Notes: *Invulnerable* (a phantom can only be harmed by magic or by magical or silver weapons, and silver weapons cause it only half damage), *Life Drain* (the touch of a phantom inflicts 1d6 life drain; if it can grab a victim, it will drain 1d6 hp each round automatically; and anyone drained completely of life by a phantom will themselves rise as a phantom 1 day later, as a pawn under the control of their slayer).

Spectre

Chaotic Undead (Ghost)

No. Enc.: 1d4 (1d8)	Hit Dice: 7** (28 hp)
Armor Class: 3	Attacks: 1 touch or weapon
Move: 50' (150')	Damage: 1d8 energy drain
· Fly: 100' (300')	

A spectre is the most advanced variety of ghost: so powerful is its will, that it can manifest for itself a fully corporeal body made from solid ectoplasm. Spectres have greater intelligence and autonomy than lesser ghosts: they can travel anywhere, and they are almost totally free-willed (but usually beholden to some compulsion, e.g. seek out their killer and avenge their death; serve an evil master, like a lich lord or a devil; etc.). Spectres are able to shift between corporeal and incorporeal forms immediately, without even needing to concentrate; but they are only able to fly when incorporeal. When in physical form, a spectre must walk on the ground or ride a mount (night mares being their preferred steed; see pg. 135).

Notes: *Invulnerable* (when a spectre manifests, its body can only be harmed by magic or by magical weapons), *Ethereal Form* (a spectre can discorporate at will; while ethereal, it can hear and see, but it cannot attack or be harmed; and it can only fly while ethereal), *Life Drain* (a spectre's touch inflicts 1d8 points of life drain; if the spectre can grab onto a victim, it will automatically drain 1d8 hp each round unless made to let go; and any character killed by the touch of a spectre will become a spectre the next night, under their slayer's control), *Get Over Here!* (once per hour, a spectre can teleport itself to any spot that it can see within Near range, or cause a creature that it can see to be teleported into mêlée range with it, if that creature should fail a saving throw), *Regeneration* (a spectre regenerates 2 hp per round; if reduced to 0 hp, it stops regenerating, but it is not truly killed either and might someday reincorporate).

Vampires

Vampires are earth-bound undead spirits inhabiting the corpses of those who committed unforgivable sins in life. Wicked individuals who fear their fate after death, but lack the arcane skill to become a lich lord, may choose vampirism instead by means of unspeakable unholy rituals. Vampires sustain their evil existence by drinking the blood of the living—a *symbol* of life force that gives the vampire its great power. Whereas a ghost can drain the life-energy of living

---

Revenants

This category includes vampires (of which there are three kinds—the *wampyr*, the *varcolac*, and the *nosferatu*); the death knight; and the strongest single undead monster, the lich lord.

---

beings simply by touching them, vampires must bite their victim's necks and then drink of their blood—which allows a vampire to very rapidly drain its victim of life-force.

All vampires have the following strengths and weaknesses:
• Vampires have all of the usual qualities of undead (pg. 181).
• *Invulnerability:* Vampires can only be harmed by magic, fire, and magical or silver weapons; all attack-forms except magical fire and magical or silver weapons which have also been Blessed cause them half normal damage.
• *Charming Gaze:* A vampire's gaze counts as a False Friend spell, useable at will, with a −2 penalty on the saving throw.
• *Regeneration:* If damaged, vampires regenerate 3–5 hp per round, according to their type (see below). A vampire reduced to 0 hp does not die, but instead automatically transforms into a cloud of mist and retreats to its coffin (again, see below).
• *Gaseous Form:* A vampire can transform into a cloud of mist with 1 round of concentration. While in this form, the vampire can fly at its listed flying speed.
• *Creature of the Night:* Every vampire must have at least one coffin somewhere which sits atop a layer of earth from the vampire's homeland. The vampire must spend the daytime resting in this coffin and is only active at night (unless the vampire inhabits a place where there never any daylight, e.g. a dungeon, in which case the vampire's inactive period could be at any time).
• *Killing a Vampire:* A vampire can be destroyed while it is in its coffin by staking it through the heart, beheading it, and burning it. A vampire immersed in running water for 1 turn is destroyed. If exposed to natural sunlight, a vampire must save every round or disintegrate. Finally, if all of a vampire's coffins are found, burned, and the ashes Blessed, the vampire will start to weaken, losing 2d6 of its maximum hp per day (similar to life drain), until it falls to 0 hp and dies.
• *Other Weaknesses:* Vampires recoil from holy symbols confidently presented, garlic, and mirrors (into which they cast no reflection); a vampire must save at −2 to approach any of these things. Vampires avoid sunlight for obvious reasons; they cannot cross a body of running water; and some vampires must stop to count any handful of small objects cast onto the ground before them.

Vampire—Wampyr

Chaotic Undead (Revenant)

No. Enc.: 1d4 (1d6)	Hit Dice: 8** (32 hp)
Armor Class: 3	Attacks: 1 bite or 1 gaze
Move: 40' (120')	Damage: 1d4 (2d4) energy drain or charm
· Fly: 60' (180')	

The *wampyr* (pronounced just like "vampire") is the weakest and most common variety of vampire. They are usually the youngest "generation" of vampires present in a given region, and so they lack the wisdom of centuries and the magical powers that stronger vampires have. They cannot use magic, summon children of the night, or sire more of their kind (although they can create ghouls). That said, wampyrs are the most human-like vampires in appearance: they look like pale humans with a certain compelling, otherworldly charisma about them—which, of course, they use to their advantage when hunting for prey.

Notes: *Life Drain* (the bite of a wampyr causes 1d4 life drain; the vampire latches on automatically and will then drain a further 2d4 hp per round as it sucks blood; a creature completely drained

of life by a wampyr will rise again in 1 night as a ghoul under the wampyr's control), *Regeneration* (wampyrs start to regenerate 3 hp per round immediately after being damaged).

Vampire—Varcolac
Chaotic Undead (Revenant)

No. Enc.: 1d3 (1d4)	Hit Dice: 10** (40 hp)
Armor Class: 2	Attacks: 1 bite or 1 gaze
Move: 40' (120')	Damage: 1d6 (2d6) energy drain or charm

· Fly: 60' (180')

The *varcolac* is a mightier class of vampire, with a strong affinity for wolves. In fact, the varcolac is the reason that many other wolf-like creatures (werewolves, wilders, skin-changers) are so often conflated with each other and with lycanthropy legends. The varcolac is the "true" lycanthrope, able to take on the form of a dire wolf at will, and able to create more vampires (i.e. wampyrs) with its bite. A varcolac in humanoid form is undeniably wolfish in appearance, with pointed ears, thin red lips, and prominent canines.

Notes: *Life Drain* (the wolfish bite of a varcolac inflicts 1d6 life drain; the varcolac latches on automatically and will continue to drain 2d6 hp per round thereafter unless killed or otherwise made to let go; anyone completely drained by a varcolac will rise again 3 nights later as a wampyr under the varcolac's control), *Regeneration* (damaged varcolacs regenerate 4 hit points per round), *Wolf Form* (the varcolac can assume the shape of a dire wolf at will, in which form its AC and HD/hp remain unchanged), *Children of the Night* (when outside, a varcolac is able to summon 3d6 wolves or 2d4 dire wolves, which come to its aid), *Occultism* (varcolacs have a limited ability to use magic; they do not cast spells, but they can cast tricks and rituals as a 6th level mage with a Charisma of 14).

Vampire—Nosferatu
Chaotic Undead (Revenant)

No. Enc.: 1 (1d2)	Hit Dice: 12*** (48 hp)
Armor Class: 1	Attacks: 1 bite or 1 gaze
Move: 50' (150')	Damage: 1d8 (2d8) energy drain or charm

· Fly: 60' (180')

The nosferatu is the progenitor of vampire-kind and a lord of the undead. This monster can only come into being when a mighty hero, once of great faith and goodness, betrays that faith and willingly embraces evil by partaking in a horrible demonic ritual for supposed "immortality". The nosferatu has an affinity for bats: it can assume the shape of a bat, and even in humanoid form, its long fangs, large ears, and bald head will generally make it impossible for the monster to hide its nature. Centuries old, the nosferatu is cunning, a powerful wizard, and relentlessly selfish and evil.

Notes: *Life Drain* (the razor-toothed bite of a nosferatu inflicts 1d8 life drain; the nosferatu will latch onto its victim automatically and thereafter drain 2d8 hp per round by sucking blood; and any character totally drained by a nosferatu will rise again as a varcolac within 3 nights), *Regeneration* (a damaged nosferatu regenerates 5 hp per round), *Change Shape* (a nosferatu can take the shape of a giant vampire bat, as well as that of a dire wolf; in either form, it retains its AC and HD/hp), *Children of the Night* (a nosferatu can summon various creatures to aid it: 10d10 rats or bats, 5d4 giant rats, 3d6 giant bats or wolves, or 2d4 dire wolves), *Black Magic* (a nosferatu possesses the wisdom of ages: it casts tricks, spells, and rituals as a 12th level mage for the purpose of figuring spells per day and scaling effects, and a Charisma of 18 for figuring casting checks); *Shadow Step* (the nosferatu can teleport at will wherever there are shadows, disappearing into one and instantly reappearing within any other out to Near rage).

Death Knight
Chaotic Undead (Revenant)

No. Enc.: 1 (1)	Hit Dice: 11*** (44 hp)
Armor Class: 1	Attacks: 1 weapon
Move: 40' (120')	Damage: 2d8

A death knight is the revenant undead form of a warrior who was thoroughly evil and corrupted in life, clinging after death to a harrowed existence in this world through sheer, stubborn will. They look skeletal in form (with tiny red lights in the eye-sockets of the skull), carrying a large two-handed weapon and clad in heavy armor which has been blackened (as if burned). Death knights either serve other undead lords (nosferatu or liches) as a champion or an enforcer; or they have the ambition to rule a kingdom of the dead for themselves.

Notes: *Resistant to Turning* (a death knight can only be affected by the Banish Undead spell if it rolls a natural 20 on its save), *Aura of Fear* (anyone who enters mêlée with a death knight must save or be afflicted with magical fear, compelled to flee and stay away for at least 2d4 turns), *Unholy Strength* (death knights always cause 2d8 damage with a hit, regardless of the weapon they wield; and they enjoy a +2 bonus on all attack rolls and saving throws), *Warlock's Power* (death knights can cast spells as 8th level mages, but they do not work rituals or tricks).

Lich Lord
Chaotic Undead (Revenant)

No. Enc.: 0 (1)	Hit Dice: 16**** (64 hp)
Armor Class: 1	Attacks: 1 touch
Move: 30' (90')	Damage: 1d10 + paralysis

A lich lord (or corpse lord) is a mummified wizard who has willingly sought out undeath as a means of staving off his inevitable

end for as long as humanly possible. Curiously, while a villainous lich lord is perhaps the single most dangerous threat that a party of heroes can face, the process that a mage uses in order to become a lich preserves most of the character's soul: their psyche, intellect, and personality remain intact, at least for the first couple of centuries (after which boredom or madness will eventually set in). As a consequence, most lich lords are not cartoonish villains, evil for the sake of evil. Rather, their motivations tend to be selfish: they quest for arcane knowledge, to revive a lost love, or protect the legacy of their descendants. (A rare few lich lords, known as "arch-liches", were priests of Law in life and carry on the good fight in death).

A lich lord is an exceedingly cunning adversary, prepared for any eventuality, and always in possession of many powerful magical items. Lich lords are loath to leave their lairs, which are well-stocked with traps and undead servants and defenders. Above all, referees should remember that each individual lich lord is unique and must have its own name, personality, style, and motivation.

Notes: *Magic* (a lich is an extremely powerful spell-caster, able to use magic as a mage of 16th level for the purpose of figuring its spells cast per day and scaling effects; its Charisma is effectively 20 for the purpose of casting checks), *Phylactery* (a lich lord hides his soul within a container and may not be killed unless the container is destroyed; if the lich is reduced to 0 hp but the phylactery is not found, the lich's body will reincorporate in 1d100 days), *Paralysis* (in addition to causing damage, a lich lord's touch forces a living target to save or be paralyzed for 2d6 rounds), *Fear* (any character of 5th level or lower who even sees a lich is magically terrified and will flee for 2d4 turns, no save), *Invulnerable* (lich lords can only be harmed by magic or by magical weapons; they are immune to cold, electricity, and any sort of mind-reading or shape-changing effect).

Summoning: A lich lord has the power to summon undead servants to aid it. The lich lord merely concentrates; the servant will arrive 1d100 rounds later. The lich lord can summon undead as often as desired, but each type of undead will only respond, at most, once per day each (re-roll if the same type comes up twice).

1d20	Undead Summoned	1d20	Undead
1–5	2d6 mummies	16–17	1d2 death knights
6–9	2d4 spectres	18	1 nosferatu
10–12	1d6 wampyrs	19	1 reaper
13–15	1d3 varcolacs	20	1 legion

If a legion is summoned, it only has a 1-in-6 chance of answering the lich lord (and if the dice do indicate a legion when the lich does not want to summon one, the lich may choose not to summon it — a legion of the damned is extremely dangerous, even to a lich lord).

Animi

An animus is a spirit of pure hatred for all living things: the grimwraith, the reaper, and the legion of damned souls are found here.

Grimwraith

Chaotic Undead (Animus)

No. Enc.: 0 (1)	Hit Dice: 9** (36 hp)
Armor Class: 5	Attacks: nil or 1 touch
Move: nil or special	Damage: nil or 1d12 energy drain

A grimwraith is the undead spirit of a Chaotic priest, scholar, or philosopher who has died with unresolved philosophical or theological questions still weighing on his mind, the burden so heavy that he has refused to pass on into the next life. Over the centuries, as the grimwraith ponders evil notions without ever resolving any of his questions, his vile thoughts take physical form as small and ghostly apparitions called "malices", which look like translucent,

wispy clouds with small arms and faces. The malices fly through the air (staying within 100' of the grimwraith) and seek out living beings to attack. The grimwraith produces 2d4 malices for every century of its deliberations, so if it is very old, it will be surrounded by a great many of them.

The wraith itself appears to be a gray, translucent figure, robed and hooded, forever seated upon a throne in its lair. Ordinarily, nothing can break its concentration, even if it is attacked (but the malices will swarm anyone attacking the seated wraith), and it cannot be turned by a Banish Undead spell. Most characters who try to peer under its hood see only empty blackness, but one with the Sight will see a thin face, paper-white, smiling evilly as it ponders depraved thoughts. If the grimwraith is reduced to 0 hp before the last of its malices are destroyed, it will never fight back — but at the instant of its destruction, it will look up, an expression of ecstasy and enlightenment on its face, and it will utter, "At last — I understand!" as it vanishes.

If, however, all of its malices are destroyed first, the grimwraith will rise and begin to fight with a mindless fury — rapidly teleporting around its chamber and trying to drain the life of those who have dared to interrupt its thoughts.

Malices: Malices have 9 hit dice, just like the grimwraith, but only 1 hp per hit die. Their attacks drain life as a phantom. AC 2, MV 50' flying, HD 9* (9 hp), #AT 1 touch, DG 1d6 energy drain. Malices are undead and may be Banished; but they can only be harmed by magic or magical weapons.

Notes: *Invulnerable* (a grimwraith can only be harmed by magic or by magical weapons; it cannot be turned by a Banish Undead spell unless it awakens). A grimwraith does not move or attack unless all of its malices are slain. If that happens, it wakes up and begins to fight with two powers, Teleport and Life Drain. *Life Drain* (the touch of a grimwraith inflicts 1d12 points of life drain; any character totally drained will rise again as a phantom after 3 days), *Teleport* (a grimwraith does not move, but it can teleport instantly to any location that it can see within Near range, at will).

Reaper

Chaotic Undead (Animus)

No. Enc.: 1 (1)	Hit Dice: 13*** (52 hp)
Armor Class: 1	Attacks: 1 blade
Move/Fly: 40' (120')	Damage: 3d4 + death

A reaper is a spirit of death, native to the Veil of Shadow: some say that it is more demon than undead. A reaper is semi-corporeal, its translucent body made from coalesced ectoplasm. It appears as a pale and emaciated figure, draped in a robe and hood, carrying in one hand a lantern that shines with blue-white flame — and in the other a dagger, sickle, or scythe. Reapers hate life and living beings — they exist only to kill and destroy.

Notes: *Invulnerable* (reapers can only be harmed by magic or by magical weapons; they are immune to cold), *Fear* (any creature of 3rd level or lower that sees a reaper must save or flee in terror, and they will never willingly return to where the reaper appeared), *Death Attack* (a creature struck by the reaper's blade must save or die), *Reflect Turning* (should a mage attempt to Banish a reaper, the reaper saves as usual; on a roll of 6 or lower, the spell is reflected back on the mage, who must save or flee), *Shrouded in Shadow* (reapers are very stealthy and surprise enemies on 1–5 on 1d6).

Legion

Chaotic Undead (Animus)

No. Enc.: 1 (1)	Hit Dice: 20***** (80 hp)
Armor Class: −2	Attacks: 2 poltergeisting or 1 possession
Fly: 150' (450')	Damage: variable or special

The legion of the damned is not a single entity; rather, as its name implies, it is a massive coagulation of individual spirits, possibly a hundred yards in diameter, all bound together and operating on the same psychokinetic "wavelength". Like an arch-demon or one of the kaiju, a legion is a once-in-a-generation occurrence, a singular and perhaps even apocalyptic event.

The legion itself is composed of pure energy and is at all times invisible; only those with the Sight can hope to perceive it all. A mage, once properly and psychically attuned via Second or Arcane Sight, will see the legion as a vast, roiling storm-cloud of ectoplasm floating in the sky overhead. The legion is difficult to attack by any direct means—but, by interacting with the mortal world, it also makes itself vulnerable. The legion is both a poltergeister (meaning it moves objects telekinetically) and a possessor (capable of taking over inanimate objects, dead bodies, or even live persons and controlling them). Damage done to the objects or beings that the legion possesses also weakens the legion. But the legion is many, and the many are clever—they will not readily allow themselves to be too badly harmed by throwing their puppets mindlessly at a band of competent heroes.

The legion's great weakness is that it is stronger at night than during the day. In the daytime, the legion is capable of animating objects or corpses and flinging objects about, but it cannot possess the living. Regardless of the time of day or night, though, even if the legion is damaged to the point where it falls to 0 hp, this will only disperse it for a short while, 1d6 days at the most. The legion cannot be destroyed; only sealed away. And the only certain way to send a legion back to Hell is by reading the appropriate set of passages from a suitably thorough book of forbidden arcane lore, such as the *Necronomicon ex Mortis*.

The legion possesses the following special capabilities:

• *Invincible:* The legion is difficult to harm directly. An attacker must possess the Sight or be otherwise magically enabled to perceive it; they must be able to reach it, which usually means flying up to a height of at least 300' above the ground; and even then, only magical weapons of +3 or better, magical rituals with a power level of 5th or higher, or a tech's Radioactive Plasma Reactor are capable of affecting it (with hit point damage or otherwise). The legion itself is unaffected by tricks (other than Second Sight), all spells, rituals below 5th level, gadgets, preparations, and most inventions.

• *Poltergeister:* As often as twice per round, the legion can telekinetically pick up objects and fling them with a missile-range of 20'. The damage inflicted varies with the size of the object, ranging from 1 point for a small stick to 3d6 points for a large boulder. Furthermore, any creature struck by such a missile must roll a saving throw or else be drained of 1d4 Strength. Long-lived demi-humans (like elves and fays) can ignore the first 5 points of Strength drain, while all other demi-humans may ignore the first 2 points—their connection to the realm of Faerie staves off the decay of Shadow. Humans enjoy no such protection. This Strength drain is similar to that inflicted by a shadow (pg. 175), except that the recovery time is 8 *days* per point of lost Strength rather than 8 turns. Moreover, any character reduced to 0 Strength by the legion is permanently killed and cannot be raised from the dead by any means: their soul has been consumed by the spectral mass.

• *Possessor:* At any given time, the legion can turn up to six normal objects into animated objects (pg. 139) or up to five human corpses into geists (pg. 183) under its direct control. However, all damage dealt to these "puppets" also applies to the legion's own hit points —so it is usually reluctant to control a full 20 HD worth of geists and thereby make itself vulnerable to dispersal. Furthermore, at nighttime only, the legion can attempt to possess a living human (but not a demi-human). The target may roll two saving throws; if only one save fails, the human is knocked out for 1d6+6 turns, but not possessed—and is immune to further attempts. If both saves fail, however, the victim is possessed and becomes a spectre under the control of the legion. (As with the legion's other puppets, any damage to the spectre also damages the legion; and the spectre counts as 7 hit dice against the legion's limit of 20 hit dice of controlled puppets at any one time. This means that at a given moment, a legion controlling a spectre can also control only 13 hit dice worth of animated objects or geists; and if the legion tries to possess another living body and control a second spectre, it can only control 6 hit dice worth of other puppets, i.e. two animated objects or only a single geist.)

Animated objects under the control of the legion can talk, bleed, change their shape, and do other strange things. Geists and spectres so controlled can seem undead or demonic—pallid skin covered in slime, milky white eyes, bleeding black blood, floating in the air—or they can appear as they were in life and seem to be innocent, unaware of what has happened to them. The legion will use this to be as tricky as possible, or to make the heroes as grossed out and uncomfortable as possible. It *wants* their fear and their anger and their hopelessness before it kills them.

That said, the legion can be driven out of a living body, and the possessed spectre returned to normal, by means of either Banish Undead or an Ætheric Disruptor. Either effect allows the character another saving throw to reassert their will, in which case the legion is driven out, and the character falls unconscious for 1d6+6 turns (and they cannot be possessed again). If the legion is not driven out of a possessed victim, however, it may simply choose to slay the victim at any time—and a victim who dies in this manner can never be raised, because their soul has been eaten by the legion.

Encounter Tables

As noted on page 31, wandering monsters may be encountered either in the dungeon or in the wilderness. The tables found here are used to determine which monsters are met when a random encounter occurs—but they are, of course, examples only. Referees are encouraged construct unique wandering monster tables to fit regions and dungeons in their campaign.

WANDERING MONSTERS—WILDERNESS

1d20	Forests	Jungles	Deserts	Grasslands	Settled Countryside
1	Beastman, élite	Ant, giant	Beastman, scout	Ant, giant	Attercop
2	Beastman, fodder	Beastman, assassin	Beastman, warrior	Baboon, rock	Beastman, fodder
3	Beastman, warrior	Beastman, élite	Beetle, giant fire	Beastman, fodder	Beastman, scout
4	Bee, giant killer	Beastman, knight	Beetle, giant oil	Boar	Dwarf
5	Boar	Cat, panther	Camel	Draug	Elf
6	Cat, panther	Caveman	Cat, lion	Dwarf	Gargoyle
7	Cockatrice	Cœurl	Cu sith	Ettin	Geist
8	Elf	Elephant	Genie, djinn	Firedrake, young	Ghoul
9	Ettin	Ettin	Hawk, giant	Fly, giant robber	Gigas, hill
10	Firedrake, young	Firedrake, young	Human, soldier	Gigas, hill	Goblin
11	Geist	Fly, giant robber	Lizard, giant gecko	Hippogriff	Human, normal
12	Ghoul	Genie, ifrit	Lizard, tuatara	Human, rogue	Human, rogue
13	Human, rogue	Gorgon	Mummy	Human, soldier	NPC party
14	Nymph, dryad	Gray creeper	Murkwyrm, young	Ogre	Rat, giant
15	Roc, small	Human, rogue	NPC party	Scorpion, giant	Shenlong, lesser
16	Spider, giant crab	Naga	Scorpion, giant	Spider, black widow	Troll
17	Unicorn	Rat, giant	Snake, pit viper	Stirge	Wampyr
18	Werewolf	Scorpion, giant	Snake, giant rattler	Troll	Weretiger
19	Wolf	Snake, rock python	Spider, tarantella	Weasel, giant	Wolf
20	Wolf, dire	Wereboar	Troll	Wyvern	Zombie

1d20	Mountains/Hills	Rivers/Lakes	Oceans	Swamps	Towns/Cities
1	Ape, white	Beastman, assassin	Adamantoise	Attercop	Beastman, fodder
2	Beastman, fodder	Bee, giant killer	Beastman, marine	Basilisk	Beastman, knight
3	Beetle, giant oil	Boar	Crab, giant	Beastman, assassin	Beastman, scout
4	Cat, sabre-toothed	Cat, panther	Crocodile, giant	Beastman, fodder	Centaur
5	Caveman	Crab, giant	Elf	Beastman, knight	Dwarf
6	Chimera	Crocodile	Fly, giant robber	Beastman, scout	Elf
7	Cœurl	Elf	Harpy	Boar	Ghoul
8	Dwarf	Ettin	Hawk, giant	Ettin	Goblin
9	Firedrake, adult	Fish, giant piranha	Human, rogue	Human, rogue	Gigas, hill
10	Gigas, hill	Fly, giant robber	Hydra, sea	Ghoul	Human, normal
11	Goblin	Hydra	Merfolk	Gorgon	Human, rogue
12	Griffon	Leech, giant	Murkwyrm, adult	Leech, giant	NPC (any class)
13	Jotun, stone	Merfolk	Octopus, giant	Lizard, giant draco	NPC party
14	Human, rogue	Murkwyrm, adult	Roc, giant	Murkwyrm, adult	Ogre
15	Human, soldier	Murkwyrm, young	Sea serpent	Spider, black widow	Rat, giant
16	Morlock	NPC party	Scylla	Sprite, nixy	Skin-changer
17	Murkwyrm, young	Rat, giant	Shark (any)	Stirge	Spectre
18	Roc, giant	Stirge	Snake, sea	Toad, giant	Troll
19	Troll	Toad, giant	Squid, giant	Troglodyte	Wampyr
20	Werewolf	Troll	Whale (any)	Troll	Zombie

WANDERING MONSTERS—DUNGEONS

1d20	Level 1	Level 2	Level 3	Levels 4–5	Levels 6–7	Levels 8–10
1	Beastman, fodder	Bat, giant	Ant, giant	Atttercop	Basilisk	Black pudding
2	Beastman, sapper	Baboon, rock	Ape, white	Bear, cave	Bear, cave	Chimera
3	Beastman, scout	Beastman, assassin	Beastman, élite	Cockatrice	Black pudding	Firedrake, adult
4	Bee, giant killer	Beastman, knight	Beetle, giant tiger	Cu sith	Cœurl	Firedrake, young
5	Beetle, giant fire	Beastman, warrior	Cat, panther	Ettin	Ettin	Gigas, hill
6	Centipede, giant	Caveman	Crawling creeper	Gray creeper	Gray creeper	Golem, amber
7	Dwarf	Cat, cougar	Draug	Gray ooze	Hell hound	Golem, bone
8	Ghoul	Caveman	Fly, giant robber	Hell hound	Hydra	Hydra
9	Goblin	Elf	Gargoyle	Kalidah	Kalidah	Jotun, stone
10	Green slime	Ghoul	Geist	Lizard, tuatara	Minotaur	Manticore
11	Hobgoblin	Gray ooze	Gelatinous cube	Minotaur	Mummy	Murkwyrm, adult
12	Lizard, giant gecko	Lizard, giant draco	Gorgon	Mummy	Murkwyrm, young	Murkwyrm, young
13	Morlock	Locust, giant cave	Harpy	Ochre jelly	Nekrozon	NPC party
14	Rat, giant	Skeleton	NPC party	NPC party	NPC party	Purple creeper
15	Snake, giant cobra	Snake, pit viper	Reptoid	Phantom	Ochre jelly	Salamander, flame
16	Spider, giant crab	Spider, black widow	Ochre jelly	Reptoid	Rust monster	Salamander, frost
17	Stirge	Sprite, pixy	Shadow	Rust monster	Salamander, flame	Shenlong, lesser
18	Toad, giant	Toad, giant	Spider, tarantella	Spectre	Scorpion, giant	Skin-walker
19	Wolf	Troglodyte	Troll	Wereboar	Spectre	Wampyr
20	Zombie	Yellow mold	Wererat	Werewolf	Weretiger	Werebear

CHAPTER SIX:
RULES FOR THE REFEREE

THIS BOOK is intended to serve chiefly as a reference work and not a text for teaching a game that the vast majority of readers surely already know how to play. That said, even the best referee could use the occasional refresher course. This final chapter collects all of the rules and advice which are the special province of the referee. It will explain how to design dungeons and wildernesses, how to place treasure and award experience, and how to address a great many other miscellaneous topics and "corner-cases" that inevitably arise during long campaigns.

Dungeon Design

In the parlance of old-school gaming, the word "dungeon" properly refers to a very specific sort of adventure location: a vast, underground complex of rooms, corridors, tunnels, and caverns, spanning many levels and sub-levels. Recently, locations like this have been termed "megadungeons" to emphasize their great size and inexhaustibility: a party of player character adventurers can spend an entire campaign exploring such a place, learning its secrets and looting its treasures. Dungeons like this (and hereafter, I will restrict myself to the original usage: a "dungeon" is vast and has many levels; while a smaller underground complex will be called a mere "ruin" or "tomb") are meant to serve as the centerpiece of the campaign, the proverbial "tent-pole" that props up the entirety of the proceedings.

The player characters will not want to spend every single session exploring the dungeon that you devise: they will sometimes go off on overland journeys to explore the wilderness, sail the seas, fly to far-off lands via airship, or merely get into trouble in cities or towns. But most of the time, the player characters will be in search of treasure, for this is how they earn experience points, and the dungeon is the most reliable source of treasure. Moreover, the balance of risk to reward is at least intuitively measureable in dungeon environments: deeper levels have stronger monsters, but these monsters are guarding more fabulous treasures.

Mapping the Dungeon

A dungeon is traditionally mapped out on ordinary graph paper, four or five squares to the inch, at a scale of 10' to the square. A square grid is ideal for dungeons with straight corridors and rectangular rooms—dungeon areas, in other words, which have been delved or built by sentient beings capable of architecture and engineering. Natural caverns, with their irregularly-shaped caves and twisting tunnels, are often better mapped on hex-paper, much like that used for mapping a wilderness. Mine-shafts, which tend to have straight-walled but curved and branching tunnels, sit halfway between these two extremes.

Most of the time, a "top-down" perspective is the best choice for mapping a dungeon-level: it's simple and easy to visualize. But sometimes, a dungeon-level can involve lots of sloped tunnels or stairwells, and rooms or passages that overlap in three dimensions. Complex dungeon layouts like this can be drawn abstractly from a top-down perspective on ordinary graph paper, noting the changing elevations by each slope or staircase; or one can use "isometric" graphing paper (marked with either a triangular grid or a simple array of dots in a triangular pattern) and try to map the level with an illusion of 3D perspective.

Stocking the Dungeon

Once a dungeon level has been mapped, it is incumbent upon the referee to fill the rooms with monsters and treasures. Prior to this, of course, it is a good idea to have an idea of what each room originally was before the whole complex fell into ruin[*]. Once that has been decided, the referee can

---

[*] There exists online an invaluable resource for fleshing out empty dungeon-rooms: "Tricks, Empty Rooms, and Basic Trap Design", by Courtney C. Campbell. At the time of this writing, it may be found at the following URL, along with a companion piece about interesting treasures, appropriately entitled "Treasure":
« http://hackslashmaster.blogspot.com/2011/02/on-tricks-empty-rooms-and-basic-trap.html »

then proceed to the dungeon-stocking algorithm. A roll of 1d6 is used to decide the contents of a room, with a second roll possibly to follow, to determine the presence or absence of treasure.

DUNGEON STOCKING TABLE

First Roll (1d6)	Room Contents	Chance of Treasure (1d6)
1–2	Empty	1
3	Trap	1–2
4–5	Monsters	1–3
6	Special/Unique	n/a

Empty rooms are only empty of monsters and traps; they will of course still have other contents, like furniture, crates or barrels to search, and any other trappings that you can think of to make them interesting. Rooms which are empty of hazards and hostile monsters actually serve an important purpose in the game: they heighten the tension between encounters and ensure that the players can never be quite certain of just exactly when danger will present itself. For this reason, do resist the temptation to "spread out" the monster lairs so that they fill a dungeon evenly. Instead, let the dice fall where they may, and if they happen to indicate a long stretch of empty rooms, that's perfectly fine—after all, the players will still be expecting monsters around each corner (and they will still meet wandering monsters from time to time). If the monster lairs are likewise clustered together, then you must invent a *post hoc* explanation for why this is so: are the monsters allies? Barely-tolerant next-door neighbors? Or do they simply ignore each other?

Traps

The variety of traps found in a dungeon is only limited by the referee's deviousness. Some basic examples which are appropriate to the first few dungeon levels are given here. Remember, a trap usually only triggers 33% of the time (to keep it from being too predictable or easy to find).

Arrow Trap: An arrow fires from a hidden location. It rolls to hit (at a bonus equal to the current dungeon level), striking for 1d6 damage.

Bricks from Ceiling: Every character in a 10' radius must save or take 2d6 damage.
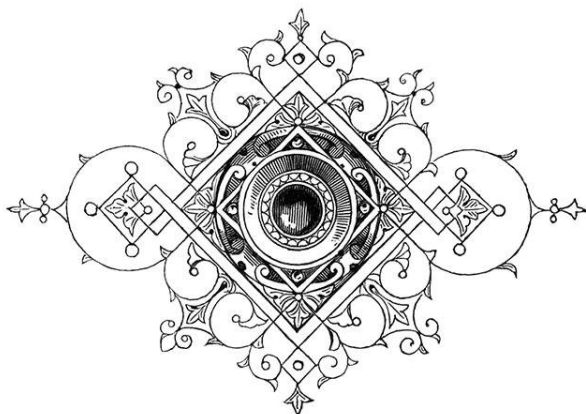
Camouflaged Pit Trap: A pit, at least 10' deep, is hidden in the floor; characters must save for fall in, in which case they take 1d6 damage per 10' of the pit's depth. If the pit's floor is spiked, the damage increases by 1d6.

Disease: More hazard than trap, a character who comes into contact with a source of disease may have to roll a save or get sick (25% chance of death after 1d6 days' incubation).

Guillotine Trap: A straight blade falls from the ceiling. A character in its path must save or take 1d10 damage.

Poison Dart Trap: A dart fires from a hidden spot, again at some level-dependent bonus to hit; a hit causes 1d4 damage and also envenoms the target; 1d6 turns later, they will suffer more damage from poison (1d6 per level where the trap was sprung), with a save to halve the damage.

Poison Needle Trap: Usually set within a lock on a door or a chest. A character who touches the lock without wearing gauntlets is automatically envenomed; they will suffer Xd6 poison damage (where "X" is the dungeon level) 1d4 turns later, save for half. The referee may roll a secret, Int-based skill check to see if the character notices having been pricked by the needle.

Portcullis Trap: Characters directly under the portcullis must save or take 3d6 damage and be pinned to the floor; regardless, the way is blocked and a party may be split up.

Rolling Rocks: A round boulder falls down from a hidden alcove and characters must roll a saving throw to dive out of the way; otherwise they suffer 2d6 damage.

Scything Blade: A spring-loaded blade swipes out from a wall or statue. It rolls to hit (FC bonus = dungeon level) and causes 1d8 damage on a hit.

Treasures

There are two methods for stocking a dungeon with treasure: random generation and intentional placement. Intentional placement is the preferred method because it gives the referee total control over the amount of treasure and the numbers and kinds of magical items found on each level of the dungeon. Random treasures are still useful for inspiration during those moments when you can't decide what to place where, but a good referee is always wary of the very real potential for randomly generated treasures (especially magical items; see Appendix B) to throw off the balance of an entire campaign.

Stocking a dungeon with intentionally-placed treasures follows the algorithm outlined here:

1. First, use the Dungeon Stocking Table (above) to determine how many treasure hoards are present on a given dungeon level.
2. Next, calculate an appropriate "treasure budget" for the level. This requires a bit of intuition on the part of the referee, as it may have to be adjusted for larger or smaller parties. Assuming a typical party of 4–6 player characters and their followers, a good formula to use is "the amount of treasure it would take five fighters to go up in level from this dungeon", e.g. the 1st dungeon level should have about 10,000 cp of treasure (2,000 cp × 5); the 2nd level should have about the same amount;

for example, you've determined that your 1st dungeon level has 12 treasures, your 20,000 cp budget becomes the following twelve hoards:

10,000 cp	625 cp	39 cp
5,000 cp	313 cp	20 cp
2,500 cp	156 cp	10 cp
1,250 cp	78 cp	10 cp

The last two hoards will, of course, be the same size.

4. Now you must determine the form that each treasure takes and place them in the dungeon. Placing the treasures is simple: the only reason that the large treasures are still there to begin with is because they're difficult to get at. They're guarded by powerful monsters or devious traps, or they're well-hidden in secret rooms. The small treasures are those that have been scavenged by weaker monsters, or that are in the relatively easy-to-get-at rooms near the entrance to the dungeon level.

But not every treasure should be a simple pile of copper pieces. That's dull. Instead, some treasures are going to be easy to carry (gold, gems); some are going to be very difficult to move (iron coins, large works of art); and some are going to be moderately easy to carry (chests full of copper and silver, jewelry, cups, candle stands, etc.). A simple method for deciding this detail is to roll 1d3 and let "1" indicate a small and compact treasure, "2" to indicate an ordinary treasure, and "3" an unusually heavy treasure.

Finally, the referee should always feel free to subtract any amount of treasure from one hoard and add it to any other, or to combine hoards, to keep the players blind to the formula. Likewise, when a treasure looks "too even", roll d10s to fill out the remaining digits, and flip a coin to decide if this makes the hoard a little bigger or smaller. For example, the largest hoard on the 1st dungeon level should not be an even 10,000 cp: you should roll 3d10 (let's say that the dice turn up "6, 3, 2") and flip a coin—if it comes up heads, the hoard has 10,236 cp in it; but if it comes up tails, it's 9,632 cp.

You can also use the random treasure table at the bottom of this page to generate a few random hoards and use these to replace some of the "calculated" ones. The table assumes a trap-guarded hoard, so decrease the effective level by 1 for an unguarded treasure and increase it by 1 for a hoard found in a monster lair.

the 3rd level should have about 20,000 cp; the 4th level, 40,000; etc. The formula is fairly fast-and-lose: after all, the party size will fluctuate as player and non-player characters come and go; some characters will die along the way and need to be replaced; and a great many treasures will remain hidden (or well-guarded) and go unfound or unclaimed. All told, it's probably better to overestimate than to underestimate—especially on the lower levels, where character deaths can be expected to occur with greater frequency.

3. Divide the treasure budget in half; place one half in the dungeon's deepest or best-guarded monster lair; then continue halving the remainder of the treasure until there are sufficiently many hoards to account for all the "treasure" results from the Dungeon Stocking Table. If,

RANDOM TREASURES

Dungeon Level	Small Coins	Large Coins	Gemstones	Jewelry	Consumable Items	Permanent Items
1	1d6 × 100 ip	50% 1d6 × 10 cp	5% 1d6	3% 1d6	5% 1d2	2% any 1
2–3	1d6 × 200 ip	50% 1d6 × 100 cp	10% 1d6	5% 1d6	10% 1d2	3% any 1
4–5	1d6 × 100 cp	1d6 × 20 sp	20% 1d8	10% 1d8	20% 1d2	7% any 1
6–7	1d6 × 200 cp	1d6 × 50 sp	30% 1d10	15% 1d10	30% 1d2	10% any 1
8–9	1d6 × 50 sp	1d6 × 10 gp	40% 1d10	20% 1d10	40% 1d2	13% any 1
10+	1d6 × 100 sp	1d6 × 20 gp	50% 1d12	25% 1d12	50% 1d2	17% any 1

75% of gems are worth 1d10×10 cp; 25% are worth 1d10×100 cp. A piece of jewelry is worth 3d6 × 100 cp. Percentile values above are the chance that treasure type is present.

5. Finally, the referee must place special items (magic and technology) in the dungeon. Obviously, the first thing to consider here is the nature of the items which will be found in a given dungeon. Most dungeons are ancient, magical places; therefore, most items found in most dungeons will be magical items. The opposite will be true for a mad scientist's lair. And, while there will be exceptions (hobgoblin tunnels, buried alien spacecraft), it can generally be assumed that the only technological items to be found in most dungeons are those which have been brought there by adventuring techs—and left behind when they perished. Assume, then, that on the 1st dungeon level, there is a 20% chance that any given "magic item" will be a similar technological item instead, and this chance falls by 2% per dungeon level.

The actual number of magical items on each level should always be given careful thought by the referee, but a good range to start with would be 1d4 (give or take) permanent items and 1d12 "consumables". They can be mixed in with other treasure hoards, hidden in their own special locations (this is ideal for items that the referee does not want the local monsters to know about or use), or in the possession of intelligent monsters (who will certainly not hesitate to use them if they can).

Ideally, any permanent magic items placed in the dungeon should be like those described in Chapter 3, with unique names and histories. Sometimes, though, a referee just needs a randomly chosen item. The treasure tables in Appendix B are provided for just such an occurrence.

