

# Mythic Heroes & Legends Rules

**By Joe Collins**

Based upon the original RPG Rules from the 1970s with additional inspiration by Matthew J. Finch, Marv Brieg, and a host of others.

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Dedicated to Dave Arneson (1947-2009), E. Gary Gygax (1938-2008)

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# Introduction

Mythic Heroes & Legends is a fantasy role-playing game written in the spirit of the original RPGs of the 1970s. These rules attempt to reproduce the wonder and excitement that those first RPGs brought to gamers. In that era, the writings of Tolkien, Howard, Burroughs, Lovecraft, Leiber, Vance, and others were blended into the rebirth of shared storytelling; an art that had been lost with the advent of television and mass media. I hope these rules serve as a good introduction for those learning how to play such games, as a tonic for the jaded player tired of complicated modern versions, and perhaps as a good tool for the veteran Referee/Gamemaster interested in recapturing the lost spirit of the era while taking advantage of some modern innovations.

– Joe Collins

## Chapter 1 Getting Started

MYTHIC HEROES & LEGENDS requires two kinds of participants: (1) The “Referee” or “Game Master” and (2) the Player. For Players (and you can have as many as you wish), the first step in playing the game is to create a Player Character (PC). This is a simple matter of rolling some dice to determine your character’s strength and other basic attributes, picking a character class, and buying in-game equipment. If you are the Referee, however, you have to do a bit more preparation. You will be designing the adventure and perhaps even the campaign—that’s covered in Chapter 7.

### Rule Number One

The most important rule in MYTHIC HEROES & LEGENDS is that the Referee always has the right to modify the rules. In fact, it is encouraged! This is your game. The story is your and your player’s story. There are gaps in the rules—holes left open on purpose—because much of the fun of “old school” gaming is the ability to make up rules as needed.

### Game Terms and Capitalization

Writers and players of role-playing games over the years have developed a dizzying number of specialized terms that have meaning in the games. While some of these terms have been adopted by the public for general usage, others may be obscure and confusing to new players. This is worsened by the fact that many have synonyms. Referee/Game Master, Magic-User/Wizard, Hit Points/Hits, Hits/Damage- all are examples. These rules try to maintain a consistent usage.

Finally, many game terms in these rules are capitalized using non-standard capitalization rules. You will see Wisdom, Strength, Rogue, Task-Check, Advantage, Fighter and many other terms with the first letter capitalized. This is done to help identify them as commonly used game terms and highlight their special meaning and function in the game. Our goal is not to create a comprehensive list of such terms but to assist people in recognizing and understanding some of those most commonly used.

### Dice

MYTHIC HEROES & LEGENDS uses several different types of dice, and they are abbreviated herein according to the number of sides they have. For example, a six-sided die is noted as “d6.” If this text requires a player to roll “3d6” that means to roll three (3) six-sided dice and add the results together. Other die types (four-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided) follow in the same manner.

When asked to roll d100, roll two (2) ten-sided dice, one at a time, treating the first roll as the “tens” and the second as the “ones.” So, if one were to roll a “7” and then a “3”, the result would be “73.” Some clever entrepreneurs manufacture actual 100-sided dice. They may be used as well.

The roll of two zeroes is treated as “100,” so you cannot roll a “0” in such a situation. The lowest result possible is a “1.”

### Miniatures, Terrain, and other Game Aids

Role-playing games are games of the imagination. They often are played with just pencil, paper, and dice. No other tools are really required. In many instances, however, players and Referees may want to enhance their enjoyment of the game using extra props such as miniatures, pogs, standees, battle-mats, and 3d or 2d dungeon layouts. To facilitate this, most movement and distances are measured in increments of 5 feet. This matches the most often used movement grids used in the hobby. For those playing on an unadorned tabletop and measuring with rulers a conversion of each 5 foot increment to 1 inch is suggested.



## Creating a Character for Play (aka Rolling up a Character)

The process for generating a new character for Mythic Heroes & Legends is simple. It is composed of the following steps.

1. Generating attribute scores (determining your character's strengths and weaknesses)
2. Choosing a Class or Race for your character (choosing the fantasy archetype or trope of your character)
3. Rolling for Hit Points (determines the relative combat strength of your character)
4. Rolling for starting wealth (how much money you have)
5. Naming and equipping your character
6. Calculating encumbrance and movement
7. Calculating Attack Bonuses and Saving Throws
8. Choosing the alignment of your character
9. Determining spells (if the character is a class that features spells)

### Character Sheets

A character sheet is an organized recording of all necessary PC information (especially attributes!) kept for the benefit of both the Referee and Player. The character sheet could be something as simple as a 3x5" index card—with equipment and spells written on the back or a more complete character sheet that fully outlines a character's abilities, traits, attitudes and history. The exact style and the detail are up to the player and Referee to decide.

An example character sheet may be found at the end of these rules.

### Attribute Scores

Each Player will generate a set of six attribute scores that define his/her character's strengths and weaknesses.

Attribute scores represent and measure the abilities of a character in the following categories:

Strength- Strong characters wield mighty, deadly weapons and perform feats of great might.

Intelligence- Intelligent characters know ancient lore, read arcane languages, and may learn many spells.

Wisdom- With great wisdom comes judgment to know the correct path and the discipline to follow it.

Constitution- Robust characters endure great hardships with ease.

Dexterity- Lithe and graceful characters are difficult to hit in combat and may overcome and dodge many dangers.

Charisma- Charm and presence influence all those nearby and are the hallmarks of a great leader.

### Standard Character Creation

Roll 3d6 for each attribute in the above order and record the scores. Once those rolls have been made, a player picks a character class/profession (or race) for his/her character. The resulting scores will often define which class/profession/race best suits the character—though, the player usually has the option to play any class or race desired. Each class will have one attribute defined as its "Prime Attribute". Once the player decides on a class, points from other attributes may be moved on a two-for-one basis, but only into the "Prime Attribute" of that character class (Prime Attributes and their importance are discussed later). Shifting points around may not lower another ability score to below 9 or raise the Prime Attribute above 18. Then the player will roll once again for the character's Hit Points, roll for starting wealth, and finally decide upon the character's alignment.

### Optional Character Creation

Some Referees may allow more flexibility for character creation. The life of a beginning character just starting on a career of adventuring is fraught with many dangers. Few will live to tell their tale to grandchildren. Higher starting attributes can help longevity, though some players will find great reward in playing and advancing a character with average (or below average) attributes. The following is a list of optional character creation routines. Any or all may be used at the decision of the game master.

1. Roll 3d6 six times and then assign them to the attributes as wanted
2. Roll 4d6 instead of 3d6 and then discard the lowest die
3. Allow a fixed number of re-rolls for low scores. Players must keep the re-roll!
4. Roll 3d6 for each attribute, but any die roll of "1" is re-rolled until a higher number is produced
5. Allow players to create 3 characters and then pick the best... discarding the others
6. Roll 2d6 and add +6 for each attribute

## Attribute Bonus

MYTHIC HEROES & LEGENDS awards bonuses for rolls during the game based on attribute scores. Game Masters may also use the base score to help determine success or failure of character's actions.

### Attribute Bonus Table

Attribute Roll	Description	Bonus
3-8	Below Average	-1
9-12	Average	None
13-15	Good	+1
16-17	Excellent	+2
18+	Superior	+3

The appropriate attribute bonus is used for a Task Check (defined later) where a character is attempting to accomplish a difficult task and for making a "Saving Throw" to avoid harm (also defined later). In addition to Task Checks and Saving Throws, here are some other examples of how the bonuses are used for Characters during play.

#### *Strength*

All characters use their Strength Bonuses to modify their hand-to-hand "to-hit" rolls in combat.

#### *Intelligence*

Great intelligence allows beginning characters to learn additional languages to their native tongue. The number of additional languages learned is equal to the character's Intelligence Bonus.

#### *Wisdom*

The Wisdom Bonus is added to all Saving Throws.

#### *Dexterity*

The Dexterity Bonus provides modifiers to a character's "to-hit" rolls with missile weapons as well as Armor Class (this makes them more difficult to hit in combat).

#### *Constitution*

All characters use their Constitution Bonus to add to their Hit Point totals for each hit dice.

#### *Charisma*

This bonus modifies the reaction of foes and allies that players meet during their adventures.

## Choosing a Character Class or Race

Chapter 2 defines the Character Classes and Race. Humans may pick any class, but Elves and Dwarves have their own defined identities and skills (they are played as their own class). Try to pick a class (or race) that matches the attributes you rolled for your character. A high strength may suit a Fighter or Dwarf and a high Intelligence may fit a Magic User. If you want to play a different class however, go ahead. A highly dexterous Fighter or a strong Rogue may be fun to play.

Some classes require high attribute values for a player to pick them. The Paladin, Ranger, Druid, Illusionist and Barbarian have minimum attribute levels for the player.

## Starting Wealth -Silver

Roll 3d6 and multiply the result by 10. This calculates the number of silver pieces (sp) that a character possesses at the start of the game to be spent on arms, armor, and supplies. This is not re-rolled for every play session. It is only awarded once per the life of a character. Further wealth must be earned the hard way.

## Equipping and Naming

A full chart of available arms, armor and equipment is found in Chapter 4. Remember, a character will face many dangers during a career, so spend your starting wealth wisely! All characters are considered to start the game with suitable clothes... all food and other gear however must be purchased! More than one character has starved to death while lost in the wilderness or deep dungeon!

Naming your character is important. Good names make for good roleplaying. Try to revisit your favorite works of fantasy to find good names.

## Movement and Encumbrance

Movement in the game is measured in increments of 5 feet. Foes will have their movement defined in the chapter about Monsters. Movement for characters is calculated using encumbrance.

Provisions, equipment, weapons, armor, and loot may slow a character significantly. Character movement is determined by calculating an encumbrance or heft level based on “Heft” points.

Add the following for each line:

- +1 Heft for wearing Chain Armor
- +2 Heft for wearing Plate Armor
- +1 Heft for carry a Two-Handed Weapon (bows count!)
- +1 Heft for carrying a Medium or Larger Shield
- +1 Heft for carrying a bulky object requiring 2 hands
- +1 Heft for carrying up to 6 items
- +2 Heft for carrying up to 12 items
- +3 Heft for carrying up to 18 items
- 1 Heft for having a Strength 15 or higher

Base movement rate is calculated on the table below in segments of 5 feet per turn.

### Movement Rate/Encumbrance

Bulk Carried (Heft)	Elf/Human	Dwarf	Encumbrance Modifier
0-1 Heft Points	6	5	0
2 Heft Points	5	5	-1
3 Heft Points	4	4	-2
4 Heft Points	3	3	-3

More than 4 Heft Points... a character cannot move.

The Referee may also penalize a character attempting a difficult task using the encumbrance modifier for that task. A heavily encumbered Thief for instance attempting to scale a difficult wall while carrying 3 Heft points would be at a -3.

Small items do not count for Heft. Groups of items that a character can hold in one hand count as one item (Such as a quiver of 20 arrows). Coins are heavy!... Every group of 20 coins counts as an item.

## Armor Class

This represents a character or foe’s level of protection during adventuring and combat. It is calculated for characters by adding the protection value of armor worn plus any possible dexterity modifier. This is then added to a base of 10.

As an example, a Fighter with a dexterity of 15 wearing Chainmail and carrying a regular medium shield would have an Armor Class of 17. The Chainmail (+4) is added to the shield (+2) and the Fighter’s dexterity bonus (+1), which is all added to the base of 10.

## Hit Points

Hit points (HP) represent the amount of “damage” a character can take before dying. The Hit point total can be imagined as the sum of a character’s toughness, skill, luck, and heroism. The value is determined by the number of Hit Dice (HD) the character has at each level, which is found in the description of each character class. If a player begins the game with a 1st level Fighter (1+1 HD) the player would therefore roll 1 HD (1d6) and add “+1” to the result to determine his PC’s starting hit points. When the character accumulates enough XP to gain a level, a new hit die is rolled and added to the total (though sometimes a new level only gives an additional Hit Point or two, not a whole new hit die).

## Optional Hit Points

Kind-hearted Referees or those with exceptionally difficult starting adventures may allow players to re-roll their Hit Points if a one is rolled. The second roll however must be taken.

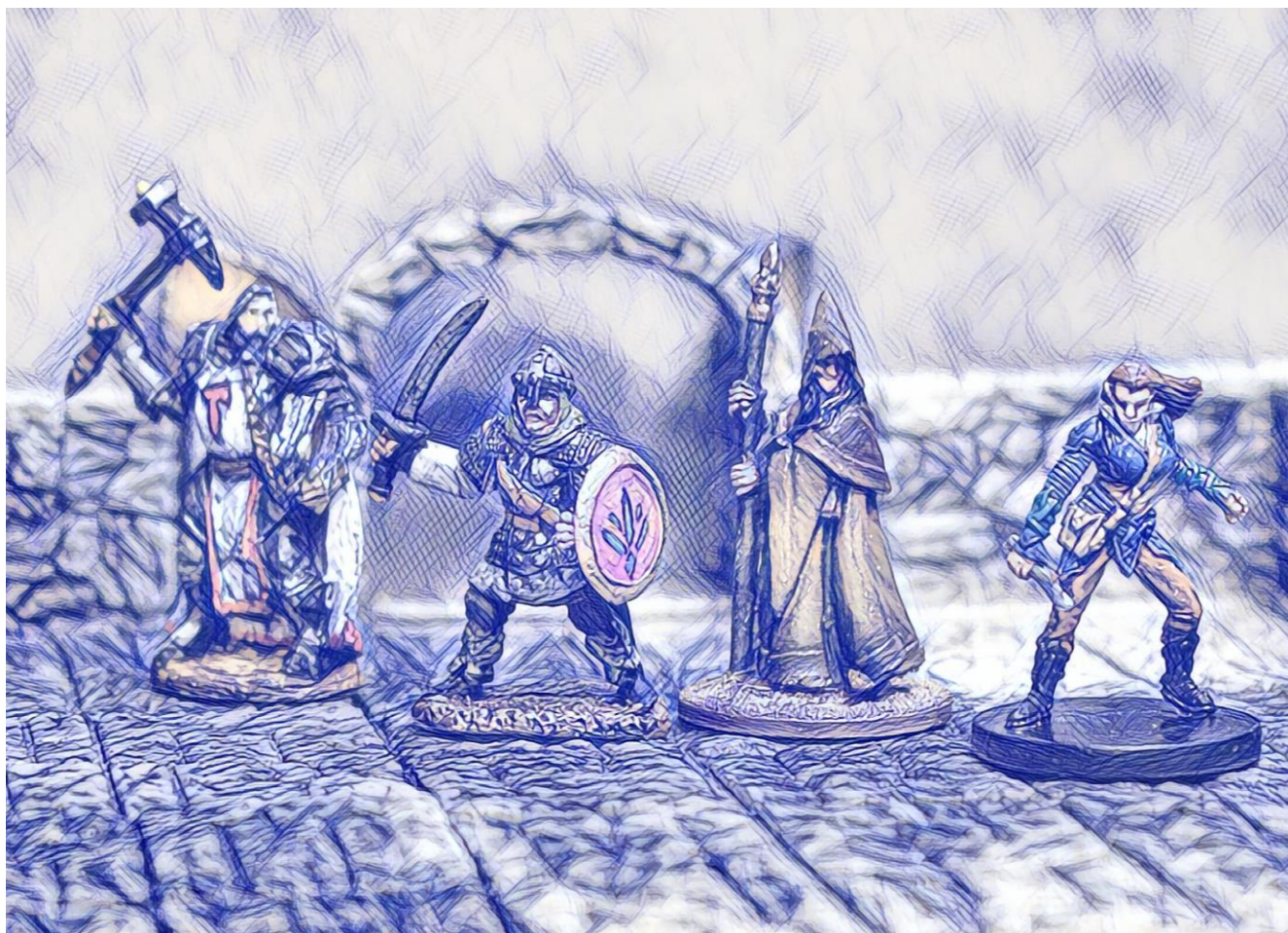
## Alignment

Alignments in the game are described as Law, Chaos, and Neutrality. In general, Law corresponds to being “Good,” Chaos corresponds to being “Evil,” and Neutrality simply means that the character or foe is indifferent to the two moral polarities. It is quite possible for the Referee to make the alignment system more complex by adding extra terms: perhaps Lawful only means that you are in favor of centralized hierarchies in society, in which case you could actually be Lawful Evil or Lawful Good. This is a matter of preference for the Game Master. A character’s alignment may affect the response of other foes and possible allies during the game.

## Chapter 2

# Character Classes

There are nine different character classes in the game: the Cleric, the Fighter, the Magic-User, the Rogue, the Paladin, the Ranger, the Druid, the Illusionist, and the Barbarian. Two further races of non-humans are represented as separate classes that define the individual fantasy race's archetype. Players wanting to play these non-humans are limited to these two character classes. The Referee is, of course, free to invent or allow other character classes/races for the game or to allow races to be different character classes. A player may want to play a dashing Elf Rogue for instance, or perhaps a Dwarf Cleric ministering to the spiritual needs of his people. As these combinations of race and character class can be very powerful, a careful examination and modification of the Advancement Tables is advised.



## The Cleric

Clerics are armed priests who serve a particular alignment, religion, or patron deity. Players may make up those details if the Referee does not use a particular mythology for the campaign.

Regardless of the details, the Cleric is a champion of his faith and/or moral alignment. The character might be a sinister witch-hunter, an exorcist of demons, a shining knight of the faith, or an evil agent of some fell temple's hierarchy. Since many of a Lawful (Good) Cleric's abilities are oriented toward healing and protecting, they tend to play a support role during combat. However, they may stand shoulder-to-shoulder with the party's Fighters if need be—at least for a while.

### Cleric Advancement Table

Level	Exp. Points	Hit Dice (d6)	Attack Bonus	Saving Throw	Divine Spells Allowed				
					1	2	3	4	5
1	0	1	+0	15	–	–	–	–	–
2	1,500	2	+1	14	1	–	–	–	–
3	3,000	3	+1	13	2	–	–	–	–
4	6,000	3+1	+2	12	2	1	–	–	–
5	12,000	4	+2	11	2	2	1	–	–
6	24,000	5	+3	10	2	2	1	1	–
7	48,000	6	+3	9	2	2	2	1	1
8	96,000	6+1	+4	8	2	2	2	2	2
9	192,000	7	+4	7	3	3	3	2	2
10	384,000	8	+5	6	3	3	3	3	3

### Cleric Class Abilities

*Weapon and Armor Restrictions:* Because Clerics are forbidden to shed blood in combat, they may only use blunt weapons (club, flail, mace, etc.) and the only missile weapon they are allowed to use is oil. Clerics have no armor restrictions.

*Spell Casting:* Clerics may perform miracles termed “divine spells” (for ease of play) from a specific list, as per the Cleric Advancement table. Each day, the Cleric prays for a certain set of these divine spells, choosing from the standard list. Clerics of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Cleric uses the standard spell list. Once a spell is cast, it may not be regained until it is prayed for again the next morning. Note that 1<sup>st</sup> level clerics do not gain spells. At 2<sup>nd</sup> level they gain one 1<sup>st</sup> level spell.

*Saving Throw:* Clerics receive a +2 bonus on Saving Throws vs. Constitution. This is in addition to any Wisdom attribute bonus. (A Cleric with a Wisdom of 17 forced to save vs Constitution from poison will add +2 for being a Cleric and +2 for their 17 Wisdom to the Saving Throw.)

*Banishing Undead:* Clerics can use their holiness to “Turn” the undead, causing them to flee or destroying them outright!

Undead HD	Examples	Clerical Level										
		1	2	3	4	5	6	7	8	9-13	14+	
1	Skeleton	10	7	4	D	D	D	D	D	D	D	D
2	Zombie	13	10	7	4	D	D	D	D	D	D	D
3	Wight	15	13	10	7	4	D	D	D	D	D	D
4	Wraith	17	15	13	10	7	4	D	D	D	D	D
5		–	17	15	13	10	7	4	D	D	D	D
6	Mummy	–	–	17	15	13	10	7	4	D	D	D
7	Spectre	–	–	–	17	15	13	10	7	4	D	D
8	Vampire	–	–	–	–	17	15	13	10	7	4	D
9–11		–	–	–	–	–	17	15	13	10	7	D
12–18	Lich	–	–	–	–	–	–	17	15	13	10	D
varies	Demon	–	–	–	–	–	–	–	17	15	13	D

When a Cleric brandishes the Holy Symbol of his faith in front of undead...roll 3d6... a score equal or above the referenced value causes the undead to flee. A “D” result destroys the undead. Chaotic (Evil) Clerics instead may control the undead limited to a number up to the Clerics level. This ability may be used only once per encounter.

*Experience Bonus for Wisdom:* Wisdom is the Prime attribute for Clerics. Clerics with Wisdom of 15 or higher receive a 10% bonus to experience earned.



## The Fighter



The Fighter is a warrior, trained in the use of armor and weapons, ready for battle. Your character might be a ferocious Viking raider, a taciturn samurai, an adventuring medieval knight, or a wandering mercenary out to make his fortune. Because they are the best equipped of all the character classes to dish out and absorb damage, Fighters often end up on the front lines, going toe-to-toe with dragons, goblins, and evil cultists. If you are the party's Fighter, the down-and-dirty work is up to you.

At higher levels, Fighters armed with legendary magic weapons and armor often establish themselves as great leaders; commanding armies, building baronies, or even becoming rulers that lead nations and peoples.

**Fighter Advancement Table**

Level	Exp. Points	Hit Dice (d6)	Attack Bonus	Saving Throw
1	0	1+1	+1	14
2	2,000	2	+2	13
3	4,000	3	+3	12
4	8,000	4	+4	11
5	16,000	5+1	+5	10
6	32,000	6	+6	9
7	64,000	7	+7	8
8	128,000	8	+8	7
9	256,000	9	+9	6
10	512,000	10	+10	5

### Fighter Class Abilities

**Weapon and Armor Restrictions:** Fighters are trained in warfare and, as such, have no restrictions on the kind of weapons or armor they can use.

**Sweeping Blow:** Against foes of one hit dice (HD) or fewer, Fighters that kill an opponent may make another immediate attack vs an adjacent opponent. They may make as many sweeping blows in one combat round as their Level.

**Weapon Mastery:** Fighters at 1<sup>st</sup> Level, 4<sup>th</sup> Level and again at 8<sup>th</sup> Level may choose a favored weapon. This gives the fighter an additional +1 attack bonus with this weapon. If the same weapon is chosen multiple times the bonus is additive.

**Saving Throw:** Fighters receive a +2 bonus on Saving Throws vs Strength or Constitution in addition to their attribute bonus.

**Combat Adds for Strength:** Fighters may add their Strength attribute bonus to both their attack roll and damage for hand-to-hand weapons or thrown missile weapons (not bows or crossbows of any type).

**Experience Bonus for Strength:** Strength is the Prime Attribute for Fighters, which means that a Strength score of 15+ grants an additional 10% experience to the normal amount earned.



## The Magic-User

The Magic-User is a mysterious figure, a student of arcane powers and spell casting. They can be devastating opponents. However, at lower levels, they are quite vulnerable and must be protected by the other party members. As Magic-Users progress, they generally become the most powerful of the character classes—holding sway over the political destinies of great kingdoms and able to create wondrous magical artifacts.

**Magic-User Advancement Table**

Level	Exp. Points	Hit Dice (d6)	Attack Bonus	Saving Throw	Spells Allowed (Spell Slots)					
					1	2	3	4	5	6
1	0	1	+0	15	1	–	–	–	–	–
2	2,500	1+1	+0	14	2	–	–	–	–	–
3	5,000	2	+1	13	3	1	–	–	–	–
4	10,000	2+1	+1	12	4	2	–	–	–	–
5	20,000	3	+1	11	4	2	1	–	–	–
6	40,000	3+1	+2	10	4	2	2	–	–	–
7	80,000	4	+2	9	4	3	2	1	–	–
8	160,000	4+1	+2	8	4	3	3	2	–	–
9	320,000	5	+3	7	4	3	3	2	1	–
10	640,000	5+1	+3	6	4	4	3	2	2	–
11	1,280,000	6	+3	5	4	4	4	3	3	–
12	1,920,000	6+1	+3	4	4	4	4	4	4	1

### Magic-User Class Abilities

*Weapon and Armor Restrictions:* Magic-Users tend to spend their waking hours in study of arcane tomes and scrolls. As such, they have little time to train with weapons or learn how to properly engage in physical combat. Thus, Magic-Users may only wield daggers or staves. They are not allowed the use of armor as it hinders and even nullifies their spell casting abilities.

*Spell Casting:* Unlike the Cleric, the Magic-User owns a book of spells (beginning characters receive one free)—which does not necessarily include all the spells on the standard lists. Reading from this book, the Magic-User presses a select spell formula into his mind, effectively “preparing” it to be cast. Once a prepared spell is cast, the spell formula disappears from the Magic-User’s mind and must be prepared again after a night’s rest (8 hours) before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available “slots” in the Magic-User’s memory (the number of spells allowed per level in the table above). If the Magic-User finds spell scrolls during an adventure, he can copy them into his spell book.



*Gaining Spells:* 1<sup>st</sup> level Magic-Users start with the number of 1<sup>st</sup> level spells equal to 1+ their Intelligence modifier copied into their spell books. These spells are picked when creating the character. Additional spells are gained by copying them from scrolls or learning them from schools of magic. Either process ends with the character copying the spell into its spell book. Schools of magic generally charge 1000Sp/Level for spells.

*Saving Throw:* Magic-Users receive a +2 bonus on Saving Throws vs Intelligence in addition to their attribute bonus.

*Experience Bonus for Intelligence:* Intelligence is the Prime Attribute for Magic-Users, which means that an Intelligence score of 15+ grants them an additional 10% to all experience points earned.



## The Rogue

The Rogue is a specialized class of character adept at subterfuge, plotting, and pilfering. With these skills acquired from a lifetime of such behavior, Rogues are morally Neutral at best. The Rogue's low HD makes overt martial participation less favorable for this class thus they prefer to rely on subterfuge and judicious use of backstabbing to prevail in combat.

### Rogue Advancement Table

Level	Exp. Points	Hit Dice (d6)	Attack Bonus	Saving Throw	Rogue Skills
1	0	1	+0	15	+1
2	1,200	1+1	+0	14	+2
3	2,400	2	+1	13	+2
4	4,800	2+1	+1	12	+3
5	9,600	3	+1	11	+3
6	20,000	3+1	+2	10	+4
7	40,000	4	+2	9	+4
8	60,000	4+1	+2	8	+5
9	90,000	5	+3	7	+5
10	125,000	5+1	+3	6	+6

### Rogue Class Abilities

**Weapon/Armor Restrictions:** Rogues may use any weapons, including magic swords and daggers, and may wear leather armor.

**Rogue Skills:** Starting at first level Rogues possess a host of very specific abilities. These abilities include proficiency at opening locks and disarming traps, picking pockets, moving without a sound, and using shadows to conceal themselves. They also possess a greater facility for detecting sounds and noises from beyond closed doors. To successfully use these abilities the player will make a Task Check adding their Dexterity bonus and Rogue Skill bonus to the roll....

**Backstab:** A Rogue attacking from behind gains a +4 bonus to hit and inflicts double damage. At levels 5-8 the damage is increased to X3, at levels 9+ the increase is X4.

**Climb Sheer Surfaces:** Rogues may climb incredibly sheer surfaces. As hardy adventurers, anyone may attempt to climb

vertical surfaces but only the Rogue may ascend impossibly difficult surfaces or attempt unthinkable climbs. The Rogue adds their Rogue skill to any checks for climbing.

**Dexterity in Fighting:** Rogues with high Dexterity attributes gain an additional bonus to their armor class. They double the standard bonus. A Rogue wearing leather armor and a 17 dexterity thus receives a +4 to his armor class.

**Use Scrolls (10th):** Upon reaching 10th level Rogues gain the ability to use arcane scrolls. Spells of 6th level and above carry a 2 in 20 chance (1-2 on d20) of being miscast resulting in the scroll's reverse effect affecting the Rogue instead of the target.

**Saving Throw:** Rogues gain a +2 bonus on Saving Throws vs Dexterity.

**Experience Bonus for Dexterity:** Dexterity is the Prime Attribute for Rogue, which means that a Dexterity score of 15+ grants them an additional 10% to all experience points earned.





## The Paladin

Paragons of virtue, these honorable warriors are a bane to all things evil and unholy. Fighters with a Charisma score of 14+ may opt to follow the Paladin class. In addition to the Charisma requirement, Paladins are also bound to a moral requirement. If using the Lawful-Neutrality-Chaotic alignment scheme, Paladins must be flawlessly Lawful. Should a Paladin perform any Evil/Chaotic act, his status of Paladin will be immediately revoked and may never be regained. The Paladin will thus lose all special abilities gained from the Paladin class and will continue as a normal Fighter. Referees who do not use an alignment system will have to carefully gauge the Paladin's actions to ensure he or she does not act contrary to the high morals required to belong to the class. Such strict adherence to Lawful tenants makes traveling or adventuring with evil party members nearly impossible for the Paladin.

### Paladin Advancement Table

Level	Exp. Points	Hit Dice (d6)	Attack Bonus	Saving Throw
1	0	1+1	+0	16
2	2,000	2	+1	15
3	4,000	3	+2	14
4	8,000	4	+3	13
5	16,000	5	+4	12
6	32,000	6	+5	11
7	64,000	7	+6	10
8	128,000	8	+7	9
9	256,000	9	+8	8
10	512,000	10	+9	<u>7</u>

### Paladin Class Abilities

*Prerequisites:* The character must be of Lawful(Good) alignment and have a Charisma of 14+.

*Weapon/Armor Restrictions:* Paladin's may use any weapons except bows and crossbows. They may wear any armor.

*Lay on Hands:* The Paladin may heal others 2 Hit Points for every level he has attained. A 4th level Paladin could thus restore 8 HP. This special ability can also be used to cure 1 disease per 5 levels. Each function of Lay on Hands may only be performed 1/day, and only on others.

*Immunity:* Paladins are immune to disease.

*Paladin's Mount:* At a time the paladin chooses, he may gain a wondrous steed. The paladin may not gain a second such steed until 10 years have passed since the previous steed was gained. A paladin's horse has the following stats: Paladin's Mount HD 4; AC 14; Attack-hooves (1d6); Save 15; Move 8. Special: High intelligence, Trained for combat.

*Dispel Chaos & Detect Chaos (9th):* At level 9 the Paladin gains the innate abilities to Detect Chaos (see 1st level Cleric spell of the same name) and to Dispel Chaos (identical to the 5th level Cleric spell of the same name).

*Holy Sword:* If a Paladin comes to possess a Holy Sword, wielding the divine weapon will make the Paladin immune to spells.

*Limited Wealth:* Paladins are limited to 4 magic items (not including armor and shield and up to 4 weapons). They may keep enough wealth to maintain themselves (and, at higher levels, their men and a modest castle or keep). Any excess wealth is donated to charitable or religious institutions.

*Saving Throw:* Paladins gain a +2 bonus on Saving Throws vs Charisma.

*Experience Bonus for Charisma:* Charisma is the Prime Attribute for Paladin, which means that a Charisma score of 15+ grants them an additional 10% to all experience points earned.



## The Ranger

These expert trackers, hunters and woodsmen are a subclass of Fighter. To qualify for the Ranger class, a character's Intelligence and Wisdom scores must be at least 12, and Constitution must be 15 or more. In addition to these requirements, a Ranger is expected to act in a Lawful and Good manner. Should the Ranger's actions shift his alignment away from Lawful, it will lose all Ranger abilities and will become an ordinary Fighter. If not specified otherwise, Rangers perform as Fighters.

**Ranger Advancement Table**

Level	Exp. Points	Hit Dice (d6)	Attack Bonus	Saving Throw	Tracking/Outdoor Skill	Druid or Cleric Spells Allowed				
						1	2	3	4	5
1	0	2	+0	16	+1	–	–	–	–	–
2	2,500	3	+1	15	+2	–	–	–	–	–
3	5,000	4	+1	14	+2	–	–	–	–	–
4	12,000	5	+2	13	+3	–	–	–	–	–
5	25,000	6	+2	12	+3	–	–	–	–	–
6	50,000	7	+3	11	+4	–	–	–	–	–
7	100,000	8	+3	10	+4	–	–	–	–	–
8	170,000	9	+4	9	+5	1	–	–	–	–
9	270,000	10	+4	8	+5	2	1	–	–	–
10	540,000	10+2	+5	7	+6	3	2	1	–	–

### Ranger Class Abilities

*Prerequisites:* The character must be of Lawful(Good) alignment, and have an Intelligence of 12+, a Wisdom of 12+, and a Constitution of 15+.

#### *Weapon/Armor Restrictions:*

Rangers may use any weapon and may wear any armor.

