EPÉES & SORCELLERIE

**A role-playing game inspired
by the rules of 1974
from the original idea
of Dave Arneson & Gary Gygax**

INTRODUCTION

Epées & Sorcellerie is a role-playing game inspired by the very first one, published in 1974 by Dave Arneson and Gary Gygax. This is not a translation, far from it, but a French adaptation of a game that has never been published in that language. If you are used to later versions of the game, the original rules are confusing in their simplicity and vagueness. There is no real canonical version, only a rereading filtered through the history of the role-playing game, the memories of older players, or wise interpretations too many to mention.

The 1974 rules were themselves based on a wargame of miniature figurines, *Chainmail*, from which all role-playing games are descended. I have, after much study of *Chainmail*, abandoned the use of the twenty-sided die, the famous d20, which has become iconic of the game, in favor of 2d6 for which it was originally designed. In particular, the capabilities of character classes and certain creatures differ from those of later games in the same family.

For many of the elements absent or barely outlined in the original rules, I have added some things while trying to preserve the general principles and simplicity of play. I have somewhat expanded the list of spells, magical items, and monsters, from those in the original text of 1974, which were presented with little detail. Finally, I have combined a number of mechanics, hacking the original principle that each rule should in no way resemble the previous one: it is undoubtedly a minor betrayal, but it makes the game more accessible to players of 2008, without altering the original *Sword & Sorcery* spirit.

Epées & Sorcellerie can be used in any medieval fantasy world, with a variable amount of adaptation depending on the specifics of each universe. The simplicity of the rules makes it possible to quickly add the elements and creatures that you need. It is particularly suitable, as the title suggests, for use with any *Sword & Sorcery* world, but works equally well for playing in a *Wu Xia Pian* style, for example.

Publishing your own material (scenarios, game universe, creatures, rules, etc.) for *Epées & Sorcellerie* is free, subject to compliance with the OGL license. That constitutes an encouragement to promulgate the game.

Nicolas Dessaux

The Characters

How to play ?

A role-playing game is a shared adventure. The principle is rather simple: each player creates a character in an imaginary world, while the referee of the game describes this world and the beings that live there, and offers the characters a scenario with which they will be able to interact.

Explaining the rules of a role-playing game is very complex, but it only takes a few minutes of playing one to understand the basic principles. Only the game master needs to know all of the rules, although his imagination and instincts may allow him get by without them. The players can be happy just gradually learning that which directly affects their characters.

The rules establish a framework and a style of play, easily changeable and adaptable to the needs of the game. The referee or game master (who will be called GM in the remainder of the book) has the freedom to choose those rules he will keep, those he will discard and those he will add to achieve a style of play that suits him. Their importance is secondary, but they form part of the "pact" the players enter with the GM: which is something to remember.

Most important, the focus of the game, are the player's characters (which we call PC) and the adventures they experience. It is the co-operation between the players and the GM which creates the alchemy necessary for a good role-playing game.

The dice

Only one type of dice is used in this game: six-sided dice (d6). The number of dice is sometimes specified. For example, 2d6 means two six-sided dice. A number is sometimes added afterwards: 2d6+2 means that it is necessary to add 2 to the result of 2d6.

Character creation

The first stage of the game consists of each player imagining the character he will play in the course of his adventures and assigning a certain number of characteristics to him.

To create a character, a player must define what it is, its history, its appearance, its name, its temperament, its aspirations and its capabilities, according to the tastes and desires of the player, and according to the campaign proposed by the GM. In addition to that, the technical stages of character creation are as follows:

1 - Randomly roll **abilities**

2 - Note any resulting **modifiers**

3 - Choose a **race**

4 - Choose a **class**

5 - Determine **hit points**

6 - Choose **equipment**

7 - Determine **armor class and movement**

Once these steps are completed, record all resulting scores (ability modifiers, armor class, movement, saving throws) on a character sheet. Then, finalize it by giving it a name, an appearance, a past, a temperament, aspirations. This last part is done without reference to the rules, but must be discussed between the player and the GM.

Abilities

The characteristics help to define your character and affect the majority of its actions. They are calculated by a score between 2 and 12.

Strength represents physical and muscular power. It is used for all actions based on physical force, like running, swimming, lifting a heavy load. It is also used in hand-to-hand combat. It is the principal ability of **warriors**.

Intelligence symbolizes reasoning and learning capacity. It is especially used to evaluate the knowledge and the culture of the character, or to analyze a situation. It is the principal ability of **sorcerers**.

Wisdom covers the will, good sense, degree of perception and intuition. It measures the capacity to perceive danger, to remain calm in the face of adversity. It is the principal ability of **priests**.

Dexterity measures agility, reflexes and balance. It is useful for any action based on stealth, speed or flexibility, such as acrobatics, stunts or dodging. It is also used in missile combat and to determine **armor class**.

Constitution represents health and **stamina**. It is used to check resistance to physical attacks and injury, as well as the capacity to run, swim or walk over a long period, or with resistance to sleep.

Charisma measures the power of persuasion, magnetism, the ability to lead others and physical appearance. It is used in all **social interactions**, from charm to intimidation through speech and lies.

Method

There are many ways to determine the abilities; it is up to the GM to choose one that is suitable for his campaign.

Keep in mind that the **average score** of a human being in each ability **is 7**. The traditional method consists in rolling 2d6 six times and assigning the scores in the following order: Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma.

If the GM allows it, a player can distribute the scores in any order desired, in order to obtain a character that best suits. He can also allow a player to start again if the total of all abilities is lower than 36.

⬤ Heroic characters

To obtain a heroic character, within the framework of a particular campaign, simply raise one ability to 12.

⬤ Group haul

This method seeks to **balance the characters** in a party, so that none of them is more powerful than another.

Each player rolls 2d6 and notes the total. If there are less than six players, each rolls again until there are six numbers. Or you can let each player roll the dice the same number of times and choose the best scores.

Then, each player chooses how to distribute the scores for his character. Every character in the group will thus have the same numbers, but not in the same abilities.

Modifiers

Characters with very low or very high ability scores have modifiers, positive or negative, which apply in certain situations. These modifiers will be used often during the course of play.

Score	Modifier
2-3	-2
4-5	-1
6-8	0
9-10	+1
11-12	+2

The **Strength modifier** applies to attack and damage rolls in melee combat, and the character's movement rate.

The **Intelligence modifier** applies to rolls related to knowledge, such as the counter-spells of sorcerers.

The **Wisdom modifier** applies to all rolls related to perception and intuition.

The **Dexterity modifier** applies to attack and damage rolls in missile combat and with certain saving throws. It also affects the character's armor class.

The **Constitution modifier** applies to hit points added to, or subtracted from each hit die, and certain saving throws.

The **Charisma modifier** applies to the reactions of non-player characters (NPC) at the time of an encounter.

Classes

Each player must choose a class. There are three: **warrior, priest and sorcerer**. These classes are very broad and do not represent precise trades, but rather are general stereotypes, having some common characteristics.

Each character starts at level 1 and can continue his career up to level 12. The number of experience points needed to increase to higher levels is listed for each class in a table.

Higher levels improve attack rolls, saving throws and the number of spells that can be cast per day by a priest or sorcerer. It also changes hit points, magical and special abilities of each character class.

♥ Dual-class characters

A character can be both a warrior and a priest or warrior and a sorcerer, if he has a score of at least 10 in the two main abilities (Strength for warriors, Wisdom for priests, Intelligence for sorcerers).

Elves can always choose to be both sorcerers and warriors, whatever their ability scores.

Each time they increase in level, these characters choose one or the other class. They take the highest attack and special abilities of each class for the level reached. Their total levels should never exceed 12.

Warrior

A warrior is a person accustomed to handling weapons and armor. He may be a bandit, knight, scout, mercenary, pirate, soldier, thief or generally any person not employing magic.

Weapons and armor

The training of a warrior allows him to carry any type of shield, weapon and armor (although heavy armor may adversely affect his stealth and mobility).

Hit dice

The warrior gains 1d6+1 additional hit points per level up to level 12. However, certain races stop gaining extra hit dice before this level.

Warrior

Level	Experience	Attacks	Hit dice	Special
1	0	+1	1d6+1	
2	2 000		2d6+2	Multiple Attacks
3	4 000		3d6+3	
4	8 000	+2	4d6+4	Courage
5	16 000		5d6+5	
6	32 000		6d6+6	
7	64 000	+3	7d6+7	
8	120 000		8d6+8	Instinct, Terrifying Presence
9	240 000		9d6+9	
10	360 000	+4	10d6+10	
11	480 000		11d6+11	
12	600 000		12d6+12	

Fighting multiple opponents

During melee combat, a warrior can attack a number of adversaries equal to his level each round, as long as they are within range of his weapon. If they are of a higher level, he can only attack one of them.

For example, a warrior of level 4 could fight 4 orcs (1st level creatures), or two ghouls (level 2), but only one troll (level 6). He could also attack a worg (level 3) and an orc, but not two worgs simultaneously.

Courage

From level 4, a warrior is immune to fear, even supernatural or magic.

Instinct

From level 8, a warrior's instincts enable him to sense invisible or hidden creatures close by.

Terrifying presence

At level 8, the warrior is so impressive that monsters and NPCs of level 1 must immediately check morale at the beginning of the combat.

PRIEST

A priest is a character who receives his abilities from a deity, demon or some other external power, sometimes an impersonal force like Law, Chaos or Nature. He may be a bard, druid, exorcist, monk, paladin, shaman, scald, templar, or any other character that fights and employs magic of divine origin, or reputed as such.

Depending on the campaign, priests will draw their power from the gods and their faith, or simply, their incantations awaken ancient pacts signed with creatures, gods, goddesses or demons. In a world of *Sword & Sorcery*, the gods tend to be remote, deaf to the prayers of men, demanding sacrifices to spare them much more than they do to protect them. Rather than a well organized pantheon, every race, every country will have one or two gods of its own. Finally, there is nothing preventing the use of monotheistic religions.

Weapons and armor

The training of a priest enables him to use armor and a shield without being prevented from casting spells, to wield weapons and use spells called Invocations. He generally uses weapons prescribed by his religion.

Hit dice

The priest gains 1d6 additional hit points per level up the level 8. However, certain races stop gaining extra hit dice before this level.

Priest				Spells				
Level	Experience	Attacks	Hit dice	1	2	3	4	5
1	0	+0	1d6	0				
2	1 500		2d6	1				
3	3 000		3d6	2				
4	6 000		4d6	2	1			
5	12 000	+1	5d6	2	2			
6	24 000		6d6	2	2	1		
7	48 000		7d6	2	2	2		
8	96 000		8d6	2	2	2	1	
9	192 000	+2		2	2	2	2	
10	280 000			2	2	2	2	1
11	340 000			3	3	3	2	2
12	436 000			3	3	3	3	3

Fanaticism

A priest gains a +1 bonus to all saving throws against fear, spells and supernatural effects affecting the mind, such as charms, illusions and magical sleep.

Spells

The progression table of the priest indicates the number of spells he can prepare for an adventure, which is also the number of spells he can cast in the same day.

For example, if a level 4 priest prepared Sanctuary and Light, he could use Sanctuary twice in the same day, rather than casting each spell once.

Each priest has his own list of invocations, chosen from among those allowed to priests. The player selects them, in agreement with the GM, according to his character's religious and moral principles.

Exorcism

Priests can repel or destroy one type of creature: undead, lycanthropes, elementals or animals, according to the selection made during character creation.

This power affects 2d6 creatures, but to know if it succeeds, the priest must first roll 2d6 + his level, against 10 + the level of the monster. Moreover, if the level of the monster is less than one third of that of the character, it is destroyed rather than repelled.

⬟ Additional spells

If you want the characters to have a greater number of magic spells or invocations, add their Intelligence (sorcerer) or Wisdom (priests) modifier to the number of spells they know per level. For example, upon reaching level 4, a priest with a Wisdom of 9 would have 3 spells of 1st level and 2 of 2nd level.

Sorcerer

A sorcerer is able to cast magic spells. He can be a conjuror, enchanter, illusionist, necromancer and others besides.

Weapons and armor

A poor combatant, he finds wearing armor and carrying a shield too constraining for casting spells, but he can handle a one-handed weapon of his choice. His principal power lies in magic spells.

Sorcerer				Spells					
Level	Experience	Attacks	Hit dice	1	2	3	4	5	6
1	0		1d6	1					
2	2 500			2					
3	5 000		2d6	3	1				
4	10 000			4	2				
5	20 000		3d6	4	2	1			
6	40 000	+1		4	3	2			
7	80 000		4d6	4	3	2	1		
8	160 000			4	3	3	2		
9	320 000		5d6	4	3	3	2	1	
10	480 000			4	4	3	3	2	
11	640 000	+2	6d6	4	4	4	4	3	
12	800 000			4	4	4	4	4	1

Hit dice

A sorcerer gains 1d6 additional hit points every two levels up to level 11. However, certain races stop gaining extra hit dice before this level.

Spells

The progression table of the sorcerer indicates the number of spells he can prepare for an adventure, which is also the number of spells he can cast in the same day.

For example, if a level 3 sorcerer prepared Sleep and Jump, he could use Jump twice in the same day, rather than casting each spell once.

Counter-spells

A sorcerer can try to cancel or lessen a spell or invocation, at the time it is cast or while the spell is in effect. To succeed, he must achieve a score of 6 + the level of the spell on 2d6 + his Intelligence modifier. If he fails, he will not be able to try a second time to counter the same spell, at least until he took the time to return to his laboratory (or equivalent) to study the problem.

If the caster of the spell to be countered is of a level lower or equal to his, the spell is cancelled or stopped. If he is a higher level, his level is decreased by that of the sorcerer in order to evaluate the duration, range and power of the spell.

The dark side of magic

Sorcerers are creatures of the shadows, which gives them a sinister reputation. From level 2, they pass completely unseen when they are in shadows or darkness as if they were invisible, and they are able to see in the dark. Creatures which see the invisible can locate them, but not those which see in the dark.

Elemental forces

Sorcerers can, at will, use magic as a weapon, either from a distance, or in close proximity, by employing occult forces, based on one of the five elements (generally fire or lightning).

As far as the rules are concerned, this effect is identical in all respect to normal weapons, except that it is the Intelligence modifier which is used as the attack and damage bonus. The sorcerer can use this power to parry attacks in combat, both melee and missile.

Races

In a game based strictly on *Sword & Sorcery*, characters will generally be humans, in all their diversity. Some campaigns allow other races, such as elves, halflings, dwarves or orcs. It is up to the GM to define the races playable by the players in his campaign.

Some races have special abilities, explained in their description. If the descriptions of the appearance, size or other characteristics are not suitable for your campaign, do not hesitate to modify them, or to rename these races. For example, replace elves with men from the jungle, halflings with hunters of the savannah, dwarves with cavemen, it will give your campaign a *pulp* feel without modifying the rules.

Elf

Elves are fey creatures, of human appearance, approximately four and a half feet tall. There are two main types, forest elves and those of the meadows, whose lifestyles differ appreciably. They generally live in their own lands, well away from humans, and show great detachment. Their longevity is at least double that of humans, sometimes much more. *Fairies* and related creatures are considered to be like elves in game terms.

Hit dice

Elves are frail and not very robust. After 4th level, they cease gaining hit dice. A priest or a warrior can be up to 4th level, but a sorcerer level 2 only. Since elves can go warrior-sorcerers, they can in this case rise to 4th level.

Fairyhood

Elves can be both warriors and sorcerers at the same time, whatever their ability scores. Nevertheless, they cannot use their magic spells while wearing armor.

Vision

Elves see in the dark as well as in full daylight, as long as there is at least a weak source of light (moon, candle).

Stealth

In their native environment, elves can camouflage themselves and walk in silence while wearing their elfin cloaks. They are then considered to be invisible and can only be located if they attack or make sudden movements.

Languages

Elves have a gift for languages, undoubtedly because of the complexity of their own. As well as their own elvish language, they can speak 4 languages over and above those granted to them by their Intelligence.

Archery

Very quick and agile in missile combat, elves can fire a bow at any time during the movement phase, rather than just during the missile phase. Their shooting range is increased by a quarter when they use a bow.

Heightened perception

Elves have sharper senses than most others races and can observe details that generally go unnoticed. They get a +2 bonus to all rolls related to perception. They use this acuity to track or locate traps and secret doors.

Resistance

Elves are naturally resistant to the paralysis caused by certain undead. From level 4, the simple touch of an elf on a creature paralyzed has the power to deliver it.

Halfling

Halflings are people of small size, averaging two feet eight inches tall. They like tranquility and privacy, which does not prevent them from being formidable fighters when they make an ambush. Their longevity is about the same as the human race.

Under the name of halfling can be grouped all kinds of races of **little people** who share same the characteristics, such as **goblin** or **kobold** characters.

Hit dice

Halflings are small and not very robust. After 4th level, they cease gaining hit dice. A priest or a warrior will be able to rise to 4th level, a sorcerer 2nd level only.

Stealth

Their small size enables them to hide and move silently, to the point where they are almost invisible in tall grass and brush as long as they don't make any sudden movements or attack.

Combat

Halflings gain a +2 bonus when they attack with missile weapons. Their shooting range is increased by a quarter when they use a sling.

Resistance

Very resistant to magic and supernatural powers, halflings have a +2 bonus to their saving throws against these powers.

Dwarf

Dwarves are a small race, around three feet eight inches tall, with a more solidly built frame than humans. They usually live in subterranean cities and are adapted to life under ground. Their longevity is at least double that of humans, sometimes much more.

Although they are a different race, the characteristics of **gnomes** are identical to those of dwarves.

Hit dice

Dwarves are robust, but not as much as humans. After 7th level, they cease gaining hit dice. A priest or a warrior is able to reach 7th level, a sorcerer up to 4th level only.

Vision

Dwarves see in the dark as well as in full daylight, as long as there is at least a weak source of light (moon, candle).

Languages

Dwarves have a gift for languages, undoubtedly because of the complexity of their own. As well as their own dwarvish language, they can speak 4 languages over and above those granted to them by their Intelligence.

Resistance

Very resistant to magic and supernatural powers, dwarves have a +2 bonus to their saving throws against these powers.

Protection

Ogres, trolls, giants and similar creatures cause only half damage against dwarves.

Practical Sense

Dwarves are very aware of abnormal architectural or geological features. They receive a +2 bonus to any related rolls.

Affinity with animals

Bears and wolves won't attack dwarves unless they are controlled by magic. This affinity does not apply to blood wolves and worgs.

Endurance

Having great endurance, dwarves can work, walk or ride twice as long as others before becoming tired.

ORC

These humanoids with leathery skin, twisted limbs, broad mouths and narrow eyes, are related to goblins. Their blood is a dark color, almost black. You can use the same characteristics to represent hobgoblins.

Hit dice

Orcs are as strong as humans. They can thus reach the maximum hit dice in their character class.

Vision in darkness

Orcs see perfectly in the dark. When they are exposed to a strong light however, they receive a penalty of -1 to their attack, damage, saving throws and morale rolls.

Technology

An orc character may be able to comprehend the function of any mechanism, trap, machine of war or weapon, because of his predilection for military technology. They receive a +2 bonus when detecting traps.

HIT POINTS

Hit points (hp) measure the capacity of a creature to receive physical damage, blows, wounds and deprivations. An ordinary human being has 1d6 hit points. That is also true for 1st level PCs, except for the warrior. Then, at certain levels, they receive an additional die of hit points. Don't forget that the Constitution modifier applies to each hit die.

Each time a character reaches a new level, the player once again rolls the total amount of hit dice and adds the cumulated modifiers. If the result is higher than the current hit points, the total is modified. If not, the old total is kept.

A character who has reached the level at which he no longer increases his hit dice, may still roll the dice at each level in order to improve his hit point total. For example, a warrior halfling can re-roll 4d6+4 upon reaching each level after the 4th, until he has reached 28 hit points. The same applies to sorcerer characters: they re-roll their hit dice upon reaching each new level, even when the number of hit dice does not increase.

If a character loses levels, because of the undead special attack for example, he re-rolls his hit points according to the same principle, but automatically takes the worst score instead.