Special Rooms
This category provides a referee with a chance to get really creative. "Special" rooms are those places in a dungeon that have some bit of unexplained weirdness: some magical or otherworldly feature of the dungeon which might be a bane or a boon to the players; it could be a puzzle or a riddle that leaves everyone scratching their heads; or it could simply be some harmless bit of decoration.
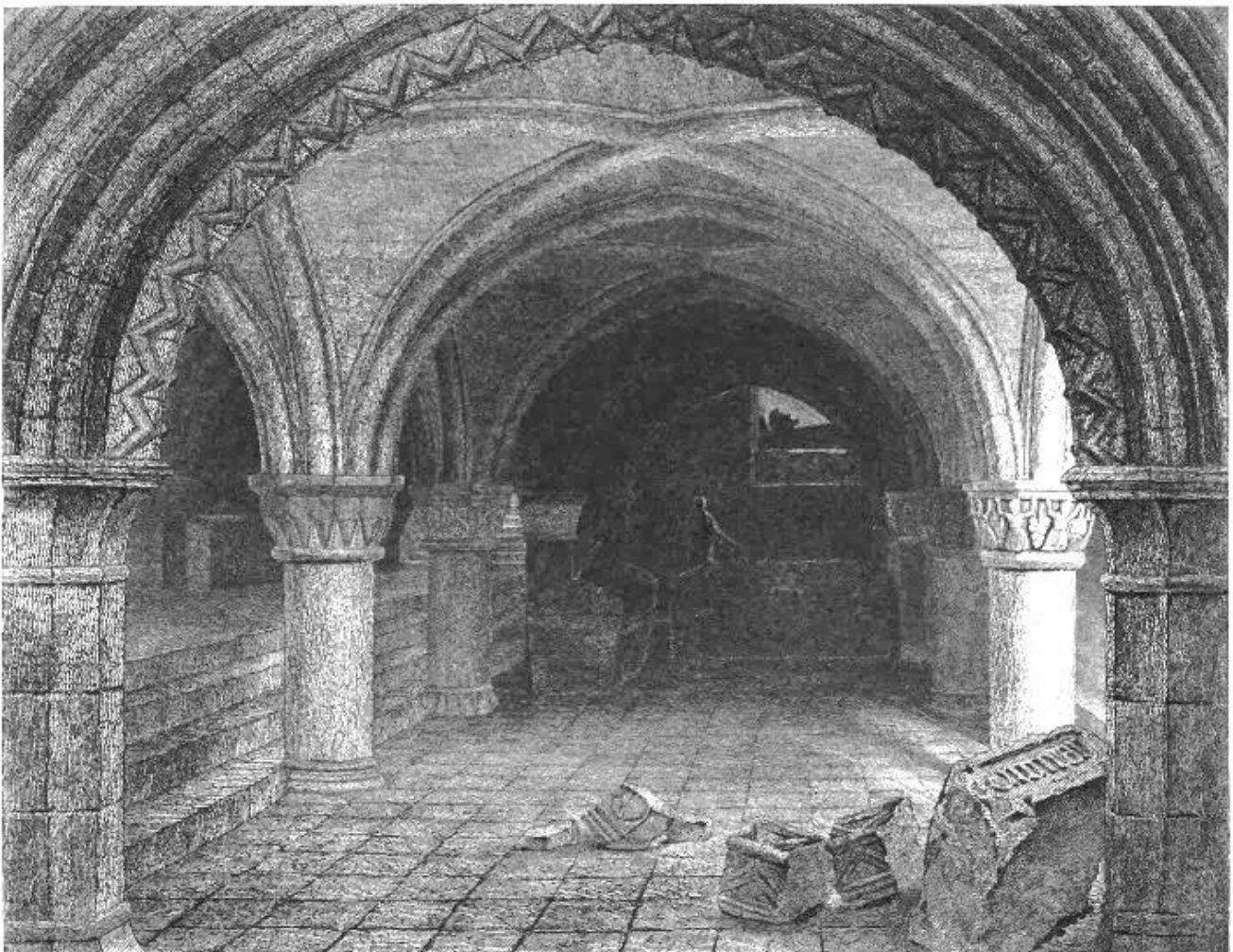
Classic ideas include speaking statues (sometimes they just repeat a message; sometimes they react to a password spoken aloud; and sometimes they pose a riddle and expect an answer); enchanted (or cursed) altars that do something when an item (or a person!) is set upon them; shifting corridors; moving rooms; sliding walls; and doors that appear or disappear when certain conditions are met. There may be pools of enchanted liquids, rooms or passages that teleport their occupants, weird light-sources, sounds that come from nowhere, illusions, levitating stones, or the occasional very odd monster (e.g. a peculiar hybrid, an unusually talkative or friendly monster, that sort of thing).

Scenarios and Secrets

Once a dungeon has been drawn, detailed, populated, and stocked, all that remains is to come up with the dungeon's "meta-narrative"—the external and internal "plots" that involve the dungeon. I use the word "plot" here with both reluctance and caution, because most will see it and assume that it means a referee must write a "story" for the players to play through. In fact, exactly the opposite is true: the ref must *never* do this. If a story is to be written at all, it must be about the past history of the dungeon: why it was built; how it came to be in its present ruined condition; what happened to each successive wave of invaders, squatters, and monstrous inhabitants; and what clues to its original purpose yet remain there. Indeed, every good dungeon should have many secrets and mysteries buried within it, which can only be pieced together over many weeks and months of gameplay, as the players continually return to the dungeon and delve ever-deeper, learning more of its secrets.

Additionally, the dungeon's present-day inhabitants should all have divergent aims and goals of their own. A monster does not simply sit in a 10′ × 10′ square room all day long, guarding a chest of coins and waiting to be slain by roving heroes. Intelligent monsters, at least, have their own desires, their reason for living in the dungeon, and (if they have neighbors) factions, feuds, and alliances.

And then there is the over-world: the village or town nearest to the dungeon. Are they plagued by raiding beastmen who come up from the old haunted ruins in the hills at night to steal their cattle and plunder their farmsteads? Do they simply avoid the place because of rumors that ancient ghosts wander the eldritch halls? Perhaps rumors abound in academic circles of lost magicks in the dungeon that an arch-mage (ensconced in the safety of his wizard's tower) is willing to pay mercenaries and archaeologists to recover for him. And, of course, every dungeon is going to have a few good old-fashioned rumors of fabulous ancient treasure—heaps of silver and gold and gems—to draw the attentions of thieves, burglars, and grave-robbers.

Dungeon Levels

A side-view or cross-section of your dungeon is essential to visualizing its overall layout. (A typical cross-section does a poor job of fully realizing a dungeon in three dimensions—you can try to craft an isometric layout for that if you like,

but it usually isn't necessary.) The primary purpose of the cross-section is to provide a diagram of the passages and connections between the dungeon's various levels and sub-levels. Angled lines are used for stairways or slopes which may be descended or climbed, while vertical lines are used for pits or shafts—characters may fall down these to lower levels, but without a rope, a ladder, magical flight, or some other means of ascent, these kinds of connections can leave characters trapped on a lower level (and they may or may not be prepared to survive it!).

A well-designed dungeon should have many possible connections between the various levels; and it should also be possible to sometimes bypass levels entirely. The sample cross-section shown here has a few examples of these kinds of connections: from level 3, there is a shaft that can drop a party unexpectedly down to level 5; and there is also a very long stair that descends all the way from level 3 down to level 6 (sub-level A).
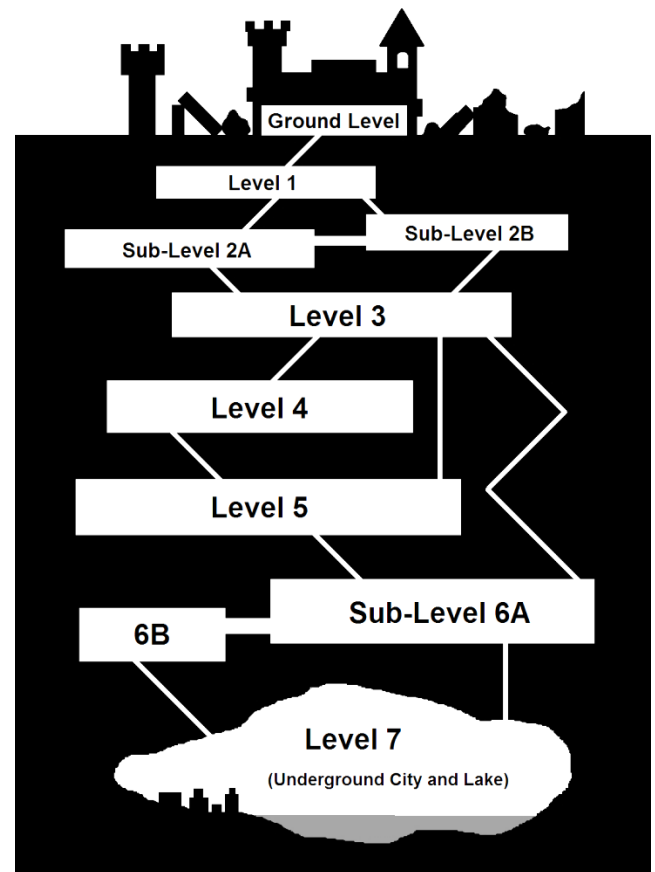
Wilderness Design

Designing an over-world for the campaign to take place in is in many ways simpler than building a dungeon: one only needs to draw a map of the familiar, everyday sort, with a few cities and towns, and the rivers and forests and hills all placed where you want them. Of course, a fantastic setting can also have some truly strange features: ancient ruins,

Mapping Symbols

Presented here are the standard symbols used in mapping dungeons and wilderness regions.

DUNGEON SYMBOLS

Wall	Portcullis or Bars	Statue	Rock Wall
Door	Open Pit	Pillar	Illusionary Wall
Double-Door	Covered Pit	Fountains	Rock Columns
False Door	Trap Trigger	Well	Stalactites
One-Way Door	Ladder	Daises	Stalagmites
Secret Door	Railing	Altar	Crevasse
Concealed Door	Stairs (Up)	Fireplace	Ledge
Revolving Door	Stairs (Down)	Bed, Chair	Passage under Floor
Archway	Slide or Chute	Crate, Barrel, Table	Stream
Trapdoor in Floor	Spiral Stairs	Curtain	Ford or Stepping Stones
Trapdoor in Ceiling	Natural Stairs	Window	Lake or Natural Pool
Secret Trapdoor	Sloping Tunnel	Arrow Slits	Artificial Pools

WILDERNESS SYMBOLS

Plains	Town	Caves	Plateau or Cliffs	Mountains
Forest	City	Swamp	Steppe	Volcano
Jungle	Capital City	Water	Ice Floe	Battlefield
Desert	Castle or Fort	River	Monster Lair	Barrens or Badlands
Hills	Ruins	Road	Trail	Border

magical portals, floating islands, faerie glades, and lairs and castles and even whole lands occupied by monsters or magical creatures.

The important thing to remember is: start small. At the outset of the game, the players probably won't have either the means or the inclination to travel very far from the relative safety of their home base. Just detail their starting town or village, put the dungeon nearby, and map the surrounding countryside out to a 50 mile radius at the most. Give it a good variety of terrains—mountains and bogs and forests and hills (and don't forget rivers and lakes, and never *ever* forget that rivers flow "down" from mountains to coasts, or that they flow together to make bigger rivers as they go)—and then start packing in the details.

Sprinkle the map with monster lairs, bandit camps, old ruins, and mysterious oddities. Give the players a reason to want to explore your wilderness. As with the dungeon, the over-world should have plots, secrets, mysteries that can be solved by tying together various clues gleaned from exploring the whole map; and also factions, alliances, and competing organizations (which may or may not be centered in the cities), each with their own mutually exclusive goals. Even more so than a dungeon, an over-world must not be a static environment: "life goes on" in the campaign world, regardless of what the player characters do; but at the same time, the characters can impact events, and if the world is to feel believable, it should react to the things that they do.

Keeping Time and Planning Events

It has been said that a fantasy campaign is impossible (or at least meaningless) without carefully tracking the passage of time. This is true. The referee must keep track of the days, the months, the seasons, the years as they pass by in-game. Time is a resource in *Engines & Empires*: characters spend it as surely as they spend gold, whether on learning skills or crafting items. It is incumbent upon the referee to ensure that the passage of time has its natural consequences: for this reason, it is important at the start of a campaign to have some idea of possible "future events"—a sort of rough "future timeline" of things that will occur in a hypothetical world where the player characters never exist. (Plotting out a year or so of time in advance is usually more than sufficient.) The referee must then continually update this timeline in response to what the player characters actually do—the outcomes that they change through their actions.

The player characters must be able to impact the future course of events, or else the game has no meaning (indeed, then it is hardly a game at all, and you would be better off writing a novel than refereeing a campaign). Conversely, if the player characters choose to spend all of their time holed up in their home base, crafting the next widget or wand, or learning that sixth language, time still marches on, and events in the outside world progress as they otherwise would have, without the characters getting a say in the matter.

Here's a simple example: suppose that you want your campaign to begin in June of the year 2355 F.K. (over two-thousand years since the First King ascended to the High Throne at Castle Whitepeak). A neighboring, hostile nation, the Iron Republic of Feldstadt, has been making a few warlike overtures. Before the campaign begins, you decide that next year, summer of 2356 F.K., Feldstadt is going to start marshalling its armies in earnest, preparing for an invasion in 2357. Of course, this is quite a long way off—things can change in the meanwhile. If the PCs spend those two years before the invasion looting a deep dungeon near their home town, growing wealthy and powerful, they might very well change this future outcome. Perhaps they befriend the royal family of their own nation, get involved in diplomacy, and prevent the war altogether. Then again, maybe they'll choose to invest their wealth in private armies, which could have the effect of dissuading or delaying Feldstadt's plans to invade. Or maybe the PCs will take matters into their own hands and invade Feldstadt first! But if the PCs simply stay out of it, then the invasion will occur as planned, and they will just have to deal with that outcome.

Awarding Experience

As originally explained on page 30, player characters earn experience points for two activities: defeating monsters and winning treasure. This section aims to clarify exactly how and when the referee should award XP to characters, what counts as treasure for the sake of XP, and how the players undergo the process of leveling up their characters.

Earning experience points for defeating monsters is almost perfectly straightforward. Monsters have an XP value based on their hit dice and special abilities (pg. 30); at the end of every game session, the referee must tally up the XP values of all the monsters that the party met and defeated during that session. These experience points are then divided evenly among all the player characters, their allies, and their sidekicks (with sidekicks counting as half a character for the purposes of this division) *who have survived the game session*. Hirelings never earn experience points; and neither do monsters or animals that follow and serve the party. A character who has died during the adventure, even if they are subsequently raised from the dead before the end of the game session, forfeits any share of the XP that they might have otherwise earned. (Even in a fantasy game where it is possible to revive the dead, death must have *some* unpleasant consequences!)

The only real sticking point regarding XP for monsters is the precise definition of "defeated". Monsters which have been slain or otherwise put permanently out of commission are of course defeated and worth XP. But what about monsters which have been bypassed, negotiated with, tricked or fooled into giving up their treasure? Or monsters that get into a fight with the PCs, only to flee and escape with their lives intact? Certainly, in some sense, these monsters have also been "defeated"—but not permanently. They may return later on to plague the PCs further. Is the referee, then, to award XP for the same monsters again, each and every time they are driven off? No. In general, monsters should only be worth an XP award if they have somehow been *per-*

manently removed from play, whatever that means in the context of the situation. If there is a chance, however small, that the monsters may return (or the villain may recur), no XP should be given out purely for the characters having played through the encounter and gotten the upper hand.

Experience for Treasure

Most of the experience points that the player characters will earn during their adventuring careers comes from finding and recovering treasure. The party gets 1 XP for every 1 cp (copper piece) value of treasure that it takes into possession and brings back to a place of safety and civilization (be it a permanent or a temporary home base). As with XP earned for slaying monsters, this experience gets divided among all surviving party members and any of their allies that participated in the recovery of the treasure, with sidekicks counting as half a character, at the end of the game session. Note that the division of XP is always handled like this, regardless of how the actual treasure is divided up among the characters: even if some characters are given a greater or lesser share of the treasure than others, their share of the primary XP award is unaffected.

Moreover, once the treasure has been divided, any PCs or NPCs who choose to *immediately* waste this treasure on some pursuit that does not otherwise benefit them in some fashion—dissipating it away on carousing and partying, for example, or spending it all on fine clothes and home décor,

or secretly donating it to a church or orphanage so that the character cannot reap any kind of social benefit or influence from their act of generosity—is entitled to bonus experience equal to 10% of the copper piece value of the treasure thus wasted (or, in simpler terms, 1 XP per 1 silver piece spent). Since this award does depend on the actual division of the treasure, it is made individually to each character who opts to spend their treasure in this manner—but the decision to do so must be made at once, either at the end of that game session or at the beginning of the next. If the treasure is not spent immediately following its recovery, the status of that money thereafter changes from "treasure" to "wealth", and from that point on, spending it is never worth any XP, no matter how it is disposed of.

There are a number of concepts in the preceding two paragraphs that merit some unpacking:

Safety and Civilization: Characters must bring treasure back to a town, fortress, or some other "non-adventuring" location in order to receive XP for recovering it. XP cannot be awarded to characters during an adventure (and ideally XP should not be awarded to characters during an ongoing game session). They must be able to rest, heal, and reflect on their experiences to actually gain the experience points.

"Treasure" vs. "Wealth": Treasure consists of either (a) valuables like coins, gems, jewels, and works of art found by the characters while exploring some dangerous location; or (b) a bounty or other reward paid to the characters for

undertaking a dangerous mission. Danger is key to the concept: if there was no danger involved (e.g. alms begged on the streets, wages paid for working a normal job, profits earned from plying a side-trade or mercantile venture), any money thus earned from that activity cannot be considered treasure and does not merit an XP award for either finding it or spending it. (The fruits of burglary, pickpocketing, and grift rest on a fine line between treasure and not-treasure; referees must use situational judgement to decide what, if anything, counts as treasure in those circumstances.) Any money that is not earned from danger and adventure is considered wealth and is never worth XP; likewise, any and all treasure taken into the player characters' possession, if not immediately wasted for bonus XP, thereafter *becomes* wealth and can never again be spent for bonus XP.

"Wasting" Treasure: In order for spent treasure to merit bonus XP (1 point per silver piece value), it truly must be spent in such a way that the character receives no in-game mechanical benefit from the expenditure. Any money spent on gear, rations, supplies, magical research, building tech inventions, or even buying intangible goods like influence or information, is not considered wasted and thus does not grant any bonus experience.

One circumstance that "rides the line" between waste and benefit is the purchase and maintenance of property (such as a stronghold). Operating a fortress or castle can be as much of a liability as a benefit, and so any money that goes into building and equipping a stronghold can be considered "half a waste" and thus merits a 5% XP bonus (or 1 XP per 2 sp spent)—at least, until the characters reach their maximum experience level (see epic levels, below).

The Referee Awards XP: The integrity of the game all but demands that the referee keep a firm grasp on experience point awards. Never allow the player characters to decide what counts as treasure or wealth, what counts as "wasted" treasure, or when they get to add experience points to their character sheets. (Do, however, be fair about telling players ahead of time whether a particular expenditure of treasure will be worth bonus XP for not. The decision of whether or not to dissipate a treasure in exchange for bonus XP ought to be an informed one.) Note that the referee always has final say on exactly how much XP is awarded for a given adventure or expenditure of treasure. If the level of danger involved in recovering a treasure was significantly greater or lesser than usual, the referee can always adjust the XP award to reflect this. For example, if the player characters stumble upon a completely unguarded dragon's hoard, but with no sign of any dragons or other monsters around anywhere, they are entitled to XP for recovering that treasure because of the *potential* danger of their circumstances (after all, they don't know that there aren't dragons lurking just around the next corner). But the referee can still adjust the XP awarded down to a reasonable level (perhaps as little as 50% or less of the hoard's value) at the end of the game session to reflect the fact that the danger was nonexistent.

Epic Levels: If the optional "epic level" rules detailed in Appendix A are used, certain of the above restrictions are lifted. Namely, for 10th level and higher characters, earning wealth—e.g. running a business empire, ruling a dominion and taking tax revenue, or conducting a war of plunder and conquest—*is* an adventure. Any money earned from such activities counts as treasure and is thus worth XP; however, from this point forward, any money spent on a stronghold or an army is considered a normal equipment purchase and is thus never wasted—it merits no bonus XP award, either at 5% or at 10%.

Strongholds & Dominions

By the standard rules of *Engines & Empires*, characters who reach their maximum level (10th for humans, 8th for demihumans) no longer earn experience points or levels beyond that point. This does not mean that the game must end, but it does mean that the game must change (as all things must) if it is to continue meaningfully. Characters who attain their maximum experience level are expected (but certainly not required!) to turn their attentions away from adventuring and towards loftier pursuits, which will be briefly outlined in this section.

Be aware: the "endgame" is considered to be slightly beyond the scope of *Engines & Empires* proper, and so only the barest sketch of a high-level campaign is provided here. Every campaign is unique: referees will have to tailor their

own campaigns' endgames to their players' idiosyncrasies and foibles. That said, there are a fair number of compatible old-school systems out there that go into great detail outlining their systems for high-level gameplay. Some are vintage, some are "Old-School Renaissance", and both can be located with minimal effort.

Taking a Title
Much can happen during a long campaign, and ambitious players may find their characters doing some extraordinary things. No rule says that a group of 5th level heroes cannot try to clear all the monsters out of a several-square-miles patch of frontier land, build themselves a fortress there, and declare themselves the rulers of a new barony. They might even attract a few settlers and start to draw a bit of income from taxes. But, prior to reaching their class's maximum experience level, it isn't really "official" in the context of the *E&E* game—and this is reflected in the experience rules on the previous page. Characters can earn bonus XP (5% of the cp value) for any treasure that they spend on building their stronghold, but unless and until they reach their maximum level (10th or 8th) and the epic level rules are put into effect, they cannot earn XP for any wealth that they might gain by developing or taxing the incipient dominion. That is meant to be the special province of titled, high-level characters.

Once a character reaches the maximum level for their character class, other characters in the game world will recognize the character as a paragon of their profession and begin to address them accordingly. A 10th level fighter can attain a noble rank, usually "baron" or "earl". A 10th level mage is known as a "wizard" or an "archmage". A tech of 10th level is usually called an "inventor". And an expert of 10th level will be known as a "master" (or "guild-master" if in charge of a professional organization). Meanwhile, demi-humans who reach 8th level will take on titles that befit each race's unique culture. Tradition dictates, for example, that 8th level elfin adventurers and 8th level goblin sappers become known as "elf lords" and "goblin lords", respectively. A dwarfish ranger who reaches 8th level is typically known as a "sheriff" (i.e. a "shire-reeve") or "thane".

Note, too, that it's no accident demi-human characters reach their maximum experience level at roughly the same time human characters are only reaching 9th level in their class. Demi-humans are by nature less ambitious and more tied to their homes and communities than humans are; and so they start to concern themselves with settling down and getting ready to retire from adventuring sooner than do the humans, whose ambitions and desires drive them to attain greater heights of power.

Acquiring a Dominion

There are several ways that a character might acquire lands to call their own. They could simply march out into the wilderness and drive all the monsters out of a ten-mile radius, and then start building a fort. Or, if they prefer the comforts of civilization, they could purchase the land from someone who already owns it at some agreed-upon price. Regardless of the specifics, this will involve a huge sum of money:

Dominion	Cost	Settled Population
Wilderness	n/a	1d10 × 5 households
Frontier	50 gp	1d10 × 50 households
Civilization	5,000 gp	1d10 × 500 households

Stronghold	Cost	Stronghold	Cost
Wooden Fort	500 gp	Tower/Citadel	2,500 gp
Manor (country)	1,000 gp	Factory	2,000 gp
Mansion/Palace	2,000 gp	Guild House	1,500 gp
Castle/Fortress	3,000 gp	Manor (city)	1,500 gp

A civilized dominion will already have a castle or a manor house built on it, whereas a wilderness or frontier dominion will require the character to build a stronghold before any families come to settle on that land. (The building time for a new stronghold is 1 day per 5 gp in the cost; additionally, for every 1,000 gp in the total cost, one engineer must be hired for the whole duration of the construction.) Once the stronghold has been built, homesteads and villages will start to spring up in the surrounding countryside, and by the end of the first month, it will reach the "settled population" figure listed on the table above. From this point forward, the character can start to draw tax revenue equal to 1 silver piece per household from the dominion. A newly settled dominion will grow at a pace of 1d10 × 10 households each month until it reaches 1,000 households, after which the growth accelerates to 1d10 × 25 households.

Specialized Strongholds

Typically, fighters who aspire to rule as nobles are going to build the standard kinds of fortifications—manors, castles, and so forth. Characters belonging to the other classes will usually have other aspirations, though.

• Experts build guild-houses and start a guild, company, or syndicate. This will immediately attract 2d6 skilled workers who serve as apprentices or journeymen; if things go well, the organization may grow by 1d6 employees a year, with the expert character pocketing a personal profit of 1 gp per month per apprentice.

• Techs who seek to profit from their inventions can open a factory dedicated to building and selling some newfangled modern convenience. A newly built factory will almost immediately draw 1d6 × 30 laborers, to whom the tech must pay a wage of 2 iron pieces per day per employee; after the first month, the factory can start to turn a profit, with the tech's bourgeois exploitation netting him 1 silver piece per month per employed worker.

• Mages build lonely towers in out-of-the-way places. This
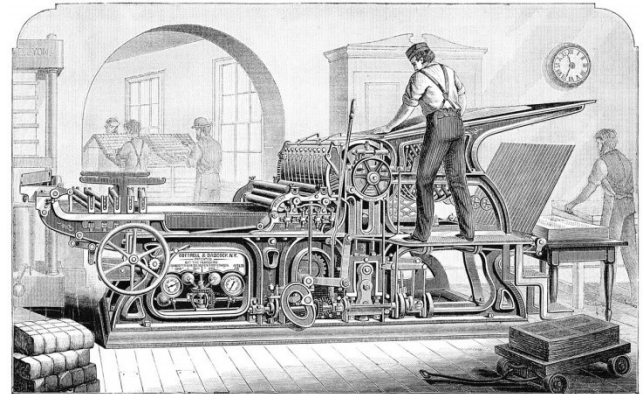
will only draw 1d6 apprentices willing to serve the mage in exchange for training in the occult arts. Mages mostly tend to prefer their solitude and do not encourage settlement on their lands. That way, they can practice their research without having to worry about prying eyes (or endangering the general public). That said, some mages like to delve dungeons beneath their towers (this requires 5 gp and 1 day for every 10' square of room or corridor delved), in the hopes that monsters will move in. These mages can then harvest the monsters' lairs when they require exotic material components for their research.

Capitalism and Mercantilism

Occasionally, a character may decide to go in on a risky but potentially lucrative "investment opportunity", which can be anything from starting a business in town to shipping in goods from exotic lands. Or maybe the master of a thieves' guild has finally finished planning that "big heist", wherein a dozen operatives are going to rob the biggest casino in the city. Whatever the particular venture, if risk is involved and the stakes are high, it can be handled with a simple d20 roll. The player makes an attribute check, probably Intellect plus any appropriate skill bonus.

For small-scale ventures, the loss or profit to the character in gold pieces is simply equal to the amount by which the check passes or fails, with the outcome taking place 1d6 weeks after the initial investment. For a large-scale venture, the character fronts some amount of money for the initial investment, and 1d6 months later, the check is rolled. If the check fails, the money has been lost; if it fails by 10 or more, or fumbles (natural 20), the character incurs further debt or damages equal to the investment. If the check passes by 4 or less, the character merely breaks even. Passing the check by 5 or more doubles the character's money, and passing by 10 or more (or acing the roll) triples it.

The Art of War

Generally speaking, mass combat is beyond the scope of a role-playing game focused on individual-level adventures. But sometimes it comes to pass that they player characters become involved in (or instigate) large-scale battles which must then be resolved by some means. There are two ways

that a referee can go about resolving a mass battle (assuming that you do not simply prefer to decide the outcome by narrative fiat): abstractly and tactically.

An abstract method uses a few simple die-rolls to describe the flow of the battle, as one side or another swings closer to victory. The author has had some success using a certain little RPG called *Risus: The Anything RPG* (by S. John Ross) to good effect. This game is easily found online with a simple search, and its rules are quite easily adapted to the task of adjudicating mass combat quickly.

If the PCs decide to fight on the front lines and want to play out the mass combat in full, it may be necessary to "scale up" the battle and multiply times, distances, and the number of creatures represented by a single figure by ten-, a hundred-, or even a thousand-fold. Then simply run the combat normally. This produces four orders of magnitude possible for a combat: the duel (1:1 or "man-to-man"), the skirmish (10:1), the battle (100:1), and the war (1000:1).

At scale, characters of heroic (4th level) status or greater and monsters of large (4 HD) size or greater can have a direct impact on a mass combat by acting as single units.

In a skirmish, heroic characters and large monsters are both treated as having 1 HD for every four levels or hit dice they would normally have. A 5th level character counts as a 1+1 HD skirmish unit, for example, while an 8 HD monster would count as 2 HD in the skirmish.

In a mass battle, the situation is similar, but now eight levels or hit dice translate to 1 HD as a battlefield unit. And in a war, monsters (but not characters) can count as a 1 HD unit for every 16 HD they would normally have.

Alternatively, characters of any level can join up with a unit of normal men and increase that unit's hit point total using the proportions described above. A 5th level character would add +5 hp to a skirmish unit, +2 hp to a battle unit, or +1 hp to a war unit.

If a character unit (or a unit containing a character) is reduced to 0 hp, the character *might* die—but allow them a saving throw first. They only roll the bones if it fails.

A Referee's Miscellany

This final section provides some advice for the referee on any topics not previously covered in these rules.

Adjudicating Actions

The referee must judge the outcomes of the players' actions, by whatever means make the most sense in that situation. Attribute and skill checks provide a robust framework for deciding most actions, but sometimes the referee must use plain common sense to decide what happens (after all, you only call for an attribute check if the player has a significant chance of failing at the task, and the consequences of their failure or success would be meaningful or interesting). At other times, you may need to rule that an action is plainly impossible. If a task is truly beyond the pale, it is best to tell the players this directly and let them suffer the consequences if they insist on pursuing folly. Alternatively, you may
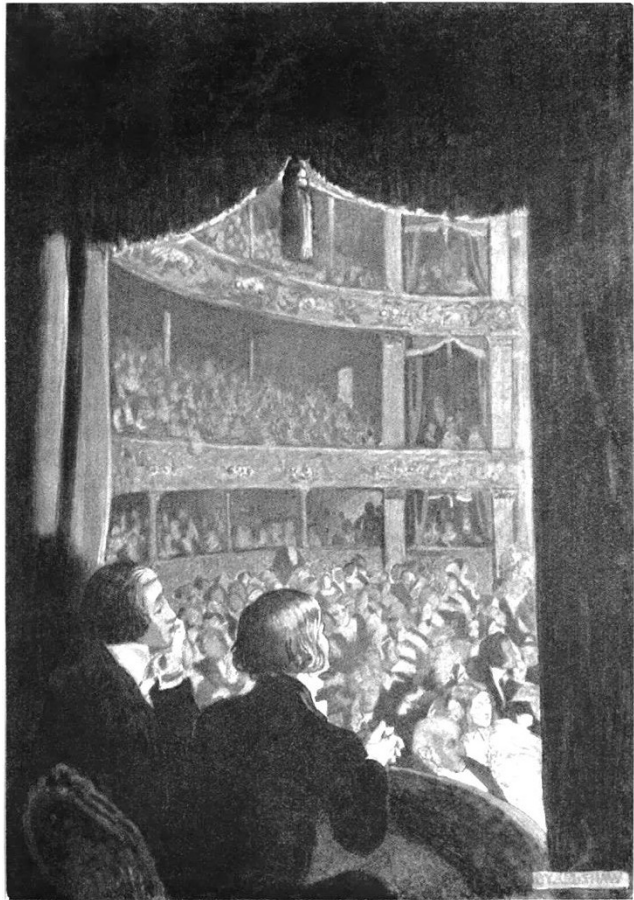
wish to grant the player a tiny (1%–5%) chance of success, perhaps because in that instance it would be more fun for the "rule of cool" (if the action does miraculously succeed) to trump strict realism. This is fine too, when done sparingly (use your best judgment). Just remember that these are rare and special moments that only have an impact if at all other times you're strict about maintaining verisimilitude.

Sometimes, though, there are no rules or guidelines for finding an obscure action's chance to succeed or fail. When this happens, it is better to keep the game moving. Just pick out a die size that you like (from d4 to d%), come up with a reasonable-sounding chance, and roll. And if you're totally stumped, just flip a coin.

Alignment

Put bluntly, *Engines & Empires* uses Law and Chaos more in the manner that Poul Anderson conceived of them than the way that Michael Moorcock coöpted them. In Anderson's stories, Law represents the world of men and civilization, Chaos that of magic, pagan religions, and faeries. In Moorcock's "Elric" stories, Law and Chaos are a great deal more like the alignments that gamers are familiar with today—grandiose, cosmic forces of good and evil, administered by gods and demons, and served intentionally by mortal warriors, clerics, and sorcerers.

Alignment in *Engines & Empires* is inherent to a given creature's very being. It is not a choice or a side one takes or a moral or ethical philosophy. It simply *is*. Mortals without magic are Lawful because man is a social animal and has a social world. Monsters which seek to bring down the society (or reality) of humankind are Chaotic. Mages and demi-humans, because they always have one foot in both worlds, are necessarily Neutral.

Campaigns vs. "One-Shots"

So much of old-school role-playing is centered around the campaign, i.e. the progression of the characters' stories and power-levels from one adventure to the next. Campaigns are the default model for RPGs because it's fun to see the player characters change and grow over time. It should be obvious by now that *E&E*'s default campaign model is the "sandbox" world, where player characters are turned loose to make their own fortunes, peppered with dungeon-crawl type adventures that give the characters a measure of control over how much danger they want to risk in the hopes of reaping a commensurate reward. This model lends itself well to both the regular weekly game with a constant group of players, and to the public or "open" table (played at, e.g., a game store) where practically anyone can sit down and join the game.

Conversely, a narrative or plot-driven campaign all but requires that constant group of players to show up every week. Moreover, since narrative games depend strongly on the cast of characters, such games are not well served by old-school RPGs, where any character can die at any time. *E&E* can be used to play such games, certainly, but it is not the best tool for the job.

There is one other style of game that warrants a mention here: the short adventure, also called a "one-shot". In this sort of game, characters are created purely for the sake of playing one adventure, and then they are discarded and not carried over into any further games. There are two concerns to deal with when running one-shots, and they both involve experience points. First, when creating characters for one-shots, it is common to make characters at higher experience levels, to better fit the challenge level of the adventure. But, since the various classes gain levels at different XP totals, the referee should go ahead and assign each character a uniform amount of experience, rather than assigning to each character the same starting experience level.

Secondly, when playing a one-shot, *earning* experience points hardly seems to be a concern, because the characters created for such short adventures likely will not be played long enough to gain any levels. This poses a problem, since old-school RPGs use experience points to incentivize good play. One solution is the "tournament" model of gameplay: in this style of game, experience points are treated a bit like scores in arcade video games: the point of the game is to see who can earn the "high score", and the player who does the best (which necessarily entails at least a little competition) can be declared the "winner" at the end of the game. (This is really the only time RPGs can even have "winners"!)

Characters of Different Levels

Over the course of a long campaign, the characters' levels will start to spread out. Demi-humans are always going to lag behind humans by a level or two, and even the human classes advance at different paces, with experts advancing very quickly and mages more slowly. Players will occasionally have a character die and have to roll up a new one at 1st level; and new players who join the game later on will be in very nearly the same boat.

Most of the time, there is nothing wrong with a mix of different experience levels within the same party. If one of the characters should start to fall dangerously behind the others, the players even have a limited ability to catch that lagging character back up: XP earned for slaying monsters and recovering treasure is always divided evenly at the end of every session, but there is no rule that says treasure itself (and thus bonus XP for wasting treasure) must be divided the same way. The only caveat is that the character earning the bonus XP for spending the treasure must have at least participated in acquiring it, personally sharing in some of the risk and danger involved. Therefore, if at the end of an adventure the players want to divide their treasure in such a way that only one character will get most or even all of it, go ahead and let them. (Truly clever players might even hit upon the optimal strategy of *always* heaping every session's treasure haul onto one player character until that character levels up, and then moving onto each character in turn, in the hopes of leveling up each PC relatively quickly, on a rotating basis. Don't discourage this! After all, it means that the players are being clever strategists *and* team-players!)

Ultimately, however, if a disparity in character levels grows so wide that a single character has more than four whole experience levels above or below the average party level, this can cause several problems. Excessively powerful characters can outshine and overshadow all of their weaker compatriots at every turn, preventing them from truly participating in the adventure or ever getting a chance to learn from their experiences. And weaker characters may be too fragile to survive the dangers faced by a higher-level party. If this should come to pass, the referee must then take some appropriate steps to correct the imbalance. If the disparity is extreme, it may become necessary to split the party into low-level and high-level groups and have them undertake separate adventures. Usually, though, this is a situation that arises from a single outlier character. In the rare event of one very high-level character, try talk to that character's player and encourage them to donate their share of the loot at the end of each session to the lowest-level PC until the rest of the part has begun to catch up. In the far more common scenario of a low-level character joining a high-level party (either because of a new player or a dead character), if the new character is too low in level to contribute to the rest of party, take a few sessions to run some low-level adventures for this player's character, with the other players temporarily running their main character's sidekicks or followers. Low-level play is fun in its own way, and the other players might even enjoy the nostalgic "return to form".

Expenses and Upkeep

Player characters must purchase and keep track of any gear or equipment that they use during an adventure, including things like rations and torches. But even when they are not adventuring, they must have food, lodging, and other necessities. The easiest way to deal with this mundanity is to charge each character for their living expenses each month, according to the conditions in which they live:

Squalid	3 cp/mo.	Comfortable	5 sp/mo.
Humble	5 cp/mo.	Ostentatious	2 gp/mo.

Characters living in squalid conditions come into frequent contact with various risks to their health: disease, malnutrition, violence, and theft. A character maintaining a stronghold almost by definition must expend cash for an ostentatious lifestyle (which necessarily makes one a very public target for thieves, rivals, and other potential enemies).

Fudging the Dice

Speaking generally, fudging the dice is a big "no-no" in an old-school role-playing game. The referee is supposed to be neutral, never favoring either the players' characters or his own monsters and NPCs (no matter how fond he may be of either category). **However,** it is also true that the referee is there to exercise human judgment. Sometimes the dice turn up with a nonsensical or blatantly ridiculous result; it is up to the referee to recognize and discard such outcomes. It is best for the referee to be open about these occurrences and to explain when and why the dice are being overruled. This helps the players to maintain their trust in the referee's neutrality.

In fact, it is often a good idea to make certain rolls out in the open, so that everybody can see the results. Saving throws, attack and damage rolls, and most skill or attribute checks fall into this category. The only checks which must be concealed are those that leave the player uncertain of the outcome: stealth, searching for traps or clues, the crafting of inventions, and the like. The player ought never to know if they have failed a roll like this, because the character *cannot* possibly know if this has been the case.

Meta-Game Knowledge

Experienced players (that's *players*, not *characters*) will eventually become very familiar with the game. Most longtime players of a certain *medieval* fantasy RPG are already going to be familiar with the components of *this* game. They will know a great deal about most of the monsters and magical items, and also the game's various tropes, tricks, and traps. If the players have engaged with the game to this point, it's generally a good thing; but it does mean that the referee has to be firm about not letting inexperienced *characters* act on knowledge that they cannot possibly have, knowledge that comes from the character's experienced *player*. Describe the monsters that the PCs encounter physically, without naming them. Do not identify magical items that the PCs find by name until they take steps to positively identify them.

And someday, when the players become so familiar with the game that it is no longer challenging, the referee will then have to step up his own game by inventing new monsters and items and other challenges, in order to keep things fresh. But for most gaming groups, exhausting the already extant possibilities should take years and years!

NPC Encounters

The player characters may encounter rival parties while exploring a dungeon or a wilderness. Under particularly dangerous circumstances, another party of adventurers might offer to join forces with the PCs, or be receptive to such an offer from the PCs, and they might not even stab their new "friends" in the back—but most of the time, groups of rival adventurers are going to be in competition with the PCs for as much treasure as they can find.

To randomly determine the composition of a party of NPCs, use the following table for each character:

1d8	Class	1d8	Demi-Human	1d8	Rare Species
1–2	Fighter	1–2	Elf	1	Faun
3–4	Expert	3	Dwarf	2	Hobgoblin
5	Mage	4	Goblin	3	Kinnara
6	Tech	5	Ogre	4	Merrow
7–8	Demi-human	6	Centaur	5	Naga
		7	Fay	6	Scylla
		8	Rare species	7	Wilder
				8	Beastman

In the dungeon, assume that the average level of the NPC party is roughly equal to the level of the dungeon on which the NPCs have been encountered, and then adjust the level of each character as follows: roll 1d6, with 1–3 indicating +1 to that character's level, 4–5 indicating ±0, and 6 indicating −1. In the wilderness, the average party level is assumed to be 4th or 5th, give or take +1d4 levels (equal chance of each) for each character.