*Great Fortitude:* At 1<sup>st</sup> level, Rangers receive two hit dice.

*Spell Casting:* High level Rangers may cast Cleric and/or Druid spells as listed above. Those spells are gained randomly (roll for them) upon reaching the correct level. The spells may be used once a day and are regained after one night of rest.



*Track:* Rangers may successfully track prey (animal, monster, or humanoid) using their Tracking/Outdoors Skill by adding it to a Task Check. The chance of success decreases by 1 for each day the tracks or signs are old. To track a prey indoors (such as in a dungeon), the Ranger must have observed the prey no more than 6 turns previously.

*Alertness:* Rangers reduce their chance of being surprised by half. Example: if the Referee declares the chance of being surprised by a particular ambush is 1 or 2 on a D6, the Ranger's chance of being surprised is just on a roll of 1. For surprise on a 1, the Referee must follow that roll with a roll of 4,5,6 to surprise the Ranger.

*Favored Foe:* When fighting Goblin class (Goblins, Orcs, Hobgoblins, and Gnolls) foes, Rangers gain a damage bonus equal to their level.

*Magic Items:* In addition to being able to use magic items eligible to the Fighter, upon reaching 8th level the Rangers may employ any magic items which heal or cure disease, as well as items or scrolls which deal with Clairvoyance, Clairaudience, ESP, Telekinesis, and Teleportation.

Rangers also possess certain disadvantages and limitations.

*Limited Wealth:* Rangers may only own what they can carry with them, donating any excess to a worthy cause.

*Solitary and Self Sufficient:* No more than two Rangers may operate together. Rangers may not hire servants or men-at-arms until they reach 9<sup>th</sup> level.

*Experience Bonus for Constitution:* Constitution is the Prime Attribute for Rangers. Those with Constitution of 15 or higher receive a 10% bonus to earned experience.

## The Druid

Druids are neutral Clerics who have retreated from the "civilized" areas of the world to pursue the worship of nature. Human characters of neutral bent possessing a Wisdom of 12+ and a Charisma of 14+ may elect to become Druids. Druids possess their own Divine spell list (see **Druid Spell List**) independent of the Cleric's. Druids do not possess the Cleric's ability to Turn Undead but gain their own set of druidic special abilities (below).

Druids may use magic items usable by all classes as well as those usable by Clerics (though, this excludes items in written form such as books and scrolls). Druids are devoted to protecting both plant and animal life, punishing those who transgress against either. The Druid's holy symbol is a sprig of mistletoe.

### Druid Advancement Table

Level	Exp. Points	Hit Dice (d6)	Attack Bonus	Saving Throw	Spells Allowed				
					1	2	3	4	5
1	0	1	+0	14	–	–	–	–	–
2	1,500	2	+0	13	1	–	–	–	–
3	3,000	3	+1	12	2	–	–	–	–
4	6,000	3+1	+1	11	2	1	–	–	–
5	12,000	4	+1	10	2	2	1	–	–
6	24,000	5	+2	9	2	2	1	1	–
7	48,000	6	+2	8	2	2	2	1	1
8	96,000	6+1	+2	7	2	2	2	2	2
9	192,000	7	+3	6	3	3	3	2	2
10	384,000	8	+3	5	3	3	3	3	3

### Druid Class Abilities

*Prerequisites:* The character must be of Neutral alignment and have a Wisdom of 12+, and a Charisma of 14+.

*Weapon/Armor Restrictions:* Druids may use daggers, sickles/crescent shaped swords (1d6), spears, and slings, and may wear leather armor and use wooden shields.

*Spell Casting:* much like the Cleric, the Druid may perform miraculous feats utilizing the elemental powers of nature. These feats are termed "Druid spells" and chosen from a specific list.

Each day, Druids contemplate the elemental power of nature and receive the number of spells defined by their level, choosing from the standard list of spells for Druids.



*Languages:* Druids speak their own druidic language in addition to the common tongue. At 4th level and 8th level, the Druid may choose an extra language from the following: Dryad, Elvish, Tree-Giant, Giant Centaur, Manticore, or Dragon (Green).

*Fire Resistance:* Druids gain a +2 bonus to Saving Throws when dealing with fire.

*Initiate Powers (2nd):* At 2nd level the Druid gains the following abilities to use at will; identify pure water, identify plants, identify animals, and pass through overgrowth (at full speed).

*Shape Change (6th):* At 6th level, Druids may take the shape of a mammal, reptile, or bird. The Druid may shapeshift up to 3 times per day but is limited to one type (bird, reptile, mammal) per day. The size of the animals the Druid shape changes into ranges from as small as a raven to as large as a small bear. Changing from one form to another heals the Druid of 1d6 X 10% points of damage previously sustained.

*Charm Immunity (6th):* Druids at this level are immune to charm spells from woodland or water creatures such as dryads.

*Experience Bonus for Wisdom:* Wisdom is the Prime Attribute for Druids. Those with Wisdom of 15 or higher receive a 10% bonus to experience earned.



## The Illusionist

Illusionists are a subclass of Magic-Users who specialize in illusions. Intelligence and Dexterity of 15+ each are required to qualify for this class. An Illusionist's prime requisite is Intelligence. Illusionists may only employ Illusionist scrolls, Crystal Balls, and certain wands (fear, paralysis, illusion, and magic detection). Illusionists possess their own spell list (see the **Illusionist Spell List** below) independent of the Magic-User's list.

**Illusionist Advancement Table**

Level	Exp. Points	Hit Dice (d6)	Attack Bonus	Saving Throw	Spells Allowed (Spell Slots)					
					1	2	3	4	5	6
1	0	1	+0	15	1	–	–	–	–	–
2	2,500	1+1	+0	14	2	–	–	–	–	–
3	5,000	2	+1	13	3	1	–	–	–	–
4	10,000	2+1	+1	12	4	2	–	–	–	–
5	20,000	3	+1	11	4	2	1	–	–	–
6	40,000	3+1	+2	10	4	2	2	–	–	–
7	80,000	4	+2	9	4	3	2	1	–	–
8	160,000	4+1	+2	8	4	3	3	2	–	–
9	320,000	5	+3	7	4	3	3	2	1	–
10	640,000	5+1	+3	6	4	4	3	2	2	–
11	1,280,000	6	+3	5	4	4	4	3	3	–
12	1,920,000	6+1	+3	4	4	4	4	4	4	1

### Illusionist Class Abilities

*Prerequisites:* The character must have an Intelligence of 15+, and a Dexterity of 15+.

*Weapon/Armor Restrictions:* Like the Magic-User, Illusionists may use daggers and staves and may not wear any armor.

*Spell Casting:* The Illusionist casts spells and builds a spell book in the same manner as the Magic-User. Reading from this book, the Illusionist presses a select spell formula into his mind, effectively “preparing” it to be cast. Once a prepared spell is cast, the spell formula disappears from the Illusionist’s mind and must be prepared again after a night’s rest (8 hours) before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available “slots” in the Illusionist’s memory. If the Magic-User finds spell scrolls during an adventure, he can copy them into his spell book. Illusionists have their own spell list independent of the Magic-User’s.

*Gaining Spells:* 1<sup>st</sup> level Illusionists start with the number of 1<sup>st</sup> level spells equal to 1+ their Intelligence modifier copied into their spell books. These spells are picked when creating the character. Additional spells are gained by copying them from scrolls or learning them from schools of magic. Either process ends with the character copying the spell into their spell book. Schools of Illusion generally charge 1000Sp/Level for spells.



*Saving Throw:* Illusionists gain a +2 bonus to Saving Throws versus Intelligence and Wisdom. This in addition to modifiers from attribute scores.

*Experience Bonus for Intelligence:* Intelligence is the Prime Attribute for Illusionists, which means that an Intelligence score of 15+ (required) grants them an additional 10% to all experience points earned.

## The Barbarian

Barbarians are warriors born in savage lands far from the mollifying comforts of civilization. Barbarians rely on hardiness, stealth, and (often foolhardy) bravery to beat their enemies.

**Barbarian Advancement Table**

Level	Exp. Points	Hit Dice (d6)	Attack Bonus	Saving Throw
1	0	1+1	+1	14
2	2,000	2	+2	13
3	4,000	3	+3	12
4	8,000	4	+4	11
5	16,000	5	+5	10
6	32,000	6	+6	9
7	64,000	7	+7	8
8	128,000	8	+8	7
9	256,000	9	+9	6
10	512,000	10	+10	5

**Requirements:** In order to qualify to be a Barbarian, a character requires a Strength, Dexterity, and a Constitution of 9+.

### Barbarian Class Abilities

#### *Weapon/Armor Restrictions*

Barbarians may use any armor or shields and may wield any weapons desired.

Barbarians wearing no armor or at most leather armor may employ the following abilities:

*Alertness:* Only a Thief one or more levels higher than the Barbarian can use their Backstab ability on the Barbarian.

*Animal reflexes:* The Barbarian can be surprised only on a roll of 1 on 1d6.

*Hunter:* In the wilderness Barbarians can surprise enemies on a roll of 1-3 on 1d6.

*Runner:* The Barbarian adds 5' to his or her tactical movement.

Barbarians have one additional special ability they can always use, regardless of armor worn:

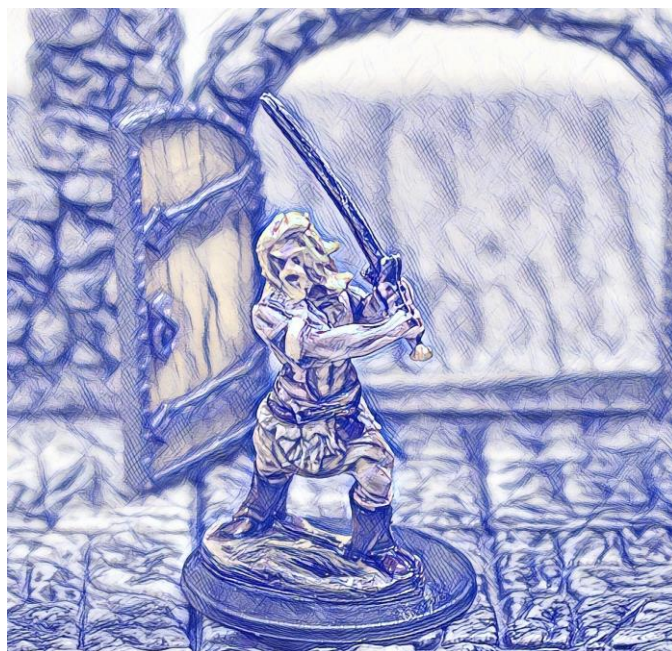
*Rage:* Once per day, a Barbarian can fly into a Rage, which will last ten rounds. While raging, a Barbarian cannot use any abilities that require patience or concentration, nor can he or she activate magic items of any kind (including potions). Of course, magic items with a continuous effect (like a Ring of Protection) continue to function.

While raging, the Barbarian must charge directly into combat with the nearest recognizable enemy. If no enemy is nearby, the Barbarian must end his or her rage (see below) or else attack the nearest character. While raging, the character temporarily gains a +2 bonus on attack rolls, damage rolls, and Saving Throws versus mind-altering spells, but suffers a penalty of -2 to armor class.

The Barbarian may prematurely end his or her rage with a successful Saving Throw vs. Intelligence. At the end of the rage, the Barbarian loses the rage modifiers and becomes fatigued, suffering a penalty of -2 to attack rolls, damage, armor class, and Saving Throws. While fatigued, the Barbarian may neither charge nor move at a running rate. This fatigue lasts for an hour.

A Barbarian may use this ability up to two times per day starting at 4th level and three times per day at 8th level.

*Experience Bonus for Constitution:* Constitution is the Prime Attribute for Barbarians. Those with Constitution of 15 or higher receive an additional 10% to experience earned.





## Chapter 3

# Character Races

In a fantasy world, humans often aren't alone. Elves may populate the great forests, Dwarves may carve their halls and mines into the heart of the earth, and Halflings may reside in the comfortable hill-houses of their bucolic shires. By contrast, some fantasy worlds depict an isolated human race pitted against ancient pre-human evils and the grim, savage wilderness of worlds at the dawn (or dusk) of human civilization itself. Other fantasy worlds accentuate the bizarre, with a wide variety of fantasy races available to the players—such worlds are filled with conflict and contradictions, always with a new wonder to be found beyond the next corner. The Referee determines what non-human races, if any, you can choose for your character. Two possible choices are outlined below.

## The Dwarf

Dwarves tend to grow up in underground cities. As such, Dwarves easily take note of certain features of stonework: sloping corridors, moving walls, and traps made of stone (in particular: falling blocks, rigged ceilings, and tiny slits designed to release arrows, darts, or poison gas). They are good with stonework and are excellent blacksmiths and jewelers.

### Dwarf Advancement Table

Level	Exp. Points	Hit Dice (d6)	Attack Bonus	Saving Throw
1	0	1+1	+1	14
2	2,500	2	+2	13
3	5,000	3	+3	12
4	10,000	4	+4	11
5	20,000	5	+5	10
6	40,000	6	+6	9
7*	80,000	7	+7	8
8*	160,000	8	+8	7
9*	320,000	9	+9	6
10*	640,000	10	+10	5

### Dwarven Race Abilities

*Character Advancement:* This is the only character class available to Dwarves. They are typically allowed to advance to the 6th level. Their Prime Requisite is Constitution. Dwarves with a 15 Constitution may advance to 7<sup>th</sup> Level, those with 16 may advance to 8<sup>th</sup> level, those with 17 to 9<sup>th</sup>, and those having extraordinary Constitution of 18+ may reach 10<sup>th</sup> level.

*Weapon and Armor Restrictions:* Like human Fighters, Dwarves have been trained in warfare and have no restrictions on the weapons or armor they may use except their short stature does preclude their use of pikes and polearms. Spears however are allowed and widely used.

*Fighting Giants:* Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting dwarves, thus only inflict half the normal damage against them.

*Keen Detection:* Dwarves are good at spotting traps, slanting passages, and construction while underground. They receive a +2 on all Task Checks for detecting these features. They also detect them on a score of 6 on 1d6 just for passing by them, even if they are not actively searching.



*Saving Throws:* Dwarves do not use magic and, as such, are somewhat immune to its effects; they receive a +4 bonus on Saving Throws against all types of magic.

*Languages:* For campaigns that give each race its own dialect, Dwarves should be able to speak with gnomes, goblins, orcs, and kobolds.

*Experience Bonus for Constitution:* Constitution is the Prime Attribute for Dwarves. Those with Constitution of 15 or higher receive an additional 10% to earned experience.

## The Elf

Elves are a long-lived race that are usually considered to be one of the First or Elder races of intelligent beings. While some rumor them to be immortal, they certainly can be killed by violence, and some say by the sadness of the world itself. They are full of beauty and grace and are most often found in their forest homes. They may be only of Lawful alignment, though once again some scholars write of a Dark Elf kindred that long ago abandoned the light of Law for Chaos.

### Elf Advancement Table

Level	Exp. Point	Hit Dice (d6)	Attack Bonus	Saving Throw	Spells Allowed				
					1	2	3	4	5
1	0	1+1	+0	14	1	–	–	–	–
2	5,000	2	+1	13	2	–	–	–	–
3	10,000	2+1	+1	12	2	1	–	–	–
4	20,000	3	+2	11	3	2	–	–	–
5	40,000	3+1	+2	10	4	2	–	–	–
6	80,000	4	+3	9	4	2	1	–	–
7	160,000	4+1	+3	8	4	2	2	1	–
8	320,000	5	+4	7	4	3	2	2	1
9	640,000	5+1	+4	6	4	4	3	3	2
10	1,280,000	6	+5	5	5	5	4	4	3

### Elven Race Abilities

*Character Advancement:* This is the only character class available to Elves. They are typically allowed to advance to 6th level. Their Prime Requisite is Wisdom. Elves with a 15 Wisdom may advance to 7<sup>th</sup> Level, those with 16 may advance to 8<sup>th</sup> level, those with 17 to 9<sup>th</sup>, and those having extraordinary Wisdom of 18+ may reach 10<sup>th</sup> level.

*Weapon and Armor Restrictions:* Elves have the advantage of being able to use both magic and armor at the same time. The Referee may want to limit the Elf class to the maximum of chainmail armor, while casting spells. Elves may not use two-handed weapons (two-handed sword, polearms, etc.) or shields when casting spells.



*Hereditary Weapons:* Elves gain an extra +1 to-hit modifier when fighting with swords and bows.

*Undead Immunity:* Elves' strong life force makes them immune to paralysis caused by undead such as ghouls.

*Immunity from Sleep:* Elves do not sleep. Instead, they are refreshed by contemplating the beauty of the world. They are immune to all Sleep magic. They can however pass out in a stupor from drinking too much fine wine (or strong Dwarvish beer).

*Keen Detection:* Elves are adept at spotting hidden and concealed doors. They receive a +2 on all Task Checks for detecting these. They also automatically detect them on a score of 6 on 1d6 just for passing by them.

*Spell Casting:* Elves are innately magical. They gain Druid Spells as natural powers to be used (cast) during each day. These spells regenerate after one night's rest. Spells are gained randomly upon reaching the correct level. The random roll can result in multiple uses of the same spell.

*Languages:* For campaigns that give each race its own dialect, Elves should be able to speak with gnolls, goblins, orcs, and hobgoblins in addition to their normal allotment of languages.

*Experience Bonus for Wisdom:* Wisdom is the Prime Attribute for Elves. Those with Wisdom of 15 or higher receive an additional 10% to earned experience.

## Chapter 4

# Items and Equipment

Each character starts with some silver pieces (3d6x10) at the beginning of the game that can be used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below in the amount of silver pieces. The Referee is encouraged to add additional items and equipment.

### Equipment Weight

A “normal” level of miscellaneous equipment is assumed to weigh 15 pounds- 1 Hefit point for encumbrance (please note that Hefit for armor is calculated differently). If treasure is added to this, each coin and gem is assumed to weigh 0.1 pound.

### Adventuring Gear

Item	Cost (sp)
Backpack (30 lb. capacity)	5
Bedroll	2
Belladonna, bunch	10
Bottle (wine), glass	1
Case (map or scroll)	3
Crowbar	5
First-Aid/Bandage Kit	40
Flint and Steel	5
Garlic (1 lb.)	10
Grappling Hook	5
Hammer	2
Helmet	10
Holy Symbol, wooden	2
Holy Symbol, silver	25
Holy Water, small vial	25
Lantern	10
Lock Pick Tool Set	40
Mirror (small), steel	5
Oil (lamp), 1 pint	2
Pole, 10 ft.	1
Rations, trail (day)	1
Rations, dried (day)	3
Rope (50 ft.), hemp	1
Rope (50 ft.), silk	5
Sack (15 lb. capacity)	1
Sack (30 lb. capacity)	2
Shovel	5
Spellbook (blank)	100
Spikes (12), iron	1
Stakes (12), wooden	1
Tent	20
Torches (6)	1
Waterskin	1
Wolfsbane, bunch	10





## Transportation

Type	Cost (sp)
Armor, horse (barding)	960
Bags, saddle	10
Boat	100
Cart	200
Galley, large	30,000
Galley, small	10,000
Horse, draft	120
Horse, light riding	180
Mule	60
Raft	80
Saddle	60
Ship, sailing (large)	40,000
Ship, sailing (small)	10,000
Wagon, small	250
Warhorse, heavy	1000
Warhorse, medium	750

### Weapons Note

In the original RPGs from the 1970s, all weapons did 1d6 damage. Mythic Heroes & Legends provides some variation.

Heavy weapons requiring two hands to wield, roll two d6 and take the highest roll

Normal weapons do a single d6 damage.

Light Weapons roll two d6 and take the lowest.

(Note: a few “Normal” weight weapons require two hands to wield but only do normal damage.)

A very few weapons may be used either one-handed or two-handed. These weapons are treated as normal weapons when used one-handed. When used two-handed, they do a single d6 damage but are given an additional +1 bonus to hit.

Most weapons have a special bonus versus certain armor classes.

## Melee Weapons

Weapon	Damage	Special	Weight (lb.)	Cost (sp)
Axe, Battle†	Normal	+1 vs Chain Mail	10	7
Axe, Hand‡	Light	+1 vs Chain Mail	5	3
Axe, Great*	Heavy	+1 vs Chain Mail	10	10
Club	Light	+1 vs Unarmored	10	–
Dagger	Light	+1 vs Unarmored	2	3
Flail	Normal	+1 vs Shield	15	8
Mace	Normal	+1 vs Plate Mail	10	5
Morning Star	Heavy	+1 vs Plate Mail	15	6
Polearm (Bardiche, Halberd, etc.)*	Heavy	Extra d6 on Critical	15	7
Spear†‡	Normal	Extra d6 on Critical	10	2
Staff*	Normal	+1 vs Unarmored	10	1
Sword, Long	Normal	+1 vs Leather	10	40
Sword, Scimitar	Normal	+1 vs Unarmored	10	45
Sword, Short (Cutlass, Tulwar, Gladius, etc.)	Normal	Extra d6 on Critical	5	25
Sword, Two-handed*	Heavy	+1 vs Leather	15	60
Warhammer	Normal	+1 vs Full Plate	10	5
Lucern Hammer*	Heavy	+1 vs Full Plate	10	30

\* Two-handed weapon

† Can be used as either a one-handed or two-handed weapon

‡ Can be used as either a melee or missile weapon

## Missile Weapons

Weapon	Damage	Special	Rate of Fire*	Range†	Weight (lb.)	Cost (sp)
Arrows (20)	–		–	–	1	5
Arrow, silver	–		–	–	1	5
Axe, hand	Light		1	10 ft.	10	3
Bolt, crossbow (30)	–		–	–	5	5
Bow, long	Normal	+1 vs Chain Mail	1	70 ft.	5	80
Bow, short	Normal	-1 vs All Plate	1	50 ft.	5	40
Case (30 bolt capacity)	–		–	–	1	5
Crossbow, heavy	Heavy	+1 vs All Plate	1/2	80 ft.	5	100
Crossbow, light	Normal		1	60 ft.	5	55
Pouch (20 stone capacity)	–		–	–	1	1
Quiver (20 arrow capacity)	–		–	–	1	5
Dart	Light	-4 vs Shields	2	10 ft.	1	2
Javelin	Light		2	15 ft.	1	2
Sling	–		1	30 ft.	1	2
Spear	Normal		1	20 ft.	10	2
Stones (20)	Normal	-2 vs Helms	1	30ft.	1	1

\* Rate of Fire is the number of projectiles that can be fired per Shoot action in a combat round.

† There is a -4 “to-hit” modifier at medium range (x2), and a -8 modifier for long range (x3) attacks

**Note:** Dexterity attribute modifiers are used in combat with ranged weapons... not Strength modifiers.

## Armor

Armor	Effect on AC	Weight (lb.)*	Cost (sp)
Leather	+2	25	60
Chain mail	+4	50	120
Plate mail	+6	60	400
Full Plate	+8	50	2000
Small Shield	+1	5	30
Regular Shield	+2	10	40
Tower Shield	+2 (+4 vs Missiles)	15	60

\*Magical armor weighs half of the normal weight of non-magical armor (One less Heft point).



## Chapter 5

# Playing the Game

Once characters have been generated and equipped, game play commences. Play is usually divided into three categories, Downtime, Narrative Play, and Combat.

Downtime is a period for characters to recover from wounds, research spells, train, work their normal profession (should they have one) and allow the passage of time.

Narrative Play is the time spent during an adventure where players are interacting with the game world, characters inhabiting that world, each other, but NOT in combat.

Combat is when Narrative Play (or perhaps Downtime!) becomes violent.

## Doing Things

During all three categories of play, characters may be required by the Referee to roll to accomplish certain tasks. Mundane tasks are considered automatically to be successful. Tasks that are very difficult and necessary to further the narrative of the game may require a test (die roll) on 1d6 against a certain attribute to accomplish successfully. This is termed a "Task Check."

The resolution is as follows:

A difficulty level is determined and requires the following roll or higher on a:

Difficult Task:	6
Very Difficult Task:	8
Heroic Task:	12

The player will roll the die and then add appropriate bonuses.

Attribute Bonus:

The character will add their Attribute bonus to the die roll.

Character Class Bonus:

In addition to the above, some character classes receive a special bonus based on their level for certain tasks. An example would be 1<sup>st</sup> level Rogue picking someone's pocket. This Task Check would be against his Dexterity attribute. He would add his Rogue skill bonus to the roll as well as any possible Dexterity bonus.

Advantages and Disadvantages:

The Referee will determine if a character has Advantages or Disadvantages when attempting to accomplish a task. The number of Advantages is subtracted from the number of Disadvantages. A net positive number of Advantages allows a character to roll 2d6 and pick the highest score. A net negative Advantage total requires the player to roll 2d6 and pick the lowest. If the net is zero, then a standard 1d6 is rolled.

Advantages are awarded for special circumstances that help a character accomplish a task. A character attempting to force open a door that is assisted by his fellow adventure would have an Advantage. A rouge attempting to pick a lock with a well-made set of lock-picks would have an Advantage. If the Task Check is against the character's Prime Attribute an extra Advantage is awarded.

Disadvantages are the opposite of Advantages. A foe attempting to hold a door against a character that has a fellow foe helping would Disadvantage the character. A rogue attempting to pick a locked door before being discovered by the foe searching for him in the next room would be Disadvantaged.

Advantages and Disadvantages cancel each other. A Rogue having a well-made set of lock-picks that is attempting to unlock a door while being actively sought by a foe in the next room would have the Advantage canceled by the Disadvantage. As the check is being made against the Rogue's Dexterity, and that is a Prime Attribute, the Rogue still makes the check with Advantage.



A Rogue trying to force open a door while being assisted by a fellow character against a foe helped by a second foe would receive an Advantage and a Disadvantage. In this scenario, the Advantage for the help is canceled by the Disadvantage generated by the second foe. This renders a standard Task Check with neither Advantage nor Disadvantage.

### **Saving Throws**

While adventuring, a spell or some other type of hazard may require a character to roll a "Saving Throw." A successful Saving Throw means that the character avoids the threat or lessens its effect. Each character class has a base Saving Throw target number which gets lower and lower as the character gains levels. To make a Saving Throw, roll a d20. If the result is equal to or greater than the character's Saving Throw target number plus modifiers, the Saving Throw is successful. Monsters can also make Saving Throws (their Saving Throw target number is their HD subtracted from 19). A score of "1" on the dice throw always fails. A score of "20" always succeeds (passes).

For Characters, Saving Throws are always made against an attribute. Character Class/Racial bonuses and attribute bonuses may be awarded depending on the Saving Throw required. For example: Nodri Ironhelm a dwarf of exceptional grace (Dexterity of 15!) is fighting an evil wizard. The wizard casts a fireball at Nodri... this requires a Saving Throw against dexterity to reduce the damage from the explosion. Nodri receives a +1 on his Saving Throw for his dexterity, and an additional +4 for his Dwarvish resistance to magic for a total of +5 added to the roll!

## **Combat**

When the party of adventurers encounters foes, combat may occur. The play during combat is structured as follows:

At the start of combat-

- 1) Check for surprise. The Referee determines from the narrative if one side may have surprised the other and is entitled to a free move and attack. Normally, a side is surprised if they roll a 1 or a 2 on a d6. All sides may be surprised.
- 2) Determine initiative. One roll is made for each side combat. Surprised parties automatically lose. In the case of a tied roll... then roll again.

### **Sequence of Play during Combat:**

Each combat round lasts 10 seconds:

1. The side with the winning initiative moves, fights, casts spells or does a miscellaneous task in any character order
2. The other side then does the same.
3. Cast spells take effect
4. The combat round starts over.

Each character is allowed up to two actions. The actions are as follows.

Move

Fight

Shoot

Cast

Disengage

Misc.

Once a character Fights, Shoots, or Casts, its turn is finished. Characters may move twice. They may also move once and attack, cast, or shoot.

The Disengage action allows characters or foes that are engaged (within 5' of the front or flank of a foe) to move away. The foe may make one immediate free Attack on the Disengaging character. If the disengaging character is forced by terrain or other factors to remain within 5' from the foe(s) they are disengaging, then the Referee may allow more free attacks.

The Misc. action is defined by the Referee. Some good examples would be stowing a weapon, drinking a potion, throwing a rope, pulling a lever, or readying a scroll for casting a spell.

### **Order of Spell Effects:**

Characters hit and damaged during a combat round while casting a spell must make a Saving Throw against Intelligence. If they fail, the casting is ruined, and the spell is lost. The order of spell effects is decided by a die roll if needed. For each caster, roll 1d6 and add the spell level. The lower number happens first. In case of a tie, compare the Dexterity attribute of the casters. The character with the highest attribute has their spell act first. In case of ties on attribute scores, then both roll another 1d6. Highest roll wins.

## The Attack Roll

The most important rule to understand about combat is the attack roll.

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses may include an attack bonus for character level, a strength bonus (for attacks with hand-held weapons), a dexterity bonus (for attacks with missile weapons), any bonuses for magic weapons, any special bonuses for Weapon Mastery, Special bonuses, combat modifiers, or any other Referee granted bonus. The player then subtracts any “to-hit” penalties they might have from their roll.

Finally Specific Situation Modifiers are applied.

The attack roll is then compared to the Defender’s armor rating. If the attack roll is equal to or higher than the Defender’s armor rating, the attack hits.

A Successful Hit:

$1d20 + \text{any Modifiers} \geq \text{Target's Armor Class}$

When an attack hits, it inflicts damage (as determined by the weapon’s damage die). The damage is subtracted from the defender’s hit point total (See “Damage and Death”).

The following are a compilation of combat situations and their modifiers.

### Combat Modifiers

Situations	Modifiers
Higher than Opponent (or Opponent Prone, or Restrained)	+2
Attack from the Rear	+2
Foe is Invisible	-4
% 50 Target in Cover vs Missile Weapons	-2
% 75 Target in Cover vs Missile Weapons	-4
Missile Weapons at Medium Range	-4
Missile Weapons at Long Range	-8
Missile Weapons Adjacent	Not Allowed

### Invisible Opponents

An invisible opponent can only be attacked if its general location is known, and the attack suffers a -4 penalty “to-hit.” Note that more powerful monsters (those with sensitive smell, hearing, or those with more than 6 HD) will frequently be able to detect invisible opponents; the Referee should determine the chance of this based on the creature and the situation.

### Critical Hits

An Attack roll of 20 represents an exceptionally devastating hit termed a ”Critical Hit”. When the attack dice roll returns a 20, the attack automatically hits and causes damage regardless of the target’s Armor Class. An additional roll is immediately made. Roll the attack dice again. If the second roll is also a hit, then the target of the attack suffers maximum damage for the damage roll (usually 6 points). Some attacks generate extra rolls or additional modifiers. Those are calculated normally. If the second attack roll misses, then roll for damage as normal.

### Melee Attack

A melee attack is an attack with a hand-held weapon such as a sword, spear, or dagger. Two combatants within five feet of each other are “in melee.” A few hand-held have a longer reach (a Spear for example). These weapons may be used to attack a foe from 10 feet away. These weapons may be used to attack over friendly combatants (from a second rank).

### Missile Attack

Missile attacks are attacks with ranged weapons such as crossbows, slings, or thrown axes. When using missiles to fire into melee, it is not possible to choose which opponent (or friend!) will receive the brunt of the attack. Roll randomly for who is targeted.

### Reloading

Missile weapons require a Misc. action to reload. The two exceptions to this are Javelins and Heavy Crossbows. Up to three Javelins may be held in the non-throwing hand (even with a shield) and require no action to reload. Heavy Crossbows require 2 Misc. actions to reload.

## Damage and Death

When a character (or foe) is hit, the amount of damage taken is deducted from their hit points. When hit points reach 0 or lower, the character falls incapacitated, and foes are considered defeated or slain at the Referee's discretion. When hit points are negative, the characters are in danger of dying. Characters with negative hit points are in danger of dying. Reaching a hit point level of -10 or less means immediate death. Otherwise, every turn a character has negative hit points they must make a Saving Throw vs Constitution. A successful save recovers one lost hit point. A failed save results in death. Remember, a throw of "1" always fails.

## Binding Wounds

A character may have first aid applied and his wounds bound after every combat. Doing so recovers 1 Hit Point/Character Level. A character must have been wounded during the combat to benefit. For example, a 4<sup>th</sup> level fighter is down to 6 Hit Points from a total of 14. In the latest fight he suffered 3 of these hits from a goblin's sword. He binds his wounds and recovers 4 Hit Points. To apply first-aid, a character must have a first aid kit or medical supplies.

## Healing from Wounds

In addition to the various magical means of restoring HP, a character will recover 1 full Hit point per Level per night of uninterrupted rest. Four weeks of rest will restore all a character's HP—regardless of how many the character lost.