LANGUAGES AND SKILLS

Characters can learn a number of foreign languages, living or dead, equal to the number of points above 7 of his Intelligence score. The player is not obliged to select them all when creating the character, but can if he wishes choose to learn some during the course of his adventures. Some races have additional languages, which are in addition to this total.

Furthermore, if a character has an Intelligence score greater than or equal to 8, he can also read and write: don't forget that Intelligence is foremost a measure of learning and not just that which is common knowledge in a world of *Sword & Sorcery*.

The languages which can be learned vary according to the campaign proposed by the GM. They can be tongues spoken in other countries, dead languages, dialects peculiar to a religion or an alignment, or specific languages of various humanoid races.

⬥ Special skills

If the GM desires, any particular skill, like navigation, picking locks and so on, can count as a language slot. This enables him to limit the number of skills available to the characters.

Armor	Armor class	Movement
No armor	Dexterity	4
Leather, thick furs	8	3
Chainmail, banded armor, scale mail	10	2
Plate mail and barding	12	1

🛡 Familiar terrain

A character is especially familiar with his native terrain (mountain, forest, jungle, steppe, etc.). In such an environment he is never lost, can always find food, is never surprised, and has a +2 bonus to rolls related to survival.

Armor class

Armor class (AC) determines the degree of protection worn by the character and his capacity to dodge blows. The more this protection is raised, the higher the armor class score increases. Armor class is quite simply the number that must be rolled on 2d6 + combat modifiers, when attempting to hit an opponent.

Every character has a base armor class equal to his Dexterity. If he wears armor, the number given in the Armor table replaces Dexterity as his AC. In other words, a character with low Dexterity would benefit from the protection of wearing armor, while another, faster and more agile, would lose this advantage when dressed in such. A shield confers a +1 bonus to AC, whether this is one based on armor or Dexterity.

Movement

It is sometimes necessary to know the movement rate of the characters, especially in combat. This depends on the armor they wear and their encumbrance.

The base movement rate is determined by the armor type worn, to which is added the Strength modifier. This gives the number of yards a character can move in a melee combat round.

Finally, this number represents walking speed, expressed as miles/hour. Thus, a character that moves 3 yards per round can walk, on average, 3 miles/hour. The length of a running jump is equal to the movement rate, with half that amount being the height reached.

If a character's movement rate is very low or 0, he can still move around but not to any significant degree in combat. This is why very weak characters can't wear heavy armor.

Equipment

Each character carries equipment in his travels. The GM is encouraged to compose his own list of weapons, armor and equipment corresponding to the theme of his campaign. The GM and the players can discuss the subject of equipment before the characters set off on an adventure.

Generally, characters start with a backpack, personal possessions, a dagger, a blanket and some food.

If he is a **warrior**, leather armor (or equivalent), unless he prefers not to wear armor. He also has a missile weapon and either a one-handed weapon and shield, or a two-handed weapon.

If he is a **priest**, leather armor (or equivalent), unless he prefers not to wear armor, his chosen weapon and a shield, if the weapon is one-handed, as well as a book of invocations.

If he is a **sorcerer**, a one-handed weapon of his choice, as well as a book of spells.

He also has any equipment required by his class and trade (musical instrument, rope,…). Lastly, he has 3d6 gold coins (gp). The GM may allow a horse or an animal companion if it fits the campaign or scenario.

Alignment

The term **alignment** is used in role-playing games to represent the moral stance chosen by the player for his character. It is up to the GM to decide if he wishes to use this system or not, depending on the style of his campaign. He is free to choose his own philosophies, morals and religions for his campaign. The suggestions presented here are just one example of a simple and easy system. The principal axis of division is that between Law, Neutrality and Chaos. These divisions have nothing to do with Good and Evil and must be adapted according to the style of campaign chosen by the GM.

Alignments (Law, Neutrality, Chaos) are not only moral rules, but above all cosmic forces that govern the stability and movement of the universe. They cannot be identified directly with the good and the evil. Basically it is a matter of defining the "camp" chosen by the characters and the creatures which they meet, rather than a way to define their personality by a simple classification.

Law can represent an absolute dictatorship, an oppressive bureaucracy and meddling by total order in which the unforeseen has no place - as much as by a feeling of justice and peace. Conversely, Chaos can represent selfishness without scruples, dangerous unpredictability, orgiastic decadence - just as much as the spirit of freedom and equality. But generally, Law represents stability, even immobility, just as Chaos represents change, both as a renewal and destruction.

Each GM must choose the meaning he gives to these terms, or simply not use them: a very distinct axis of Good/Evil will function just as well, as will the absence of alignment altogether in a world where the adventurers are plunderers without shame, or ruthless mercenaries without a cause. In the literature of *Sword & Sorcery*, the opposition of Barbarism/Civilization is another variant alignment system that can easily be used in a roleplaying game.

Law

Law represents order, justice and stability. Its followers believe that the social order is guaranteed only by strict obedience to the laws and existing authorities. They prefer written laws, clearly established, applied strictly but fairly. They are wary of change, innovation, and all that deviates from the norm or existing customs. They consider that authority and Law are the best safeguards for the welfare and preservation of society and that authority has all power, in any matter, to solve problems. For them, Law is the only good, because it guarantees justice for all and the preservation of society.

Chaos

Chaos represents change, innovation and individuality. Its supporters believe that the individual takes precedence over the group, that the realization of their own happiness takes precedence over any other consideration, and often,

that their own happiness takes precedence over every other moral point of view. They prefer that every situation is examined according to the circumstances and the people involved, rather than according to a strict standard. They rely on individual initiative more than anything else to resolve important matters. For them, Chaos is the only good, because it guarantees the happiness of every individual.

Neutrality

Neutrality is a philosophy which tends to regard Law and Chaos as two opposing poles of same reality, which must be kept in perpetual balance. Its partisans believe that each person must moderate himself, his desires and his needs, in order to respect the rights and freedoms of others. For them, Neutrality is the only good, because it reconciles Law and Chaos and moderates their mutual excesses. Neutrality also corresponds to Nature and its **Five elements** which compose the world: Air, Water, Lightning, Fire and Earth.

Description

The technical part of character creation is now finished. We know the race and the class of the character, his abilities and his capabilities. But we are still missing the essence: his name, his personality, his history.

It is up to the player to decide all that, in accordance and agreement with the GM and his campaign world. It isn't necessary to create an extravagant or very detailed history: what matters is the future of the character more than his past. But to know his cultural background and his trade or that of his parents, to define his personality, qualities, defects with a few adjectives (friendly, miserly, etc.), to have a simple physical description, makes it easier to know how to play the character at beginning of the game.

Some questions to consider when creating a character: his height, his weight? The color of his hair, his eyes? What is his social standing, that of his family? What is his trade, or what did he study before becoming an adventurer? What are his likes and dislikes, his fears and his weaknesses?

Typically, many of the character's traits and aspects come into being during the course of play. The name chosen should reflect the character and his cultural background.

THE ADVENTURE

SKILLS

Epées & Sorcellerie does not use a skill system. That does not mean that the characters can do nothing but fight or cast spells, quite the contrary. Basically, their abilities, their experience and their **good sense** are enough to deal with the majority of situations.

The characters are heroes, not ordinary people. They know how to hide, disguise themselves, climb, swim, move in silence, lie in ambush, ride a horse, sail a small boat, survive in hostile environments, and so on. They can also leap and hang from a chandelier, fight balanced on a beam, perform incredible feats. All these actions are directly related to their abilities.

Furthermore, warriors have military skills, know how to rouse their troops, priests have theological knowledge and sorcerers have occult knowledge. All this is part of their character class.

Lastly, if a character was a sailor in his youth, he can sail perfectly, if he started as a burglar, he can pick locks as a result. That is all part of the history of character. It's up to the GM to decide what is reasonable and the player to create a history both simple and coherent: no 1st level character has experienced everything…

As a general rule, it's not useful to roll the dice for all actions. So the characters hide behind a large rock in middle of the night to let a patrol pass by, why roll the dice? On the other hand, if the patrol is actively searching, well, that's a different matter.

It is up to the GM to decide if a character will likely succeed at any given task, or have certain knowledge, according to his history. A dice roll may be convenient, but the GM must remember that it is better to provide the player with useful information for the scenario than render it inaccessible because of a failed dice roll.

MANAGING ACTIONS

For common actions in adventures, such as stealth, climbing, horsemanship and so on, the appropriate ability is used. For social interactions, such as eloquence, bluff or intimidation, first take into account the performances of the players, dice rolling being only a convenience when it comes to resolving secondary issues.

Difficulty table	
Difficulty	**Minimum roll**
Easy	5
Moderate	7
Hard	9
Very hard	11

The most common method is to roll 2d6 plus the ability modifier, plus the level modifier (see below), above the difficulty of the action, as indicated on the following table:

Level modifier

If the action is within the scope of the character's competence (by his class, race or past experience), he gains a +2 bonus. Moreover, all characters gain a bonus of +1 for every three levels, starting from level 4.

Level modifier	
Level	Skill bonus
1-3	+0
4-6	+1
7-9	+2
10-12	+3

Opposing rolls

When there is active opposition between two characters or creatures, it is the character with the higher ability score that rolls the dice first. If he succeeds, the other fails without having to roll the dice.

If he fails, the opponent can roll and if successful, overcomes the opposition. If he fails, it is still the one with the highest score that succeeds.

It is also possible to use the opponent's ability as a difficulty roll.

Group actions

In a group, only one person rolls the dice (or doesn't roll them, if success is automatic) for a given action.

Depending on the situation, it will be he who has the best chance of success (for example, an elf to locate some hidden thing or to hear a strange noise, a sorcerer to call upon his knowledge and so on) or he that has the worst (for example, the most clumsy or heavily encumbered character who is most likely to make noise, for a stealthy approach).

This system makes it possible to avoid rolling the dice multiple times, and at the same time preserves the speciality of the characters, both good and bad.

Common actions

The following table summarizes the abilities commonly used for most actions during the course of the game. If you wish, you can use it as a skill system. The functions of some of these actions are described below.

Common actions	
Action	Ability
Acrobatics	Dexterity
Sprint	Strength
Run, long distance	Constitution
Disguise	Charisma
Stealth	Dexterity
Climb	Strength
Instinct	Wisdom
Deceive	Charisma
Music	Charisma
Swim	Strength
Perception	Wisdom
Track	Wisdom
Knowledge	Intelligence
Jump	Strength
Survival	Wisdom

Stealth

Adventurers will often hide or walk quietly when making an ambush, but their armor may clatter noisily. To succeed in such a stealthy operation, such as walking up behind a sentry without being noticed, or walking on a cracked floor past a sleeping monster without waking it up, it is necessary for a character to successfully roll 2d6 + Dexterity modifier above his AC, or make a difficulty check – whichever is higher. In other words, the lighter the armor, the better the chance of success. If the character is wearing magical armor, his bonus is not counted, since it is not heavy or encumbering.

Stunts

All acrobatic-type actions involving jumping, running and climbing are dealt with in the same manner: the character must successfully roll 2d6 + the Dexterity or Strength modifier above his AC or make a difficulty check, whichever is higher.

Pursuit

All pursuit on foot, horseback or boat is resolved by making an opposing roll, but in this case the movement rates are compared rather than the abilities, with 2d6 added to the amount. Difficulty depends on the terrain (slope, vegetation, etc.). The GM will determine, depending on the distance separating the two parties, the number of successive successful rolls needed to catch up with or outdistance the other party (if in doubt, this number is equal to 1d6).

Saving throws

The saving throw is a last resort. It represents the chance heroes have when faced with extreme situations: to resist a magic spell, to escape poison, to survive the breath of a dragon, etc. Generally, a successful saving throw annuls the effects of such a power if no damage is caused, or halves the amount of any damage inflicted.

General principle

A character's saving throw is equal to his attack bonus. There may be, in some cases, an additional bonus due to ability or race. To successfully save the character must roll at least 10 on 2d6. These roll are modified by abilities, race, and certain spells.

The Constitution modifier is added to any saving throw intended to resist poison, spells or powers that cause instant death, paralysis, petrification, disease, hunger, thirst and exposure.

The Dexterity modifier is added when attempting to leap out of the way of a Fire Ball spell, Cone of Frost or lightning, to escape a dragon's breath, to avoid a trap or a fatal fall.

Other uses

It is possible to use the saving throw in many ways, particularly when a character falls in a trap, or over a precipice, and in any situation where he may be killed.

Since the saving throw also represents luck, it can be used even when the survival of the character is not an issue: to meet by chance in a city street a person he is seeking (or his worst enemy) can be the result of a saving throw.

Group saving throws

If a large number of NPCs (monsters, followers) need to roll saving throws, you might consider that for every +1 to the saving throw, one creature in six automatically makes a successful save.

Thus, if six ogres are victims of a Fire Ball, with their saving throw of +2, two ogres will succeed and four will fail.

Moreover, if a character is mounted on a steed (be it horse, griffon, wyvern, etc.), the saving throw will be that of the rider. You can thus charge a dragon riding a horse!

Dangers

In this section are presented some of the dangers that threaten the characters and ways of dealing with them using simple rules.

Remember that the rules should not spoil the enjoyment of the adventure. Danger to the characters can be exciting, but to kill them for no reason also kills the scenario you have prepared.

Have a few surprises ready should the characters fail. A fall over a cliff can make it possible to find a hidden cave entrance, on a ledge placed conveniently so. Poisoned, they wake up chained to their worst enemies, among cannibalistic monsters, or wrapped in cobwebs. Drowned, they wake up the captive of a nixie. And so on... Of course, don't just allow them to get away with anything they want, just because they believe they'll survive it: in order for them to find the limits, you must find the right balance.

Poison

Poison can either have a specific effect (sleep, sickness), or more often be fatal. Unless it says otherwise, especially in the description of a spell or a monster, consider the poison to be fatal.

This type of poison causes a number of d6 damage dice equal to half the level of the monster or spell. The total is halved on a successful saving throw.

For poisons of plant origin, consider the default damage to be 1d6.

Falls

Falls cause 1d6 points of damage every ten feet. If the fall is cushioned (water, vegetation, etc.), subtract 1d6 points. A successful saving throw halves the damage.

Fire

Burns caused by flames inflict 1d6 points of damage every round of exposure. More intense sources of heat, such as molten metal, cause 2d6 points of damage.

Fatigue

It is considered that a character can walk, ride, sail up to 8 hours a day. Any more and he will become fatigued. This will have an adverse affect in combat. All dice rolls will then have a penalty of -1, including saving throws, attack and damage rolls.

Hunger and thirst

Every day a character fails to eat or drink, or is exposed to cold, snow, rain or the desert, he must make a saving throw (with Constitution modifier). If he fails that, he loses 1 hit point. Under these conditions the character is considered fatigued (see above).

Drowning

For each round of drowning a character loses 1 hit point and must make a saving throw (with Constitution modifier) in order to avoid losing consciousness.

Aging

From 40 years of age, characters lose 1 point of Strength, Dexterity or Constitution (randomly determined) every five years. If an ability reaches 1 they become an invalid, at 0 they die. For dwarves and elves longevity is doubled and aging effects slowed by half.

Healing

If a person receives proper care and rest, he recovers 1 hit point per day. Without care or rest his wounds become infected and he loses 1 hit point per day, regardless of his level.

Climate

If the GM wants to take into account the climate, he simply rolls the dice for each day. Generally, on the first day, he considers the weather to be typical for the season. Then it changes according to the results rolled: 2-5 the weather worsens, 6-8 it remains the same, 9-12 it improves. If he wants to refine things further, he can make separate rolls for temperature, wind and rain. This system makes it possible to create atmosphere and unexpected difficulties.

Encounters

During their adventures, characters meet many NPCs. There is no general rule concerning them, since they are a logical part of the GM's campaign and the needs of his scenario. Nevertheless, there are some things that can make the GM's job easier.

Initial attitude

When the characters meet an NPC whose behavior is not determined by the scenario, or by the logic of the situation, you can roll 2d6 to determine his attitude:

Initial reaction of NPCs

Roll*	Attitude
2-5	Negative, aggressive
6-8	Neutral
9-12	Positive, friendly

*Take into account the Charisma modifier of the character doing the speaking.

Henchmen

A character can attract a number of henchmen to his service. They take part in his adventures, faithfully serve and receive a part share of his treasure. Their master must equip them and provide for their needs.

These henchmen start at 1st level and then progress 1 level for every 2 that the character increases. They are usually ordinary warriors, but this is not obligatory: they can be monsters (serving as a henchman for life), priests, or sorcerers. It is up to the GM to decide what is allowable. Henchmen can never be a higher level than their

chief. Their number can never exceed the character's Charisma score plus his level. The GM can play the henchmen or allow the character to do so if he wishes, while reserving the possibility of regaining control at any time. In combat it is generally the player who throws the dice for the actions of the henchmen.

Like all NPCs, henchmen are subject to morale checks. They add their master's Charisma modifier, plus one for every four levels that their leader has.

Moreover, at level 9, a character can attract to his service a band of 5d6x10 1st level men-at-arms, with an average morale score. They may be human, but can also be elves, dwarves, orcs and so on. It is up to the GM to decide, after discussion with the player.

The rules for henchmen are optional, but they are practical in adventures centered around combat, organizing thieves' guilds, spy networks, merchant houses and so on, but can slow down play by multiplying the number of NPCs.

Experience

At the end of game session, the GM assigns each character a number of experience points, based on what they have done.

Each monster defeated is worth 100 experience points per level.

Defeat does not necessarily mean kill: persuasion, evasion by ruse, rout, knock unconscious, etc., are equally valid and effective methods for this purpose.

This total is divided between the characters. If the average level of the characters is higher than that of the monsters, an equivalent ratio is applied. For example, if 3 characters of 3rd level escape from 6 orcs (that's 9 levels against 6), they receive only 2/3 of the 600 experience points, which is 400, or 133 each.

If your campaign is based on plundering old temples, daring burglaries and hunting for rich treasures, you can choose to allow one plundered gold piece to equal one experience point. If you want to go further, you can rule that the treasure must be spent, preferably by feasting and drinking, before it is converted into experience points.

There are other opportunities to grant experience points: good role-playing, instilling passion and tension into the character, a clever or daring idea, the conclusion of an investigation or a scenario, to some degree. A simple method is to assign 100 experience points per character level, whenever such an occasion arises.

Combat

The following rules are used to manage combat situations. They don't claim to reach a high level of realism, but rather are to be used to support the imagination of the GM and players, while allowing fast combat, efficacious and rich in return.

One of the key principles is that all weapons do the same damage. It is up to the GM to manage, when necessary, the tactical nuances and possibilities of each weapon; the general idea is to make it possible for the players to equip their characters according to their own style rather than technical considerations.

This also applies to firearms, if you want to include them (they work marvelously in the history of piracy, for example) or technological equipment, since the boundary between *Sword & Sorcery* and science fiction is very fuzzy. A laser pistol, an energy lance and a sword will, therefore, all do the same damage, which explains why they all can coexist quite happily in the fantasy universe.

Don't try to explain this complex coexistence. It is just part of the decor...

Combat sequence

Surprise

A group or a creature that is surprised cannot move or attack during the first round. If they don't have weapons in hand, they won't be able to attack during the second round either. They can defend themselves in all cases. If in doubt about the surprise, consider the probability of surprise in an unexpected meeting to be 2 chances in 6.

Actions in a round

While battle takes place simultaneously between combatants or opposing parties, the order of actions is defined by some rules.

The duration of a round is rather relative, since it is a series of movements and maneuvers with weapons of variable length. In theory, it's considered to be about 10 seconds. There are thus six rounds per minute and 60 rounds per turn.

The sequence of a round proceeds in the following manner:

1 – Movement

2 – Spells

3 – Missile attacks

4 – Melee attacks

5 – Morale

1 – Movement

Combatants may move their full combat movement rate, or twice that speed if not engaged. Elves can fire a bow during this phase while moving, which gives them a certain advantage.

2 – Spells

Spells and counter-spells are cast. They take effect immediately. If two casters launch their spells at the same time, both spells apply simultaneously. A spell caster wounded during phase 1 cannot cast a spell.

3 – Missile Attacks

Missile attacks are launched. Stationary combatants who already fired during the movement phase can do so again. Ranged attacks are not possible if engaged and the combatant must await the start of the next round before drawing a melee weapon.