Problem Players

With greater frequency than most gamers would care to admit, RPGs are occasionally infected with players who make it their mission, either wittingly or unwittingly, to disrupt the game and ruin the fun for the rest of the group. The intentionally disruptive player can rarely be reasoned with: it is best simply not to invite such players back to the table in the future. Most other varieties of "problem players" have simply developed a bad habit which they may not even be aware of. Be vigilant: do not let prima donna players "hog the spotlight", tell other players what to do, or mysteriously teleport around so that they can always be a part of each and every scene. Don't let a rules lawyer argue with your decisions or halt the game to look things up in books—tell them to save it for after the game. If a munchkin starts to dominate the game, it may be time for his equipment to get stolen, break down, or "mysteriously" run out of power. A player who simply cannot look up from their phone, tablet, or laptop probably doesn't really want to be there.
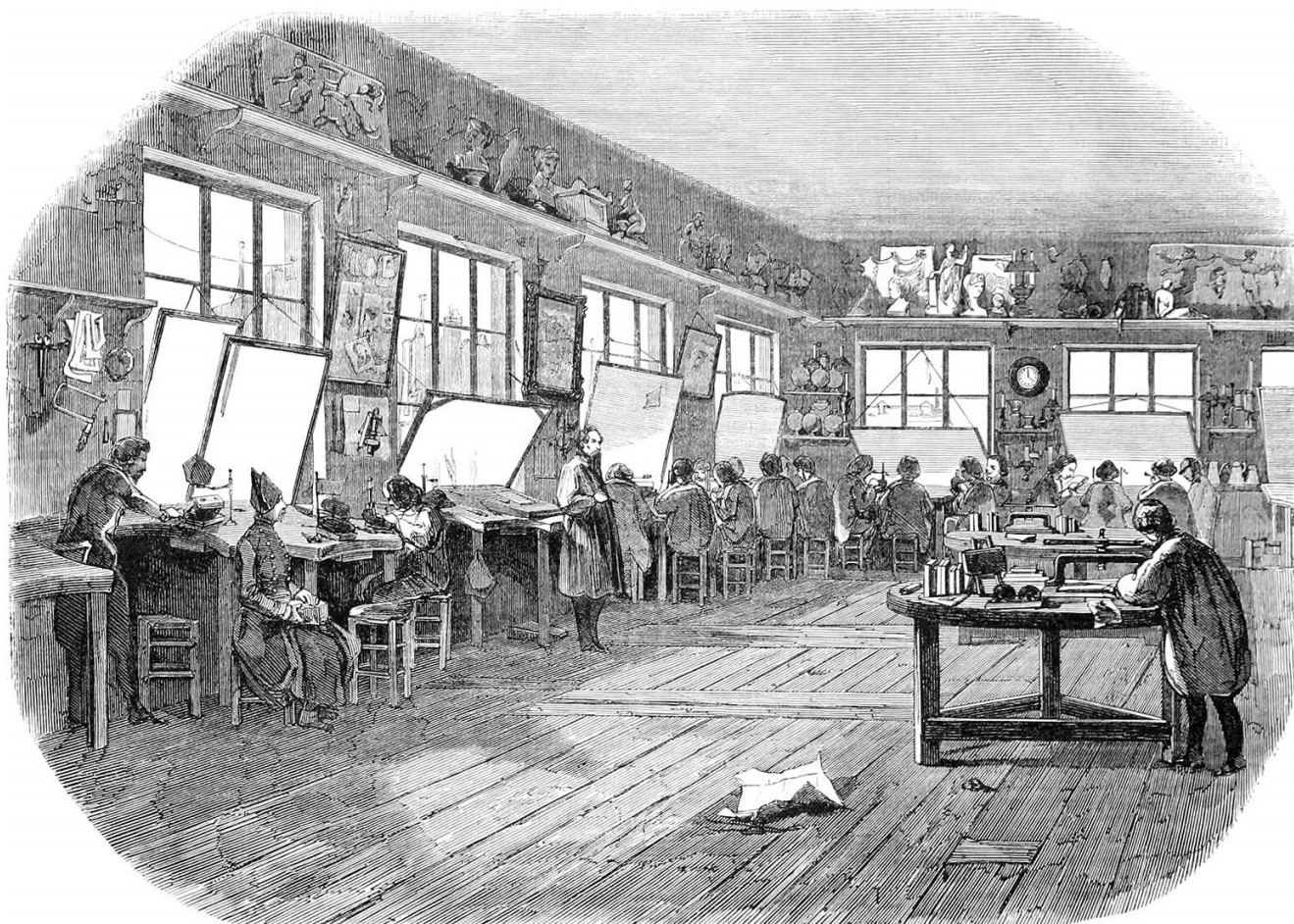
Above all, any player who insists on being "That One Guy"—repeatedly and incurably playing characters which are psychotic, perverted, or just plain stupid—ought to be ejected from the game with all due haste. And never, ever let a player such as this get away with the whining excuse, "*But it's what my character would do!!!*"

Random Events

Every game month, the referee may decide to spice things up with a random event. There is a 1-in-4 chance that some unusual event may take place during that month:

d12	(1–2 on d6)	(3–4 on d6)	(5–6 on d6)
1	Assassination	Famous death	Refugee wave
2	Bandit raids	Fanatic cult	Rise of new celebrity
3	Beastman raids	Foreign invasion	Royal wedding
4	Border skirmish	Haunting	Planetary conjunction
5	Comet appears	Magical event	Pretender/usurper
6	Cultural discovery	Market glut	Scientific discovery
7	Demonic incursion	Market shortage	Spy ring uncovered
8	Economic boom	Meteor shower	Terrorist attack
9	Economic depression	Monster attacks	Traitor in the gov't
10	Election	Protests/riots	Vampires
11	Famous birth	Rebellion	Visiting dignitary
12	Disaster (d12)	Disaster (d12)	Disaster (d12)

DISASTERS (d12)

1	Earthquake	5	Flood	9	Tsunami
2	Epidemic	6	Hurricane/tornado	10	Volcano
3	Fire, city	7	Kaiju attack	11	War, civil
4	Fire, forest	8	Meteor impact	12	War, other

Research and Development

Mages and techs may wish to create new magical powers or technological devices of their own invention. Inventing an entirely new spell, chemical, or device is an expensive and time-consuming process, but the result can be well worth it.

The time and money required to create an entirely new trick, spell, ritual, gadget, preparation, or invention is equal to 10 gp × the level of the ritual or invention (note that this only produces the schematic or blueprint of an invention; it does not yet build a working copy of one), with tricks and gadgets counting as "level ½" and spells and preparations counting as level "1½". The time required to complete the research is 1 week for every 5 gp in the cost.

Developing an alternative form of an already existing trick, spell, preparation, or other effect (like "Holy Magic Missiles" or "Freezing Hands") halves the time and cost of all research. The referee decides whether the new effect is similar enough to an old one to warrant this reduction.

Appendix A: Optional Rules

Presented here are a number of optional rules which referees and players may include in their own *Engines & Empires* campaigns or not, as each group prefers.

Epic Levels

In the standard *E&E* game, human characters can only advance up to the 10th level of experience, and demi-human characters are even more strictly limited to 8th level. But the referee and players may decide to allow characters to advance to even higher levels. In this case, 10th level serves as a sort of "soft cap" on the game's normal level advancement, allowing human characters to possibly rise as high as 14th level in their one class (and demi-humans to achieve 10th level in their combination class). The rules change after characters surpass the old maximum levels: above 10th / 8th level, they can now earn XP for any wealth that they acquire, just as if it were treasure; but there should also be some quest or other condition involved in allowing 11th level to be reached. Perhaps a character can only surpass 10th level after becoming a landed ruler and building a stronghold; or perhaps 10th level is a limitation on mortal beings dwelling in the physical universe, and only a character who has visited Faerie and earned experience there can reach 11th level.

Human Characters

Epic level humans continue to extrapolate their experience tables, fighting capability, saving throws, and some special abilities above 10th level. There are no rituals or inventions above 10th level, but spells or preparations per day, and the scaling effects of these, do go up. Hit point gain falls to only a point or two at each new level, but another Strength adjustment to hp does kick in at 12th level.

Epic Fighter Levels

Lv	XP	HP	FC	SV	Special
11th	480,000	46	+7	13	–
12th	600,000	48*	+8	14	–
13th	720,000	50	+9	15	–
14th	840,000	52	+9	15	2½ Attacks per Round

Epic Expert Levels

Lv	XP	HP	FC	SV	Special
11th	400,000	34	+6	12	Range –0/–2
12th	520,000	36*	+6	12	–
13th	640,000	37	+7	13	Backstab +5/Crit ×5
14th	760,000	39	+7	13	–

Epic Mage & Tech Levels

Lv	Mage XP	Tech XP	HP	FC	SV
11th	600,000	400,000	23	+5	11
12th	750,000	500,000	24*	+5	11
13th	900,000	600,000	25	+5	11
14th	1,050,000	700,000	26	+6	12

* A Strength bonus to hit points applies at these levels. Since only 1 or 2 hit points are gained, a Strength *penalty* does not apply if it would cause the character to earn less than 1 hit point upon gaining a level.

Demi-Human Characters

Epic-level demi-humans are bit more complicated. They can go on to reach the 9th and 10th levels of experience in their special combination classes, but the amount of experience required is nearly twice what a human using the same advancement table needs in order to reach those levels. Here are the experience points required for each possible class combination:

Epic Demi-Human Experience Points

Lv	Fighter/Mage	Fighter/Expert	Fighter/Tech
9th	600,000	480,000	480,000
10th	900,000	720,000	720,000

Lv	Expert/Mage	Expert/Tech	Mage/Tech*
9th	600,000	400,000	600,000
10th	900,000	640,000†	900,000

* This combination is technically forbidden by the rules, but it's included here in case a referee decides to make an exception, e.g. for a new demi-human race of their own invention; or in case the Vancian mage and the original tech (below) are used.
† The XP total required to reach this level is 640,000 rather than 600,000 because the expert advances more slowly than the tech after surpassing 400,000 XP.

Vancian Magic and the Original Tech

The *Engines & Empires* core rules assume the use of the magic and tech systems from chapters 3 and 4, but the original version of *E&E* stuck with traditional Vancian spell-casters; and it used a version of the tech class which was designed to be balanced against standard OSR magic-user and cleric spells. Included here for the sake of those groups that prefer to use a more traditional mage is a revised version of the original tech class, including an update of the tech's "devices per day". These options should not be mixed or combined with the new *E&E* mage and tech from earlier in this book.

The Vancian Mage

If you wish to use standard OSR spells in your *E&E* game in place of this game's system of tricks, spells, and rituals, there is still only a single mage class rather than a separate magic-user and cleric. All types of spells—magical, clerical, druidic, illusionist—are learnable by a mage. If the same spell appears on multiple spell lists at different levels, use the lowest level. Otherwise, all statistics (hit points, fighting capability, saving throws, and experience points required at each level) conform to the mage class on page 8. Charisma is still the mage's key attribute score. All saving throws made to resist a mage's spells are modified by the caster's Charisma (so that, e.g., a mage with a +1 Charisma bonus also inflicts a −1 penalty on all of his enemies' spell saves). Any "reversible" spells must be memorized in the desired form, until the mage reaches 4th level; above 4th level, a mage can reverse a memorized spell "on the fly".

The Original *E&E* Tech

While still keeping to all of the statistics (experience points, saving throws, fighting capability, hit points) for the tech class on page 8, the standard system of preparations, gadgets, and inventions may be replaced with this more "spell-like" system, wherein all of the special technological devices that a tech uses are similar to the regular tech's preparations or a Vancian mage's "fire-and-forget" style

VANCIAN MAGE SPELLS PER DAY

Lv	1st	2nd	3rd	4th	5th	6th
1st	1	–	–	–	–	–
2nd	2	–	–	–	–	–
3rd	3	–	–	–	–	–
4th	3	1	–	–	–	–
5th	3	2	–	–	–	–
6th	3	2	1	–	–	–
7th	4	2	2	–	–	–
8th	4	3	2	1	–	–
9th	4	3	3	2	–	–
10th	5	4	3	2	1	–
11th	5	4	3	3	2	–
12th	5	4	4	3	2	1
13th	6	5	4	3	2	2
14th	6	5	5	3	3	3

ORIGINAL TECH DEVICES PER DAY

Lv	1st	2nd	3rd	4th	5th	6th
1st	1	–	–	–	–	–
2nd	2	–	–	–	–	–
3rd	2	1	–	–	–	–
4th	2	2	–	–	–	–
5th	2	2	1	–	–	–
6th	2	2	2	–	–	–
7th	3	2	2	1	–	–
8th	3	3	2	2	–	–
9th	3	3	3	2	1	–
10th	3	3	3	3	2	–
11th	4	3	3	3	2	1
12th	4	4	4	3	2	1
13th	4	4	4	3	2	2
14th	4	4	4	4	3	2

of magic. In effect, the tech prepares a suite of chemicals and fancy grenades each day, in pretty much the same way a mage memorizes spells. Only a tech can properly activate these special devices — and, in fact, they're so personalized and quirky that only the very tech who builds a device can use it reliably. A device given to a different tech requires an Intellect check to activate (and a device given to a non-tech is useless). Activating a device is very similar to casting a spell, except that it doesn't require quite as much concentration, so damaging a tech in battle will not disrupt the use of a device the way that it would cause a mage to lose a spell. Enemies' saves vs. a tech's devices are adjusted for the tech's Intellect.

It is assumed that at all times, a tech carries around a "traveling laboratory" which weighs 30 lbs. and accounts for the weight of all a tech's devices. The tech builds his devices each morning using supplies found in the traveling lab or scavenged throughout the day. (This is something of an intentional hand-wave, so that the player does not have to track encumbrance for a tech's devices.) It costs the tech 1d6 sp per month to keep his traveling lab properly stocked and functional. Unused devices are lost at the day's end.

Techs must find and learn new schematics and formulas, just as a mage does with spells. This requires 1 day per device level.

Jury-Rigs: Once per day, a 4th level and higher tech may spend 1 turn re-working one of his prepared devices, swapping it out for any other device that he could have prepared at the outset of the day. There are two restrictions on this: the new device must belong to the same scientific "field" (biology, chemistry, or physics) as the old one being lost, and it cannot be of a higher device level.

TECH DEVICES BY LEVEL

	1st Level	2nd Level	3rd Level
1	Ballistic Projectile	Explosive Combustion	Cellular Transparency
2	Chemical Smoke	Growth/Reduction	Corrosive Acid
3	Herbal Healer	Kinetic Engine	Electric Induction
4	Optic Flash	Magnetic Field	Flight/Submersion
5	Psychotropic Compound	Metallic Alloy	Toxin/Antitoxin
6	Stimulant/Depressant	Pheromones	Vile Venom

	4th Level	5th Level	6th Level
1	Adhesive/Lubricant	Analytic Engine	Crystal Lattice
2	Disease/Vaccine	Genetic Mutation	Gravitational Field
3	Ectoplasmic Distillate	Polymer Plastic	Quantum Shift
4	Flash Freeze	Protonic Solvent	Radioactive Plasma
5	Holo-Projector	Radio Telegraphy	Tissue Reanimation
6	Sonic Vibration	Wonder Drug	Tissue Regeneration

Ballistic Projectile [Level 1 Physics Schematic]

This mechanical contraption can be pointed like a gun and fires a burst of high velocity projectiles at all the targets in a 10′ × 10′ area, centered anywhere within a 150′ range of the tech. The device inflicts 1d8 points of damage on all targets in the area (no attack roll needed); each target can save for half damage.

As the tech goes up in levels, the *ballistic projectile* device deals more damage and targets a wider area. For every 5 experience levels the tech has above the 1st, another die of damage is added, and the device can strafe another 10′ of width — so that a 6th level tech can cause 2d8 damage in a 10′ × 20′ rectangular area; at 11th level, the tech can cause 3d8 damage in a 10′ × 30′ area; etc.

Chemical Smoke [Level 1 Chemistry Formula]

A *chemical smoke* device is a canister or bomb that produces a cloud of thick, opaque, billowing smoke, possibly with a timed-release activation mechanism. The cloud is 5′ high, 10′ deep, and 10′ wide for every level of the tech. (So a 10th level tech, e.g., can produce a 50′ high cloud that covers an area 100′ square in size.) All creatures immersed in the smoke cloud are effectively blinded, and furthermore, each has to roll a saving throw or suffer the effects of smoke inhalation: 1 hit point of damage for every round they remain the cloud, and a −2 penalty to attack rolls and saving throws from the coughing and nausea. The smoke cloud will dissipate after 3 turns have passed.

Herbal Healer [Level 1 Biology Formula]

This device usually takes the form of a syringe containing a ready-to-inject dose of an herbal drug. The *herbal healer* will stimulate cell regeneration and wipe away fatigue, restoring 2d4 lost hp to any one damaged living creature. If the target is at 0 hp and wounded, the *herbal healer* will automatically stabilize the character and restore one wound level for every 7 hit points that it would normally heal. It has no effect at all on dead bodies, including the undead — unlike magical healing spells, this device will not damage undead monsters, but neither will it restore their hp.

Higher-level techs can create more efficient *herbal healers*. For every six levels above the 1st, a tech can create a *healer* that restores another three dice of damage: 5d4 at 7th level, 8d4 at 13th level, etc.

If the tech so chooses, he can instead prepare the baleful opposite of the *herbal healer*, which is the *harmful herbal*. This device (it must be chosen when the tech builds his device, not simply when he activates it) has the same effect as the *healer*, but in reverse: it will cause 2d4 damage, plus 3d4 damage per six levels the tech has

above 1st. Note, though, that if this device is going to be used in combat, the *harmful herbal* must be injected into the victim, which requires a normal mêlée attack roll vs. victim's AC, and the victim may also save for half damage. The *harmful herbal* likewise has no effect on undead (or constructs or anything without a metabolism).

Optic Flash [Level 1 Physics Schematic]

This device contains a powerful light-bulb which, once activated, will shine continuously for one hour per level of the tech, casting bright light in a 60′ cone in whichever direction the tech points the device. At any time while this device is still active, the tech can press an extra button on the device and cause the bulb to burn brightly for just an instant—the *optic flash*. All creatures within the 60′ cone of light must then roll a saving throw or else be blinded for 1d4 turns. However, using the device's *flash* function will immediately burn out the bulb and end the ordinary *light* effect.

Alternatively, the tech can use this device to prepare a *photographic camera* which is more advanced than the daguerreotyping techniques most commonly used in the *E&E* world. This version of the *optic flash* device will take ten snapshots and develop them instantly, though the images remain sepia-toned rather than in color.

Psychotropic Compound [Level 1 Chemistry Formula]

This versatile device lets the tech induce one of several effects in a group of targets, ranging from confusion to sleep. The particular effect is chosen by the tech when the device is built, drawn from the following list. (Other effects of similar power levels may be allowed.)

Confusion: Targets in the area must roll a saving throw or contract temporary insanity. At random, a confused target will wander aimlessly, stand still and do nothing, attack any nearby enemies recklessly, or attack his own allies.

Fear: Targets in the area must save or flee in terror.

Hallucination: Targets in the area must roll a saving throw, or they'll begin to hallucinate, seeing things that aren't there. The referee determines the exact nature of the hallucinations. Affected targets perceive them as reality and act accordingly.

Knockout: This effect is similar to the *sleep* spell, except that it affects all targets in the area with up to 8 hit dice. All targets affected by the *knockout gas* are permitted a saving throw to negate the effects. Any creature with more than 4 hit dice gets a +4 bonus on its save against the knockout effect.

Regardless of the specific effect, a *psychotropic compound* is usually built into a gas canister that disperses into a 30′ diameter cloud, triggered by whatever mechanical means the tech can devise. The effect lasts for three turns. Undead, constructs, and other creatures that don't breathe are always immune to the *compound*.

Stimulant/Depressant [Level 1 Biology Formula]

This device takes the form of an injected drug which can be applied to one target. The tech must decide when building the device whether it will contain a dose of *stimulant* or *depressant*.

Stimulant makes the target stronger and faster for a short length of time. For one turn, the subject has Strength and Dexterity scores of 18 and moves at an additional 60′ (20′). At the beginning of the following turn, one of these three effects wears off at random, and the other two effects persist for the rest of that turn. On the third turn, only one effect from the *stimulant* remains, again random. At the end of three turns, the drug wears off completely.

Depressant has the opposite effect of *stimulant*. For one turn, the subject's Strength and Dexterity scores are reduced to 3, and his base movement rate is reduced by 60′ (20′), to a minimum of 30′ (10′). The subject will recover from one of these three debilitating effects after a turn has passed; from two of them after two turns;

and completely after three turns. Which effects wear off when is chosen by the referee or at random.

Explosive Combustion [Level 2 Chemistry Formula]

This device usually takes the form of a grenade or a bomb set with some kind of trigger (impact, proximity, remote detonator, timer, or trip-wire), to be determined by the tech when the device is built. When it goes off, *explosive combustion* creates a 20′ radius fiery burst of flame and shrapnel that causes 1d6 points of damage per level of the tech. Targets in the area can save for half damage.

Multiple *combustion* bombs going off in the same place at the same time do not increase the damage dealt, though they could be timed or trigged to go off all at once and cover a larger area.

Growth/Reduction [Level 2 Biology Formula]

This device can produce a drug which, when injected into a living creature, will either cause that creature to grow to double its size, or shrink to half its size. The tech must decide when building the device which effect to use.

Growth: This substance will double the size (and thereby the damage, speed, and EV limit) of any living thing for three turns.

Reduction: The opposite of *growth*, this substance will halve the size (and damage, speed, and EV limit) of the affected creature for three turns. A to-hit roll against the target's AC is required to inject a target against its will. *Growth* and *reduction* injections will counter and cancel each other out.

Kinetic Engine [Level 2 Physics Schematic]

A tech prepares this machine in the form of a small motor attached to pistons that enhance the tech's speed and strength. Upon activating the *kinetic engine,* the tech's Strength becomes 18 and his base movement rate becomes 100′ (300′). The effects of an active *kinetic engine* will last for three turns.

Magnetic Field [Level 2 Physics Schematic]

This device generates a powerful magnetic field around the tech who activates it. At the time the device is activated (not built), the tech can choose to set the field polarity to "attract" or "repel".

A repulsive magnetic field acts as a kind of defensive shield around the tech. *Ballistic projectiles* automatically cause no damage to the tech, and the tech's AC is improved by 4 against all weapon attacks. The tech also gains a +2 bonus to save against electrical attacks, and the damage caused by such attacks is reduced by 1 hit point per damage die. This version of the *magnetic field* will last for one turn per three levels of the tech (two turns at 6th level, three turns at 9th level, etc.).

An attractive magnetic field has a more peculiar effect: when this function of the device is activated, lightweight metal items (including weapons and shields) practically leap out of the hands of everybody within 30′ of the tech. Characters can make saving throws to try and hold onto their items, but otherwise, anything within 30′ of the tech which is made of metal and weighs less than 15 lbs. will immediately fly towards the tech and then stop, suspended in mid-air by the magnetic field, to hover approximately one foot away from the tech's body. The tech, if he so chooses, can snatch items out of the air and wield them himself—the magnetic field won't affect anything immediately on the tech's person or less than 1′ from the tech's body. This version of the device will last for only one turn, regardless of the tech's level.

Metallic Alloy [Level 2 Chemistry Formula]

This is a chemical reagent that can be applied to any one weapon, shield, or suit of armor, or to 20 pieces of ammunition, thereby enhancing the item for the span of three turns (30 minutes). The best *alloy* available to the tech depends on his level:

Stainless Steel: A 3rd level tech can make *stainless steel*, a substance that temporarily transforms ordinary equipment into equipment +1. Weapons and ammunition add this bonus to their hit and damage, and they acquire the ability to damage magical creatures normally vulnerable only to silver or magical weapons. Armor and shields apply the bonus to AC.

Metallurgic Mythrill: At 7th level, the tech can create an *alloy* that temporarily grants ordinary equipment a +2 bonus

Alchemical Adamant: An 11th level tech can create the most powerful of all the *metallic alloys*. It temporarily turns ordinary equipment into equipment +3 for the duration of the effect.

Any *metallic alloy* can also be applied to 10 square feet of surface area, temporarily increasing its hardness. A surface coated in *stainless steel* can take an extra 10 points of damage before breaking. For *metallurgic mythrill,* the number is 20 hit points; and for *alchemical adamant*, 30 hit points.

N.B., a tech must know this formula in order to craft permanently +1 or better weapons and armor.

Pheromones [Level 2 Biology Formula]
There are two versions of this device. The tech must decide which one he will use when building it.

Animal Scent: This device, once activated, releases a powerful cocktail of airborne hormones and scent markers. Any animals or magical beasts (but not undead, plant monsters, oozes, elementals, or similarly unusual creatures) within 90 yards of the source of the *pheromones* will be drawn there to investigate. Once they arrive in the area, most creatures are agitated and ready to either fight or mate (most probably fight). This effect will last for approximately half an hour.

Attractive Perfume: An alternative version of the *pheromones* device, this can be applied to a single humanoid target. When used in this manner, all other humanoids (including giant humanoids, monstrous humanoids) will perceive the affected target as if that person had a Charisma of 18, granting the target a +2 bonus to all reaction rolls made for other humanoids. This version of the *pheromones* effect lasts for one hour.

Cellular Transparency [Level 3 Biology Formula]
This device injects the subject with a pigment-altering compound that renders the cellular structure of living beings entirely transparent. Within seconds, the skin and blood vessels become translucent, while bones and muscles take on a sheen like quicksilver. Inside of one round, these structures also become invisible, rendering the subject impossible to see except by indirect means (such as footprints). The compound even secretes from the subject's pores, bending light around clothes and equipment. The *transparency* effect can persist indefinitely, so long as the subject remains entirely calm and free from exertion—but the compound starts to break down if even a bit of adrenaline enters the subject's bloodstream, so the effect is cancelled if the subject takes any aggressive action (such as attacking another, be it with a weapon or a device).

Corrosive Acid [Level 3 Chemistry Formula]
A device built with this formula can splash a highly concentrated acid in all directions, out to a 15′ radius. Anything hit by the acid takes 1d4 points of damage per level of the tech, for two consecutive rounds. The second round of damage is negated for any targets that make a saving throw. Corrosive acid can also be used to eat through wood or thin metal, although stone is usually unaffected by the substance.

Electric Induction [Level 3 Physics Schematic]
This device will fire a powerful bolt of electricity, 5′ wide and 60′ long. The *electric induction* device can cause the arc of electricity to

begin anywhere within 180′ of the tech, although the path of the electricity always points directly away from the tech. Anything struck by the electricity will take 1d6 points of damage per level of the tech, though each target is allowed to roll a saving throw for half damage. If the electricity strikes a solid surface, it will bounce off at the same angle, in the opposite direction, until the length of the bolt reaches the full 60′.

Flight/Submersion [Level 3 Physics Schematic]
This device is prepared in one of two forms: either a personal rotary-wing with a jet-pack attachment (the *flight* device); or an oxygen tank and breathing apparatus (the *submersion* device). The tech must choose which form the device will take when he builds it. Naturally, these devices duplicate the effects of the arcane spells *fly* and *water breathing* in all noteworthy respects, including durations (*flight* lasts for one turn per tech level + 1d6 extra turns, and *submersion* lasts for one day).

Toxin/Antidote [Level 3 Chemistry Formula]
A tech with this formula knows how to make a number of inorganic poisons, as well as an all-purpose antitoxin. Devices made with this formula take the form of an injector containing one dose of the described chemical substance.

Paralytic: This toxin causes severe muscle seizures resulting in paralysis for 4d4 turns. The target is permitted a saving throw to negate the effect, but the save comes at a −4 penalty.

Fast-Acting Toxin: This substance instantly inflicts 1d6 damage per level of the tech. The victim can save for half damage.

Slow-Acting Toxin: This substance causes the target 1d6 points of damage each round, for a number of rounds equal to the tech's level. A target that makes a saving throw takes reduced damage, only 1d4 points per round.

Antidote: This substance neutralizes any poison and cues all damage caused by poison within the last 10 rounds. It can even revive somebody "killed" by poison not more than 10 rounds ago.

Vile Venom [Level 3 Biology Formula]
This nasty cocktail of natural poisons can be made to dispense as a vapor, or it can take the form of a concentrated liquid injection. The vapor will fill a 50′ × 50′ area and affect all living creatures within that space that fail a saving throw. The liquid will only affect a single target (and a roll to hit the target in mêlée is required); but when used in concentrated form, the subject saves at a −4 penalty.

The *venom* will simultaneously inflict blindness, nausea, confusion, sleep, and paralysis, though each of these effects only persists for 3d6 rounds (and monsters with 4+1 hit dice or more are immune to the sleep effect). The *venom* also causes damage as a weak poison: for every round that the other debilitating effects persist, the affected target also takes 1d3 points of damage.

Adhesive/Lubricant [Level 4 Chemistry Formula]
This device will squirt a layer of either *adhesive* or *lubricant* on a 20′ × 20′ area. (The tech must choose which substance he will create at the time the device is prepared.) *Adhesive* is an extremely sticky glue which can bond any two substances together for up to twenty-four hours. The bond is strong enough to suspend up to 500 lbs. of weight. When used in combat, the *adhesive* can be sprayed onto the ground, where it will stick all creatures to the ground for at least one round. After that, creatures in the area must roll Strength checks at a −4 penalty in order to move, and they need to roll saving throws (also at a −4 penalty) in order to drop an item, throw a missile weapon, fire a bow and arrow, etc.

Lubricant has the opposite effect of *adhesive:* the *lubricant* is extremely slick, and when sprayed on an area, nothing has any kind of traction at all. Creatures in the area that try to move must roll a

saving throw or fall prone, and they must roll again in order to stand up. Any creature that enters a *lubricated* area must save or fall down, and if the creature enters the area at running speed, that creature must save at −4 or fall prone and go skidding in the direction he was running, out to the maximum distance of his running speed (typically 120′ for an unencumbered character)!

Disease/Vaccine [Level 4 Biology Formula]

This device allows a tech to whip up a nasty virus to use as a bioweapon, or to cure nearly any kind of natural disease. The tech must choose when building the device whether it will cause *disease* or cure it with *vaccine*. The effects of the *disease* and *vaccine* devices are identical to the divine spells *cause disease* and *cure disease*. *Vaccine* even has the capacity to destroy green slime and to remove mummy rot or lycanthropy.

Ectoplasmic Distillate [Level 4 Biology Formula]

This device has two versions, chosen when the tech builds it. The first is a consumed drug; the second is a topical application. Drinking this pseudo-mystical *distillate* will enhance the target's natural parapsychological prowess, bestowing *ESP* (as the arcane spell) for 1d6+6 turns. The bodily application of the *distillate* is even weirder: used this way, it causes the subject to actually become incorporeal, similar to a *gaseous form* effect, again for 1d6+6 turns. However, the subject is not entirely without substance—whenever the ethereal individual passes through a solid object, he leaves behind a telltale residue of ectoplasmic slime.

Flash Freeze [Level 4 Chemistry Formula]

The tech can build a liquid nitrogen container that either damages enemies with cold or fills a volume of space with solid ice. The tech chooses the particular effect when building the device.

Icy Burst: This device explodes like a bomb in a 20′ radius sphere. All targets in the area of effect take 1d6 points of cold damage per level of the tech. Targets can save for half damage.

Solid Ice: This device fills an empty space with solid ice. The exact shape and direction taken by the ice as it moves to fill the volume are chosen by the tech as the device is activated. The device can create 200 cubic feet of ice for each level of the tech. The ice will not form in mid-air, nor can it solidify around living creatures to encase them—but a wall of solid ice just 2′ thick will block sight and passage. The ice will remain in place for 2 hours, unless very cold or very warm weather would extend or shorten the duration.

Holographic Projection [Level 4 Physics Schematic]

This device allows the tech to project silent and intangible illusions, identical to those produced by a *phantasmal force* spell, using nothing more than smoke and mirrors. The technological version of this effect can produce much larger illusions, though. A 7th level tech can produce a *projection* that fills a 20′ × 20′ × 20′ cubic volume, but for every three levels above the 7th, the tech can add 10′ to the length of each side of the volume of effect. Thus, a 10th level tech could produce a 30′ × 30′ × 30′ illusion; a 13th level tech could produce a 40′ × 40′ × 40′ illusion; and so on. The exact nature of the illusion created by the *holographic projection* is chosen by the tech when the device is activated (not when it is built). Even if the illusion is touched or attacked, the image will persist as long as the tech maintains concentration on projecting the hologram; or, if the illusion is mostly stationary, the device can be set to project for up to one hour.

Note that this device can be used to render everybody in a particular area *invisible*, at least until any creatures so affected take an action or make an attack. If a *holographic projection* is combined with a *sonic vibration* device set to project sounds, the result can be a more realistic illusion that sounds just like it looks. When these two devices are activated consecutively, first the *project sound* effect and then the *holographic projection* on the very next round, it's even possible to duplicate the effects of a *projected image* spell.

Sonic Vibration [Level 4 Physics Schematic]

This device allows the tech to manipulate sound in various ways. There are two primary versions of this device, and the tech must choose which one he wants to use when the device is built.

Project Sound: This version of the device can make any sound (including, but not limited to, the tech's own voice) appear to come from anywhere within 180 feet. The effect is very similar to the *ventriloquism* spell, except that the range is much greater, and the sound produced by the device can be nearly anything that the tech desires (although it might not be able to precisely mimic another person's voice). This version of the device lasts for three turns.

Hypersonic Pitch: This device produces a sonic vibration so intense that brittle materials (such as glass, crystal, and even *crystal lattice*) within 60′ will shatter. Glass shatters instantly, while most stronger materials can take up to 1d4 rounds to shake apart. Living creatures in the area, meanwhile, suffer a −2 penalty to attack rolls due to the distracting, high-pitched sound (and this includes the tech who activates the device). Once activated, the *hypersonic pitch* will sound for five consecutive rounds.

Analytic Engine [Level 5 Physics Schematic]

This device is a kind of primitive, mechanical computer attached to a suite of sensors, detectors, and other apparatus. When the tech activates this device (as opposed to when he builds it), it can be set to detect any one particular kind of object, state, or creature, chosen from the list of examples given below. The detectors sweep everything within a 60′ cone in front of the tech. The effect of the *analytic engine* will last for three turns.

Magic: The device will detect magic, magical items, and the persistent effects of spells, just like *detect magic*.

Undead: The device detects the presence of undead within 60′.

Enemies: The device detects the presence of living monsters (but not undead) within 60′.

Traps: The device will detect all mechanical and magical traps.

Lies: The device will sense polygraph data on the brains of all subjects within 60′, revealing when they are lying.

Evil: The device will sense any psychological or metaphysical irregularities that indicate whether a person intends evil, or if an item is evilly enchanted.

Poison: The device will reveal the presence of all poisons, toxins, and venoms.

Invisibility: The device reveals the location of invisible things.

Illusion: The device will reveal the true nature of illusions.

Object, Plant, or Animal: The device will locate a specific type of item, material, animal, or plant, to be chosen by the tech when the device is activated.

X-Ray Image: The device will actually project a foggy image of all solid, concealed objects within the range of the sensor sweep, even peering through walls (of any substance other than lead) to do so; but this version of the device has only a 20′ range, unlike the 60′ range of other *analytic engines*.

Genetic Mutation [Level 5 Biology Formula]

This powerful mutagen will completely rewrite the subject's DNA, instantly transforming them into a new species. (The particular species may be any sort of creature, natural or magical, but it must be chosen by the tech when the device is built, not as it is activated.) The effect of the *genetic mutation* is essentially identical to a *polymorph*, whether directed at oneself or others, and all of the usual guidelines and restrictions apply—except that in order to use the *genetic mutation*, an injection is required, so in order to morph

an unwilling subject, a mêlée attack roll is required (in addition to the subject's usual saving throw).

Since this effect is not magical, it cannot be countered with *dispel magic*. However, unlike a *polymorph* spell, a *genetic mutation* is somewhat unstable, and therefore it is not entirely permanent. After one day has passed, there is a 1-in-20 chance that the subject's DNA will spontaneously revert to its original state, thereby reversing the *mutation* and ending the effect. On every subsequent day, there is a further (non-cumulative) 1-in-20 chance that the effects of the *mutation* will end.

Polymer Plastic [Level 5 Chemistry Formula]
This device produces enough amorphous, semi-solid *plastic* to fill one 10′ × 10′ × 10′ cubic volume per three levels of the tech. For every 1′ of thickness, the *plastic* is strong enough to support 500 lbs. of weight and can withstand 5 points of damage, so a 10′ thick mass of the *plastic* can hold up to a 5,000 lb. object and it could take 50 points of damage before being completely destroyed. The *plastic* can take damage from weapons and most spells, but it is immune to electrical damage. The *plastic* need not be created in a solid mass; it can take whatever shape the tech desires. The substance itself is too light and elastic to make an effective weapon of any kind.

Alternatively, this device can produce a stretchy, tacky rope — 100′ feet of length per three levels of the tech. (This function of the device may be chosen at the time when it is activated and need not be preselected when the device is built.) The rope has properties similar to the shaped mass of *plastic*: it is immune to electrical damage, but each strand can be destroyed by only 1 point of cutting damage. Despite the thinness of the rope, a single strand can support up to 500 lbs. of weight before breaking, though it will stretch to nearly double its length when doing so. (If a dose of *adhesive* is added to this version of the *polymer plastic*, it becomes possible to create an extremely sticky variety of rope that behaves much like a *web* spell!) The *polymer plastic* is rapidly degradable — it will last for about six hours, and then it dissolves away completely.

Protonic Solvent [Level 5 Chemistry Formula]
This device produces a single dose of a highly reactive substance which will dissolve 1 cubic foot of nearly any solid material. It eats through wood and cloth instantly, most kinds of stone and metal in one turn, diamond in two turns, mythrill in three turns, orichalcon in four, and adamant in six turns (an hour). *Adhesive*, *lubricant*, and *polymer plastic* are all destroyed instantly by the *protonic solvent*, and even *crystal lattice* will be eaten away in an hour. When thrown at a living being, the *solvent* will cause 6d10 damage to that creature (a saving throw is allowed for half damage), and anyone else within a 5′ radius of the target must also save or take 1d10 damage from the splash.

Radio Telegraphy [Level 5 Physics Schematic]
This device allows the tech to transmit sound in the form of radio waves, out to a distance of ten miles per level of the tech. Once activated, the *radio telegraphy* device will last all day. Any other techs who have active *radio telegraphy* devices and happen to be in range can receive messages from the activating tech — and if the tech is within range of their devices, he can receive transmissions as well. If two characters agree on a particular radio frequency beforehand, they can easily communicate by *radio* over great distances. Otherwise, it might take a full turn or more to search all the frequencies and listen in on other techs' conversations (if there are any).

If two techs combine their *radio telegraphy* devices with *holographic projection* devices, it becomes theoretically possible for the techs to transmit video as well as audio signals (at least for the one-hour duration of a *holographic projection* device), resulting in a sort of primitive television or videophone.

Wonder Drug [Level 5 Biology Formula]
This marvelous panacea combines certain effects of the spells *heal* and *restoration*. The *wonder drug* will wipe away any and all debilitating status effects, including blindness, poison, disease, *feeble-mind*, fatigue, etc., and it will also completely restore any drained attributes (such as Strength drained by the touch of a shadow). The *wonder drug* does not, however, restore any lost hit points, whether due to normal damage or to energy drain; and it will not have any effect whatsoever on undead.

Crystal Lattice [Level 6 Chemistry Formula]
This device will generate an expanding block of ultra-hard carbon crystal, as durable as diamond. The *crystal lattice* will expand to fill a volume of 1,000 cubic feet (one 10′ × 10′ × 10′ volume) for every two levels of the tech. The crystal will expand to fill in open spaces, but it will not occupy any space where a solid body already rests, nor will it encase living creatures. (Instead, it will gently but quickly push all living creatures and small objects out of the path of its expansion.) The crystalline mass can take on any shape the tech desires, though it can only form at rest and on a reasonably level surface. For every 1′ of thickness, the crystal can withstand 60 hit points of damage before shattering, so a 10′ thick slab of the crystal can take up to 600 hit points of damage. The *crystal lattice* is a permanent substance — once created, the crystal will remain in place indefinitely, unless it is destroyed.

Gravitational Field [Level 6 Physics Schematic]
This device allows the tech to manipulate gravity in various ways. (The tech can choose how he wants to use this device when it is activated, not when he builds it.) By directing the device at himself, he can *levitate*, as per the arcane spell. Pointed at another object, the tech can move it as if by *telekinesis*. Or the tech can simply set the *gravitational field* on wide dispersal, in which case the device will *reverse gravity* (as per the arcane spell) in the selected area.

Quantum Shift [Level 6 Physics Schematic]
This device is the holy grail of physics: the ability to disassemble solid objects and living things on the molecular level and reassemble them elsewhere. The effects of the *quantum shift* transporter are essentially identical to the *teleport* spell, except that the tech is not restricted to teleporting living things. Either a single creature or a 10′ × 10′ × 10′ volume of nonliving matter can be teleported by the *quantum shift*. Unlike a *teleport* spell, the range of this device is limited to 100 miles per level of the tech (but there is no chance of error, nor can a living being ever be *shifted* into solid matter).

Radioactive Plasma [Level 6 Chemistry Formula]
This powerful device allows the tech to create a tiny sun that flares brightly with the heat and radiation of nuclear fusion, before suddenly burning out. The device takes the form of an emitter which fires a ray or beam out to any point within 240′ of the tech. Once fired, the beam will initiate a fusion reaction centered on the targeted point. On that round, a 10′ radius area is filled with white-hot plasma, and all creatures in the area take 3d12 points of damage, with no saving throw allowed. On the second round, the area expands to cover a 20′ radius, and the damage is dealt again — everything in this new area (including any creatures still in the area after the initial fusion) takes 4d12 damage. On the third round, the area expands again, out to a 40′ radius, and everything within this area takes 5d12 damage. After this third round, the fusion reaction ends and the plasma simply evaporates away, but another effect still lingers. Any creature damaged by the plasma must now roll a saving throw or else contract severe radiation sickness. This fast-acting disease will kill in 1d4 hours unless treated by some kind of *cure disease* or *vaccine* effect.

Tissue Reanimation [Level 6 Biology Formula]
This device will actually restore life to dead tissue—but the *tissue reanimation* injection can be prepared in one of two ways. It can either restore a single dead body completely to life, as per *raise dead*, or it can animate several corpses and force them to serve the tech, as per *animate dead*. The particular effect must be chosen by the tech when the device is prepared.