## Morale

Certain monsters, such as mindless or undead creatures, are fearless and will always fight to the death. Most foes, however, will not continue to fight a hopeless battle and will seek to retreat, surrender, or flee. The Referee will decide when monsters abandon battle and retreat, based upon the situation and the monster's intelligence. This usually happens when foes are at ½ strength. Referees should also use morale to determine the actions and loyalty of hirelings or other companions. The following table is a useful guide for morale... Roll when a party of foes have lost 1/2 their number or when a single large foe has lost ½ his Hit Points and for each turn afterwards that a foe is killed.

### Morale Table

Roll 2D6	Outcome:
2-3	Retreat: Foes flee in rout
4-5	Defensive Stance: Foes Fall Back -2 on future morale tests
6-9	Fight On!: The fight continues. -1 on future morale tests
10-11	Confident: Foes +2 on future morale tests.
12	Berserk: Foes fight till death

Modifiers:

-1 Leader is a casualty

-1 Orcs, Goblins, and other light hating foes in full daylight

Referees may grant additional modifiers as they see fit.

## Negotiation and Diplomacy

In many encounters combat can be averted with a few well-chosen words (even lies). If the party doesn't want to fight, is outmatched, or needs to make allies (or the monsters don't seem likely to be carrying much in the way of loot), the party might elect to avoid combat or at least delay it until more favorable conditions arise. A referee may use the following table:

### Reaction Table

Roll 2D6	Outcome:
2-3	Immediate Attack
4-5	Distrust -2 on further checks
6-9	Neutral Stance
10-11	Friendly will offer aid with reservation
12	Will offer aid without reservation

Modifiers:

+/- Charisma Bonus

+1 Same Alignment

-3 Opposing Alignment

-2 Party is seen as invaders

-1 Different Race

-1 Monster with Animal Intelligence

Referees may grant modifiers as they see fit.

## Hiring Assistants & Loyalty

Many characters, particularly when first starting an adventuring career, are in need of hirelings to assist in carrying loot or fighting monsters. Characters are free to create advertisements and inquire at local establishments to find available hirelings.

Charisma also determines the number of Non-Player Character (called NPCs- they are controlled by the Referee) hirelings a character can acquire. These hirelings include specialists (guides, porters, ship captains, assassins, blacksmiths, etc.), non-human creatures, and usually include guards and basic men-at-arms. Charisma modifies the loyalty of these NPCs (See “Loyalty”).

### Charisma Bonus Table

Charisma	Hirelings (Max #)	Loyalty
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+2

The Referee may wish to make “loyalty checks” for NPCs put into dangerous situations or ones offered bribes to change sides during a conflict. When a loyalty check is made, roll 3d6 and consult the Loyalty table for the result. Remember that these checks can be modified by a Player’s Charisma score.

### Loyalty Table

Roll (3d6)	Loyalty
3	Traitor
4-5	-2 on next loyalty check
6-8	-1 on next loyalty check
9-12	Average
13-15	+1 on next loyalty check
16-17	+2 on next loyalty check
18	Loyalist

Good treatment, respect, and a fair share of treasure earned should garner bonuses to loyalty checks, while abuse, physical or otherwise, will bring about penalties, abandonment, or worse. NPCs should be treated as distinct individuals, and not mere extensions of the Player Character.

## Gaining Experience

Characters are awarded Experience Points (XP) at the end of each session as a reward for killing/defeating monsters, accumulating treasure and performing quests or tasks defined by the Referee. These points advance the characters in level and represent the growth of a character’s skill, power, and fame in the world. Monsters are worth 100XP/level with a 50xp/level bonus for special capabilities (this is determined by the Referee). Alternately, Referees may decide to award 100XP based on a monster’s Hit Dice Equivalent rating. See the Monsters chapter for more information on this rating. Treasure provides 1XP per silver piece of value for the treasure. Quests and tasks defined by the Referee provide XP awards determined by the Referee but are generally 500XP-1000XP based on the difficulty of the task or quest.

Each character class has a Prime Attribute listed in its description. If that attribute is high enough the character receives a bonus to all experience gained. If a character qualifies for the 10% bonus, for example, and the Referee awards 1000xp to each character, that character would get 1100xp (10% of 1000 is 100, so the character gets a bonus of 100xp).

### Leveling Up

As experience is earned characters will advance in skill, power, and fame. When characters gain enough XPs to reach a new level, the player will immediately calculate their new hit points totals. The addition is either a set number or is determined by rolling a die. Higher attack bonuses are recorded as well as new bonuses for special skills (Rogue Skill or Ranger Skill). Finally, new spells are earned in their usual manner. Remember, Magic-Users and Illusionists while gaining the capability to cast more and advanced spells must still acquire the new spells to copy into their spell books. Elves and Rangers roll randomly for their new spell abilities.

## Time

The Referee will be required to make general rulings on the passage of time during the course of a campaign (e.g. “A few hours later...”) and this should be governed by common sense. There are, however, two important time measurements that merit brief definitions--the “turn” and “combat round.” A turn (lasting ten minutes) is used to track and measure actions, movement, and resources when the intrepid adventurers are in dangerous places. The shorter combat round (lasting 10 seconds) is used in the midst of battle to allow for a faster blow-by-blow account of the action.

## Gameplay Example

Wulf, a Fighter, and Frieda, his newly met Rogue companion, are exploring an old, ruined castle, destroyed years before in a devastating religious war. Under a toppled tower they find a broken door covering a dark passage. Lighting a torch, they enter and discover a hallway leading into the castle dungeons. The hallway shows no sign of being looted or disturbed. Perhaps lost valuables are inside and ready for the taking.

Wulf- “Do we know anything about this ruin? Why hasn’t it been looted in years past?”

Frieda – to the Referee- “I grew up in this area... I should know something about the old castle.”

Referee-“Pass an Intelligence (Task) Check for 6.” (a Difficult level task)

Frieda-“I grew up close to here... shouldn’t I get an Advantage.

Referee-“Sure, I don’t see any Disadvantages. Go ahead and take the check with Advantage.

Frieda- Rolls two dice because of the Advantage-getting a “1” and a “5” -“I roll a 5 with my highest die, but my Intelligence is 14 so I add +1. I don’t have any other adds, but that still is a “6”... So, I passed!”

Referee- “Yes, this old castle belonged to the hated Duke Blackskald. He was known to be a moon worshiper and aligned with the Dark Powers. When the Sun Worshipers invaded the area, he resisted them. They sieged and razed this castle. The area has always been rumored to be haunted and cursed by dark powers.”

Wulf- “Puny moon worshipers have no power over my god, Krull. With his help and cold steel, we drove such nonsense from my country in the north and destroyed them forever!”

Frieda-“You are gonna hope your cold steel works against any undead we find in this creepy place. I am going to scout ahead. Stay back at least a few feet and don’t blind me with that torch!... and for the Sun god’s sake... don’t let it go out.” To the referee- ”We are going to proceed down the hall.”

Referee- “You carefully walk down the old hall, leaving the opening to the outside world behind. 10, 20, 30 feet. The stone floor is well made and dry, some debris from small animals litters your path. The walls are stone blocks. To your right is a stout, wooden door. The passage continues beyond into the gloom.

Wulf- “Listen at the door Frieda!”

Frieda- “Stop telling me what to do.... I am going to listen at the door”

Referee- He secretly rolls the listening check- a Difficult Task Check against Wisdom. No Advantages or Disadvantages are rewarded. If the players had suggested a plan, he may have awarded an Advantage- but they didn’t. No Disadvantages are apparent. He rolls a 6. Checking the adventure map... what lies beyond the door is soundless. The entire check was for nothing! ”You don’t hear anything”.

Frieda- “I am going to try the handle... Wulf, back me up.”

Referee- “The handle moves easily... the door seems unlocked.”

Frieda- “Wulf, get ready. I open the door and jump to the side!”

Wulf: “I draw my sword and poke the torch into the room.”

Referee- “The door swings open! The fluttering torch light reveals a room about 20 by 30 feet in size . Across the room you spot another rather ornate door on the wall opposite to you. This room has a weird altar on the right wall. It is stone and



several feet high. Above it is a carved relief on the wall of a crescent moon surrounded by stars. The floor is stone and on it in front of the altar a strange figure is kneeling.

Wulf- "I will approach the figure and poke it with my sword."

Frieda- "I will stay outside the door and watch Wulf... Wulf... be careful!"

Referee- "As you enter the room and approach the kneeling figure the altar begins to glow with an eldritch, cold light."

Wulf- "I poke the kneeling figure with the tip of my sword."

Referee- "As you move forward, the glow from the altar moves over the kneeling figure. It suddenly twitches and then stands and turns. You are faced by a skeletal figure in rusty chain armor. Only a few scraps of flesh hang from its desiccated skull. Boney hands draw a rusty sword from a rotted scabbard that disintegrates when the sword clears the top. Roll initiative."

Wulf- "I roll a 5".

Referee- Rolling the dice.- "I roll a 6. You are shocked by the sudden movement of the horrid skeleton... it attacks." The Referee rolls an attack on a d20. - "The skeleton swings an attack... What is your armor?"

Wulf- "I'm wearing chain... so it is a 15 total with my Dexterity bonus."

Referee- "An 18!... The skeleton swings under your guard and connects with your body." Rolling a 2 on a d6 for damage. - "The sword smacks into your chest under your arm. While your armor isn't penetrated, the blow bruises you and causes 2 points of damage!"

Frieda- "Jump to the left, Wulf!"

Wulf- "I move one space to the left and swing at the foul undead!" Rolling a 14 and adding two for his strength and his Basic to Hit bonuses, he cries, "A 16! Does that hit?"

Referee- "Its armor is only 13... you hit."

Wulf- "I roll a 1... plus a 1 for my strength."

Referee- "You stab the foul draugr, but your sword finds little purchase... Your damage is halved to one point. The foul thing is still upon you!"

Frieda- "I will enter the room now that it is turned away and attack it from behind!"

Referee- "Because you are a rogue, you get a +4 to hit and double damage."

Frieda- "I roll a 12 plus the 4 for a 16!... A hit... 6 damage for my short sword doubled to 12!"

Referee- "Your damage is halved for a stabbing weapon against a skeleton... back to 6... but... you step into the room drawing your short sword and strike the foul creature a devastating blow to its helm. Putting all your weight behind the strike causes your sword to deflect from its foul helm and into the creature's torso, shearing bone from bone down the rib cage. It suddenly falls completely apart in a scattering of bones." (It only had 3 hit points).

Wulf- "Good teamwork Frieda! That horrid thing bruised my rib."

Frieda- "I'm just glad you kept hold of the torch... feeling our way out of here would have been horrible!"

Referee- "The glow from the altar now subsides and makes you wonder if it was real to begin with..."

Frieda- "I'm going to examine the altar... maybe we can pry some of the silver off of it and get something out of all this!"

The adventure then continues.

## Chapter 6

# Spells and Magic

Some characters can cast spells. Magic-Users cast magic spells for example. Clerics perform divine miracles (called divine spells for convenience). Druids can harness the elemental powers of nature by casting Druidic spells. The use of a spell requires three steps. First, they are memorized (for Magic-Users or Illusionists) or granted by prayer or contemplation (for Clerics, Druids, Elves, and Rangers). A character can only acquire a certain number of spells to bring along on an adventure – see the description of the character classes to find out how many, and what level. Second, the spells are cast, which is a process of saying magic words and making arcane gestures or perhaps praying and chanting holy sayings. Third, the spell takes effect, and the magic happens. During combat, the caster starts preparing the spell at the beginning of the round and casts the spell whenever his/her side takes their turn. The spell may be interrupted by the caster taking damage during the turn. At the end of the combat round, the spells take effect in a defined order. Outside of combat, spell casting happens in a manner defined by the Referee to fit the story. Once a spell is cast, it must be regained by the caster in a manner defined by his/her character class.





## Cleric Spell List

### Level 1

1. Cure (Cause) Light Wounds
2. Detect Chaos (Law)
3. Detect Magic
4. Light (Dark)
5. Protection from Chaos (Law)
6. Purify (Putrefy) Food and Drink

### Level 2

1. Bless (Curse)
2. Consecrate/Desecrate
3. Find Traps
4. Hold Person
5. Silence
6. Speak with Animals

### Level 3

1. Cure (Cause) Disease
2. Dispel Magic
3. Light (Dark), Continual
4. Locate Object
5. Prayer
6. Remove Curse

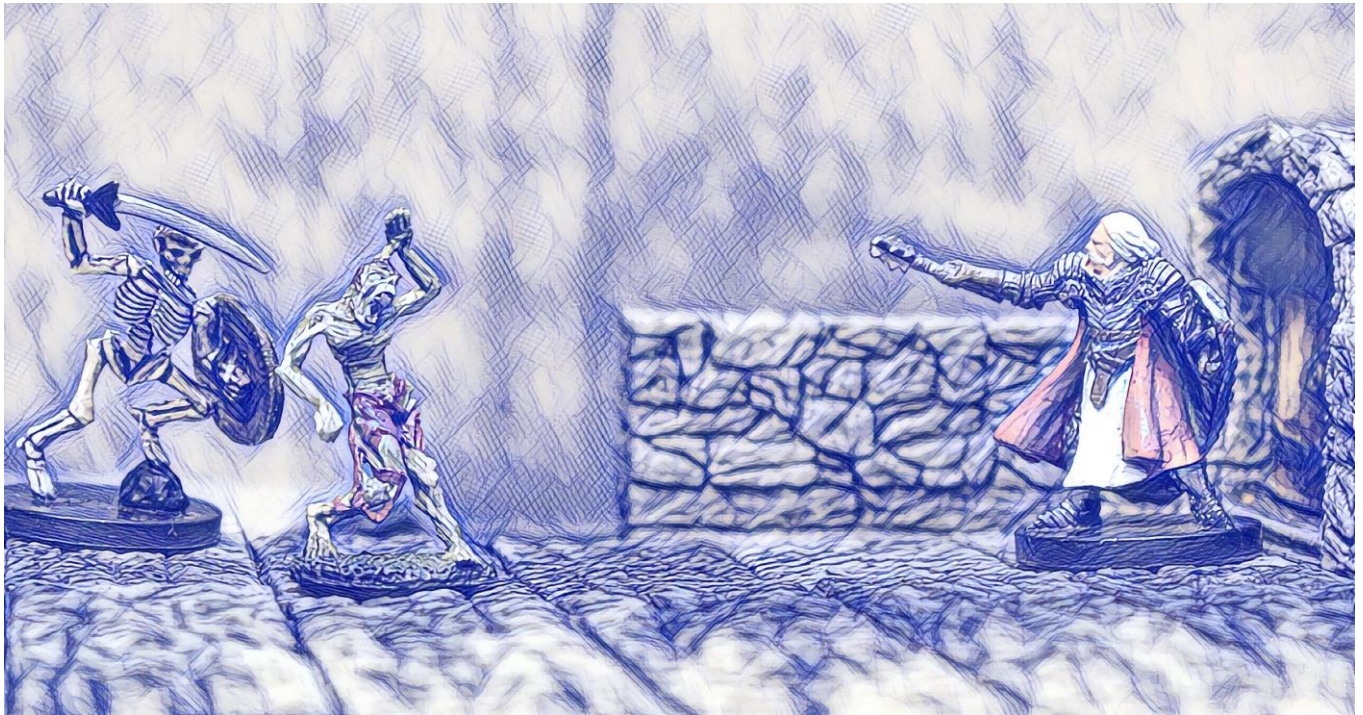
### Level 4

1. Air/Water Walk
2. Cure (Cause) Serious Wounds
3. Neutralize Poison
4. Protection from Chaos (Law), 10 ft. radius
5. Speak with Plants
6. Sticks to Snakes

### Level 5

1. Commune
2. Create Food and Drink
3. Dispel Chaos (Law)
4. Insect Plague
5. Quest
6. Raise Dead

\* The spell name in parenthesis indicates the Evil/Chaos incarnation of the spell—the consequences of Lawful Clerics using Evil spells is determined by the Referee. Chaotic Clerics may not use the Lawful incarnation of the spell. It is not in their nature.



## Druid Spell List

As stated above, Druids possess their own spell list independent of the Cleric's, although some of the druidic spells are similar to those of the Cleric or Magic-User. Druid spells are generally aligned to natural or elemental forces and living things.

### Level 1

1. Detect Magic
2. Detect Snares & Pits
3. Faerie Fire
4. Heat Metal
5. Know Weather
6. Locate Animals
7. Purify Water
8. Warp Wood

### Level 2

1. Cure Minor Wounds
2. Create Water
3. Locate Plants
4. Obscuring Mist
5. Produce Flames
6. Speak with Animals

### Level 3

1. Dispel Magic
2. Call Lightning
3. Cure Disease
4. Hallucinatory Terrain
5. Hold Animal
6. Neutralize Poison
7. Plant Growth

8. Protection from Fire
9. Pyrotechnics
10. Water Breathing

### Level 4

1. Animal Summoning
2. Cure Serious Wounds
3. Insect Plague
4. Plant Pathway
5. Produce Fire
6. Protection from Lightning
7. Speak with Plants
8. Temperature Change 10' Radius

### Level 5

1. Animal Growth
2. Animal Summoning Improved
3. Anti-Plant Shell
4. Commune with Nature
5. Control Winds
6. Hold Plant
7. Pass Plant
8. Sticks to Snakes
9. Transform
10. Wall of Fire





## Magic-User Spell List

### Level 1

1. Charm Person
2. Detect Magic
3. Hold Portal
4. Light
5. Protection from Chaos
6. Read Languages
7. Read Magic
8. Sleep

### Level 2

1. Detect Chaos
2. Detect Invisibility
3. Detect Thoughts (ESP)
4. Invisibility
5. Knock
6. Levitate
7. Light, Continual
8. Locate Object
9. Phantasmal Force
10. Web
11. Wizard Lock

### Level 3

1. Alter Time
2. Crystal Ball
3. Dark Vision
4. Dispel Magic
5. Fireball
6. Fly
7. Hold Person
8. Invisibility, 10 ft. radius
9. Lightning Bolt
10. Protection from Chaos
11. 10 ft. radius
12. Protection from Normal Missiles
13. Water Breathing

### Level 4

1. Charm Monster
2. Confusion
3. Dimension Portal
4. Hallucinatory Terrain
5. Massmorph
6. Plant Growth
7. Polymorph
8. Remove Curse
9. Wall of Fire or Ice
10. Wizard Eye

### Level 5

1. Animal Growth
2. Animate Dead
3. Cloudkill
4. Conjure Elemental
5. Contact Other Plane
6. Feeblemind
7. Hold Monster
8. Magic Jar
9. Passwall
10. Telekinesis
11. Teleport
12. Transform Rock-Mud
13. Wall of Stone or Iron

### Level 6

1. Anti-Magic Shell
2. Control Weather
3. Death Spell
4. Disintegrate
5. Invisible Stalker
6. Move Earth
7. Move Water
8. Project Image
9. Quest
10. Reincarnation
11. Transform Stone-Flesh



## Illusionist Spell List

As stated above, illusionists possess their own spell list, although some of the spells are similar to those of Clerics or Magic-Users.

### Level 1

1. Dancing Lights
2. Detect Invisibility
3. Deafness
4. Disguise Self
5. Hypnotize
6. Light (Dark)
7. Mesmerizing Flash
8. Phantasmal Force I
9. Reflection
10. Wall of Fog

### Level 2

1. Blind
2. Blur
3. Detect Magic
4. Obscurement
5. Hypnotic Pattern
6. Invisibility
7. Misdetection
8. Phantasmal Force Improved

### Level 3

1. Fear
2. Hallucinatory Terrain
3. Improved Invisibility
4. Improved Light (Dark)
5. Non-Detection
6. Paralyze
7. Phantasmal Force Advanced
8. 1st level Magic User spells

### Level 4

1. Confusion
2. Creation
3. Invisibility Mastery
4. Emotions
5. Mass-morph
6. Shadow Magic
7. Shadow Monster
8. Suggestion

### Level 5

1. Create Specter
2. Creation Advanced
3. Chaos
4. 2nd lvl Magic User spells
5. Project Image
6. Summon Shadow
7. Shadow Magic Advanced
8. Shadow Monster Advanced



## Spell Descriptions

Contained herein are the Cleric, Druid, Illusionist and Magic-User spells, by level in alphabetical order. The Chaos versions in parentheses are available to Evil/Chaotic Clerics only.

### Clerical Spells:

#### Level 1

##### **Cure (Cause) Light Wounds**

Spell Level: C1

Range: Touch

Duration: Instantaneous.

1. As a Cure Light Wounds spell, the caster cures 1d6+1 HP.
2. As a Cause Light Wounds spell, the caster causes 1d6+1 damage.

##### **Detect Chaos (Law)**

Spell Level: C1, M2

Range: 120 ft. (C), 60 ft. (M)

Duration: 1 hour (C), 20 min. (M)

1. As a Detect Chaos spell, the caster detects creatures of Chaos, or those with evil enchantments, intentions, thoughts, or auras within the spell's range. Poison is not inherently evil or chaotic and cannot be detected by means of this spell.
2. As a Detect Law spell, the spell works exactly like Detect Chaos except that it detects Law.

##### **Detect Magic**

Spell Level: C1, M1, I2

Range: 60 ft.

Duration: 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

##### **Light (Dark)**

Spell Level: C1, I1, M1

Range: 120 ft.

Duration: 2 hours (C), 1 hour + 10 min./level (M).

1. As a Light spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.
2. As a Dark spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.

##### **Protection from Evil (Law)**

Spell Level: C1, M1

Range: Caster only

Duration: 2 hours (C), 1 hour (M).

1. As a Protection from Evil/Chaos spell, the caster creates a magical field of protection around himself that affects chaotic monsters. They suffer a -1 penalty "to-hit" against the caster and the caster gains +1 on all Saving Throws from their attacks.
2. As a Protection from Law spell, it does the same thing except Lawful/Good creatures suffer the -1 penalty.

##### **Purify (Putrefy) Food and Drink**

Spell Level: C1

Range: Close/Touch

Duration: Instantaneous.

1. As a Purify Food and Drink spell. The caster causes enough food and water for up to a dozen people to be made pure, removing spoilage and poisons.
2. As a Putrefy Food and Drink spell. The caster causes enough food and water for up to a dozen people to be made putrid, creating spoilage and poisons.

#### Level 2

##### **Bless (Curse)**

Spell Level: C2

Range: Target PC or NPC (out-of-combat)

Duration: 1 hour

The caster must announce which of the two options is being cast. The recipient/Target of this spell cannot be in combat when it is cast. There is no Saving Throw against this spell.

1. As a Bless spell, the recipient is granted a +1 bonus to all attack rolls and, if the target is not a Player Character, a +1 to Morale Checks.
2. As a Curse spell, the target is cursed with a -1 penalty to all attack rolls and, if the target is not a Player Character, suffers a -1 to Morale Checks

##### **Consecrate (Desecrate)**

Spell Level: C2

Range 25 Ft. Creates 20ft. + 5 ft./level Radius

Duration: 2 Hours/Level.

A hallowed ground is created that disrupts all undead and Chaotic creatures. They receive a -1 to all attack and damage rolls. Their movement is halved. +2 Levels are added to any attempt to turn undead. Desecrate has the same effect against Lawful (Good) creatures.

##### **Find Traps**

Spell Level: C2

Range: 30 ft.

Duration: 20 min.

Find Traps allows the caster to perceive both magical and non-magical traps within 30 feet.

##### **Hold Person**

Spell Level: C2, M3

Range: 180 ft. (C), 120 ft. (M)

Duration: 90 min. (C), 1 hour + 10 min./level (M)

The target or targets are held in place, unable to make voluntary movements. The caster can target either 1d4 persons (with the same parameters as Charm Person- Saving Throw vs Charisma applies) or may instead target a single creature who must make their save at a -2 penalty. Characters or foes of 6<sup>th</sup> level or higher may make a Saving Throw every round to escape the spell.

### **Silence**

Spell Level: C2

Range 400ft. + 20 ft./Level- 40 ft. Radius

Duration: 1 min/level.

All sound is negated in the affected area. No noise may be created or pass through the spell's radius. A Saving Throw against Wisdom is allowed to overcome the enchantment for each individual within the area.

### **Speak with Animals**

Spell Level: C2

Range: 30 ft.

Duration: 1 hour.

The caster can speak with animals within range. There is a chance that the animals will assist the caster. They will not attack the caster or the party (unless something particularly offensive is said).

### **Level 3**

#### **Cure (Cause) Disease**

Spell Level: C3, D3

Range: Touch

Duration: Instantaneous.

1. As a Cure Disease spell, the recipient is cured of all diseases—including those magically inflicted.
2. As a Cause Disease spell, the recipient is inflicted with a disease to be determined by the Referee

#### **Dispel Magic**

Spell Level: C3, M3

Range: 120 ft.

Duration: 10 min.

Dispel magic can be used to completely dispel most standard spells and enchantments. The chance of dispelling magic is a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who created the original magic. Thus, a 6th level Cleric attempting to dispel a charm cast by a 12th level Magic-User has a 50% chance of success ( $6/12 = 1/2$ ). If the 12th level Magic-User were dispelling a 6th level Magic-User's charm, the dispelling caster's chance of success would be 200% ( $12/6 = 2$ - Automatic, no roll needed).

#### **Light (Dark), Continual**

Spell Level: C3, M2

Range: 120 ft.

Duration: Permanent until dispelled

1. As a Light spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.
2. As a Dark spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.

#### **Locate Object**

Spell Level: C3, M2

Range: 90 ft. (C), 60 ft. + 10 ft./level (M)

Duration: 1 min./level.

This spell gives the caster the correct direction (as the crow flies) toward an object the caster specifies with a description. The object cannot be something the caster has never seen, although the spell

can detect an object in a general class of items known to the caster: stairs, gold, etc.

### **Prayer**

Spell Level: C3

Range: 40 ft. Radius

Duration: 1 minute/level.

Earnest prayer yields divine favor on the caster and all allies in a 40 ft. radius. All receive +1 to attacks, +1 to damage scored, +1 to Task Checks and, +1 to Saving Throws. Enemies within range receive -1 to those rolls.

### **Remove Curse**

Spell Level: C3, M4

Range: Close/Touch

Duration: Instantaneous.

This spell removes one curse from a person or object.

### **Level 4**

#### **Air/Water Walk**

Spell Level: C2

Range: Touch

Duration: 10 Minutes/Level.

The recipient of this spell can walk over any liquid or in mid-air as though on land. Running is not allowed. If walking on air, altitude may be gained as though walking up steps. This spell can be cast on trained mounts. When the spell expires, the subject does not immediately fall or sink. They do so gradually until submerged or touching ground.

#### **Cure (Cause) Serious Wounds**

Spell Level: C4

Range: Touch

Duration: Instantaneous

1. As a Cure Serious Wounds spell, the caster cures  $3d6+3$  HP.
2. As a Cause Serious Wounds spell, the caster causes  $3d6+3$  damage. There is no Saving Throw, but the target must be hit.

#### **Neutralize Poison**

Spell Level: C4, D4

Range: Referee's discretion

Duration: 10 min.

This spell counteracts poison. It does not bring the dead back to life.

#### **Protection from Chaos (Law), 10 ft. radius**

Spell Level: C4, M3

Range: 10 ft. radius around caster

Duration: 2 hours.

1. As a Protection from Chaos, 10 ft. radius spell, it has the same effect as Protection from Chaos—except that its effect covers an area rather than an individual.
2. As a Protection from Law, 10 ft. radius spell, it has the same effect as Protection from Law—except that its effect covers an area rather than an individual.



### **Speak with Plants**

Spell Level: C4, D4

Range: 30 ft.

Duration: 1 hour.

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

### **Sticks to Snakes**

Spell Level: C4, D5

Range: 120 ft.

Duration: 1 hour.

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands but turn back into sticks at the end of the spell (or when killed).

### **Level 5**

#### **Commune**

Spell Level: C5

Range: Caster

Duration: 3 questions.

Higher powers grant answers to three questions the caster poses. Higher powers don't like being constantly interrogated by mere mortals, so the spell should be limited to one casting per week or so. The Referee may rule that a caster may cast a double strength Commune spell composed of six questions once per year.

#### **Create Food and Drink**

Spell Level: C5

Range: Close

Duration: Instantaneous

This spell creates a one-day supply of simple food and drinking water for 24 men (or horses, which drink the same amount as a man for game purposes).

#### **Dispel Chaos (Law)**

Spell Level: C5

Range: 30 ft.

Duration: 10 min.

1. As a Dispel Chaos spell, the spell is like the arcane spell Dispel Magic, but works against items, spells, or agents of Chaos. However, unlike Dispel Magic, this spell also functions against chaotic sendings, possibly including dreams or supernatural hunting-beasts.
2. As a Dispel Law spell, the spell works exactly like Dispel Chaos, except that it will dispel Law.

#### **Insect Plague**

Spell Level: C5

Range: 480 ft.

Duration: 1 day.

This spell only works outdoors. A storm of insects gathers and goes wherever the caster directs. The cloud is approximately 400 square feet (20 × 20 feet, with roughly corresponding height). Any creature with fewer than 2 HD exposed to the cloud of insects will flee in terror (no Saving Throw).

### **Quest**

Spell Level: C5, M6

Range: 30 ft.

Duration: Until completed.

If the victim fails a Saving Throw against Charisma, the caster may set a task for him. If a Magic-User casts this spell the victim will die if he ignores the Quest altogether. If a Cleric casts this spell, the victim's failure to obey will result in a curse to be determined by the Referee.

### **Raise Dead**

Spell Level: C5

Range: Line of sight

Duration: See below.

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster level higher than 8th, the time limit extends another 4 days. A successful Saving Throw is required against Constitution. Characters with low constitution might not survive the ordeal. Even for those with a strong constitution that pass the Saving Throw, a period of two weeks is required before they can function normally. This spell only functions on races that can be used for Player Characters (i.e., "human-like").



## Druid Spells:

### Level 1

#### **Detect Magic**

Spell Level: C1, D1, M1

Range: 60 ft.

Duration: 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

#### **Detect Snares and Pits**

Spell Level: D1

Range: 30 feet

Duration: 1 hour + 10 min/level.

Much like the Clerical spell *Find Traps*, this spell grants the caster a mystical power of sight, revealing any traps. However, this version only functions outdoors.

#### **Faerie Fire**

Spell Level: D1

Range: 60 feet

Duration: 1 hour.

This spell illumines an object or creature with an eerie, fey glow. The spell's target may be approximately as large as 10 square feet, plus 2 square feet per level of the caster. It can be used for many purposes, such as revealing the true dimensions or extent of a thing, or to prevent a creature from retreating into the darkness. Depending on circumstances, the Referee may allow such illumination to render a creature more easily hit, granting a +1 to-hit bonus to attackers.

#### **Heat Metal**

Spell Level: D1

Range: 30 feet

Duration: 7 rounds.

This spell heats metal to searing hot temperatures, affecting 20 pounds of metal per level of the caster. As a rule of thumb, this magic affects the armor and weapons of one opponent per caster level when used as a general attack, although the spell is not limited to combat. Metal does not get a Saving Throw against being heated, but magical fire resistance prevents damage from the heat.

#### **Effect of continuous exposure to heated metal:**

**Round 1:** The metal becomes hot but is not yet dangerous.

**Round 2:** 1d4 points of damage. If hands are what remain in contact, the blistering makes them unusable for 1 day thereafter.

**Rounds 3-5:** 1d4+1 points of damage per round. If hands remain in contact their skin is so badly scorched that they cannot be used for 1d3 weeks. If the head is in contact, the victim falls unconscious for 1d8 turns.

**Round 6:** 1d4 points of damage.

**Round 7:** The metal has begun to cool and is merely hot to the touch.

#### **Know Weather**

Spell Level: D1

Range: Centered on caster

Duration: Immediate.

The Druid silently becomes attuned to the patterns of air, wind, earth, and fire. Within moments, the character can predict the weather conditions for the next twelve hours in the immediate vicinity (2 square miles/level). As with most forecasts of weather, conditions may change unexpectedly, giving rise to a 5% chance that the Druid's prediction will, ultimately, prove to be incorrect.

#### **Locate Animal**

Spell Level: D1

Range: 60 feet +10 feet/level

Duration: 1 round/level.

Within the spell's range, the caster perceives the correct direction toward the nearest specimen of a type of animal named in the casting of the spell.

#### **Purify Water**

Spell Level: D1

Range: Close/Touch (Referee's discretion)

Duration: Immediate.

Approximately ten gallons of water is made pure. All poisons, algae, and other such contaminants are removed.

#### **Warp Wood**

Spell Level: D2

Range: 60 feet

Duration: Permanent.