4 – Melee Attacks

Melee attacks are made. Motionless targets who have already struck during the movement phase may do so again. Warriors and monsters with multiple attacks continue until all have completed their attacks.

5 – Morale

If it is necessary, morale checks are rolled. If fighting continues, return to phase 1.

Attack

When attacking, the combatant rolls 2d6 + attack modifier + Strength modifier (melee) or Dexterity modifier (missile). If the result of the dice is higher than the target's AC, the attack is successful. If the amounts are the same, the target is not injured but pushed back or thrown to the ground. On the next round the attacker will have +1 and the defender -1 to their rolls.

Both combatants roll their dice simultaneously, but only the one who rolls the highest hits, provided his roll exceeds his opponent's AC.

If both fail to roll higher than the other's AC, neither managed to find a gap in the opponent's defenses.

If both combatants roll the same score on the attack roll, they both roll for damage. Whoever rolls the highest breaks the weapon or shield of his opponent (loser's choice). If the damage rolls are equal, both weapons break. Magic weapons never break.

If one of the combatants has exhausted his number of attacks in a round, he can no longer inflict any damage, but may defend himself and continue making attack rolls, i.e. if his score is higher than that of his adversary, he parries the blow but does not cause any damage. The risk of breaking weapons is still the same.

Damage

If an attack is successful, the attacker rolls damage: 1d6, plus the Strength modifier if applicable, +1 if using a two-handed weapon. The amount of damage is subtracted from the defender's hit points. Reaching 0 hit points causes unconsciousness.

If a character loses more hit points he immediately dies. If not treated after battle, he must make a saving throw to regain consciousness, or die if it fails.

Damage by level

In this option, the attack bonus is also added to damage to make high level combatants more dangerous.

Damage by armor

Weapons vary in effectiveness against different armor types. A blunt weapon (mace, hammer, club, stick) will cause one point of damage less against leather armor, which absorbs shocks well, and one point extra against plate armor, which passes the shock onto the wearer. Conversely, thrusting weapons (spear, lance, arrow, quarrel) will do an extra point against leather armor, but one less against plate armor. Finally, the damage inflicted by slashing weapons isn't modified by armor type.

Styles of combat

Weapon and shield

In addition to the +1 a shield bestows on AC in melee combat, a combatant can use his shield to parry a ranged attack, as if fought face-to-face, by rolling 2d6 + attack modifier, and if the roll is higher than that of the attacker, the projectile

embeds itself into the shield rather than the defender.

Moreover, if a PC (or major NPC) receives a mortal blow, he receives no damage but instead his shield splinters (or weapon if he does not have a shield). Obviously that happens only once in combat: the next blow will indeed be mortal.

Death is the most likely outcome for most characters. A new character is weak and vulnerable, he may die from just one blow, exactly like any ordinary being. Do not see this as a handicap, but as a normal feature of a *Sword & Sorcery* world.

Two-weapon combat

If a combatant wants to use two weapons in melee combat, such as a sword and a dagger, he must decide whether to master a defensive or offensive style.

The defensive style enables him to use his second weapon in defense (+1 bonus, like a shield).

The offensive style enables him to strike simultaneously with a single attack roll, as if he fought with a two-handed weapon (1d6+1 points of damage).

Unarmed combat

If a character attacks with his bare hands (or with feet, elbows, knees, head, etc.), any damage inflicted is not fatal. Opponents who reach 0 hp or less have fallen into unconsciousness.

An attacker may choose to knock down, throw or immobilize his opponent, but he must announce it before his attack roll. In this case, he does not roll damage, but makes a successful maneuver. This sort of attack can only be carried out against a single opponent of similar or smaller size and equal or lower level.

Fighting bare-handed against an armor-wearing

opponent who is armed, or a non-humanoid, is considered to be unfavorable circumstances (-1 to attack and damage).

Missile weapons

The weapon table shows normal firing distance. This is the effective range and not the maximum range. Whenever this range is doubled, subtract one from attack and damage rolls.

Using ranged weapons in melee combat is dangerous. If the missile misses its target, the GM will randomly determine another nearby, friend or foe, and ask the player to throw another attack roll against this new target. If successful, damage is rolled normally.

Missile weapons

Weapon	Range of fire
Short bow	15
Long bow	21
Light crossbow	18
Heavy crossbow	24
Throwing axe	3
Sling	12
Javelin	6
Spear	3
Throwing knife	3

Maneuvers
Favorable situations

Whenever a combatant is in a situation that is favorable compared to his opponent, he receives a +1 bonus to his attack and damage rolls. Conversely, in an unfavorable situation he receives a -1 penalty to attack and damage rolls. These bonuses and penalties also apply to saving throws and morale rolls.

Favorable situations include, attacking an opponent from behind, one already engaged in combat, one who is prone, who is obstructed in his movements, charging on a horse, etc.

Unfavorable situations include, having movement obstructed, in darkness (or in the light for creatures of the underworld), in retreat.

If an action is inevitable (kill an opponent who is asleep or unconscious) or impossible, it's not necessary to roll the dice.

Camouflage

If a defender is camouflaged or partly shielded by a wall, a tree, or any obstacle, even in the case of a fire ball, he is only hit if the attacker throws an even number on his attack roll.

Against several opponents

Fighting against several is not always easy. A maximum of 6 people of human-size can surround another, but they can rarely all attack at the same time. Generally, 1d6 will try to do so each round. The GM will be careful to adapt this rule to the situation (respective size of the combatants, topography) and the PC can attempt to limit the number of attackers by skillfully using the terrain.

Morale

It is up to the players to decide when their characters attempt to flee or withdraw from a fight. For NPCs and monsters, it is possible for them to decide to flee or retreat if the situation is dangerous, only to return later or take refuge in a place that is easier to defend. A morale roll allows the GM to know whether or not NPCs or monsters will flee.

A morale roll is a roll of 2d6 + the level of the monster or the most powerful NPC (for instance, if there is one ogre with a group of orcs, their mor-ale will be +4). If the result is below 7 they beat a retreat. The GM secretly throws a morale roll when one of the following situations occur. With each successive morale roll, the score needed to succeed increases by two (for example, the third morale roll must be 11 or higher).

When to check morale?

1 – The current combat is manifestly unequal (marked inferiority in numbers or weapons...)

2 – The leader of the group, or the most powerful creature, is killed.

3 – Half of the combatants in the group are killed or out of action.

4 – A spell of level 5 or 6 has just been cast.

Some creatures devoid of intelligence need never check morale. If circumstances favor NPCs or monsters (favorable terrain, superior numbers), they gain a +1 bonus to their morale.

Failed morale

A failed morale roll doesn't mean they flee recklessly, simply that they try to withdraw to a safer position or more favorable ground, or try to negotiate. What they do must be decided by the GM based on the intelligence of the creatures, their combat experience, discipline and so on. A second failed roll may possibly trigger a veritable disorderly rout.

Balancing combat

Keep in mind that a creature of a level equal to that of a character has a one in two chance of killing him. This could rapidly undermine the continuation of the scenario. In general, it is better if combat is planned in such a way that the total level of adversaries is half that of the characters.

High level warriors and spell casters can fight a number of powerful adversaries. Throwing enough 1st level monsters or NPCs at them to place them in peril, will enable them to use their capabilities to their full potential.

In a scenario, it is important to ensure that the first fight is neither too hard nor too easy, a situation where the characters can easily withdraw should things go badly. This makes it possible to gauge their capabilities and continue to adapt. This is even more important if the characters have recently gone up a level, or if you haven't played for a long time: it makes it possible to judge the abilities of the players themselves.

Managing mass combat

It is sometimes necessary to manage combat between a large number of adversaries, whether a small skirmish or large battle. The combat rules can manage it easily. Treat each group of fighters as an individual, choose a suitable scale (1 to 10, 1 to 100, etc.), and treat the combat as if it were standard combat. At the end of each round, roll a morale check for each side to see if they keep fighting or withdraw. The percentage of hit points lost indicates the percentage of losses suffered.

Treat the terrain and circumstances (ambush, siege, etc.) in the same manner as standard combat, i.e. a bonus/penalty of +1 to attack and damage. Same thing if a commander has achieved a brilliant maneuver. The duration of a round can

vary according to the extent of the battle from a few minutes to a complete day.

If the PCs are involved in a battle, assign 1d6 ordinary soldiers to each one, or a particular monster. The impact of their actions can influence the enemy's morale and thus give them a decisive role in the battle. In this manner, you can move quickly between mass combat and role-playing.

Magic

General principles

Magic can take forms and effects that are extremely varied. The few principles which follow apply equally to priests and sorcerers.

Preparation of spells

The number of spells per level indicated in each character class description represents the spells he can prepare for a given adventure. These indeed require long preparation in a quiet place, a place of prayer and meditation, a library or a well-equipped laboratory. He also needs rare components, ancient books, sometimes sacrifices or the assistance of disciples.

Generally, it's considered that the preparation of a spell or invocation takes one day per spell level. Then, this spell is ready to be cast at the desired time, very quickly, in the matter of a moment. It remains ready indefinitely, until it is cast.

At dawn or at the dead of night (decided by the player when he creates his character), spells already cast become available once again for casting. This doesn't allow the priest or sorcerer to change his list of spells: if he wants to do that, he must once again go through the process of preparation in his temple or laboratory.

Normally, variations and reversed versions of spells are considered to be different spells and must be prepared separately. Nevertheless, to give more flexibility, the GM may permit the caster to choose which version he wants to use at the time of casting.

Choosing lower level spells

A priest or sorcerer can choose spells of a lower level than those he is entitled to, without this changing the amount. For example, a 4th level sorcerer may select 5 spells of 1st level and one of 2nd level, instead of 4 and 2. It is not possible to change in the other direction.

Saving throw

Generally, unless stated otherwise, it is possible for a victim to make a saving throw which cancels the effect, or reduces the damage by half. This saving throw takes a round, during which the victim resists or tries to dodge the spell. He can defend himself but not attack until the end of the round.

Release

Casting a spell is very quick, since it is ultimately releasing a spell that was prepared long before. That implies the use of a magic formula, which can be shouted or whispered.

For spells aimed at people or an area, the caster must

Duration	
Rounds	10 seconds/caster level
Turns	10 minutes/caster level
Hours	1 hour/caster level
Days	1 day/caster level

Range	
Touch	Direct physical contact. In combat, requires a successful attack roll
x1	1 yard/caster level
x10	10 yards/caster level
x100	100 yards/caster level

be able to manually nominate the victims or beneficiaries, unless releasing the spell totally randomly.

Finally, as a general rule, detection spells and those affecting the mind can be cast discretely, by mere concentration.

SECONDARY EFFECTS

Each caster has his own style, which is reflected in his spells. Even though the technical characteristics are the same, the embellishments, such as colors, sounds, visual or olfactory side effects depend on the priest or sorcerer. The player must specify these aspects during character creation and they apply to all spells as a kind of signature.

Moreover, when a spell is prepared, the caster can at will use small visual special effects, or even real ones, depending on the spell. These effects never cause damage.

For example, a sorcerer who has prepared Fire Ball can light a small fire or pipe in this way, one who chose Summon Monsters could summon a mouse. The player can propose all kinds of effects of this type, but it is up to the GM to decide if they are appropriate.

SPELL BOOKS

Sorcerers and priests usually keep all of their spells in a collection of manuscripts, called a spell book.

It may actually be a book, but also scrolls, papyrus, engraved or incised tablets and a number of other methods depending on the cultural background of the priest or sorcerer.

This book is an extremely valuable object, because it contains all the formulas necessary for the preparation of their spells. Carefully hidden and protected, it is almost never taken on a journey for its loss would be irreparable.

Copying a spell into a spell book or inscribing one onto a scroll takes one whole week per spell level, during which the sorcerer or priest cannot engage in any other activity.

SPELLS KNOWN

During character creation, a sorcerer knows one spell per point of Intelligence and a priest one invocation per point of Wisdom, chosen from the list of 1st level spells. Thereafter, he will have to discover them or invent spells of his own.

SPELL CREATION

A sorcerer or priest may create a new spell or invocation. The player and the GM must agree on its characteristics and level, by comparison with existing spells. The level must naturally be one that is available to him. The creation of a spell takes one month per level of the spell and costs 1,000 gp per spell level in strange components,

Creating magic items		
Item	Time/level	Cost/level
Scroll	1 week	100 gp
Potion	2 weeks	200 gp
Wand	1 month	1,000 gp
Permanent item	1 year	10,000 gp

ceremonies and sacrifices.

Note that nothing, in theory, stops a member of one class imitating the spells of another, so that the lists proposed for each class correspond to traditions rather than limitations.

It is customary to name any spells created. Thus, a spell called "Primal Creation of Xylarthen" indicates that this famous sorcerer is the author of the spell in question.

Creating magic items

A priest or sorcerer can manufacture magic items based on the spells he knows. The manufacturing time and the cost per spell level depend on the type of object (see table above).

Spell parameters

In the description of each spell, the duration and range (or area of effect) are shown (see tables). They usually vary according to the level of the caster. In addition, certain spells, indicated by an asterisk (*), have several variants.

The range can either be linear, or take the form of an area of effect, depending on the description. If in doubt, it's up to the GM to choose what seems most appropriate for each spell.

⬛ Prolonged duration

In this option, spells are prolonged for a period equal to the initial duration, as long as the victim wasn't lucky enough to make a successful saving throw. At the end of each duration, he may try his luck again. This option makes spells more powerful and more random.

Priest invocations

Level 1 invocations

Courage*

Level: 1 / Range: x10 / Duration: Turns

The beneficiaries, a number equal to 1d6 per caster level, suddenly feel extraordinarily courageous. They no longer suffer from the effects of magical or supernatural fear and no longer need to make morale checks.

Priest invocations

	Level 1	Level 2	Level 3
1	Courage	Bless	Continual light
2	Detect evil	Detect traps	Control animals
3	Detect magic	Paralyze	Control undead
4	Healing	Power	Cure disease
5	Light	Protection from lycanthropes	Locate object
6	Protection from evil	Resist fire	Panic
7	Protection from undead	Speak with animals	Remove curse
8	Purify food and water		Snake
9	Sanctuary		Speak with dead

	Level 4	Level 5
1	Apostasy	Aging
2	Circle of protection from evil	Control dragons
3	Control giants	Destroy evil
4	Control plants	Destruction
5	Create food and water	Divine message
6	Neutralize poison	Quest
7	Protection from elementals	Resurrection
8	Spark of life	Swarm
9	Speak with plants	

The reversed version, **Fear**, routs 1d6 of the caster's opponents (saving throw allowed). Only creatures of a level less than or equal to the priest are affected. They cannot return in his direction at the end of the spell effect.

Detect evil

Level: 1 / Range: x10 / Duration: Turns

Used to detect the presence of creatures, locations, or objects that are hostile or dangerous within the range of the spell and to gauge its potency with some accuracy. Note that "evil" is used here in a very generic way, as any potential danger to the spell caster, without any moral connotation.

Detect magic*

Level: 1 / Range: x10 / Duration: Turns

Can detect the presence and potency of spells, monsters and magical objects within the spell's area of effect. This spell can also be used on an object, spell, or specific location to determine its properties.

Its reversed version, **Hide magic,** can hide the magical aura of an object or spell in order to make it undetectable.

Healing*

Level: 1 / Range: x10 / Duration: Immediate

Heals 1d6 hit points for every 3 levels of the caster. Its baneful version, **Harm**, causes the same amount of damage on a successful attack roll. This spell can also be cast before combat, taking care of damage received at a rate of 1d6 for every 4 levels. The effect disappears after one turn.

Light*

Level: 1 / Range: x1 / Duration: Hours

Creates a magical light that illuminates the spell's area of effect. This Light can be fixed on an area, person or object. Its color and appearance (luminescence, cold flame,...) are chosen by the spell caster.

Its reversed version, **Darkness**, creates an area of darkness or fog, caster's choice. To fight in this area attracts a -1 penalty to attack and damage rolls and makes missile combat impossible.

Protection from evil

Level: 1 / Range: Touch / Duration: Turns

Protects against conjured creatures (elementals,

demons,...), which cannot attack the recipient of the spell (but can seek to harm him indirectly). This spell also grants a +1 bonus to saving throws and a -1 penalty to the attack rolls of other adversaries. Note that "evil" is used here in a very generic way, as any potential danger to the spell caster, without any moral connotation.

Protection from undead

Level: 1 / Range: x1 / Duration: Turns

The undead cannot approach within the spell's area of effect.

Purify food and water*

Level: 1 / Range: x1 / Duration: Permanent

Renders any spoilt food or poisoned water within the spell's range safe to consume. The reversed version, **Spoil food and water**, makes it unsuitable for consumption causing pain and sickness for 1d6 days (saving throw allowed). A sick person receives a penalty of -2 on all rolls.

Sanctuary

Level: 1 / Range: x1 / Duration: Turns

The priest gains a +1 bonus to his AC and saving throws for every 4 levels.

Level 2 Invocations

Bless*

Level: 2 / Range: x1 / Duration: Turns

Grants the recipients a +1 attack bonus for the duration of the spell and +1 to morale if they are NPCs or monsters. The spell must be cast before combat. Its reverse version, **Curse**, gives the opposite effect to adversaries.

Detect traps*

Level: 2 / Range: x10 / Duration: Turns

Allows the detection of traps, trap doors and dangerous zones in the spell's area of effect and assesses their potential risk. This spell can also be used to analyze a particular trap and discover how to avoid or deactivate it. It can also locate secret doors and similar mechanisms. The reverse version, **Hide traps**, can make them undetectable by natural and magical means.

Paralyze*

Level: 2 / Range: x1 / Duration: Turns

Paralyze a number of victims equal to the level of the spell caster (saving throw allowed). The reversed version, **Release**, simply makes it possible to cancel the effects of the spell, or any other form of paralysis or temporary unconsciousness. The victims must be at least partly humanoid and of a level equal to or lower than the caster.

Power

Level: 2 / Range: x1 / Duration: Rounds

Adds an extra 1d6 of damage to a weapon.

Protection from lycanthropes

Level: 2 / Range: x1 / Duration: Turns

Lycanthropes cannot approach within the spell's area of effect.

Resist fire

Level: 2 / Range: x1 / Duration: Turns

The priest is invulnerable to ordinary fires. For magic or supernatural fires, he gains a +2 bonus to his saving throws and takes 1 point of damage less per die.

Speak with animals

Level: 2 / Range: x10 / Duration: Turns

Allows speech with animals that are of normal or giant size. These creatures have their own way of reasoning and their own areas of interest, so their responses can be disconcerting.

Level 3 Invocations

Continual light*

Level: 3 / Range: x1 / Duration: Permanent

Creates an area of light equal to that of the spell of the same name, except that it is permanent and can only be cast on an area, not on a person or object. This explains why temples are frequently magically illuminated. A reverse version of this spell, **Continual darkness**, also exists.

Control animals

Level: 3 / Range: x10 / Duration: Hours

Animals with a number of hit dice equal to or lower than the level of the priest will obey him. The maximum number of animals controlled is equal to the level of the priest. The animals retain their personality, only obey simple commands and make a morale roll if asked to attack someone.

Control undead

Level: 3 / Range: x10 / Duration: Hours

Undead with a number of hit dice equal to or lower than the level of the priest will obey him (saving throw allowed). The maximum number of undead controlled is equal to the level of the priest. The undead obey orders, but the more intelligent ones will not always be happy about it.

Cure disease*

Level: 3 / Range: Touch / Duration: Immediate

Cures all forms of natural or magical disease. The reversed version, **Disease**, confers an infection which inflicts the victim with a -2 penalty to all of his rolls for 2d6 days (saving throw allowed). A successful attack roll is necessary to use it in combat.

Locate object*

Level: 3 / Range: x10 / Duration: Turns

Used to determine the approximate distance and direction of a specific object, if the spell caster knows it, knows what it looks like, or else the category of the object or a given material.

The reversed version, **Hide object,** makes an object naturally or magically undetectable: one simply does not pay attention to it.