Tissue Regeneration [Level 6 Biology Formula]
This device will stimulate cellular growth to an incredible degree, affecting one injected target just like a *regenerate* spell. Severed body parts will reattach in one round, or they'll grow back completely in 2d4 turns; and for the duration of 2d4 turns, the subject will rapidly recover hit points at a rate of 1 hp per round.

If a dead body is injected with two doses of *tissue regeneration* before adding one dose *tissue reanimation*, the effect will be identical to a *resurrection* spell, completely restoring the dead individual to life and full health.

Permanent Technological Items
Temporary technological items (i.e. devices) don't usually last long enough to leave the hands of the tech that made them. But high-level (9th and above) technologists are capable of creating more permanent items called *inventions*. Inventions are the technological equivalent of magical items, and they follow the exact same rules. Any magical item could, in theory, be a technological item instead. Instead of a *healing potion* or a *wand of fire*, why not a *healing tonic* or a *fire bomb cannon*? Perhaps only elves know the secrets behind the *elfin cloak* and *elfin boots*, but who's to say that a goblin mightn't create a holographic *personal cloaking field* and a set of *pneumatic sneakers* that do very much the same thing?

Low-level characters cannot create inventions of their own, but they could certainly find them among other treasures. This can be an especially devious tactic on the part of the referee, since technological treasures won't be revealed by a *detect magic* spell. But inventions are very often large, bulky, and obvious, which sometimes makes them easy to find and identify. As a rule, technological treasures shouldn't often be found in ancient ruins (unless the party stumbles across the remains of another adventuring tech; or said ruins are so ancient that they once belonged to an alien or very advanced civilization), but for adventures that take place aboveground, technology might be just as common as magic. In a mad scientist's laboratory, special items are likely to be almost exclusively technological. A technological treasure can be created by the referee, simply by taking the idea for any old magical item and "reskinning" it so that it has all the trappings of pulp-novel, gaslight-era sci-fi. A *potion of strength* could become a *tonic of muscular enhancement,* while a *snake staff* could easily become a *clockwork serpent.* Referees must be creative, clever, and altogether merciless in their unwillingness to spare the techno-babble! More than half the flavor of a technological invention comes from the name alone. The best names combine a little bit of pseudo-scientific nonsense with 19th century advertising vocabulary: items with monikers like *tonic of ESP* and *antigravity boots* are kind of interesting, but they don't inspire quite the same degree of wonder as *Doctor Marvel's Stupendous Brain-Enhancement Juice* or a set of *ACME-Brand Rocket-Powered Levitating Footwear!*

The following guidelines apply to the creation of technological inventions by game referees:

Tonics: These are technological potions. They're just like ordinary potions—except that, as with all inventions, they won't be revealed by a *detect magic* spell.

Widgets: A widget is the technological equivalent of a scroll. It's a lot like a device (such as *ballistic projectile* or *herbal healer*), except that it lasts until used, and it can be activated by any tech. A widget is usually hand-held and weighs 2 lbs. They can have different names from the devices that they're based on, e.g. the widget version of *ballistic projectile* is called an *arrow-matic.*

Gadgets: Gadgets are heavy items—they typically weigh 15–30 lbs., and very often they are built in the form of a backpack with attached instruments or controls. A gadget is the technological version of a wand or staff*. When found, it can have as many as 30 charges. Like a widget, a gadget will usually mimic the effects of a device (although its name will be different), but it's not always an exact one-to-one correspondence. Only a tech can use a gadget.

Gizmos: These are the technological versions of "miscellaneous magical items"—all the cloaks, boots, belts, and other items that characters can wear in order to benefit from them. Most of the time, any character of any class can use a gizmo—they're very user-friendly. Gizmos are usually permanent rather than charged, and their effects can be either continuous or activated. A gizmo typically weighs 15 lbs.

Weapons and Armor: A high-level technologist can forge enhanced weapons and armor, just like a high-level mage. Technologically enhanced arms won't be revealed by a *detect magic* spell, but otherwise, they're just like magical arms. They'll even damage ghosts, werewolves, and other beasties that can normally only be hit by magical weapons. Technology can bestow a bonus upon a weapon: if a player character finds a really nice sword covered in rivets, gears, and cogs, the odds are pretty good that the character has just found a technological *sword +1*. Furthermore, technology can make other effects possible: why not a technological *flaming sword* that works by dispensing napalm?

When creating inventions to place within the game, referees should remember not get too bogged down by realistic science. The game is fantastic; the science should be fantastic too! One should let the imagination run just as wild with the technology as it normally would with magic!

---

* The equivalent of tomes and rods in Appendix B of this book.

Cross-Class Dabbling

As mages and techs go up in levels, they get better at fighting—hit points go up, chance to hit improves, and so forth. In fact, a mage or tech of 10th level is approximately as skilled as a 5th level fighter at physical combat. Why, then, are fighters and experts never able to learn even the most basic magical cantrips or technical gadgets? This optional rule seeks to redress the imbalance. If the referee so desires, non-mages may be allowed to work tricks and rituals (but never spells), and non-techs may be allowed to build gadgets and inventions (but not preparations), but only under some very limited circumstances.

First, the would-be dilettante must have an appropriate secondary skill ("Occultist" for magic, or "Engineer" for technology). Second, no amount of studying allows a non-mage or non-tech to fully *learn* tricks, rituals, gadgets, and inventions—a dabbler must always have a grimoire or schematic to work from, and the usual −10 penalty for not having mastered the ritual or invention applies (with +5 from the secondary skill and −10 for non-proficiency, the net adjustment to the final Int or Cha check is −5, making bungles and backfires quite likely). Finally, the character's effective caster level is one-third their actual level (the character must be 2nd level to use tricks/gadgets, 3rd level to use 1st level rituals/inventions, 6th level to use 2nd level rituals/inventions, and so forth).

Five Saving Throws

In the old days, we used to record our saving throws as a set of five values, each tied to a peculiar and arbitrary category, rather than as a simple, single number. These five categories were mostly meant to reflect the difficulty (or very dire consequences) of certain saves, and it's an easy thing to preserve if you don't mind the added complexity. Just apply the following modifiers to all saving throws in the game, on top of any other adjustments that the rules might already call for:

- Saving throws vs. instant death or poison get a +2 bonus.
- Saving throws vs. wands and similar devices get a +1 bonus.
- Saving throws vs. paralysis or petrification take no modifier, even if the effect would otherwise fall into a different category, like "wand" or "spell".
- Saving throws vs. dragon's breath and other breath weapons take a −1 penalty.
- Saving throws vs. spells take a −2 penalty.

Integrating technology into this table is simple enough. A tech's alchemical preparations are similar enough to spells that they would also impose a general −2 penalty, while gadgets and inventions are closer to wands and would allow their targets a +1 bonus.

Weapon Proficiencies

Engines & Empires is balanced around the assumption that weapon damage rolls do not get an adjustment. For other old-school RPGs, this is generally true only of the oldest of the old editions. But most players these days are used to adding Strength or magic bonuses to their damage rolls. If you want to include damage bonuses in your campaign, here is how you are advised to proceed:

Characters may add their Strength bonus (for mêlée attacks) or their Dexterity bonus (for ranged attacks), if positive, as well as a magic bonus from an enchanted weapon, to all damage rolls that they make with certain specific weapons, to be chosen by the players. A 1st level character must select one specific kind of weapon to enjoy this benefit (e.g. "long bows", "short swords", "pistols"). The character is said to be *proficient* in this weapon. No other weapons receive a damage bonus for that character.

All characters may select a second weapon proficiency upon reaching the 4th level of experience. Fighters (and only fighters) get to choose additional weapon proficiencies at 8th and 12th levels.

Racial Traits & Tokens

One of the major ways that *Engines & Empires* departs from similar old-school RPGs is the lack of special abilities for most non-human playable races. There are a couple of reasons why this decision was made. One is simple game balance: if elves get a pile of special abilities, then humans must be given some set of advantages to match, which complicates the game. Another is playability: some tradtional non-human abilities (most notably "infravision") undermine the enjoyable tension of old-school gameplay (tracking time and torchlight and so forth) by their very nature. And the final reason is only rarely ever noticed, but worth considering: the notion that non-human characters ought to have special abilities has been ingrained in all of us since the 1970s, but if you go back and look at the original source material—*The Hobbit, The Lord of the Rings,* even *The Sword of Shannara* and other imitators—can dwarves really see in total darkness? Is there any indication that an elf would be immune to a spell of sleep or the paralyzing touch of an RPG ghoul? In fact, in any literature that predates fantasy role-playing as a popular hobby, such abilities are almost nonexistent. So by excluding them, *E&E* is actually being quite faithful to its sources—*older* than the old-school.

Still, there is something to be said for keeping the game's various races from feeling too similar to one another. As things stand right now, a 1st level human mage and a 1st level elf are (by design) mechanically identical. The difference between these characters is supposed to be entirely based in the "story" or "role-playing" side of the proceedings (at least until the human moves onto 2nd level as a mage, while the elf picks up fighter or expert abilities). But some groups may like to have a way to reinforce the general differences between humans and elves—to have something meaty and game-based to back it up. So, for your edification, I present the "traits & tokens" system. It is sequestered here, at the end of Appendix A, because it is very much *not* in keeping with the old-school aesthetic. In fact, it's downright modern and "meta".

Instead of giving each race a list of special powers and fiddly modifiers, this system gives to each player one "token" (this can be a physical object—a checker, a poker chip, a coin—or just a simple pencil-mark on each player's character sheet) per game session. At any time during the session, the player can spend their token to re-roll certain kinds of d20 rolls (attacks, saves, checks) and keep the second roll if it's better. Here's the catch: each race is only able to spend tokens on particular kinds of rolls.

- Humans can spend their token on saving throws, Str checks involving physical endurance, and any skill checks involving secondary skills they are completely untrained in (humans are adaptable and just crazy enough to try anything!).
- Elves can spend their token on Int checks made to notice things, Dex checks involving acrobatics, saving throws vs. charm or sleep magic, and missile-fire.
- Dwarfs can spend their token on Dex checks made to hide or sneak, culinary skill checks, saving throws, and missile-fire.
- Goblins can spend their token on Int checks made to craft items of metal or stone, to notice unusual stonework, or to appraise valuables; and mêlée attacks.
- Ogres can spend their token on Int checks made to track or hunt, Str checks involving feats of brute muscle, and mêlée.

Any tokens left unspent at the end of a session are lost: every player begins each new session with but a single token. That said, player characters of 8th level and greater are accorded two tokens per game session by virtue of their "super-heroic" status.

Appendix B: Magical Item Tables

THE RANDOM treasure table on page 191 sometimes indicates the presence of one or more magical items in a randomly generated hoard. This appendix provides tables for randomly selecting the contents of these hoards. Most of the time, of course, it is expected that any magical items placed in the game have been put there deliberately by the referee, after careful thought, with each item having its own history, name, purpose, and so forth. But sometimes, you just need a nameless item to place in a dungeon-room somewhere. After all, the PCs won't always have the means (never mind the inclination) to research the backstory of all the items they find. Sometimes a sword +1 is just a sword +1.

Magic vs. Technology
Before anything else, the referee must determine whether a special item in question is going to be a magical or technological item. In a dungeon (as explained on page 192), the chance that a given item is technological instead of magical begins at 20% for dungeon level 1 and falls by 2% per level. On the surface-world, the chance to find a technological item in place of a magical item might be significantly higher (25% to 50%), depending on the specific circumstances.

Regardless of their source, found technological items are nothing more than gadgets, inventions, and permanent preparations (pp. 80, 93). If a consumable item (see below) is to be replaced with its technological equivalent, just roll for or select a preparation off the table on page 80. If a permanent item is indicated, its level must first be determined. Flip a coin: if it comes up heads, the device in question is a gadget; if tails, it's an invention. Flip again: if heads, it's a 1st level invention; if tails, keep flipping. Repeat until you get heads, increasing the invention's level by one for each tails result.

Alternatively, you can roll for a random magical item via the tables that follow, and then "re-flavor" it as a technological item with the procedure described on page 210. This method is best reserved for technological items of unusual origins: alien or ancient civilizations, mad hobgoblins wandering the Deep-Under, etc.

Consumable vs. Permanent Items
Magical items come in two basic types: single-use "consumable" items and multiple-use "permanent" items. Permanent items may still have limited charges, but they can be used several times before they are exhausted or destroyed. The random treasure table lists separate chances for a hoard to contain consumable and permanent items, with permanent items being about three times less likely to appear than consumables (i.e. only 25% of magical items that a party finds at random are apt to be permanent items).

Consumable items come in three basic types: potions, scrolls (including warding-runes and treasure-maps), and ætherium crystals. Permanent items have numerous categories: armor, weapons, orbs, rings, tomes, staffs, wands, and miscellaneous items.

RANDOM MAGICAL ITEM TYPES

d10	Consumable Item	d10	Permanent Item
1–4	Ætherium	1	Armor
5–8	Potion	2	Orb
9–10	Scroll, Rune, or Map	3	Ring
		4	Tome
		5–6	Rod, Staff, or Wand
		7–8	Weapon, sword
		9	Weapon, other
		10	Miscellaneous magic

POTIONS AND SCROLLS

d%	Potion	d%	Scroll, Rune, or Map
1–3	Ability	1–5	Cursed Scroll
4–5	Æther	6–10	Rune vs. Demons
6–8	Animal Control	11–15	Rune vs. Elementals
9	Attribute Gain	16–20	Rune vs. Faes
10–12	Balance	21–25	Rune vs. Magic
13–14	Clairaudience	26–30	Rune vs. Undead
15–16	Clairvoyance	31–35	Rune vs. Werecreatures
17–18	Climbing	36–40	Magic Trick Scroll
19–22	Delusion	41–55	Ritual Scroll (level 1)
23–24	Diminution	56–65	Ritual Scroll (level 2)
25	Dragon Control	66–72	Ritual Scroll (level 3)
26–27	E.S.P.	73–75	Ritual Scroll (level 4)
28–30	Elemental Resistance	76–77	Ritual Scroll (level 5)
31	Elixir Vitæ	78	Ritual Scroll (level 6)
32–35	Flying	79	Ritual Scroll (level 7)
36–39	Gaseous Form	80	Ritual Scroll (lv. 8–10, roll 1d6)
41–42	Giant Control	–	· d6: 1–3, level 8
43–44	Growth	–	· d6: 4–5, level 9
45–50	Healing	–	· d6: 6, level 10
51–54	Heroism	81–84	Treasure Map A
55–57	Humanoid Control	85–87	Treasure Map B
58–61	Invisibility	88–89	Treasure Map C
62–64	Invulnerability	90–91	Treasure Map D
65–67	Levitation	92–93	Treasure Map E
68	Longevity	94	Treasure Map F
69–70	Oil of Intangibility	95	Treasure Map G
71–72	Oil of Slipperiness	96	Treasure Map H
73–75	Philter of Love	97	Treasure Map I
76	Phœnix Down	98	Treasure Map J
77–78	Plant Control	99	Treasure Map K
79–80	Poison	100	Treasure Map L
81–82	Polymorph		
83–84	Restoration		
85–87	Speed		
88–89	Spirit Control		
90–92	Sweet Water		
93–94	Treasure Finding		
95–96	Undead Control		
97–100	Water Breathing		

ORBS AND RINGS

d%	Orb	d%	Ring
1–5	Absorption	1–4	Command, Animal
6–11	Cancellation	5–9	Command, Humanoid
12–13	Captivation	10–15	Command, Plant
14–16	Commanding	16–25	Delusion
17–24	Cursed	26–27	Genie Summoning
25–28	Force	28–38	Elemental Resistance
29–41	Healing	39–49	Invisibility
42–47	Inspiration	50–70	Protection
48–50	Lordly Might	71–72	Regeneration
51–56	Mana	73–77	Spell Turning
57–60	Resurrection	78–79	Telekinesis
61–66	Ritual Storing	80–85	Water Breathing
67–69	Rulership	86–89	Water Walking
70–85	Seeing	90–95	Weakness
86–93	Striking	96–97	Wishes
94–100	Traveling	98–100	X-Ray Vision

SWORDS AND OTHER WEAPONS

d%	Sword	d%	Other Weapon
1–39	Mythrill	1–10	Ammunition, Mythrill (2d6)
40–42	Deathbane	11–12	Ammunition, Mythrill (3d10)
43–45	Dragonbane	13–18	Ammunition, Orichalcon (1d6)
46–49	Faebane	19–21	Ammunition, Adamant (1d4)
50–52	Giantbane	22	Ammunition, Slaying (1)
53–56	Runebane	23–31	Axe, Mythrill
57–59	Spiritbane	32–34	Axe, Orichalcon
60–63	Werebane	35–41	Bow, Elfin
64–65	Dowsing	42–44	Blunderbuss, Goblin
66–70	Flame Tongue	45–48	Crossbow, Mythrill
71	Life Drinker	49–53	Dagger, Mythrill
72–78	Light Sabre	54	Dagger, Longtooth
79–80	Luck Blade	55–57	Flail, Mythrill
81	Wish Blade	58–60	Lance, Mythrill
82–84	Orichalcon	61–62	Lance, Pearl
85–86	Charming	63–65	Pistol, Goblin
87	Dark Sabre	66–68	Musket, Goblin
88	Defending	69–73	Sling, Dwarfish
89–91	Shock Foil	74–80	Spear, Mythrill
92–93	Adamant	81–84	Spear, Orichalcon
94	Frost Brand	85	Spear, Adamant
95	Holy Avenger	86–87	Trident, Coral
96–97	Hob Nail	88–94	War Hammer, Mythrill
98–99	Brass Tack	95–99	War Hammer, Orichalcon
100	Stone Flake	100	War Hammer, Runic

TOMES, RODS, STAFFS, AND WANDS

d%	Tome	d%	Rod, Staff, or Wand
1–6	Cold	1–2	Rod of Power
7–14	Detection, Enemy	3–12	Rod of Striking
15–21	Detection, Magic	13–14	Rod of Withering
22–28	Detection, Poison	15	Rod of Wizardry
29–36	Detection, Secret Door	16–20	Rod of the Serpent
37–43	Detection, Trap	21–37	Staff, Magic
44–48	Fear	38–47	Staff, Mythrill
49–54	Fire	48–51	Staff, Orichalcon
55–60	Illusion	52–53	Staff, Adamant
61–66	Lightning	54–77	Wand, Magic
67–78	Missiles	78–92	Wand, Mythrill
79–85	Negation	93–97	Wand, Orichalcon
86–90	Paralysis	98–100	Wand, Adamant
91–95	Restoration		
96–100	Shapeshifting		

MISCELLANEOUS MAGIC

d%	Magic Item	d%	Magic Item
1–2	Amulet of Qi	51–52	Elfin Boots
3–4	Amulet vs. Scrying	53–54	Elfin Cloak
5–6	Apparatus of the Crab	55–56	Eyes of Charming
7–8	Bag of Devouring	57–58	Eyes of the Eagle
9–10	Bag of Holding	59–60	Eyes of Petrification
11–12	Bag of Tricks	61–62	Flying Carpet
13–14	Bardic Instrument	63–64	Gauntlets of Strength
15–16	Boat, Folding	65–66	Girdle of the Jötnar
17–18	Boots of Levitation	67–68	Gloves of Dexterity
19–20	Boots of Speed	69–70	Headband of Intellect
21–22	Boots of Striding	71–72	Helm of Disguise
23–24	Bracers of Armor	73–74	Helm of Languages
25–26	Brooch of Shielding	75–76	Helm of Telepathy
27–28	Broom of Flying	77–78	Helm of Teleportation
29–30	Cabinet of Gastronomy	79–80	Horn of Blasting
31–32	Chime of Opening	81–82	Ifrit Bottle
33–34	Cloak of Protection	83–84	Magnet of Friendship
35–36	Cohuleen Druith	85–86	Medallion of Thoughts
37–38	Crown of Charisma	87–88	Mirror of Life Trapping
39–40	Cube of Resistance	89–90	Mirror of Opposition
41–42	Decanter of Endless Water	91–92	Necklace of Adaptation
43–44	Displacer Cloak	93–94	Rope of Climbing
45–46	Drums of Panic	95–96	Scarab of Protection
47–48	Dust of Appearance	97–98	Tarot of Marvels
49–50	Dust of Disappearance	99–100	Vessel of Elemental Cmd.

ARMOR

d%	Armor	d%	Armor (Cursed)
1–22	Mythrill Armor	82–84	Hob Iron Armor
23–32	Orichalcon Armor	85–87	Shadow Brass Armor
33–36	Adamant Armor	88–90	Golem Clay Armor
37–39	Drakescale Armor	91–94	Hob Iron Shield
40–42	Longscale Armor	95–97	Shadow Brass Shield
43–45	Wyrmscale Armor	98–100	Golem Clay Shield
46–65	Mythrill Shield		
66–75	Orichalcon Shield		
76–81	Adamant Shield		

Ætherium

Ætherium crystals are fist-sized, faceted crystals that come in a variety of colors. An ætherium crystal is composed of pure, solid-ified æther (the energy that fuels magical powers), and it is capable of storing one spell, which can be cast at any time by a mage who simply holds the crystal in hand and uses an action to concentrate on drawing out the magic. The crystal glows faintly while it still contains a spell, and it goes dark (and becomes forever worthless) or crumbles into dust when used.

Ætherium crystals are created by a mage using the 4th level ritual Condense Ætherium (pg. 61). Only a mage can activate the crystal and cast the spell stored within it. The mage does not need to know the spell in question in order to cast it from a crystal (but note that it is not possible to learn a spell permanently *from* such a crystal—ætherium stores energy, not knowledge). Identifying the exact spell held within an ætherium crystal requires the use of the Arcane Experiment ritual, which (if the casting roll succeeds) will reveal precisely which spell is contained within it.

To generate a random ætherium crystal, simply use the table of spells on page 49. Roll d% and divide by 2, with a result of 45–50 indicating a cursed crystal (the result of a botched attempt) that drains the caster of one daily spell if activated.

Potions

Although potions can be found in a variety of types of containers—glass, ceramic, or metal flasks—most contain only one dose that bestows a potion's particular effects on one individual. Most potions bear no label and require a small amount to be sampled in order to attempt to identify the potion type. This is not without error, however, because potions of the same type may differ in their aroma or taste, depending on how they were made.

As a standard rule, potions take effect in the same round as their consumption and last for 1d6+6 turns. This general principle is superseded where the specific potion description indicates otherwise. Potions can generally be consumed in half doses, so that half the potion is consumed and operates for half the duration.

Ability: This potion temporarily raises one of a character's attribute scores to 18 for the duration. Potions of Ability come in four different varieties, one for each attribute score, with the Potion of Strength being far more common than the others: to select a random Potion of ability, roll 1d6: 1–3, Strength; 4, Dexterity; 5, Intellect; 6, Charisma.

Æther: The Potion of Æther has two uses. If consumed by a mage who has cast at least one spell that day, it restores sufficient mana to the mage to cast one spell; or, if the mage has been cut off from magic for that day due to a backfiring magic trick, the Potion of Æther will restore the mage's ability to work tricks and rituals—but then it will not refresh a spell.

With a half an hour of work using an ordinary chemistry set, a tech can transform a Potion of Æther into any mundane chemical (like acid or oil) or any chemical preparation known to the tech.

80% of all Potions of Æther are of ordinary strength and work as just described. 15% of such potions are "Dry Æthers" which will restore two spells (or use of tricks and rituals and one spell), or can be turned into two preparations. 5% are "Turbo Æthers" which can restore three spells or become three preparations.

Animal Control: Anyone taking this potion gains the ability to relate to, understand, and manipulate the emotions of a particular type of animal. The type of animal is determined randomly, and the number of animals affected depends on the size of the animal. The following general sizes and quantities apply: wolf size or smaller, 5d4; up to human size, 3d4; up to 1,000 lbs., 1d4.

1d20	Animal Type	1d20	Animal Type
1–4	Avian	14–17	Amphiban/reptile
5–7	Fish	18–19	Amphibian/reptile/fish
8–11	Mammal/marsupial	20	All of the above
12–13	Mammal/marsupial/avian		

Note that unless the drinker of this potion has some other means of directly communicating with the animals influenced by the potion, only general emotions or inclinations may be manipulated. All humanoids are unaffected by this potion, and any intelligent creature may make a saving throw to resist its effects.

Attribute Gain: This rare and coveted potion permanently increases one of the imbiber's attribute scores by one point, up to the usual maximum of 20. The four varieties of this potion are equally rare (1d4: 1, Strength; 2, Dexterity; 3, Intellect; 4, Charisma).

Potions of Attribute Gain are so rare because no modern-day mage has rediscovered the means of creating one. They're all very ancient—and further, this potion breaks down over time. When a Potion of Attribute Gain is indicated, the referee has to determine its quality by rolling 1d3: 1—the potion works as described above; 2—the magic has worn off and the potion does nothing; 3—the potion has turned foul and will reduce the attribute by a point instead of raising it (NB—reducing an attribute to 0 can kill character). The condition of the potion cannot be told from sampling or tasting it,

but a successful Arcane Experiment will reveal this information.

Balance: This potion imparts a temporary +5 bonus on saving throws made to avoid falling or slipping, and a +10 bonus on Dexterity checks made to perform feats of balance (walk a tightrope or similar). The potion is particularly popular among certain species of demi-human (centaurs, merrows), for whom such feats are nearly impossible without a potion like this.

Clairaudience: This potion grants the drinker the ability to hear through the ears of any creature within 60'. However, a lead barrier hinders this effect.

Clairvoyance: This potion grants the drinker the ability to see through the eyes of any living creature within 60'. However, a lead barrier hinders this effect.

Climbing: This potion lasts for 1 turn + 5d5 rounds, during which time the drinker gains a +10 bonus on Strength checks made to climb vertical (even sheer) surfaces.

Delusion: This potion convinces the drinker that the potion is of another type. If more than one person tastes this potion, there is a 90% chance they all will believe the potion to be of the same type. The delusion might, e.g., convince the drinker that they have just imbibed a Potion of Clairaudience, and that there are sounds in the distance that do not truly exist.

Diminution: When imbibed, the drinker and everything carried will shrink down to 6 inches tall. The character is so small that if he remains motionless, there is only a 10% chance of being spotted by creatures nearby. If only half of the potion is consumed, it will shrink the imbiber to 50% of his or her original size.

Dragon Control: This potion grants to the one who drinks it power equivalent to False Friend over one specific type of dragon. Each potion affects only one type of dragon. The imbiber is able to control a dragon within 60 feet and for a duration of 5d4 rounds. Roll 1d10 to determine the type of dragon controlled by the potion: 1–4, firedrake; 5–8, murkwyrm; 9–10, shenlong.

ESP: This potion grants to the drinker the ability to perceive (and regardless of language, understand) the thoughts of one living creature within 60' for a duration of 5d8 rounds.

Elemental Resistance: This potion comes in several varieties, randomly determined by a roll of 1d8: 1–3, fire; 4–5, electricity; 6–7, cold; 8, acid. The imbiber of the potion is immune to damage from ordinary or non-magical forms of that element (flame from a torch, touching a live wire, frostbite, laboratory acid). Further, this potion reduces damage from magical or high-tech sources (spells and rituals, breath weapons, preparations and inventions) or extreme conditions (molten lava, bubbling acid pits) by 2 points of damage per die and imparts a +2 bonus on any saving throws involved. The effects of this potion normally last for 1 turn; half the potion may be consumed for 5 rounds of protection at half the bonuses (1 point of damage reduction per die and a +1 on saving throws).

Elixir Vitæ: This extremely rare potion cannot be created by present-day mages; its secrets have been utterly lost to the ravages of time. When quaffed, it immediately restores the drinker to full and perfect health, curing all hit point and wound damage, wiping away any poisons, diseases, curses, or other afflictions, restoring a mage to full magic, and filling a tech with inspiration enough to refresh their daily allotment of chemical preparations with only an hour of work in a laboratory mid-day.

Elixirs are ancient potions: only 50% of any elixirs found are still in safe and potent condition. 25% of them will have worn out and become worthless (no effect if imbibed), and 25% are potentially deadly (the imbiber falls to 0 hp and must roll the bones). Tasting the potion cannot tell a safe or ineffective elixir from a deadly one, but a successful Arcane Experiment can.

Flying: This potion grants the imbiber the ability to fly, as per the ritual Wizard's Flight.

Gaseous Form: The one who quaffs this potion, and all items on their person, takes on a translucent, gaseous consistency and floats at 30 feet per round. This speed can be different depending on natural wind speed in the environment or due to the effects of wind-altering spells. While in gaseous form, the person affected can flow below doors and other small spaces that are not sealed airtight. Although magical lightning and fire do the gaseous form full damage, while in gaseous form the imbiber is otherwise impervious to other attacks. This potion must be fully imbibed to have any effect.

Giant Control: When imbibed, the drinker is able charm two giants, with an effect similar to a False Friend spell. A saving throw is allowed, and if only one giant is targeted, it receives –4 to the save; but if two giants are targeted, they both receive +2. Each potion of giant control affects only one type of giant. Consult the table below.

1d20	Giant Type	1d20	Giant Type
1–4	Troll	15–16	Cyclops
5–7	Risi	17–19	Stone Jotun
8–11	Hill Gigas	20	Cloud Titan
12–14	Two-Headed Gigas		

Growth: The imbiber of this potion doubles in size. Physical prowess also increases, so that all damage dealt with weapons is doubled. The giant-sized character has the ability to hurl boulders like a hill gigas, for 3d6 damage with a 30′ base missile range.

Healing: The imbiber of this potion regains damage equal to 2d4 hit points. A wounded character can have a wound level lifted if the potion would otherwise heal 7 or 8 hp. This potion also cures paralysis. If the imbiber takes only a half dose, the potion won't remove a wound level, but it will restore 1d4 hp or give a paralyzed victim an extra saving throw to shrug off the paralysis.

80% of healing potions are of the common variety and work as described above. 15% are Potions of Higher Healing (or "Hi-Potions") that restore 5d4 hp, and 5% are Potions of Extra Healing (or "Ex-Potions") that restore 8d4 hp. In either case, these potions will lift one wound level for every 7 hp that they would normally cure.

Heroism: Only a fighter (including demi-humans with a part-fighter combination class) may use this potion. The imbiber enjoys several temporary benefits: 8 extra temporary hit points (which are lost first if the fighter takes damage), a +2 bonus on all attack rolls and saving throws, and the fighter counts as 2 levels higher for the purpose of calculating number of attacks per round (both ordinary multiple attacks and a Heroic Fray). The effects of this potion cannot raise the fighter's effective level above 10th.

10% of Heroism potions are actually Potions of Super-Heroism which have a double effect: they grant to the imbiber 16 extra temporary hp, add +4 on the drinker's attacks and saves, and raise the fighter's effective level by 4 (up to a maximum of 14th level) for the purpose of calculating attacks per round. However, unlike the ordinary Heroism potion, this potion's effects last only 4d6 rounds.

Humanoid Control: Once quaffed, this potion grants drinker the spell-like ability to make False Friends for 5d6 rounds. Many kinds of humanoids, demi-humans, and humans can be affected by this potion, with the specific kind of humanoid affected for a given potion determined by rolling on the table below:

1d20	Humanoid Type	1d20	Humanoid Type
1–2	Goblins and Hobgoblins	11–14	Beastmen
3–4	Elves and Fays	15–16	Ogres and Wilders
5	Draugs	17	Centaurs and Fauns
6–7	Dwarfs*	18	Arachnes and Nagas
8	Cavemen and Morlocks	19	Merrows and Scyllas
9–10	Humans*	20	Kinnaras and Harpies

Thirty-two hit dice or levels of humanoids are affected. Only whole hit dice are considered when calculating how many individuals are affected, and any bonuses are dropped (so that, e.g., 3+1 is treated as 3, 4+2 is treated as 4, etc.). Humans and dwarfs are so closely related that a Potion of Human Control has a 50% chance of working on dwarfs, and vice versa.

Invisibility: When this potion is quaffed, the drinker becomes Invisible, as the level 4 ritual. This potion can be consumed in six increments, in which case the invisibility granted lasts only 1 turn per dose. Any combat action removes the Invisibility, such that a new dose must be consumed.

Invulnerability: An invulnerability potion gives to the drinker +2 on all saving throws and a 2 point bonus to Armor Class.

Levitation: When this potion is quaffed, the drinker becomes able to float up or down as he chooses, at a speed of up to 20′ per round. The drinker cannot float horizontally, but can push along a ceiling or wall to move laterally (at half walking speed).

Longevity: This potion makes the drinker 1d12 years younger. This restored youth is possible not only for natural aging, but also for aging from magical or creature effects. There is some small danger however, as each time a Potion of Longevity is consumed, there is a cumulative 1% probability that all previous age reversals from potions of this type will be negated, raising the character's age to the age he or she would be without the effects of the potions. It is not possible to drink this potion in increments.

Oil of Intangibility: This potion is not imbibed, but this thin oil is applied to the character and all of his belongings in order to achieve an intangible state for 4+1d4 turns. It takes 3 rounds for the potion to produce an effect, and it can be negated earlier than the duration by applying any mildly acidic liquid. When intangible, a character is invisible and can pass through any objects that are not also intangible or shifted into the Ætheric Plane.

Oil of Slipperiness: This oil is applied to the character in the same way as Oil of Intangibility. Any character so coated cannot be restrained, grabbed, wrapped in the grip of constrictor snakes, or affected by any other grasping attacks, including binding ropes, whips, chains, or cuffs, magical or otherwise. Simply put, nothing can get a grip on a character coated in this oil. Further, objects can be coated with the oil, and if a floor is coated, any individual even standing on the floor will have a 95% probability each round of falling, due to slipping. The effects of the oil last 8 hours, but the oil can be cleaned off early with liquid a containing alcohol, such as whiskey, wine, or stout beer.

Philter of Love: The imbiber of this potion becomes charmed (as the False Friend spell) by the next person or creature he or she lays eyes upon. The drinker will become charmed *and* smitten if the person or creature is of the preferred sex and a reasonably similar species. The charm aspect of this potion lasts for 4+1d4 turns, but only a Dispel Magic ritual will make the drinker cease to be enthralled by a member of a preferred sex.

Phœnix Down: This potion revives the dead, as per the level 10 ritual Resurrection. It lifts all wound levels, but restores no hit points. If consumed by a living person, the effect is the same—it removes all wound levels but restores no hit points.

Plant Control: The imbiber of a Potion of Plant Control is able to control plants or plant-like creatures (including molds and fungi, but not oozes) within an area of 20 square feet, out to a distance of 90 feet. This ability lasts for 5d4 rounds. Plants and plant-like monsters obey commands to the best of their capacity. For example, vines can be controlled to wrap around targets, and intelligent plants can be given orders. However, intelligent plant beings receive a saving throw to resist the effect. Similar to other charm-like abilities, one cannot directly control an intelligent plant creature to inflict harm upon itself.

Poison: This potion is highly variable in its potency and is usually an odorless poison of variable color. The poison can require ingestion, skin contact, or application to open wounds. Potency will determine the ease with which a saving throw can be made. Extremely potent poisons can require a penalty of −1 to −4, while weaker poisons can provide a bonus of +1 to +4. The poison might take effect immediately, or it can have an onset time of up to 1d10 turns. The victim suffers damage equal to 1d6 per level of the dungeon where the poison was found; or, if not found in a dungeon, 4d6 is typical. A successful saving throw halves the damage.

Polymorph: This potion gives the drinker the magical ability to Shapeshift, as the level 8 ritual.

Restoration: This potion is similar to a Potion of Healing, except that it cures 2d4 points of life drain in addition to restoring the same amount of hit points. Alternatively, it will restore 2 points of attribute score drain (such as Strength lost to the touch of a Shadow). The potion may be consumed in two doses, for half the normal effect (1d4 points of life drain or 1 point of attribute drain).

Speed: This potion doubles combat and movement ability for 5d4 rounds. Thus, if the imbiber can normally move at 40′ (120′), for the duration of this potion's affect the imbiber can move at 80′ (240′). Number of attacks per round double as well, but this potion cannot decrease spell-casting time. This heightened ability does not come without cost, for the strain it puts on the imbiber's body ages him or her by one year permanently if a saving throw is failed.

Sweet Water: This sweet-tasting liquid can be used to cleanse water (including turning saltwater into fresh water) or otherwise transform poisons, acid, etc. into drinkable liquid. Further, Sweet Water will destroy other potions. For most liquids, this potion will affect up to 100,000 cubic feet. However, only 1,000 cubic feet of acid can be neutralized. The effects of Sweet Water are permanent, and once treated, liquid will resist spoilage or contamination for 5d4 rounds. After this time it can be contaminated once again.

Treasure Finding: For 5d4 rounds, the imbiber of this potion can sense the direction and distance (but not the amount) of the largest treasure within 360 feet.

Undead Control: Normally, undead are immune to charm effects. However, when quaffed, this potion grants the drinker the ability to charm 3d6 HD of undead (intelligent or otherwise) as the False Friend spell. The effects of this potion last 5d4 rounds.

Water Breathing: The imbiber of this potion gains the ability to breathe when submerged in any liquid that contains dissolved oxygen (rivers, lakes, oceans, etc.). The duration is 1 hour + 1d10 turns per dose. There is a 75% probability that a potion will contain 4 doses, and a 25% probability it will contain 2 doses.

Scrolls, Runes, and Maps

Scrolls and runes are enchanted objects that store one "charge" of a magical effect. Reading the scroll or rune invokes the magic but destroys the item. Treasure maps are (usually) not magical.

Ritual Scrolls: Ritual scrolls are created by mages using a 3rd level ritual, Scribe Scroll, to store the effects of a magical ritual (or, rarely, a magic trick, which is effectively a "0th level ritual"). The effects of the ritual are unleashed (as if the reader had just completed working the ritual) when the scroll is read aloud, which takes one full round per level of the ritual inscribed on the scroll (or one normal action, i.e. two "moves", in the case of a scroll bearing a trick). The caster level of the effect is equal to that of the mage who made the scroll; for most found scrolls, this will be equal to the level of the contained ritual (minimum 3rd). Note that there is roughly a 1-in-3 chance that any given found scroll will contain an error, which means that when the ritual takes effect, it will have a twist or side-effect, similar to what happens when a casting roll is failed.

The very mage who scribed the scroll can read it and invoke the magic without having to make another casting roll; anyone else must make a casting roll once they have finished reading the scroll. This is a Charisma check which gets a +5 skill bonus if the reader is another mage, no bonus otherwise. Failing this casting check likewise results in some unpredictable twist on the ritual's effect (or, in the case of a natural 20, a critical failure and a Chaotic Surge).

Cursed Scrolls: A cursed scroll inflicts a horrible curse upon the reader. The referee has considerable flexibility in determining the exact effects of the curse. A curse may only be removed with a Cleansing Ritual or similar effect. The referee might also allow the curse to be lifted if the character performs some special quest. A few example curses are provided here:

1d6	Effect
1	The victim loses a random magical or technological item
2	One random ability score suffers a −4 penalty
3	The victim may not gain any new experience points
4	The victim loses a level of experience
5	The victim is shape-shifted into a small animal
6	The victim is rendered blind, deaf, or mute

Runes of Protection: These are small tokens of stone, wood, or bone with a rune inscribed on them. They can be used by a character of any class. When activated (a normal action), the bearer is surrounded by a 10 foot radius barrier of protection against the type of creature warded off by the rune. The radius of the barrier is centered on the bearer and moves with him. The protection effect stops creatures of the listed type from entering the area, but not from firing missile weapons or throwing spells. The protection will last until either the reader dismisses it or until anyone within the circle attempts to attack one of the warded creatures in mêlée.

Protection vs. Demons: This rune wards off all Chaotic planar beings for up to 2 turns.

Protection vs. Elementals: This rune protects against all kinds of elementals (including genies) for up to 2 turns.

Protection vs. Faes: This rune wards off fae creatures and nature spirits for up to 4 turns.

Protection vs. Magic: A barrier is created that blocks all magical powers, effects, and devices. The barrier remains in place for up to 1d4 turns. It cannot be Dispelled by any magical means.

Protection vs. Undead: For up to 6 turns, a barrier appears that can repel a certain number of undead, based on their number of hit dice. If they have 3 hit dice or fewer, 2d12 are repelled. If they have 4–5 hit dice, 2d6 will be repelled. If their hit dice are 6 or above, only 1d6 of their number are affected.

Protection vs. Werecreatures: For up to 6 turns, a barrier against werecreatures wards off all such beings. (Note that it has no effect at all on creatures like skin-changes and skin-walkers, which are not true werebeasts). If the creatures have 3 or fewer hit dice, 1d10 of their number will be repelled. If they have 4–5 hit dice, 1d8 will be affected. If they have 6 hit dice or more, 1d4 will be repelled.

Treasure Maps: Treasure maps (which, if indicated, must be prepared ahead of time by the referee) lead to treasure, whether in the dungeon where the map is found, or in a location more remote.

Map	Treasure Value	Map	Treasure Value
A	1d4 × 1,000 cp	G	2 magic items
B	5d6 × 1,000 cp	H	3 magic items (no weapons)
C	6d6 × 1,000 cp	I	3 magic items; 1 potion
D	5d6 × 1,000 cp; 5d6 gems	J	3 magic items; 1 potion; 1 scroll
E	1d6 gems; 2d10 jewelry	K	5d6 × 1,000 cp; 1 magic item
F	1 magic item	L	5d6 gems; 2 magic items

Magic items indicated by treasure maps F–L (except where noted as potions or scrolls) are of the permanent variety.

Treasure maps vary considerably in the value of treasure they lead to. Difficulty in attaining the treasure ought to reflect its value. There may be traps, riddles, or other challenges. The map itself may be in an ancient, obscure language that requires the assistance of a scholar to read; or it might even be enchanted in such a way that it can only be deciphered magically.