This spell warps, bends, and twists wood. The volume of one 2-inch x 4-inch x 5-foot plank may be affected per every two levels of the caster – the volume of a spear or several arrows. However, keep in mind that springing a door open or causing a leak in a ship's planking does not actually require much of the constituent wood to be warped.

### Level 2

#### **Create Water**

Spell Level: C4; D2

Range: Close

Duration: Immediate.

This spell creates a one-day supply of drinking water for 24 men (or for game purposes, horses). At 9th level the amount of water doubles, and it doubles again at every level thereafter.

#### **Cure Light Wounds**

Spell Level: C1, D2

Range: Touch

Duration: Immediate.

Cures 1d6+1 hit points of damage. An evil reversal of this spell allows a Chaos aligned Cleric or a Neutral Druid to cause light wounds rather than curing them.

#### **Locate Plants**

Spell Level: D2

Range: 60 feet (+10 feet/level)

Duration: 1 round/level.

The caster perceives the correct direction toward the nearest specimen of a type of plant named in the casting of the spell.

### **Obscuring Mist**

Spell Level: D2  
Range: 20 feet  
Duration: 1 Minute/level

A misty vapor seethes outward from the casting point, billowing forth to fill a radius of 20 feet + 10 feet per level of the caster.

### **Produce Flame**

Spell Level: D2  
Range: Palm of hand  
Duration: 2 turns/level

Flame ignites in the palm of the caster's hand, causing no damage to the caster. It can be used while held or thrown to a distance of 30 feet, to ignite flammable materials. While in the caster's hand, it can be extinguished immediately whenever the caster wishes it gone.

### **Speak with Animals**

Spell Level: C2, D2  
Range: 30 ft.  
Duration: 1 hour.

The caster can speak with animals within range. There is a chance that the animals will assist the caster, and they will not attack him or his party (unless he's got something particularly offensive to say).

## **Level 3**

### **Call Lightning**

Spell Level: Druid, 3rd level  
Range: 1000 feet  
Duration: One hour.

This spell of colossal power may only be used outdoors when a storm is present or immediately imminent. Under these conditions, the caster may unleash the power of the storm, calling forth bolts of lightning from the sky at intervals of no less than ten minutes in between. The lightning blasts straight downward from the heavens, inflicting damage of  $6d6 + 1$  HP/level of the caster.

### **Cure (Cause) Disease**

Spell Level: C3, D3  
Range: Touch  
Duration: Instantaneous.

1. As a Cure Disease spell, the recipient is cured of all diseases—including those magically inflicted.
2. As a Cause Disease spell, the recipient is inflicted with a disease to be determined by the Referee

### **Dispel Magic**

Spell Level: D3, M3  
Range: 120 feet  
Duration: 10 minutes against an item.

*Dispel Magic*, although not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), can be used to completely dispel most other spells and enchantments. The chance of successfully dispelling magic

is a percentage based on the ratio of the level of the dispelling caster over the level of the original caster (or HD of the monster). Thus, a 6th-level Magic-User attempting to dispel a charm cast by a 12th-level Magic-User has a 50% chance of success ( $6/12 = .50$ , or 50%). If the 12th-level Magic-User was dispelling the 6th-level Magic-User's charm, success would be certain ( $12/6 = 2.00$ , or 200%).

### **Hallucinatory Forest**

Spell Level: D4  
Range: 60 feet  
Duration: Until dispelled

Much like the Magic-User spell *Hallucinatory Terrain*, this spell changes the appearance of the land, although the illusion is always that of a forest. Druids and magical creatures of the forest such as a dryad will not be fooled by the illusion, but until the dweomer is dispelled all other creatures will perceive the area to be forested. The maximum extent of the nonexistent forest, measured in 30-foot x 30-foot "squares," is one such square per level of the caster.

### **Hold Animal**

Spell Level: Druid, 3rd level  
Range: 120 feet  
Duration: 1 hour (+10 minutes/level).

The caster targets no more than four normal or giant animals, with total hit dice equal to or less than those of the Druid. These animals are completely immobilized (Saving Throw applies). If the caster targets a single creature, the Saving Throw is made with a penalty of -2.

### **Neutralize Poison**

Spell Level: C4, D4  
Range: Referee's discretion  
Duration: 10 min.

This spell counteracts poison. It does not bring the dead back to life.

### **Plant Growth**

Spell Level: Druid, 3rd Level; Magic-User, 4th Level  
Range: 240 feet  
Duration: Permanent until dispelled.

Undergrowth in the area suddenly grows into an impassable forest of thorns and vines. Up to 300 square feet of ground can be affected by this spell and the caster can decide the shape of the area to be enchanted. An alternate version (Referee's decision) would allow the spell to affect an area of 300 feet x 300 feet, for a total of 90,000 square feet).

### **Protection from Fire**

Spell Level: D3  
Range: Touch  
Duration: 3 turns +1 turn/level.

This spell may be cast on another person, but it confers greater protection if placed on the caster. When used to protect another, the spell grants complete immunity to normal fire and cuts damage from magical fire in half. When used to ward the caster, it grants complete immunity against one exposure to magical fire, then functions as above.

### **Pyrotechnics**

Spell Level: D3, M2

Range: 240 feet

Duration: 1 hour.

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Referee will decide exactly how much smoke (or fireworks) is produced and the effect. The amount of smoke produced will be 8000 cubic feet (roughly 20 x 20 x 20 feet).

### **Water Breathing**

Spell Level: Druid, 3rd Level; Magic-User, 3rd Level

Range: 30 feet

Duration: 2 hours

The recipient of the spell can breathe underwater for the spell's duration.

### **Level 4**

#### **Animal Summoning**

Spell Level: D4

Range: 30 feet

Duration: 1 hour.

The Druid summons forth normal animals to serve as allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.

#### **Control Temperature, 10-foot radius**

Spell Level: D4

Range: Touch

Duration: 3 Minutes + 1 Minute/level.

The caster may raise or lower the temperature by 50 degrees (hotter or colder) in a 10-foot radius around the material component, a sprig of mistletoe.

#### **Cure Serious Wounds**

Spell Level: C4 Level; D4

Range: Touch

Duration: Immediate.

Cures 2d6+2 hit points of damage. An evil reversal of this spell allows a Chaotically aligned Cleric or Neutral Druid to cause serious wounds. The target must be hit for it to work.

#### **Insect Plague**

Spell Level: Cleric, 5th Level; Druid, 4th level

Range: 480 feet

Duration: 1 day.

This spell works outdoors. A storm of insects gathers and goes wherever the caster directs. The cloud covers approximately 400 square feet (20 feet by 20 feet, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no Saving Throw).

#### **Plant Pathway**

Spell Level: D4

Range: Passage begins where caster stands

Duration: 3 turns + 1 turn/level.

This spell opens a pathway for the caster through even the deepest and most tangled growths of plants, thorns, and trees. The pathway can be made up to 5 feet wide, 6 feet tall, and 100 feet in length, but only the caster can move through it. The Druid may choose to remain housed safely inside a tree, if the spell has opened a passage through one. It is possible to remain within the tree after the spell expires; for as long as desired before leaving it.

#### **Produce Fire**

Spell Level: D4

Range: 30 feet

Duration: 1 turn (10 minutes).

This spell instantly creates fire in an area of up to 10 feet x 10 feet. The fire burns for ten minutes without fuel and will set alight any flammable materials in the area where it was summoned forth. The spell may also be reversed to quench flames rather than ignite them.

#### **Protection from Lightning**

Spell Level: D4

Range: Touch

Duration: 6 Minutes +1 Minute/level.

This spell protects any creature from lightning, reducing any damage by one-half. Once lightning strikes the spell ends.

#### **Speak with Plants**

Spell Level: C4, D4

Range: 30 ft.

Duration: 1 hour.

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

### **Level 5**

#### **Animal Growth**

Spell Level: D5, M5

Range: 120 feet

Duration: 2 hours.

This spell causes 1d6 normal creatures to grow immediately to giant size. While the spell lasts, the affected creatures can attack as per a giant version of themselves.

#### **Animal Summoning Improved**

Spell Level: D5

Range: 30 feet

Duration: 2 hours.

The Druid summons forth normal animals to serve as allies: 2 creatures larger than a man (such as an elephant), 6 animals the size of a man or horse (such as a lion), or 12 animals smaller than a man (such as wolves). The animals obey the caster's commands.

#### **Anti-Plant Shell**

Spell Level: D5

Range: Caster

Duration: 2 hours.

The caster is surrounded by a magical barrier which prevents any sort of plant, magical or not, from reaching through or attacking. The shell has a radius of ten feet. If anyone within

the magical warding casts an attack spell or makes a physical attack, the barrier will instantly evaporate.

### **Commune with Nature**

Spell Level: D5

Range: Caster

Duration: 3 questions.

The powers of land, sky, and nature grant an answer to three questions the caster poses to them. The spell cannot be used while underground or within a building; a fourth question may be asked if the caster is in a druidic holy place. The powers of nature can only respond to questions that are within their knowledge and purview. It is inadvisable to use the spell more than once per week.

### **Control Winds**

Spell Level: D5

Range: Centered on caster

Duration: 6 Minutes + 1 Minute/level.

Within a radius of 240 feet, the caster controls the winds. It is possible to make the air completely still, or to whisk it into a gale-like tumult of unbelievable ferocity.

### **Hold Plant**

Spell Level: D5

Range: 30 feet/level

Duration: 1 hour (+10 minutes/level).

The caster targets 1d4 plants or plant-creatures, which become completely immobilized. (A Saving Throw applies for monster-type plants.) The caster may also target a single plant, in which case the Saving Throw is made with a penalty of -2. The spell does not only immobilize plants; it will also temporarily arrest the growth of any plant, magical or not.

### **Passplant**

Spell Level: D5

Range: Touch (first tree)

Duration: 1 hour per level or until exit.

The caster may step into one tree and emerge from a distant tree of the same kind; both trees must be living and have a girth as large as the caster's own. The caster need not step out of the first tree immediately, but may wait within the tree for as long as desired (up to the limit of the spell's duration) before leaving. It is possible for the caster to step from tree to tree in series without ending the spell; however, upon emerging from any tree into the outside, the caster ends the spell. The table below shows the maximum distance the caster may travel in a single step; this is also the maximum total distance that can be traveled in a single casting of the spell, even if the caster moves through multiple trees. Upon casting the spell, the caster will become aware of the various trees within the range of the spell, so there is no chance of "missing" the target.

Oak, ash, yew 3,000 feet

Elm, linden 2,000 feet

Other deciduous 1,500 feet

Any coniferous 1,000 feet

All other trees 500 feet

### **Sticks to Snakes**

Spell Level: C4, D5

Range: 120 ft.

Duration: 1 hour.

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands but turn back into sticks at the end of the spell (or when killed).

### **Transmute Rock to Mud**

Spell Level: D5; M5

Range: 120 feet

Duration: 3d6 days, unless reversed.

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300 x 300 feet becomes a deep mire, reducing movement to 10% of normal. Wagons and large animals have a 50% chance of becoming mired. A complete turn is required to break free and continue movement.

### **Wall of Fire**

Spell Level: D5; M4

Range: 60 feet

Duration: Concentration.

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no Saving Throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high.



## Illusionist Spells:

### Level 1

#### **Dancing Lights**

Range: 40' + 10'/level

Illusionist 1

Duration: 2 Minutes/level.

The caster creates up to four glowing spheres of light that may resemble lanterns or torches, or one faintly glowing, vaguely humanoid shape.

The dancing lights move as the caster desires within a 10' radius. That radius may move up to 100' per round. Concentration is not required; if ended, the lights continue to move as they were moving when the caster last directed them.

#### **Detect Invisibility**

Spell Level: I1, M2

Range: 10 ft./caster level

Duration: 1 hour.

Caster can perceive invisible creatures and objects.

#### **Disguise Self**

Spell Level: I1

Range: self

Duration: 5 Minutes + 1 Minute/Level.

This spell allows a caster to change appearance. The form taken must be the same general shape and size (within 25%) of the caster.

The spell does not provide the mannerisms of the chosen form, nor does it alter the tactile or the sound properties of the caster or any equipment carried.

A foe or ally that interacts closely with the caster is allowed a Saving Throw vs. Wisdom to recognize the illusion. Illusionists that prepare a disguise along with the spell force a -4 modifier to the Saving Throw.

#### **Hypnotize**

Spell Level: I1

Range: 10 ft.

Duration: Until dispelled.

This spell affects living bipeds of human size or smaller. The target of the spell must be within 10ft and stare into the caster's eyes. The target must make a Saving Throw vs Charisma at a -2 or fall under the caster's influence. The target is aware of the attempt only if they pass a second Saving Throw vs. Wisdom with no modifier. A failed second throw leaves the target unaware of the attempt. Hypnotized creatures will not hurt themselves, though they may be made to fight friends. They may attempt once a week to save vs Charisma to break the spell.

#### **Light (Dark)**

Spell Level: C1, I1, M1

Range: 120 ft.

Duration: 2 hours (C), 1 hour + 10 min./level (M).

1. As a Light spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.

2. As a Dark spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.

#### **Mesmerizing Flash**

Range: 20'

Illusionist 1

Duration: instantaneous.

A vivid cone of clashing colors is projected from the caster's hands. The cone has a 5' diameter at the base, 20' diameter at the end, and is 20' long. Each creature within the cone is affected according to its hit dice:

• 2 HD or less: The creature is knocked unconscious for 2d4 rounds, then blinded for 1d4 rounds.

• 3 or 4 HD: The creature is blinded for 1d4 rounds.

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

All targets having 2 or more hit dice are entitled to a save vs. Intelligence to escape the effect. Sightless creatures are not affected by Mesmerizing Flash.

#### **Phantasmal Force**

Spell Level: I1, M2

Range: 240 ft.

Duration: Until negated or dispelled.

This spell creates a realistic illusion for all who view it. The illusion disappears when touched, but if the viewers believe the illusion is real, they can take damage from it.

#### **Wall of Fog**

Spell Level: I1

Range: 60 feet

Duration: Concentration.

A wall of fog billows into being and stays for as long as the caster concentrates upon it. No creature can see through it to the other side. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high. Wind has no effect on this wall.

### Level 2

#### **Blind**

Range: Line of Sight

Spell Level: I2

Duration: Until Dispellled.

This spell causes blindness in a victim that fails a Saving Throw vs Charisma. The blindness is complete and lasts until dispelled by the caster or the target makes a successful Saving Throw vs Charisma. After the initial failure, the target is allowed an additional Saving Throw every morning after the spell takes effect.

#### **Blur**

Range: touch

Spell Level: I2

Duration: 1 minute / level

The caster causes the outline of character or foe touched to appear distorted and shifting. All missile and melee attacks against the Blurred individual are made at a -4. The spell also grants a +1 on the Saving Throw die roll against any direct magical attack.



### **Detect Magic**

Spell Level: C1, M1, I2

Range: 60 ft.

Duration: 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

### **Obscurement**

Spell Level: I2

Range: 100' +10'/level

Duration: 10 minutes / level.

A bank of fog up to a 100' cube in volume billows out from the point the caster designates. The cloud persists for the entire duration even if the caster ceases to concentrate upon it. The cloud moves at a rate of 10' per round under the control of the caster (so long as he or she concentrates on it). The fog obscures all sight, including darkvision, beyond 5'. Thus, beyond 5' all creatures will be effectively blind. The cloud is not affected by wind.

### **Hypnotic Pattern**

Spell Level: I2

Range: 100' +10'/level

Duration: Concentration + 1d6 minutes /level.

Illusionists create a mesmerizing pattern that requires a Charisma Save to avoid being ensorcelled. Those ensnared by the hypnotic pattern will be held motionless until strongly jostled or otherwise disturbed. The spell affects 4d6 1st level victims, 3d6 second level, 2d6 3rd or 4th level victims, or 1d6 victims of 5th or 6th level.

### **Invisibility**

Spell Level: I2, M2

Range: 240 ft.

Duration: Until dispelled or an attack is made.

The object of this spell, whether a person or a thing, becomes invisible to both normal vision and to darkvision. The invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit.

### **Misdetection**

Spell Level: I2

Range: 120 ft

Duration: Until Dispelled.

This spell causes any detection spells (Detect Invisibility, Detect Magic, Detect Thoughts) to malfunction. The caster using the detect spell or ability is granted a Saving Throw vs Charisma. A successful save doesn't negate the spell but does alert the detector that magic is interfering with their perceptions. A successful dispel magic will negate the spell.

### **Phantasmal Force Improved**

Spell Level: I2

Range: 240 ft

Duration: Until negated or dispelled.

Like Phantasmal Force, this more powerful spell allows the Illusionist to move about while employing the spell. In addition, the spell remains in effect for 3 turns after it has

been negated and produces illusions, auditory as well as visual.

### **Level 3**

#### **Fear**

Spell Level: I3

Range: 180 ft

Duration: 1 Minute/Level + 1d6 Minutes.

Creatures who fail their Saving Throw flee.

The spell will affect 5d6 first level types, 4d6 second level, 3d6 third level types, 2d6 4th level, 1d6 5th level types, or 1d6-2 6th level types.

#### **Hallucinatory Terrain**

Spell Level: I3, M4

Range: 240 ft

Duration: Until touched or dispelled.

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

#### **Invisibility Improved**

Spell Level: I3, M3

Range: 240 ft

Duration: Until dispelled or an attack is made.

Identical to the Invisibility spell, which makes the target creature or object invisible to normal vision and to dark vision, except that it also throws a sphere of invisibility (with a 10-foot radius) around the recipient, which moves along with the target.

#### **Continual Light (Dark)**

Spell Level: I3, M3, C3

Range: 120 ft

Duration: Permanent.

1. As a Light spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.
2. As a Dark spell, the caster instead causes nighttime darkness to fall upon the area with a radius of 20 feet.

#### **Non-Detection**

Spell Level: I3

Range: Self

Duration: 10 Minutes/level

Prevents any detection spells from working on the Illusionist. This spell also negates detection through magic items such as Crystal Balls.

#### **Paralyze**

Spell Level: I3

Range: 180 ft

Duration: Until dispelled or removed by caster

This spell paralyzes its targets. The number of creatures affected is equal to twice the Illusionist's level in HD.

A successful save negates this effect. Paralyzed targets are allowed a save once a day.

### Phantasmal Force Advanced

Spell Level: I3

Range: 240 ft

Duration: Until negated or dispelled.

Like Phantasmal Force, this more powerful version of the spell allows the Illusionist to include sound, smell, and temperature to his illusion. Unlike the lesser Phantasmal Forces, this version is not destroyed by touch. In addition, the spell remains in effect for 5 turns after it has been negated.

### 1st Level Magic-User Spells

Spell Level: I4

Range: N/A

Duration: N/A

Learning this spell allows the Illusionist to memorize and use all 1st level Magic-User spells. He must seek these spells in the same manner as Magic-Users. This spell also allows the casting of one 1<sup>st</sup> level spell for free.

### Level 4

#### Confusion

Spell Level: I4, M4

Range: 120 ft.

Duration: 2 hours.

This spell confuses people and monsters, making them act randomly. The effects of the confusion may shift every 10 minutes or so, and the dice are rolled again to determine any change. Roll 2d6 to determine the creature's behavior:

**Confusion Reaction Table**

Roll	Reaction
2-5	Attack the caster (and his allies)
6-8	Stand baffled and inactive
9-12	Attack each other

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it reaches its full power, which takes 1d12 minus the caster's level in minutes. These creatures must make a Saving Throw against Charisma when the effect reaches full power and every 10 minutes thereafter or become confused for the remainder of the spell's duration.

#### Creation

Spell Level: I4

Range: Touch

Duration: 4 +Illusionist level in days

Creation allows an Illusionist to create materials up to a hardness comparable to wood. The total amount of weight an Illusionist may create in a day equals 5 pounds X the level of the Illusionist.

#### Advanced Illusion

Range: 180'

Spell Level: I4

Duration: 1 minute/level.

This spell functions like the spell Phantasmal Force except that the illusion follows a script determined by the caster. The illusion follows the script without requiring the caster to concentrate on it. The illusion can include intelligible speech if the caster wishes; however, such speech is likewise scripted, so the illusion, if spoken to, will not respond.

### Improved Invisibility

Spell Level: I4

Range: 240 ft.

Duration: Until dispelled.

Much like the regular Invisibility spell the target becomes invisible to both normal vision and to darkvision. The invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit. Unlike normal invisibility, this spell does not end when the bespelled attacks or casts another spell.

### Emotions

Spell Level: I4

Range: 180 ft- Radius of 20ft.

Duration: Concentration.

An extreme emotion of the caster choice is created in the target area. A successful Saving Throw vs Charisma negates the effect.

Battle Lust: Makes targets fight berserk (+1 to-Hit, +3 damage, and +5 temporary HP). Battle Lust may be countered by Fear.

Bravado: Causes immunity to fear and the automatic passing of morale checks.

Fear: Causes men to desert Countered by Bravado.

Hate: When used, it's effects are variable (d20 roll).

A result of 1-4 = hate any enemy, 5-8 means the targets hate each other, 9-14 = hate both each other and any enemy, 15-16 = hate themselves (committing suicide), 17-20 = hate the caster. A person under the influence of Hate will attack whoever the dice roll indicates.

### Massmorph

Spell Level: I4, M4

Range: 240 ft.

Duration: Until negated, dispelled or the morphed attack.

One hundred or fewer man-sized creatures are changed to appear like innocent trees or other terrain. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.

### Shadow Magic

Spell Level: I4

Range: Same as mimicked spell

Duration: Same as mimicked spell.

This spell allows the Illusionist to cast semi-real offensive spells which mimic the following real offensive spells: Lightning Bolt & Fire Ball do 1d6 points of damage for every 4 illusionist levels.

Wall of Fire I 1d6 - 2 +1/every 4 illusionist levels.

Death Spell Affects 1d8 creatures of 1 HD.

### **Shadow Monster**

Spell Level: I4

Range: 30 ft

Duration: 1 Minute/level.

This spell allows the caster to conjure semi-real monsters. Monsters summoned have 20% the number of HD of the original (Original HD X 0.2. Any score of less than .4 is rounded down, and any fraction of .4 or greater is rounded up to 1 hit point). Shadow monsters have an AC of 10, and do not possess any of the original monster's special abilities (unless the victim believes the shadow monster is real). The Illusionist may conjure several monsters whose combined original HD are equal to the Illusionist's level. Shadow Monsters take double damage from silver weapons

### **Suggestion**

Range:30'

Illusionist 4

Duration: 1 hour/level.

The caster influences a target creature by suggesting a course of activity limited to a sentence or two. The suggestion must be worded to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire spell duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes the activity. The caster can specify conditions that will trigger an activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

If the recipient creature makes its Saving Throw (vs Charisma for a Player Character), the spell has no effect. A very reasonable suggestion causes the save to be made with a penalty (-1 or -2 is recommended).

The creature to be influenced must be able to understand the suggestion, i.e., it must be spoken in a language which the spell recipient understands.

### **Level 5**

#### **Create Specter**

Spell Level: I5

Range: Near caster

Duration: Permanent.

This spell is used to raise a deceased person, causing him to become a specter with HD equal to 1/2 the deceased character's level (rounded up). The deceased character must have been at least 2nd level to be raised as a specter. The specter is raised with both its mind and memory intact. The specter does not come under the control of the illusionist and retains its independence. In order for this spell to work, the deceased must be raised within a number of turns equal to or less than  $24 + 6 \times \text{Illusionist's level}$ .

#### **Creation Advanced**

Spell Level: I5

Range: Touch

Duration: 4 + illusionist level in days.

Similar to Creation I except the amount of material created in a day has a maximum weight of 15 pounds X the level of the Illusionist.

### **Chaos**

Spell Level: I5

Range: 120 ft

Duration: Concentration.

This spell affects a 30 ft .X 30 ft. area. All those caught within the affected area will become confused until they leave the area. High level Fighting-Men and Illusionists are not affected by this spell

### **2nd Level Magic-User Spells**

Spell Level: I5

Range: N/A

Duration: N/A

Learning this spell allows the Illusionist to learn and use all 2nd level Magic-User spells. He must seek these spells in the same manner as Magic-Users. This spell also allows the free casting of one 2nd level spell.

### **Project Image**

Spell Level: I5, M6

Range: 240 ft.

Duration: 1 hour.

The caster projects an image of his person to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image.

### **Summon Shadow**

Spell Level: I5

Range: Near caster

Duration: Until the mission is complete.

Like an Invisible Stalker spell, but summons Shadows Instead (see the monster section for a description). The number of Shadows summoned is equal to  $1 + 1$  per level over 5.

### **Shadow Magic Advanced**

Spell Level: I5

Range: Same as mimicked spell.

Duration: Same as mimicked spell.

Same as Shadow Magic but the damage inflicted is doubled.

### **Shadow Monster Advanced**

Spell Level: I5

Range: 30 ft

Duration: 1 Minute/level

Same as Shadow Monster, but the shadow monsters summoned have 40% of the original creatures HD. Also, their AC is increased to 11. With this version of the spell the Illusionist may conjure several monsters whose combined original HD is/are equal to the Illusionist's level X 1.5.

## Magic User Spells:

### Level 1

#### **Charm Person**

Spell Level: M1

Range: 120 ft.

Duration: Until dispelled.

This spell affects living bipeds of human size or smaller, such as goblins or dryads. The target falls under the caster's influence if they fail a Saving Throw against Charisma.

#### **Detect Magic**

Spell Level: C1, I2, M1

Range: 60 ft.

Duration: 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

#### **Hold Portal**

Spell Level: M1

Range: Referee's discretion

Duration: 2d6 turns.

This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort.

#### **Light (Dark)**

Spell Level: C1, I1, M1

Range: 120 ft.

Duration: 2 hours (C), 1 hour + 10 min./level (M).

1. As a Light spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.
2. As a Dark spell, the caster instead causes nighttime darkness to fall upon the area with a radius of 20 feet.

#### **Magic Missile**

Spell Level: M1

Range: 120 ft.

Duration: Instantaneous.

A magic bolt is shot from the caster's hands to unerringly hit a visible target within range. At level 4 two missiles are created. At level 8, three missiles. They may be aimed at different targets. Damage is 2d6 taking the lowest roll.

#### **Protection from Chaos (Law)**

Spell Level: C1, M1

Range: Caster only

Duration: 2 hours (C), 1 hour (M)

1. As a Protection from Chaos spell, the caster creates a magical field of protection around himself to block out all chaotic monsters, who suffer a -1 penalty "to-hit" against the caster, and the caster gains +1 on all Saving Throws against their attacks.
2. As a Protection from Law spell, it does the same thing except Law creatures suffer the -1 penalty.

#### **Read Languages**

Spell Level: M1

Range: Reading distance

Duration: 1 or 2 readings.

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

#### **Read Magic**

Spell Level: M1

Range: Caster only

Duration: 2 scrolls or other writings.

This spell allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell.

#### **Sleep**

Spell Level: M1

Range: 240 ft.

Duration: Referee's discretion.

This spell puts enemies into an enchanted slumber (no Saving Throw is permitted). It can affect a number of creatures based on their hit dice.

#### **Affected by Sleep**

Victim's HD	Number Affected
Less than 1 to 1+	2d6+3
1+ to 2	2d6
3+ to 4+1	1d6

### Level 2

#### **Detect Chaos (Law)**

Spell Level: C1, M2

Range: 120 ft. (C), 60 ft. (M)

Duration: 1 hour (C), 20 min. (M).

1. As a Detect Chaos spell, the caster detects creatures of Chaos, or those with chaotic enchantments, intentions, thoughts, or auras within the spell's range. Poison is not inherently evil or chaotic and cannot be detected by means of this spell.
2. As a Detect Law spell, the spell works exactly like Detect Chaos except that it detects Law

#### **Detect Invisibility**

Spell Level: I1, M2

Range: 10 ft./caster level

Duration: 1 hour.

Caster can perceive invisible creatures and objects.

#### **Detect Thoughts (ESP)**

Spell Level: M2

Range: 60 ft.

Duration: 2 hours

The caster can detect the thoughts of other beings. The spell cannot penetrate more than two feet of stone and is blocked by even a thin sheet of lead.



### **Invisibility**

Spell Level: I2, M2

Range: 240 ft.

Duration: Until dispelled or an attack is made.

The object of this spell, whether a person or an object, becomes invisible to both normal vision and to darkvision. The invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit.

### **Knock**

Spell Level: M2

Range: 60 ft.

Duration: Instantaneous

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

### **Levitate**

Spell Level: M2

Range: 20 ft./level

Duration: 10 min./level.

This spell allows the Magic-User to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could be used to move along hand-over-hand.

Levitation allows up or downward movement at a rate of up to 100 feet per minute, and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast (such range being applied both to movement into the air and to downward movement into a pit or chasm).

### **Light (Dark), Continual**

Spell Level: C3, M2

Range: 120 ft.

Duration: Permanent until dispelled.

3. As a Light spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.
4. As a Dark spell, the caster instead causes nighttime darkness to fall upon the area with a radius of 20 feet.

### **Locate Object**

Spell Level: C3, M2

Range: 90 ft. (C), 60 ft. + 10 ft./level (M)

Duration: 1 min./level.

This spell gives the caster the correct direction (as the crow flies) toward an object the caster specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

### **Phantasmal Force**

Spell Level: I1, M2

Range: 240 ft.

Duration: Until negated or dispelled.

This spell creates a realistic illusion for all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it.

### **Web**

Spell Level: M2

Range: 30 ft.

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10 × 10 × 20 feet. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used. Creatures larger than a horse can break through in 2 turns. Humans take longer to break through—perhaps 3 to 4 turns or longer at the Referee's discretion.

### **Wizard Lock**

Spell Level: M2

Range: Close

Duration: Permanent until dispelled.

As with a Hold Portal spell, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magic-User three levels or higher than the caster can open the portal. A Knock spell will open it as well (although the spell is not permanently destroyed in these cases).

### **Level 3**

#### **Alter Time**

Spell Level: M3

Range: 240 ft. with a 60ft Radius

Duration: 30 min.

The caster must announce which of the two options is being cast. Both options have a 60-foot radius area of effect:

1. As a Haste spell, as many as 24 creatures may move and attack at double normal speed.
2. As a Slow spell, as many as 24 creatures failing a Saving Throw may only move and attack at half speed.

#### **Crystal Ball**

Spell Level: M3

Range: 60 ft.

Duration: 2 hours.

The caster must announce which of the two options is being cast. A two-foot thickness of solid stone or a thin layer of lead blocks both options.

1. As a Clairaudience spell, the caster can hear through solid obstacles.
2. As a Clairvoyance spell, the caster can see through solid obstacles.

#### **Darkvision**

Spell Level: M3

Range: Touch

Duration: 1 day.

The recipient of the spell can see in total darkness. The recipient should roll 1d6 on the table on the following page to determine the range of his vision.

## Darkvision Range

Roll	Range of Vision (ft.)
1–2	40
3–4	50
5–6	60

## Dispel Magic

Spell Level: C3, M3

Range: 120 ft.

Duration: 10 min.

Dispel magic can be used to completely dispel most spells and enchantments. The chance of dispelling magic is a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who created the original magic. Thus, a 6th level Magic-User attempting to dispel a charm cast by a 12th level Magic-User has a 50% chance of success ( $6 / 12 = 1/2$ ). If the 12th level Magic-User were dispelling the 6th level Magic-User's charm, the dispelling caster's chance of success would be 200% ( $12 / 6 = 2$ ).

## Fireball

Spell Level: M3

Range: 240 ft.

Duration: Instantaneous.

A missile shoots from the caster's finger to explode at the targeted location in a furnace-like blast of fire. It has a burst radius of 20 feet and damage is 1d6 per level of the caster. The blast shapes itself to the available volume. A successful Saving Throw vs Dexterity means that the target only takes half damage.

## Fly

Spell Level: M3

Range: Touch

Duration: 1d6 Minutes + 1 Minute/level.

This spell grants the power of flight, with a movement rate of 12. The Referee rolls for the duration of the spell in secret and does not disclose this information to the Player.

## Hold Person

Spell Level: C2, M3

Range: 180 ft. (C), 120 ft. (M)

Duration: 90 min. (C), 1 hour + 10 min./level (M)

The caster can target either 1d4 persons (with the same parameters as Charm Person; Saving Throw against Charisma applies) or may instead target a single creature who must make their save at a -2 penalty.

## Invisibility, 10 ft. radius

Spell Level: M3

Range: 240 ft.

Duration: Until dispelled or an attack is made.

Identical to the Invisibility spell, which makes the target creature or object invisible to normal vision and to dark vision, except that it also throws a sphere of invisibility (with a 10-foot radius) around the recipient, which moves along with the target.

## Lightning Bolt

Spell Level: M3

Range: 60 ft.

Duration: Instantaneous.