Panic

Level: 3 / Range: x10 / Duration: Turns

Causes one adversary per caster level to flee in panic. Creatures of a lower level than the priest are not entitled to a saving throw, while those of an equal or higher level are. They cannot return in the caster's direction at the end of the spell's duration.

Remove curse*

Level: 3 / Range: Touch / Duration: Immediate

Removes a curse from a person or object, provided that he who cast the curse is of an equal or lower level. The reversed version, **Damn**, inflicts a permanent penalty of -2 to attack rolls, saving throws, or of one ability, spell caster's choice.

Snake

Level: 3 / Range: Touch / Duration: Rounds

The priest's weapon is transformed into a snake, which can be used as a whip with a +1 bonus to attack and damage. The bite of the snake is poisonous (2d6 damage, save halves damage). The priest can also have the snake attack on its own. In which case, the snake is regarded as a normal snake.

Speak with dead

Level: 3 / Range: Touch / Duration: Special

Permits three questions to be asked of a dead body which is at least partially preserved (skeleton, corpse, mummy, etc.). The dead will answer the first three questions asked, but can never again be questioned by the same priest. It cannot lie, but can omit important details.

LEVEL 4 INVOCATIONS

Apostasy*

Level: 4 / Range: x1 / Duration: Permanent

The victim adopts the dogmas, beliefs and convictions of the priest, though he understands them only very vaguely and interprets them in his own way (saving throw allowed). He becomes an ally of the priest and defends his new faith with much enthusiasm. A reverse version of this spell exists, **Forgiveness**, which brings back a victim of **Apostasy** to his former convictions.

Circle of protection from undead

Level: 4 / Range: x1 / Duration: Special

Provides the same protection as **Protection from undead**, except that it protects all those who were within the spell's area of effect at the moment of casting and are still there. If the caster takes the time to draw a circle of protection on the ground, the duration is calculated in hours. If the circle is patiently carved into the stone, it is permanent.

Control giants

Level: 4 / Range: x10 / Duration: Hours

Giants (including ogres, trolls, cyclops and titans) with a number of hit dice lower than that of the priest, will obey him (saving throw allowed). One giant per level of the priest will be affected. The giants will obey their orders, but will not always be happy to do so.

Control plants

Level: 4 / Range: x10 / Duration: Hours

The surrounding vegetation, in the spell's area of effect, obeys the commands of the priest and can attack to capture or kill creatures within its area (attack as the priest, 1d6 damage). The same spell makes it possible to control plant monsters (like Ents) whose level is equal to or less than that of the priest (saving throw allowed). The maximum number of plants controlled is equal to the level of the priest. The creatures obey his orders, but are not always happy doing so.

Create food and water

Level: 4 / Range: x1 / Duration: Immediate

Creates enough food and water for 10 creatures per caster level. The ingredients, taste and utensils are the caster's choice, while the quantity adapts to the size of the creatures.

Neutralize poison*

Level: 4 / Range: Touch / Duration: Immediate

Neutralizes the effects of a poison on an object or trap, or even treats a victim of poison (neutralizes the damage or effects of the poison). If he is dead less than one hour per level of the spell caster, he is brought back to life if he successfully rolls under his Constitution.

The reversed version, **Poison**, allows the poisoning of an object, liquid or person touched, either to render unconscious or kill. A fatal poison inflicts 1d6 points of damage per caster level (saving throw allowed, damage halved).

Another alternative, **Immunize**, protects against the effects of poison for a duration of one turn per level of the priest.

Protection from elementals

Level: 4 / Range: x1 / Duration: Turns

Elementals (including Djinn and Efreets) cannot come within the spell's area of effect.

Spark of life

Level: 4 / Range: x1 / Duration: Rounds

Any spell or effect causing immediate death will bestow, in its place, 1d6 hit points to the priest. If he is killed by a weapon, he is only unconscious.

Speak with plants

Level: 4 / Range: x10 / Duration: Turns

Allows communication with normal or animated plants. The central interests and mode of reasoning of plants are, however, very distant from that of humanoids, which doesn't make conversation easy.

Level 5 Invocations

Aging*

Level: 5 / Range: x1 / Duration: Immediate

The victim ages (or rejuvenates, the priest's choice) 4d6 years (saving throw allowed, decrease by half). For every 10 years the victim loses 1 point of Strength, Dexterity and Constitution. Moreover, if he exceeds his maximum age, he immediately dies and instantly decomposes. The reverse version of this spell, **Longevity**, makes it possible for the priest to rejuvenate (or to age, more rarely) 4d6 years. He regains ability points lost due to natural or magical aging.

Control dragons

Level: 5 / Range: x10 / Duration: Hours

Dragons, hydras or chimeras with hit dice less than that of the priest will obey him. One crea-ture per level of the priest will be under his con-trol. The dragons will obey their orders, but will not always be happy to do so.

Destroy evil

Level: 5 / Range: x1 / Duration: Immediate

Cancels an evil spell cast by a priest of an equal or lower level, or returns an evil conjured crea-ture to its world of origin. This spell also allows the interruption of a place or object's evil effects for a number of turns equal to the caster's level.

Destruction

Level: 5 / Range: x10 / Duration: Immediate

In one terrifying roar, the buildings in the area of effect collapse, walls fall down, all creatures suffer 2d6 points of damage and are completely deafened for a turn (saving throw allowed).

Divine message

Level: 5 / Range: x1 / Duration: Special

Allows a priest to ask his god three questions. They will answer, but often in a way that is terse, cryptic or obscure, depending on the im-portance of the questions. If they are offended, the priest will become completely insane (no sa-ving throw).

Sorcerer spells

	Level 1	Level 2	Level 3
1	Charm	Container	Breathe water
2	Detect enemies	Detect invisibility	Clairvoyance
3	Detect magic	Displacement	Cone of frost
4	Detect treasure	Gallop	Conjure monster
5	Diminution	Giant strength	Continual light
6	Hold portal	Illusion	Dispel magic
7	Jump	Invisibility	Fire ball
8	Light	Levitation	Fly
9	Magic aura	Lock	Gaseous form
10	Move silently	Read thought	Group invisibility
11	Ogre strength	Regeneration	Haste
12	Protection from evil	Weakness	Heroism
13	Read magic	Web	Lightning
14	Read unknown languages		Paralyze
15	Sleep		Protection from missiles
16	Travel		Suggestion

	Level 4	Level 5	Level 6
1	Charm monster	Animal growth	Anti-magic shell
2	Circle of protection from evil	Answers	Conjure djinn
3	Confusion	Conjure elemental	Control weather
4	Dimension door	Debilitation	Disintegration
5	Hallucinatory terrain	Passwall	Eternal prison
6	Infravision	Poisonous cloud	Instant death
7	Plant growth	Rock to mud	Invisible stalker
8	Rune of protection	Telekinesis	Project image
9	Scrying	Teleportation	Quest
10	Secret army	Transference	Reincarnation
11	Sorcerer's eye	Undead servants	Statue
12	Spell rebound	Wall of stone	Tidal wave
13	Transformation		
14	Wall of fire		

Quest*

Level: 5 / Range: x1 / Duration: Special

The caster imposes a quest on his victim. It can take a very long time, but should in principle be feasible. Each month that passes without the victim accomplishing the quest reduces all his abilities by 1 point each. While there is no possible saving throw against the spell itself, a saving throw can prevent the effects worsening for a week. The reverse spell will **Deliver** one person from the quest.

Resurrection

Level: 5 / Range: Touch / Duration: Special

Resurrects a person who has been dead for less than one day per caster level and whose body is present and even damaged. It is not unusual for people brought back to suffer as a consequence

some more or less serious psychological side-effects. This spell doesn't work on people who have died of old age or disease.

Swarm*

Level: 5 / Range: Special / Duration: Days

This powerful curse invokes a swarm of flying or crawling insects, which destroys on its passage all crops and vegetation. The width of the swarm is ten yards per level of the spell caster. It is constantly on the move as it quickly consumes all there is to eat.

The spell caster can control the general direction of the swarm, but not the precise route. Those persons surrounded by the swarm are unable to act (saving throw allowed) as long as it is present.

The reverse version of this spell, **Protection from swarms**, repels a magic or natural swarm, or protects crops within a radius of 1 mile per caster level.

Sorcerer spells

Level 1 spells

Charm

Level: 1 / Range: x1 / Duration: Days

The victim becomes the sorcerer's friend and seeks to help or defend the caster, without endangering himself or denying his own convictions (saving throw allowed). He will not necessarily obey orders and any matter involving the danger of death may break the spell. When the spell ends, the charmed individual may discover he was the victim of a spell but will remain sympathetic with the sorcerer if the caster has not misused the situation too much.

Detect enemies

Level: 1 / Range: x100 / Duration: Turns

Used to detect the presence of hostile or dangerous creatures, places or objects within the spell's range and evaluate their importance or power, without too much elaboration.

Detect magic*

Identical to the 1st level priest spell.

Detect treasure

Level: 1 / Range: x1 / Duration: Turns

The sorcerer detects any large amounts of crystal or metal. The spell is designed to detect monetary treasure and gems, or even veins of ore, but it is easily confused by large masses of metal.

Diminution*

Level: 1 / Range: x1 / Duration: Hours

The sorcerer shrinks to half his original size. His abilities don't change, but he can hide more easily or sneak through a narrow passage.

The alternative version, **Enlargement**, multiplies his size by 1.5 times as much. His abilities don't change either, but he is more impressive, running faster, jumping farther.

Hold portal

Level: 1 / Range: Touch / Duration: Hours

A door, window or chest is immovably closed and resists any attempt to open it, even force. Only the sorcerer can open it at will. The spell **Unlock** works against **Hold portal**.

Jump

Level: 1 / Range: Touch / Duration: Turns

The recipient can perform incredible leaps (1 yard per level in height, double in length), without any momentum.

Light*

Identical to the 1st level priest spell.

Magic aura

Level: 1 / Range: x1 / Duration: Hours

Confers a magic aura on a non-magical object or place, without giving it any actual powers. This object will thus be detectable with a spell. It can also make a person think he is benefiting from a magical effect (saving throw allowed).

Move silently

Level: 1 / Range: Touch / Duration: Hours

The recipient can move without making the slightest noise, whatever the environment. He can talk normally. The sound of violent actions, such as fighting, is reduced.

Ogre strength

Level: 1 / Range: x1 / Duration: Turns

The sorcerer has the Strength of an ogre (12). He adds +2 to his attack and damage rolls. This bonus is not cumulative with his existing Strength bonus.

Protection from evil

Identical to the 1st level priest spell.

Read magic

Level: 1 / Range: x1 / Duration: Turns

Allows the reading of scrolls, runes and inscriptions and to discover the command words of magical objects or effects.

Read unknown languages

Level: 1 / Range: x1 / Duration: Hours

Allows the reading of any foreign language, living or dead, but not of speech, or to understand and decode encrypted texts.

Sleep

Level: 1 / Range: x10 / Duration: Hours

Sends to sleep 1d6 levels or hit dice of creatures per level of the sorcerer (saving throw allowed). Creatures of 5 hit dice or more are not affected.

Travel

Level: 1 / Range: Touch / Duration: Special

The recipient of this spell can walk without any fatigue or food for 24 hours. One person per level of the sorcerer can benefit.

LEVEL 2 SPELLS

Container

Level: 2 / Range: Touch / Duration: Days

The object touched (coffer, bag, bottle, etc.), gains a capacity of 50 pounds (solids) or 50 pints (liquids) per level of the sorcerer.

Items placed within the container can be retrieved. Only the caster may retrieve specific items, others must empty the container completely, but can do so only if they say the password provided by the caster. If someone living tries to enter the bag or box, its capacity is normal and if he tries to rummage through without emptying it out first, he will find nothing.

Detect invisibility

Level: 2 / Range: x1 / Duration: Turns

The spell caster senses invisible creatures and can see them in a translucent form.

Displacement

Level: 2 / Range: x1 / Duration: Rounds

The sorcerer moves with speed in combat, though he appears to be moving slower than he is. This gives him a +2 bonus to AC and Dexterity related saving throws.

Gallop

Level: 2 / Range: Touch / Duration: Hours

The recipient has the speed of a galloping horse for the duration of the spell. For every one hour of the spell's duration, he must rest two hours once the spell has ended.

Giant strength

Level: 2 / Range: Touch / Duration: Rounds

The beneficiary has giant strength. He may throw rocks (1d6) to a range of 100 feet and attack barehanded with terrifying power (2d6 damage).

Illusion

Level: 2 / Range: x10 / Duration: Turns

Creates a completely believable visual and auditory illusion (saving throw allowed), which moves, speaks and acts under the control of its creator. It can pretend to fight, but is immune to blows.

As soon as a victim comprehends that it was all just an illusion, he is no longer susceptible to its effects. The damage it causes is fictitious and a "dead" character awakes when the illusion terminates.

Invisibility

Level: 2 / Range: Touch / Duration: Hours

The caster becomes completely invisible. He remains so until the spell ends, or until he ceases to concentrate (because he enters into battle, is injured or under the influence of a hostile spell). He is not silent and his steps can leave traces.

Levitation

Level: 2 / Range: Touch / Duration: Turns

The caster can levitate in a vertical or horizontal

direction, depending on the orientation he gives the spell, at walking speed. He can cease levitating and then start again at any time, as long as the spell lasts. The levitation is fairly stable, which makes missile or melee combat possible, provided he does not deviate from his axis.

Lock*

Level: 2 / Range: Touch / Duration: Permanent

Permanently locks shut a lock, on a door or a chest, except to those who speak the command word provided by the sorcerer for this spell. The reverse of this spell, **Unlock**, opens any lock.

Read thought*

Level: 2 / Range: x1 / Duration: Turns

Permits the reading of a person's thoughts (saving throw allowed). The spell doesn't give access to memories, but allows the caster to surmise the victim's feelings, his actual thoughts on a given subject, or what he is hiding if he is lying.

The reversed version, **Guard thought**, protects against this spell or equivalent powers. Finally, the **detection** version of the spell is sometimes used to detect creatures thinking within the spell's range, but if they are too numerous, an unpleasant mental hubbub ensues.

Regeneration

Level: 2 / Range: x1 / Duration: Turns

The sorcerer regenerates 1 hit point per round, as long as he's not reduced to below zero. Injuries caused by fire and burning interrupt the spell.

Weakness

Level: 2 / Range: x10 / Duration: Turns

The victim loses a number of attack bonus points equal to the sorcerer's level, at a rate of 1 per round (saving throw allowed).

Web

Level: 2 / Range: x1 / Duration: Turns

All creatures caught within the spell's area of effect are caught in a web comparable to that of a giant spider. They can move at a rate of 1 yard per round every time they make a successful saving throw (modified by Strength). It is possible to use the web for other purposes (chains, ropes, huts, etc....).

Level 3 spells

Breathe water

Level: 3 / Range: Touch / Duration: Hours

The sorcerer, and one other person per level, can breathe without difficulty in water and move easily through the depths, without suffering the effects of pressure.

Clairvoyance*

Level: 3 / Range: Unlimited / Duration: Turns

The sorcerer sees a place or a person and their surroundings in a radius of 1 yard per level. It is necessary to know the person or place, or at least have a sufficient description and to know its true name. A mirror, crystal ball, or a body of very clear water are needed for this spell to work.

A variant of this spell is **Clairaudience**, which functions in the same way. Casting both at the same time makes it possible to combine these spells. It requires the use of a shell to listen.

Cone of frost

Level: 3 / Range: x1 / Duration: Immediate

Sends a cone of glacial frost, which causes 1d6 points of damage per level of the sorcerer (saving throw allowed, half damage). If the cone meets a wall or other obstacle, it rebounds at 90° until it reaches its full length. It instantly kills plants and insects.

Conjure monster

Level: 3 / Range: x10 / Duration: Hours

The sorcerer causes a number of monsters appear, which will serve him. He can choose the type, but they can't be more than half his level.

Their number will be 2d6 minus the level of the creatures summoned. The creatures obey him, but retain their personality and don't always carry out what is demanded of them in the manner the sorcerer would like them to, especially if they are sent out of range of his sight. These creatures cannot pass through a **Protection from evil** spell.

Continual light*

Identical to the 3rd level priest spell.

Dispel magic

Level: 3 / Range: x1 / Duration: Immediate

Dispels all magical effects within the area of effect, or one particular spell chosen by the sorcerer provided it was cast by a priest or sorcerer of equal or lower level. Magic items cease to function for a number of turns equal to the sorcerer's level and potions and scrolls are immediately destroyed.

Fire ball*

Level: 3 / Range: x10 / Duration: Immediate

A ball of fire bursts from the sorcerer's hand and explodes on the designated target, causing 1d6 points of damage per caster level. Creatures located within 1 yard per level of the caster are also affected and receive half damage. A saving throw or adequate shelter will halve the damage.

Flammable objects are destroyed and the blast may start a fire in a forest or wooden building. Fire balls bounce 90° off walls, exploding only when they have reached their full length or have reached a living victim and the blast tends to fill any space in which it is confined, with unexpected results. Variants of this spell exist, such as **Ball of ice**.

Fly

Level: 3 / Range: Touch / Duration: Hours

Allows flight at the speed of a racing horse. It is also possible to cast the spell on an object (carpet, boat) or mount and transport 2 people per level of the sorcerer.

Gaseous form

Level: 3 / Range: x1 / Duration: Turns

The sorcerer takes the form of a cloud of dark smoke. He can fly a short distance off the ground, at walking speed and travel through any existing gap. He is invulnerable to normal weapons, but can be affected by magical weapons and spells. A strong wind will disperse him for 24 hours before he can reform. If he chooses to regain his normal form, the spell ends.

Group invisibility

Level: 3 / Range: x1 / Duration: Hours

Works in the same way as **Invisibility**, but affects all those within the spell's area of effect upon casting and who then remain there. Those entering the area afterwards don't be-come invisible, but anyone moving too far away from the sorcerer (or the person on which the spell was cast) becomes immediately visible.

Haste*

Level: 3 / Range: x1 / Duration: Rounds

The recipient moves at twice his normal speed and has one extra attack each round. The reverse, **Slow**, slows victims down (in an area with a radius around the caster equal to the range of the spell) to half their normal speed, they attack once every second round and automatically lose initiative.

Heroism

Level: 3 / Range: Touch / Duration: Rounds

The person or creature designated by the sorcerer fights as if he were a 4th level warrior if he is level 3 or less, like an 8th level warrior if he is level 7 or less, like a 12th level warrior if he is higher. He gains the hit points, the attack scores and saving throws, the number of attacks and all special powers of warriors.

Lightning

Level: 3 / Range: x1 / Duration: Rounds

Creates a deadly bolt. In total, the bolt causes 1d6 points of damage per caster level, but it can be divided into several less powerful bolts for the duration of the spell.

A saving throw makes it possible to avoid each bolt. When a bolt hits a wall it bounces off at 90° until it has reached its full length, which makes the use of this spell hazardous in a confined space.

Paralyze*

Identical to the 2nd level priest spell.

Protection from missiles

Level: 3 / Range: x1 / Duration: Turns

The sorcerer and those people within the spell's area of effect at the time of casting are immune to missile attacks from outside of the area of effect. Magic weapons and spells pass through normally, but damage is halved.

Suggestion

Level: 3 / Range: x1 / Duration: Special

By a form of hypnosis, the sorcerer implants one suggestion in the mind of the victim (saving throw allowed). This must be carefully formu-

lated, because it cannot exceed one word per caster level and cannot be accompanied by any clarification as to what to do. The suggestion is permanent until it is carried out, even if it was a failure. The victim will always act with caution and will not put himself in any danger, whatever the suggestion.

LEVEL 4 SPELLS

Charm monster

Level: 4 / Range: x1 / Duration: Days

Works like the spell **Charm**, but on any creature with a level lower than the sorcerer, even non-humanoids.

Circle of protection from evil

Identical to the 4th level priest spell.

Confusion

Level: 4 / Range: x1 / Duration: Rounds

Creates confusion in enemy ranks. Each affected creature (saving throw allowed) unpredictably changes his attitude each round. He attacks the creature closest to it, whether an ally or adversary, until death or the end of the spell.