Armor

As with any other adjustment to Armor Class, magical armors with a positive bonus (e.g. "+1") reduce the AC by that amount, while a cursed armor with a negative penalty ("−1") increases the AC.

Magical armors that characters find at random in the dungeon are usually identifiable on sight, thanks to the special metals from which they're made. Magical metals like mythrill or orichalcon are suffused with ætheric vibrations which allow them to hold onto an enchantment for uncounted millennia, possibly forever; whereas a mundane metal like steel or bronze, while it can certainly be used to make enchanted armor, will normally only stay enchanted for a few centuries. Thus, most enchanted armors that characters discover in a dungeon are going to be (a) made from magical metals, and (b) archaic rather than modern armor types.

Roll on the table below to determine the kind of armor found:

1d20	Armor Type (Archaic)	1d20	Armor Type (Modern)
1–6	Lamellar (AC 8, EV 2×3)	13–14	Buff coat (AC 9, EV 2×2)
7–10	Mail coat (AC 6, EV 2×4)	15–16	Plated jack (AC 7, EV 2×3)
11–12	Plated mail (AC 4, EV 2×5)	17–18	Fitted cuirass (AC 5, EV 2×4)
		19–20	Suit of plates (AC 3, EV 2×5)

Cursed armors are charmed so that they appear as beneficial magical armors, with their true nature only revealed once they are used, at which point they "betray" the wearer, worsening their AC and increasing in weight. Cursed armor, once it has been donned, cannot be removed from the character's body, and a cursed shield likewise cannot be discarded or even go unused in battle, until the cursed victim can undergo a Cleansing Ritual or similar. The owner of a cursed item, once it has revealed its nature, will of course be aware that the item is cursed, but they will be unable to willingly part with it—and if the item is taken from them, e.g., by a fellow party member in an attempt to be rid of it, the item will simply return to the cursed character after a short time by any necessary and mysterious means.

Adamant: Adamant is an incredibly dense, hard, and heavy metal which is only found in meteorites. When worked into plates, it resembles obsidian or black glass, but with tiny flecks of silvery-white suspended within the metal which are only visible when one peers closely at its surface. (This feature gives adamant two of the common names by which it is known: "star-metal" and "diamond-iron".) Adamant is so heavy that armor made from this metal has double the usual EV (e.g. 4×3 for lamellar, 4×5 for a suit of plates, 2×2 for a shield, etc.), but the durability of the metal, to say nothing of its inherent magical properties, makes the tradeoff worthwhile: armors and shields of adamant enjoy a +3 bonus to AC.

Drakescale: This is armor which has had the reddish-bronze scales of a firedrake worked into the metal. Drakescale armors and shields count as +1 armors, and they also grant to their wearer a +1 bonus on saving throws vs. fire. All damage from fire sustained by the wearer, magical or otherwise, is reduced by 1 point per die. If a character should happen to have both a suit of armor and a shield of drakescale, the save bonuses and damage resistances stack.

Golem Clay: Armor made from this cursed material appears to be adamant armor until it is worn in battle; then its true nature is revealed. Golem clay armor encumbers the wearer twice normal, just like adamant armor; but the soft, clay-rich stone, suffused with

Chaotic magic, is worse than no protection at all. Shields and armors made out of golem clay either set the wearer's AC at exactly 10, or they count as armor −3, whichever would be worse.

Hob Iron: Hob iron armor is made from a kind of cursed iron which has rotted and rusted deep within the earth, subjected to the same Chaotic radiations which have warped the minds and bodies of hobgoblins and morlocks dwelling in the Deep-Under. Hob iron armor appears to be made from mythrill until it is actually worn in a battle, at which point its true nature is revealed—rusty, decaying armor, worse than worthless. Armors and shields made out of hob iron count as armor −1. They weigh the same as ordinary armors.

Longscale: Longscale armors and shields are made from some kind of metal (usually mythrill) mixed with the green-gold scales of a shenlong, a celestial dragon. Longscale armors and shields are treated as +1 armor. Additionally, they impart a +1 bonus on saves vs. lightning, and damage from lightning is reduced by 1 point per die. These separate bonuses from the armor and the shield stack together if both pieces of equipment are used at the same time.

Mythrill: Mythrill, also sometimes known as "true-silver" or "elf-steel", is a light and silvery metal of impressive durability. It is ideal for making lightweight armor that protects well while leaving the wearer's mobility intact. Armor made from mythrill counts as +1 armor, and it also encumbers only half as much as normal armors (e.g. a mythrill shield is EV 1, a mythrill mail coat or cuirass is EV 2×2, etc.); or, in the case of mythrill plated mail and suits of plates, a little more than half normal (EV 2×3).

Orichalcon: Orichalcon (the "ch" is pronounced like a raspy "h") is a heavy metal, reddish-gold in color, found in very remote, mountainous regions. Highly coveted by goblin armor-smiths, it is also sometimes known as "mountain-bronze" or "goblin-gold". Armors and shields made from orichalcon count as +2 armor. They weigh the same as normal, steel armors and shields.

Shadow Brass: This cursed material is said to come directly from collapsing mines in the Realm of Shadow, where it is pulled from the ground by fomorian slaves at the behest of their inscrutable sluagh masters. Armors and shields made from shadow brass appear at first to be made of orichalcon, but when they are worn into battle, their true, cursed nature comes to light. Then they appear as dull, tarnished, aged brass, brittle and cumbersome. Pieces of armor and shields made from shadow brass count as armor −2, and they weigh ×1.5 times normal (e.g. a shadow brass cuirass is EV 3×4, a shadow brass shield is EV 1×3, etc.).

Wyrmscale: Wyrmscale armors and shields have had the jet-black scales of a murkwyrm worked into the metal. They count as +1 armors and they also impart a +1 bonus on saves vs. acid. Any damage from acid dealt to the wearer is reduced by 1 point per die. If both armor and a shield of wyrmscale are used, the save bonus and damage reduction vs. acid stacks.

Orbs

Orbs are magical devices that usually consist of a stone, crystal, or metallic sphere, sometimes bare, but usually set within a decorated metal framework. Most kinds of orbs can be used by a character of any class, but a few of them can only be used by characters of certain classes. To activate an orb, the bearer must hold it in hand and concentrate on drawing out the specific magic stored within it. Most orbs can be used repeatedly, but a few very powerful orbs are destroyed upon being used once.

Absorption: This orb acts like a magnet, drawing the power of spells (but not tricks, rituals, or unique powers of monsters) into itself. Only the magic of a single-target or ray-type spell directed at the possessor of the orb can be absorbed. The orb then nullifies the spell's effect and stores its energy until released. A mage wielding this orb can use the power of the mana stored within to cast spells of his own, without having to expend any daily spells. Absorption requires neither action nor concentration on the part of the bearer if the orb is already in hand at the time.

This orb can safely be used to absorb up to one spell per day. If it is used more than once in the same day, each use after the first causes a tiny crack to form in the orb, and each crack carries with it a cumulative 1-in-12 chance that the orb will shatter after absorbing its next spell. Cracks in the orb "heal" at a rate of one for every day that the orb goes without being made to absorb a spell.

The orb can store the energies of up to five spells at one time. A "full" orb cannot absorb any more spells until some of the energy has been expended from it to "make more room". Casting multiple spells via the orb's stored energy in rapid succession does not risk destroying it in the same way that absorbing spells does.

Cancellation: This item is highly feared by those who possess magical items. With but one touch from this orb, any magical item permanently loses all its power and becomes an ordinary item. If the bearer of this orb is attempting to touch an item possessed by an opponent, a mêlée to-hit roll vs. AC 10 is required. (The referee may adjust this value according to the circumstances.) The Orb of Cancellation is destroyed after being used once.

Captivation: This orb may be used once per day. When it is held aloft and activated, all monsters and characters within 20' of the bearer that have at least some intelligence must save or become charmed by the bearer (as False Friend) for 1 turn. Even those who make the save are not necessarily aware that an attempt to charm them has occurred, or that magic has been used at all. All charmed beings will seek to please the bearer of the orb, holding him in total respect and awe, and will do anything short of harming themselves or violating their personal morality.

Commanding: The bearer of this orb may use it to command animals, humans, or plants in the same manner as a magic Ring of Command. Unlike these rings, however, the Orb of Commanding may only be used once per day without risking its destruction. For every time that it is used in a day after the first, a tiny crack forms in the orb; and every time a crack forms, there is a cumulative 1-in-12 chance that the orb will shatter. Cracks in the orb "heal" themselves at a rate of one for every day the orb goes unused.

Cursed: This is a plain crystal sphere that looks like an Orb of Seeing; but it carries a curse that takes effect whenever anyone tries to gaze into the orb and see through it. 50% of Cursed Orbs inflict a curse of blindness (just like a Cursed Scroll), and 50% of these Orbs appear to work as an Orb of Seeing, but they show false images (as a Potion of Delusion).

Force: An Orb of Force is a sphere if ivory, set within a frame composed of riveted bands of black adamant. Six of the "rivets" are set with gems of different colors, which may be depressed like buttons. Pressing one of the buttons projects a wall of force out to a 10 foot radius around the bearer, with each button producing a different kind of barrier:

Button	Charge Cost	Max. Speed	Effect
Purple	1	10'	Keeps out gasses, wind, etc.
Green	2	80'	Keeps out nonliving matter
Yellow	3	60'	Keeps out living matter
Blue	4	40'	Keeps out magic
Red	6	30'	Keeps out all things
White	0	n/a	Deactivates

As noted on the table, each kind of barrier has its own cost per turn to maintain, given in charges. The orb has 36 charges, which are renewed at the start of each day. While the orb is activated, the bearer is also limited to the listed maximum (running) speed.

The Orb of Force can be drained more rapidly by certain specific attack forms or magical effects striking the screen, including:

Attack Form	Extra Charges	Attack Form	Extra Charges
Horn of Blasting	6	Fire Ball	3
Wall of Flame	2	Lava, Meteor	2
Disintegrator Beam	6	Lightning, Plasma	4

These effects cannot be cast into or out from within an active force-wall.

Healing: An Orb of Healing is carved from ebony and set into a frame of mahogany with a handle of mistletoe. Only a mage can use this orb. The bearer can cast Healing Touch an unlimited number of times, but it only works on a given target once each day.

Inspiration: Legend has it that every Orb of Inspiration has in its core a tiny fragment from the original Philosopher's Stone. It is of tremendous value to scientists, inventors, and even artists, for it has the remarkable ability to fill its bearer with inspiration and the drive to create. A tech in possession of an Orb of Inspiration is able to prepare one extra chemical preparation per day, while a trained artist in possession of this orb enjoys a constant +2 bonus on skill checks made to create new works of art.

Lordly Might: This orb appears to be made of jade, set within a frame of orichalcon. Similar to the Orb of Force, the Orb of Lordly Might has six gem-like "buttons" set into its frame, distributed more or less equidistantly over the surface. Each gem is a different color and has a different effect when pressed:

Button	Effect
Orange	The orb becomes a Flame Tongue sword
Ivory	The orb becomes a Pearl lance
Gold	The orb becomes an Orichalcon battle-axe
Indigo	The orb becomes a ladder, up to 50' in length, which can anchor itself in stone, support up to 4,000 lbs., and force open doors
Rose	Retracts any of the above weapons/devices
Turquoise	The orb indicates magnetic north and tells the bearer's elevation or depth underground

The Orb of Lordly Might has an enchantment placed upon it such that only a character with Strength 16 or greater can wield it effectively. A weaker character will be −4 on all attack rolls made with the Orb's weapon forms. If a character with Str 16+ possesses the orb, the following three spell-like abilities are also useable once per day each: Commanding Word, Flash of Brilliance, and Petrifying Gaze, all as the spells (caster level 6th where applicable).

Mana: An Orb of Mana looks like an oversized crystal of solid ætherium (generally spherical, but faceted) set into a frame of gold or silver. It is only useful to a mage, as it bestows upon the bearer sufficient additional mana to cast one extra spell per day.

Resurrection: Only a mage can use this orb, which looks like an unadorned sphere of rose quartz. When held aloft over the body of a recently dead humanoid (meaning not more than 30 minutes dead), its light will restore that person to life after about a minute. The device cannot be used more frequently than once a week, and regardless, each time it is used, there is a chance that it will crumble into dust. This chance depends on the species of the target:

Race	Chance to Destroy Orb
Human	1 in 12
Elf, Fay, Goblin, Draug	1 in 8
All others	1 in 10

Ritual Storing: An Orb of Ritual Storing functions somewhat like a scroll, except that it is capable of storing multiple rituals, up to twelve total levels' worth (e.g. six 2nd level rituals, three 4th level rituals, a 10th and a 2nd level ritual) in any combination; and the orb is not destroyed when the rituals are released from it. The process of charging the orb is similar to the use of Scribe Scroll: the mage casts the ritual normally, including a casting roll at the end of it; if this roll succeeds, the ritual stored in the orb will work as intended, but if not, the orb now contains a twisted, potentially perilous version of the ritual. At any later time, the mage may release the ritual from the orb, which (similar to a ritual memorized with The Patient Word) takes only one round of concentration.

Any character may release stored rituals from the orb, but unless this is done by the very mage who placed the rituals there originally, the character releasing the magic must make a casting roll of their own, which is a Charisma check (which gets a +5 bonus if the character is also themselves a mage). As with rituals stored on scrolls, the −10 penalty for working a ritual unknown to the caster does not apply, as the genuine work of weaving the magic has already been done through the act of storing the magic inside the orb (and its success or failure has already been determined by that initial casting roll).

When found, the orb may yet have one or two uncast rituals (of any level) still stored within it. When a bearer takes possession of the orb, he automatically gains the knowledge of which rituals are stored therein, but there is no way to know whether or not they have been cast without error. The caster level of any ritual released from an Orb of Ritual Storing is always set at the level of the ritual itself, e.g. a Fire Ball stored in the orb is always a 6-die Fire Ball, no stronger.

Rulership: This orb looks like the *globus cruciger* (the "orb and cross", see the illustration on pg. 217) traditionally held by a monarch. The bearer can command the obedience and fealty of creatures within 120' when he activates this device. Creatures totaling 100 + (1d4 × 100) hit dice can be ruled, but creatures with Intellect 15 or higher, or 10 or more levels/hit dice, are entitled to a saving throw to negate the effect. Ruled creatures obey the wielder as if he were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature or the most deeply held beliefs of the creatures commanded, the magic is broken. The orb can be used as frequently as three times per day, with the effects of each use lasting 2 minutes (12 rounds). However, there is a cumulative chance every time the orb is used that it will develop a crack: 5% the first time it is used in a day, 10% the second time, and 15% the third. If the Orb of Rulership is ever used while cracked, there is a chance that it may shatter equal to 10% × the number of cracks. Cracks in the Orb of Rulership heal slowly, at a rate of one per three months.

Seeing: An Orb of Seeing is a simple, unadorned crystal ball. A mage can employ it to see distant places, people, or objects. The user of the orb cannot communicate with those he observes and is unable to affect them (magically or otherwise) through it.

85% of all Orbs of Seeing show images only. A few such orbs (15%) allow the user to hear as well as see the location that they observe. The remaining 5% of these orbs are rare treasures indeed, as they also allow the watcher to telepathically read the thoughts of any targets they observe.

Striking: An Orb of Striking is a curious device. It looks like a polished ball of chrome-plated steel, flawless and reflective, about 8 inches in diameter. When hurled as a missile (its throwing range increment is 60 feet, thanks to the magic in the orb, and it counts as a +3 weapon when used in this way), it strikes like a cannonball for 3d12 damage on a hit. If hurled at non-living matter, including undead, constructs, doors, gates, or walls, it strikes like a *heavy* cannonball for 4d12 damage. A natural 1 on the attack roll will totally annihilate a non-living target (undead are allowed a saving throw; constructs and objects are not); any other critical hit, or a critical hit on a living target, simply deals an extra 1d12 damage.

A natural 20 on the attack roll, however, indicates that the orb has become damaged. There is a 33% chance that the orb will simply shatter then and there; otherwise, the orb remains intact, but it has developed a crack which will only heal itself very slowly, over the course of an entire year. Each time the orb is cracked, there is a cumulative chance (1-in-3 per crack) that it will be destroyed.

Traveling: This remarkable orb must be set within some kind of immobile frame or stand and have remained in place for at least one week in order to function. It allows a mage (who must be present to activate the orb) and up to five companions to teleport to the location of any other Orb of Traveling within a maximum range of 700 leagues (or a little over 2,000 miles), provided the destination orb has also been "attuned" to its location by having been left in its place unmoved for at least a week's time. An Orb of Traveling may send a group of travelers only once every three days, but it may receive them an unlimited number of times in a day.

Rings

All magical rings are usable by any character class. They must be worn on a finger or thumb. It is only possible to wear two magical rings, one on either hand; if more than two are worn, then none of the rings will function.

Command Animal: Once per turn, this ring allows the wearer to control 1 giant animal or 1d6 normal-sized animals. Magical or intelligent animals are not affected. The effect lasts so long as concentration is maintained, and the wearer can take no other actions. Once control ends, animals will not be friendly to the ring wearer, and any reaction rolls will suffer a penalty of −1.

Command Humanoid: This ring grants the wearer the ability to charm (as the False Friend spell). Humanoids totaling 6 HD can be charmed. A saving throw may be attempted with a penalty of −2. The ring wearer may dismiss the effect at any time; or the effect can be ended by a Dispel Magic effect.

Command Plant: The ring wearer can control plants within a 10' × 10' area, up to 60' away. This control extends to plant creatures, and even if the plant is not normally mobile, this ring grants the ability to make the plants move. The effect lasts while concentration is maintained, and the wearer can take no other actions.

Delusion: This cursed ring convinces the wearer that the ring is of another type. The referee can decide randomly which kind of ring the wearer believes this ring to be, or one might be chosen.

Genie Summoning: This powerful ring can be used once per week to summon a genie that will do the ring wearer's bidding for as long as 24 hours. Most such rings (70%) summon a djinn, while 20% of them summon an ifrit, and 10% a marid.

Elemental Resistance: The effects of this ring are similar to a Potion of Elemental Resistance, and the likelihood of encountering a ring of a given type is similar, except that Rings of Acid Resistance are more common than Rings of Cold Resistance:

1d8	Resistance Type	1d8	Resistance Type
1–3	Fire	6–7	Acid
4–5	Electricity	8	Cold

The wearer of the ring is impervious to all damage from ordinary sources of the listed element type, while powerful or magical damage sources are reduced by 1 point per damage die. Any saves vs. the listed element are made at a +2 bonus.

Invisibility: Up to once per turn, this ring grants the wearer the ability to become invisible, as per the Invisibility ritual. Attacking or taking other hostile actions still cancels the effect.

Protection: This ring has several different power levels. For each "+", the ring will lower the wearer's AC by this amount and grant the wearer an equal bonus on all saving throws. For example, if a character with AC 9 is wearing a Ring of Protection +2, his AC becomes 7, and all saving throws are rolled with a +2 bonus. When a ring of protection is found, roll on the table below to determine which kind.

d%	Ring Type	d%	Ring Type
1–75	Plain Mythrill (+1 to wearer)	92–93	Orichalcon w/Gem (+2, 5' radius)
76–80	Mythrill w/Gem (+1, 5' radius)	94–99	Plain Adamant (+3 to wearer)
81–91	Plain Orichalcon (+2 to wearer)	100	Adamant w/Gem (+3, 5' radius)

Protection rings which appear as a plan band of metal confer their bonus upon the wearer only, while gem-studded rings extend their protection with respect to saving throws (but not Armor Class) to all allies standing within a 5' radius of the wearer. If multiple characters wear such Rings, the radii of protection can overlap, but the save bonuses will not stack.

Regeneration: This ring grants the wearer the ability to regenerate 1 hp per round. However, the ring is powerless to regenerate damage caused by acid or fire, and if the wearer receives a wound, the rate of healing slows drastically, to a rate of one wound level per day of light activity (complete bed-rest is not necessary, but the character cannot adventure, practice skills, or craft items). A Ring of Regeneration cannot restore the dead to life, and it cannot heal any damage inflicted upon a character who was not already wearing the ring when said damage was sustained. The ring *can* restore severed limbs, either by reattaching them (this takes 1 turn), or by re-growing them whole (1 day for a finger, 1 week for a limb, perhaps somewhere in between for an eye).

Spell Turning: When wearing this ring, up to 2d6 spells (per day) will not affect the wearer and are instead turned back at the being that cast the spell. Only actual spells are affected, not rituals, tricks, or the special abilities of monsters.

Telekinesis: This ring grants to the wearer the ability to move objects with his mind: up to 200 lbs. of weight may be lifted, within a range of 50', for as long as the wearer maintains concentration.

Water Breathing: The wearer of this ring can breathe in water as if it were air.

Water Walking: Any character wearing this ring can walk on water as if it were solid, dry land.

Weakness: This is a cursed ring, and once put on, it can only be removed after the application of a Cleansing Ritual. After 1 minute has passed, the wearer's Strength drops to 3, his hp total and all mêlée to-hit rolls are −2, and all mêlée damage is halved.

Wishes: A variable number of wishes (1d4) are granted to the wearer of this ring. Beware: such rings are treacherous. They will always interpret wishes as literally as possible, as if a malicious intelligence were intentionally trying to twist their intended meaning to ill ends. Wishes with only minor effects, or wishes that duplicate the effects of ordinary spells or rituals, are usually fairly safe to attempt. Wishes that aim to change the world in some drastic way ("I wish that all beastmen everywhere would die!") are utterly impossible and might even annihilate the wisher. In-between wishes are tricky and may have their effects twisted or not, according to the referee's best judgement, but mostly according how greedy or far-reaching the wish seems to be. Once all the wishes are used up, the ring becomes non-magical.

X-Ray Vision: Once per turn, the wearer of this ring can see through a stone wall out to 30' away, or through a wooden wall out to 60' away. A 10' × 10' area can be visually examined each turn, and any traps, secret doors, or hidden recesses will be evident. This activity takes full concentration. Lead, gold, orichalcon, and adamant all block x-ray vision.

Tomes

Magical tomes are enchanted books. Unlike the grimoires of magic that mages sometimes use to record the knowledge of how to cast a spell or a ritual (either to remind themselves or to teach an apprentice), the magic within a tome has been woven into the very parchment, the ink, and the binding. The book itself is as magical as the words and symbols written onto its pages. And if a page happens to be torn from the book, it does not retain its magic, nor can it be read like a scroll—it becomes only worthless paper.

Only a mage can employ a tome; characters of other classes cannot comprehend the arcane sigils and nonsensical formulas recorded therein. Each use of a tome requires one round, as the mage reads the magic words off of a single page. That page will then lift up out of the book, catch fire in mid-air (or manifest some other obviously supernatural display), and the magic will take effect. Reading a tome cannot be disrupted by damaging the mage, as it simply does not require the same level of concentration as casting a spell.

Tomes can hold up to 30 "pages" worth of magic. When they are found in a dungeon, they will usually have 1d10 pages remaining if found on dungeon level 1; 2d10 pages if found on levels 2–4; and 3d10 pages if found on deeper levels. Unless otherwise noted, one use of a tome expends one page.

Cold: A cone of freezing air, 60' long, out to 30' at the widest, emanates from the spent page. Any beings within the area suffer 4d6 damage unless they succeed on a saving throw, which reduces damage to half.

Detect Enemies: This tome causes any enemies of the reader that are within 60', whether invisible or hidden, to be surrounded by a rosy-pink aura.

Detect Magic: This tome makes any magic item or enchanted object within 20' become surrounded by a blue glowing aura.

Detect Poison: This tome will cause any poisoned object, substance, or individual within 20' to be surrounded by a green glow.

Detect Secret Doors: This tome will reveal the location of any secret doors within 20'.

Detect Traps: This tome will cause traps within 20' to be surrounded by a fiery red aura.

Fear: A cone, 60' long out to 30' wide, emanates from a spent page as it lifts out of the tome. Any being within the cone will become fearful and flee for 30 rounds (at their full, running MV).

Fire: The Tome of Fire can be used to produce a Fire Ball, similar to the ritual, but weaker. It deals 6d6 damage in a 20' radius, unless victims in the area make a saving throw for half damage.

Illusion: The mage who reads this tome can call forth Greater Illusions, as the spell. Like the spell, the illusion lasts as long as the mage is able to maintain concentration.

Lightning: The Tome of Lightning can be used to discharge a bolt of lightning, 5' wide and 60' long, that causes 5d6 damage to all targets in the path, with a save allowed to halve the damage. A lightning bolt will always extend out to its full length, so it might reflect off a solid wall at the same angle at which it struck.

Missiles: Reading a page from this tome conjures two Magic Missiles, as the spell, which hover by the mage for 1 turn or until fired. The missiles always appear one after the other, regardless of the mage's level. A Magic Missile requires one move (and a brief moment of concentration from the mage) to be directed at a target. Since it takes a full round to read a page from a tome, this means that the first missile can only be loosed in the round that follows; the second missile will appear at the end of the round on which the first one was fired. (Other 2-move actions are possible between shots.) As with the spell, tome-conjured Magic Missiles never miss.

Negation: The reader of this tome may choose a tome, orb, or staff held by an opponent and render it powerless for 1 round. The

item is powerless on the same round the Tome of Negation is read from. Therefore, the intent to use this tome must be announced before determining initiative.

Paralysis: When a page is read from this tome, a cone 60′ long out to 30′ at the widest emanates from it. Any beings in the area are paralyzed for 1d10 rounds unless they make a saving throw.

Restoration: When a mage reads from this tome, he may target himself, a single ally up to 20′ away, or himself and all allies in a 10′ radius. The single-target version of this effect will restore 3d4 hit points of energy-drain or 3 points of attribute drain. The area effect will restore either 1d4 hit points of life-drain or a single point of attribute drain to all targets in the area. A single use of the tome can only restore energy-drained hit points *or* points drained from a single attribute score (e.g. if it is used to heal drained Strength, the tome will not heal drained Charisma or hit points).

Shapeshifting: The Tome of Shapeshifting allows the reader to change himself or another, as per the 8th level ritual Shapeshift. The caster level for this tome (for the purpose of finding both duration the hit dice of forms which may be assumed) is fixed at 8th.

Rods, Staffs, and Wands

The basic staff or wand is simply an enchanted stick capable of firing off a bolt of magical energy, meant to be used as a weapon by a mage unlucky enough to be attacked (or brave and foolish enough to march into battle). Devices like this may only be fired by a mage, but they can be used essentially without limit, so long as the mage has not been cut off from his magical powers for the day (by bungling the casting of a magic trick and choosing to "snap the thread" rather than risk a backfire). In the hands of a non-mage, a magical staff or wand is useful only in mêlée.

Wizards' rods are of a markedly different character than staffs and wands. More than simple enchanted weapons, most rods can contain several spell-like powers. Rods are limited in the number of times that they can be used in a day, and (much like orbs), over-taxing a rod's power might cause it to break and be destroyed forever. Most rods can only be created by a mighty mage placing the Third or even the Final Enchantment upon a wooden staff that he has borne throughout many adventures over the passage of years. As with staffs and wands, the magical functions of a rod can only be brought out by a mage.

Basic Magic Staff: The common Magic Staff is carved from a dark, heavy wood and sometimes adorned with mistletoe or holly. It can we wielded in mêlée as a quarter staff, for which purpose it counts as a magical weapon (even though it enjoys no bonus to hit) and can therefore strike most creatures which are vulnerable only to blows from magical weapons. The reason that most mages like Magic Staffs, though, is that they are also missile weapons: a Magic Staff can discharge a bolt of energy once per round, which requires a normal missile attack roll to hit. The base missile range on a Staff is 50′, and a hit causes 1d8 points of damage.

Most Magic Staffs fire bolts of elemental energy—fire, electricity, cold, or (rarely) acid. A rare few Staffs are capable of throwing a bolt of pure, non-elemental, kinetic force, very similar to a Magic Missile (but still requiring a to-hit roll, just like other Magic Staffs).

d%	Staff or Wand Element	d%	Staff or Wand Element
1–25	Fire	76–92	Acid
26–50	Cold	93–100	Kinetic Force
51–75	Electricity		

Basic Magic Wand: A Magic Wand is a smaller, lighter variation on the Magic Staff. Typically fashioned from the same kind of wood as a staff, a wand is about an inch thick and 1½ to 2 feet long. It acts just like a Magic Staff in all respects, except that in mêlée it is

wielded as a club, and when used to fire an energy bolt, it is essentially the magical equivalent of a pistol. A wand has a base missile range of 30′ and deals 1d6 damage on a hit.

Mythrill: Magic Staffs and Wands made from of this silvery "elf-steel" are +1 to hit with both missile and mêlée attacks.

Orichalcon: Staffs and Wands composed of magical "mountain bronze" are +2 to hit with both missile and mêlée attacks.

Adamant: Staffs and Wands made from this hard, black metal are +3 to hit with all attacks.

Rod of Power: This rod has a number of spell like powers:
• Cone of Cold, Lightning Bolt, or Fire Ball (as per a Tome of Cold, Lightning, or Fire) for 8d6 damage each.
• Continual Light (as the level 3 ritual).
• Telekinesis as the Ring of Telekinesis, but up to 250 lbs.

Up to three of these powers may be invoked per day, in any combination, without risking damage to the rod. Each additional use of the Rod of Power after the third use that day will cause a crack to form in it, and every time a crack forms, there is a cumulative 1 in 6 chance that the rod will break and be destroyed. Cracks in the rod will "heal" themselves at a rate of one crack for every day the rod's spell-like powers go totally unused.

This Rod also counts as a Rod of Striking (see below).

Rod of Striking: This rod is a magical weapon, even though it grants no bonus to hit. With a successful missile attack roll, a mage wielding this rod can lash out with an invisible wave of telekinetic force which will cause 1d6 points of concussive damage to a single target within 30′. (This is an absolute range limit, not a missile-fire range increment.) Unlike a Magic Staff or Magic Wand, the Rod of Striking can also be discharged as part of a mêlée attack, such that a hit will cause 2d6 damage (or 1d8+1d6 if the wielder is a fighter/mage).

A Rod of Striking will not break by accident, but at any time, its wielder may decide to invoke all of its power for a **smashing strike**. The mage rolls to hit his target in mêlée; on a miss, nothing happens and the rod remains intact. But on a hit, the rod explodes, the attacking mage suffers 2d6 damage, and the target struck takes 6d6 damage (no save), and anyone else standing within 10′ of the pair takes 4d6 damage with a save allowed for half.

Rod of Withering: This rod functions as a quarter staff +1 that deals 1d8 damage on a hit (or 1d10 if wielded by a fighter/mage). Up to six times per day, the wielder can invoke the rod's power of withering, and on a successful hit, the target will both take damage and be drained of 1d4 points of Strength. (Monsters lacking recorded attribute scores simply become −1 on mêlée attacks and total hp for every 4 points of "Strength" so drained.) Any character reduced to 0 Strength (or any monster afflicted with a total −4 Str penalty by the rod) dies instantly, reduced to a withered, mummified husk. Constructs and undead are immune to the withering effect.

If the rod's withering power is invoked more than six times a day, each additional use of the rod causes a crack to form within it. Each time a crack appears, there is a cumulative 1 in 6 chance that the rod will be destroyed. Cracks in a Rod of Withering will automatically "heal" themselves at a rate of one per two days.

Victims regain drained Strength at a rate of 1 point per day of complete bed-rest.

Rod of Wizardry: This rod functions as a quarter staff +1. In addition, the rod may be used to produce the following magical or spell-like effects:
• Summoning (as the ritual) an 8 hit die elemental.
• Invisibility (as the ritual, caster level 8th).
• Intangibility (as Oil of Intangibility, for up to 8 turns).
• Conjure Spider Webs (as a tech's Super Adhesive preparation).
• Create a Whirlwind (as a djinn, pg. 173).
• Cone of Paralyzing (as a Tome of Paralysis).

Any of the above powers may be invoked by the Rod's wielder up to three times per day in any combination without risking damage to the rod. Each use of the rod after the third that day causes a tiny crack to form in the rod, and each time a crack forms, there is a 1-in-10 chance that the rod will explode violently in a burst known as a **final strike**. This causes a huge Fire Ball, 30′ radius centered on the rod, to cause 8d8 damage to all creatures in the area (with the usual save allowed for half damage). The wielder of the Rod may also choose to willingly break it and invoke the final strike on purpose. A broken Rod of Wizardry, of course, cannot be repaired.

Rod of the Serpent: Unlike most rods, the Rod of the Serpent can be used without limit. In mêlée, it strikes as a quarter staff +1. The wielder can also command the staff to grow to become a rock python (pg. 125). The command for the rod to become a snake is uttered as it strikes a victim. The victim must succeed in a saving throw or be held immobile by the constricting snake for 1d4 turns, or until the owner commands the snake to release him. The serpent returns to the owner and returns to rod form after it has constricted around an opponent. If the snake form is slain, it will not return to rod form, and the rod is destroyed. When the snake returns to rod form, any damage it has sustained is automatically healed.

Swords and Other Weapons

Magical weapons adjust their wielders' attack rolls. A weapon with a positive bonus (marked by a plus, "+") adds the listed bonus on all to-hit rolls, while a cursed sword (denoted with a minus, "−") likewise inflicts a penalty on all to-hit rolls. Magical weapons that grant a bonus are also able to damage creatures which are normally invulnerable to blows from non-magical weapons. (A rare few creatures can only be harmed by very powerful magical weapons with a bonus of +2 or even +3.) Note that weapon damage rolls do not receive an adjustment from magical plusses or minuses.

As with magical armor, magical weapons that characters find in a dungeon are usually readily identifiable, because in order for a weapon to remain magical for a long time, it is usually the case that it must have been forged from an inherently magical metal, such as mythrill, orichalcon, or adamant. These materials do not tarnish or rust over time, and each has very distinctive properties (like heft or appearance) that make it easy to identify.

Cursed weapons, however, are enchanted so that they appear to be beneficial magical weapons—until the moment they are actually wielded in true, mortal combat. Just swinging a cursed sword at thin air, or even sparring with a friend, will not reveal its nature. But if such a weapon is used in battle, the illusion will melt away, and the cursed weapon's penalty will apply to attack rolls. Thereafter, the cursed character will find himself unable to wield another weapon in combat, or even to be rid of the cursed weapon (if taken or thrown away, it will mysteriously return after only a short time) until receiving the effects of a Cleansing Ritual.

Magic Swords

Magical swords are the most common type of enchanted weapon by far. A great many magical swords have unique magical powers in addition to providing a bonus to hit.

Adamant: Adamant is an incredibly dense, hard, and heavy metal which is only found in meteorites. When worked by a skilled smith, it comes to resemble black obsidian with tiny diamond-like flecks suspended in the material. (For this reason, adamant is also often known as "diamond-steel" or, whether because of its meteoric origins or its resemblance to a starry night-sky, "star-metal".) A weapon made from adamant receives a +3 bonus to hit; but, on the down side, it is so heavy that its encumbrance value is doubled.

Bane Swords: This is a very broad category which includes a number of different, relatively common magical swords which all have one thing in common: they have been forged with a purpose in mind, namely to fight and to slay one particular type of creature. Bane swords are almost invariably forged from mythrill, but with visible veins of some other material (generally ætherium, or some other kind of magical crystal) running through the blade. Like any other mythrill weapon, a bane sword counts as a +1 weapon and it encumbers its owner only half as much as normal. However, when it comes to within 120′ of a creature of the type that it was meant to fight against, the blade will begin to glow, shedding a pulsing light (known as "werelight") in the same color as the crystalline veins in the blade out to 30′. When used in battle against the proper type of creature, the sword's to-hit bonus doubles to +2, and all damage is rolled twice, applying the higher of the two damage rolls. The most common varieties of bane sword include:

- *Deathbane:* Bane vs. undead.
- *Dragonbane:* Bane vs. dragons and chimeras.
- *Faebane:* Bane vs. faes and nature spirits.
- *Giantbane:* Bane vs. giants.
- *Runebane:* Bane vs. mages and hags.
- *Spiritbane:* Bane vs. planar beings and elementals.
- *Werebane:* Bane vs. werecreatures.

Note that a bane weapon always counts as silver, wrought iron, or any other material that the chosen creature type is vulnerable to.

Brass Tack: This sword has been made from shadow brass, a kind of cursed brass that comes from the Veil of Shadow. It seems to be an orichalcon sword, until it is wielded in combat. Then is its true nature—dull, tarnished, cursed—revealed to all. The wielder of the Brass Tack is −2 on all to-hit rolls (and forced to lug around a sword that weighs ×1.5 times normal) until they can be cured by a Cleansing Ritual.

Charming: This is a sword +1 that also grants its wielder the ability to cast False Friend (as the spell) three times per week.

Dark Sabre: This curved scimitar is made from an unknown, matte-black metal. It counts as a sword +1, and further, it allows its wielder to thrice per day conjure a 30′ radius globe of darkness that lasts for one hour. The darkness effect can either move with the sword or be made stationary, as the wielder chooses.

Defending: This burnished, coppery sword +2 also improves its wielder's AC by 2 points.

Dowsing: This blade is a sword +1 that also carries a special magical power. Once per day, the wielder may hold the sword up and name an object, either specific ("The key that Allister lost last Tuesday!") or general ("A flight of stairs"). For the next 20 minutes, if the sword is held loosely in its wielder's hands, it will point to the nearest object that conforms to the spoken description, giving direction but not distance, provided such an object exists within a 120′ radius around the wielder.

Flame Tongue: At a command from the wielder, the blade of this sword +1 can be wreathed in flames which do not burn the one who holds the sword. In this state, all damage dealt by the sword is fire-type damage; the bonus to hit undead and ice-type monsters becomes +2; and the damage inflicted when such monsters are hit is rolled twice, applying the higher roll.

Frost Brand: This powerful weapon is a great sword +3 which also has several special powers. When used to attack any fire-based creature, the bonus to hit becomes +6 and the damage is double. If the sword is unsheathed in any location where the temperature is below freezing, it will shed blue-white light out to 30′. The wielder of the Frost Brand is protected from fire as if wearing a Ring of Fire Resistance. Finally, if the blade is touched to a flame, it and all other non-magical fires within 10′ are instantly extinguished.

Hob Nail: The Hob Nail is a sword made from "hob iron", a kind of cursed iron which has been corrupted by Chaotic radiation

from deep within the Earth. It appears to be an ordinary Mythrill Sword until it is carried into battle and swung at a foe. Only then is its true nature—rotten, rusty, cursed—revealed to all. The wielder of a Hob Nail is −1 on all to-hit rolls (and cannot wield any other weapon) until cured by a Cleansing Ritual.

Holy Avenger: This sword can only be wielded by a Lawful character, which usually means a human fighter, expert, or tech. A Chaotic being that tries to pick up the sword will suffer 1d6 points of damage each round until they drop it; and even a Neutral character (including mages and most demi-humans) who picks up the sword will suffer 1 point of damage each round until they release it from their grasp.

The Holy Avenger is a long sword +3 which counts as +6 and causes double damage when turned upon demons and undead. If the wielder is a Lawful fighter, it also bestows a +3 bonus on any saving throws made to resist the special abilities of demons and the undead to the wielder and all allies within a 10′ radius. If wielded by a 5th–9th level fighter, the radius of protection extends out to 20′; and for a 10th or epic level fighter, out to 30′.

Life Drinker: 1d3+2 times per day, this spiky, iron sword +1 can be commanded to "drink life". The referee rolls in secret for the number of times the sword may be used. The player must declare the intent to drink life before making any to-hit roll, and a missed roll wastes one of the attempts. If the blade does hit when ordered to drink life, any damage inflicted on the target counts as energy-drain, and the wielder heals an equal number of hit points.

Light Sabre: This mythrill cavalry sabre +1 always appears as if brightly polished. It allows the wielder to produce magical light: either light equivalent to that of a torch out to 30′ thrice per day (1 hour duration each time), or bright light almost like daylight out to a radius of 120′ once per day, again for an hour once invoked.

Luck Blade: In addition to acting as a sword +1, a Luck Blade grants its wielder a +1 bonus on all saving throws and attribute or skill checks. Once per day, the wielder of the Blade may re-roll any one failed attack roll, saving throw, or skill check, or declare that a successful but ordinary hit with the Blade is a critical hit instead.

Mythrill: Mythrill is a light, silvery metal known variously as "elf-steel" or "true-silver". A sword or other weapon made from it is +1 to hit and has half the usual encumbrance value.

Orichalcon: Orichalcon (pronounced "or-ee-HAL-kun" with a hard "h") is a reddish-gold metal found only in difficult-to-reach mines deep underneath great mountain ranges. It is also known as "mountain-bronze" or "goblin-gold". A weapon made from orichalcon is +2 to hit on all attack rolls.

Shock Foil: This rapier +2 can be commanded by its wielder to become electrified. (The wielder, of course, is unharmed by the dancing arcs of electricity that periodically ripple down the blade.) While in this state, all damage dealt by the Foil is electrical or lightning type damage; and when used to attack avian or aquatic creatures, it becomes +4 to hit, and any damage is rolled twice, keeping only the higher result.

Stone Flake: This cursed sword appears to be a blade made of black adamant, until it is wielded in battle. Only then does its true nature come to light. The Stone Flake is in fact a blade made from hardened golem clay, a kind of cursed rock that afflicts the wielder with a −3 penalty on all attack rolls; and moreover, a hit with this sword only ever deals 1 single point of damage. The Stone Flake also weighs twice as much as a normal sword. The cursed victim is forced to wield this weapon and no other (and no attempt to be rid of it will succeed) until he can be cured with a Cleansing Ritual.

Wish Blade: In addition to functioning as a sword +1, a Wish Blade contains 1d4 wishes, just like a Ring of Wishes (see pg. 220). Once the wishes have been used, the Blade remains a magical but otherwise ordinary sword +1.