A nearly ten-foot-wide bolt of lightning extends 60 feet from the fingertip of the caster. Anyone in its path suffers 1d6 points of damage per level of the caster, though a successful Saving Throw vs Dexterity halves the damage. The bolt always extends 60 feet, even if this means that it ricochets backward from something that blocks its path.

## Protection from Chaos (Law), 10 ft. radius

Spell Level: C4, M3

Range: 10 ft. radius around caster

Duration: 2 hours.

1. As a Protection from Chaos, 10 ft. radius spell, it has the same effect as Protection from Chaos—except that its effect covers an area rather than an individual.
2. As a Protection from Law, 10 ft. radius spell, it has the same effect as Protection from Law—except that its effect covers an area rather than an individual.

## Protection from Normal Missiles

Spell Level: M3

Range: 30 ft.

Duration: 2 hours.

The recipient becomes invulnerable to small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected.

## Water Breathing

Spell Level: M3

Range: 30 ft.

Duration: 2 hours.

This spell grants the ability to breathe underwater until the spell's duration expires.

## Level 4

### Charm Monster

Spell Level: M4

Range: 60 ft.

Duration: Until dispelled.

This spell operates in the same manner as Charm Person but can affect more powerful monsters. Up to 3d6 monsters of fewer than 3 HD are affected.

### Confusion

Spell Level: I4, M4

Range: 120 ft.

Duration: 2 hours.

This spell confuses people and monsters, making them act randomly. The effects of the confusion may shift every 10 minutes or so, and the dice are rolled again to determine any change. Roll 2d6 to determine the creature's behavior:

### Confusion Reaction Table

Roll	Reaction
2–5	Attack the caster (and his allies)
6–8	Stand baffled and inactive
9–12	Attack each other

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it reaches its full power, which takes the number of minutes equal to 1d12 minus the caster's level. These creatures must make a Saving Throw vs Charisma when the effect reaches full power and every 10 minutes thereafter or become confused for the remainder of the spell's duration.

### Dimensional Portal

Spell Level: M4

Range: 10 ft. casting, 360 ft. teleport

Duration: Instantaneous.

Dimensional Portal is a weak form of the Teleport spell that can be managed by lesser magicians. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's given range

### Hallucinatory Terrain

Spell Level: I3, M4

Range: 240 ft.

Duration: Until touched by an enemy or dispelled.

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

### Plant Growth

Spell Level: M4

Range: 120 ft.

Duration: Permanent until dispelled.

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Referee's decision) would allow the spell to affect an area of 300 × 300 feet, for a total of 90,000 square feet.

### Polymorph

Spell Level: M4

Range: See below

Duration: See below.

The caster must announce which of the two options are being cast:

1. The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class if it is due to heavily armored skin. A great deal of the spell's

effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.

2. Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form but retains its own mind and hit points. Used in this way, the range on this spell is 60 feet. A Saving Throw vs Charisma is allowed to resist this spell. The spell lasts until dispelled.

### Massmorph

Spell Level: M4

Range: 240 ft.

Duration: Until negated or dispelled.

One hundred or fewer man-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.

### Remove Curse

Spell Level: C3, M4

Range: Close/Touch

Duration: Instantaneous.

This spell removes one curse from a person or object.

### Wall of Fire or Ice

Spell Level: M4

Range: 60 ft.

Duration: Concentration.

The caster must announce which of the two options are being cast:

1. As a Wall of Fire spell, the caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no Saving Throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high.
2. As a Wall of Ice spell, the caster conjures up a 6-foot-thick wall of ice. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot harm the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Fire-based creatures take 2d6 instead of the normal 1d6. Fire spells and magical effects within 30 feet are negated by the wall.

### **Wizard Eye**

Spell Level: M4

Range: 240 ft.

Duration: 1 hour.

The spell conjures up an invisible, magical “eye” that can be used by the caster to see. It can move a maximum of 240 feet from its creator. It floats along as directed by the caster, at a rate of 120 feet per turn and has both normal vision and darkvision. It does not allow any remote auditory capabilities.

### **Level 5**

#### **Animal Growth**

Spell Level: M5

Range: 120 ft.

Duration: 2 hours.

This spell causes 1d6 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal and gain the additional Hit Points as well.

#### **Animate Dead**

Spell Level: M5

Range: Referee’s discretion

Duration: Permanent.

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated (per level of the caster above 8th). The corpses remain animated until destroyed or dispelled.

#### **Cloudkill**

Spell Level: M5

Range: Close

Duration: 1 hour.

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. The cloud moves away from the caster at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. This spell affects only creatures with 5 or fewer HD. These must make a Saving Throw against Constitution or suffer 5d6 points of damage. A successful Save halves the damage.

#### **Conjure Elemental**

Spell Level: M5

Range: 240 ft.

Duration: Until dispelled.

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence and binds it to his commands. Each type of elemental may only be summoned once per day. The elemental obeys the caster only for as long as the caster concentrates on it; when the caster ceases to concentrate, even for a moment, the elemental is released and will attack.

#### **Contact Other Plane**

Spell Level: M5

Range: None

Duration: See table.

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, to gain affirmative or

negative answers to the questions he contemplates. The spell’s effect depends on how deeply the caster wishes to delve into the planes of existence.

#### **Contact Other Plane (1d20)**

Plane*	Insanity†	Right	Wrong‡
1	1–2	3–11	12–20
2	1–4	4–13	14–20
3	1–6	7–16	16–20
4	1–8	9–17	18–20
5	1–10	11–18	19–20
6	1–12	13–19	20

\* Planes are the “depth” at which the caster chooses to seek the truth; number of Yes/No questions asked.

† Temporary insanity lasts for as many weeks equal to the depth of the plane where the caster’s sanity failed.

‡ This represents the possibility of being misled or misinterpreting an answer.

#### **Feeblemind**

Spell Level: M5

Range: 240 ft.

Duration: Permanent until dispelled.

Feeblemind is a spell that affects only Magic-Users and Illusionists. The Saving Throw vs Intelligence against the spell is made at a -4 penalty, and if the Saving Throw fails, the target becomes feeble-minded until the magic is dispelled.

#### **Hold Monster**

Spell Level: M5

Range: 120 ft.

Duration: 1 hour + 10 min./level.

The caster can target either 1d4 creatures (Saving Throw vs Charisma applies) or may instead target a single creature who must make their Save at a -2 penalty. A failed Save means the spell holds the creature in play and prevents any voluntary movement.

#### **Magic Jar**

Spell Level: M5

Range: See below

Duration: See below.

This spell relocates the caster’s life essence, intelligence, and soul into an object (of virtually any kind). The “jar” must be within 30 feet of the caster’s body, or the spell fails.

Once within the magic jar, the caster can possess the bodies of other creatures and people, if they are within 120 feet of the jar and fail a Saving Throw against Charisma. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster’s body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Magic-User’s soul is within, the soul is lost. The Magic-User can return from the jar to his own body whenever desired, thus ending the spell.



### **Passwall**

Spell Level: M5

Range: 30 ft.

Duration: 30 min.

This spell creates a hole through solid rock. The hole or tunnel is up to 30 feet deep and is large enough to allow the passage of an average sized man.

### **Telekinesis**

Spell Level: M5

Range: 120 ft.

Duration: 1 hour.

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level.

### **Teleport**

Spell Level: M5

Range: Touch

Duration: Instantaneous.

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location:

1. If the caster has only indirect experience of the destination (known only through a picture or map) there is a 25% chance of failure—with failure resulting in death.
2. If the caster has seen but not studied the destination, there is a 10% chance of failure. Half of failures will place the traveler 1d10 × 10 feet below the intended location, possibly resulting in death from arrival within a solid substance. The other half of failures will place the traveler 1d10 × 10 feet above the targeted location, possibly resulting in a deadly fall.
3. If the caster is familiar with the location or has studied it carefully there is a 5% chance of failure, with 1 in 6 failures arriving below and 5 in 6 arriving above the targeted location. In either case, the arrival is 1d4 × 10 feet low or high.

### **Wall of Stone or Iron**

Spell Level: M5

Range: 60 ft.

Duration: Permanent (stone) or 2 hours (iron).

The caster must announce which of the two options are being cast:

1. As a Wall of Stone spell, the caster conjures a wall of stone 2 feet thick, with a surface area of 1,000 square feet.
2. As a Wall of Iron spell, the caster conjures an iron wall from thin air. The wall is 3 feet thick, with a surface area of 500 square feet.

### **Transform Rock-Mud**

Spell Level: M5

Range: 120 ft.

Duration: 3d6 days, or spell reversal.

This spell transforms rock (and any other form of earth) into mud, or mud to rock. An area of roughly 300 × 300 feet becomes a deep mire, reducing movement to 10% of normal. Conversely, the same area of swamp or mire may be turned into hard packed earth or rock.

### **Level 6**

#### **Anti-Magic Shell**

Spell Level: M6

Range: Caster

Duration: 2 hours.

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

#### **Control Weather**

Spell Level: M6

Range: Referee's discretion

Duration: Referee's discretion.

The caster can summon or stop rainfall, tornadoes, create unusually high or low temperatures, clear the sky of clouds, or summon clouds into being.

#### **Death Spell**

Spell Level: M6

Range: 240 ft.

Duration: Permanent.

Within a 60-foot radius, up to 2d8 creatures with fewer than 7 HD perish that fail a Saving Throw vs Wisdom.

#### **Disintegrate**

Spell Level: M6

Range: 60 ft.

Duration: Permanent.

The caster defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust. Magical materials are not disintegrated and living creatures (such as the aforementioned peasant) are permitted a Saving Throw vs Constitution. The Disintegrate spell cannot be dispelled.

#### **Invisible Stalker**

Spell Level: M6

Range: Near Caster

Duration: Until mission is completed.

This spell summons an Invisible Stalker with 8 HD. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of Dispel Magic; it must be killed in order to deter it from its mission.

#### **Move Earth**

Spell Level: M6

Range: 240 ft.

Duration: Permanent.

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 60 feet per minute for 1 hour.

**Move Water**

Spell Level: M6

Range: 240 ft.

Duration: See below.

The caster manipulates large amounts of water. One of the following effects must be announced before the spell is cast:

1. The spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to 1/2 their normal levels. Used this way, the spell lasts for 10 minutes.
2. Alternately, this spell creates a gap through water, but only to a depth of 20 feet. Used this way, the spell lasts for 6 minutes. The length of the gap can be quite long and is determined by the referee

**Project Image**

Spell Level: I5, M6

Range: 240 ft.

Duration: 1 hour.

The caster projects an image of his person to a maximum range of 240 feet. Not only does the projected image mimic

the caster's sounds and gestures, but any spells he casts will appear to originate from the image.

**Reincarnation**

Spell Level: M6

Range: Touch

Duration: Instantaneous.

This spell brings a dead character's soul back from the dead. The soul reappears in a newly formed body of the same alignment and race as the deceased.

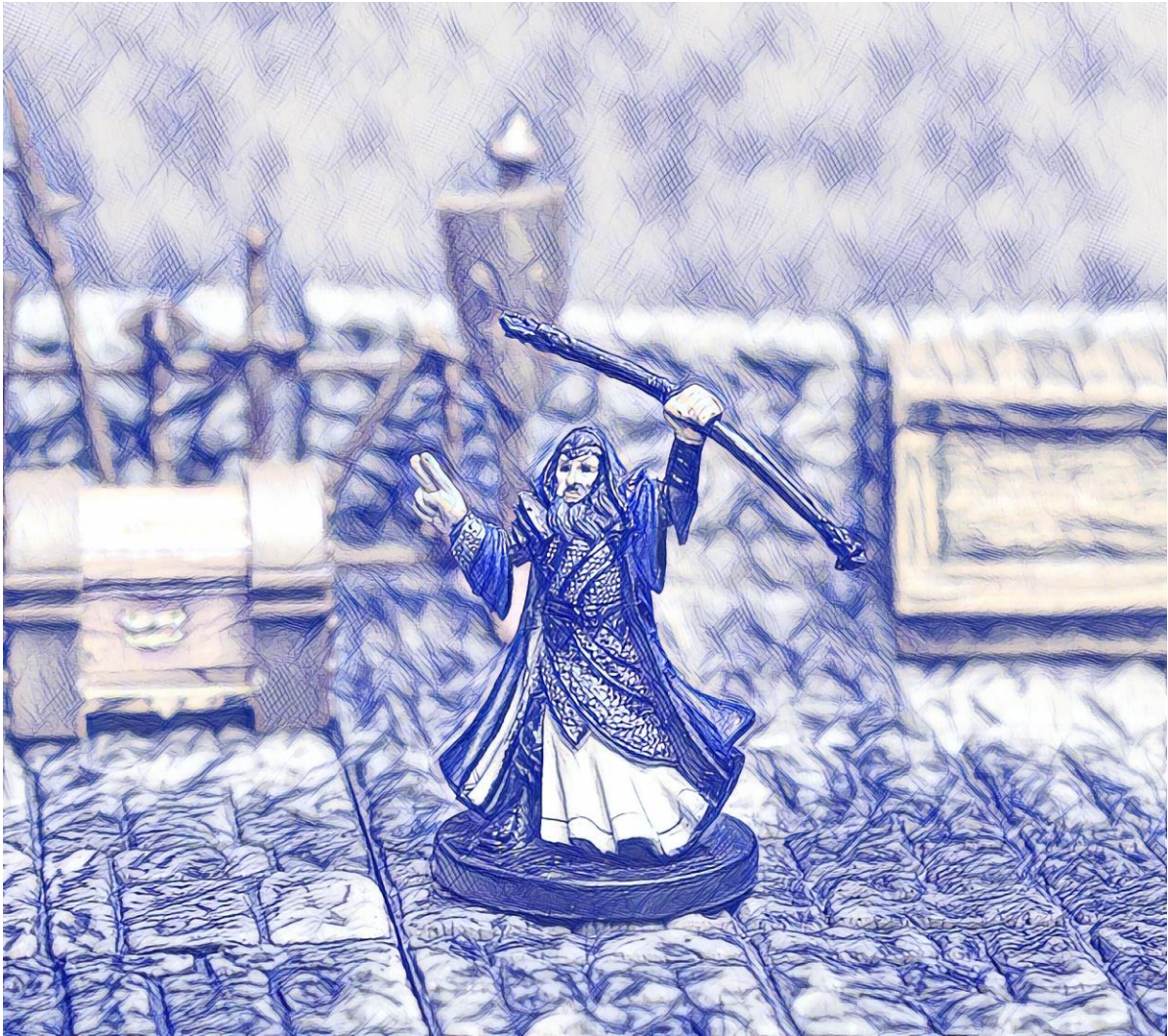
**Transform Stone-Flesh**

Spell Level: M6

Range: 120 ft.

Duration: Permanent until reversed.

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A Saving Throw vs Wisdom is permitted to avoid being turned into stone, but if the spell succeeds the victim is transformed into a statue.



## Chapter 7

# Running the Game

Running a role-playing game can be a daunting task. While the game is a shared story between all the participants, the Referee bears the brunt of the work needed to make that story successful. In addition to knowing and understanding the rules, they must take on the roles of organizer, designer, storyteller, actor, voice actor, archivist, and on occasion cook (if snacks are served). MYTHIC HEROES & LEGENDS was designed with the weight of this burden in mind. The model was taken from the ideas of the first role-playing games developed in the 1970s. Games at that time were in their infancy. They had fewer rules and thus much of the action was left to the Referee's discretion. Situations were handled by making "common sense" decisions concerning what happened next.

For example, if there were a bunch of zombies around the next corner and the Players decided not to go around that corner, it was up to the Referee to determine whether it makes sense for the zombies to rush around the corner and attack—or whether they simply stayed put. If a Player decided that his character is going to jump through a wall of fire with several bottles of flammable oil in his backpack, it was up to the Referee to determine whether they exploded. No complicated rulebook nor Byzantine set of tables were needed.

At first this may seem to be even more burdensome on a Referee. But making a common sense ruling on the spot is much easier and more fun than digging through a dense rule book to try and find a specific, complicated rule. This focus on "rulings, not rules" allows the narrative of the game to flow freely and everyone to focus on creating the story. It also allows a great amount of player participation and creativity as they struggle with the problems and obstacles that the adventure presents to their characters.

Finally, the focus on having less rules makes customizing the game easier. If a Referee and/or Players wants to add more complicated systems (or simpler perhaps) to any aspect of the game, they are free to do so. The sparseness of the rules means that even drastic changes and additions probably won't cause any damage. There simply isn't that much to "break".

All of this however doesn't mean that the designers of modern role-playing games haven't made advances in the techniques and systems of play, termed "game mechanics". MYTHIC HEROES & LEGENDS has incorporated some of these advances in game mechanics when they offer simplicity. Fans of older game designs will notice the use of ascending armor classes. This allows an easier adjudication of combat as it eliminates the need for the myriad of tables used in early designs. Also included is a simple task resolution system that replaces the bewildering number of different and disparate task mechanics found in the early designs with one simple roll.

### Designing an Adventure

Basically, the "adventure" is just the setting for the game-- usually a map of a wilderness area or dungeon- or both, with keyed notes describing the locations. Some Referees used purchased adventures, but many create their own from scratch. As the Players tell you where their characters go and what they do, you will refer to the map and the notes to describe what happens as a result. Many adventures will have no set overarching narrative contained within them. These are often termed "sandbox" adventures as a story develops naturally from the raw material of shared imagination... much like you can build many things from the sand in a sandbox. Some adventures will have a preset narrative plot that is suggested for the players. Don't try to plan for all contingencies or to force a certain direction in the narrative—it is guaranteed that the players will do something unexpected during the adventure and you'll just have to roll with it, thinking on your feet and making up new things as you go. Just as you challenge the Players with the adventure, they will challenge you to keep up with their collective creativity.

### Creating a Campaign

A "campaign" is a series of adventures that are set in an encompassing fantasy world. The cities, forests, coastlines, kingdoms, and politics of this fantasy world define the setting and give the shared story depth and color. The Players will almost certainly want their characters to explore this world, wandering the forests, visiting the cities, sailing the coastlines, and doing all sorts of things in search of adventure, fame, and fortune. To start a campaign, you might want to sketch out a map of a single village and some of the surrounding area (the location of the first adventure—a dark forest, perhaps). As the players move their characters around from adventure to adventure, the campaign world can grow. You can expand the little map into an entire fantasy world with the continents, kingdoms, and great empires at your disposal.

If you want to take a shortcut, you can set your entire campaign in a fictional world created by the author of one of your favorite fantasy stories. Most of these have maps and the author has already created the details and flavor of the world for you. For example, the worlds of Conan's Hyboria (Robert E. Howard), of Elric and the Eternal Champions (Michael Moorcock), and of the Dying Earth (Jack Vance) are popular fictional settings ready for gaming. Indeed, publishers have already created pre-packaged campaigns for all three of these examples. Finally, there are many fine campaign worlds by other writers that are not tied to any certain work of fiction. These products are often easy to modify.



## Experience Points

Experience Points (XP) are awarded to Players for gaining treasure and defeating monsters, as defined in Chapter 5, “Playing the Game”. These points represent the hard-won knowledge from brutal combat, as well as the fame and fortune derived from great treasure. Abstracted is the training, quality equipment, and fame that great treasure purchases.

There are, however, many alternative ways for Referees to award XP. For example, active participation in the campaign might warrant experience for each hour or session of real-time play, as could solving puzzles and aiding allies. A particularly clever solution or epic victory might warrant double the normal XP amount usually awarded, while an abysmal failure might merit half or none at all! The accomplishment of a certain campaign goal or quest may warrant an award. Finally, a Referee may choose to reward a Player simply for good play.

Some Referees make all earned Experience Points a part of a community total to be divided evenly, since not all the characters have the same opportunities in each adventure. This strategy is especially helpful for groups where Players have characters of different levels. Lower level characters will advance more quickly than higher level characters, thus helping to balance the group. Others may prefer a more competitive game, whereby each player earns XP according to individual accomplishments.

If you find that whatever system you’re using leads the players toward bad decisions—seeking out unnecessary combat or looking for traps to spring—you might consider adjusting your system. This is true for the “official” system of awarding experience as well. Remember, the Referee is the ultimate judge of what works best for a game and any rule can and should be changed to fit the group.

## Scale of Advancement

Referees all develop their own style of campaign, and it would be silly to impose needless restrictions on anyone’s preferred playing style. Some groups prefer gritty low-level campaigns where every day is a struggle for survival. Others may prefer a campaign where characters quickly reach high levels and become paragons and leaders of the world. As a guide for a Referee to scale the advancement rate and level of his campaign, this rule set was designed with the notion that 4th level characters are “heroic”, 8th level characters are “superheroes” and 10th level characters are the paragons of their world. Thus, the character advancement tables were capped at around level 10. A Referee who wishes to extend the tables to higher levels is encouraged to do so if it fits the style of the campaign.

## Character Casualties and Death

Some may be surprised at the high character casualty rate produced by these rules. More modern role-playing games often produce starting characters that are quite robust. Mythic Heroes and Legends takes a different path. Starting characters will be quite vulnerable in a dangerous world and must act accordingly. Cunning, imagination, and wisdom are virtues to those that want to survive their first few adventures. Players must learn when to walk away from dangerous situations, and more importantly, when to run from those situations. Often fate however will turn against the characters and then they must learn to die heroically.

Once characters reach the level of heroes (roughly 4th level), their survivability will improve as increased fighting skill, better equipment, and magic will provide them more flexibility to make mistakes and possibly correct them. Those reaching these levels and beyond will be true heroes, escaping death many times and triumphing over many enemies. Levels 8 and beyond will find the characters in positions of great strength, respect, and power, though woe to those that misjudge an opponent. You never know when you will need to roll up a new first level character!





## Chapter 8

# Monsters



Only limited description and detail is provided for monsters. The more description given, the more a Referee's mental image of the fantasy world is going to be locked into that single track. Who is to say that giant ants are red, nocturnal, three feet long, and fond of eating Elves? In a Referee's mind, they might be blue, diurnal, five feet long, and eat only plants unless attacked. Extensive details about monsters can toss roadblocks in front of creativity. Therefore, the exact nature of a foe is left to the Referee's (and player's, to some extent) imagination.

The following is a quick reference guide for how to read and understand the monster descriptions:

## Monster Stats

### *Armor Class*

"Armor Class" is explained earlier in the rules for combat. It is a measure of the size and toughness of a foe as well as their dexterity and skill in avoiding being hit. For most creatures that don't wear actual armor, consider their armor type to be the equivalent of leather armor for possible special weapon bonuses or penalties. Some creatures however will warrant a tougher hide (or perhaps softer). All dragons except the very old should be considered to have a thick hide equivalent to Chain Mail armor. Very old dragons should be considered to have skin like full Plate armor. The referee should be creative with this.



### *Attacks*

“Attacks” lists the type of attack available to the monster. While most may make one attack per combat round that cause 1d6 points worth of damage, there are many exceptions which are listed here.

### *Experience Points*

“Experience Points” are presented after a monster’s Hit Dice Equivalent (HDE) rating and list the number of XP the adventuring party gains from killing the creature. In some cases, however, the Referee may choose to award experience points for defeating a creature without killing it (circumventing it by creative means, capturing it to bring home, etc.). Some monsters have multiple Experience Point awards listed—this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD. Usually, 100XP are awarded per 1 HDE.

### *Hit Dice*

“Hit Dice” is the number of dice (d6) rolled to determine an individual creature’s Hit Points. If there is a plus or minus after the number, add or subtract that number once from the total rolled.

### *Hit Dice Equivalent*

“Hit Dice Equivalent” is used to separate monsters into “difficulty levels” so that when creating an adventure, the Referee has some guidelines concerning which foes that characters can and cannot handle. Some monsters have multiple HDE’s listed—this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

### *Magic Resistance*

“Magic Resistance” isn’t one of the usual entries, but some creatures may have “Magic Resistance.” The given percentage is the likelihood that any magic used against the creature (other than bonuses from weapons) will fail to take effect. To determine if magic used will be effective, roll a d100. The magic fails if the result is less than the given percentage.

### *Move*

“Move” is the monster’s movement rate in increments of 5’ and is handled like it is for Player Characters.

### *Saving Throw*

“Saving Throw” isn’t one of the entries, but all creatures have a Saving Throw. This is the number rolled on a d20 the monster needs to equal or exceed to avoid certain threats or lessen their effect. Unlike a Player Character’s Saving Throw, it is not linked to an attribute. Instead, it is calculated by subtracting the monster’s HD from 19. For example, a monster with 4 HD has a Saving Throw of 15. A chart at the end of this chapter lists monster Saving Throws by their number of Hit Dice.

### *Monster Attack Roll Bonuses*

Foes receive a +1 to hit on their attack rolls per Hit Dice.

### *Special*

“Special” is just a “flag” of sorts for the Referee that serves as a reminder that a monster has a special ability.

## **Monster Descriptions**

Here are the monsters presented in alphabetical order.

### **Banshee**

Armor Class: 19

Hit Dice: 7

Attacks: Claw

Special: See below

Move: 6

HDE/XP: 11/1,100

Banshees are horrid fey (or undead) creatures that live in swamps and other desolate places. They can only be harmed by magical or silver weapons. Banshees have a 50% resistance to magic, and they are immune to enchantments (Sleep and Charm spells). Their shriek (once per day) forces a Saving Throw versus Constitution. If failed the hearer will die in 2d6 rounds. They can travel over water and other terrain as if it were land but crossing running water causes a loss of magic resistance for 3d6 hours. They resemble gaunt humans with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. At the Referee’s discretion, such creatures might be undead rather than faerie-folk and are considered to have 9 HD for turning purposes.

### **Basilisk**

Armor Class: 15  
Hit Dice: 6  
Attacks: Bite  
Special: Petrifying gaze  
Move: 3  
HDE/XP: 8/800

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (fighting without looking incurs a -4 penalty “to-hit”). If the basilisk’s own gaze is reflected back at it, it has a 10% chance to force the basilisk into a Saving Throw against being turned to stone itself.

### **Beetle, Giant Fire**

Armor Class: 15  
Hit Dice: 1+3  
Attacks: Bite  
Special: None  
Move: 6  
HDE/XP: 1/100

A giant fire beetle’s oily light-glands glow red and continue to give off light for 1d6 days after they are removed (shedding light in a 10-foot radius).

### **Black Pudding**

Armor Class: 13  
Hit Dice: 10  
Attacks: Strike  
Special: Acidic  
Move: 3  
HDE/XP: 11/1,100

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chain mail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved. They are immune to cold and divide into two creatures with the stats of the original when attacked by lightning.

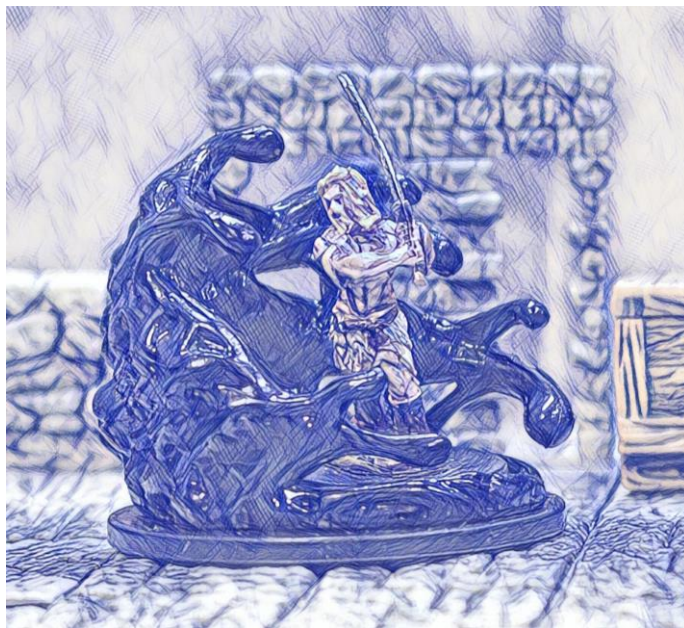
### **Blink Dog**

Armor Class: 14  
Hit Dice: 6  
Attacks: Bite  
Special: Teleport  
Move: 6  
HDE/XP: 4/400

Blink dogs are canine, pack hunters, intelligent and usually friendly to those who are not of Chaotic/Evil intent. They can teleport short distances (without error) and attack in the same turn—in most cases (75%) a blink dog will be able to teleport behind an opponent and attack from the rear (with bonuses).

### **Bugbear**

Armor Class: 14  
Hit Dice: 3+1  
Attacks: Weapon +1 or bite  
Special: Surprise opponents  
Move: 4  
HDE/XP: 3/300



These hairy, goblin-like humanoids are larger than Hobgoblins and Orcs. Some have surmised that they are a magical cross breeding of Orcs and Bears! They are stealthier than their size would suggest, almost always getting the chance to surprise even the most alert opponents with a roll of 1–3 on a d6 (50% of the time)!

### **Centaur**

Armor Class: 14, 16 w/ shield  
Hit Dice: 4  
Attacks: Weapon or kick  
Special: None  
Move: 9  
HDE/XP: 5/500

Half man, half horse, centaurs are the fierce warriors and well-known creatures of mythology. The Referee may choose any “version” of the centaur from folklore for his campaign: some are Chaotic, some aloof, and some are soothsayers.

### **Centipede, Giant (small/medium/large)**

Armor Class: 10/14/19  
Hit Dice: 1d2 HP/2/4  
Attacks: Bite  
Special: Poison (see below)  
Move: 7/8/9  
HDE/XP: 30/ 4/400/ 6/600

Small: Giant centipedes of the “small” size inflict no damage on a successful hit, but inject a lethal amount of poison with each bite. A successful Saving Throw against Constitution (+4 modifier) is required to avoid death.

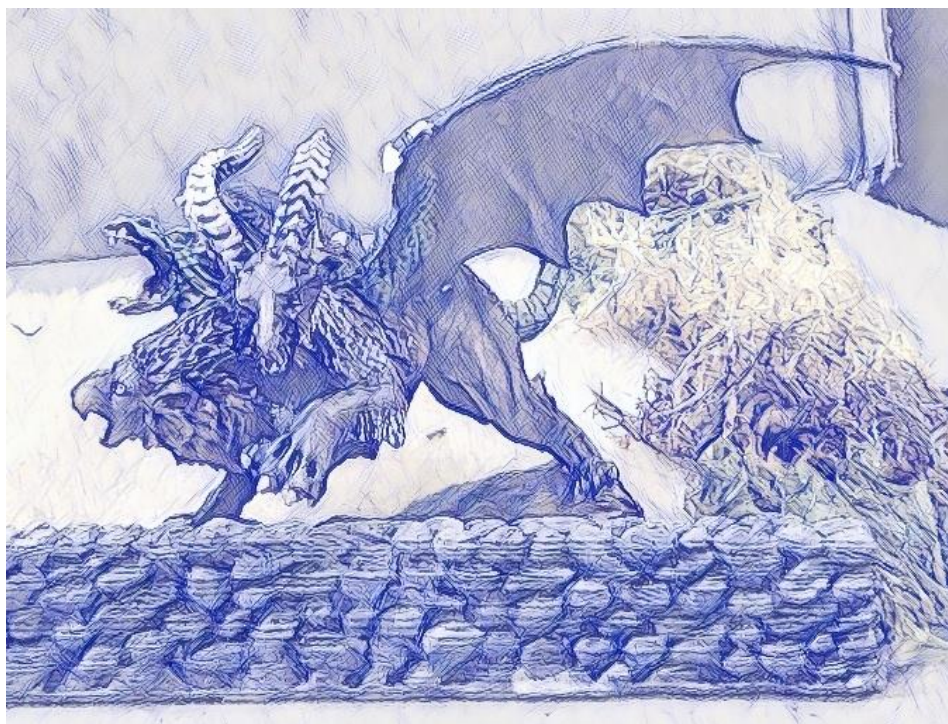
Medium: This man-sized giant centipede is a deadly predator with armored segments, a vicious bite, and a lethal (though relatively weak) poison (+6 modifier to opponent’s Constitution Saving Throw to avoid death).

Large: These twenty-foot-long horrors of chitin have multiple legs and clashing pincers dripping with venom (+6 modifier to opponent’s Saving Throw against Constitution to avoid death). Count their armor as Plate for purposes of special weapon bonuses vs Armor.

### **Chimera**

Armor Class: 15  
Hit Dice: 9  
Attacks: Bite (equals # of heads)  
Special: Breathes fire, flies  
Move: 6/9 (when flying)  
HDE/XP: 11/1,100

The chimera is a magical, winged, three-headed beast; one is the head of a goat, one the head of a lion, and one the head of a dragon. The dragon head can breathe fire (3 times per day) with a range of 50 feet, causing 3d6 damage to anyone caught within the fiery blast (Saving Throw vs Dexterity for half damage). The other heads may attack and do normal damage. The Chimera may attack with all three heads each turn at either the same or different opponents.