Dimension door*

Level: 4 / Range: x10 / Duration: Immediate

A limited form of teleportation that allows the sorcerer and 1 person per level to move within the area of effect of the spell, whatever the obstacles. If the desired spot is not accessible, persons teleported appear at the nearest point. A variant of this spell, **Project dimension**, makes it possible to send a number of adversaries through the dimensional door (saving throw allowed).

Hallucinatory terrain

Level: 4 / Range: x10 / Duration: Hours

Transforms, in an illusionary manner, the surrounding landscape or location within the spell's area of effect. The illusion is at once visual, auditory, tactile and olfactory, which makes it particularly believable.

Infravision*

Level: 4 / Range: Touch / Duration: Hours

The beneficiaries, the number being 1 per level of the sorcerer, can see in full darkness. A variant of this spell, **Extravision**, enables them to see transparently, through clothing, bags, thin doors – but not through metal.

Plant growth

Level: 4 / Range: x100 / Duration: Permanent

Vegetation grows and becomes denser until it forms an impenetrable mass of brambles, thorns and branches in the form of a hedge or continuous surface. The area covers 100 yards² per caster level, up to 100 yards long by 1 yard wide for a hedge.

Rune of protection

Level: 4 / Range: Special / Duration: Special

The sorcerer engraves a rune and then places therein a spell of level 1 to 3. He adds a sentence which defines the trigger, carefully chosen at 3 words per level. When this condition is met, which could be immediately or in 1,000 years, the spell goes off. This spell can only be placed on a stone wall, rock or other matter that is large and solid.

Scrying*

Level: 4 / Range: Unlimited / Duration: Rounds

The sorcerer can, through a mirror, crystal ball or expanse of calm water, observe from a distance a person or place of his choosing. He can also add the spell **Clairaudience** in order to hear. The vision is very brief.

The reversed version, **Protection from scrying**, blocks the effects of this spell in a room or on one person for one day per level of the sorcerer.

Secret army

Level: 4 / Range: Special / Duration: Hours

The sorcerer transforms into trees, the same type as those nearby, a number of volunteers equal to 10 per level of the caster. They can regain their former shape before the spell ends if he speaks the selected command word.

Sorcerer's eye

Level: 4 / Range: x10 / Duration: Turns

An eye appears and moves according to the sorcerer's will up to the limit of the spell's area of effect, while allowing him to see as if with his own eyes. The eye is almost invisible and of the same size as a human eye, but it's not immaterial: it is stopped by doors and walls. Moreover, if it is

located it can be destroyed (AC 10, 1d6 hp) and any damage is sustained by the sorcerer.

Spell rebound

Level: 4 / Range: Special / Duration: Immediate

Any spell of 3rd level or less cast during the same round is returned to its sender. If the latter is of a level higher than the sorcerer, the levels above are still incurred rather than returned.

Transformation

Level: 4 / Range: x1 / Duration: Hours

The sorcerer takes on the appearance of a creature of his choosing, of a level equal to or less than his. He has all of the abilities (AC, movement, special attacks, etc.), but retains his own hit points and cannot cast spells in this form. It is possible to transform another person, but he will get a saving throw if he is not willing.

Wall of fire*

Level: 4 / Range: x1 / Duration: Turns

A wall or circle of flames appears in an area designated by the sorcerer. Its height is 4 yards and its total length 1 yard per level of the sorcerer. Anyone attempting to pass through the flames receives 2d6 points of damage and must make a saving throw to succeed. Other variants exist, such as **Wall of ice** or **Wall of blades**.

Level 5 spells

Animal growth

Level: 5 / Range: x1 / Duration: Turns

Animals designated by the sorcerer double in size and are under his control. Their hit dice and hit points are doubled, their attacks do 2d6 points of damage. Only animals with hit dice lower than the sorcerer are affected (no saving throw) and their maximum number is equal to his level.

Answers

Level: 5 / Range: x1 / Duration: 24 hours

The sorcerer plunges himself into a trance, which lasts 24 hours. During this period, he may ask supernatural powers all sorts of questions.

For each question, the GM will secretly roll a growing number of d6 (1d6 for the first, 2d6 for the second,...). If the result is lower than the sorcerer's Wisdom score, he will get a response. If the result is higher than the sorcerer's Wisdom, he will lose one point permanently and suffer from a phobia related to his question for a number of weeks equal to the number of questions asked.

Conjure elemental

Level: 5 / Range: x1 / Duration: Turns

Conjures an elemental creature of fire, water, air or earth, the caster's choice. It is necessary to find a suitable place: close to a vast blazing inferno or a volcano; a sea, river or lake; a windswept place or an underground cavern, according to the elemental invoked. The creature only obeys because it is compelled to do so by the conjurer and doesn't always carry out orders as expected, except when it comes to fighting.

Debilitation*

Level: 5 / Range: x1 / Duration: Permanent

This curse, sometimes used between sorcerers, confers on the victim, caster's choice, an Intelligence, Wisdom or Charisma score of 2 (saving throw allowed). One variation reduces the scores of Strength, Dexterity or Constitution.

Passwall

Level: 5 / Range: Touch / Duration: Immediate

Pierces a hole through any wall, 1 yard wide and long for every two levels of the sorcerer. The sorcerer can choose to close it again afterwards or leave it open indefinitely.

Poisonous cloud*

Level: 5 / Range: x1 / Duration: Rounds

A poisonous cloud spreads and diffuses. All creatures caught within its area of effect take 5d6 points of damage (saving throw allowed, damage halved). The cloud moves 5 yards per round. In strong winds the cloud disperses immediately.

The variant **Poison immunity** protects beneficiaries of the spell from any type of poison for a period of one round per level of the caster.

Rock to mud*

Level: 5 / Range: x10 / Duration: Hours

Transforms soil or rock in the area of effect into sticky mud to a depth of 1 yard. This could mire an army, lead to the collapse of a building or the crumbling of a hill. The reverse, **Mud to rock**, can solidify muddy or marshy ground so it's dry enough to walk on.

Telekinesis

Level: 5 / Range: x10 / Duration: Rounds

The sorcerer can move, with the power of his mind, a load of one ton per level, or throw any object or person within range of the spell (1d6 points of damage, no saving throw).

Teleportation

Level: 5 / Range: Unlimited / Duration: Immediate

Carries the sorcerer and a number of people equal his level to an unlimited distance. The teleportation is without risk if the sorcerer knows the destination precisely. On the other hand, if he's never seen the place and only knows it by name or vague description, he will arrive at 94 + 1d6% of the total distance, in a good spot, at the first possible place, on ground level.

Transference

Level: 5 / Range: x10 / Duration: Special

The sorcerer transfers his mind into the body of another person, of which he takes complete control (saving throw allowed). His own body falls into a coma. He can draw from the memories of the victim and imitate all their mannerisms. He also can use their physical capabilities, but not their magical powers: he retains his own. If the sorcerer's body is injured, he also receives the wounds in the possessed body, if his body is killed he dies, releasing the victim from the possession. On the other hand, if the victim's body dies, the sorcerer returns to his own body 24 hours later. It is also possible to transfer to an object or place, then possess a person passing close by.

Undead servants

Level: 5 / Range: x1 / Duration: Permanent

1d6 corpses are transformed into skeletons (if already devoid of flesh) or zombies (if they still have some) in order to serve the sorcerer. The total number of these creatures that can be controlled by the sorcerer is equal to 5 times his level. Stripped clean of intelligence, these undead continue the task entrusted to them to the extreme.

Wall of stone

Level: 5 / Range: x10 / Duration: Hours

A wall of stone (or metal) appears. It is 15 foot high and 30 foot long per level of the sorcerer, in a straight line or circle. It adapts to the topography and can be conjured with battlements, a walkway and a staircase.

LEVEL 6 SPELLS

Anti-magic shell

Level: 6 / Range: x1 / Duration: Turns

Creates a force field that protects against any magic spell, invocation or conjured creature. This force field can move with the sorcerer, but at a rate of only 1 yard per round.

Conjure djinn*

Level: 6 / Range: Special / Duration: Special

Conjures a djinn, which will serve the sorcerer – not without bitterly negotiating the exact terms of service. That lasts a maximum of 1 year and a day, during which the sorcerer cannot conjure another djinn. But the djinn will be entitled to a clause which will enable him to be released early. A variant of this spell makes it possible to **Conjure an efreet**.

Control weather

Level: 6 / Range: x1000 / Duration: Days

Changes the weather according to the wishes of the sorcerer: rain, snow, storm, tornado, sun, drought, etc., in the spell's area of effect. Each day, he can vary it as he wishes.

Disintegration

Level: 6 / Range: x1 / Duration: Immediate

Completely disintegrates one creature (saving throw allowed) or an area of one cubic yard per level of the sorcerer.

Eternal prison

Level: 6 / Range: x1 / Duration: Permanent

Creates a prison located in a non-dimensional space. The sorcerer can place a creature there (saving throw allowed) or release one with a word of command. He may send one person there per level.

They can communicate amongst themselves and appear as translucent beings capable of making visible gestures. If the sorcerer is killed, provided they are not released, they can remain there for eternity, having no need to eat, drink or sleep.

Instant death

Level: 6 / Range: x1 / Duration: Immediate

All creatures in the spell's area of effect die instantly (saving throw allowed). Those that are of a higher or equal level to the sorcerer lose half their hit points. The sorcerer is not affected by his own spell, but his allies are.

Invisible stalker*

Level: 6 / Range: Special / Duration: Special

Conjures a demonic and almost invisible spirit, which is assigned the task of killing someone. It moves rapidly while flying, is able to squeeze through small spaces, but not through walls and is very quiet. It disappears only when its task is accomplished.

In a reversed version, called **Guardian spirit**, it will only fight another invisible stalker or a conjured creature such as an elemental. It remains until it is destroyed, or it destroys an invisible stalker, and possesses the same characteristics.

Project image

Level: 6 / Range: x10 / Duration: Hours

The sorcerer creates an illusory image of himself, which he controls from a distance (30 feet per level). It speaks, the spells it casts seem to come from it, its physical attacks too, and the image seems to be wounded when attacked. The damage it causes in combat is illusory and disappears after the combat ends, but its magic spells are quite real. The sorcerer can see through the eyes and hear through the ears of the image, if he concentrates.

Quest

Identical to the 5th level priest spell.

Reincarnation

Level: 6 / Range: Touch / Duration: Immediate

Reincarnates a creature, dead less than one day per level of the sorcerer, into a creature of the same level it was when it was alive, a random species of the same level and same alignment.

Statue*

Level: 6 / Range: x1 / Duration: Permanent

Transforms the victim into a pillar of stone or salt (saving throw allowed). The reverse version brings back to life a creature petrified by this spell or by a creature with equivalent power.

Tidal wave

Level: 6 / Range: x100 / Duration: Turns

Moves great masses of water, either to lower its level, push it to either side, or even cause a devastating tidal wave.

Monsters

We call "monsters", in a generic fashion, the non-human creatures that characters are likely to meet in their career as adventurers. They can be normal animals, giant or prehistoric, humanoids, giants, undead, hybrids of any kind. The monsters presented here are far from being a complete list, do not hesitate to create new ones for the needs of your scenario and to surprise your players.

Description

Explained here are the entries mentioned in the description of each monster or the special rules that apply to them.

Hit dice

Their hit points are rolled with 1d6 per hit dice. Certain monsters have a bonus or a penalty to their hit dice, which applies to each die (like the Constitution modifier).

Their level is normally equal to their hit dice, except if the monster has special powers. In which case, the actual level is shown in brackets after the hit dice. For example, 4[6] indicates the monster has 4 hit dice, but is considered to be a level 6 monster, for experience or the effect of his powers. Remember that to defeat a monster is 100 experience points per level of the latter.

Hit points

It is preferable to roll the hit points of the monsters "on the fly", when they are encountered or at the start of the scenario, as this allows you to adjust them a little if they are too strong or too weak for the upcoming meeting with the characters. It is even entirely possible to change them as you go, to prolong a combat that is too easy or shorten a combat that could turn nasty: it's up to the GM to decide, according to the enjoyment of the game, his scenario and so on.

Nevertheless, a simple alternative consists of taking into account the age and robustness of the monster, defined by a score between 1 and 6 and multiplying it by the number of hit dice:

Hit points per die according to age	
1	Infant or very old
2	Young or old
3	Young adult
4	Adult
5	Robust adult
6	Very robust adult

Attack

Unless otherwise specified, monsters add half of

their hit dice to their attack rolls, rounded down, plus any bonus added to their hit dice. In other words, a 4 HD monster has a +2 attack bonus, a 4+1 HD monster has a +3 attack bonus. The score is noted in each description, to make it easy.

The number of possible attacks per round for monsters is the same as for warriors of the same level, that is to say they can attack the same number of opponents as their own level.

Damage

Unless otherwise stated in the description, monsters cause 1d6 damage per successful attack. If the GM uses the option "Damage by level", it also applies to monsters.

Saving throws

Unless otherwise specified, the saving throw bonus for monsters is equal to their attack bonus. They also must roll 10 or more to succeed.

Special powers

Some creatures have special powers that are explained in their description.

Movement

The score indicated is their speed in combat. If a second number is given, it is the speed of flight or swimming, according to the creature.

Alignment

The alignment shown is just a generalization, some monsters can be of a different alignment to the majority of the members of their species. Sometimes two alignments are mentioned, indicating that the two cases are common. For example, orcs are commonly neutral or chaotic.

Abilities

The abilities are not given. When they are necessary, they can be made up as you go by rolling 2d6, without taking account of modifiers, since they don't necessarily apply in the same way to monsters as the PCs.

To compare the Strength or Constitution with those of characters, add the HD to the score ob-

tained. Those monsters described as having animal intelligence are considered to have a score of 1, their cunning being related to their Wisdom score.

In general, don't make life difficult for yourself over the abilities of monsters and trust yourself with the needs of your scenario instead of rolling dice. On the other hand, you can use them to customize certain creatures.

Number

The number of monsters is fixed by the GM, according to the needs of his scenario. Nevertheless, if he wants to determine it by chance, here's a simple chart:

	Type	Number
1	Group	1d6
2	Patrol	2d6
3	Band	5d6
4	Tribe	5d6x10
5	Village	5d6x100
6	Town	5d6x1000

Adapting monsters

Because there are not many characteristics for monsters, they are easy to adapt, to transform, either during the creation of the scenario, or on the fly during the course of the game. The following guidelines can easily be used:

Don't name them

They are more impressive when they are described than when they are named. When your players start to get used to your monsters, it is time to look through the rules and add new ones, or create some yourself.

Modify the characteristics

Increase the hit dice, armor class, even the damage caused by monsters, it's always a surprise for your players. Of course, it's preferable that they're ignorant of the characteristics for a long time, but if they see the same creatures turning up all the time, they will eventually know them well. You can even do it during combat, if a monster does not stand out enough to be interesting, on the other hand, make them weaker if the

situation turns bad. Don't forget that making the scenario interesting and your player's pleasure are your top priorities.

Combine monsters

The troll riding a giant worm is almost a classic example of an improbable association. All combinations of riders and mounts are possible. All the variations of centaurs and hybrids too. Randomly select two monsters and try to imagine the result. Give it a level that matches your current campaign. That will work.

A few mechanics

Whether in a Steampunk version or science fiction, your giant spiders may be mechanical and your dinosaurs become giant robots. Don't change the characteristics and don't worry about who built them. The assumptions your players make will give you plenty of answers.

Monster list

Animated armor

Hit dice:	8
Attack:	+4
Armor class:	11
Movement:	3
Alignment:	Neutral

Animated armor is a powerful creature of metal created and animated by a sorcerer. Its creation is considered that of a magic item based on a 4th level spell.

Its appearance is generally that of an armored humanoid of large size, but that's not mandatory. It obeys the sorcerer without fail, but its intelligence is limited, often leading to strange or absurd interpretations of the orders given. When its creator dies, the animated armor tirelessly pursues the last task with which it had been entrusted. Some are equipped with special powers or magic weapons.

Ape, albino

Hit dice:	4
Attack:	+2
Armor class:	8
Movement:	3
Alignment:	Neutral

Albino apes are a race of great apes related to go-

rillas and orangutans, adapted to a subterranean environment. They are cunning and often evil, happily eating the flesh of humanoids. Some of these creatures have six arms.

Balor

Hit dice:	8+1 [11]
Attack:	+5
Armor class:	14
Movement:	4/8 [fly]
Alignment:	Chaos

The balor is a winged demon, 12 foot tall and unbelievably cruel. It radiates an aura of flame, which sets ablaze everything that comes within 1 yard of it (1d6 damage) and can at will transform itself into a vortex of fire. It is generally armed with a sword, scourge or whip of flames, causing 2d6 points of damage each time it hits. Only magical weapons and non-fire based spells can affect it. The balor can see perfectly well in absolute darkness, even when it douses its flames.

Basilisk

Hit dice:	6+1 [7]
Attack:	+4
Armor class:	11
Movement:	2
Alignment:	Neutral

The basilisk is a giant lizard with an eagle's beak and a barbed tail, whose gaze petrifies (saving throw allowed). Of animal intelligence, it lives in deep caves, sometimes with its young (1d6). It is itself vulnerable to the reflection of its own eyes. Able to fight with its powerful beak and tail simultaneously, it does so only if attacked. Otherwise, it usually prefers to flee.

Bear

Hit dice:	2
Attack:	+1
Armor class:	7
Movement:	3
Alignment:	Neutral

These characteristics are used for brown bears.

Bear, cave

Hit dice:	3
Attack:	+1
Armor class:	8
Movement:	4
Alignment:	Neutral

These characteristics are used for prehistoric bears, but also for polar bears and grizzlies.

Beetle, giant

Hit dice:	4
Attack:	+2
Armor class:	12
Movement:	2/4 (fly)
Alignment:	Neutral

Over 7 feet in length, the giant beetle attacks with its enormous mandibles in the form of pincers.

Black knight

Hit dice:	6 [8]
Attack:	+3

Armor class:	12
Movement:	5/8 [on horseback]
Alignment:	Chaos

Black knights are semi-corporeal undead, like wraiths. They have no face, but bear armor, weapons and a large black cloak. They are usually mounted on either a horse or a wyvern, which does not fear his presence and is strictly obedient.

Black knights can see in the dark, but light gives them a -1 penalty to attack, damage, saving throws and morale. They cannot be hit by characters below 4th level, except with magic weapons and spells (other than those related to the mind or sleep).

Black knights drain vital energy from their opponents. With each blow, whether bare hands or weapons, they drain two levels from their victim (saving throw allowed). All the benefits of the levels (scores, hit points, spells) are lost forever. A creature that loses all of its levels itself becomes a wight under the control of the black knight which killed it.

Black pudding

Hit dice:	10 [11]
Attack:	+5
Armor class:	8
Movement:	2
Alignment:	Neutral

The black pudding is a sort of enormous gelatinous and dark mass. Extensile and rubbery, it can change its shape to fit through narrow gaps. Grey varieties also exist.

Its surface is an acid, which affects organic materials, such as wood and which may affect metal over time. Terribly corrosive, it causes 3d6 points of damage when it makes a successful attack roll.

Spells and blows from weapons simply divide it into smaller amoebas (1 HD), but will not kill it. On the other hand, heat and cold affect it normally.

Boar

Hit dice:	2
Attack:	+1
Armor class:	7
Movement:	4
Alignment:	Neutral

These characteristics also apply to deer and large forest mammals.

Brontosaurus

Hit dice:	8
Attack:	+4
Armor class:	9
Movement:	6
Alignment:	Neutral

The brontosaurus is a land dinosaur, vegetarian, with an enormously long neck. It spends most of the time half-immersed in shallow lakes. Some tribes use it for transport or for war.

Caveman

Hit dice:	2
Attack:	+1
Armor class:	7
Movement:	4
Alignment:	Neutral

Cavemen are a separate branch of humanity. They have a low forehead, broad nose, and more abundant hair than other humans. Their technology is rudimentary, tools made of stone and wood.

Centaur

Hit dice:	4
Attack:	+2
Armor class:	9
Movement:	6
Alignment:	Law/Neutral

Centaurs are half man, half horse, although their spirit is closer to the latter. They live in remote plains, far from men, often in small family groups. They wield bow and spear and are trained to kick at the same time when they fight in melee combat.