Other Magic Weapons

Like swords, other weapons might be composed of special materials which render them inherently magical (or cursed), including mythrill (+1), orichalcon (+2), adamant (+3); hob iron (−1), shadow bronze (−2), and golem stone (−3).

Ammunition: As described on page 39, the bonuses to hit for magical missile weapons and magical ammunition do not stack—only the higher bonus applies to the roll—but magical ammunition is still greatly valued, because non-magical arrows and bullets will not damage monsters which are unaffected by mundane weapons. Magical ammunition is also less likely to break than ordinary ammunition. Bullets, slugs, and shot are always destroyed when fired, but arrows, quarrels, and sling stones have a 50% chance of being recoverable. Each magical "plus" improves this chance by 10%, so that, e.g., orichalcon arrows are only 30% likely to break when shot and 70% likely to be recovered.

Magical arrows are far, *far* commoner than all other types of magical ammunition:

1d20	Ammunition	1d20	Ammunition
1–8	Arrows	18	Blunderbuss shot
9–12	Crossbow bolts	19	Rifle/pistol cartridges
13–15	Sling bullets	20	Shotgun shells/slugs
16–17	Musket/pistol balls		

If two sizes or kinds of ammunition are indicated by a single table entry, flip a coin to decide which kind is found.

Ammunition, Slaying: Usually an arrow, this is a single piece of magical ammunition +3 which, similar to a Bane Sword, is tied to a particular type of creature. If it strikes a creature of that type, the creature dies, no saving throw. Against any other target, the arrow or bullet is still magical and +3 to hit.

Arrows of Slaying in particular are frequently adorned with decorations hinting at the kind of creature they are meant to slay. A Bullet of Slaying might be etched with an obscure arcane sigil or rune with much the same meaning. To determine the type of creature that the ammunition is keyed to, roll 1d20 (the referee can, of course, modify this list as needed):

1d20	Creature	1d20	Creature	1d20	Creature
1	Avians	8	Fighters	15	Ogres
2	Chimeræ	9	Genies	16	Reptiles
3	Dragons	10	Giants	17	Sea creatures
4	Dwarfs	11	Goblins	18	Spiders
5	Elementals	12	Golems	19	Techs
6	Elves	13	Mages	20	Undead
7	Experts	14	Mammals		

Bow, Elfin: This mythrill bow +1 is finely wrought in a wire-wrap leaf-and-branch motif, and inlaid with emerald filigree. If the string is drawn without nocking an arrow, the Bow will conjure a silvery shaft of light in place of one. This "energy arrow" can then be fired just like a normal arrow, and it will even damage magical creatures on a hit. Note that loosing an Elfin Bow's light arrows is not a subtle act: they make a high-pitched whistle and leave a trail of blue sparks behind as they sail through the air.

Dagger, Longtooth: This dagger appears to be an orichalcon dagger +2, but it is in fact a Gnollsbane weapon: when used to attack beastmen, the bonus to hit becomes +4, and on a hit, any damage is rolled twice, applying the higher roll. Further, when wielded by a dwarf (and only a dwarf), the Longtooth Dagger does damage as a short sword rather than a dagger.

Firearms, Goblin: These orichalcon guns +2 are the finest in all the world. The vast majority of them (90%) are flintlock pistols, muskets, or blunderbusses, crafted within the last few centuries; a few (10%) are relatively modern revolvers, rifles, and shotguns.

Lance, Pearl: This white ivory lance +2 is suffused with holy magic. Much like a Holy Avenger, it is a bane to demons and undead, becoming +4 to hit such creatures. On a hit, the damage is rolled twice, keeping the higher roll. Further, in the hands of a centaur (and no other), the Pearl Lance bestows the magical ability to Evade the Dead (as the spell, caster level 4th) once per day.

Sling, Dwarfish: This remarkable sling is made from the scaly hide of a firedrake and inlaid with threads of woven mythrill. It is a sling +1 which, when twirled without loading a bullet or stone, will conjure its own ammunition out of pure energy. The energy bullets that it fires can damage monsters which are normally only vulnerable to magical weapons. Note, though, that loosing a conjured sling bullet is not quiet: the bullets glow bright red, roar like tiny meteors, and leave a trail of orange sparks behind their flight-path.

Trident, Coral: This trident +1 is a bane to sea creatures. It becomes +2 to hit such targets, and any damage dealt them is rolled twice, applying the higher roll. The Coral Trident also grants to its wielder the power to command aquatic animals (fish, aquatic reptiles, marine mammals) exactly like a Ring of Animal Command.

War Hammer, Runic: This orichalcon war hammer +2 is an extremely formidable weapon. It can be hurled as a missile with a 60' range. When thrown, it causes twice the normal damage—or if the target is a giant of any type (troll, risi, ettin, gigas, jötun, titan, cyclops), triple damage. At the moment of impact, the Runic Hammer always magically reappears in the hands of the thrower—so it can even be used in conjunction with a fighter's multiple attacks.

Miscellaneous Magic

The magical items described on the following pages do not fit into any of the previous categories.

Amulet of Qi: This amulet consists of a blood-red stone set into a large, round medallion. When worn, the wearer's bare fists count as magical weapons and enjoy a +1 bonus on to-hit rolls. The majority of these amulets only ever bestow a +1 bonus, but a rare few of them are +2 or +3, which the referee may determine with a d% roll: 1–80, +1; 81–95, +2; 96–100, +3.

Amulet vs. Scrying: This amulet grants the wearer immunity to detection from an Orb of Seeing (or other forms of scrying) and any kind of telepathy or mind-reading.

Apparatus of the Crab: This item appears to be a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Anyone who crawls inside finds ten levers. The device has the following characteristics: hp 200; MV 30' forward, 60' backward; AC 1; #AT 2 pinchers, DG 2d6 each. When attacking with the pinchers, the to-hit bonus is +5, adjusted for Intellect if the operator is a tech.

Lever	Function	Lever	Function
1	Extend/retract legs and tail	6	Move forward/backward
2	Uncover/cover forward porthole	7	Turn left/right
3	Uncover/cover side portholes	8	Open/close headlight "eyes"
4	Extend/retract pincers, feelers	9	Rise/sink in water (MV 20')
5	Snap pincers	10	Open/close hatch

Two human-sized characters can fit inside. The device can function in water down to a depth of 900 feet. Its headlight "eyes" shine with Continual Light (as the ritual). It holds enough air for a crew of 2 to survive 1d4+1 hours (or twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

Bag of Devouring: This magical bag looks like an ordinary, small sack. After 6+1d4 turns, all items placed in this bag vanish and are permanently lost. The bag must be fully closed for this effect to take place.

Bag of Holding: This appears to be a common small sack. The bag of holding opens into a non-dimensional space. Its inside is larger than its outside dimensions. It is large enough to fit an object that is 10' × 5' × 3' in size. Regardless of what is put into the bag, or even whether the bag has any contents at all, it always weighs precisely 40 lbs. (EV 4×4); but it can store up to 1,000 lbs. of items (450 kilograms of weight, or a vast inventory space of 450 EV).

Bag of Tricks: This small sack appears normal and empty; but anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal will serve the character who drew it forth from the bag for 1 turn, until slain, or until ordered back into the bag. Use the following table to determine what animal is drawn:

1d20	Creature	1d20	Creature	1d20	Creature
1	Badger, giant	8	Critter, small bird	15	Horse, war
2	Bat, ordinary	9	Critter, hedgehog	16	Rat, ordinary
3	Bear, black	10	Cat, lion	17	Rhinoceros
4	Bear, cave	11	Cat, tiger	18	Shrew, giant
5	Birdsteed, riding	12	Herd animal, antelope	19	Toad, giant
6	Boar	13	Herd animal, buffalo	20	Weasel, giant
7	Camel	14	Herd animal, goat		

The birdsteed and warhorse both appear with harness and saddle and accept the character that drew them from the bag as a rider. Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week.

Bardic Instruments: Bardic instruments are not the only enchanted musical instruments on this list, but unlike Drums of Panic or a Horn of Blasting, these depend on the skill of the player to work. Thus, they may only be used by character who possesses an appropriate music-related skill (or a demi-human belonging to the bard combination class—an elf, faun, or merrow expert/mage).

There are six Bardic Instruments. The referee may select one at random by rolling 1d10:

1d10	Bardic Instrument	1d10	Bardic Instrument
1–2	Drum of Concussion	7–8	Flute of Balance
3–4	Fiddle of Piercing	9	Mandolin of Fascination
5–6	Lyre of Slicing	10	Syrinx of Sleep

d%	Bracer Type	d%	Bracer Type
1–5	Golem Clay (AC 10)	71–85	Silver (AC 4)
6–45	Iron (AC 8)	86–95	Gold (AC 2)
46–70	Copper (AC 6)	96–100	Platinum (AC 0)

The first three Bardic Instruments (the Drum of Concussion, the Fiddle of Piercing, and the Lyre of Slicing) are essentially the same as a basic Magic Wand, except that the wielder need only be a skilled musician, not necessarily a mage, to use them. Much like wands, they count as magical missile-weapons with a base range of 30′. Merely playing the instrument allows the wielder to conjure a bolt or wave of sonic energy which can hit a single target for 1d6 damage. A normal missile attack roll is required to hit. However, Bardic Instruments have a somewhat limited "ammunition" capacity: they can only be "fired" 12 times per turn.

The Drum of Concussion produces a wave of force that strikes its target like a bludgeon or blunt instrument. The Fiddle of Piercing seems to conjure ghostly arrows that fly forth from the strings as the bow passes, inflicting piercing damage with a hit. The Lyre of Slicing is a harp which, when strummed, will conjure and fling ghostly knives at the target that whirl through the air and cause slashing damage on a hit. Note that ordinarily, while magical, the weapon-type Bardic Instruments offer no enhancement bonus on attack rolls; but +1 and better versions of such weapons are indeed possible (they're just extremely rare).

The other Bardic Instruments (the Flute of Balance, Mandolin of Fascination, and Syrinx of Sleep) each contain a spell-like power which may be invoked by the Instrument's player thrice per day. These instruments have no attack power; but the Syrinx can cast Veil of Sleep, the Mandolin can cast False Friend, and the Flute (a favorite item of merrow bards traveling on dry land) can duplicate the effects of a Potion of Balance in one target for 2d6 turns, or all allies within Near range for 2d6 minutes.

Boat, Folding: A Folding Boat looks like a small wooden box, 12″ × 6″ × 6″ in size. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10′ long, 4′ wide, and 2′ deep. A second command word causes it to unfold to a ship 24′ long, 8′ wide, and 6′ deep. Any objects formerly stored in the box now rest inside the boat or ship. In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the ship has a deck, single rowing seats, five sets of oars and a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease. A third word of command causes the boat or ship to fold itself into a box once again. The necessary command words may be present, either visible or invisible, etched into the box. Alternatively, the command words may need to be sought through an NPC or a small quest.

Boots of Levitation: On command, these leather boots allow the wearer to levitate as if he had consumed a Potion of Levitation. The duration is indefinite.

Boots of Speed: These boots grant to the wearer an MV of 80′ (240′) for up to 12 hours. The wearer is exhausted after this activity and is required to rest for 24 hours, unless he spends 2 out of every 6 turns resting each hour, without fail.

Boots of Striding: So long as these boots are worn, the wearer need not rest if engaged in ordinary movement. Further, he may leap 10′ heights and 30′ distances with ease.

Bracers of Armor: These items appear to be a pair of wrist or arm guards. They grant the wearer an AC as though he were wearing armor. Both bracers must be worn for the magic to be effective, and no other armor may be worn with the bracers (magical or non-magical). Dexterity modifiers still apply, as do other magical effects that alter AC (like Rings of Protection). Roll d% to determine which kinds of bracers are found:

Note that Golem Clay Bracers are cursed: they appear to be Copper Bracers until worn into battle, at which point their true nature is revealed. Clay Bracers hold their wearer's AC fixed at 10 (or worse—Dexterity *penalties* still apply) and cannot be removed or otherwise disposed of until the victim receives a Cleansing Ritual.

Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb Magic Missiles so that they cause the wearer no damage. The Brooch can absorb Missiles almost without limit—but each time the Brooch is used, there is small chance (equal to 2% × the number of Missiles all striking the Brooch that round, e.g. if two Missiles strike the wearer at the same time, the chance is 4%) that it will overload and melt into a worthless piece of slag.

Broom of Flying: This magical broom of legend can fly with one rider up to 240′ per turn. Two riders may be carried, but the maximum speed is reduced to 180′ per turn.

Cabinet of Salubrious Gastronomy: This curious object looks like a carved wooden box, 14″ tall × 10″ wide × 6″ deep, that opens like a small cabinet. A paper label pasted on the outside of the box carries an advertisement: "*Dr. J. W. Huckster's Stupendous, One-of-a-Kind, Marvelous, Astounding, and Most Healthful **Cabinet of Salubrious Gastronomy!** (Snake Oil Sold Separately.)*" Opening the cabinet reveals the following six items:
- ¼ pound of wheat flour in a paper bag, labeled "Power Flour".
- A 4″ diameter, 2″ tall pie-tin, sealed, labeled "Nimble Pie".
- An ordinary tin soup-can, labelled "Mentil Soup".
- A 6-ounce bottle of steak sauce, labeled "Awesome Sauce."
- A cardboard box containing dry pasta elbows and dehydrated cheese, labeled "Macaroni and Ch'i".
- A 6″ × 6″ × 1″ brick of dried rice noodles, with a tag that says, "Ramen Sense".

Each item comes with a recipe describing in precise terms exactly how to prepare each food item. These descriptions are ridiculously elaborate and apparently nonsensical. Power Flour must be baked into bread in a hand-built stone oven, using water which has never been touched by sunlight, and the resulting loaf eaten whole in exactly five bites. The Nimble Pie must be opened at the stroke of 12 o' clock midnight under a full moon, and then consumed without the use of a fork, spoon, or other utensil, all while hanging upside down from a horizontal bar or branch by one's knees. The bottle of Awesome Sauce must be chugged, without pausing for breath, in a tavern or pub, while no fewer than 30 spectators look on and cheer—and then the drinker must immediately break the bottle over his own head. The instructions for the remaining dishes are similarly bizarre (referees are encouraged to get creative).

If these instructions are followed *to the letter*, the individual who eats the item (in its entirely only, or the magical will have no effect) will reap its benefits. The Pour Flower, Nimble Pie, Mentil Soup, and Awesome Sauce will each permanently increase the eater or drinker's respective Strength, Dexterity, Intellect, and Charisma scores by 1 point. Mac and Ch'i permanently increases the eater's hit point total by 1. Ramen Sense has no effect until the eater begins to study a new secondary skill or language, at which point the character discovers that they have suddenly and mysteriously already mastered that skill or language.

A single character could potentially benefit from all six items found within the Cabinet if desired. But if the instructions for preparing one of the items found within it are not executed flawlessly, that item will have no effect at all (for good or ill) on the one who eats or drinks it.

Chime of Opening: This item is a hollow mythrill tube, about 1' long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. The Chime automatically dispels Bar the Way or a Wizard Lock. It must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and Wizard Locked, it takes four uses of the Chime to get it open. Silencing magic negates the power of this device.

The Chime can be used safely up to three times per day. Any further use of the chime in a day carries with it a 50% chance that the chime will crack. Every time the chime cracks, there is a chance (1 in 8 for every crack present in the chime) that it will break and be destroyed. Cracks in the chime heal themselves at a rate of one for every week that it goes totally unused.

Cloak of Protection: This magical cloak appears to be an ordinary brown cloth or leather cloak. The cloak functions much like a Ring of Protection, offering a bonus to the wearer's AC and saving throws. These bonuses are cumulative if the cloak is worn with a Ring of Protection. Most Cloaks of Protection (80%) grant only a +1 bonus; 15% of them (81–95 on d%) are +2; and the remaining 5% (96–100 on d%) are +3.

Cohuleen Druith: This curious object is a feathered cap, made from red leather and trimmed in gold. Legend says that it was invented by none other than Taliesin the Bard, so that he could study music and spellcraft in the undersea realm of the merrow-folk. The wearer of the Cohuleen Druith is able to breathe, speak, and hear normally while under water.

Crown of Charisma: This beautiful golden coronet, set with tiny stones of blood-red garnet, grants to the wearer a Charisma of 18 for as long as the Crown is worn.

Cube of Resistance: This 4" wide metal cube is activated or deactivated by pressing one side. When activated, it creates a cubic area 10' on a side, centered on the Cube itself. The field projected by the Cube absorbs all attacks from one sort of element, which the referee can determine by rolling 1d10:

1d10	Cube Element	1d10	Cube Element
1–4	Cold	8–9	Electricity
5–7	Acid	10	Fire

If the Cube ever sustains 50 points of elemental damage in 1 turn (whether from one or several attacks), the field collapses and can't be reactivated again for at least 1 hour. If the field is ever made to absorb 100 points of damage or more in a single turn, the Cube will be destroyed.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, fresh or salt water begins to pour out. Separate command words determine the type, as well as the volume and velocity:
• "Stream" pours out 1 gallon per round.
• "Fountain" produces a 5' long stream at 5 gallons per round.
• "Geyser" produces a 20' long, 1' wide stream at 30 gallons per round. This effect causes considerable backpressure, requiring the holder to be on stable ground and braced to avoid being knocked down. The force of the geyser kills small creatures. The command word must be spoken again to stop it.

Displacer Cloak: This item appears to be a normal cloak, but when worn by a character, its magical properties distort and warp light waves. All opponents suffer a −2 penalty to hit the wearer of the cloak. In addition, the wearer receives a bonus of +2 on saving throws verses any effect that might be considered an "attack" on the character, whether direct-target or area-effect.

Drums of Panic: These drums are kettle drums (hemispheres about 1½ feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the drums are sounded, all creatures within 240' (with the exception of those within a 10-foot-radius safe zone around the drums) will become fearful and flee for 30 rounds (at full running speed). A saving throw is allowed to negate the effect; or, depending on the circumstances (e.g. a very large crowd), a morale check at −2 might make more sense.

Dust of Appearance: This fine powder appears to be a very fine, light metallic dust. A single handful of this substance flung into the air coats all objects within a 10' radius, making them visible even if they are invisible. If the dust is blown through a tube, it covers an area in the shape of a cone 20' long out to 15' wide. The dust likewise negates the effects of Cellular Transparency, mirror-image or displacement effects (like a Cloak of Displacement or the natural ability of a cœurl), Elfin and Chameleon Cloaks. The dust's effect lasts for 2d10 turns. Dust of Appearance is typically stored in small silk packets or hollow bone tubes, and 5d10 of these tubes or packets will be found at a time.

Dust of Disappearance: This dust looks just like Dust of Appearance and is typically stored in the same manner. A creature or object touched by it becomes invisible. Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including Arcane Sight. Dust of Appearance, though, does reveal people and objects made invisible by Dust of Disappearance. The invisibility bestowed by the dust lasts for 2d10 turns, and this special invisibility is not dispelled if the enchanted character makes attacks.

Elfin Cloak: This silver-gray cloak is made by the magical and nimble hands of the elves, and it grants the wearer a +6 bonus on all Dexterity checks made to hide. Moreover, if the wearer sits perfectly still, they can only be spotted 10% of the time.

Elfin Boots: These fine, gray leather boots are made with the magical craftsmanship of the elves. They bestow upon the wearer a +6 bonus to Dexterity checks made to move silently.

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to use False Friend (one target per round) just by meeting a target's gaze. Those failing a save are charmed as per the spell. If the wearer has both lenses, there is a penalty of −2 on the saving throw. If the wearer has only one lens, the save is made with a bonus of +2.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. A set of spectacles made from these lenses let the wearer see 100 times farther than normal. Wearing only one lens causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as he covers his other eye.

Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. When a being places the eyes on, he instantly turns to stone (as if petrified by a gorgon), with no saving throw. Roughly 25% of these eyes are not so cursed and will allow the wearer to use a petrification gaze attack. Both of these lenses must be worn for the magic work, and the victim may save to negate the effect.

Note that no magical eyes may be combined for multiple effects. Wearing two different kinds of lenses will always stun or disorient the wearer for 1 round.

Flying Carpet: A flying carpet is enchanted to fly by command, with passengers. If 1 passenger is carried, the carpet may move up to 100' per round. If two or three passengers are carried, this is reduced to 80' or 60' per round, respectively. No more than three human-sized passengers may be carried.

Gauntlets of Strength: These gauntlets are made from tough leather, with iron studs running across the back of the hands and fingers. They grant the wearer a Strength score of 18 for as long as they are worn. The wearer may punch with these gloves, inflicting 1d4 hit points of damage (1d6 for a fighter). Both gauntlets must be worn for the magic to be effective.

Girdle of the Jötnar: This magical belt confers the might of a giant to the wearer. The wearer is granted a base Fighting Capability of +8 (if epic levels are allowed, a 13th or 14th level fighter still counts as FC +9). All damage inflicted with mêlée or hurled weapons and bows is doubled. Further, the wearer is able to carry an additonal 4×4 EV of gear before becoming even lightly encumbered.

Gloves of Dexterity: These fine gloves of white silk grant the wearer a Dexterity score of 18 for as long as they are worn.

Headband of Intellect: This object is a plain mythrill circlet, unadorned by gems or engravings. So long as the circlet is worn on the head, the wearer has an Intellect score of 18.

Helm of Disguise: This ornate helm grants to the wearer the magical ability alter his appearance (as per the 4th level ritual Alter Self, but with a duration of up to 7 days), once per day. The Helm itself may be hidden by the illusion, rendered invisible (but *not* intangible). If the Helm is removed form a disguised wearer's head, the magic is broken instantly.

Helm of Languages: Appearing as a normal helmet, the Helm of Languages grants its wearer the ability to understand the spoken words of any creature, and to read text in any language or any magical writing. (This does not grant non-mages the ability to use any magical objects or powers that they otherwise could not.)

Helm of Telepathy: The wearer of this helmet can read the thoughts of beings within 90′, at will. If there is more than one possible target of the Helm's power within 90′, the wearer must spend a full turn sorting through the cacophony of ambient voices before he can make out the thoughts of the specific individual he wants to read. (The target gets a saving throw to negate the effect.) Furthermore, the wearer can send a telepathic message to anyone whose surface thoughts he is reading (this allows two-way communication to take place). Use of this helm requires full concentration of the wearer, who may not move or take any other actions.

Helm of Teleportation: A character wearing this device may teleport to any familiar location within 50 leagues (150 miles), up to three times per day.

Horn of Blasting: This horn appears to be a normal trumpet. When the instrument is played, once per turn it can deal 2d6 points of damage to creatures within a cone 100′ long out to 20′ wide. The horn causes creatures to be deafened for 2d6 rounds (save negates). Other objects may take damage in other ways, at the referee's discretion. For example, a small hut might be completely leveled with a blast from the horn, but a portion of stone wall 10′ wide might take three or four horn blasts.

Ifrit Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. The Bottle can be opened once per day. When opened, the ifirt imprisoned within the Bottle issues forth instantly and loyally serves the character for up to 101 days (or until the ifrit's death), doing as the owner of the bottle commands. After the 101 days of service, the ifrit disappears, and the Bottle becomes an ordinary, non-magical bottle. (NB, there can also be Djinn and Marid Bottles, but these are quite rare.)

Magnet of Friendship: This unassuming little horseshoe magnet is covered in rust and appears quite plain, even ugly. But the owner of the magnet is inexplicably likable, and reaction rolls toward that character always come at a +1 bonus. If the character takes out the Magnet and shows to a group of potential enemies, all who lay eyes on it (and are not already friends or allies of the Magnet's owner) make another reaction roll at +4. Take heed, how-

ever: any adjusted result of 12 or higher means that the affected beings are not just friendly and helpful, but *infatuated*—and dangerously relentless in their desire to become the Magnet-owner's sole bosom-friend. This is usually more curse than blessing.

Medallion of Thoughts: This appears to be a normal pendant disk hung from a neck-chain. Usually fashioned from bronze, copper, or silver, the Medallion allows the wearer to read the thoughts of others. The wearer can read the thoughts of any being within 30′ after concentrating for only 1 round. A saving throw is allowed to negate the effect. The wearer may move at full speed but is unable to cast spells or attack while concentrating. There is a 1 in 6 chance that, unknown to the user of the Medallion, his thoughts are heard by all beings within 30′ instead of the usual effect. (1 in every 10 of these Medallions has a range of 90′ instead of 30′.)

Mirror of Life Trapping: This crystal device is usually about 4 feet square and framed in metal or wood. A Mirror of Life Trapping has 20 non-spatial, extradimensional compartments within it. Any human-sized or smaller creature that looks into this device must save or be trapped within the Mirror in one of the cells. When a creature is trapped, it is taken bodily into the Mirror. A victim's equipment (including clothing and anything being carried) follows the creature. When all cells are full, the Mirror does not trap any more beings. Anyone may call forth the reflection of any creature trapped within to its surface and engage the powerless prisoner in conversation. If the Mirror is broken, all victims currently trapped in it are freed.

Mirror of Opposition: This item resembles a normal mirror about 4′ long and 3′ wide. If a creature is reflected in the Mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat/destruction of either the duplicate or the original, the duplicate and its items disappear completely.

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The Necklace of Adaptation wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases. The bubble enables the wearer to survive in an environment without air (e.g. under water, outer space) for up to a week.

Rope of Climbing: The 50-foot-long Rope of Climbing is only ¼″ thick, but it is strong enough to support 1,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction desired, at a speed of 10 feet per round. It attaches itself securely wherever its owner directs. It can unfasten itself and return in the same manner. A creature must hold one end of the rope when its magic is invoked.

Scarab of Protection: This device is a silver medallion in the shape of a beetle. The scarab's possessor gains immunity to curses and death-magic, regardless of their source. Every time the Scarab absorbs a curse or a killing spell, there is a flat (non-cumulative) 1-in-12 chance that it will crumble to dust and be destroyed.

Tarot of Marvels: This incredibly dangerous device may only be used by a mage. It appears to be an ordinary pack of tarot cards, but a mage who has identified the pack as a Tarot of Marvels can use it to invoke the dangerous power of "Wild Magic". In place of casting one of the mage's daily spells (i.e. using this device costs a bit of the mage's daily personal mana), the mage may instead pull a card from the pack. (It is helpful to have a full pack of tarot cards on hand for the purpose of simulating this action and determining the result.) The result depends on the kind of card drawn.

If the mage has pulled a spot card (ace through 10), a random ritual of that level (1st through 10th) takes effect immediately. The mage must immediately make a casting roll, as if casting the ritual normally (although the usual −10 penalty for casting an unknown ritual does not apply here if the mage happens not to know the rit-

ual produced by the Tarot). If the casting roll succeeds, the ritual's effects can be controlled somewhat, and the ritual will take effect as it is usually described; but if the casting roll fails, the result is (of course) a broken or twisted version of the ritual. This obviously has the potential to be quite dangerous, and the mage may decide at the last moment not to allow the ritual to take place. Unlike a failed casting roll for a magic trick, the mage must pass a saving throw in order to "snap the thread" in this dire situation. If the saving throw is failed, the ritual goes off anyway; but if the mage succeeds, the ritual is stopped—and the mage is drained of *all* remaining mana, so that he can cast no more spells and work no tricks or rituals for the rest of the day.

If the mage pulls a face card of any rank (jack, cavalier, queen, or king), a random spell takes effect, as if cast by the mage. It is up to the referee to determine which spell is cast: roll 1d50 (improvise one if needed by rolling a d10 with a d5 control-die, or d% ÷ 2). A result of 1–44 indicates one of the spells from the table on page 49; but a result of 45–50 has an added, special effect:

d50	Effect
45	Roll again until you get a random spell, ignoring further results of 45+
46	Roll again for a random spell, as above; a random trick also takes effect
47	Roll again for a random spell, as above; two random tricks also take effect
48	Roll again twice more for two random spells, ignoring any rolls of 45–50
49	Roll again until you get a random spell; also roll 1d10, and a random ritual of that level takes effect; there is no stopping this ritual, whatever it is
50	Roll again for a random spell, as above; and draw from the deck again

Finally, if a trump (major arcana) card is drawn, this is exactly the same as drawing a face card, including the possibility of multiple effects on the table above; except that all effects are also twisted by a Chaotic Surge, according to the specific trump card drawn (as given on the Chaotic Surge table on pg. 48).

When cards are drawn from the deck, they get replaced afterwards (there is no counting cards with a Tarot of Marvels!). When a mage finds a Tarot, there is no way to predict how many times it may be used: after a PC has used the Tarot 1d4 times (the referee must roll this in secret), it will be destroyed the next time any user draws Death, the Fool, the Queen of Swords (i.e. the Black Widow), or the King of Cups (i.e. the Suicide King). (Of course the Tarot will only destroy itself *after* any Wild Magic effects go off.)

Vessel of Elemental Command: There are four different versions of this magical item, and all are of equal rarity, so the referee may pick one at random with a simple roll of 1d4: 1, Water; 2, Fire; 3, Air; 4, Earth. Each of these devices (the Bowl of Water, the Brazier of Fire, the Censer of Air, and the Stone of Earth) allows the owner (who may be of any character class, not necessarily a mage) to summon a 12 HD elemental of the appropriate type. To summon an elemental, the conjurer must spend a turn meditating over the Vessel (and, in the case of a water or fire elemental, they must be in the presence of at least a small pool or a decent bonfire). Once the elemental has been summoned, the conjurer has to maintain concentration to continue to control the elemental; otherwise it might break free of the Vessel's control and go on a rampage. As long as the conjurer does not lose control accidentally, though, the elemental remains until the conjurer dismisses it, which takes a round of concentration. The Vessel may be used once per day.

Creating Magical Items

Ordinarily, magical items in the *Engines & Empires* game are expected to be made according to the rules presented in chapter 3 for crafted items, items of deed, and enchanted items. If, however, the epic level rules from Appendix A and the classic magic items from this appendix are employed in the campaign, the referee may also

allow mages an alternative means of enchanting items. The usual process of casting the First, Second, Third, and Final Enchantment rituals over an item can take *two years*; but, while certain special or rare components (and many adventures to obtain these) may be required, there is no fixed monetary cost associated with enchanting magical items as there is for a tech building inventions. Therefore, it seems appropriate to introduce an alternative which reverses this situation, drastically cutting down the time required to enchant an item, but commensurately ramping up the cost in gold.

Obviously, any monies spent on item creation are clearly and directly benefiting the spender; thus, treasure spent on the crafting of magical items can't be worth bonus XP. Further, this alternative method is *only* available to a mage of 11th level or higher. This is, in effect, "epic-level item creation", a technique available only to the world's mightiest arch-mages. It requires casting the game's one and only 11th level ritual, the Alchemy of Permanence, along with the expenditure of a considerable sum of gold, a not unreasonable amount of time, and whatever rare or unique material components the referee decides are necessary. And so, without further ado:

Ritual Name: **Alchemy of Permanence** *Level:* 11th
Type: Spirit-Channeling *Range:* Touch
Duration: Instant *Save:* n/a

An 11th level or greater arch-mage who learns this ritual can create magical items through a speedy but expensive process of alchemical transference. The conditions required for enchanting an item via this ritual are the same as for the ordinary Enchantment rituals: the mage must have access to a well-equipped and fully-stocked magical laboratory, and all time spent on the enchanting process must be continuous, uninterrupted, and completely devoted to the work of enchanting. Moreover, the mage must either know some spell or ritual whose effect is similar to the item he wishes to enchant; or, barring that, the mage must have already somehow procured (i.e. found; bought; created through his own research; or reverse-engineered from a similar magical item which is invariably destroyed by the process) a grimoire which specifically details the creation of the item or the formula for the potion in question.

The time required to enchant the item is 1 day for every 5 gp in the cost of raw materials (minimum 1 day). The cost of materials varies with the type of item and its power level (see below). At the end of the process, the mage makes a casting roll, the same as any other ritual, and success means that the item has been created successfully. Failure means that the process has not worked at all, and half the materials (and all the time) have been wasted. A natural 20 means that a cursed item has been created inadvertently (the mage will not know this right away, and the referee should of course roll the check in secret), and *all* the time and money has been wasted.

The power level of the enchantment in question depends on the relative power of the effect, as compared to the game's rituals:

Effect	Power Level
Trick, 1st level ritual, +1 weapon bonus, +2 skill bonus	1
Spell, 2nd–3rd level ritual, Protection Scroll	3
4th–5th level ritual, +2 weapon bonus, +5 skill bonus	6
6th–7th level ritual, set attribute score at 14	10
8th–9th level ritual, +3 weapon bonus, +10 skill bonus	15
10th level ritual, set attribute score at 18	21

The power level acts as a multiplier and figures into the formula for the final cost of each type of magical item.

Scrolls: Ritual scrolls are only created with Scribe Scroll, but Protection Scrolls (which do not store rituals and may be used by a character of any class) may be created through Alchemy of Permanence. It costs 6 gp to make a Protection Scroll. The cost to make any other sort of miscellaneous scroll is 2 gp × the power level of the effect the scroll is meant to evoke (once) when read.

Potions: Potions default to a caster level of 6th and a duration of 1d6+6 turns (but these qualities can both vary with the specific potion type, or at the referee's discretion). The cost to make any potion is 4 gp × the power level of the effect.

Tomes: Tomes are rather like bundled collections of scrolls, but they can only be used by a mage. A freshly penned tome has 30 pages, and one page is used up each time the tome's magic is employed. Like potions, tomes default to a scaling caster level of 6th, unless the specific item description indicates otherwise. The cost to make a tome is 30 gp × the power level of the effect. Some referees may allow a depleted tome to be "re-written" (in effect, recharged) for 20 gp × the power level.

Rods: Wizards' rods often contain several different powers, useable a fixed number of times per day. A rod defaults to a caster level of 8th, unless otherwise noted in the specific description of the rod. A rod also sometimes functions as a magical quarter staff and might have a bonus to hit.

The cost to make a rod is 50 gp × the highest power level of all the effects being enchanted into the rod, plus another 10 gp × the sum of all the remaining powers' levels. The cost of turning a rod into a magical weapon is considered separate from all this, 40 gp × the power level of the appropriate to-hit bonus.

Orbs, Rings, and Miscellaneous: These items are so variable that the cost to make one can be difficult to pin down, but in general, the cost to make an item like this should depend on the power level and the frequency with which it can be used:

Frequency of Use	Cost to Create
Continuous or use at will	100 gp × total power levels
Use once per turn	90 gp × total power levels
Use once per hour	80 gp × total power levels
Use five times per day	70 gp × total power levels
Use four times per day	60 gp × total power levels
Use thrice per day	50 gp × total power levels
Use twice per day	40 gp × total power levels
Use once per day	30 gp × total power levels
Use once per week	20 gp × total power levels
Use once per month	10 gp × total power levels
Per number of non-renewable charges	5 gp × total power levels
Miscellaneous item	Base cost × 1
Magic orb	Base cost × 1.1
Magic ring	Base cost × 1.2

Orbs and rings receive a slight uptick in their creation cost because of their portability and concealability.

Weapons and Armor: The cost to enchant a magical weapon with a bonus to hit that applies all the time is 40 gp × the power level for the bonus. Some weapons also have an added bonus to hit that only applies of the time, e.g. vs. specific types of monsters: in this case, the extra "pluses" count as half for the purpose of finding the power level. A +2 sword which is also +4 to hit magical beasts would, e.g., count as a +3 sword for this purpose, so the cost to create it would be 600 gp.

The cost to enchant armor and shields is 20 gp × the power level associated with the desired bonus. Magical ammunition can be created for a cost of 1 gp × the power level of the bonus. As with magical weapons, situational bonuses count for half when figuring the power level of ammunition.

When a weapon or piece of armor is enchanted with an extra magical talent (such as producing magical light), use the rules for miscellaneous items above, deciding whether the effect is based on temporary charges and can only be used a few times, or permanent (whether continuous, at will, or used per day). Weapons that deal extra or double damage to particular creatures must account for this talent separately from an increased bonus to hit specific types of monsters.

Large-Scale Magical Items: Arch-mages can create constructs (like golems) and even bigger items, like magical airships or flying enchanted castles. The cost to make a construct is 20 gp × times its HD, plus an extra 50 gp for each special magical ability it has. For large-scale items, the cost is trickier, but as a general guideline, just find its volume in cubic feet and multiply that by 10 gp. This is the cost of the frame or architecture. Then, for every special magical effect that the large-scale item is capable of, add 30 gp × the power level of the effect. (Generally, this is the sort of thing that 14th level arch-mages who can't gain levels anymore like to spend their gold on.)

Technological Item Creation

The standard *Engines & Empires* tech creates items according to the invention rules from chapter 4, but if the alternative, original tech (and the spell-like technological items on pg. 210) are used, there must also be guidelines for creating these. This is a simple matter, since the spell-like tech items exactly parallel the magical items only just described above. No Alchemy of Permanence ritual is needed for this process; nor does an "original edition" tech need to be 11th level to practice this sort of item creation. An Intellect check is required at the end of the process to successfully create any item, with failure indicating that half the materials were wasted, and a natural 20 resulting in a "glitched" item that won't work reliably (and might even explode after a catastrophic breakdown).

Technological power levels are similar to those for magic:

Effect	Power Level
1st level device, +1 weapon bonus, +2 skill bonus	1
2nd level device, Protection Scroll	3
3rd level device, +2 weapon bonus, +5 skill bonus	6
4th level device, set attribute score at 14–17	10
5th level device, +3 weapon bonus, +10 skill bonus	15
6th level device, set attribute score at 18–20	21

Tonics count as potions. **Widgets** count as scrolls. **Gadgets** count as tomes. **Gizmos** count as miscellaneous magic items. **Weapons** and **armor** are the same. **Vehicles** and **automata** follow the same rules as large-scale magical items and constructs.

Buying and Selling Magic Items

Old-school role-playing games traditionally frown on buying and selling magical items like so many mundane commodities. These items are *magical*—which ought to make them *priceless*. But, as the previous section implies, it is possible to put a price-tag on magic. And the players will inevitably want to sell off a magical item or two (after all, they won't always have a use for every last item that they find). They will also try to purchase magical items (especially common potions) when they can. The prices given in the previous section can be used as a rough guide to the "market value" of such items—it's just that they aren't usually available for sale. NPCs, as a rule, are unwilling to part with magical items, even for cash.

Buying Magical Items

Magical items should only very rarely appear for sale, even in the largest of cities. The referee can check for the arrival of such items by treating medium-sized towns as "dungeon level 1" and large or capital cities as "dungeon level 2" and then checking for the chance of such items to appear using the random treasure table on page 191. Consumable items (potions and scrolls) may be checked for as often as once per month, but permanent items should be checked for only once a year (or perhaps a season, in a particularly bustling and cosmopolitan trade-city). The price to purchase a magical item on the open market can be as much as twice the cost to create it. Of course, such an expenditure cannot be worth XP to a character.

If it ever starts to seem like the players would rather sit on their laurels and wait for the treasure to come to them, though, it is best to forego these checks altogether until the PCs return to the business of dungeon-delving. After all, *they* are supposed to be the suppliers of recovered ancient artifacts! And if the players still do not get the message, remind them that even dungeon rooms they have already explored can attract new monsters (and treasures). If they are away from the dungeon for more than a month, re-stock its rooms with 1d6: 1, monster (5% chance a whole tribe/pack has occupied that level), 2, monster & treasure; 3–6, empty (10% chance treasure has been hidden in that room).

Selling Magical Items

Player characters should have difficulty making back even one-half the base creation-cost of any magical item that they sell; one-third is typically more appropriate. Selling magical items on the open market is also bound to attract unwanted attention from unsavory characters—mages, thieves, and the like. (Plus, it tends to make the authorities very nervous.)

Money received for the sale of a magical item can be counted as treasure, but *only* if the item is sold immediately after having removed it from the dungeon, and without ever having wielded or used it in any fashion. Otherwise, all funds for the sale count only as wealth and can never merit either a basic or a bonus XP award, no matter how they eventually wind up being spent.

Appendix C: Collected Tables and Record Sheets

THIS FINAL appendix contains several useful tables, either collected from the throughout the book, or simply presented here for their own merit (because they belong nowhere else). Also to be found here are sundry record sheets: character sheets upon which players can record their characters' statistics and possessions, and a few record sheets to aid referees in tracking time and other details over the course of a game session or a campaign.