**Cockatrice**

Armor Class: 13

Hit Dice: 5

Attacks: Bite

Special: Bite turns bitten into stone

Move: 6/9 (when flying)

HDE/XP: 7/700

These resemble a bat-winged rooster with a long, serpentine tail. Their bite turns enemies to stone unless a successful Saving Throw against Constitution is made.

**Demons**

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful Magic-Users or Chaotic Clerics. The more intelligent varieties might also be interrupted while carrying out plots of their own.

**Demon, Baalroch**

Armor Class: 17

Hit Dice: 9

Attacks: Sword or whip (2d6)

Special: See below

Move: 6/8 (when flying)

HDE/XP: 10/1,000

The Baalroch's name means, roughly, the Bull of Baal. These powerful demons somewhat resemble huge minotaurs with great, spreading bat wings; they burn with hell fire and are wreathed in flame. The spells from casters below 6th level do not affect them, and they have 75% Magic Resistance against higher-level spell casters. In combat, a Baalroch uses whip and sword; the whip can be used to reach great distances—on a successful hit the victim is pulled close to the Baalroch and burned by the fires of the demon's body for 3d6 damage. Baalrochs are sometimes referred to in ancient texts as Balor or Baalor, which may be the name of a single demon rather than a term for all of them.

**Demon, Lemure**

Armor Class: 12

Hit Dice: 3

Attacks: Claw

Special: Regenerate (1 HP/round)

Move: 3

HDE/XP: 4/400

Lemures are vaguely humanoid demons created from the fleshly manifestations of damned souls—their flesh is mud-like, shifting, and soft upon their horrible bodies. Like manes and wretches, lemures are lower demonic and can be permanently destroyed by sprinkling their disgusting bodies with holy water.

**Djinni**

Armor Class: 14

Hit Dice: 7+1

Attacks: Fist or weapon (2d6)

Special: See below

Move: 9/12 (when flying)

HDE/XP: 9/900

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They are large and strong, able to carry 700 pounds, and have magical powers. A djinni can create food and water of high quality, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent, they disappear when touched. Djinni can turn themselves into gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind much like an air elemental, sweeping away any creature with one or fewer hit dice (the diameter of the whirlwind is 10 feet). More powerful types of djinn might be capable of granting limited wishes or even true wishes.



## Doppelganger

Armor Class: 14

Hit Dice: 4

Attacks: Claw

Special: See below

Move: 4

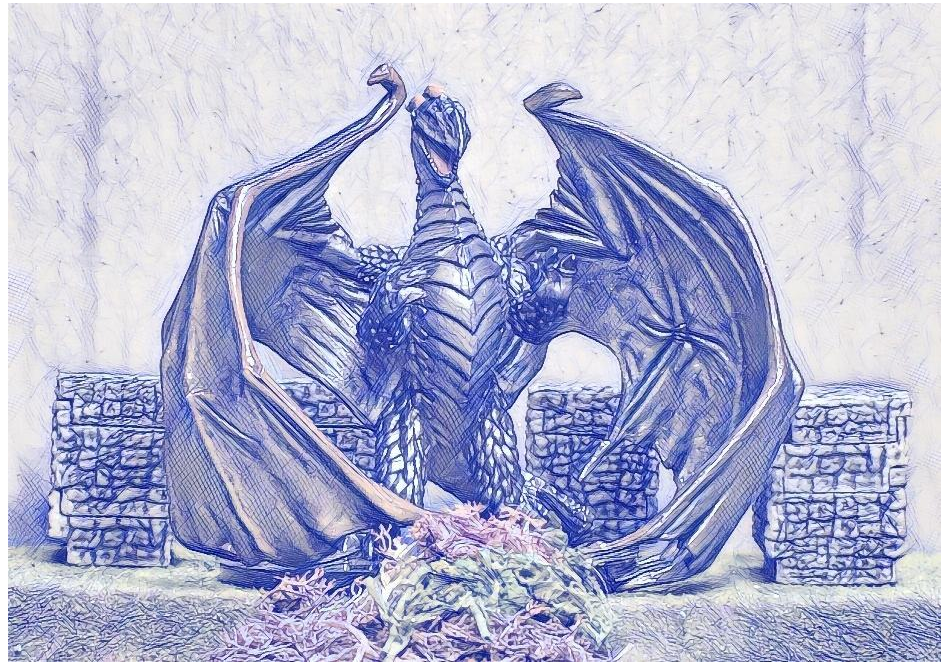
HDE/XP: 5/500

A doppelganger is a strange, intelligent alien creature that lives as a parasite infecting humanity. It can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good Saving Throw (+5) against magic of all kinds.

## Dragons

These are the creatures of European myth and legend. Growing to great size and power they can ravage Elf Halls, conquer and destroy Dwarf Kingdoms and dominate Human Empires. Beside great claws and teeth, all dragons have a breath weapon that can be used up to three times in a day. The Referee chooses when a dragon will use the breath weapon or may roll for it (50% chance) in any given round.

Hit Points for dragons are calculated in a manner different from most monsters. First determine the age category of the dragon—this renders the dragon's hit points per hit dice and the points of breath weapon damage per hit dice the dragon inflicts.



### Dragon Age Category

Roll	Age	Hit Points/Hit Dice	Damage/Hit Dice
1	Very Young	1	1
2	Young	2	2
3	Immature	3	3
4	Adult	4	4
5	Old	5	5
6	Very Old (100 years)	6	6
7	Aged (100–400)	7	7
8	Ancient (400+)	8	8

### Dragon Breath Weapons

Shape*	Type
Cloud	Gaseous
Cone	Fiery/Frosty
Line	Spitting

\* The dimensions of a dragon's breath differ according to the dragon's type. For example, an "Adult" dragon has both 4 hit points and 4 points of breath weapon damage per hit dice. So, an "Adult" black dragon with 6 HD would have 24 HP and deal 24 points of acid damage when using its breath weapon.

Note that dragons, while dangerous opponents, are not by any means invincible. In a medieval-type fantasy world, dragons are a common problem rather than a godlike creature of legend—so the statistics for dragons reflect a deadly but not mythical foe. The Referee is, of course, free to create stats for a more "mythical" conception of dragons. Since dice aren't rolled for dragon hit points, it is possible for a truly mythical dragon to have more "numbers" per die than it's actually possible to roll on a hit dice.



**Dragon, Black**

Armor Class: 17

Hit Dice: 6–8

Attacks: Bite, Claws, Tail (only against enemies to their rear)

Special: Spits acid

Move: 6/12 (when flying)

HDE/XP: 8/800; 9/900; 10/1,000

Black dragons often make their lairs in swamps or vast wetlands. They spit a deadly, corrosive acid rather than a breath of fire. The acid covers everything in a line 5 feet wide and 60 feet long.

**Dragon, Blue**

Armor Class: 17

Hit Dice: 8–10

Attacks: Bite, Claws, Tail (only against enemies to their rear)

Special: Spits lightning

Move: 6/12 (when flying)

HDE/XP: 10/1,000; 11/1,100; 12/12,000

Living in deserts or other arid environs, blue dragons spit a blast of electric lightning, affecting everything in its path, in a line 5 feet wide and 100 feet long. A successful Saving Throw against the blast of lightning indicates half damage.

**Dragon, Gold**

Armor Class: 17

Hit Dice: 10–12

Attacks: Bite, Claws, Tail (only against enemies to their rear)

Special: Breathes poisonous gas or fire

Move: 6/12 (when flying)

HDE/XP: 12/1200; 13/1300; 14/1400

Gold dragons are of Lawful alignment, can always speak, and cast spells as if they were a Magic-User of equal level to their age category (so that “Very Old” gold dragons are 6th level Magic-Users). They can choose to either breathe fire in a cone 90 feet long and roughly 30 feet wide at the base or breathe chlorine gas in a cloud 50 feet in diameter.

**Dragon, Green**

Armor Class: 17

Hit Dice: 7–9

Attacks: Bite, Claws, Tail (only against enemies to their rear)

Special: Breathes poisonous gas

Move: 6/12 (when flying)

Green dragons are usually found in deep forests. They can breathe a cloud of poisonous gas that is 50 feet in diameter. A successful Saving Throw against Constitution produces half damage.

**Dragon, Red**

Armor Class: 17

Hit Dice: 9–11

Attacks: Bite, Claws, Tail (only against enemies to their rear)

Special: Breathes fire

Move: 6/12 (when flying)

HDE/XP: 9/900; 10/1,000; 11/1,100

Red dragons are the fire-breathing wyrms of legend. They seek out caverns or Dwarven Holds in mountainous regions to build their lair. They breathe fire in a cone-shape 90 feet long and roughly 30 feet wide at the base.

**Dragon, White**

Armor Class: 17

Hit Dice: 5–7

Attacks: Bite, Claws, Tail (only against enemies to their rear)

Special: Breathes cold

Move: 6/12 (when flying)

HDE/XP: 7/700; 8/800; 9/900

White dragons are usually found in cold regions, where they can utilize their natural camouflage in the ice and snow to ambush their prey. They breathe intensely cold air and frost in a cone shape 70 feet long and roughly 30 feet wide at the base.

### **Dryad**

Armor Class: 14  
Hit Dice: 2  
Attacks: Wooden Dagger  
Special: Charm Person  
Move: 6  
HDE/XP: 3/60

Dryads are beautiful female tree spirits that do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a Charm Person spell with a -2 Saving Throw (vs Charisma). Those who are charmed seldom return or might be kept for a hundred years and a day within the dryad's tree.

### **Dwarf**

Armor Class: 15  
Hit Dice: 1+1  
Attacks: War Hammer  
Special: Stonework insight  
Move: 6  
HDE/XP: 1/15

Statistics above are for the common Dwarf with no unusual characteristics. A Dwarf-at-arms would usually have a full 7 HP, reflecting skill and general toughness. Stronger Dwarves (sergeants-at-arms, for example) might have more hit dice or unusual bonuses "to-hit", even magical abilities if Dwarves are magical in your fantasy universe. (Norse myths are a good example of this.) Do not bother to treat more powerful NPC Dwarves as Fighters or character types; just assign the right number of HD and abilities (if any) and keep moving along with the story.



### **Efreeti**

Armor Class: 16  
Hit Dice: 10  
Attacks: Fist or sword (2d6)  
Special: Wall of Fire  
Move: 9/12 (when flying)  
HDE/XP: 12/1200

Efreet are a type of genie, associated with fire (unlike the djinn, who have powers over the air). Efreet can carry up to a thousand pounds of weight, and under the right circumstances they can be forced to serve as a slave (until they figure out how to free themselves). An efreeti can cast Wall of Fire. They appear as giant humans with cruel features, their skin flickering with flames.

### **Elementals**

Elementals are living manifestations of the basic forms of matter: earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be "chained" within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature from which they are formed.

### **Elemental, Air**

Armor Class: 17  
Hit Dice: 8, 12, 16  
Attacks: Strike (2d6)  
Special: Whirlwind  
Move: 18 (when flying)  
HDE/XP: 9/900; 13/1300; 17/1700

Air elementals can turn into a whirlwind of air with a diameter of 30 feet, hurling any creature of 1 HD or less for great distances (almost certainly killing them). Elemental whirlwinds are approximately 100 feet tall.

### **Elemental, Earth**

Armor Class: 17  
Hit Dice: 8, 12, 16  
Attacks: Fist (2d6)  
Special: Stone destruction  
Move: 6  
HDE/XP: 9/900; 13/1300; 13/1700

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d4+4 minutes.

### **Elemental, Fire**

Armor Class: 17  
Hit Dice: 8, 12, 16  
Attacks: Strike (2d6)  
Special: Ignite materials  
Move: 6  
HDE/XP: 9/900; 13/1300; 13/1700

Fire elementals are formless masses of flame with a vaguely human shape. Their attacks cause flammable materials to ignite if the material fails a Saving Throw (as determined by the Referee).

### **Elemental, Water**

Armor Class: 17  
Hit Dice: 8, 12, 16  
Attacks: Strike (2d6)  
Special: Overturn ships  
Move: 6/9 (when swimming)  
HDE/XP: 9/900; 13/1300; 13/1700

Water elementals resemble a cross between a giant wave and a human form. They cannot move more than 60 feet from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing (or in) a body of water. These powerful beings can overturn small boats and can overturn a ship if given 1d4+4 minutes to work at it. On water, they can attack ships, battering them to pieces within one hour if not prevented or distracted.

### **Elf**

Armor Class: 14  
Hit Dice: 1+1  
Attacks: Longbow or sword  
Special: None  
Move: 6  
HDE/XP: 1/15

The example above is for a typical Elf. Trained warriors would have the maximum 7 HP. Elves encountered in the course of a party's adventuring will have a variety of different powers and attributes. Referees should assign such powers as they see fit, in accordance with their vision of Elves. They might be rustic, woodland dwellers, or urbane, angelic high Elves, or the faerie-folk of Irish legend. In any case, as with Dwarves, don't bother trying to fit Elves into the constraints of character classes—just make up their attributes as needed. NPCs aren't subject to the rules that govern building a player character; they are tools for good fantasy stories, not an exercise in formula application.



### **Gargoyle**

Armor Class: 14  
Hit Dice: 4  
Attacks: Claw  
Special: Flight  
Move: 4/8 (when flying)  
HDE/XP: 6/600

Gargoyles are winged creatures resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. Standing still, they are difficult to detect from their static stone brethren. Swift in flight and armed with razor sharp claws, they can be vicious predators.



### **Gelatinous Cube**

Armor Class: 11  
Hit Dice: 4  
Attacks: Strike  
Special: See below  
Move: 3  
HDE/XP: 5/500

Gelatinous cubes are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic: if the cube hits successfully, the victim must make a Saving Throw vs Strength or become paralyzed for 6 turns—during which time the cube will attempt to devour its victim. Most gelatinous cubes contain various metallic treasures or gems that they have engulfed but not yet digested. Gelatinous cubes are immune to lightning and cold.

### **Ghoul**

Armor Class: 13  
Hit Dice: 2  
Attacks: Claw  
Special: See below  
Move: 5  
HDE/XP: 3/300

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a Saving Throw against Constitution or the victim becomes paralyzed for 3d6 turns.

### **Giants**

Giants are huge and dangerous humanoids that often have a taste for human flesh. Some however are Neutral to humans. They are divided into several different species. Most are not particularly intelligent.

#### **Giant, Cloud**

Armor Class: 15  
Hit Dice: 12+2  
Attacks: Weapon (3d6)  
Special: Hurls boulders  
Move: 7  
HDE/XP: 13/1300

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 6d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and Englishmen.

**Giant, Fire**

Armor Class: 18

Hit Dice: 11+3

Attacks: Weapon (2d6)

Special: Hurls boulders, fire immunity

Move: 6

HDE/XP: 12/1200

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 5d6 hit points and are immune to fire.

**Giant, Frost**

Armor Class: 15

Hit Dice: 10+1

Attacks: Weapon (2d6)

Special: Hurls boulders, cold immunity

Move: 6

HDE/XP: 12/1200

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage and are immune to cold.

**Giant, Hill**

Armor Class: 13

Hit Dice: 8

Attacks: Weapon (2d6)

Special: Hurls boulders

Move: 6

HDE/XP: 9/900

Hill giants are the least of the giant races. Most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d8 points of damage.

**Giant, Stone**

Armor Class: 16

Hit Dice: 9

Attacks: Club (2d6)

Special: Hurls boulders

Move: 6

HDE/XP: 10/1000

Stone giants dwell in caves, isolated in the mountain fastness. They throw rocks for 3d6 points of damage and can be quite crafty in setting up ambushes in their native mountains. Travelers who wander into the territory of stone giants seldom return, though some have found them Neutral or friendly toward humans.

**Giant, Storm**

Armor Class: 1 [18]

Hit Dice: 16

Attacks: Weapon (3d6)

Special: See below

Move: 8

HDE/XP: 16/1600

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage and have the power to cast Control Weather.



### **Gnoll**

Armor Class: 14  
Hit Dice: 2  
Attacks: Bite  
Special: None  
Move: 4  
HDE/XP: 2/200

Gnolls are rumored to be a cross between a Troll and a Gnome. This seems unlikely as they resemble neither. Instead, they are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home to steal and kill with rapacious ferocity.

### **Goblin**

Armor Class: 13  
Hit Dice: 1-1  
Attacks: Weapon  
Special: -1 "to-hit" in sunlight  
Move: 4  
HDE/XP: < 1/75

Goblins are small evil creatures (4 feet tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They produce their own crudely forged weapons and armor, when they can't steal or forage better ones from Orcs and Humans. While moderately intelligent they lack the discipline and are easily distracted from tasks at hand. Like Orcs, they attack with a -1 "to-hit" in the full sunlight.



### **Golems**

Golems are magically built man-shaped creatures that serve their creators, usually powerful wizards or high priests. They are often used as guardians. Golems can be hit only with magical weapons and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.

#### **Golem, Flesh**

Armor Class: 10  
Hit Dice: 12  
Attacks: Fist  
Special: See below  
Move: 4  
HDE/XP: 12/1200

A creation stitched together from human limbs and other parts, like Frankenstein's monster. Damage inflicted by lightning heals the golem. It is slowed by fire and cold. No other type of spell than lightning, fire, or cold affects this golem. Only +1 or better magic weapons can harm a flesh golem.

#### **Golem, Iron**

Armor Class: 16  
Hit Dice: 13  
Attacks: Fist or weapon  
Special: See below  
Move: 6  
HDE/XP: 17/1700

Iron golems are huge moving statues of iron. They physically attack with great power and can breathe a 10-foot radius cloud of poison gas as well. Only +3 or better magic weapons can harm an iron golem. These hulking statues are slowed by lightning spells, but fire-based spells restore hit points to them. No other type of spell affects them.

**Golem, Stone**

Armor Class: 14

Hit Dice: 16

Attacks: Fist

Special: See below

Move: 6

HDE/XP: 16/1600

Stone golems are massive stone statues animated by powerful magic. They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Fire spells and spells that affect rock are the only magic that affects them. They can only be hit by weapons +2 or better.

**Gorgon**

Armor Class: 17

Hit Dice: 8

Attacks: Gore

Special: Stone breath

Move: 6

HDE/XP: 10/1000

Gorgons are bull-like creatures with dragon-like scales. Their breath turns within a 60-foot radius to stone (Saving Throw vs Constitution applies).

**Grey Ooze**

Armor Class: 11

Hit Dice: 3

Attacks: Strike

Special: See below

Move: 1

HDE/XP: 5/500

Grey resembles a wet rock. It is a slimy, formless creature that devours prey and carrion with acidic secretions, attacking by lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a Saving Throw of 15 on a d20 when exposed to grey ooze (even if the contact is as brief as the strike of a sword). On failure the metal rots through. When the grey ooze hits a character in metal armor, the armor must make the same Saving Throw. Only cutting and piercing damages a grey ooze—it is impervious to blunt or crushing attacks.

**Green Slime**

Armor Class: 11

Hit Dice: 3

Attacks: Strike

Special: See below

Move: 1

HDE/XP: 5/500

Green slime is much like a Grey Ooze. It is an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime. A human body can be consumed in 3d6 turns. A Saving Throw of 15 or more on a d20 resists this effect. The transformation process on flesh can be arrested by the use of the spell Cure Disease if caught in time. It can be killed with fire or extreme cold.

**Griffon**

Armor Class: 16

Hit Dice: 7

Attacks: Bite

Special: Flight

Move: 6/14 (when flying)

HDE/XP: 8/800

Griffons have the body of a lion, with the wings, head, and fore talons of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the marketplaces of the great cities, or to barons and wizards.

**Harpy**

Armor Class: 12  
Hit Dice: 3  
Attacks: Talons  
Special: Flight, siren song  
Move: 6/9 (when flying)  
HDE/XP: 4/400

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their siren song draws its victims to the harpy (Saving Throw vs Wisdom negates this), and the harpy's touch casts the equivalent of a Charm Person spell (Saving Throw against Charisma to resist).

**Hell Hound**

Armor Class: 15  
Hit Dice: 4-7  
Attacks: Bite  
Special: Breathes fire  
Move: 6  
HDE/XP: 5/500; 6/600; 7/600; 8/800

Hell hounds are fire-breathing dogs of demonic planes. In addition to biting, they can breathe fire each round, inflicting 2 HP damage per hit die (10-foot range, Saving Throw vs Dexterity for half damage).

**Hippogriff**

Armor Class: 14  
Hit Dice: 3+1  
Attacks: Claws  
Special: Flight  
Move: 6/14 (when flying)  
HDE/XP: 3/300

The hippogriff is kin to a griffon, having the head, foreclaws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse. Loremasters suggest that the hippogriff is the offspring of a griffon and a horse. Hippogriffs are not as hard to train as griffons.

**Hobgoblin**

Armor Class: 14  
Hit Dice: 1+1  
Attacks: Weapon  
Special: None  
Move: 5  
HDE/XP: 1+/150

Hobgoblins are large goblins, possibly a separate breed living apart from their smaller cousins. As a matter of the campaign's flavoring, the Referee might choose to make hobgoblins the "fey" goblins of Irish legend, while regular goblins are underground dwellers.

**Horse**

Armor Class: 12  
Hit Dice: Riding horses 2, Warhorses 3  
Attacks: Hooves 1d6 or Trample 2d6 after a charge (Save vs Dexterity to avoid)  
Special: Receive charge attack after moving 30 feet to contact an opponent.  
Move: 10  
HDE/XP 2/200 or 3/300

**Humans**

Humans are such a versatile race that any number of "monsters" and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human "monsters".

Don't feel obligated to build human non-player characters according to the rules for player characters. A Referee should make up their stats and abilities as fits the scenario or campaign.

### **Human, Bandit**

Armor Class: 12  
Hit Dice: 1  
Attacks: Weapon  
Special: None  
Move: 6  
HDE/XP: 1/100

Bandits are roving groups of Rogues, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice. Most are Evil/Chaotic. A few however are of Neutral alignment and available for hire. An even smaller number tends toward Lawful/Good at times—especially when opposing a wicked Baron or Duke.

### **Human, Berserker**

Armor Class: 12  
Hit Dice: 1+2  
Attacks: Weapon  
Special: Berserking  
Move: 6  
HDE/XP: 2/200

Berserkers are normal humans that fight with astounding ferocity. They are often found in Northern societies as bodyguards, bullyboys, or tax collectors. Some desert-based societies also feature them as religious fanatics. A bonus of +2 is added to their attack rolls. They do not wear armor heavier than leather armor.

### **Human, Sergeant-at-Arms**

Armor Class: 14  
Hit Dice: 3  
Attacks: Weapon  
Special: None  
Move: 4  
HDE/XP: 3/300

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups in castles and armies. They are also found as the close companions of heroes.

### **Human, Soldier**

Armor Class: 12 (14 with shield)  
Hit Dice: 1  
Attacks: Weapon  
Special: None  
Move: 4  
HDE/XP: 1/100

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, spear, or Pole Arm. For every five guardsmen there is usually a sergeant. They represent the generic, trained fighter in most campaigns.



**Hydra**

Armor Class: 14  
Hit Dice: 5–12 (equals # of heads)  
Attacks: 5–12 bites  
Special: See below  
Move: 5  
HDE/XP: 7/600; 8/800; 9/900; 10/1000; 11/1100; 12/1200

Hydrae are great lizard-like or snake-like creatures with 5–12 heads. Each head has one hit die of its own, and when the head is killed, that head dies. The body has as many hit dice as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads are dead the body dies) or killing the creature by attacking the body (in which case the heads die). Hydrae that breathe fire or regenerate their heads are known to exist.

**Invisible Stalker**

Armor Class: 16  
Hit Dice: 8  
Attacks: Bite  
Special: Flight, invisibility  
Move: 6  
HDE/XP: 9/900

Invisible stalkers are generally only found as a result of the spell Invisible Stalker. Great Loremasters are unsure if they are natural beings, extra-planar entities, or simply a manifestation of the caster's will projected through great magic. Whatever the case, they are invisible flying beings created to follow a single command made by the caster.

**Kobold**

Armor Class: 13  
Hit Dice: 1/2  
Attacks: Weapon  
Special: None  
Move: 6  
HDE/XP: < 1/50

Kobolds are small, subterranean, vaguely reptilian humanoids that claim kinship and worship dragons. They have a -1 "to-hit" penalty when fighting above ground. Many use slings or javelins, and they fight with short swords or spiked clubs in melee combat.

**Liche**

Armor Class: 19  
Hit Dice: 12–18  
Attacks: Touch  
Special: See below  
Move: 6  
HDE/XP: 15/1500; 16/1600; 17/1700; 18/1800; 19/1900; 20/2000; 21/2100

Liches are the undead remnants of wizards, either made undead by their own deliberate Chaotic/Evil acts during life or as the result of other magical forces (possibly including their own magics gone awry). A liche has the same spell-casting powers as the original Magic-User (the same level as the liche's HD). A liche's touch causes paralysis with no Saving Throw. The very sight of one of these dread creatures causes paralysis in any being of 4 HD or below (a Saving Throw vs Charisma is allowed). Liches are highly malign and intelligent.

**Lizardman**

Armor Class: 14  
Hit Dice: 2+1  
Attacks: Claw or sword  
Special: See below  
Move: 3/6 (when swimming)  
HDE/XP: 2/200

Lizardmen are man-sized reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for a long duration (an hour or more), while others can breathe underwater. Some lizardmen wield a wicked sword made of sharp obsidian.



### **Lycanthropes**

Lycanthropes are were-creatures, particularly those in whom a disease causes the assumption of a hybrid form of the human and animal. They cannot be hit by normal weapons; only silver or magical weapons inflict damage on them. If any character is brought low 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

### **Lycanthrope, Werebear**

Armor Class: 17

Hit Dice: 7+3

Attacks: Bite

Special: Lycanthropy

Move: 5

HDE/XP: 8/800

Werebears are often found in temperate forests. Unlike other Lycanthropes, their shape shifting abilities are inherited, not caused by a disease. In human form they are always of Lawful alignment though often loners, and suspicious of visitors. In beast form they tend toward Neutral alignment but retain an extreme dislike of other Chaotic creatures.

### **Lycanthrope, Wererat**

Armor Class: 13

Hit Dice: 3

Attacks: Weapon

Special: Control rats, lycanthropy

Move: 6

HDE/XP: 4/400

Wererats are mostly found in cities, lurking in shadowy alleyways. They are intelligent even in beast form but tend toward megalomania and extreme narcissism. They often fight with hand weapons even in beast form. They rarely bite and pass along their disease unless they have a willing victim. Wererats can control rats and are extremely stealthy (surprising opponents 1–4 on a d6).

### **Lycanthrope, Werewolf**

Armor Class: 14

Hit Dice: 3

Attacks: Bite or Claw

Special: Lycanthropy

Move: 6

HDE/XP: 4/400

Werewolves are the traditional Lycanthropes seen in horror movies. They can only be hurt by silver or magical weapons. They usually stay in their human form—except for during a full moon, when they are forced to change. In wolf form they retain little of their human intelligence.

### **Manticore**

Armor Class: 15

Hit Dice: 6+4

Attacks: Tail-spikes & Bite

Special: Flight

Move: 6/8(when flying)

HDE/XP: 8/800

A horrid monster with bat wings, the face and the body of a lion, and a tail tipped with 24 spikes as hard as iron. The manticore can hurl up to 6 of the iron spikes from its tail per round at a single target, within a maximum range of 180 feet. The manticore can both hurl its spikes and bite during a combat round. Once depleted, the manticore can regrow its tail spike in 2-3 weeks' time.



### **Medusa**

Armor Class: 11

Hit Dice: 6

Attacks: Poisoned bite and weapon

Special: Petrifying gaze

Move: 5

HDE/XP: 8/800

Medusae are horrid creatures from Greek mythology with a human face but hair of writhing snakes; they have no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. A Saving Throw against Wisdom avoids this, but it must be taken every turn when fighting a medusa. In addition to the medusa's melee-weapon attack, the snake-hair makes one attack per round, causing no damage but injects a lethal poison with a successful hit (Saving Throw vs Constitution applies).

### **Minotaur**

Armor Class: 13

Hit Dice: 6+4

Attacks: Weapon with +2 Damage for Great Strength or Bull Rush- Normal Damage, but opponent must Save vs Dexterity or be knocked down

Special: Bull Rush, never lost in labyrinths

Move: 6

HDE/XP: 7/700



The minotaur is a mystical man-eating predator from Greek mythology, with the head of a bull and the body of a massive human, covered in shaggy hair. They are between seven and eight feet tall, weighing between 300 and 500 pounds. Sometimes they wield two weapons or large two-handed axes. Their first attack however is always a Bull Rush attempting to knock their opponent down. Despite their ability to navigate labyrinths, most are not particularly intelligent. They are often found in mazes.

**Mummy**

Armor Class: 16

Hit Dice: 5+1

Attacks: Touch (See below)

Special: See below

Move: 6

HDE/XP: 7/700

These powerful undead are most often found in arid and desert cultures. Mummies cannot be hit by normal weapons and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to half normal, but a Remove Curse spell is required to completely lift the mummy's curse.

**Ochre Jelly**

Armor Class: 11

Hit Dice: 5

Attacks: Acid strike

Special: Lightning divides creature

Move: 3

HDE/XP: 6/600

Ochre jellies are underground, amorphous oozes that damage opponents with their acidic secretions. They dissolve any adventurers they kill, making the spell Raise Dead all but impossible.

**Ogre**

Armor Class: 14

Hit Dice: 4+1

Attacks: Weapon +1 (may use a heavy weapon)

Special: None

Move: 4

HDE/XP: 4/400

Ogres are normally quite stupid, primitive large humanoids. More intelligent versions might be encountered here and there. They may also be in the service of more intelligent Chaotic creatures that provide them with good weapons and armor. Sometimes ogres are mistaken for trolls.

**Ogre Mage**

Armor Class: 15

Hit Dice: 5+4

Attacks: Weapon

Special: Magic

Move: 6/9 (when flying)

HDE/XP: 7/700

The ogre mage is an intelligent ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn invisible (per the spell), create a 10-foot radius circle of magical darkness, change into human form, cast Sleep and Charm Person once per day, and cast a cone of frost with a range of 60 feet to a base of 30 feet, causing 6d6 damage to any caught within (Saving Throw vs Dexterity avoids the damage).

**Orc**

Armor Class: 13

Hit Dice: 1

Attacks: Weapon

Special: None

Move: 5

HDE/XP: 1/100

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a -1 penalty "to-hit" in sunlight. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional HD, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a mystic sorcerer.



### **Pegasus**

Armor Class: 13

Hit Dice: 2+2

Attacks: Hooves

Special: Flight

Move: 12/24 (when flying)

HDE/XP: 4/400

Pegasus was the winged horse from Greek mythology. Some Pegasus creatures have bat wings, and of Chaotic alignment. Most however are of Lawful alignment.

### **Purple Worm**

Armor Class: 13

Hit Dice: 15

Attacks: Bite or sting

Special: Poison sting

Move: 5

HDE/XP: 17/1700



These massive annelids grow to 40+ feet in length and sometimes exceed 10 feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed “to-hit” number, or if the worm rolls double the number required “to-hit”. They can swallow anything the size of a horse or smaller.

In addition to the worm’s dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly. In addition to the piercing damage of the sting (1d6), the poison injected is lethal if the victim fails a Saving Throw against Constitution. What prey the purple worms once hunted (or perhaps still do, in deep places) with such natural weapons must have been terrifying indeed. Aquatic versions of the purple worm might also exist.

**Rat, Giant**

Armor Class: 12  
Hit Dice: 1-1  
Attacks: Bite  
Special: 5% are diseased  
Move: 6  
HDE/XP: < 1/50

Giant rats are often found in dungeons and are about the size of a cat or a lynx. The bite of some (1 in 20) giant rats causes disease. A Saving Throw vs. poison is allowed. The effects of the disease are decided by the Referee.

**Roc**

Armor Class: 15  
Hit Dice: 12  
Attacks: Claw  
Special: None  
Move: 3/15 (when flying)  
HDE/XP: 12/1200

Rocs are great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18 HD, with commensurately increased statistics.