Chimera

Hit dice:	9 [10]
Attack:	+4
Armor class:	10
Movement:	4/6 (fly)
Alignment:	Neutral/Chaos

A chimera has the body of a lion, the back legs of a goat, wings of a dragon and three heads: goat, dragon and lion. It is able to attack with its horns and fangs simultaneously. Moreover, the dragon head can breathe fire (range 15 feet, 3d6 damage). It is the only one of the three heads that is capable of speech.

Cockatrice

Hit dice:	5 [6]
Attack:	+2
Armor class:	8
Movement:	2/4 (fly)
Alignment:	Neutral

Like the basilisk, the cockatrice is a serpent with a beak and a barbed tail, of animal intelligence. But it is smaller and has the wings of a bird. The beak of a cockatrice transforms that which it touches to stone (saving throw allowed), without further damage. It is not immune to the attack of another cockatrice.

Crab, giant

Hit dice:	3
Attack:	+1
Armor class:	12
Movement:	2
Alignment:	Neutral

Large at over seven foot, the giant crab attacks with its two enormous pincers at the same time.

Crocodile

Hit dice:	2
Attack:	+1
Armor class:	7
Movement:	3/5 (swim)
Alignment:	Neutral

The crocodile can remain unseen when it is hidden in murky water or covered with vegetation. It attacks with its prodigious jaws.

Cyclops

Hit dice:	13
Attack:	+6
Armor class:	12
Movement:	8
Alignment:	Neutral/Chaos

The cyclops is a giant of over 13 foot, with only one eye. It is able to throw stones a long distance (1d6 damage), with low accuracy (-3 to attack roll). In melee, they cause 2d6 points of damage with their weapons. Solitary, they live by hunting or farming and dwell in isolated caves.

Daarhi

Hit dice:	4
Attack:	+2
Armor class:	8
Movement:	4
Alignment:	Neutral

These arctic creatures resemble saber-toothed polar bears, except for their insectoid eyes. Their forelimbs are prehensile and capable of holding objects. Their excellent vision adapts to all conditions: the daarhi are not blinded by snow and can see in total darkness. Cunning and patient, they are dangerous predators.

Darakht

Hit dice:	3
Attack:	+1
Armor class:	8
Movement:	4
Alignment:	Chaos

These creatures of humanoid form have dark blue skin, traced with red, protruding veins. Their smooth face is set with a single, almost completely white eye, while their hair consists of tentacles that seem animated with a life of their own. Their hands, located at the ends of their long, flexible limbs, are used as both claws and jaws bristling with sharp teeth. Their powerful hind legs enable them to jump spectacularly.

Cunning but wild, they are feared predators, which sometimes roam in packs. Contrary to what their appearance suggests, they are of vegetable origin and are considered plants, particularly when faced with spells.

Deep one

Hit dice:	1
Attack:	+0
Armor class:	7
Movement:	4/4 (swim)
Alignment:	Neutral

The deep ones are humanoids of bluish or greenish skin, with fish-like features, adapted to aquatic life. They can spend several hours or so under water before coming to the surface to breathe. Their cities are generally close to the surface, protected by islands or rocks, with ventilation systems that allow them to breathe with ease.

They can survive on land, but their skin dries fast and they are unable to find suitable food. Their bad reputation is due to the practice of piracy by certain coastal cities of the deep ones but this is far from universal. The deep ones are formidable fighters who never wear armor, but add +2 to their attack rolls and +1 to their morale.

Djinn

Hit dice:	7+1 [9]
Attack:	+4
Armor class:	9
Movement:	3/8 (fly)
Alignment:	Neutral

Djinn are genies, able to fly, become invisible, create food and water at will. They can also create objects of wood, fabric or metal, but the more valuable these objects are, the quicker they'll vanish. Gold disappears in one day. Excellent illusionists, they don't need to concentrate to keep their illusions going and can even fight (see the spell **Illusion**). They can transform themselves into a violent whirlwind. Finally, because of their power, they cause 2d6 points of damage per attack.

Doppleganger

Hit dice:	4 [5]
Attack:	+2
Armor class:	9
Movement:	4
Alignment:	Neutral

The doppelganger is a shape-changer. It doesn't have a true appearance of its own, except that of an amorphous mass. It can adopt the appearance of any humanoid creature, clothes included. Moreover, when it kills a creature, it absorbs part of the victim's memories and characteristics, such as the voice, enabling it to effectively take the victim's place. It is immune to **Charm** and **Sleep** spells. Very resistant, its bonus to saving throws is always +4.

Dragons

These huge winged lizards, with great intelligence, are capable of living for more than a century. The following rules apply to all dragons, more details are provided in the individual descriptions.

Dragons are always successful with their saving throws, but spells can be used to distract or occupy them for a round, or cause half the normal damage.

Each dragon is associated with an element, with the exception of the gold dragon which is Law. Attacks based on this element cause it 1 point less damage per die, while those related to the opposite element cause one more.

Dragons see perfectly in total darkness. Their keen senses enable them to locate invisible persons without difficulty. Their presence is frightening: the simple fact of seeing them provokes a morale roll from NPCs. A PC who rolls a successful saving throw can resist the fear.

The bite of a dragon always causes 2d6 points of damage, while their other attacks using claws and wings do 1d6 points. The damage and range of their breath is indicated in the description of each species. After three breaths, they must wait for a turn (10 minutes) for that power to return.

Black dragon

Hit dice:	7 [9]
Attack:	+3
Armor class:	12
Movement:	3/8 (fly)
Alignment:	Neutral/Chaos

Linked to the element of Earth, the black dragon lives in swampy and tropical regions. It is capable of breathing a jet of acid, causing 7d6 points of damage to a distance of 20 feet. Some black dragons are capable of speech and of those, some can use magic as a sorcerer of level 1.

Blue dragon

Hit dice:	**9 [11]**
Attack:	**+4**
Armor class:	**12**
Movement:	**3/8 (fly)**
Alignment:	**Neutral/Chaos**

Linked to the element of Electricity, the blue dragon lives in desert regions. It is capable of breathing a bolt of lightning 35 foot long, which causes 9d6 points of damage. Some blue dragons are capable of speech and of those, some can use magic as a sorcerer or priest of level 5.

Gold dragon

Hit dice:	**11 [13]**
Attack:	**+5**
Armor class:	**12**
Movement:	**3/8 (fly)**
Alignment:	**Law**

Linked to Law, the gold dragon can live in any environment. It is capable of breathing a cloud of gas with a diameter of 15 feet, or flame of 30 foot in length, which causes 11d6 points of damage. All gold dragons are able to speak and use magic as a sorcerer or priest of level 9. They can at will take the form of a humanoid.

Green dragon

Hit dice:	**8 [10]**
Attack:	**+4**
Armor class:	**12**
Movement:	**3/8 (fly)**
Alignment:	**Neutral/Chaos**

Linked to the element of Air, the green dragon lives in forested regions. It is capable of breathing a cloud of gas with a diameter of 15 feet, which causes 8d6 points of damage. Some green dragons are capable of speech and of those, some can use magic as a sorcerer or priest of level 3.

Red dragon

Hit dice:	**10 [12]**
Attack:	**+5**
Armor class:	**12**
Movement:	**3/8 (fly)**
Alignment:	**Neutral/Chaos**

Linked to the element of Fire, the red dragon lives in volcanic regions. It is capable of breathing a cone of fire with a length of 30 feet, which causes 10d6 points of damage. Some red dragons are capable of speech and of those, some can use magic as a sorcerer or priest of level 7.

Sea dragon

Hit dice:	**13 [15]**
Attack:	**+6**
Armor class:	**14**
Movement:	**1/4 (swim)**
Alignment:	**Neutral/Chaos**

The sea dragon lives underwater. It is devoid of wings, but its body is protected by a carapace similar to that of a giant turtle. Its breath of hot steam causes 15d6 points of damage and is capable of destroying a ship. Despite its name and breath, it is a dragon in the strictest sense.

White dragon

Hit dice:	**6 [8]**
Attack:	**+3**
Armor class:	**12**
Movement:	**3/8 (fly)**
Alignment:	**Neutral/Chaos**

Linked to the element of Water, the white dragon lives in frozen regions. It is capable of breathing a cone of frost, which causes 6d6 points of damage to a distance of 25 feet. It is the smallest of the dragons and the only one incapable of casting spells, although some can speak.

Dryad

Hit dice:	**2 [3]**
Attack:	**+1**
Armor class:	**9**
Movement:	**4**
Alignment:	**Neutral**

Dryads resemble young female elves, but are spirits of the forest. Each is bound to a tree and cannot move more than 80 feet away from it without dying. They live alone or in small groups and are empathetic in their relationship with the forest, which enables them to quickly know what is occurring. Each is capable of casting a perma-

nent **Charm**, their victim will never be seen again (saving throw allowed, a creature which makes a successful saving throw cannot be charmed by another dryad of the same group). They never use weapons or violence directly, but can use their charmed victims to do so.

Efreet

Hit dice:	10 [12]
Attack:	+0
Armor class:	5
Movement:	3/8 (fly)
Alignment:	Neutral

Efreets are genies able to fly, become invisible, create food and water at will. They can also create objects of wood, fabric or metal, but the more valuable these creations are, the more quickly they'll disappear: gold vanishes in one day. Excellent illusionists, they don't need to concentrate to keep their illusions going and can even fight (as the spell **Illusion**). They can create a **Wall of fire** at will and transform themselves into gigantic flames. Finally, because of their power, they cause 2d6 points of damage per attack.

Elementals

Elementals are creatures formed from a single element, which may be conjured by a sorcerer with the aid of a spell. Only one elemental of the same type may be conjured in a given place at the same time: another sorcerer can use a spell to take control of this elemental, but not to conjure a second one.

Only characters of level 8 or higher, as well as magical weapons and spells, affect elementals. They are invulnerable to their own element.

Air elemental

Hit dice:	12 [13]
Attack:	+6
Armor class:	12
Movement:	12 (fly)
Alignment:	Neutral

Air elementals are formed from violent winds, when they are summoned by a sorcerer. They take the form of a whirlwind, which is able to sweep away any creature of 2 HD or less and cause 1d6+1 points of damage with each successful attack.

Earth elemental

Hit dice:	12 [13]
Attack:	+6
Armor class:	12
Movement:	2
Alignment:	Neutral

Earth elementals are formed from rocks and earth, when summoned by a sorcerer. They take the form of a bulging mass of rock, causing tremendous damage (3d6) and capable of breaking walls and buildings.

Fire elemental

Hit dice:	12 [13]
Attack:	+6
Armor class:	12
Movement:	4
Alignment:	Neutral

Fire elementals are formed from the heat of gigantic fires or volcanoes, when summoned by a sorcerer. They take the form of a vortex of flame and burn everything in their path. Their flames cause 2d6 points of damage with each successful attack, except against creatures which are themselves related to fire (1d6). They are incapable of crossing a river.

Lightning elemental

Hit dice:	12
Attack:	+6
Armor class:	12
Movement:	8 (fly)
Alignment:	Neutral

Lightning elementals are formed from large storms, when they are summoned by a sorcerer. They take the form of a sphere of lightning, which is capable of causing 3d6 points of damage to any creature touched.

Water elemental

Hit dice:	12
Attack:	+6
Armor class:	12
Movement:	2/6 (swim)
Alignment:	Neutral

Water elementals are formed from large bodies of water, seas, lakes or rivers, when summoned by a sorcerer. These elementals cannot move more than a few yards away from water.

They take the form of a gigantic wave, which is able to sweep away any creature of 2 HD or less and cause 2d6 points of damage with each successful attack when in water (1d6 when out of it).

Elephant

Hit dice:	5
Attack:	+2
Armor class:	8
Movement:	4
Alignment:	Neutral

These characteristics also apply to mammoths and mastodons.

Ent

Hit dice:	8
Attack:	+4
Armor class:	9
Movement:	2
Alignment:	Law

Ents are woodland creatures related to trees, able to move and use their limbs. Their name means "graft" and they are so named because their face of bark seems grafted, that is to say grafted to their bodies. They live exclusively in the forest and are uninterested in most of what happens outside. Each ent can animate two trees to aid him, which have the same characteristics as himself.

Ents are vulnerable to fire: any fire-based attack causes 1 extra point of damage per die. They particularly hate anyone who lights fires in their forests. Degenerate ents, rotted within by evil, also exist.

Ferret, giant

Hit dice:	3
Attack:	+1
Armor class:	6
Movement:	4
Alignment:	Neutral

The giant ferret (or giant weasel) is over 5 foot long. It attacks with its sharp fangs.

Gargoyle

Hit dice:	5 [6]
Attack:	+2
Armor class:	10
Movement:	3/5 (fly)
Alignment:	Chaos

Gargoyles are reptilian creatures, equipped with talons, horns and the wings of a bat. They may have hind legs, but that is not always the case. Particularly aggressive, they often attack on sight, but they are smart enough to choose the place or time for an ideal attack. Some gargoyles can only be hit by those of at least level 4, or by spells and magic weapons.

Gelatinous cube

Hit dice:	4 [5]
Attack:	+2
Armor class:	6
Movement:	3
Alignment:	Neutral

Gelatinous cubes are transparent creatures, gelatinous or rubbery, of vaguely cubic form. They are able to digest any matter, absorbing objects and creatures which they meet on their passage. Their anaesthetizing contact causes paralysis (saving throw allowed), in addition to ordinary damage. Gelatinous cubes are vulnerable to weapons and fire, but not to cold, electricity and to other spells.

Ghoul

Hit dice:	2 [3]
Attack:	+1
Armor class:	8
Movement:	3
Alignment:	Chaos

Ghouls are undead who feed on human flesh. They look like corpses, with cloven feet and sharp canines, but they know perfectly well how to disguise their appearance to deceive their victims. They generally live in groups in cemeteries or necropolises.

Their bite is poisonous and causes paralysis (saving throw allowed). A person killed by a ghoul, but not devoured, himself becomes a ghoul the following night.

Ghouls can see in the dark, but light gives them a -1 penalty to attack and to damage. They are

immune to magic based on the mind or sleep, as well as poisons. Some ghouls are able to take on the appearance of living humanoids or hyenas.

Giants

Cloud giant

Hit dice:	12
Attack:	+6
Armor class:	10
Movement:	12
Alignment:	Neutral/Chaos

These giants, the greatest of all (20 foot in height), live in flying fortresses surrounded by clouds. From the ground, their existence can never be guessed at and they rarely meddle in affairs of the lower world. Their senses are particularly sharp: they are never surprised and see perfectly well in the dark. Cloud giants are able to throw rocks to a distance of 100 feet, causing 2d6 points of damage.

Fire giant

Hit dice:	11+3
Attack:	+8
Armor class:	10
Movement:	8
Alignment:	Neutral/Chaos

Fourteen foot high with very broad shoulders, these very rare creatures are among the most powerful in existence. They are immune to all fire-based attacks, including magical. They can be found in places of great heat, such as in deserts or near volcanoes, living in vast castles, often in the company of a hydra.

These giants are able to throw rocks to a distance of 100 feet, causing 1d6+2 points of damage. They see perfectly in the dark.

Frost giant

Hit dice:	10+1
Attack:	+6
Armor class:	10
Movement:	10
Alignment:	Neutral/Chaos

Over 18 feet in height, but of slender build, frost giants look like giant elves. They live only in the most remote frozen territories, glaciers and polar environments. They are immune to the effects of cold, including magical. They usually live in a palace of ice, surrounded by polar bears (3d6). Frost giants are able to throw rocks to a distance of 100 feet, causing 1d6+1 points of damage. They see perfectly in the dark.

Hill giant

Hit dice:	8
Attack:	+4
Armor class:	10
Movement:	8
Alignment:	Neutral/Chaos

Even bigger than ogres (nearly 13 foot), these giants are the most common of their kind. They usually live in family groups in deep caves, accompanied by their wolf (6d6) servants. Hill giants are able to throw rocks to a distance of 100 feet, causing 1d6 points of damage. They see perfectly in the dark.

Stone giant

Hit dice:	9
Attack:	+4
Armor class:	10
Movement:	9
Alignment:	Neutral/Chaos

Standing 15 foot high, stone giants have hard, grey skin. They live in caves located in the highest mountains, surrounded by their bear servants. Stone giants are able to throw rocks to a distance of 100 feet, causing 2d6 points of damage. They see perfectly in the dark.

Gnoll

Hit dice:	2
Attack:	+1
Armor class:	9
Movement:	3
Alignment:	Chaos

Gnolls are a hybrid of trolls and gnomes. Firstly, they have an emaciated, supple and repulsive aspect. And secondly, long pointed ears. From a distance, they can be confused with hobgoblins, but they are more powerful. They haven't kept the regeneration capability of trolls, but some exceptional individuals are of the same size and characteristics. Blood thirsty and fearless in battle, they have a +2 bonus when rolling morale. Gnolls live in small armed bands, engaged in looting and rapine.

Gnome

Hit dice:	1
Attack:	+0
Armor class:	9
Movement:	3
Alignment:	Law/Neutral

Gnomes are related to dwarves, although they are slimmer and live more readily in tunnels bored into hills than in mountains. They live in well arranged villages of several hundred gnomes, practicing at the same time the exploitation of mines, agriculture and handicrafts. Gnomes are often in rivalry with kobolds and goblins.

Goblin

Hit dice:	1-1
Attack:	-1
Armor class:	8
Movement:	2
Alignment:	Chaos

These small stocky humanoids, with long ears and a bushy beard, live in caves or underground places, in tribes of several hundred members. They are just over three feet high. Each tribe is ruled by a king or queen.

Golem

Hit dice:	11
Attack:	+5
Armor class:	7
Movement:	2
Alignment:	Neutral

The golem is a powerful creature made of clay and animated by a sorcerer. Its appearance is usually that of a large humanoid, but that is not mandatory. It will obey its creator without fail, but its intelligence is limited, often leading to strange or unclear interpretations of orders. The making of a golem is equivalent in time and cost, to that of a magic item corresponding to a level 6 spell. When its creator dies, the golem tirelessly continues at the last task with which it was entrusted.

Gorgon

Hit dice:	9 [10]
Attack:	+4
Armor class:	12
Movement:	12
Alignment:	Chaos

This auroch, covered in scales as hard as steel, is able to breathe, once every turn (10 minutes), a cloud of gas which instantly turns to stone any creature caught within its seven foot radius. The gorgon is immune to its own power.

Green slime

Hit dice:	2 [3]
Attack:	+1
Armor class:	5
Movement:	0
Alignment:	Neutral

The green slime is a kind of liquid ooze, capable of adhering to walls and ceilings. It doesn't move, but may drop on a creature. Once it has touched, it automatically causes damage each round and can be destroyed by fire – at the risk of hurting the victim as well. A **Cure disease** spell instantly destroys it.

Grey ooze

Hit dice:	3
Attack:	+1
Armor class:	6
Movement:	1
Alignment:	Neutral

The grey ooze resembles wet stone, making it undetectable if there is water nearby. Its surface is an acid which affects organic matter and can affect metal over time. Terribly corrosive, it causes 2d6 points of damage on a successful attack roll. Sharp weapons and spells are effective against it.

Griffon

Hit dice:	7
Attack:	+3
Armor class:	11
Movement:	4/10 (fly)
Alignment:	Neutral

Griffons are winged lions with the head of an eagle. They live in small groups (3d6 griffons). They are wild and difficult to catch, but can be trained. The horse is their favorite food.

Hippogriff

Hit dice:	3+2
Attack:	+3
Armor class:	9
Movement:	6/12 (fly)
Alignment:	Law

Hippogriffs are winged horses with the head of an eagle. They live in small groups. They are wild and difficult to catch, but can be trained. They often dispute the sky with the pegasus.

Hobgoblin

Hit dice:	1+1
Attack:	+1
Armor class:	9
Movement:	3
Alignment:	Chaos

Larger and wider than goblins, hobgoblins are their relations and speak the same language. They also live in tribes which can have up to 200 members, both on land and underground. Confident in their strength, they have a +1 bonus to their morale rolls.

Horse, heavy

Hit dice:	3
Attack:	+1
Armor class:	7
Movement:	4
Alignment:	Neutral

These characteristics correspond to battle steeds, trained to fight.