PRIMARY ATTRIBUTES BY CLASS

Class	Primary Attribute
Fighter	Strength
Expert	Dexterity
Tech	Intellect
Mage	Charisma

ATTRIBUTE SCORES

Score	Check TN	Modifier
1	2-in-20	−2
2–3	3-in-20	−2
4–5	4-in-20	−1
6–7	5-in-20	−1
8–9	6-in-20	±0
10–11	7-in-20	±0
12–13	8-in-20	±0
14–15	9-in-20	+1
16–17	10-in-20	+1
18–19	11-in-20	+2
20	12-in-20	+2

FIGHTER EXPERIENCE LEVELS

Lv	XP	HP	FC	SV	Special
1st	0	8*	+1	7	Combat Training
2nd	2,000	12	+1	7	Heroic Fray (1 HD)
3rd	4,000	16	+2	8	–
4th	8,000	20*	+3	9	Heroic Fray (1+ HD)
5th	16,000	24	+3	9	1½ Attacks per Round
6th	32,000	28	+4	10	–
7th	64,000	32	+5	11	–
8th	120,000	36*	+5	11	Strength +2
9th	240,000	40	+6	12	2 Attacks per Round
10th	360,000	44	+7	13	Heroic Fray (2 HD)
11th	480,000	46	+7	13	–
12th	600,000	48*	+8	14	–
13th	720,000	50	+9	15	–
14th	840,000	52	+9	15	2½ Attacks per Round

Base Damage	Fighter Damage	"Half-Attack" Damage
1d2	1d3	1 point
1d3	1d4	1d2
1d4	1d6	1d3
1d6	1d8	1d4
1d8	1d10	1d5
1d10	1d12	1d6

EXPERT EXPERIENCE LEVELS

Lv	XP	HP	FC	SV	Special
1st	0	6*	+1	7	Expertise (×2)
2nd	1,200	9	+1	7	Lucky Shot 1–2
3rd	2,400	12	+2	8	Range −1/−4
4th	4,800	15*	+2	8	Expertise
5th	9,600	18	+3	9	Backstab +3, Crit ×3
6th	20,000	21	+3	9	Lucky Shot 1–3
7th	40,000	24	+4	10	Expertise, Range −0/−3
8th	80,000	27*	+4	10	Dexterity +2
9th	160,000	30	+5	11	Backstab +4, Crit ×4
10th	280,000	33	+5	11	Expertise, Lucky Shot 1–4
11th	400,000	34	+6	12	Range −0/−2
12th	520,000	36*	+6	12	–
13th	640,000	37	+7	13	Backstab +5/Crit ×5
14th	760,000	39	+7	13	–

MAGE EXPERIENCE LEVELS

Lv	XP	HP	FC	SV	Special
1st	0	4*	+1	7	Sense Magic
2nd	2,500	6	+1	7	–
3rd	5,000	8	+1	7	–
4th	10,000	10*	+2	8	–
5th	20,000	12	+2	8	–
6th	40,000	14	+3	9	–
7th	80,000	16	+3	9	–
8th	150,000	18*	+3	9	Charisma +2
9th	300,000	20	+4	10	–
10th	450,000	22	+4	10	–
11th	700,000	23	+5	11	–
12th	750,000	24*	+5	11	–
13th	900,000	25	+5	11	–
14th	1,050,000	26	+6	12	–

TECH EXPERIENCE LEVELS

Lv	XP	HP	FC	SV	Special
1st	0	4*	+1	7	Technologist
2nd	1,500	6	+1	7	–
3rd	3,000	8	+1	7	–
4th	6,000	10*	+2	8	–
5th	12,000	12	+2	8	–
6th	25,000	14	+3	9	–
7th	50,000	16	+3	9	–
8th	100,000	18*	+3	9	Intellect +2
9th	200,000	20	+4	10	–
10th	300,000	22	+4	10	–
11th	400,000	23	+5	11	–
12th	500,000	24*	+5	11	–
13th	600,000	25	+5	11	–
14th	700,000	26	+6	12	–

* A cumulative Strength modifier to hit points applies at these levels only for all classes. Since only 1 or 2 hit points are gained at 12th level, a Strength *penalty* does not apply if it would cause the character to earn less than 1 hit point upon gaining a level.

ELFIN ADVENTURER EXPERIENCE LEVELS

Lv	XP	HP	FC	SV	Special
1st	0	4*	+1	7	Sense Magic
1st	2,500	8	+1	7	Combat Training
2nd	5,000	12	+1	7	Heroic Fray (1 HD)
3rd	10,000	16	+2	8	–
4th	20,000	20*	+3	9	Heroic Fray (1+ HD)
5th	40,000	24	+3	9	1½ Attacks per Round
6th	80,000	28	+4	10	–
7th	150,000	32	+5	11	–
8th	300,000	36*	+5	11	Strength +1, Charisma +1

GOBLIN SAPPER EXPERIENCE LEVELS

Lv	XP	HP	FC	SV	Special
1st	0	4*	+1	7	Technologist
1st	2,000	8	+1	7	Combat Training
2nd	4,000	12	+1	7	Heroic Fray (1 HD)
3rd	8,000	16	+2	8	–
4th	16,000	20*	+3	9	Heroic Fray (1+ HD)
5th	32,000	24	+3	9	1½ Attacks per Round
6th	64,000	28	+4	10	–
7th	120,000	32	+5	11	–
8th	240,000	36*	+5	11	Strength +1, Intellect +1

DWARFISH RANGER EXPERIENCE LEVELS

Lv	XP	HP	FC	SV	Special
1st	0	6*	+1	7	Expertise (×2)
1st	2,000	8	+1	7	Combat Training
2nd	4,000	12	+1	7	Lucky Shot 1–2, Heroic Fray
3rd	8,000	16	+2	8	Range –1/–4
4th	16,000	20*	+3	9	Expertise, Heroic Fray (1+ HD)
5th	32,000	24	+3	9	Backstab +3, Crit ×3, 1½ Atk/Rnd
6th	64,000	28	+4	10	Lucky Shot 1–3
7th	120,000	32	+5	11	Expertise, Range –0/–3
8th	240,000	36*	+5	11	Strength +1, Dexterity +1

* Cumulative Str modifier to hp applies separately at each of these levels (all classes).

EPIC DEMI-HUMAN EXPERIENCE POINTS

Lv	Fighter/Mage	Fighter/Expert	Fighter/Tech
9th	600,000	480,000	480,000
10th	900,000	720,000	720,000

Lv	Expert/Mage	Expert/Tech	Mage/Tech*
9th	600,000	400,000	600,000
10th	900,000	640,000†	900,000

* This combination is technically forbidden by the rules, but it's included here in case a referee decides to make an exception, e.g. for a new demi-human race of their own invention; or in case the Vancian mage and the original tech (below) are used.
† The XP total required to reach this level is 640,000 rather than 600,000 because the expert advances more slowly than the tech after surpassing 400,000 XP.

VALUES OF UNCOMMON COINS

1 tin piece = 2 iron pieces	1 platinum piece = 2 gold pieces
1 brass piece = 5 iron pieces	1 mythrill piece = 5 gold pieces
1 billon piece = 5 copper pieces	1 orichalcon piece = 10 gold pieces
1 electrum piece = 5 silver pieces	1 adamant piece = 20 gold pieces

SECONDARY SKILLS (roll 1d6 and 1d20)

	(1–2)	(3–4)	(5–6)
1	Accountant	Fence	Physician
2	Alchemist	Fisher	Pickpocket
3	Artisan	Furrier/Trapper	Printer/Bookbinder
4	Apothecary	Gambler	Potter
5	Baker	Glassblower	Roper/Drift Maker
6	Barrister	Grifter	Sailor
7	Beggar	Groom/Trainer	Scholar/Philosopher
8	Blacksmith	Gunsmith	Scrivener/Scribe
9	Bowyer/Fletcher	Herbalist	Sculptor
10	Brewer/Vintner	Historian	Scientist
11	Bureaucrat	Hunter/Forester	Shipwright
12	Burglar	Innkeeper	Shopkeeper
13	Butcher	Jeweler	Surgeon
14	Carpenter	Journalist	Tailor/Weaver
15	Cartographer	Mason	Tanner
16	Chandler	Merchant	Teamster/Freighter
17	Cooper	Miner	Thatcher/Roofer
18	Dentist	Musician	Tinker/Handyman
19	Diplomat	Navigator	Wainwright
20	Farmer	Painter	Woodcutter

EFFECTS OF ENCUMBRANCE

Empty Quadrants	Load Level	Move Speed	Overland Travel	Skill Penalty
3–4	Light	40′	8 leagues	–0
2	Moderate	30′	6 leagues	–2
1	Heavy	20′	4 leagues	–6
0	Severe	10′	2 leagues	–10
Off the Grid	Overburdened	5′	1 league	–20

ARMOR

AC	Armor Type (Modern)	Cost	EV
9	Buff coat	30 cp	2×2
7	Plated jack	120 cp	2×3
5	Fitted cuirass	500 cp	2×4
3	Suit of plates	2,000 cp	2×5

AC	Armor Type (Archaic)	Cost	EV
8	Lamellar	50 cp	2×3
6	Mail coat	350 cp	2×4
4	Plated mail	1,000 cp	2×5

AC	Armor Type (Miscellaneous)	Cost	EV
10	No armor	–	–
(–2)	Shield	10 cp	1×2

VALUES OF COMMON COINS

	IP	CP	SP	GP
1 iron piece	1	1/10	1/100	1/1,000
1 copper piece	10	1	1/10	1/100
1 silver piece	100	10	1	1/10
1 gold piece	1,000	100	10	1

ADVENTURING GEAR & ITEMS

Item	Cost	EV	Item	Cost	EV
Backpack	2 cp	1	Lantern	9 cp	1
Barrel, wood	1 cp	4×4	Lock	20 cp	–
Bedroll	1 ip	1×2	Manacles	15 cp	1
Blanket	5 ip	1	Mirror, large metal	15 cp	1×3
Block and tackle	5 ip	1×2	Mirror, small silver	25 cp	–
Book, blank	15 cp	1	Mirror, small steel	10 cp	–
Bottle, large glass	2 cp	–	Paper (sheet)	4 ip	–
Box, large iron	30 cp	4×6	Parchment (sheet)	2 ip	–
Box, small iron	10 cp	1×3	Pick, miner's	3 cp	2×2
Candle	1 ip	–	Pole, 10' wood	2 ip	1×3
Case, map or scroll	1 cp	1	Pouch, large	18 ip	–
Cask, wooden	5 ip	2×3	Pouch, small	5 ip	–
Chemistry set	500 cp	2×2	Rope, hemp (50')	1 cp	2×2
Chest, large wood	1 cp	4×4	Rope, silk (50')	10 cp	1×2
Chest, small wood	5 ip	1×2	Sack, large	2 ip	–
Chain (10')	30 cp	1	Sack, small	1 ip	–
Crowbar	2 cp	1×2	Saddle	25 cp	3×3
Flask	1 ip	–	Saddle-bag	1 ip	–
Flint and steel	2 cp	–	Spade or shovel	2 cp	1×3
Grappling hook	1 cp	1	Spike, iron	1 ip	6:1
Hammer	5 cp	2:1	Spyglass	100 sp	1
Healer's kit, new	30 cp	1	Stake, wood	–	6:1
Healer's kit, refill	10 cp	–	Thieves' tools	30 cp	1
Ink, 1 oz. vial	8 cp	–	Torch	1 ip	3:1
Quill pen	1 ip	–	Vial, empty	1 cp	–
Ladder, 10'	1 cp	1×8	Waterskin/wineskin	1 cp	1

FOOD, DRINK, PROVISIONS, LODGING, CLOTHES

Item	Cost	EV	Item	Cost	EV
Ale, gallon	5 ip	2×2	Belt	5 ip	–
Ale, pint	1 ip	6:1	Boots	25 ip	1
Beer, gallon	4 ip	2×2	Cap	4 ip	–
Beer, pint	½ ip	6:1	Cloak	5 ip	1
Bread, per loaf	¼ ip	3:1	Girdle	5 ip	–
Cheese, brick of	6 ip	1×2	Hat	6 ip	–
Eggs, pickled, cask	12 ip	3×3	Robe	7 ip	1
Fish, dry salted, barrel	40 cp	4×6	Shirt	3 ip	–
Inn (1 night), hostelry	5 ip	–	Shoes	15 ip	–
Inn (1 night), travelers'	3 ip	–	Suit of clothes	10 cp	1
Inn (1 night), flophouse	1 ip	–	Travelling clothes	8 cp	1
Meal, good	5 ip	–	Trousers	5 ip	1
Meal, common	3 ip	–			
Meal, poor	1 ip	–			
Mead, pint	5 ip	6:1			
Mead, bottle	12 ip	3:1			
Rations (1 day), soft	2 ip	3:1			
Rations (1 day), trail	5 ip	3:1			
Wine, common pint	5 ip	6:1			
Wine, common bottle	12 ip	3:1			
Wine, good pint	10 ip	6:1			
Wine, good bottle	11 ip	3:1			

NB—Items that don't have a listed encumbrance value can be treated as 20:1 when lots of items like these are carried bundled together. The encumbrance value of most items of clothing and jewelry can likewise be ignored while the items are worn.

SMALL WEAPONS

Weapon	Base Damage	Fighter Damage	Range	Cost	EV
(unarmed)	1d2	1d3	–	–	–
Blackjack	1d3	1d4	–	2 cp	2:1
Dagger	1d4	1d6	10'	3 cp	2:1
Hatchet	1d4	1d6	10'	3 cp	2:1
Knife	1d3	1d4	20'	2 cp	6:1
Knuckle	1d3	1d4	–	2 cp	2:1

ONE-HANDED WEAPONS

Weapon	Base Damage	Fighter Damage	Range	Cost	EV
Bayonet	1d4/1d6	1d6/1d8	–	5 cp	2:1
Club	1d4	1d6	10'	5 cp	1
Nunchaku	1d6	1d8	–	5 cp	1
Small sword	1d6	1d8	–	5 cp	1
Whip	1d3	1d4	reach	5 cp	1

MEDIUM-SIZED WEAPONS

Weapon	Base Damage	Fighter Damage	Range	Cost	EV
Broad sword	1d6/1d8	1d8/1d10	–	10 cp	1×2
Chain flail	1d6/1d8	1d8/1d10	–	10 cp	1×2
Hand axe	1d6/1d8	1d8/1d10	–	10 cp	1×2
Mace	1d6/1d8	1d8/1d10	–	10 cp	1×2
Pick	1d6/1d8	1d8/1d10	–	10 cp	1×2
Spear	1d6/1d8	1d8/1d10	20'	10 cp	1×2
Staff	1d6	1d8	–	5 cp	1×2
Trident	1d6/1d8	1d8/1d10	10'	10 cp	1×2
War hammer	1d6/1d8	1d8/1d10	–	10 cp	1×2

TWO-HANDED WEAPONS

Weapon	Base Damage	Fighter Damage	Range	Cost	EV
Battle axe	1d10	1d12	–	20 cp	1×4
Great sword	1d10	1d12	–	20 cp	1×4
Lance	1d8	1d10	reach	15 cp	1×4
Maul	1d10	1d12	–	20 cp	1×4
Pole arm	1d8	1d10	reach	15 cp	1×4

THROWN WEAPONS AND AMMUNITION

Weapon	Base Damage	Fighter Damage	Range	Cost	EV
Arrow	–	–	–	2 ip	20:1
Cartridge, Pistol	–	–	–	2 ip	50:1
Cartridge, Rifle	–	–	–	2 ip	50:1
Dart/Shuriken	1d4	1d6	20'	3 ip	6:1
Powder & Ball	–	–	–	1 ip	50:1
Powder & Shot	–	–	–	1 ip	50:1
Shotgun Shell	–	–	–	2 ip	50:1
Shotgun Slug	1d8	1d10	–	2 ip	50:1
Sling stone	1d4	1d6	–	1 ip	30:1
Javelin	1d6	1d8	30'	1 cp	1
Quarrel	1d6	1d8	–	2 ip	20:1

MISSILE WEAPONS

Weapon	EV	Cost	Range	Damage, Base	Damage, Fighter	Ammo (Type)	Reload
Simple Devices							
Atlatl	1×2	5 cp	70'	1d6	1d8	1 (javelin)	0
Bow, short	1×2*	30 cp	50'	1d6	1d8	1 (arrow)	0
Bow, long	1×3*	50 cp	70'	1d6	1d8	1 (arrow)	0
Crossbow, light	1×2	30 cp	60'	1d6	1d8	1 (quarrel)	1 move
Crossbow, heavy	1×3	50 cp	80'	1d6	1d8	1 (quarrel)	2 moves
Sling	1×1	2 cp	40'	1d4	1d6	1 (sling stone)	1 move
				* The first full quiver of 20 arrows that a character packs may occupy the same inventory space as a bow. Thereafter, every further 20 arrows takes up 1 square.			
Simple Firearms							
Gonne	1×3	20 cp	20'	1d6	1d8	1 (powder & ball)	2 rounds
Pistol	1	30 cp	30'	1d8	1d10	1 (powder & ball)	1 or 2 rounds
Pistol, double-barrel	1	40 cp	30'	1d8	1d10	1 (powder & ball)	2 rounds
Dragon	1	30 cp	10'	1d10/1d8/1d6	1d12/1d10/1d8	1 (powder & shot)	1 or 2 rounds
Musketoon	1×3	60 cp	70'	1d8	1d10	1 (powder & ball)	1 or 2 rounds
Blunderbuss	1×3	50 cp	30'	1d10/1d8/1d6	1d12/1d10/1d8	1 (powder & shot)	1 or 2 rounds
Musket	1×4	90 cp	90'	1d8	1d10	1 (powder & ball)	1 or 2 rounds
Complex Firearms							
Pistol, pepperbox	3:1	100 cp	20'	1d6	1d8	4 (cartridge)	1 round
Pistol, revolver	2:1	200 cp	40'	1d8	1d10	6 (cartridge)	1 round
Carbine	1×3	250 cp	80'	1d8	1d10	1 or 6 (cartridge)	0 or 1 round
Shotgun	1×3	150 cp	50'	1d10/1d8/1d6	1d12/1d10/1d8	2 (shell or slug)	1 round
Rifle	1×4	300 cp	100'	1d8	1d10	1 or 6 (cartridge)	0 or 1 round
Thrown Objects				*Damage (All Classes)*			
Acid	6:1	20 cp	10'	1d8		–	–
Grenade	6:1	10 cp	10'	1d12 (10' radius)		–	–
Holy water	6:1	10 cp	10	1d8 to undead		–	–
Oil	6:1	2 cp	10'	1d8 (2 rounds)		–	–
Powderhorn	2:1	2 cp	10'	1d6 (5' radius)		–	–
Powderkeg	2×2	40 cp	5'	4d6 (15' radius)		–	–

VEHICLE STATISTICS

Vehicle	Cost	Speed (leagues/day)	Cargo (tons)	Min. Crew	Armaments
Watercraft:					
River Barge	40 gp	12 downriver, 6 upriver	5	10	–
Rowboat	8 gp	6 rowing	¾ (700 EV)	1	–
Sailboat	20 gp	24 sailing	1 (900 EV)	1	–
Ship, galleon	650 gp	24 sailing, 6 rowing	15	100	32 heavy cannon
Ship, schooner	300 gp	30 sailing, 6 rowing	30	40	24 light cannon
Steamboat, paddle	500 gp	12	15	4	–
Steamship, turbine	750 gp	40	40	10	–
Aircraft:					
Aeroplane	120 gp	400	– (50 EV)	1	2 machine guns
Autogyro	140 gp	300	– (50 EV)	1	–
Balloon	10 gp	50	– (50 EV)	1	–
Dirigible, small	300 gp	100	½ (450 EV)	2	–
Dirigible, large	500 gp	200	1 (900 EV)	4	–
Ground Vehicles:					
Automobile	150 gp	300 (60 leagues/refuel)	– (100 EV)	1	–
Motorbike	80 gp	300 (40 leagues/refuel)	– (50 EV)	1	–
Locomotive, engine	300 gp	300	–	2	–
Locomotive, car	100 gp	–	10 per car	–	–
Tank	600 gp	120 (20 leagues/refuel)	– (200 EV)	1	1 light cannon, 2 guns

Artillery Statistics

Weapon	Cost	Fire Crew	Rate of Fire	Range	Damage	Area of Effect
Cannon, light	30 gp	2	1 / 2 rounds	60'	3d12	10' radius
Cannon, heavy	60 gp	3	1 / 3 rounds	120'	4d12	20' radius
Gun, heavy machine	45 gp	2	1 / round	90'	2d10	10' × 40' rectangle
Gun, swivel	10 gp	1	1 / 2 rounds	40'	3d6	5' radius

Animals and Transport

Item	Cost	Item	Cost
Canoe	55 cp	Hawk	30 cp
Cart	100 cp	Horse, draft	40 cp
Châkka, draft	80 cp	Horse, riding	75 cp
Châkka, riding	150 cp	Horse, war	250 cp
Châkka, war	500 cp	Mule	30 cp
Chicken	1 ip	Pigeon, carrier	3 ip
Calf	3 cp	Pig	3 cp
Cow, beef	8 cp	Piglet	18 ip
Cow, milk	4 cp	Pony	30 cp
Dog	3 ip	Raft	1 cp/sq.ft.
Dog, guard	25 cp	Stabling (per day)	5 ip
Donkey	8 cp	Sheep	15 ip
Feed (per day)	½ ip	Wagon	200 cp
Goat	15 ip		

Donning Armor

Armor Type	Donning Time
Buff coat	1 round
Plated jack, Lamellar	2 rounds
Fitted cuirass, Mail coat	3 rounds
Suit of plates, Plated mail	4 rounds

Movement and Speed

Load Level	Move Speed	Exploring Speed	Sneaking Speed
Light	40'	120'/turn	40'/turn
Moderate	30'	90'/turn	30'/turn
Heavy	20'	60'/turn	20'/turn
Severe	10'	30'/turn	10'/turn
Overburdened	5'	15'/turn	5'/turn

Hiring Followers: Reactions (2d6)

Roll	Result
2	Declines the offer*
3–5	Declines the offer
6–8	Re-negotiate and re-roll
9–11	Accepts offer
12	Accepts offer**

Base Mercenary Morale

Mercenary Type	ML	Mercenary Type	ML
Commoner Militiamen	6	Mounted Cavalrymen	9
Barbarians or Beastmen	7	Elite Dragoons	10
Trained Infantrymen	8	Zealous Fanatics	11

Mercenary Pay (in CP/month)

Troop Type	Human	Elf	Goblin	Ogre	Beastman
Conscript	1	–	–	–	–
Light Infantry	2	4	–	1	½
Heavy Infantry	3	6	5	1½	–
Grenadiers	6	–	15	10	2
Light Cavalry	10	20	15	–	5
Medium Cavalry	15	–	20	–	–
Cuirassiers	20	–	25	–	–

Wilderness Travel

Terrain Type	Overland Travel
Paved, well-kept roads	+25%
Desert, hills, forests	−25%
Swamps, mountains, jungles	−50%

Terrain Type	Chance to Become Lost
Plains	1 in 6 per day
Mountains, hills, forests, sea	2 in 6 per day
Deserts, swamps, jungles	3 in 6 per day

Terrain Type	Random Encounter Chance
Plains, Roads, Farmland	1
Air, Desert, Forest, River, Hills, Sea	1–2*
Mountains, Swamp, Jungle	1–3

Roll	Weather Encountered
2–7	Fair weather
8–9	Gloomy and overcast
10–11	Rainstorm or Snowstorm
12	Squall or Blizzard

Outdoor Evasion Table

Party Size:				
1–4	5–12	13–24	25+	Chance to Evade:
–	–	–	1–10	10%
–	–	1–6	11–30	25%
–	1–3	7–16	31+	35%
1	4–8	17+	–	50%
2–3	9+	–	–	70%
4+	–	–	–	90%

Morale Checks (2d6)

Morale	Meaning
6	Most animals, monsters just looking for a meal
8	Aggressive beasts, troops, intelligent monsters
10	Intelligent undead, evil or magical monsters
12	Mindless undead, oozes, golems

EXPERIENCE POINTS FOR MONSTERS DEFEATED

Monster HD	Base XP Value	Bonus per Ability
Under 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
8	650	550
9–10	900	700
11–12	1,100	800
13–16	1,350	950
17–20	2,000	1,150
21	2,500	2,000

For every hit die above 21, add +250 XP to both the base and bonus XP values.

ACTIONS AND MOVES

Type of Action	Cost
Move your Move Speed	1 move
Make all of your attacks	2 moves
Throw an object	2 moves
Cast a cast a magic spell or trick	2 moves
Activate an item	2 moves
Reload a light crossbow	1 move
Reload a heavy crossbow	2 moves
Reload a musket	3 moves
Light a grenade (with flame ready)	1 move
Disengage from a mêlée	2 moves

INVENTION BUILD TIME

Invention Level	Base Cost	Typical EV	Build Time
1st	1 gp	1×2	1 week
2nd	4 gp	2×2	2 weeks
3rd	9 gp	3×2	4 weeks
4th	16 gp	4×2	6 weeks
5th	25 gp	3×3	8 weeks
6th	36 gp	4×3	12 weeks
7th	49 gp	4×4	16 weeks
8th	64 gp	4×5	20 weeks
9th	81 gp	4×6	28 weeks
10th	100 gp	4×8	36 weeks

UPKEEP & EXPENSES

Squalid	3 cp/mo.	Comfortable	5 sp/mo.
Humble	5 cp/mo.	Ostentatious	2 gp/mo.

MONSTER ATTACKS AND SAVES

Monster HD	FC	SV
up to ½	±0	6
¾ to 1	+1	7
1+ to 2	+2	7
2+ to 3	+3	8
3+ to 4	+4	9
4+ to 5	+5	9
5+ to 6	+6	10
6+ to 7	+7	11
7+ to 8	+8	11
8+ to 9	+9	12
9+ to 11	+10	13
11+ to 13	+11	13
13+ to 15	+12	14
15+ to 17	+13	15
17+ to 19	+14	15
19+ to 21	+15	16
21+ and up	+16	17

MONSTER REACTIONS (2d6)

Roll	Result
2	Hostile, attacks immediately
3–5	Unfriendly; roll again one round later at −4
6–8	Cautious; roll again one round later
9–11	Indifferent; roll again one round later at +4
12	Friendly, helpful

If the players do nothing, and the monster's reaction continues to indicate caution or indifference, this can only repeat for two rounds. After that, a 2–8 indicates that the monster attacks; and a roll of 9–12 means that the monster wanders off.

DUNGEON STOCKING TABLE

First Roll (1d6)	Room Contents	Chance of Treasure (1d6)
1–2	Empty	1
3	Trap	1–2
4–5	Monsters	1–3
6	Special/Unique	n/a

DUNGEON RESTOCKING TABLE

1d6	New Room Contents	Special
1	Monster	5% chance a whole tribe/pack on level
2	Monster & Treasure	—
3–6	Empty	10% chance hidden treasure

(Check the restocking table if the players leave a dungeon abandoned for more than a month.)

RANDOM NPC CLASS

1d8	Class	1d8	Demi-Human	1d8	Rare Species
1–2	Fighter	1–2	Elf	1	Faun
3–4	Expert	3	Dwarf	2	Hobgoblin
5	Mage	4	Goblin	3	Kinnara
6	Tech	5	Ogre	4	Merrow
7–8	Demi-human	6	Centaur	5	Naga
		7	Fay	6	Scylla
		8	Rare species	7	Wilder
				8	Beastman

RANDOM TREASURES

Dungeon Level	Small Coins	Large Coins	Gemstones	Jewelry	Consumable Items	Permanent Items
1	1d6 × 100 ip	50% 1d6 × 10 cp	5% 1d6	3% 1d6	5% 1d2	2% any 1
2–3	1d6 × 200 ip	50% 1d6 × 100 cp	10% 1d6	5% 1d6	10% 1d2	3% any 1
4–5	1d6 × 100 cp	1d6 × 20 sp	20% 1d8	10% 1d8	20% 1d2	7% any 1
6–7	1d6 × 200 cp	1d6 × 50 sp	30% 1d10	15% 1d10	30% 1d2	10% any 1
8–9	1d6 × 50 sp	1d6 × 10 gp	40% 1d10	20% 1d10	40% 1d2	13% any 1
10+	1d6 × 100 sp	1d6 × 20 gp	50% 1d12	25% 1d12	50% 1d2	17% any 1

75% of gems are worth 1d10×10 cp; 25% are worth 1d10×100 cp. A piece of jewelry is worth 3d6 × 100 cp. Percentile values above are the chance that treasure type is present.

CHAOTIC SURGES

Rune	Meaning or Effect
Feoh – ᚠ – "Wealth"	Overabundance: The effect covers a much larger area or affects many more targets than intended.
Ur – ᚢ – "Cattle"	Freedom: The effect "wanders" from target to target for the duration.
Þorn – ᚦ – "Thorn"	Change: The effect changes or reverses itself at random intervals for the duration.
Æsc – ᚨ – "Ash"	Signal: Every being within a league that has the Sight knows that magic was used.
Rad – ᚱ – "Ride"	Journey: The caster and the target teleport, switching positions via localized wormhole.
Cen – ᚲ – "Torch"	Revelation: The target (or someone nearby) suddenly knows a secret of the caster's.
Gifu – ᚷ – "Gift"	Sacrifice: A possession of the caster's is destroyed or transported into the possession of another.
Wynn – ᚹ – "Joy"	Pleasure: The caster goes momentarily mad with power.
Hægl – ᚺ – "Hail"	Crisis: The worst possible coincidence suddenly happens to the caster.
Nyd – ᚾ – "Need"	Endurance: The effect has a much longer duration than intended (and may wrongly affect an ally/enemy)
Is – ᛁ – "Ice"	Standstill: The caster or an ally is stunned, paralyzed, or put to sleep.
Jear – ᛃ – "Year"	Harvest: Something karmic happens to the caster or an ally–a former bad deed, come back to bite them.
Yeoh – ᛇ – "Yew"	Strength: The magic overwhelms the caster, causing "mana burn" (1d2 damage for a trick; or 1d4 × ritual level)
Peorð – ᛈ – "Chalice"	Foreknowledge: The caster receives a misleading vision of the future.
Eolh – ᛉ – "Elk-Sedge"	Defense: An enemy in the area becomes +1 to AC and saving throws, or the mage becomes −1.
Sigel – ᛋ – "Sun"	Delay: The caster's magic is disabled for 1d4 hours; the next trick or ritual attempted that day is at −4.
Tyr – ᛏ – "Tyr", a god	Honor: The caster goes momentarily berserk, charging enemies; or, if there are none, smashing things.
Beorc – ᛒ – "Birch"	Renewal: The last bad thing to have happened to the caster suddenly happens again.
Eoh – ᛖ – "Horse"	Movement: The caster or an ally is blasted backwards 2d10 feet and knocked prone.
Mann – ᛗ – "Man"	Intelligence: A hated enemy receives a vision of the caster's exact location in that moment.
Lagu – ᛚ – "Lake"	Emotion: The caster or an ally is suddenly overwhelmed by a random, powerful emotion.
Ing – ᛜ – "Ing", a hero	Wisdom: The caster begins to babble nonsense or blurt out important secrets.
Œðel – ᛟ – "Estate"	Desire: The caster is suddenly overwhelmed by greed or desire for a particular unattainable thing.
Dæg – ᛞ – "Day"	Transformation: The caster momentarily changes personality, appearance, or even shape.
Woden – the blank stone	Fate: The trick or ritual has no effect at all, for good or ill–*nothing* happens.

Card	Meaning or Effect
O. The Fool	The caster is possessed a by a demon, for a duration that depends on the power-level of the effect.
I. The Trickster	A demon or poltergeist escapes into the world to haunt the caster and his friends with annoying tricks.
II. The Popess	A spirit flies away with one of the caster's memories. It must be caught and slain to recover the memory.
III. The Empress	A greedy spirit keeps stealing treasure from the caster and his allies until exorcised.
IV. The Emperor	A demon of temptation will soon appear and offer the caster great power, for a horrible price.
V. The Pope	The next time someone lies to the caster, spirits will conspire to produce evidence making the lie seem true.
VI. The Lovers	At the worst possible moment, a demon appears and forces the caster to make a terrible choice.
VII. The Chariot	A demon is now whispering evil rumors about the caster and his friends to an important nearby ruler.
VIII. Justice	Evil spirits conspire to frame the caster or an ally for a crime committed by another.
IX. The Hermit	A demonic aura surrounds the caster for a time, making him seem terrifying or untrustworthy to goodly folk.
X. Fortune's Wheel	Evil spirits give the caster bad luck for 13 (rounds? days?) units of time that vary with the power-level of the effect.
XI. Strength	A spirit manifests a physical form with HD = the ritual level (tricks are level ½) and demands to fight.
XII. The Hanged Man	That night, the caster is plagued by dreams of vainglorious ambition and hollow success.
XIII. Death	Evil spirits inflict a disease on someone the caster cares about. The more powerful the ritual, the worse the disease.
XIV. Temperance	Mischievous spirits show glimpses of themselves to the caster's Sight only, causing delusions for a time.
XV. The Devil	The Arch-Fiend himself takes notice of the caster. What this means is up to the referee.
XVI. The Tower	Ghosts or poltergeists now haunt the nearest otherwise abandoned structure (or dungeon room).
XVII. The Star	The next time the caster has the opportunity to learn a new trick, spell, or ritual, a demon steals away the knowledge.
XVIII. The Moon	A spirit takes the form of someone the caster knows and trusts, and lies to the caster.
XIX. The Sun	A demon flies away with the caster's empathy; the caster becomes pitiless until the demon is caught.
XX. The Angel	Distracting spirits whisper in the caster's brain; the next time the caster has to make a key decision, the dice decide.
XXI. The World	Nothing happens this time, but the next trick or ritual the caster attempts will backfire, regardless of the Cha check.

Magic Tricks

1. Analyze Aura
2. Beast Ken
3. Blessing
4. Conjure Sound
5. Glamour
6. Green Thumb
7. Hexing
8. Mage Hand
9. Mage Light
10. Second Sight

Magic Spells

1. Abjuration
2. Banish Undead
3. Bar the Way
4. Burning Hands
5. Call the Swarm
6. Commanding Word
7. Conjure Darkness
8. Elf Shot
9. Entanglement
10. Evade the Dead
11. Faerie Cloak
12. False Friend
13. Flame Charm
14. Flash of Brilliance
15. Feather Fall
16. Greater Illusion
17. Healing Touch
18. Hunger and Thirst
19. Inspiration
20. Magic Missiles
21. Masked Image
22. Mystical Shield
23. Night Craft
24. Obscurement
25. Pass without Trace
26. Petrifying Gaze
27. Phantom Skill
28. Reanimation
29. Sanctuary of Peace
30. Searing Heat
31. Sense Nature

Magic Spells (cont'd)

32. Shared Vision
33. Silence
34. Spider Climb
35. Terrifying Presence
36. Tinker's Gift
37. True Strike
38. Veil of Sleep
39. Warping Song
40. Whispering Wind
41. Wild Call
42. Witch Laugh
43. Word of Courage
44. Wrenching Curse

Rituals, Level One

1. Arcane Experiment
2. Bind Familiar
3. Circle of Protection
4. Faerie's Call
5. Fair Weather
6. The First Enchantment
7. Gather Mists
8. Good Berry
9. Last Call
10. Mage Armor
11. Naming Ceremony
12. Staff of Might
13. Steed of the Sorcerer
14. Unseen Servant
15. Wanderer's Fortune
16. Witch's Watchman
17. Wizard's Mark

Rituals, Level Two

1. Aura of Power
2. Call Storm
3. Cleansing Ritual
4. Endure the Elements
5. Feast's Blessing
6. Magic Stones
7. Order's Communion
8. The Patient Word
9. Summoning
10. Traveler's Blessing
11. Wizard's Home

Rituals, Level Three

1. Bear's Endurance
2. Continual Light
3. Friends
4. Minor Animation
5. Nepenthean Drink
6. Scribe Scroll
7. Skin of the Woodwose
8. Strengthen the Bond
9. Wizard Lock

Rituals, Level Four

1. Alter Self
2. Augury
3. Condense Ætherium
4. Heart of the Ox
5. Invisibility
6. Mighty Glamour
7. The Second Enchantment
8. Shape of the Forest
9. Wizard's War

Rituals, Level Five

1. Arcane Sight
2. Dispel Magic
3. Greater Bond
4. Ritual of Healing
5. Storm's Wrath
6. True Identification
7. Witch's Blessing

Rituals, Level Six

1. Contagion
2. Fire Ball
3. Full Restoration
4. The Great Curse
5. Shape of Stone
6. Wizard's Flight
7. Wizard's Tome

Rituals, Level Seven

1. Awaken the Wood
2. Determine the Name
3. Master's Bond
4. Scrying
5. The Third Enchantment
6. Wall of Flame
7. Word of Truth

Rituals, Level Eight

1. Beating Back the Dark
2. Masterful Illusion
3. Raise Undead Horde
4. Shapeshift
5. Storm of Ice
6. Wooded Guardian

Rituals, Level Nine

1. Change Name
2. Dream
3. Nightmare
4. Perfect Health
5. Spectral Guardian

Rituals, Level Ten

1. Break Enchantment
2. The Dawn Gate
3. The Final Enchantment
4. Mortality
5. Resurrection
6. Wall of Stone

Gadgets

1. Auto-Loader
2. Balanced Alloy
3. Camera Obscura
4. Electric Torch
5. Flux Detector
6. Hypodermic Injector
7. Imperial Multi-Tool
8. Joy Buzzer
9. Lensed Goggles
10. Mechanical Fountain Pen
11. Muzzle Suppressor
12. Pipeweed Lighter
13. Piston Powered Punch
14. Skeleton Key
15. Sniper Scope
16. Spring Holster

Preparations

1. Aerosolized Terror
2. Antitoxin
3. Biohazardous Agent
4. Bottled Lightning
5. Cellular Transparency
6. Corrosive Acid
7. Depressant
8. Dispersible Pheromones
9. Distillate of Ectoplasm
10. Elixir of Fortitude
11. Energy-Boosting Drinks
12. Explosive Rounds
13. Fast-Acting Poison
14. Fragmentation Grenades
15. Flash Bang
16. Hallucinogenic
17. Herbal Healer
18. Incendiary Bomb
19. Joint Oil
20. Knockout Gas
21. Libation of Awareness
22. Liquid Nitrogen
23. Marvelous Brain Tonic
24. Medicinal Cocktail
25. Metallurgic Enhancer
26. Monkey Grease
27. Mutagenic Serum
28. Nitroglycerine
29. Potion of Persuasion
30. Psychotropic Compound
31. Revivifying Libation
32. Smoke Bomb
33. Stimulant
34. Stun Grenade
35. Super Adhesive
36. Wondrous Vaccine

Inventions, Level One

1. Dynamite
2. Electric Taser
3. Flotation Device
4. Grappling Hook
5. Moving Picture Camera
6. Optic Flash-Bulb
7. Phonograph
8. Pressure Trap
9. Shock Absorbers
10. Smoke Machine
11. Spring-Heeled Jackboots
12. Stainless Steel
13. Tranquilizer Gun
14. Turbine Fan
15. Typewriter
16. Vacuum Pump

Inventions, Level Two

1. Chemical Dispenser
2. Claymore Mine
3. Clockwork Tensioner
4. Grenade Launcher
5. Hand Cannon
6. Night-Vision Goggles
7. Printing Press
8. Proximity Trap
9. Sonic Amplifier
10. Two-Way Telegraph
11. Vitalizing Emanations

Inventions, Level Three

1. Chain Saw Blade
2. Electric Discharger
3. Elemental Insulation
4. Flame Thrower
5. Hypno-Spiral
6. Magnetic Inverter
7. Metallurgic Mythrill
8. Rocket-Powered Boots
9. Windup Familiar
10. Wireless Telegraphy

Inventions, Level Four

1. Ætheric Disruptor
2. Alchemical Assembly-Line
3. Bio Blaster
4. Cutting Torch
5. Freeze Ray
6. High-Fidelity Transceiver
7. Holographic Projector
8. Machine Gun

Inventions, Level Four (cont'd)

9. Power Drill
10. Rebreather

Inventions, Level Five

1. Alchemical Adamant
2. Bio-Current Adjustor
3. Chameleon Cloak
4. Clockwork Companion
5. Lightning Gun
6. Navigator's Orrery
7. Personal Glider
8. Video Transmission

Inventions, Level Six

1. Advanced Automaton
2. Inertial Dampeners
3. Laser Beam Emitter
4. Necro-Reanimator
5. Phlogiston Bomb
6. Rejuvenating Chamber
7. Steam Engine
8. X-Ray Tube

Inventions, Level Seven

1. Analytic Engine
2. Jet Pack
3. Mutagen Ray
4. Neuro-Discombobulator
5. Promethean Creation
6. Radar Array

Inventions, Level Eight

1. Combustion Engine
2. Lifelike Replicant
3. Mana Cancellation Field
4. Polymer Plastic
5. Powered Armor
6. Tissue Regenerator

Inventions, Level Nine

1. Crystal Lattice
2. Force-Field Generator
3. Lumbering Doll
4. Sub-Atomic Disintegrator

Inventions, Level Ten

1. Gravitational Manipulator
2. Mobile Exo-Suit
3. Quantum Shift Transporter
4. Radioactive Plasma Reactor

ABOMINATIONS (BY NAME)

Aboleth	Cthylloid	Mimic
Bomb	Darkmantle	Ochu
Bomb, Mother	Decapus	Piercer
Brain Collector	Ear Seeker	Psilithoid
Choker	Eye, Crawling	Reptoid
Chupacabra	Eye, Doom	Roper
Cloaker	Eye, Floating	Rot Grub
Cœurl	Eye, Odd	Rust Devil
Creeper, Crawling	Gray Visitor	Rust Monster
Creeper, Gray	Lurker Above	Slithering Tracker
Creeper, Purple	Malboro	Trapper Beneath

HUMANOIDS (BY NAME)

Arachne	Gigas	Naga
Beastman	Goblin	Ogre
Caveman	Jotun, Stone	Pegataur
Centaur	Harpy	Sasquatch
Cyclops	Hobgoblin	Scylla
Draug	Human	Titan, Cloud
Dwarf	Kinnara	Troglodyte
Elf	Merrow	Troll
Ettin	Minotaur	Troll Mage (Risi)
Faun	Moleman	Wilder
Fay	Morlock	Yeti

ABOMINATIONS (BY HIT DICE)

Ear Seeker (¼)	Decapus (4)	Aboleth (8**)
Rot Grub (¼)	Chupacabra (4*)	Malboro (8**)
Odd Eye (½*)	Reptoid (4*)	Rust Devil (8**)
Piercer (1 to 4)	Rust Monster (5*)	Cthylloid (8+4*)
Bomb (1*)	Slithering Tracker (5*)	Brain Collector (10*)
Psilithoid (1** to 8**)	Cœurl (6*)	Lurker Above (10*)
Darkmantle (1+2*)	Gray Creeper (6*)	Trapper Beneath (12*)
Gray Visitor (2**)	Ochu (6* to 12*)	Roper (12**)
Choker (3*)	Cloaker (6**)	Doom Eye (12***)
Floating Eye (3*)	Mimic (7* to 10*)	Purple Creeper (15*)
Crawl. Creeper (3+1*)	Mother Bomb (7**)	Crawling Eye (15**)