**Salamander**

Armor Class: 14, 16  
Hit Dice: 7  
Attacks: Constrict or touch  
Special: Heat, constriction  
Move: 4  
HDE/XP: 8/800

Salamanders are intelligent creatures from the elemental planes of fire. They have the upper body of a human (AC 14), the lower body of a snake (AC 16), and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage (in addition to the normal 1d6 when they hit), and they wrap their tails around foes to cause an additional 2d6 points of crushing damage per round (this starts on the second consecutive hit). The first successful hit during combat causes 2d6 damage total-1d6 for normal damage plus 1d6 for heat. A consecutive hit on the same opponent the next round causes 1d6 normal damage, plus 1d6 from heat, plus 2d6 for constriction for a total of 4d6. A miss starts the process over. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

**Sea Serpent**

Armor Class: 17  
Hit Dice: 30  
Attacks: Bite 2d6  
Special: See below  
Move: 9 (when swimming)  
HDE/XP: 30/3000

The size and nature of sea serpents is a matter for the Referee to determine. The sea serpent depicted here would be about middle size, about 60 feet in length, with smaller ones being half that size and large ones being about 50% larger than the one described here. The Referee should adjust the stats accordingly. A sea serpent would undoubtedly be capable of swallowing a human whole, probably on a natural attack roll of no more than 14. A character swallowed whole would be digested within, perhaps, three hours.



### **Shadow**

Armor Class: 12

Hit Dice: 3+3

Attacks: Touch (See below)

Special: See below

Move: 6

HDE/XP: 4/400

Shadows may or may not be undead creatures; scholars are unsure. They are immune to sleep and charm and can only be harmed with magical weapons or by spells. The Referee may decide whether they are undead creatures subject to turning by Clerics or whether they are a demonic manifestation perhaps, or a creature from another dimension. Shadows appear to be pools of inky darkness often in anthropomorphic shapes. They are not corporeal. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a strength of 0, he becomes a shadow. Strength points return after 90 minutes of rest.

### **Skeleton**

Armor Class: 11, 12 w/ small shield

Hit Dice: 1/2

Attacks: Strike or weapon

Special: None

Move: 6

HDE/XP: 1/100



Skeletons are the animated bones of the dead. They are created either through the psychic calamity caused by a great evil act or deed or by the magic of a Necromancer. They are usually under the control of some Chaotic/Evil master. Skeletons are not intelligent and will only defend their lair or follow a simple set of commands given by their creator. Swords, spears, javelins, and arrows only do ½ damage to them. They have little to stab or cut!

**Slug, Giant**

Armor Class: 11  
Hit Dice: 12  
Attacks: Bite  
Special: Spits acid (2d6)  
Move: 3  
HDE/XP: 13/1300

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit acidic saliva (one target at a time). The base range for spitting is 60 feet, and within this range the slug's spittle will be 50% likely "to-hit" their target. For every additional 10 feet of range, the chance "to-hit" decreases by 10%. On its first spitting attack, the slug only has a 10% chance "to-hit" within 60 feet, and no chance of hitting beyond that range. Further attacks are adjudicated as above.

**Specter**

Armor Class: 17  
Hit Dice: 6  
Attacks: Touch (See below)  
Special: Drains 2 levels per hit  
Move: 8/15 (when flying)  
HDE/XP: 9/900

Specters are undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a specter. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a specter becomes a specter himself—in thrall to its creator.

**Spider, Giant**

Armor Class: 13  
Hit Dice: 2+2  
Attacks: Bite (See below)  
Special: See below  
Move: 9  
HDE/XP: 5/500

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. The smaller ones hunt in packs in the trees and on the ground. Giant spider webs require a successful Saving Throw versus Strength to avoid becoming stuck. Those who make their Saving Throw can fight and move (5 feet per round) in the webs. Giant spiders surprise on a roll of 1–4, being able to hide well in shadows. A giant spider's bite is very poisonous. If hit a character must make a Saving Throw against Constitution to avoid being paralyzed for 1d6 hours.

**Tree-Giant**

Armor Class: 17  
Hit Dice: 7–12  
Attacks: Strike  
Special: Control trees  
Move: 6  
HDE/XP: 7/700; 8/800; 9/900; 10/1000; 11/1100; 12/1200

Tree-Giants are tree-like protectors and "shepherds" of forest trees that resemble the trees they protect. Depending upon their size, they have different hit dice and damage; Tree-Giants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, Tree-Giants of 9–10 hit dice inflict 3d6 points, and Tree-Giants of 11–12 hit dice inflict 4d6 points. All Tree-Giants can "wake" trees within 60 feet, allowing them to walk at a rate of 3, and possibly to attack (no more than two trees at a time can be awake at the behest of a single Tree-Giant).



## **Troll**

Armor Class: 15

Hit Dice: 6+3

Attacks: Claw

Special: Regeneration

Move: 6

HDE/XP: 8/800



Trolls are huge, rubbery creatures as tall as ogres and just as strong. Unlike ogres, they usually attack with claws and teeth instead of weapons. Some larger species however have been taught to use giant axes and clubs for 2d6 points worth of damage. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to destroy a troll is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

## **Unicorn**

Armor Class: 17

Hit Dice: 4

Attacks: Hoof or horn (Horn does 2d6 on a charge)

Special: See below

Move: 12

HDE/XP: 5/500

Unicorns are generally shy and benevolent equine creatures, who will only allow a chaste maiden to approach them. They can teleport once per day a distance of 360 feet, with a rider. When they charge, their horn deals double damage. Unicorns are 25% resistant to magic. The unicorn's horn has healing properties according to legend (the details of this, if any, are left to the Referee).

**Vampire**

Armor Class: 17

Hit Dice: 7-9

Attacks: Bite (See below)

Special: See below

Move: 6/9 (when flying)

HDE/XP: 9/900; 10/1000; 11/1100

Vampires are some of the most powerful of the undead creatures. They can only be hit with magic weapons and when “killed” in this way they merely change into a gaseous form that returns to their coffins.

They regenerate at a rate of 3 hit points per round and can turn into gaseous form or a giant bat at will. Being creatures of the night, they can summon a horde of bats or 3d6 wolves out from the darkness. Looking into a vampire’s eyes necessitates a Saving Throw at -2 against Charisma. If failed the character is charmed (as per the spell Charm Person). Most terrifyingly, a vampire’s bite drains two levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of “Lawful” holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator.

**Wight**

Armor Class: 14

Hit Dice: 3

Attacks: Claw (See below)

Special: See below

Move: 4

HDE/XP: 5/500

Wights are undead created from the twisted souls of extremely hateful men. They live in tombs, graveyards, and burial mounds (barrows). As with most undead, they are immune to all non-magical or non-silvered weapons and not affected by sleep or charm spells. Their spiritually frigid touch drains one level of life in addition to the normal damage caused by a successful hit. Any human killed or completely drained of levels (1 level per hit) by a wight becomes a wight.

**Worg**

Armor Class: 13

Hit Dice: 4

Attacks: Bite

Special: None

Move: 9

HDE/XP: 4/400

Worgs are a large, intelligent, and evil species of wolves. They are sometimes raised by orcs and goblins and trained to be mounts. They may have supernatural origins.

**Wraith**

Armor Class: 16

Hit Dice: 4

Attacks: Touch (See below)

Special: See below

Move: 12

HDE/XP: 6/600

Wraiths are powerful wights, immune to all non-magical weapons other than silver ones which inflict only half damage. Arrows are particularly ineffective against them. Even magical and silver arrows inflict only one hit point of damage per hit. Like wights in addition to normal weapon damage, they drain 1 level per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence. They have been known at times to carry and use Chaos aligned magical swords.

### **Wyvern**

Armor Class: 16

Hit Dice: 7

Attacks: Bite or sting

Special: Flight, poison sting

Move: 6/12 (when flying)

HDE/XP: 9/900

A wyvern is the two-legged form of dragon. These creatures are smaller and less intelligent than true four-legged dragons and do not have a breath weapon. Wyverns have a poisonous sting at the end of their tails, but they are not coordinated enough to attack with both bite and sting in a single round. In any given round, the wyvern is 60% likely to use its tail, which can lash out to the creature's front even farther than its head can reach. A successful hit in addition to normal damage forces a Saving Throw versus Constitution to avoid death from the poison.

### **Yellow Mold**

Armor Class: N/A

Hit Dice: N/A

Attacks: See below

Special: Poisonous spores

Move: 0

HDE/XP: 3/300

Yellow mold is a subterranean fungus that neither moves nor attacks. If it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10 feet in diameter. Failing a Saving Throw versus Constitution against the spores means that the character dies a rather horrible death. Touching yellow mold causes 1d6 points of acid damage. These growths can be destroyed with fire.

### **Zombie**

Armor Class: 11, 13 w/ shield

Hit Dice: 1

Attacks: Strike or weapon

Special: Immune to sleep, charm

Move: 6

HDE/XP: 2/200

Zombies are mindless, undead creatures- the walking dead. These are corpses animated by some powerful curse or wicked Necromancer. They wander mindlessly attempting to feed on the living or carry out their creator's bidding. When controlled by a Necromancer or Evil Cleric, they are limited to carrying out simple tasks and will exhibit no initiative of their own.

## **Tougher Monsters**

There is no limit on the stats for Hit Dice and Attacks for monsters. Often, it's fun to surprise the players by throwing tougher monsters at them. The Referee should feel free to adjust AC, HD, or other factors to make monsters more challenging and interesting. Upgrading a simple Orc into a tribal captain or leader with better armor, Hit Points and weapons is a good way to add interest to a foe. Also, feel free to try new options like a super species of orcs, goblin spider-riders, or fire-resistant mummies just to keep the players on their toes.

### **Monster Levels**

Some may notice that while suggested character levels are capped, monster levels are not. The reasons for this are simple:

1. Players run in packs and big monsters need increased stats to overcome a disadvantage in numbers.
2. Players tend to be creative while many Referees allow monsters to "play stupid."

This helps the Referee to balance encounters with monsters and provide suitable and challenging opponents for the players. The Referee of course has the option of allowing characters to continue to advance, or to put a cap on monster levels as he or she sees fit.



## Creating Monsters

Monsters are not Player Characters, and their abilities are not determined by the rules for PCs—not even the stats for races that can have player characters, such as Dwarves and Elves. A monster’s abilities should be determined by the Referee, not by any rules! Add wings, breath weapons, extra hit dice, wounded versions, or whatever suits the adventure and campaign. Toggle and tweak, imagine and invent! The Referee is responsible for the quality of the experience in the game, not the rules. Create monsters based on how they feel and how they play at the gaming table. Create new and exciting challenges for the players. The Referee’s job is to imagine and create, not to be a slave to the rulebook.

The following table is a useful starting point for the creation of new monsters or the modification of existing ones.

### Monster Creation

Hit Dice	Base Attack/“to-hit” Bonus	Saving Throw	XP Awarded
< 1	+0	19	50
1	+1	18	100
2	+2	17	200
3	+3	16	300
4	+4	15	400
5	+5	14	500
6	+6	13	600
7	+7	12	700
8	+8	11	800
9	+9	10	900
10	+10	9	1,000
11	+11	8	1,100
12	+12	7	1,200
13	+13	6	1,300
14	+14	5	1,400



## Encounter Tables (Wilderness)

Travel in a fantasy world is often fraught with great danger and should not be attempted without careful planning. The following tables are useful for the Referee to provide interesting and challenging encounters for the players during overland travel. The speed of travel is left up to the referee, but should consider the factors of terrain, mounted vs unmounted, exhaustion, and the objective of the party (are they fleeing, sneaking, just leisurely traveling). The chances of becoming lost should be modified for areas known to the players, areas with easily recognized terrain features, and for groups moving along roads. Please note that not all encounters will be hostile. Be sure to use the Reaction Tables found earlier along with good sense.

Once an encounter is determined, roll 4d6 for the encounter distance in increments of 5'.

*Roll 1d6 per hex to check for becoming lost and 1d6 for chance of an encounter*

Terrain	Open	Forest	River, Coast	Jungle, Swamp	Hills, Mountains	Desert	Settled
Lost	1	1 - 2	1	1 - 3	1 - 2	1 - 3	--
Encounter	1	1 - 2	1 - 2	1 - 3	1 - 3	1 - 2	1

### Encounter Type

Dice	Open	Forest	River, Coast	Jungle, Swamp	Hills, Mtns	Desert	Settled
1	Dragon	Dragon	Dragon	Dragon	Dragon	Dragon	Undead
2	Monster	Monster	Monster	Monster	Monster	Monster	Humnd.
3	Animal	Animal	Animal	Undead	Animal	Undead	Men
4	Humnd.	Animal	Animal	Animal	Humnd.	Animal	Men
5	Men	Humnd.	Humnd.	Humnd.	Humnd.	Humnd.	Men
6	Men	Men	Men	Men	Men	Men	Humnd.
7	Humnd.	Humnd.	Animal	Animal	Humnd.	Humnd.	--
8	Animal	Animal	Animal	Undead	Humnd.	Animal	--
9	Monster	Monster	Monster	Monster	Animal	Undead	--
10	Lycanth	Lycanth	Lycanth.	Lycanth.	Giant	Monster	--

### Men

Dice	Open, Forest	River, Coast	Jungle, Swamp	Hills, Mtns, Desert	Settled
1	NPCs	NPCs	NPCs	NPCs	NPCs
2	Clerics	Berserkers	Mages	Berserkers	Bandits
3	Fighters	Fighters	Berserkers	Fighters	Clerics
4	Bandits	Pirates	Fighters	Bandits	Common
5	Common	Pirates	Bandits	Bandits	Common
6	Bandits	Bandits	Bandits	Bandits	Common
7	Soldiers	Fighters	Fighters	Fighters	Soldiers
8	Fighters	Berserkers	Berserkers	Berserkers	Soldiers
9	Berserkers	Mages	Mages	Clerics	Fighters
10	Mages	Clerics	Clerics	Mages	Mages

### Humanoid

Dice	Open, Forest	River, Coast	Jungle, Swamp	Hills, Mtns, Desert	Settled
1	Ogres	Ogres	Ogres	Ogre Mage	Goblins
2	Gnolls	Gnolls	Bugbears	Gnolls	Dwarfs
3	Hobgoblins	Orcs	Orcs	Hobgoblins	Elves
4	Elves	Lizardmen	Lizardmen	Dwarfs	Kobolds
5	Orcs	Hobgoblins	Lizardmen	Kobolds	--
6	Orcs	Trolls	Kobolds	Orcs	--
7	Elves	--	Hobgoblins	Goblins	--
8	Kobolds	--	Trolls	Trolls	--
9	Bugbears	--	--	Ogres	--
10	Trolls	--	--	Minotaurs	--

### Animal

Dice	Open, Forest	River, Coast	Jungle, Swamp	Hills, Mtns, Desert
1	Worgs	Rats	Rats	Snake,G
2	Snake,G	Centipedes	Snake,G	Worgs
3	Spiders	Snake,G	Spiders	Rats
4	Rats	Beetle,G	Centipedes	Spiders
5	Beetle,G	Spiders	Beetle,G	Centipedes
6	Centipedes	Roll again	Roll again	Roll again

### Monster

Dice	Open, Forest	Desert	Hills, Mtns	Jungle, Swamp	River, Coast
1	Unicorns	Salamander	Basilisk	Medusa	Sea Serpent
2	Dryad	Purple Worm	Chimerae	Dryad	Basilisk
3	Centaur	Basilisk	Gorgons	Basilisk	Chimerae
4	Basilisk	Gorgons	Griffons	Cockatrice	Harpies
5	Wererat	Manticore	Harpies	Chimerae	Medusa
6	Cockatrice	Medusa	Werewolf	Harpies	Pegasi
7	Blink Dog	Roc	Hippogriffs	--	--
8	Werewolf	Roll again	Manticore	--	--
9	Chimerae	--	Medusa	--	--
10	Manticore	--	Pegasi	--	--
11	--	--	Roc	--	--
12	--	--	Wererat	--	--

### Other Types

Dice	Dragon	Undead	Giant
1	Dragon, Gold	Banshee	Efreet
2	Dragon, Blue	Wraiths	Djinn
3	Dragon, Black	Shadow	Giant, Frost
4	Dragon, Green	Ghouls	Giant, Stone
5	Dragon, Red	Skeletons	Giant, Hill
6	Dragon, White	Zombies	Giant, Storm
7	Wyverns	Wights	Giant, Fire
8	Hydrae	Mummies	Giant, Could
9	--	Spectre	Tree-Giants
10	--	Vampires	Titans
11	--	Liches	--
12	--	Roll again	--



## Chapter 9

# Treasure



The amount of treasure a monster owns and guards is usually related to the monster's HDE. This may seem arbitrary at first, but remember in the game, treasure is used in awarding experience points. Too many large treasures and the characters will become powerful without having accomplished much. Too many monsters with small treasures and the characters won't gain enough levels to reflect their achievements and victories.

As a general guideline, the monetary value of a treasure ought to be about 1-2 times the monster's value in experience points, and keep in mind that hunting and patrolling monsters likely won't be carting their treasure around with them. If the characters can't find the monster's lair, they may get none of the treasure. Also, it obviously doesn't make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblin treasure hoard contains some "extra" treasure to account for the wolves in the area. If the characters avoid the wolves and kill the goblins, so much the better. If they must fight the wolves and never find the goblins, then the treasure is there for them to find next time.

Remember that coins found are not always silver pieces—there might be a mixture of copper (cp) and gold pieces (gp) in the treasure as well. The treasure breakdown given in the Treasure Values table is a suggested guideline to how you might consider breaking up the treasure. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp).

Here is a table a Referee can use as a guideline to help create a treasure:



## Treasure Values Table

Roll	Value	Possible Treasure Value (sp)*		
		CP	SP	GP
1	XP × .0	0%	0%	0%
2–3	XP × .5	50%	40%	10%
4–5	XP × 1	40%	50%	10%
6	XP × 2	10%	40%	50%

\* The total value of treasure is expressed in terms of silver coins. If the total value of treasure was 100 XP on a roll of 2, the recipient would receive 1 gp, 15 sp, and 250 cp

## Splitting the Take

Once the monsters are defeated, it's time to divide up the treasure. Many Referees divide the total among the participants with each getting an equal share. Some rule that treasure must also be shared with NPCs with them getting either a full or half share, depending upon their level. It is also customary for fallen (dead) comrades to still get a share of the take to be given to their next of kin.

## Treasure Items

In addition to coins, treasures might contain gems, jewelry, and magical items. Treasures should be interesting—an endless series of “another treasure worth 100 sp in total” is boring. The following will help to add interest to treasure....



For every 5,000 sp in value, there is a 10% chance of trading out 5,000 sp for an item on either the Major Gem/Jewelry or Major Magic table.

For every 1,000 sp in value, there is a 10% chance of trading out 1,000 sp for an item on either the Medium Gem/Jewelry or Medium Magic table.

For every 100 sp in value, there is a 10% chance of trading out 100 sp for an item on either the Minor Gem/Jewelry or Minor Magic table.

Calculate the total percentage of treasure that can be traded out and roll a d100 to see if you can use one of the following tables. It is suggested that the Referee begin with the 5,000 sp values and work down to the 100 sp values. “Jewelry” refers to a single item of jewelry.



Always remember that these tables are merely guidelines—if you desire the placement of a particular item or treasure type, go ahead and do it! If you don't wish to include gems, jewelry, or magic items, then leave the treasure as coins. These tables are here only to help when wanted.

### Treasure Trade Out (Example #1)

A cave complex is guarded by 4 Kobolds. Their total XP value is 200. A roll of 4 against the Treasure Values table, gives the total treasure value for that encounter as 200sp which renders: 2 gp, 80 sp, and 1,000 cp. There is a 10% chance of trading out 100 sp of that treasure for one minor item. If, on a d100, the roll is under 10%, then the treasure value of that encounter would be 0 gp, 20 sp, 800 cp, and one minor item (as rolled on the Minor Gem/Jewelry or Minor Magic table).

### Treasure Trade Out (Example #2)

A fearsome minotaur guarding a dungeon room rates a total of 600 XP. A roll a 6 yields a total treasure value for this encounter equal to 1,200 sp: rendered as 60 gp, 480 sp and 1200 cp. There is a 10% chance of trading out 1,000 sp of that treasure for one medium item. A further roll under 10% produces the treasure value on that encounter to be 80 sp 1200 cp, and one medium item (as rolled on the Medium Gem/Jewelry or Medium Magic table). With the remaining value there could either be a 20% chance to trade out 200 sp for one minor item, two 10% chances to trade out 200 sp for a total of two minor items, or some other variant like one 10% chance to trade out 100 sp for one minor item (keeping the remaining 100 sp value).

### 5,000 sp Trade Out

A roll of 1–19 on a d20 means a roll on the Major Gem/Jewelry table. A roll of 20 results in rolling on the Major Magic Item table.

#### Major Gem/Jewelry Table

Roll	Gem or Jewelry Value
1	1d1,000 sp
2–3	1d1,000 (×8) sp
4–5	1d1,000 (×12) sp
6	1d1,000 (×20) sp

#### Major Magic Item Table

Roll	Result
1	Roll 6 times on the Potions table
2–3	Roll 1d6+12 on the Scrolls table
4–5	Roll 1d6+12 on the Weapons and Armor table
6	Roll 1d20+40 on the Miscellaneous table (includes Rings and Staves)

### 1,000 sp Trade Out

A roll of 1–19 on a d20 means a roll on the Medium Gem/Jewelry table. A roll of 20 results in rolling on the Medium Magic Item table.

#### Medium Gem/Jewelry Table

Roll	Gem or Jewelry Value
1	1d100 sp
2–3	1d1,000+250 sp
4–5	1d1,000+750 sp
6	1d10,000 sp

#### Medium Magic Item Table

Roll	Result
1	Roll 3 times on the Potions table
2–3	Roll 1d6+6 on the Scrolls table
4–5	Roll 1d6+6 on the Weapons and Armor table
6	Roll 1d20+20 on the Miscellaneous table (includes Rings and Staves)

### 100 sp Trade Out

A roll of 1–19 on a d20 means a roll on the Minor Gem/Jewelry table. A roll of 20 results in rolling on the Minor Magic Item table.

### Minor Gem/Jewelry Table

Roll	Gem or Jewelry Value
1	1d6 sp
2-3	1d100+25 sp
4-5	1d100+75 sp
6	1d1,000 sp

### Minor Magic Item Table

Roll	Result
1	Roll once on the Potions table
2-3	Roll 1d6 on the Scrolls table
4-5	Roll 1d6 on the Weapons and Armor table
6	Roll 1d20 on the Miscellaneous table (includes Rings and Staves)

### Magic Potions Table

Roll (d100)	Magic Potion*
1-3	Animal Control
4-6	Clairaudience
7-9	Clairvoyance
10-12	Diminution
13-15	Dragon Control
16-18	Ethereality
19-21	Fire Resistance
22-24	Flying
25-27	Gaseous Form
28-30	Giant Strength
31-33	Growth
34-36	Heroism
37-39	Invisibility
40-42	Invulnerability
43-45	Levitation
46-48	Plant Control
49-55	Poison
56-58	Slipperiness
59-61	Treasure Finding
62-64	Undead Control
65-75	Extra Healing
76-00	Healing

\* Potions have a duration of 1d6+1 turns

## Magic Potion Descriptions

**Animal Control:** Results as per the spell Charm Monster.

**Clairaudience:** Results as per the spell.

**Clairvoyance:** Results as per the spell.

**Diminution:** Imbiber shrinks and becomes 6 inches tall for 2d6 hours.

**Dragon Control:** 1d3 dragons of a specific type (determined randomly by the Referee) are affected as per the spell Charm Monster.

**Ethereality:** The imbiber of this potion can move through solid objects but cannot attack. Equipment also becomes ethereal.

**Extra Healing:** Cures 3d6+3 HP worth of damage.

**Fire Resistance:** Grants immunity to normal fire, +2 Saving Throws against fire attacks, and half damage to magic fire attacks that do not permit Saving Throws.

**Flying:** Results as per the spell Fly.

**Gaseous Form:** The user's body turns to a mist that he controls, allowing him to access any place that isn't airtight. Equipment is left behind; only the body becomes gaseous.

**Giant Strength:** Character gains strength above and beyond 18. Gains an additional 1d6 to damage rolls and +4 "to-hit".

**Growth:** Character grows and becomes 30 feet tall.

**Healing:** Cures 1d6+1 HP worth of damage.

**Heroism:** +2 to attacks and damage.

**Invisibility:** Results as per the spell.

**Invulnerability:** +2 Saving Throws, opponents attack at -2.

**Levitation:** Results as per the spell.

**Plant Control:** Results as per the spell Charm Monster.

**Poison:** Save or die.

**Slipperiness:** Except for the soles of the feet and the palms of the hands, the character has a virtually frictionless surface.

**Treasure Finding:** Characters can detect treasure hoards within 400 feet of their current location.

**Undead Control:** 2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber's control as per the Charm Monster spell.

### Scrolls Table

Roll 1d6 and add +0, +6, or +12, depending on whether the treasure is minor, medium, or major.

Roll	# of Scrolls	Scrolls*	Spell Level
1	1		1
2	1		1d3
3	2		1d2 per scroll
4	3		1
5		Cursed Scroll	
6-7		Protection Scroll (normal duration)	
8	2		1d4
9	2		1d6 per scroll
10	1		1d4+2
11	5		1d3 per scroll
12		Cursed Scroll	
13-14		Protection Scroll (double duration)	
15	5		1d6 per scroll
16	6		1d6 per scroll
17	7		1d6 per scroll
18	8		1d6 per scroll
19		Cursed Scroll	
20		Protection Scroll (triple duration and double effects)	

\* Roll 1d6 for type (1-3 scrolls are for Magic-Users, 4-6 are for Clerics). Remember that there are no 6th level Cleric spells, so re-roll for spell level on a result of 6.

### Protection Scrolls Table

Roll	Scroll of Protection From:
1	Demons
2	Drowning
3	Elementals
4	Lycanthropes
5	Magic
6	Metal
7	Poison
8	Undead

## Protection Scroll Descriptions

**Demons:** Everyone within a 10-foot radius around the reader is protected from the attacks of 1 demon per round for a period of 40 minutes.

**Drowning:** Everyone within a 10-foot radius of the reader gains the ability to breathe underwater for 1 full day.

**Elementals:** This scroll protects against a single elemental and lasts for a duration of 40 minutes.

**Lycanthropes:** All within a 10-foot radius around the reader, for a duration of one hour, are protected from lycanthropes.

**Magic:** Anti-magic shell surrounds and moves with the reader for 1 hour, having a radius of 10 feet. Spells cannot pass in or out of the shell.

**Metal:** Metal cannot harm the reader for a duration of 1 hour.

**Poison:** Poison cannot harm the reader for a period of 6 hours, and any poison in his system is removed.

**Undead:** All within a 10-foot radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with HD fewer than 4, and 2d6 undead with hit dice 4–5, and 1d6 undead with hit dice of 6+ are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead.

### Magical Weapons and Armor Table

Roll 1d6 and add +0, +6, or +12, depending on whether the treasure is minor, medium, or major.

Roll	Magical Weapons and Armor
1	Cursed Armor or Shield
2	+1 Missile Weapon(s)
3	+1 Shield
4–6	+1 Melee Weapon
7–8	+1 Armor
9	Cursed Weapon
10	+2 Missile Weapon(s)
11	+2 Shield
12	+2 Melee Weapon
13	+2 Armor
14	+1 Melee Weapon with Minor Ability
15	+3 Missile Weapon(s)
16	+3 Melee Weapon
17	+3 Shield
18	+3 Armor
19	Unusual Weapon (optional) or Re-roll
20	Unusual Armor (optional) or Re-roll

### Cursed Armor and Shields Table

Roll	Cursed Armor and Shields*
1–3	-1 Weapon or Armor
4	-2 Weapon or Armor
5	-3 Weapon or Armor
6	Attracts Missiles**

\* Cannot be laid down without the aid of the spell Remove Curse

\*\*Attracts Missiles: This item attracts missile fire (even those fired at others nearby) and grants a +1 “to-hit” bonus to attack on such missiles.

### Magic Melee Weapons Table

Roll	Melee Weapons
1	Axe, battle
2	Axe, hand
3	Dagger
4	Lance
5	Mace, heavy
6	Mace, light
7	Spear
8	Staff
9	Sword, long
10	Sword, short
11	Sword, two-handed
12	War Hammer

### Magic Missile Weapons Table

Roll	Missile Weapons
1–8	2d6 Arrows
9–10	1d10 Stones
11	Spear
12–15	2d4 Darts
16–20	2d6 Bolts, crossbow



### Minor Abilities for Melee Weapons Table

Roll	Minor Abilities for Melee Weapons
1-4	Additional damage (+1)
5	Sheds light, 15 ft. radius
6	Sheds light, 30 ft. radius

### Unusual Weapons Table (Optional)

Roll	Unusual Weapons
1	+1 Blunt weapon that destroys undead
2	+1 Thrown weapon that returns to hand
3	+1 Weapon, grants 1 additional attack/day
4	+1, +2 vs. particular type of foe
5	+1, +4 vs. particular type of foe
6	+2, +3 vs. particular type of foe
7	Weapon flames
8	Weapon freezes
9	Dancing weapon
10	Intelligent weapon

## Unusual Weapon Descriptions

**Blunt weapon that destroys undead:** Blunt weapons are the mace, sling, staff, and war hammer. Lesser undead types don't get a Saving Throw; more powerful ones do.

**Thrown weapon returns to hand:** These weapons are the hand axe, spear, and war hammer.

**Bonus vs. particular type of foe:** Examples include dragons, giants, orcs, lycanthropes, undead, etc.

**Weapon flames:** Additional 1d6 fire damage: roll 1d4-1 for "to-hit" bonus.

**Weapon freezes:** Additional 1d6 cold damage: roll 1d4-1 for "to-hit" bonus.

**Dancing weapon:** Fights in the air after 3 rounds, as a +1d3 weapon.

**Intelligent weapon:** Roll 1d3 for to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a spell once per day. Such swords generally can communicate with their bearers, and often (25% chance) can speak audibly.

### Unusual Armor Table (Optional)

Roll	Unusual Armor
1	Armor of Arrow Deflection
2	Demonic Armor
3	Ethereal Armor
4	Fiery Armor

## Unusual Armor Descriptions

**Armor of Arrow Deflection:** +2 against missile fire.

**Demonic Armor:** Possessed by a spirit or demon, with effects to be determined by the Referee.

**Ethereal Armor:** +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, after which it reverts to normal +3 plate mail. In ethereal form, the wearer cannot be hit and cannot attack (unless the opponent is also ethereal).

**Fiery Armor:** +1 armor that is surrounded by flames. These flames deal 1d6 damage to melee attackers.

### Miscellaneous Items Table

Roll 1d20 and add +0, +20, or +40, depending on whether the treasure is minor, medium, or major.

Roll	Miscellaneous Items
1	Lesser Wand
2	Lesser Ring
3–20	Misc. Lesser Magical Item
21	Lesser Wand
22	Lesser Wand
23	Greater Wand
24	Lesser Ring
25	Lesser Ring
26	Greater Ring
27–40	Misc. Medium Magical Item
41	Greater Wand
42	Greater Wand
43	Greater Ring
44	Greater Ring
45	Staff
46–60	Misc. Greater Magical Item

### Lesser Wands Table

Roll	Lesser Wands
1–2	Level 1 spell, holds 10 charges
3–4	Level 2 spell, holds 5 charges
5–6	Level 3 spell, holds 2 charges

### Greater Wands Table

Roll	Greater Wands*
1	Level 3 spell, holds 10 charges
2	Level 4 spell, holds 10 charges
3	Wand of Detection (enemies)
4	Wand of Detection (metal)
5	Wand of Detection (magic)
6	Wand of Detection (traps and secret doors)
7	Wand of Polymorph
8	Wand of Fear
9	Wand of Cold
10	Wand of Paralyzing

\* Wands become useless with 0 charges. A wand can be recharged by casting a spell into it. There is a 5% chance per recharge that the wand will be destroyed.

## Greater Wand Descriptions

**Wand of Detection (enemies):** Detects enemies in a radius of 60 feet, provided that the enemies are actually thinking hostile thoughts. Always active when held, does not use charges.

**Wand of Detection (metal):** Detects large caches of metal, with a range of 20 feet. The wand's user also gets a vague sense of the metal's type. Always active when held, does not use charges.

**Wand of Detection (magic):** Functions as a Detect Magic spell with a range of 20 feet. The wand's user gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.

**Wand of Detection (traps and secret doors):** Detects traps and secret doors with a range of 20 feet. Always active when held, does not use charges.

**Wand of Polymorph:** Casts either Polymorph (self) or Polymorph (other), carries 10 charges.

**Wand of Fear:** Causes creatures in a cone-shaped path to flee (Saving Throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 60 feet to a base 30 feet across. Holds 25 charges and cannot be recharged).

**Wand of Cold:** Casts a cone of cold 60 feet to a base 30 feet across. Creatures in the cone take 6d6 damage (Saving Throw for half damage). Holds 25 charges and cannot be recharged).

**Wand of Paralyzing:** Casts a cone of paralysis 60 feet to a base 30 feet across. Creatures in the cone are paralyzed for 3d6 turns. Holds 25 charges and cannot be recharged).