Horse, light

Hit dice:	2
Attack:	+1
Armor class:	7
Movement:	6
Alignment:	Neutral

These characteristics correspond to large ponies, as well as pack and riding horses.

Hydra

Hit dice:	5 to 12
Attack:	+2 to +6
Armor class:	9
Movement:	4
Alignment:	Neutral

The hydra looks like a dinosaur with 5 to 12 heads of a giant snake. Each head has 6 hp and can attack separately. Once it has lost its points, a head can no longer attack. The body itself is invulnerable. Some hydras are capable of regenerating severed heads or may have poisoned fangs.

Invisible stalker

Hit dice:	8 [9]
Attack:	+4
Armor class:	11
Movement:	4 (fly)
Alignment:	Neutral

The invisible stalker is a creature conjured by a spell cast by a powerful sorcerer (see the spell description). It is totally invisible, but its translucent presence can be guessed at after its first attack. Nobody knows where they come from, although certain sorcerers claim they come from another sphere, devoid of dimensions.

Juggernaut

Hit dice:	10
Attack:	+5
Armor class:	14
Movement:	4
Alignment:	Neutral

Juggernauts are gigantic statues which may have the appearance of humans, animals or monsters. They resemble ordinary statues when they are immobile. Some of them can breathe fire (5d6 points of damage). They are immune to the effects of magic based on the mind or sleep, as well as poisons.

Kalasiah

Hit dice:	2
Attack:	+3
Armor class:	8
Movement:	5
Alignment:	Chaos

These humanoids with skin and eyes as black as onyx, are generally larger and more muscular than humans. Quick, cruel in combat, they never wear armor, but fight with a +2 melee bonus (included in their characteristics). Very religious, they sacrifice creatures of other species to their goddess. Their need to frequently obtain victims leads them to engage in looting raids and piracy, sometimes using flying creatures as mounts. Their cities are usually located in inaccessible mountains. They can communicate by telepathy over short distances.

Kobold

Hit dice:	½
Attack:	+0
Armor class:	7
Movement:	2
Alignment:	Chaos

These small humanoids are related to goblins. The measure around 2 foot 8 inches. Kobolds live in caves or underground places, in tribes numbering several hundred members. Miners, they trade ore and gems with the surface races, which puts them in competition with dwarves and gnomes, who they hate.

Accustomed to being able to see in the dark, they detest the light of the sun and will rarely emerge from their mines. When exposed to too strong a light, they receive a -1 penalty to their attack, damage, saving throw and morale rolls.

Leech, giant

Hit dice:	2 [3]
Attack:	+1
Armor class:	8
Movement:	2
Alignment:	Neutral

The giant leech clings to its victim to drink his blood. After the first successful attack, it causes 1d6 points of damage each round.

Lion

Hit dice:	2
Attack:	+1
Armor class:	7
Movement:	5
Alignment:	Neutral

These characteristics can be used for panthers, pumas and cheetahs.

Living statue, iron

Hit dice:	4 [5]
Attack:	+2
Armor class:	12
Movement:	1
Alignment:	Neutral

Living statues of iron generally have the appearance of a knight in armor. Nothing distinguishes it from a normal statue when it is immobile. Any non-magical weapon that strikes it will be magnetically held fast. A person may, by taking a full round, remove it by making a successful saving throw (with the Strength modifier). Some are equipped with poisoned weapons, or are able to breathe a poisonous cloud (saving throw allowed). They are immune to magical effects based on the mind or sleep, as well as poisons.

Living statue, stone

Hit dice:	5 [6]
Attack:	+2
Armor class:	8
Movement:	2
Alignment:	Neutral

Living statues of stone resemble ordinary statues when they are immobile. Some of them can breathe a cloud of gas that petrifies (saving throw allowed). They are immune to magical effects based on the mind or sleep, as well as poisons.

Lizard, giant

Hit dice:	2
Attack:	+1
Armor class:	7
Movement:	4
Alignment:	Neutral

Over three yards or more in length, giant lizards can climb on any surface, wall or ceiling.

Lycanthropes

Lycanthropes are creatures capable of changing, voluntarily or not, from humanoid form to that of an animal.

Lycanthropes are creatures linked to a natural environment and double their damage (2d6) when in that environment. In their animal form, only those of level 4 or higher, silver and magic weapons, or magic spells and magic powers can affect them. They can see in the dark without difficulty.

Lycanthropes generally live in packs, including young and adults. When the adults die, the others automatically take flight. The can call in reinforcements of creatures of the same type of environment. Generally, 2d6 of them will arrive within one hour.

Anyone seriously wounded by a lycanthrope, who loses half or more of his hit points, becomes a lycanthrope himself at the next full moon, unless he has been treated by a **Cure disease** spell in the meantime.

In human form, lycanthropes are considered to be level 4 warriors and are vulnerable to normal weapons. Some can control their change, some cannot. It takes one complete turn.

Werebear

Hit dice:	**7 [8]**
Attack:	**+3**
Armor class:	**12**
Movement:	**3**
Alignment:	**Law/Neutral**

A werebear is a humanoid that can change into a bear, or vice versa. They usually live in packs, consisting of an adult couple and two or three young.

Wereboar

Hit dice:	**4+1**
Attack:	**+3**
Armor class:	**10**
Movement:	**4**
Alignment:	**Neutral/Chaos**

A wereboar is a humanoid that can change into a boar, or vice versa. They usually live in packs, consisting of an adult couple and up to half a dozen young.

Werewolf

Hit dice:	**4 [5]**
Attack:	**+2**
Armor class:	**9**
Movement:	**5**
Alignment:	**Neutral/Chaos**

A werewolf is a humanoid that can change into a wolf, or vice versa. They usually live in packs, consisting of an adult couple and up to twenty young, and live in the forest.

Manticore

Hit dice:	**6+1**
Attack:	**+4**
Armor class:	**10**
Movement:	**4/6 (fly)**
Alignment:	**Chaos**

The manticore has a lion's body, a human head with a mane, horns, wings and a dragon's tail which has 24 iron spikes. It is able to simultaneously shoot 6 of these spikes to a distance of 60 feet.

Medusa

Hit dice:	**4 [6]**
Attack:	**+2**
Armor class:	**6**
Movement:	**3**
Alignment:	**Chaos**

The medusa is a being half-woman, half serpent. The lower body up to the chest is a snake, the upper body a woman. Finally, her hair forms a mass of living snakes. Her gaze can petrify (saving throw allowed), but she can control her power. Particularly clever, she is able to conceal her true nature with a disguise and gladly use seduction or diplomacy to achieve her ends. She can use a weapon, or her snakes whose bites are poisonous (2d6 damage, save for half).

Millipede, giant

Hit dice:	**1 [2]**
Attack:	**+0**
Armor class:	**8**
Movement:	**3**
Alignment:	**Neutral**

These creatures over one yard in length have a venomous bite. Their venom causes severe fever, which gives a -2 to all attack rolls and abilities, for 2d6 days (saving throw allowed).

Minotaur

Hit dice:	**6**
Attack:	**+3**
Armor class:	**12**
Movement:	**4**
Alignment:	**Neutral/Chaos**

Minotaurs are large humanoids, of formidable strength, which feed exclusively on the flesh of other humanoids. They are aggressive and fearless in battle.

Mule

Hit dice:	**2+1**
Attack:	**+2**
Armor class:	**7**
Movement:	**4**
Alignment:	**Neutral**

These characteristics correspond to mules, donkeys and small ponies, capable of traveling on any terrain.

Mummy

Hit dice:	**5+1 [6]**
Attack:	**+3**
Armor class:	**11**
Movement:	**2**
Alignment:	**Chaos**

Mummies are undead whose bodies were prepared in a special way by a secret ceremony in order to ensure their survival after death. Their injuries cause a form of gangrene, which prevents healing. The victim can recover hit points

and still continue to lose 1 hit point per day until treated by magic. Ordinary weapons inflict only half damage, but spells, magic weapons and fire cause normal damage. They are immune to the effects of magic based on the mind and sleep, as well as poisons.

Nixie

Hit dice:	1
Attack:	+0
Armor class:	7
Movement:	4/4 (swim)
Alignment:	Neutral

Nixies are water spirits. Nothing distinguishes them in appearance from humans, but they live underwater. They are able to breathe for several hours on the surface, enabling them to participate in festivals and choose their victims.

Ten nixies assembled can cast the spell **Charm** (saving throw allowed) for a period of one year. The victim follows the nixies underwater, gaining the power to breathe underwater. After a year he is released, but forgets everything that has happened. Sometimes he retains the power of aquatic respiration.

Nixies live in small villages of one hundred people in the depths of lakes, far from the surface. They rear fish for various purposes, including giant pikes to guard and defend.

Ochre jelly

Hit dice:	5
Attack:	+2
Armor class:	6
Movement:	1
Alignment:	Neutral

The ochre jelly is a kind of giant amoeba. Very extensile, it is able to squeeze through anywhere. Its surface is an acid which affects organic material, including wood, but not metal or stone. Blows from a weapon and spells don't kill it, but simply divide it into smaller amoebas (1 HD). On the other hand, fire-based attacks affect it normally.

Octopus, giant

Hit dice:	4
Attack:	+2
Armor class:	7
Movement:	1/3 (swim)
Alignment:	Neutral

The enormous giant octopus is able to simulta-neously attack with each of its eight tentacles. It is able to sink a small boat and cause damage to a larger vessel. When it flees, it squirts a jet of ink which obscures the vision of its pursuers. These octopuses generally have animal intelligence, but some can be amazingly cunning and evil.

Ogre

Hit dice:	4+1
Attack:	+3
Armor class:	9
Movement:	3
Alignment:	Neutral/Chaos

These humanoids of huge size, up to 10 foot tall and 450 pounds, are of prodigious strength but rather clumsy. They usually live in family groups (3d6). They feed mainly on meat, with a predilection for other humanoids. Armed with clubs, they cause 1d6+2 points of damage. Ogres see perfectly in the dark.

Orc

Hit dice:	1
Attack:	+0
Armor class:	8
Movement:	3
Alignment:	Neutral/Chaos

These humanoids with skin thick and leathery, twisted limbs, wide mouth and narrow eyes, are related to goblins. Their blood is dark, almost black. They live in large communities, which can have up to 300 adults. They are particularly quarrelsome and proud in matters of honor. The tribes maintain these relationships of rivalry which renders their cooperation difficult.

Some tribes live underground, like goblins, while others build fortified settlements with palisades, ditches and tall towers, or adopt a nomadic lifestyle, using caravans of wagons or yurts.

Excellent warriors, they appreciate the most advanced technologies and machines of war; it's not uncommon for them to use ballistae or catapults. Orcs are frequently in the service of a powerful sorcerer or dragon, whose authority makes possible the uniting of several tribes.

Nocturnal, they see perfectly in darkness. When exposed to light that is too strong, they receive a -1 penalty to their attack, damage, saving throws and morale rolls.

Pegasus

Hit dice:	**2+2**
Attack:	**+3**
Armor class:	**8**
Movement:	**8/16 (fly)**
Alignment:	**Law**

The pegasus is a winged horse. They live in pairs or small groups (2d6 pegasus). They are wild and difficult to catch, but can be trained.

Pike, giant

Hit dice:	**1**
Attack:	**+0**
Armor class:	**6**
Movement:	**4 (swim)**
Alignment:	**Neutral**

The giant pike is over 5 foot long. They are often kept as pets and as guards by nixies and other aquatic creatures.

Pixie

Hit dice:	**1 [2]**
Attack:	**+0**
Armor class:	**8**
Movement:	**3/6 (fly)**
Alignment:	**Neutral**

Pixies are fairies of small size (about 2 feet), with pointed ears and wings like a dragonfly. They are naturally almost invisible and remain so in combat, though they can choose to become visible. After the first round of combat, it is possible nevertheless to discern them and fight normally. They get tired very quickly and can't fly for more than three turns without then resting.

Pixies live in small villages of one hundred inhabitants, located in trees. Sprites are related to pixies, but only they seem to know what the distinction is between the two races.

Pteranodon

Hit dice:	**3**
Attack:	**+1**
Armor class:	**8**
Movement:	**1/8 (fly)**
Alignment:	**Neutral**

The pteranodon is a carnivorous flying dinosaur, of large size and certainly large wingspan. It is capable of carrying a human in flight (or several small humanoids), or can capture one to take him to its nest. Some tribes domesticate them as mounts.

Pterodactyl

Hit dice:	**1**
Attack:	**+0**
Armor class:	**7**
Movement:	**1/6 (fly)**
Alignment:	**Neutral**

The pterodactyl is a carnivorous flying dinosaur. It is capable of carrying creatures of small size, but not a human. Some tribes, notably kobolds, domesticate them as mounts.

Purple worm

Hit dice:	**15 [17]**
Attack:	**+7**
Armor class:	**8**
Movement:	**2**
Alignment:	**Neutral**

Fifty foot long and 10 feet wide, the purple worm with its mouth ringed with teeth is able to swallow any creature the size of an ogre or smaller, on a 3 or less on its attack roll. Creatures swallowed will be completely digested in one hour. The sting in its tail is poisonous (5d6 damage, save for half). It is rare for it to be able to use both attacks simultaneously in a tunnel, but it can appear on the surface, and frequently does.

Rat, giant

Hit dice:	**1**
Attack:	**+0**
Armor class:	**6**
Movement:	**3**
Alignment:	**Neutral**

The giant rat measures around 1 yard in length, plus a tail of equal length. Its bite causes a disease (saving throw allowed), which weakens the victim (-2 on all rolls, 2d6 days).

Rhinoceros

Hit dice:	**5**
Attack:	**+2**
Armor class:	**9**
Movement:	**4**
Alignment:	**Neutral**

These characteristics also apply to the woolly rhinoceros.

Roc

Hit dice:	6
Attack:	+3
Armor class:	10
Movement:	2/16 (fly)
Alignment:	Law

Rocs are giant eagles, which live in very tall mountains. They can attack with their talons and beaks. A young roc can be trained as a mount. There exists rocs of still greater size (12 or 18 HD, damage 2d6 or 3d6), the largest being able to lift an elephant. Their acute senses enable them to detect hidden creatures, but not those who are invisible.

Safed

Hit dice:	1 [2]
Attack:	+0
Armor class:	4
Movement:	4
Alignment:	Law

These slender humanoids, with completely white skin and bald heads, are endowed with telepathic powers. They can communicate this way, but also read thoughts (saving throw allowed) and create illusions (as the spell of the same name) at will.

They live in remote areas in their own cities (although there are slaves of many species in great number), engaged in philosophical and theological speculation for much of their time. Their society is very hierarchal, giving rise to numerous patient plots and conspiracies to advance in the civil, religious or military hierarchy.

Their longevity of over a century gives them the time to carry out their plots. Besides the slaves that serve them, they have actual stables where they keep humanoids like animals, which are their daily diet, refusing to eat the meat of a creature devoid of intelligence – although they have little regard for that of their victims.

Salamander

Hit dice:	8
Attack:	+4
Armor class:	12
Movement:	4
Alignment:	Neutral

Salamanders are creatures of fire, living on the edge of volcanoes or in the hottest of deserts. They resemble the animals of the same name, but are much longer at over ten feet. They attack with the aid of their fangs, but simple contact with their body burns. Every time they are touched in

melee combat, a successful saving throw must be rolled or suffer 1d6 points of damage.

Sarsabz

Hit dice:	4
Attack:	+2
Armor class:	9
Movement:	6
Alignment:	Neutral

These very tall humanoids, with a height of over ten feet, are equipped with four extremely well coordinated arms, which makes them particularly capable of climbing at their full movement rate. Their mouths are filled with impressive tusks, their skin is a scaly olive green, their ears are very long and their immensely large red eyes are able to move independently of each other. With their exceptional strength, their lack of emotion and empathy, they often lack subtlety and analysis of a situation. They can use two weapons at the same time, causing 1d6+1 points of damage and attack with a +2 bonus in melee combat.

Scorpion, giant

Hit dice:	4 [5]
Attack:	+2
Armor class:	11
Movement:	4
Alignment:	Neutral

Over seven feet in length, the giant scorpion attacks with both claws and a stinging tail. The latter is venomous (2d6 damage, saving throw allowed).

Sea monster
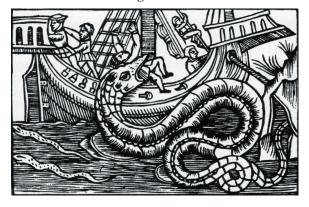
Hit dice:	15
Attack:	+7
Armor class:	8
Movement:	6 (swim)
Alignment:	Neutral

Sea monsters are gigantic creatures, of serpentine body, that haunt the depths of the ocean. Their

bite does 4d6 points of damage. They are capable of swallowing any creature ogre-sized or smaller, if they roll 15 or more on their attack roll. Creatures swallowed will be completely digested in one hour. Sea monsters are capable of capsizing a vessel or swallowing a small boat.

Shadow

Hit dice:	2+2 [3]
Attack:	+3
Armor class:	7
Movement:	4
Alignment:	Chaos

Shadows are incorporeal creatures, formed only of darkness. Despite their spectral appearance, they are not undead, but creatures from the Shadow itself. They pass totally unnoticed in the shadows and even hidden in the shadow of a person. Their attack doesn't cause damage, but drains a point of Strength every time they touch, for a period of one hour. A creature that loses all its points of Strength is itself transformed into a shadow. Only those of level 4 or higher, magical weapons and spells can touch them.

Sherba

Hit dice:	4
Attack:	+2
Armor class:	8
Movement:	6
Alignment:	Neutral

This huge feline resembles a lion with six legs. Its green eyes, which glow in the dark, allow it to see at night as well as in daylight. Its mouth, like those of sharks, is furnished with several rows of teeth. The cry of a sheeba is so horrible that creatures who hear it are paralyzed with fear (saving throw allowed).

Simulacrum

Hit dice:	5
Attack:	+2
Armor class:	7
Movement:	4
Alignment:	Neutral

The simulacrum is a creature created by a sorcerer using a person's blood and possessing the exact same appearance. It will obey without fail, but will tend to take over more and more of the person it is simulating – even if it is the sorcerer himself. The imitation is perfect, including voice, memory and mimicry. Manufacturing a simulacrum is the equivalent, in time and cost, to that of a magic item corresponding to a level 5 spell.

Skeleton

Hit dice:	½
Attack:	+0
Armor class:	7
Movement:	2
Alignment:	Chaos

Skeletons are undead animated by a sorcerer. Devoid of free will, they relentlessly pursue a simple task such as guard. They are immune to magical effects based on the mind or sleep, as well as poisons.

Snake, constrictor

Hit dice:	1
Attack:	+0
Armor class:	6
Movement:	3
Alignment:	Neutral

These snakes, several yards long, attack by crushing their victim. After the first successful attack, they automatically cause 1d6 points of damage per round.

Snake, giant

Hit dice:	3 [4]
Attack:	+1
Armor class:	8
Movement:	3
Alignment:	Neutral

Several yards long, giant snakes can crush their opponents in their coils. Once they have made their first successful attack, they cause 1d6 points of damage per round and can attack with their poisonous fangs (2d6 points of damage, saving throw allowed).

Snake, venomous

Hit dice:	0 (1 hp) [1]
Attack:	+0
Armor class:	6
Movement:	3
Alignment:	Neutral

These small snakes have venomous fangs (1d6 damage, saving throw allowed).

Spectre

Hit dice:	6 [7]
Attack:	+3
Armor class:	12
Movement:	5/10 (fly)
Alignment:	Chaos

Spectres are totally incorporeal undead. They are not affected by normal weapons, only magic weapons and spells (other than those related to the mind or sleep) may affect them.

Spectres can see in the dark, but light gives them a -1 penalty to attack, damage, saving throws and morale. They can see the invisible.

Spectres drain life energy from their opponents. With each blow, either with bare hands or weapons, they drain two levels from their victim (saving throw allowed). All the benefits of the levels (scores, hit points, spells) are lost forever. A creature that loses all of its levels itself becomes a spectre under the control of the one who vanquished it. A spectre can control 6 "spawn" in this way, and if a spawn dies another will rise in its place until that maximum number is reached, unless the "master" has died.