HUMANOIDS (BY HIT DICE)

Beastman (½ to 3+1)	Scylla (1+1)	Yeti (4+4**)
Human (½ to 8)	Kinnara (1+2)	Pegataur (5*)
Dwarf (¾)	Caveman (2)	Sasquatch (5*)
Hobgoblin (1)	Centaur (2)	Troll Mage/Risi (5+2***)
Merrow (1)	Naga (2)	Minotaur (6)
Moleman (1)	Wilder (2)	Ettin (6+3)
Morlock (1)	Troglodyte (2*)	Gigas, Hill (8+2)
Elf/Fay (1*)	Arachne (3*)	Gigas, Two-Headed (10)
Goblin (1*)	Harpy (3*)	Cyclops (13*)
Faun (1+1)	Draug (3**)	Jotun, Stone (15)
Ogre (1+1)	Troll (4+1)	Titan, Cloud (20****)

ANIMALS (BY NAME)

Allosaurus	Boar–Warthog	Elk, Giant	Megatherium	Spider, Giant Black Widow
Ankylosaurus	Brontosaurus	Ferret, Giant	Mule	Spider, Giant Crab
Ant, Giant	Camel	Fish, Giant Bass	Octopus, Giant	Spider, Giant Sand
Antlion, Giant	Cat–Bekkah	Fish–Giant Cat-	Owl, Giant	Spider, Giant Tarantella
Ape, Carnivorous	Cat–Cheetah	Fish–Giant Piranha	Oyster, Giant	Spider, Giant Wolf
Ape–Chimpanzee	Cat–Cougar	Fish, Giant Rock-	Phororhacos	Spider, Huge Wood
Ape–Gorilla	Cat–Jaguar	Fish–Giant Sturgeon	Plesiosaurus	Squid, Giant
Ape, Snow	Cat–Leopard	Fish–Piranha	Porcupine, Giant	Stegosaurus
Ape, White	Cat–Lion	Fly, Giant Robber	Pteranodon	Termite, Fresh Water
Archelon	Cat–Lynx	Frog, Giant	Pterodactyl	Termite, Salt Water
Baboon	Cat–Panther	Frog, Giant Poisonous	Pterosaur, Large	Termite, Swamp Water
Baboon, Rock	Cat–Tiger	Frog, Killer	Rat	Tick, Giant
Badger	Cat, Wild-	Grangeri	Rat, Giant	Titanothere
Badger, Giant	Cat, Sabre-Toothed	Hawk	Raven, Giant	Toad, Cave
Baluchitherium	Centipede, Giant–1'	Hawk, Giant	Rhinoceros	Toad, Giant
Bat	Centipede, Giant–5'	Herd Animals	Rhinoceros, Woolly	Toad, Giant Poisonous
Bat, Giant	Centipede, Giant–20'	Horse, Draft	Roc	Trachodon
Bat, Giant Vampire	Crab, Giant	Horse–Pony	Roc, Large	Triceratops
Bear, Black	Crayfish, Giant	Horse, Riding	Roc, Giant	Turtle, Giant Sea
Bear, Cave	Critters	Horse, War	Scorpion, Giant	Turtle, Giant Snapping
Bear, Grizzly	Crocodile	Hyena	Shark, Bull	Tylosaurus
Bear, Polar	Crocodile, Large	Hyenadon	Shark, Gaint	Tyrannosaurus Rex
Bee, Giant Killer	Crocodile, Giant	Insect Swarm	Shark, Great White	Velociraptor
Beetle, Giant Boring	Dimetrodon	Jackal	Shark, Mako	Wasp, Giant
Beetle, Giant Fire	Dog	Jellyfish–Giant Man-o-War	Shark, Vamora	Weasel, Giant
Beetle, Giant Horned	Dog, War	Jellyfish–Giant Marauder	Shrew, Giant	Whale, Giant
Beetle, Giant Oil	Dog, Wild	Leech, Giant	Skunk	Whale, Killer
Beetle, Giant Stag	Dolphin	Lizard–Giant Draco	Skunk, Giant	Whale–Narwhal
Beetle, Giant Tiger	Eagle	Lizard–Giant Gecko	Slug, Giant	Wolf
Bird, Flightless	Eagle, Giant	Lizard–Giant Chameleon	Snake–Giant Racer	Wolf, Dire
Birdsteed, Draft	Eel, Electric	Lizard–Giant Tuatara	Snake–Giant Rattler	Wolverine
Birdsteed, Riding	Eel, Giant Gulper	Locust, Giant Cave	Snake–Pit Viper	Wolverine, Giant
Birdsteed, War	Eel, Shrieking	Magpie, Giant	Snake–Rock Python	
Boar	Elephant	Manta Ray	Snake, Sea	
Boar, Giant	Elephant, Dire	Manta Ray, Giant	Snake–Spitting Cobra	

CHIMERÆ (BY NAME)

Adamantoise	Hydra	Thraik
Ankheg	Hypno-Snake	Toad, Ice
Attercop	Kaiju	Unicorn
Basilisk	Kalidah	Werebat
Bulette	Lamia	Werebear
Chimera, True	Leucrotta	Wereboar
Cockatrice	Manticore	Werefox
Coltpixy	Nekrozon	Werejaguar
Dragon–Firedrake	Night Mare	Wererat
Dragon–Murkwyrm	Pegasus	Wereseal
Gorgon	Phœnix, Greater	Wereshark
Griffon	Phœnix, Lesser	Weretiger
Hell Hawk	Remorhaz	Werewolf
Hell Hound	Sea Serpent	Wolf, Winter
Hippocampus	Sphinx	Wyvern
Hippogriff	Stirge	

CHIMERÆ (BY HIT DICE)

Stirge (1*)	Kalidah (5)	Night Mare (7***)
Hippocampus (2 to 4)	Ankheg (5*)	Remorhaz (7*** to 14***)
Pegasus (2+2)	Weretiger (5*)	Hell Hawk (8*)
Coltpixy (3*)	Cockatrice (5**)	Hypno-Snake (8*)
Thraik (3*)	Ice Toad (5**)	Nekrozon (8*)
Wererat (3*)	Attercop (5***)	Lamia (8**)
Hell Hound (3* to 7*)	Leucrotta (5+1*)	Sea Serpent (8**)
Hippogriff (3+1)	Werejaguar (5+2*)	Bulette (9*)
Werefox (3+2*)	Wereseal (5+2*)	True Chimera (9**)
Werebat (3+3*)	Werebear (6*)	Lesser Phœnix (9*****)
Unicorn (4*)	Firedrake (6* to 30*)	Sphinx (12*****)
Wereshark (4*)	Murkwyrm (6* to 30*)	Hydra (15*)
Werewolf (4*)	Manticore (6+1*)	Greater Phœnix (18*****)
Winter Wolf (4* to 6*)	Basilisk (6+1**)	Adamantoise (30*)
Gorgon (4**)	Griffon (7)	Kaiju (100*****)
Wereboar (4+1*)	Wyvern (7*)	

PLANTS & OOZES (BY NAME)

Amber Lotus	Green Slime	Shambling Mound
Amœba, Giant	Killer Tree	Shrieker Cap
Archer Bush	Lava Ooze	Siren Flower
Black Pudding	Ochre Jelly	Strangle Vine
Blue Mildew	Orange Lichen	Terrestrial Effluvium
Gelatinous Cube	Purple Puffball	Vampire Rose
Grab Grass	Red Blob	Whip-Weed
Gray Ooze	Serpent Weed, Giant	Yellow Mold

PLANTS & OOZES (BY HIT DICE)

Amber Lotus (½)	Shrieker Cap (3)	Killer Tree (6)
Orange Lichen (¾*)	Gray Ooze (3)	Lava Ooze (9)
Grab Grass (1)	Purple Puffball (3*)	Serpent Weed, Giant (9)
Red Blob (1*)	Whip-Weed (3+22*)	Giant Amœba (10)
Blue Mildew (1+2*)	Gelatinous Cube (4*)	Black Pudding (10*)
Archer Bush (2)	Vampire Rose (4*)	Shambling Mound (10**)
Yellow Mold (2*)	Siren Flower (5)	Strangle Vine (12*)
Green Slime (2**)	Ochre Jelly (5*)	Terrestrial Effluvium (32*)

ANIMALS (BY HIT DICE)

Bat (¼)	Giant Robber Fly (2)	Cheetah (3*)	Giant Crayfish (4+4)	Giant Catfish (8+3*)
Piranha (¼)	Riding Horse (2)	Dolphin (3*)	Giant Weasel (4+4)	Elephant (9*)
Rat (¼)	Pony (2)	Giant Frog (3*)	Giant Wolverine (4+4**)	Giant Man-o-War Jelly (9**)
Critters (½)	Mule (2)	Giant Skunk (3*)	Carnivorous Ape (5)	Giant Slug (9** to 20**)
Hawk (½)	Giant Racer Snake (2)	Sea Snake (3*)	Grizzly Bear (5)	Baluchitherium (10)
Jackal (½)	Giant Wolf Spider (2)	Giant Black Widow (3*)	Giant Boring Beetle (5)	Giant Oyster (10)
Giant Rat (½)	Giant Vampire Bat (2*)	Wolverine (3**)	Hyenadon (5)	Large Pterosaur (10)
Giant Killer Bee (½*)	Giant Oil Beetle (2*)	Snow Ape (3+1)	Pteranodon (5)	Giant Boar (10*)
1' Giant Centipede (½*)	5' Giant Centipede (2*)	Giant Tiger Beetle (3+1)	Giant Chameleon (5*)	Giant Manta Ray (10*)
Shrieking Eel (¾*)	Electric Eel (2*)	Giant Gecko (3+1)	Giant Porcupine (5*)	Giant Shark (10* to 15*)
Skunk (¾*)	Insect Swarm (2* to 4*)	Cave Toad (3+1*)	Rock Python (5*)	Giant Snapping Turtle (10*)
Flightless Bird (1 to 3)	Bull Shark (2*)	Cougar (3+2)	Giant Rockfish (5+5*)	Giant Sturgeon (10+2*)
Wildcat (1)	Pit Viper (2*)	Warthog (3+3)	Archelon (6)	Megatherium (11)
Eagle (1)	Giant Crab Spider (2*)	Giant Piranha (3+3)	Polar Bear (6)	Stegosaurus (11)
Herd Animals (1 to 4)	Giant Poisonous Frog (2**)	Giant Hawk (3+3)	Lion (6)	Giant Horned Beetle (12)
Pterodactyl (1)	Giant Cave Locust (2**)	White Ape (4)	Tiger (6)	Large Roc (12)
Giant Shrew (1*)	Fresh Water Termite (2+1)	Black Bear (4)	Large Crocodile (6)	Titanothere (12)
Spitting Cobra (1*)	Giant Sand Spider (2+1*)	Panther (4)	Giant Leech (6)	Narwhal (12)
Giant Tick (1* to 3*)	Lynx (2+2)	Giant Owl (4)	Giant Tuatara (6)	Bekkah Cat (12*)
Baboon (1+1)	War Dog (2+2)	Mako Shark (4)	Rhinoceros (6)	Allosaurus (13)
Wild Dog (1+1)	Giant Raven (2+2)	Salt Water Termite (4)	Roc (6)	Grangeri (13)
Giant Ferret (1+1)	Wolf (2+2)	Giant Ant (4*)	Killer Whale (6)	Trachodon (14)
Giant Magpie (1+1)	Giant Toad (2+2*)	Giant Antlion (4*)	Giant Gulper Eel (6*)	Giant Crocodile (15)
Swamp Water Termite (1+1)	Giant Poison. Toad (2+2**)	20' Giant Centipede (4*)	Vamora Shark (6*)	Giant Sea Turtle (15)
Badger (1+2)	Chimpanzee (3)	Manta Ray (4*)	Giant Squid (6*)	Dire Elephant (15*)
Giant Fire Beetle (1+2)	Giant Badger (3)	Giant Scorpion (4*)	Leopard (6+2)	Plesiosaurus (16)
Huge Wood Spider (1+3*)	Draft Bird (3)	Giant Rattlesnake (4*)	Ankylosaurus (7)	Triceratops (20*)
Killer Frog (1+4*)	War Bird (3)	Giant Tarantella (4*)	Cave Bear (7)	Tyrannosaurus Rex (20*)
Rock Baboon (2)	Giant Crab (3)	Giant Wasp (4*)	Giant Stag Beetle (7)	Tylosaurus (21)
Giant Bat (2)	Draft Horse (3)	Giant Marauder Jelly (4**)	Dimetrodon (7)	Brontosaurus (26)
Riding Bird (2)	War Horse (3)	Gorilla (4+1)	Sabre-Toothed Cat (8)	Giant Roc (36)
Camel (2)	Hyena (3)	Dire Wolf (4+1)	Giant Elk (8)	Giant Whale (36*)
Crocodile (2)	Phororhacos (3)	Jaguar (4+2)	Woolly Rhinoceros (8)	
Dog (2)	Velociraptor (3)	Giant Eagle (4+2)	Great White Shark (8)	
Giant Bass (2)	Boar (3*)	Giant Draco (4+2)	Giant Octopus (8*)	

FAES (BY NAME)

Banshee	Fomor/Firbolg	Nymph, Lesser
Barghest	Forest Brooder	Pooka
Bhut	Gremlin	Skin-Changer
Brownie/Redcap	Grindylow	Skin-Walker
Cait Sith	Hag–Black Annis	Skin-Wearer
Clurichaun	Hag–Green Crone	Sprite, Flittering
Cu Sith	Hag–Sea Witch	Sprite, Trooping
Dullachan	Kelpie	Will-o'-the-Wisp
Fae Lord	Nicor	Woodwose
Fetch	Nymph, Greater	

FAES (BY HIT DICE)

Sprite, Flittering (½*)	Skin-Wearer (3+3*)	Dullachan (7+2*)
Grindylow (1)	Cu Sith (4*)	Woodwose (8*)
Sprite, Trooping (1*)	Nymph, Greater (4**)	Hag–Sea Witch (8***)
Gremlin (1**)	Banshee (5*)	Skin-Walker (9*)
Brownie/Redcap (2*)	Barghest (5**)	Fae Lord (9***)
Nymph, Lesser (2*)	Pooka (5**)	Hag–Black Annis (11***)
Will-o'-the-Wisp (2*)	Skin-Changer (5+1*)	Nicor (11***)
Clurichaun (2**)	Hag–Green Crone (6*)	Fomor/Firbolg (13**)
Cait Sith (2+3*)	Kelpie (7*)	Forest Brooder (16****)
Fetch	Bhut (7+2*)	

PLANAR SPIRITS (BY NAME)

Angel–Cherub	Elemental	Nagpa
Angel–Dæva	Elemental, Para-	Rakshasa
Angel–Seraph	Fundamental	Shadow
Couatl	Genie–Djinn	Shedu
Demon, Arch-	Genie–Ifrit	Spectral Guardian
Demon–Devil	Genie–Marid	Spider, Planar
Demon–Fiend	Gründel	Star Child
Demon–Imp	Hag, Night	Spirit Eater
Dragon, Shenlong	Malefica	Wendigo

PLANAR SPIRITS (BY HIT DICE)

Fundamental (1+1)	Angel–Dæva (8**)	Wendigo (10**)
Shadow (2+2*)	Star Child (8**)	Shenlong Dragon (10***)
Demon–Imp (5**)	Genie–Djinn (9*)	Genie–Ifrit (10+1*)
Planar Spider (5**)	Couatl (9**)	Genie–Marid (11+2*)
Gründel (6**)	Nagpa (9**)	Shedu (12**)
Rakshasa (7****)	Demon–Fiend (9***)	Angel–Cherub (15***)
Elemental (8/12/16)	Malefica (9+2***)	Demon–Devil (17****)
Para-Elemental (8*)	Spectral Guardian (10*)	Angel–Seraph (22******)
Night Hag (8*)	Spirit Eater (10*)	Arch-Demon (25*****)

CONSTRUCTS (BY NAME)

Animated Object	Golem, Iron	Living Statue, Silver
Auto-Mech	Golem, Mud	Living Statue, Steel
Cauldrone, Grunt	Golem, Obsidian	Lumbering Doll
Cauldrone, Spark	Golem, Silver	Made Man–Straw Man
Cauldrone, Stretch	Golem, Stone	Made Man–Tin Soldier
Cauldrone, Trance	Golem, Wood	Made Man–Wicker Man
Clockwork Man	Homunculus	Moreau, Canine
Gargoyle	Juggernaut, Stone	Moreau, Feline
Giant Robot	Juggernaut, Wood	Moreau, Ursine
Golem, Amber	K-9000	Neumannite
Golem, Bone	Living Statue, Crystal	Promethean
Golem, Bronze	Living Statue, Iron	Replicant
Golem, Clay	Living Statue, Jade	Terra-Cotta Warrior
Golem, Crystal	Living Statue, Ooze	War Mech
Golem, Flesh	Living Statue, Rock	Windup Familiar

CONSTRUCTS (BY HIT DICE)

Neumannite (¼*)	Grunt Cauldrone (3+2)	Replicant (6+2*)
Windup Familiar (½)	Clockwork Man (4)	Mud Golem (8*)
Silver Statue (1+1*)	Tin Soldier (4)	Lumbering Doll (8**)
Homunculus (2)	Iron Statue (4*)	Flesh Golem (9**)
K-9000 (2)	Stretch Cauldrone (4*)	Amber Golem (10**)
Straw Man (2)	Gargoyle (4**)	War Mech (11** to 16**)
Trance Cauldrone (2*)	Feline Moreau (4+1)	Clay Golem (12***)
Wood Golem (2+2)	Rock Statue (5*)	Silver Golem (12***)
Animated Object (3)	Promethean (5*)	Stone Golem (14*)
Crystal Statue (3)	Spark Cauldrone (5*)	Crystal Golem (16***)
Wicker Man (3)	Ooze Statue (5**)	Iron Golem (18**)
Auto-Mech (3*)	Steel Statue (5**)	Giant Robot (20**)
Terra-Cotta Warrior (3*)	Ursine Moreau (5+2)	Bronze Golem (20**)
Canine Moreau (3+1)	Bone Golem (6*)	Wood Juggernaut (25**)
Jade Statue (3+1**)	Obsidian Golem (6*)	Stone Juggernaut (30**)

UNDEAD (BY CATEGORY & NAME)

Cadaver Class: Zombie, Ghoul, Skeleton, Mummy
Ghost Class: Apparition, Geist, Phantom, Spectre
Revenant Class: Vampire (Wampyr, Varcolac, Nosferatu), Death Knight, Lich Lord
Animus Class: Grimwraith, Reaper, Legion

UNDEAD (BY HIT DICE)

Zombie (1)	Mummy (6**)	Nosferatu (12***)
Apparition (1+2)	Spectre (7**)	Reaper (13***)
Ghoul (2*)	Wampyr (8**)	Lich Lord (16****)
Skeleton (3*)	Grimwraith (9**)	Legion (20*****)
Geist (4*)	Varcolac (10**)	
Phantom (5**)	Death Knight (11***)	

RANDOM EVENTS (25% Chance per Month)

d12	(1–2 on d6)	(3–4 on d6)	(5–6 on d6)
1	Assassination	Famous death	Refugee wave
2	Bandit raids	Fanatic cult	Rise of new celebrity
3	Beastman raids	Foreign invasion	Royal wedding
4	Border skirmish	Haunting	Planetary conjunction
5	Comet appears	Magical event	Pretender/usurper
6	Cultural discovery	Market glut	Scientific discovery
7	Demonic incursion	Market shortage	Spy ring uncovered
8	Economic boom	Meteor shower	Terrorist attack
9	Economic depression	Monster attacks	Traitor in the gov't
10	Election	Protests/riots	Vampires
11	Famous birth	Rebellion	Visiting dignitary
12	————— Disaster (roll 1d12 and check the Disaster Table) —————		

DOMINIONS

Dominion	Cost	Settled Population
Wilderness	n/a	1d10 × 5 households
Frontier	50 gp	1d10 × 50 households
Civilization	5,000 gp	1d10 × 500 households

DISASTERS (d12)

1	Earthquake	5	Flood	9	Tsunami
2	Epidemic	6	Hurricane/tornado	10	Volcano
3	Fire, city	7	Kaiju attack	11	War, civil
4	Fire, forest	8	Meteor impact	12	War, other

STRONGHOLDS

Stronghold	Cost	Stronghold	Cost
Wooden Fort	500 gp	Tower/Citadel	2,500 gp
Manor (country)	1,000 gp	Factory	2,000 gp
Mansion/Palace	2,000 gp	Guild House	1,500 gp
Castle/Fortress	3,000 gp	Manor (city)	1,500 gp

WANDERING MONSTERS—WILDERNESS

1d20	Forests	Jungles	Deserts	Grasslands	Settled Countryside
1	Beastman, élite	Ant, giant	Beastman, scout	Ant, giant	Attercop
2	Beastman, fodder	Beastman, assassin	Beastman, warrior	Baboon, rock	Beastman, fodder
3	Beastman, warrior	Beastman, élite	Beetle, giant fire	Beastman, fodder	Beastman, scout
4	Bee, giant killer	Beastman, knight	Beetle, giant oil	Boar	Dwarf
5	Boar	Cat, panther	Camel	Draug	Elf
6	Cat, panther	Caveman	Cat, lion	Dwarf	Gargoyle
7	Cockatrice	Cœurl	Cu sith	Ettin	Geist
8	Elf	Elephant	Genie, djinn	Firedrake, young	Ghoul
9	Ettin	Ettin	Hawk, giant	Fly, giant robber	Gigas, hill
10	Firedrake, young	Firedrake, young	Human, soldier	Gigas, hill	Goblin
11	Geist	Fly, giant robber	Lizard, giant gecko	Hippogriff	Human, normal
12	Ghoul	Genie, ifrit	Lizard, tuatara	Human, rogue	Human, rogue
13	Human, rogue	Gorgon	Mummy	Human, soldier	NPC party
14	Nymph, dryad	Gray creeper	Murkwyrm, young	Ogre	Rat, giant
15	Roc, small	Human, rogue	NPC party	Scorpion, giant	Shenlong, lesser
16	Spider, giant crab	Naga	Scorpion, giant	Spider, black widow	Troll
17	Unicorn	Rat, giant	Snake, pit viper	Stirge	Wampyr
18	Werewolf	Scorpion, giant	Snake, giant rattler	Troll	Weretiger
19	Wolf	Snake, rock python	Spider, tarantella	Weasel, giant	Wolf
20	Wolf, dire	Wereboar	Troll	Wyvern	Zombie

1d20	Mountains/Hills	Rivers/Lakes	Oceans	Swamps	Towns/Cities
1	Ape, white	Beastman, assassin	Adamantoise	Attercop	Beastman, fodder
2	Beastman, fodder	Bee, giant killer	Beastman, marine	Basilisk	Beastman, knight
3	Beetle, giant oil	Boar	Crab, giant	Beastman, assassin	Beastman, scout
4	Cat, sabre-toothed	Cat, panther	Crocodile, giant	Beastman, fodder	Centaur
5	Caveman	Crab, giant	Elf	Beastman, knight	Dwarf
6	Chimera	Crocodile	Fly, giant robber	Beastman, scout	Elf
7	Cœurl	Elf	Harpy	Boar	Ghoul
8	Dwarf	Ettin	Hawk, giant	Ettin	Goblin
9	Firedrake, adult	Fish, giant piranha	Human, rogue	Human, rogue	Gigas, hill
10	Gigas, hill	Fly, giant robber	Hydra, sea	Ghoul	Human, normal
11	Goblin	Hydra	Merfolk	Gorgon	Human, rogue
12	Griffon	Leech, giant	Murkwyrm, adult	Leech, giant	NPC (any class)
13	Jotun, stone	Merfolk	Octopus, giant	Lizard, giant draco	NPC party
14	Human, rogue	Murkwyrm, adult	Roc, giant	Murkwyrm, adult	Ogre
15	Human, soldier	Murkwyrm, young	Sea serpent	Spider, black widow	Rat, giant
16	Morlock	NPC party	Scylla	Sprite, nixy	Skin-changer
17	Murkwyrm, young	Rat, giant	Shark (any)	Stirge	Spectre
18	Roc, giant	Stirge	Snake, sea	Toad, giant	Troll
19	Troll	Toad, giant	Squid, giant	Troglodyte	Wampyr
20	Werewolf	Troll	Whale (any)	Troll	Zombie

WANDERING MONSTERS—DUNGEONS (Checked Every Second Turn)

1d20	Level 1	Level 2	Level 3	Levels 4–5	Levels 6–7	Levels 8–10
1	Beastman, fodder	Bat, giant	Ant, giant	Atttercop	Basilisk	Black pudding
2	Beastman, sapper	Baboon, rock	Ape, white	Bear, cave	Bear, cave	Chimera
3	Beastman, scout	Beastman, assassin	Beastman, élite	Cockatrice	Black pudding	Firedrake, adult
4	Bee, giant killer	Beastman, knight	Beetle, giant tiger	Cu sith	Cœurl	Firedrake, young
5	Beetle, giant fire	Beastman, warrior	Cat, panther	Ettin	Ettin	Gigas, hill
6	Centipede, giant	Caveman	Crawling creeper	Gray creeper	Gray creeper	Golem, amber
7	Dwarf	Cat, cougar	Draug	Gray ooze	Hell hound	Golem, bone
8	Ghoul	Caveman	Fly, giant robber	Hell hound	Hydra	Hydra
9	Goblin	Elf	Gargoyle	Kalidah	Kalidah	Jotun, stone
10	Green slime	Ghoul	Geist	Lizard, tuatara	Minotaur	Manticore
11	Hobgoblin	Gray ooze	Gelatinous cube	Minotaur	Mummy	Murkwyrm, adult
12	Lizard, giant gecko	Lizard, giant draco	Gorgon	Mummy	Murkwyrm, young	Murkwyrm, young
13	Morlock	Locust, giant cave	Harpy	Ochre jelly	Nekrozon	NPC party
14	Rat, giant	Skeleton	NPC party	NPC party	NPC party	Purple creeper
15	Snake, giant cobra	Snake, pit viper	Reptoid	Phantom	Ochre jelly	Salamander, flame
16	Spider, giant crab	Spider, black widow	Ochre jelly	Reptoid	Rust monster	Salamander, frost
17	Stirge	Sprite, pixy	Shadow	Rust monster	Salamander, flame	Shenlong, lesser
18	Toad, giant	Toad, giant	Spider, tarantella	Spectre	Scorpion, giant	Skin-walker
19	Wolf	Troglodyte	Troll	Wereboar	Spectre	Wampyr
20	Zombie	Yellow mold	Wererat	Werewolf	Weretiger	Werebear

Random Dungeon Generator

Here is a handy set of tables meant to help you lay out a randomly-generated dungeon-floor. They work best for the uppermost levels of a dungeon, or any area composed of straight-walled rooms and corridors. Needless to say, as you follow the tables and draw in the rooms and halls on graph paper, you must ignore any results that don't fit the general design, run off the edge of the map, or backtrack over areas you've already drawn (unless you want to add short flights of stairs to allow some of the corridors to pass underneath or above others). When it comes time to stock your dungeon level with monsters, traps, and treasures, refer the rules back in chapter 6.

At any time while using these tables, you can ignore a result that you don't like, or simply allow your muse to guide you: add angled or twisting passageways, rooms of unusual shapes or sizes, and whatever other curious features you can think of. You might also get ambitious and expand upon the tables given here, to include more options and features. But in the end, random dungeon floors will only take you so far. The real fun will be designing your own dungeon from scratch. Even then, this generator can help you design sections or sub-floors within a much larger mega-dungeon of your own devising, for those moments when inspiration fails.

Table A: Dungeon Entrance (1d6; then go to Table B)
1. A spiral staircase descending from a city basement.
2. The mouth of a cave in the hills outside of town.
3. A stone doorway in an ancient ruined temple.
4. A gigantic, rusty sewer-pipe.
5. A narrow canyon with a rope to climb down.
6. A secret passage in an old mansion.

Table B: What Lies Beyond (1d6)
1–3. Corridor proceeds 1d4 × 10'; go to Table C.
4–5. Room; go to Table H.
6. False door reveals blank wall (ignore for entryway).

Table C: Dungeon Corridors (1d6)
1–2. Corridor goes on for 1d6 × 10'; re-roll on Table C.
3. Door; go to Table D.
4. Dead end; go to Table F to check for secret doors.
5–6. Side passage; go to Table G.

Table D: Door Location (1d3; then go to Table E)
1. Door on left of corridor.
2. Door on right of corridor.
3. Door directly ahead.

Table E: Door Type (roll 1d10; then go to Table B)
1–2. Unlocked wooden door.
3. Locked wooden door.
4. Stuck wooden door.
5–6. Opening or archway.
7–8. Unlocked metal door.
9. Locked metal door.
10. Stuck metal door.

Table F: Secret Doors (1d4; then go to Table B)
1. Secret door on left wall.
2. Secret door on right wall.
3. Secret door directly ahead.
4. No secret doors.

Table G: Side Passages (1d4; go to Table B for each)
1. Passage branches left and goes on ahead; both continue for 1d4 × 10'.
2. Passage branches right and goes on ahead; both continue for 1d4 × 10'.
3. Passage branches left and right, but stops ahead; both continue for 1d4 × 10'.
4. Four-way intersection; all passages proceed 1d4 × 10'.

Table H: Rooms (1d10; if 2–10, go to Table I)
1. 10' × 10' square (no exits).	6. 10' × 30' rectangle.
2. 20' × 20' square.	7. 20' x 30' rectangle.
3. 30' × 30' square.	8. 20' x 40' rectangle.
4. 40' × 40' square.	9. 30' x 40' rectangle.
5. 10' × 20' rectangle.	10. 30' x 50' rectangle

Table I: Room Exits (1d8)
1–3. One exit; go to Table J.
4–5. Two exits; go to Table K.
6. Three exits, one on each other wall of the room.
7–8. No exits; go to Table F and check for secret doors.

Table J: Exit Locations 1 (1d4; then go to Table E)
1–2. Opposite the entrance.
3. Right of the entrance.
4. Left of the entrance.

Table K: Exit Locations 2 (1d4; then go to Table E)
1–2. Right and left of the entrance.
3. Right of and opposite the entrance.
4. Left of and opposite the entrance.

Engines & Empires

CHARACTER RECORD SHEET

Character: _____   Player: _____

Alignment: _____ Race: _____ Class: _____ Level: _____

ATTRIBUTE SCORES   Base TNs   SECONDARY SKILLS

Strength _____
adjustment

Dexterity _____
adjustment

Intellect _____
adjustment

Charisma _____
adjustment

CLASS ABILITIES | LANGUAGES

FIGHTING CAPABILITY
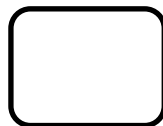
➥ Mêlée Attack ⬚

➥ Missile Attack ⬚

➥ Saving Throw ⬚

HIT POINTS

ARMOR CLASS: _____

Wound Levels: ☐ ☐ ☐ ☐ ☐ ☐

EXPERIENCE POINTS

TREASURE

WEALTH

INVENTORY SPACE

BUNDLED ITEMS & TRINKETS:

LOAD LEVEL: _____   MOVE: _____   TRAVEL: _____   SKILL PENALTY: _____

NOTES

Magic & Technology

Tricks or Gadgets

_____
_____
_____
_____
_____
_____
_____

Spells or Preparations

_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____
_____

Rituals or Inventions (Lv1)

_____
_____
_____
_____
_____
_____

Rituals or Inventions (Lv2)

_____
_____
_____
_____
_____

Rituals or Inventions (Lv3)

_____
_____
_____
_____

Rituals or Inventions (Lv4)

_____
_____
_____
_____

Rituals or Inventions (Lv5)

_____
_____
_____
_____

Rituals or Inventions (Lv6)

_____
_____
_____

Rituals or Inventions (Lv7)

_____
_____
_____

Rituals or Inventions (Lv8)

_____
_____

Rituals or Inventions (Lv9)

_____
_____

Rituals or Inventions (Lv10)

_____
_____

Referee's Record Sheet

Hourly Turn Tracker

(Check for wandering monsters when marking off dotted circles.)

___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙

___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙

___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙

___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙

___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙

___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙

___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙

___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙   ___ ○⊙○⊙○⊙

Notes

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

_____

Monster HP

Perennial (Lunar) Calendar

This calendar simplifies tracking time during long campaigns. The referee can check for major events (1-in-4 chance on full months, 1-in-8 chance on intercalary half-months) at the start of a month and then roll for the day. Moon phases, solstices, and equinoxes are marked.

JAN
1	Sun	● ♑
2	Mon	
3	Tue	
4	Wed	
5	Thu	
6	Fri	
7	Sat	
8	Sun	◑
9	Mon	
10	Tue	
11	Wed	
12	Thu	
13	Fri	
14	Sat	
15	Sun	○
16	Mon	
17	Tue	
18	Wed	
19	Thu	
20	Fri	
21	Sat	
22	Sun	◐
23	Mon	
24	Tue	
25	Wed	
26	Thu	
27	Fri	
28	Sat	

FEB
1	Sun	●
2	Mon	
3	Tue	
4	Wed	
5	Thu	
6	Fri	
7	Sat	
8	Sun	◑
9	Mon	
10	Tue	
11	Wed	
12	Thu	
13	Fri	
14	Sat	
15	Sun	○
16	Mon	
17	Tue	
18	Wed	
19	Thu	
20	Fri	
21	Sat	
22	Sun	◐
23	Mon	
24	Tue	
25	Wed	
26	Thu	
27	Fri	
28	Sat	

MAR
1	Sun	●
2	Mon	
3	Tue	
4	Wed	
5	Thu	
6	Fri	
7	Sat	
8	Sun	◑
9	Mon	
10	Tue	
11	Wed	
12	Thu	
13	Fri	
14	Sat	
15	Sun	○
16	Mon	
17	Tue	
18	Wed	
19	Thu	
20	Fri	
21	Sat	
22	Sun	◐
23	Mon	
24	Tue	
25	Wed	
26	Thu	
27	Fri	
28	Sat	

APR
1	Sun	●
2	Mon	
3	Tue	
4	Wed	
5	Thu	
6	Fri	
7	Sat	
8	Sun	◑ ♈
9	Mon	
10	Tue	
11	Wed	
12	Thu	
13	Fri	
14	Sat	
15	Sun	○
16	Mon	
17	Tue	
18	Wed	
19	Thu	
20	Fri	
21	Sat	
22	Sun	◐
23	Mon	
24	Tue	
25	Wed	
26	Thu	
27	Fri	
28	Sat	

MAY
1	Sun	●
2	Mon	
3	Tue	
4	Wed	
5	Thu	
6	Fri	
7	Sat	
8	Sun	◑
9	Mon	
10	Tue	
11	Wed	
12	Thu	
13	Fri	
14	Sat	
15	Sun	○
16	Mon	
17	Tue	
18	Wed	
19	Thu	
20	Fri	
21	Sat	
22	Sun	◐
23	Mon	
24	Tue	
25	Wed	
26	Thu	
27	Fri	
28	Sat	

JUN
1	Sun	●
2	Mon	
3	Tue	
4	Wed	
5	Thu	
6	Fri	
7	Sat	
8	Sun	◑
9	Mon	
10	Tue	
11	Wed	
12	Thu	
13	Fri	
14	Sat	
15	Sun	○
16	Mon	
17	Tue	
18	Wed	
19	Thu	
20	Fri	
21	Sat	
22	Sun	◐
23	Mon	
24	Tue	
25	Wed	
26	Thu	
27	Fri	
28	Sat	

SOL
1	Sun	●
2	Mon	
3	Tue	
4	Wed	
5	Thu	
6	Fri	
7	Sat	
8	Sun	◑
9	Mon	
10	Tue	
11	Wed	
12	Thu	
13	Fri	
14	Sat	

Sol is an inter-calary month leading up to the Summer Solstice (♋), set between June and July.

"♈" marks the Spring Equinox.

JUL
1	Sun	○ ♋
2	Mon	
3	Tue	
4	Wed	
5	Thu	
6	Fri	
7	Sat	
8	Sun	◐
9	Mon	
10	Tue	
11	Wed	
12	Thu	
13	Fri	
14	Sat	
15	Sun	●
16	Mon	
17	Tue	
18	Wed	
19	Thu	
20	Fri	
21	Sat	
22	Sun	◑
23	Mon	
24	Tue	
25	Wed	
26	Thu	
27	Fri	
28	Sat	

AUG
1	Sun	○
2	Mon	
3	Tue	
4	Wed	
5	Thu	
6	Fri	
7	Sat	
8	Sun	◐
9	Mon	
10	Tue	
11	Wed	
12	Thu	
13	Fri	
14	Sat	
15	Sun	●
16	Mon	
17	Tue	
18	Wed	
19	Thu	
20	Fri	
21	Sat	
22	Sun	◑
23	Mon	
24	Tue	
25	Wed	
26	Thu	
27	Fri	
28	Sat	

SEP
1	Sun	○
2	Mon	
3	Tue	
4	Wed	
5	Thu	
6	Fri	
7	Sat	
8	Sun	◐
9	Mon	
10	Tue	
11	Wed	
12	Thu	
13	Fri	
14	Sat	
15	Sun	●
16	Mon	
17	Tue	
18	Wed	
19	Thu	
20	Fri	
21	Sat	
22	Sun	◑
23	Mon	
24	Tue	
25	Wed	
26	Thu	
27	Fri	
28	Sat	

OCT
1	Sun	○
2	Mon	
3	Tue	
4	Wed	
5	Thu	
6	Fri	
7	Sat	
8	Sun	◐ ♎
9	Mon	
10	Tue	
11	Wed	
12	Thu	
13	Fri	
14	Sat	
15	Sun	●
16	Mon	
17	Tue	
18	Wed	
19	Thu	
20	Fri	
21	Sat	
22	Sun	◑
23	Mon	
24	Tue	
25	Wed	
26	Thu	
27	Fri	
28	Sat	

NOV
1	Sun	○
2	Mon	
3	Tue	
4	Wed	
5	Thu	
6	Fri	
7	Sat	
8	Sun	◐
9	Mon	
10	Tue	
11	Wed	
12	Thu	
13	Fri	
14	Sat	
15	Sun	●
16	Mon	
17	Tue	
18	Wed	
19	Thu	
20	Fri	
21	Sat	
22	Sun	◑
23	Mon	
24	Tue	
25	Wed	
26	Thu	
27	Fri	
28	Sat	

DEC
1	Sun	○
2	Mon	
3	Tue	
4	Wed	
5	Thu	
6	Fri	
7	Sat	
8	Sun	◐
9	Mon	
10	Tue	
11	Wed	
12	Thu	
13	Fri	
14	Sat	
15	Sun	●
16	Mon	
17	Tue	
18	Wed	
19	Thu	
20	Fri	
21	Sat	
22	Sun	◑
23	Mon	
24	Tue	
25	Wed	
26	Thu	
27	Fri	
28	Sat	

YUL
1	Sun	○
2	Mon	
3	Tue	
4	Wed	
5	Thu	
6	Fri	
7	Sat	
8	Sun	◐
9	Mon	
10	Tue	
11	Wed	
12	Thu	
13	Fri	
14	Sat	

Yule is an inter-calary month leading up to the Winter Sols-tice (♑), set between June and July.

"♎" marks the Fall Equinox.

MAGIC AND TECHNOLOGY INDEX

Abbreviations:

MR*n*	Magic Ritual (level)
MS	Magic Spell
MT	Magic Trick
TG	Tech Gadget
TI*n*	Tech Invention (level)
TP	Tech Preparation

MONSTER INDEX

Abbreviations:

AEH	Abominations & Eldritch Horrors
ABV	Animals, Beasts, & Vermin
CDM	Chimeræ, Dragons, & Magical Beasts
CA	Constructs & Automata
FNS	Faes & Nature Spirits
HG	Humanoids & Giants
PES	Planar & Elemental Spirits
PFO	Plants, Fungi, & Oozes
U	The Undead

All artwork found in the Engines & Empires™ Core Rules is taken from, or derivative of artwork taken from, the Public Domain. The cover art is taken in modified form from the Public Domain.

DESIGNATION OF PRODUCT IDENTITY
The names Engines & Empires™ and *E&E™* used in any context are product identity. The name Retro Phaze™ is product identity. The Engines & Empires logo is product identity.

DESIGNATION OF OPEN GAME CONTENT
All text, tables, and game rules are designated open game content. Share and enjoy!

OPEN GAME LICENSE Version 1.0a
The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.
1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which

specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game

Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15 COPYRIGHT NOTICE
Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.
System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy

Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.
Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.
Labyrinth Lord™ Copyright 2007-2009, Daniel Proctor. Author Daniel Proctor.
Darwin's World Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis.
Mutant Future™ Copyright 2008, Daniel Proctor and Ryan Denison; Authors Daniel Proctor and Ryan Denison.
Advanced Edition Companion, Copyright 2009-2010, Daniel Proctor. Author Daniel Proctor.
Cave Cricket from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax. Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax. Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax. Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger. Kamadan from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth. Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax. Aerial Servant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax. Axe Beak from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax. Beetle, Giant Boring from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax. Beetle, Giant Rhinoceros from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax. Brownie from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax. Crayfish, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax. Demon: Juiblex "The Faceless Lord" (Demon Lord) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott

NOTES