### Lesser Rings Table

Roll	Lesser Ring
1	Fire Resistance
2	Invisibility
3	Mammal Control
4	Poison Resistance
5	Protection, +1
6	Protection, +2

### Lesser Ring Descriptions

**Fire Resistance:** +5 to Saving Throws vs. magical fire and grants immunity to normal fire.

**Invisibility:** Turns wearer invisible.

**Mammal Control:** The wearer controls 1d6 mammals at a range of up to 60 feet. Control does not extend to humans or giant animals.

**Poison Resistance:** +5 to Saving Throws vs. poison.

**Protection:** Grants bonus to armor class and Saving Throws.

### Greater Rings Table

Roll	Greater Rings
1	Human Control
2	Three Wishes
3	Regeneration
4	Djinn Summoning
5	Shooting Stars
6	X-ray Vision
7	Telekinesis
8	Spell Turning
9	Spell Storing (Magic-User)
10	Spell Storing (Cleric)

### Greater Ring Descriptions

**Djinn Summoning:** The wearer of this ring can summon a djinn.

**Human Control:** Allows the wearer to cast Charm Person once per day and maintain the charm on up to 3 individuals at a time.

**Regeneration:** The wearer regenerates 1 HP/round and thus cannot die unless the ring is removed, or the body burned.

**Shooting Stars:** Once per day, this ring can summon 1d6 flaming meteors from the depths of space. Each meteor can target a separate enemy and deals 3d6 damage. If used indoors or underground, the meteors will strike whatever is directly above the target.

**Spell Storing (Magic-User):** The ring contains 1d6 Magic-User spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Magic-User) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

**Spell Storing (Cleric):** The ring contains 1d6 Cleric spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Cleric) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

**Spell Turning:** Any spell (other than from a wand, etc.) directly aimed at the wearer of this ring is partially reflected back at the caster. Roll a d100 to determine how much of the spell's power bounces back; the exact determination of what happens is up to the Referee.

**Telekinesis:** The wearer can mentally lift and move up to 200 pounds of weight at a range of 120 feet.

**Three Wishes:** Grants the wearer 3 wishes; outrageous wishes backfire.

**X-ray Vision:** The wearer has x-ray vision at a range of 40 feet. The maximum distance through which the character can see through solid rock is just over 10 feet, though solid metals (other than lead) is 1 foot, and through lead is 1 inch.

### Staves Table

Roll	Staves
1	Healing
2	Command
3	Snake
4	Striking
5	Withering
6	Power
7	Wizardry
8	Beguiling
9	Absorption
10	Lordly Might

## Staff Descriptions

**Absorption:** Absorbs spells cast directly at the wielder and allows the wielder to cast a spell from his own memory using that power (and thus not losing the spell from memory). Once the staff has absorbed 50 levels of spells (whether or not the power has been cast back out again), it no longer absorbs spells.

**Beguiling:** Casts Charm Person in a radius of 20 feet from the wielder (uses one charge). The duration of the charm is 1 hour.

**Command:** A charge can be used to control humans (as per Charm Person), plants, or animals.

**Healing:** Cures 1d6+1 hit points of damage per charge.

**Power:** Casts Light (no charge used), casts Fireball (4d6 damage), cold as a Wand of Cold, Lightning Bolt (4d6 damage), acts as a ring of Telekinesis (costs one charge) and hits for 2d6 damage (no charge used).

**Lordly Might:** These staves only carry 10 charges, but a charge may be used to cast Raise Dead.

**Snake:** +1 “to-hit” and +1 damage. When commanded (by using a charge) the staff coils around the target with a successful hit and pinions the victim for 1d4 × 10 minutes. The victim must be about the size of a human or smaller to use this power. The staff will slither back to its owner afterwards at a speed of 24. Only Clerics can employ a Staff of the Snake.

**Striking:** Inflicts 2d6 points of damage with a successful hit (does not use charges).

**Withering:** Adds ten years of physical aging with a successful hit.

**Wizardry:** The most powerful of staves. It is a staff of power with additional abilities. At the cost of one charge, it allows invisibility, summoning elementals (calling 1d4 at a time), Hold Person, a Wall of Fire, Passwall, a Web spell, or Fly.

### Miscellaneous Magic Items Table (Lesser)

Roll	Lesser Magic Items
1	Arrow of Direction
2	Bag of Holding
3	Boots of Elvenkind
4	Boots of Speed or Leaping (50%)
5	Bracers of Defense, AC 13
6	Chime of Opening
7	Cloak of Elvenkind
8	Cloak of Protection, +1
9	Cursed Item
10	Decanter of Endless Water
11	Dust of Appearance or Disappearance (50%)
12	Dust of Sneezing and Choking
13	Gauntlets of Swimming and Climbing
14	Horseshoes of Speed
15	Luckstone (+1 to Saving Throws and “to-hit” rolls)
16	Manual of Beneficial Exercise
17	Pipes of the Sewers
18	Rope of Climbing
19	Rope of Entanglement
20	Spade of Excavation

### Miscellaneous Magic Items Table (Medium)



Roll	Medium Magic Items
1	Amulet Against Scrying
2	Boots of Flying
3	Bracers of Defense, AC 15 or 17
4	Carpet of Flying
5	Cloak of Displacement
6	Cloak of Protection, +2 or +3
7	Deck of Many Things
8	Figurine of the Onyx Dog
9	Gauntlets of Ogre Power
10	Helm of Read Magic and Languages
11	Hole, portable
12	Horn of Valhalla, bronze
13	Horn of Valhalla, silver
14	Jug of Alchemy
15	Manual of Quickness
16	Medallion of Detect Thoughts (ESP)
17	Mirror of Mental Scrying
18	Robe of Blending
19	Robe of Eyes
20	Robe of Wizardry

#### Miscellaneous Magic Items Table (Greater)

Roll	Greater Magic Item
1	Amulet of Demon Control
2	Beaker of Potions
3	Censer, Bowl, Brazier, or Stone of Controlling Elementals
4	Crystal Ball
5	Efreeti Bottle
6	Figurine of the Golden Lions
7	Gauntlets of Dexterity
8	Gem of Seeing
9	Girdle of Giant Strength
10	Helm of Fiery Brilliance
11	Helm of Teleportation
12	Horn of Blasting
13	Horn of Valhalla, iron
14	Lenses of Charming
15	Libram, magical (level gain)
16	Manual of the Golems
17	Manual of Intelligence
18	Manual of Wisdom
19	Necklace of Fireballs
20	Symbol—Scarab of Insanity

### Miscellaneous Magic Item Descriptions

**Amulet against Scrying:** Protects the wearer from all scrying, such as Detect Thoughts or being viewed through a crystal ball. Usable by: All Classes.

**Amulet of Demon Control:** Functions as a Protection from Chaos spell and allows the wearer to attempt to cast Charm Monster upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: Magic-Users and Clerics.

**Arrow of Direction:** Points the direction of whatever the owner requests. Cannot be used more than 7 times in a single week. Usable by: All Classes.

**Bag of Holding:** The inside of this bag is larger than the outside. The inside dimensions are roughly 10 × 5 × 3 feet, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.

**Beaker of Potions:** This small jug fills itself with the requested potion, out of the 1d4+1 potions it is able to produce. The jug can be used as many times per week as it can create potions. Usable by: All Classes.

**Boots of Elvenkind:** The wearer moves with complete silence. Usable by: All Classes.

**Boots of Levitation:** These boots allow the wearer to Levitate (as per the spell) with unlimited duration. Usable by: All Classes.

**Boots of Speed or Boots of Leaping (50%):** Boots of Speed double the wearer's movement rate but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10 feet high and up to 30 feet horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest after using them. Usable by: All Classes.

**Bracers of Defense, AC 15 or AC 17 (50% chance):** These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

**Bracers of Defense, AC 13:** These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

**Carpet of Flying:** The carpet can carry as many as three people, and travels at a speed of 18 when it has more than one passenger. With only one rider, the carpet moves at a rate of 30. Usable by: All Classes.

**Censer, Bowl, Brazier, or Stone of Controlling Elementals:** Censers control air elementals, bowls (when filled) control water elementals, braziers control fire elementals, and Stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Magic-Users.

**Chime of Opening:** Sounding this small chime opens any door, even if the door is barred or Wizard Locked. Usable by: All Classes.

**Cloak of Displacement:** The wearer appears to be in a slightly different location than he really is. His AC improves by 2, and he gains a +2 Saving Throw against any targeted attack upon him. Usable by: All Classes.

**Cloak of Elvenkind:** The wearer is almost, but not quite, invisible. Usable by: All Classes.

**Cloak of Protection, +1:** This cloak improves the wearer's AC by 1 and grants a bonus of +1 on Saving Throws. Usable by: All but Fighters.

**Cloak of Protection, +2 or +3 (50%):** This cloak improves the wearer's armor class by 2 (or 3) and grants a bonus of +2 (or +3) on Saving Throws. Usable by: All but Fighters.

**Crystal Ball:** Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. Usable by: Magic-Users.

**Cursed Item:** (See Cursed Items, Page 104)

**Decanter of Endless Water:** This jug pours out one gallon of water per minute when unstoppered. Usable by: All Classes.

**Deck of Many Things:** An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per card in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck re-shuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter. The results are as follows:

The Hearts (♥)

Ace: Gain 50,000 xp.

King: Gain a magic item from the Misc. Magic Items (Greater) table.

Queen: Gain 1d3 wishes

Jack: Gain the ability to summon an 8 HD warrior with +3 sword, shield, to serve for a total of 1 hour.

The Clubs (♣)

Ace: The character's alignment is changed. If the game does not use alignment, the character receives a dangerous Quest (per the spell).

King: The character's most powerful magic item is sucked into the void and disappears.

Queen: The character is instantly turned to stone, a look of great surprise upon his face.

Jack: The character loses one point from his Prime Attribute.

The Spades (♠)

Ace: Lose a level of experience

King: A warrior with 9 HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again.

Queen: The character dies instantly.

Jack: A random monster, with 1d4+6 HD, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

The Diamonds (◆)

Ace: Gain a map to a very significant treasure

King: Gain 5d6 items of jewelry

Queen: Gain a scroll of seven spells, all 2nd level or higher

Jack: Add one point to a single attribute of the player's choice

The Joker: Gain 25,000 XP or choose to draw two more cards.

**Dust of Appearance or Disappearance (50%):** Dust of Appearance is tossed in a radius of 10 feet around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10-foot radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a Detect Invisibility spell) are not strong enough to work against the dust's powerful enchantment. Usable by: All Classes.

**Dust of Sneezing and Choking:** Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10 feet, the dust causes all in the area to make a Saving Throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. Usable by: All Classes.

**Efreeti Bottle:** The efreeti of the bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. Usable by: All Classes.

**Figurine of the Golden Lions:** A small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner's orders. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more. Usable by: All Classes.

**Figurine of the Onyx Dog:** This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. Usable by: All Classes.

**Gauntlets of Dexterity:** When worn, these gloves grant a bonus of +2 to the wearer's dexterity (to a maximum of 18). Usable by: All Classes.

**Gauntlets of Ogre Power:** These gauntlets raise the wearer's strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +4 (not cumulative with the wearer's existing strength bonus, if any). Usable by: all but Magic-Users.

**Gauntlets of Swimming and Climbing:** These gloves permit the wearer to swim at a rate of 18 and climb sheer walls with a 95% chance of success per ten feet of climbing. Usable by: all but Magic-Users.

**Gem of Seeing:** A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. Usable by: All Classes.

**Girdle of Giant Strength:** This wide belt grants the wearer the strength of a hill giant (+8 strength damage, not cumulative with any existing strength bonuses). It does not increase "to-hit" probability. Usable by: All Classes.

**Helm of Fiery Brilliance:** This prodigiously powerful helm grants many benefits to the wearer. He gains a +10 on Saving Throws against fire damage and can create a Wall of Fire himself. Fighters wearing the helm may command a weapon in hand to flame (+1d6 damage). Magic-Users wearing the helm can add +1 to each die of damage inflicted by a Fireball spell. Clerics wearing the helm can ignite objects within 30 feet at will and may cast two Light or Continual Light spells for each one actually prepared. The wearer of this helm is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer. Usable by: All Classes.

**Helm of Reading Magic and Languages:** The wearer can read all languages, including magic script. Usable by: All Classes.

**Helm of Teleportation:** When the wearer casts a Teleportation spell on himself, while wearing the helm, he may teleport himself without error, anywhere he desires. The helm does not permit the casting of a Teleportation spell on anyone other than the wearer. Usable by: Magic-Users.

**Hole, Portable:** A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10 feet deep—items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name "portable." Usable by: All Classes.

**Horn of Blasting:** This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 feet long and widens to a base of 20 feet (the "point" of the cone, at the horn's mouth, is 10 feet wide). Usable by: All Classes.

**Horn of Valhalla, Bronze:** Summons 2d4 berserk warriors (3 HD) to assist the one who wined the horn. Usable by: Fighters and Clerics only.

**Horn of Valhalla, Iron:** Summons 2d4 berserk warriors (4 HD) to assist the one who wined the horn. Usable by: Fighters.

**Horn of Valhalla, Silver:** Summons 2d4 berserk warriors (2 HD) to assist the one who wined the horn. Usable by: All Classes.

**Horseshoes of Speed:** Double a horse's movement rate. Usable by: Horses.

**Jug of Alchemy:** This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than 7 times per day and will only produce the liquid first requested on that day. It does not produce magical liquids. Usable by: All Classes.

**Lenses of Charming:** These lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes (as per a Charm Person spell). The Saving Throw against the power of the lenses is made at -2. Usable by: All Classes.

**Libram, magical (level gain):** Magical librums grant a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written.

**Luckstone:** This stone grants +1 to Saving Throws and "to-hit" rolls. Usable by: All Classes.

**Manual of Beneficial Exercise:** Reading this tome increases the reader's strength by 1 point (to a maximum of 18). Usable by: All Classes.

**Manual of Golems:** This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded by the original owner, from the touch of anyone not of the Magic-User class, enchanted to inflict damage or even the loss of a level. Usable by: Magic-Users only.

**Manual of Intelligence:** Reading this tome increases the reader's intelligence by 1 point (to a maximum of 18). Usable by: All Classes.

**Manual of Quickness:** Reading this tome increases the reader's dexterity by 1 point (to a maximum of 18). Usable by: All Classes.

**Manual of Wisdom:** Reading this tome increases the reader's wisdom by 1 point (to a maximum of 18). Usable by: All Classes.

**Medallion of Detect Thoughts (ESP):** Functions as a Detect Thoughts (ESP) spell within 30 feet (75%) or 90 feet (25%). Usable by: All Classes.

**Mirror of Mental Scrying:** This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast Clairaudience, Clairvoyance, and Detect Thoughts (ESP), with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. Usable by: All Classes.

**Necklace of Fireballs:** This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). Usable by: All Classes.

**Pipes of the Sewers:** These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4 × 10 minutes), but it is wise to do so. When the rats arrive, there is a 5% chance that they will not obey him, and if he ceases to concentrate on his tune there is a 10% chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.). Usable by: All Classes.

**Robe of Blending:** These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: All Classes.

**Robe of Eyes:** Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 feet, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. Usable by: Magic-Users only.

**Robe of Wizardry:** This robe grants the wearer the ability to cast Charm, Polymorph, and Hold Person with a 95% chance of success. The robes may be tied to specific alignments. Usable by: Magic-Users only.

**Rope of Climbing:** A 50-foot length of rope that leaps magically upward and can tie and untie itself upon command. Usable by: All Classes.

**Rope of Entanglement:** This rope, on command, twines itself around as many as 2d4+1 human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical) and can sustain 20 hit points of damage before fraying and becoming useless. Usable by: All Classes.

**Spade of Excavation:** This ordinary-looking spade digs by itself when commanded, shoveling out 1 cubic yard (27 cubic feet) per ten minutes. Usable by: Fighters.

**Symbol—Scarab of Insanity:** This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30 feet, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a Saving Throw but have a 1 in 4 chance to overcome the scarab's



insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At the option of the Referee, it might be recharged but with a 5% chance per charge that the item will be destroyed. Usable by: All Classes.

### Cursed Items

Cursed items come in many shapes and forms—most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker’s enemies, perhaps). Note that cursed items cannot usually be dropped or removed without the assistance of a Remove Curse spell. Although the Referee is encouraged to create his own cursed items, the samples on the following page should prove useful guidance:

#### Cursed Items Table

Roll	Cursed Items
1	Bag of Devouring
2	Censer of Hostile Elementals
3	Cloak of Poison
4	Crystal Ball of Suggestion
5	Dancing Boots
6	Flask of Stopped Curses
7	Horn of Collapse
8	Medallion of Projecting Thoughts
9	Mirror of Opposition
10	Robe of Feeble-mindedness

### Cursed Item Descriptions

**Bag of Devouring:** Functions as a bag of holding, but devours any item placed into it within 1d4+1 hours.

**Censer of Hostile Elementals:** A censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner’s control.

**Cloak of Poison:** Upon donning this cloak, the wearer’s body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a Saving Throw.

**Crystal Ball of Suggestion:** Does not function as a crystal ball but implants a suggestion in the viewer’s mind. Powerful versions of this item might even implant a Quest.

**Dancing Boots:** These boots function as boots of Elvenkind or speed, until the wearer is in combat or fleeing. Suddenly at that point he will begin to dance a jig, or perhaps a stately waltz.

**Flask of Stopped Curses:** This flask releases a curse of some kind when its seal is broken.

**Horn of Collapse:** When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

**Medallion of Projecting Thoughts:** The wearer’s thoughts can be “heard” by all nearby.

**Mirror of Opposition:** All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

**Robe of Feeble-mindedness:** Anyone donning this cloak has his intelligence reduced to that of a garden snail.



## Character Sheet

# Mythic Heroes & Legends

Name	Class	Move	Level
Race	Alignment	XP	XP Bonus
Languages Known	Notes		

<b>Prime:</b>	<b>Attributes:</b>	<b>Bonus:</b>	<b>Weapons:</b>
[ ]	STR		Attack Bonus for Level _____ STR Mod for Melee _____ DEX for Shooting _____
[ ]	DEX		Name      Attack Bonus      Damage      Range/ Special
[ ]	CON		_____
[ ]	INT		_____
[ ]	WIS		_____
[ ]	CHA		_____
<b>Saving Throw:</b>		<b>Modifiers:</b> <small>(Class &amp; Wisdom)</small>	_____
			_____

<p><b>Hit Points:</b> Max _____ Current _____</p> <p><b>Armor Class:</b> Armor Type: _____ Modifier: _____</p> <p>_____</p> <p>_____</p> <p>Add to a Base <span style="float: right;">10</span></p> <p>Total AC: _____</p>	<p><b>Equipment:</b></p>     	<p><b>Spells/Special Abilities:</b></p>     
---	--	---

**Treasure:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Encumbrance:**

Heft Points:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Total Heft: \_\_\_\_\_

## Mythic Heroes & Legends QRS

### Attribute Bonus Table

Attribute Roll	Description	Bonus
3-8	Below Average	-1
9-12	Average	None
13-15	Good	+1
16-17	Excellent	+2
18+	Superior	+3

### Melee Weapons

Weapon	Damage	Special	Weight (lb.)	Cost (sp)
Axe, Battle†	Normal	+1 vs Chain Mail	10	7
Axe, Hand‡	Light	+1 vs Chain Mail	5	3
Axe, Great*	Heavy	+1 vs Chain Mail	10	10
Club	Light	+1 vs Unarmored	10	–
Dagger	Light	+1 vs Unarmored	2	3
Flail	Normal	+1 vs Shield	15	8
Mace	Normal	+1 vs Plate Mail	10	5
Morning Star	Heavy	+1 vs Plate Mail	15	6
Polearm (Bardiche, Halberd, etc.)*	Heavy	Extra d6 on Critical	15	7
Spear†‡	Normal	Extra d6 on Critical	10	2
Staff*	Normal	+1 vs Unarmored	10	1
Sword, Long	Normal	+1 vs Leather	10	40
Sword, Scimitar	Normal	+1 vs Unarmored	10	45
Sword, Short (Cutlass, Tulwar, Gladius, etc.)	Normal	Extra d6 on Critical	5	25
Sword, Two-handed*	Heavy	+1 vs Leather	15	60
Warhammer	Normal	+1 vs Full Plate	10	5
Lucern Hammer*	Heavy	+1 vs Full Plate	10	30

Heavy weapons- roll two d6 and take the highest roll

Normal weapons do a single d6 damage.

Light Weapons roll two d6 and take the lowest.

(Note: a few "Normal" weight weapons require two hands to wield but only do normal damage.)

\* Two-handed weapon

† Can be used as either a one-handed or two-handed weapon  
+1 to Hit if used Two-handed

‡ Can be used as either a melee or missile weapon

### Armor:

Armor	Effect on AC	Weight (lb.)*	Cost (sp)
Leather	+2	25	60
Chain mail	+4	50	120
Plate mail	+6	60	400
Full Plate	+8	50	2000
Small Shield	+1	5	30
Regular Shield	+2	10	40
Tower Shield	+2 (+4 vs Missiles)	15	60

### Combat Modifiers

Situations	Modifiers
Opponent is Held or Restrained	+4
Higher than Opponent (or Opponent Prone)	+2
Attack from the Rear	+2
Foe is Invisible	-4
%50 Target in Cover vs Missile Weapons	-2
%75 Target in Cover vs Missile Weapons	-4
Missile Weapons at Medium Range	-4
Missile Weapons at Long Range	-8
Missile Weapons Adjacent	Not Allowed

**Task Check:**

A difficulty level is determined and requires the following roll or higher on a:

Difficult Task:	6
Very Difficult Task:	8
Heroic Task:	12

The player will roll the die and then add appropriate bonuses.

Attribute bonus:

Class Bonus:

Calculate Advantage

**Morale Table**

Roll 2D6	Outcome:
2-3	Retreat: Foes flee in rout
4-5	Defensive Stance: Foes Fall Back -2 on further tests
6-9	Fight On!: The fight continues. -1 on further tests
10-11	Confident: Foes +2 on further tests.
12	Berserk: Foes fight till death

Modifiers:

-1 Leader is a casualty

-1 Orcs, Goblins, and other light hating foes in full daylight

Referees may grant modifiers as they see fit.

**Reaction Table**

Roll 2D6	Outcome:
2-3	Immediate Attack
4-5	Distrust -2 on further checks
6-9	Neutral Stance
10-11	Friendly will offer aid with reservation
12	Will offer aid without reservation

Modifiers:

+/- Charisma Bonus

+1 Same Alignment

-3 Opposing Alignment

-2 Party is seen as invaders

-1 Different Race

-1 Monster with Animal Intelligence

Referees may grant modifiers as they see fit.

**Movement Rate**

Bulk Carried (Heft)	Elf/Human	Dwarf	Encumbrance Modifier
0-1 Heft Points	6	5	0
2 Heft Points	5	5	-1
3 Heft Points	4	4	-2
4 Heft Points	3	3	-3

Add the following for each line:

+1 Heft for wearing Chain Armor

+2 Heft for wearing Plate Armor

+1 Heft for carry a Two-Handed Weapon (bows count!)

+1 Heft for carrying a Medium or Larger Shield

+1 Heft for carrying a bulky object requiring 2 hands

+1 Heft for carrying up to 6 items

+2 Heft for carrying up to 12 items

+3 Heft for carrying up to 18 items

-1 Heft for having a Strength 15 or higher

Base movement rate is calculated on the table below in segments of 5 feet per turn

## Class Abilities Synopsis

### Cleric Class Abilities

*Weapon and Armor Restrictions:* May only use blunt weapons (club, flail, mace, etc.) No missile weapon except thrown flaming oil. No armor restrictions.

*Spell Casting:* Clerics may perform miracles termed “divine spells”. Each day, the Cleric prays for a certain set of these divine spells

*Saving Throw:* +2 bonus on Saving Throws vs. Constitution.

*Banishing Undead:* Clerics can use their holiness to “Turn” the undead once per encounter

### Magic-User Class Abilities

*Weapon and Armor Restrictions:* May wield daggers or staves. They are not allowed the use of armor.

*Spell Casting:* The Magic-User owns a book of spells. Reading from this book, the Magic-User presses a select spell formula into his mind, effectively “preparing” it to be cast. Once a prepared spell is cast, the spell formula disappears from the Magic-User’s mind and must be prepared again after a night’s rest (8 hours) before another attempt can be made to cast it.

*Gaining Spells:* 1<sup>st</sup> level Magic-Users start with the number of 1<sup>st</sup> level spells. Additional spells are gained by copying them from scrolls or learning them from schools of magic.

*Saving Throw:* +2 bonus on Saving Throws vs Intelligence

### Fighter Class Abilities

*Weapon and Armor Restrictions:* No restrictions.

*Sweeping Blow:* Against foes of one hit dice (HD) or less, Fighters that kill an opponent may make another immediate attack vs an adjacent opponent. They may make as many sweeping blows in one combat round as their Level.

*Weapon Mastery:* Fighters at 1<sup>st</sup> Level, 4<sup>th</sup> Level and again at 8<sup>th</sup> Level may choose a favored weapon. This gives the fighter an additional +1 attack bonus with this weapon.

*Saving Throw:* Fighters receive a +2 bonus on Saving Throws vs Strength or Constitution in addition to their attribute bonus.

*Combat Adds for Strength:* Fighters add their Strength attribute bonus to their attack and damage for hand-to-hand weapons or thrown missile weapons (not bows or crossbows of any type).

### Rogue Class Abilities

*Weapon/Armor Restrictions:* May use any weapons, including magic swords and daggers, and may wear leather armor.

*Rogue Skills:* Proficient at opening locks and disarming traps, picking pockets, moving without a sound, and using shadows to conceal themselves. They also possess a greater facility for detecting sounds and noises from beyond closed doors.

*Backstab:* +4 bonus to hits and inflicts double damage. At levels 5-8 the damage is X3, at levels 9+ the increase is X4.

*Climb Sheer Surfaces:* Rogues may climb incredibly sheer surfaces. Add their Rogue skill to any checks for climbing.

*Dexterity in Fighting:* Double the standard bonus to Armor Class.

*Use Scrolls (10th):* 10th level Rogues gain the ability to use arcane scrolls. Spells of 6th level and above carry a 2 in 20 chance (1-2 on d20) of being miscast.

*Saving Throw:* +2 bonus on Saving Throws vs Dexterity

### Paladin Class Abilities

*Weapon/Armor Restrictions:* May use any weapons except bows and crossbows. May wear any armor.

*Lay on Hands:* The Paladin may heal others 2 Hit Points for every level attained. Can also be used to cure 1 disease per 5 levels. May be performed 1/day, and only on others.

*Immunity:* Paladins are immune to disease.

*Paladin's Mount:* May gain a wondrous steed once every 10 years.

*Dispel Chaos & Detect Chaos (9th):* At 9th level the Paladin gains the innate abilities to Detect Chaos and Dispel Chaos.

*Holy Sword:* If a Paladin possesses a Holy Sword, wielding the divine weapon will make the Paladin immune to spells.

*Limited Wealth:* Paladins are limited to 4 magic items (not including armor and shield and up to 4 weapons). They may keep enough wealth to maintain themselves. Any excess wealth is donated to religious institutions.

*Saving Throw:* +2 bonus on Saving Throws vs Charisma.

### Ranger Class Abilities

*Weapon/Armor Restrictions:* May use any weapon and may wear any armor.

*Great Fortitude:* At 1<sup>st</sup> level, Rangers receive two hit dice.

*Spell Casting:* High level Rangers may cast Cleric and/or Druid spells. The spells may be used once a day and are regained after one night of rest.

*Track:* Rangers may successfully track prey using their Tracking/Outdoors Skill. To track a prey indoors the Ranger must have observed the prey no more than 6 turns previously.

*Alertness:* Chance of being surprised reduced by half.

*Favored Foe:* When fighting Goblin class foes, Rangers gain a damage bonus equal to their level.

*Magic Items:* Upon reaching 8th level the Rangers may employ any magic items which heal or cure disease, as well as items or scrolls which deal with Clairvoyance, Clairaudience, ESP, Telekinesis, and Teleportation.

*Limited Wealth:* Rangers may only own what they can carry with them, donating any excess to a worthy cause.



*Solitary and Self Sufficient:* No more than two Rangers may operate together. Rangers may not hire servants or men-at-arms until they reach 9<sup>th</sup> level.

### **Druid Class Abilities**

*Weapon/Armor Restrictions:* May use daggers, sickles/crescent shaped swords (1d6), spears, and slings, and may wear leather armor and use wooden shields.

*Spell Casting:* The Druid may perform miraculous feats utilizing the elemental powers of nature. Each day, Druids contemplate the elemental power of nature and receive the number of spells defined by their level.

*Languages:* Druids speak their own druidic language in addition to the common tongue. At 4th level and 8th level, the Druid may choose an extra language from the following: Dryad, Elvish, Tree-Giant, Giant Centaur, Manticore, or Dragon (Green).

*Fire Resistance:* +2 bonus to Saving Throws against fire.

*Initiate Powers (2nd):* At 2nd level the Druid gains the following abilities to use at will; identify pure water, identify plants, identify animals, and pass through overgrowth (at full speed).

*Shape Change (6th):* At 6th level, Druids may take the shape of a mammal, reptile, or bird. The Druid may shape-change up to 3 times per day, but is limited to one type (bird, reptile, mammal) per day. Changing from one form to another heals the Druid of 1d6 X 10% points of damage previously sustained.

*Charm Immunity (6th):* Druids at this level are immune to charm spells from woodland or water creatures such as dryads.

### **Illusionist Class Abilities**

*Weapon/Armor Restrictions:* May use daggers and staves and may not wear any armor.

*Spell Casting:* The Illusionist casts spells and builds a spell book in the same manner as the Magic-User. Spells must be prepared after a night's rest (8 hours).

*Gaining Spells:* 1<sup>st</sup> level Illusionists start with the number of 1<sup>st</sup> level spells. Additional spells are gained by copying them from scrolls or learning them from schools of magic.

*Saving Throw:* +2 bonus to Saving Throws versus Intelligence and Wisdom.

### **Barbarian Class Abilities**

*Weapon/Armor Restrictions:* No restriction.

Barbarians wearing no armor or at most leather armor may employ the following abilities:

*Alertness:* Only a Thief one or more levels higher than the Barbarian can use their Backstab ability on the Barbarian.

*Animal reflexes:* Surprised only on a roll of 1 on 1d6.

*Hunter:* In the wilderness Barbarians can surprise enemies on a roll of 1-3 on 1d6.

*Runner:* The Barbarian adds 5' to his or her tactical movement.

*Rage:* May rage once per day lasting 10 rounds. While raging, a Barbarian cannot use any abilities that require patience or concentration, nor can he or she activate magic items of any kind.

While raging, the Barbarian must charge directly into combat with the nearest recognizable enemy. If no enemy is nearby, the Barbarian must end his or her rage or else attack the nearest character. While raging, the character temporarily gains a +2 bonus on attack rolls, damage rolls, and Saving Throws versus mind-altering spells, but suffers a penalty of -2 to armor class.

The Barbarian may prematurely end his or her rage with a successful save vs. Intelligence. At the end of the rage, the Barbarian loses the rage modifiers and becomes fatigued, suffering a penalty of -2 to attack rolls, damage, armor class, and Saving Throws. While fatigued, the Barbarian may not charge nor move at a running rate. This state of fatigue lasts for an hour.

A Barbarian may use this ability up to two times per day at 4th level and three times per day at 8th level.

### **Dwarven Race Abilities**

*Weapon and Armor Restrictions:* No restrictions on the weapons or armor except their short stature does preclude their use of pikes and polearms. Spears however are allowed to be used.

*Fighting Giants:* Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting dwarves, and only inflict half the normal damage against them.

*Keen Detection:* Dwarves are good at spotting traps, slanting passages, and construction while underground.

*Saving Throws:* +4 bonus on Saving Throws against magic.

*Languages:* Able to speak with gnomes, goblins, orcs, and kobolds.

### **Elven Race Abilities**

*Weapon and Armor Restrictions:* No restrictions on weapons. May use both magic and armor at the same time. Elves may not use two-handed weapons (two-handed sword, polearms, etc.) or shields when casting spells.

*Hereditary Weapons:* +1 to-hit modifier when fighting with swords and bows.

*Undead Immunity:* Immune to paralysis caused by undead.

*Immunity from Sleep:* Immune to all Sleep magic.

*Keen Detection:* Adept at spotting hidden and concealed doors.

*Spell Casting:* Elves gain Druid Spells as natural powers to be used (cast) during each day. These spells regenerate after one night's rest.

*Languages:* Elves can speak with gnolls, goblins, orcs, and hobgoblins in addition to their normal allotment of languages.

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