Spider, giant

Hit dice:	1 [3]
Attack:	+0
Armor class:	6
Movement:	5
Alignment:	Neutral

The giant spider bite is poisonous (1d6 damage, saving throw allowed). Their web is sticky (Strength roll needed to break free, minimum 9).

Squid, giant

Hit dice:	6
Attack:	+3
Armor class:	11
Movement:	1/4 [swim]
Alignment:	Neutral

The giant squid is able to attack simultaneously with each of its 8 tentacles and its beak. It can sink a small boat and cause damage to a larger vessel. When it flees, it squirts a jet of ink which obscures the vision of its pursuers.

Stegosaurus

Hit dice:	8
Attack:	+4
Armor class:	10
Movement:	4
Alignment:	Neutral

The stegosaurus is a vegetarian land dinosaur with a back armored with bony plates, 25 foot long and heavier than two tons. Some tribes domesticate them, as a means of transportation and as a war machine.

Surkh

Hit dice:	1+1
Attack:	+1
Armor class:	9
Movement:	4
Alignment:	Law

These reptilian beings resemble humans, despite their finely scaled, coppery red skin. Their hair is black and worn long. They are oviparous, the parents taking great care of their eggs and their young. Insensitive to temperature, they are only slightly affected by great cold. Their civilization is very ancient and baroque, based on a combination of advanced and archaic technology. Their code of honor is an essential virtue in their eyes. Ardent duelists, they enjoy fencing as much for its usefulness as for its aesthetics. The surkh are immune to fear, natural or magical, though they are wise enough to beat a retreat when it is necessary. They can communicate telepathically over short distances.

Throgrin

Hit dice:	2 [3]
Attack:	+1
Armor class:	8
Movement:	3
Alignment:	Chaos

The throgrin is a hybrid of troll, ghoul and hobgoblin. It has the appearance of the latter and can be confused with them. Nevertheless, it possesses the ability to regenerate 1 hp per round, as long as its total is more than 0. It fights with its claws, which paralyze (saving throw allowed).

Tiger

Hit dice:	3
Attack:	+1
Armor class:	8
Movement:	4
Alignment:	Neutral

Tigers generally attack by surprise, beginning with a huge leap.

Tiger, saber-tooth

Hit dice:	4
Attack:	+2
Armor class:	9
Movement:	4
Alignment:	Neutral

These characteristics can be used for other pre-historic beasts.

Titan

Hit dice:	17
Attack:	+8
Armor class:	12
Movement:	6
Alignment:	Neutral/Chaos

Titans are giants over 25 feet tall, with prodigious intelligence and the abilities of a sorcerer or cleric of level 8. They usually live on remote islands, away from humanity. Their attacks do 3d6 points of damage. Titans see perfectly in the dark.

Toad, giant

Hit dice:	2
Attack:	+1
Armor class:	8
Movement:	1/6 [swim]
Alignment:	Neutral

The giant toad (like the giant frog) is large at almost 7 foot and can jump more than 20 feet.

Triceratops

Hit dice:	8
Attack:	+4
Armor class:	4
Movement:	4
Alignment:	Neutral

The triceratops is a vegetarian land dinosaur with three powerful horns, 30 foot in length and heavy at over 5 tons. Some tribes domesticate them, as a means of transportation and as a war machine.

Troll (major)

Hit dice:	6+3 [7]
Attack:	+6
Armor class:	10
Movement:	4
Alignment:	Chaos

Thin, flexible and repugnant, major trolls, or real trolls, are as tall as ogres (over 10 foot), but very much stronger. In addition, they are capable of regenerating their wounds. From the second round, they recover 3 hp per round, even if they went below zero. When they reach 6 hp, they resume fighting. Only fire applied to their wounds prevents them from regenerating. If they have no weapon (1d6+2 points of damage), they can attack with their claws and their fists (1d6 points of damage). Trolls see perfectly in the dark, but don't suffer a penalty in the light.

Troll (minor)

Hit dice:	5+2
Attack:	+4
Armor class:	9
Movement:	4
Alignment:	Neutral/Chaos

Minor trolls, or grey trolls, are big at almost 10 foot and formidably wide. Their skin is stone grey. Usually armed with hammers and maces, they cause 1d6+2 points of damage. Grey trolls hate light, which gives them a -1 penalty to attacks, damage, saving throws and morale. They don't possess the regenerative power of major trolls and are much more common.

Tyrannosaurus

Hit dice:	9
Attack:	+4
Armor class:	9
Movement:	8
Alignment:	Neutral

This bipedal carnivorous dinosaur is 45 feet in length, 20 feet high and heavy at nearly 7 tons. The jaws of a tyrannosaurus cause 3d6 points of damage.

Unicorn

Hit dice:	4 [5]
Attack:	+2
Armor class:	10
Movement:	8
Alignment:	Law

The unicorn is a white horse with a spiral horn on its forehead. Able to detect any presence within a radius of 250 yards, it avoids the presence of humanoids, except in special circumstance. Its saving throw chances are always at +4 and it is able to use the spell **Dimension door** once a day.

Vampire

Hit dice:	9 [11]
Attack:	+4
Armor class:	12
Movement:	4/6 (fly)
Alignment:	Chaos

Vampires are particularly powerful undead, which feed on the energy of living beings. Some retain the appearance they had when alive, while others become horrible monsters.

They can't be hit by normal weapons, only magic weapons and spells (other than those based on the mind or sleep) may affect them. When they lose all of their hit points, vampires transform into a cloud of smoke, but don't die: they regain their full powers the following night. Also, they regenerate 3 hp per round, when they are injured.

Each vampire can only be destroyed in one manner: expose him to the sun, immerse him in running water, or drive a stake into his heart, the GM's choice. Moreover, each vampire can be repulsed by something he hates, a religious symbol, a mirror, a particular plant, etc.

Vampires drain the life energy of their opponents. With each blow, either with their hands or with weapons, they drain two levels from their victim (saving throw allowed). All the benefits of the levels (scores, hit points, spells) are forever lost. A creature which loses all of its levels itself becomes a vampire under the control of the one that killed it. A vampire can control 9 "spawn" in this way, and if a spawn dies another will rise in its place until that maximum number is reached, unless the "master" has died.

Vampires can summon rats (2d6x10), bats (2d6x10), or wolves (3d6) for aid. Each vampire can summon only one type of animal. He can even take the form of this animal or transform himself into smoke at will.

Their hypnotic gaze is the equivalent of a **Charm** spell (saving throw allowed, -2 penalty).

During the day, vampires must return to their tombs. If they do not, they lose their ability to regenerate.

Wight

Hit dice:	3 [4]
Attack:	+1
Armor class:	8
Movement:	3
Alignment:	Chaos

Wights are very ancient undead, haunting and protecting cairns and barrows. They look like pale and bloodless corpses draped in antique clothing. They sometimes appear in groups, controlled by the most ancient.

Wights can see in the dark, but light gives them a -1 penalty to attack, damage, saving throws and morale. They can see the invisible.

Arrows and other missile weapons can't hit them, but magic weapons automatically cause maximum damage. They are immune to magical effects based on the mind or sleep, and to poisons.

Wights drain the life energy of their opponents. With each blow, either with their hands or with weapons, they drain one level from their victim (saving throw allowed). All the benefits of the levels (scores, hit points, spells) are forever lost. A creature which loses all of its levels itself becomes a wight under the control of the one that killed it. A wight can control 3 "spawn" in this way, and if a spawn dies another will rise in its place until that maximum number is reached, unless the "master" has died.

Wolf

Hit dice:	1
Attack:	+0
Armor class:	6
Movement:	5
Alignment:	Neutral

Wolves only attack when they are in large packs and driven by hunger, unless they are mounted by goblins or controlled by magic.

Wolf, blood

Hit dice:	2
Attack:	+1
Armor class:	7
Movement:	5
Alignment:	Neutral

The blood wolf is bigger, more frightening and more cunning than a regular wolf. It can serve as a mount to small humanoid, like a goblin.

Worg

Hit dice:	3
Attack:	+1
Armor class:	8
Movement:	5
Alignment:	Chaos

Worgs look like large wolves, but are much more cunning than ordinary animals and can comprehend at least one humanoid language, often orc or goblin. These creatures are often used as mounts.

Wraith

Hit dice:	4 [5]
Attack:	+2
Armor class:	8
Movement:	4/8 (fly)
Alignment:	Chaos

Wraiths are semi-spectral undead. They are generally dressed in robes or antique armor and can wield weapons, but they are incorporeal and faceless. They often operate in coordinated groups, sometimes serving a sorcerer. Wraiths are capable of flying at great speed.

Arrows and other missile weapons can't hit them, but magic weapons automatically cause maximum damage. They are immune to magical effects based on the mind or sleep, and to poisons. Wraiths can see in the dark, but light gives them a -1 penalty to attack, damage, saving throws and morale. They can see the invisible.

Wraiths drain the life energy of their opponents. With each blow, either with their hands or with weapons, they drain one level from their victim (saving throw allowed). All the benefits of the levels (scores, hit points, spells) are forever lost. A creature which loses all of its levels itself becomes a wraith under the control of the one that killed it. A wraith can control 4 "spawn" in this way, and if a spawn dies another will rise in its place until that maximum number is reached, unless the "master" has died.

Wyvern

Hit dice:	7 [8]
Attack:	+3
Armor class:	11
Movement:	3/8 (fly)
Alignment:	Neutral

The wyvern looks like a purple dragon with no arms, long bat-like wings, and animal intelligence. Its tail sting is poisonous (3d6 damage, save for half).

Yellow mould

Hit dice:	special
Attack:	special
Armor class:	special
Movement:	0
Alignment:	Neutral

Yellow mould is a fungus. Its touch is poisonous, causing damage. When it is touched, it explodes spreading its poisonous and suffocating spores (2d6 damage, saving throw allowed).

Zard

Hit dice:	2
Attack:	+1
Armor class:	8
Movement:	4
Alignment:	Neutral

Zards are polar humanoids, as tall as humans, but more thickset and broad of shoulder. Their skin is the color of ivory and their hair abundant, the men wearing a long black beard. Their lifestyle is carnivorous, happy to scavenge, which gives them a bad reputation with other species, since all living things seem to be a potential meal. They live in glacial cities, or in polar regions, or in high mountains. In combat they generally use sword and shield, as well as the harpoon.

Zombie

Hit dice:	1
Attack:	+0
Armor class:	6
Movement:	3
Alignment:	Chaos

Zombies are undead animated by a sorcerer. Devoid of free will, they relentlessly pursue a single task such as guard. They attack with their claws, which exude a paralyzing venom (saving throw allowed), which takes effect at the end of the following round. Zombies can see in the dark, but light gives them a -1 penalty to attack and damage. They are immune to magical effects based on the mind or sleep, and to poisons.

Treasure

With the exception of ordinary animals and dinosaurs, monsters can possess treasure. This treasure is normally hidden in their lair. When encountered away from their usual abode, only humanoids and giants possess some. The few suggestions offered here are simply general rules intended to facilitate the work of the GM.

Monetary treasure

The individual treasure of each monster living in a group or tribe will be 1d6 gold pieces per individual. The chances of a monster possessing jewelry (1-3), or a gem (4-5) worth 1d6x10 gp, or a magic potion (6) is equal to its level on 2d6 (which means 1st level monsters don't possess any). These are average values, which may take the form of silver or copper pieces, or several pieces of jewelry or gems.

The treasure of a collective group, a solitary tribe, is equal to 4d6x5 gp per member and per level. For solitary monsters, it is equal to 4d6x50 per level. In addition, the total amount of gems and jewelry will be calculated in the same manner. The number of monsters equals the number of chances of them possessing a permanent magic item, rolling equal to their level or less on 2d6.

Scrolls

Scrolls usually contain 1d6 spells of levels 1 to 6. Roll for the level of each spell, but it will never be more than half that of the monster possessing the scroll. For example, an ogre (4HD), will never possess a scroll greater than 2nd level. Two-thirds (1-4) of scrolls are destined for sorcerers and one-third (5-6) for priests.

Potions

All spells in which the range is limited to caster may exist in the form of a potion. Those which are cast by touch will also work, but are limited to the person who drinks the potion. Their duration is always limited to the minimum level required to cast the spell.

Wands and staves

Wands can contain any spell with a range not restricted to the caster, of levels 1 to 3. The maximum number of charges is 60, but they generally contain 1d6x10 when discovered.

Staves may contain any spells of any level, but their number of uses is limited to once per day per spell. Some highly sought after staves have a name, a history and a legend. To use a staff the command word must first be discovered and the bearer must be of the same class as its creator.

Magical weapons and armor

Magic weapons can have multiple properties. The power of a sword found by chance, that is not having been the subject of a specific search, will always be very limited: it will generally be in the first two categories.

The most common add no modifier in combat, but are nonetheless effective against creatures that can only be hit by magical weapons (spectres, gargoyles, etc.).

Some add an attack bonus when used by a member of the race who forged it. Thus, an **elven sword** is considered to be a magic sword to any warrior, but adds +1 to attacks when in the hands of an elf. The same goes for weapons linked to a class.

Others add a modifier to attack and damage against certain creatures in particular. For example, a **dragon slaying sword** could add a +2 bonus against dragons. Against other creatures it is just a magic sword.

Finally, some weapons add a bonus to both attack and damage, or have the special properties of a spell. Magic armor increases the armor class, without burdening its wearer (for stealth or acrobatics).

Intelligent swords

Some swords forged by supreme powers are imbued with intelligence, personality and a clear objective. Besides its fighting capabilities and

any spells it may carry, the GM will determine its name, its score of Intelligence, Wisdom and Charisma, its alignment and the reason why it was created. If the sum of its characteristics surpass that of the character (for the same three), it is the sword that will dominate the wielder, to realize its goal, or to be rid of him and find a more interesting wielder.

OTHER MAGIC ITEMS

Any magic spell can, in theory, occur in the form or an appropriate magic item: **flying carpet, crystal ball, ring of invisibility, horn of destruction**,... Such objects are so rare they are coveted.

TABLE OF MONSTERS BY LEVEL

	Level 1	Level 2	Level 3	Level 4
1	Deep one	Bear	Cave bear	Albino ape
2	Giant pike	Blood wolf	Darakht	Centaur
3	Giant rat	Boar	Dryad	Daarhi
4	Gnome	Caveman	Ghoul	Giant beetle
5	Goblin	Crocodile	Giant crab	Giant octopus
6	Hobgoblin	Giant lizard	Giant ferret	Giant snake
7	Kobold	Giant millipede	Giant leech	Ogre
8	Nixie	Giant toad	Giant spider	Sarsabz
9	Orc	Gnoll	Green slime	Sherba
10	Pterodactyl	Horse, light	Grey Ooze	Tiger, sabre-tooth
11	Skeleton	Kalasiah	Hippogriff	Wereboar
12	Snake, constrictor	Lion	Horse, heavy	Wight
13	Snake, venomous	Mule	Pteranodon	
14	Surkh	Nixie	Shadow	
15	Wolf	Pegasus	Throgrin	
16	Yellow mould	Pixie	Tiger	
17	Zombie	Safed	Worg	
18		Zard		

	Level 5	Level 6	Level 7	Level 8
1	Doppleganger	Cockatrice	Basilisk	Animated armor
2	Elephant	Gargoyle	Griffon	Black knight
3	Gelatinous cube	Giant squid	Hydra (7 HD)	Brontosaurus
4	Giant scorpion	Hydra (6 HD)	Spectre	Dragon, white
5	Hydra (5 HD)	Living statue, stone	Troll (major)	Ent
6	Lion	Mammoth		Giant, hill
7	Living statue, iron	Manticore		Hydra (8 HD)
8	Ochre jelly	Medusa		Salamander
9	Rhinoceros	Minotaur		Stegosaurus
10	Simulacrum	Mummy		Triceratops
11	Troll (minor)	Roc		Werebear
12	Unicorn			Wyvern
13	Werewolf			
14	Wraith			

	Level 9	Level 10	Level 11	Level 12+
1	Djinn	Chimera	Balor	Cyclops
2	Dragon, black	Dragon, green	Black pudding	Dragon, gold
3	Giant, stone	Giant, frost	Dragon, blue	Dragon, red
4	Hydra (9 HD)	Gorgon	Giant, fire	Dragon, sea
5	Invisible stalker	Hydra (10 HD)	Golem	Efreet
6	Tyrannosaurus	Juggernaut	Hydra (11 HD)	Elemental (5 types)
7			Vampire	Giant, cloud
8				Hydra (12 HD)
9				Purple worm
10				Sea monster
11				Titan

Priest invocations

	Level 1	Level 2	Level 3
1	Courage	Bless	Continual light
2	Detect evil	Detect traps	Control animals
3	Detect magic	Paralyze	Control undead
4	Healing	Power	Cure disease
5	Light	Protection from lycanthropes	Locate object
6	Protection from evil	Resist fire	Panic
7	Protection from undead	Speak with animals	Remove curse
8	Purify food and water		Snake
9	Sanctuary		Speak with dead

	Level 4	Level 5
1	Apostasy	Aging
2	Circle of protection from evil	Control dragons
3	Control giants	Destroy evil
4	Control plants	Destruction
5	Create food and water	Divine message
6	Neutralize poison	Quest
7	Protection from elementals	Resurrection
8	Spark of life	Swarm
9	Speak with plants	

Sorcerer spells

	Level 1	Level 2	Level 3
1	Charm	Container	Breathe water
2	Detect enemies	Detect invisible	Clairvoyance
3	Detect magic	Displacement	Cone of frost
4	Detect treasure	Gallop	Conjure monster
5	Diminution	Giant strength	Continual light
6	Hold portal	Illusion	Dispel magic
7	Jump	Invisibility	Fire ball
8	Light	Levitation	Fly
9	Magic aura	Lock	Gaseous form
10	Move silently	Read thought	Group invisibility
11	Ogre strength	Regeneration	Haste
12	Protection from evil	Weakness	Heroism
13	Read magic	Web	Lightning
14	Read unknown languages		Paralyze
15	Sleep		Protection from missiles
16	Travel		Suggestion

	Level 4	Level 5	Level 6
1	Charm monsters	Animal growth	Anti-magic shell
2	Circle of protection from evil	Answers	Conjure djinn
3	Confusion	Conjure elemental	Control weather
4	Dimension door	Debilitation	Disintegration
5	Hallucinatory terrain	Passwall	Eternal prison
6	Infravision	Poisonous cloud	Instant death
7	Plant growth	Rock to mud	Invisible stalker
8	Rune of protection	Telekinesis	Project image
9	Scrying	Teleportation	Quest
10	Secret army	Transference	Reincarnation
11	Sorcerer's eye	Undead servants	Statue
12	Spell rebound	Wall of stone	Tidal wave
13	Transformation		
14	Wall of fire		

Armor	Armor class	Movement
No armor	Dexterity	4
Leather, thick furs	8	3
Chainmail, banded armor, scale mail	10	2
Plate mail and barding	12	1

Missile weapons

Weapon	Range of fire
Short bow	15
Long bow	21
Light crossbow	18
Heavy crossbow	24
Throwing axe	3
Sling	12
Javelin	6
Spear	3
Throwing knife	3

Abilities

Score	Modifier
2-3	-2
4-5	-1
6-8	0
9-10	+1
11-12	+2

Duration

Rounds	10 seconds/caster level
Turns	10 minutes/caster level
Hours	1 hour/caster level
Days	1 day/caster level

Range

Touch	Direct physical contact. In combat, requires a successful attack roll
x1	1 yard/caster level
x10	10 yards/caster level
x100	100 yards/caster level

Character

Player

Name

Race

Class

Alignment

Description

Abilities	Scores	Weapons
Strength	Hit points	[+ , 1d6+]
Intelligence	Attack bonus	[+ , 1d6+]
Wisdom	Skill bonus	[+ , 1d6+]
Dexterity	Saving throw	[+ , 1d6+]
Constitution	Armor class	
Charisma	Move	

Characteristics	Spells	Equipment
Race	1 [ ] 2 [ ] 3 [ ] 4 [ ] 5 [ ] 6 [ ]	Fortune
	❑	
	❑	
	❑	
Class	❑	
	❑	
	❑	
	❑	
Other	❑	
	❑	
	❑	
	❑	