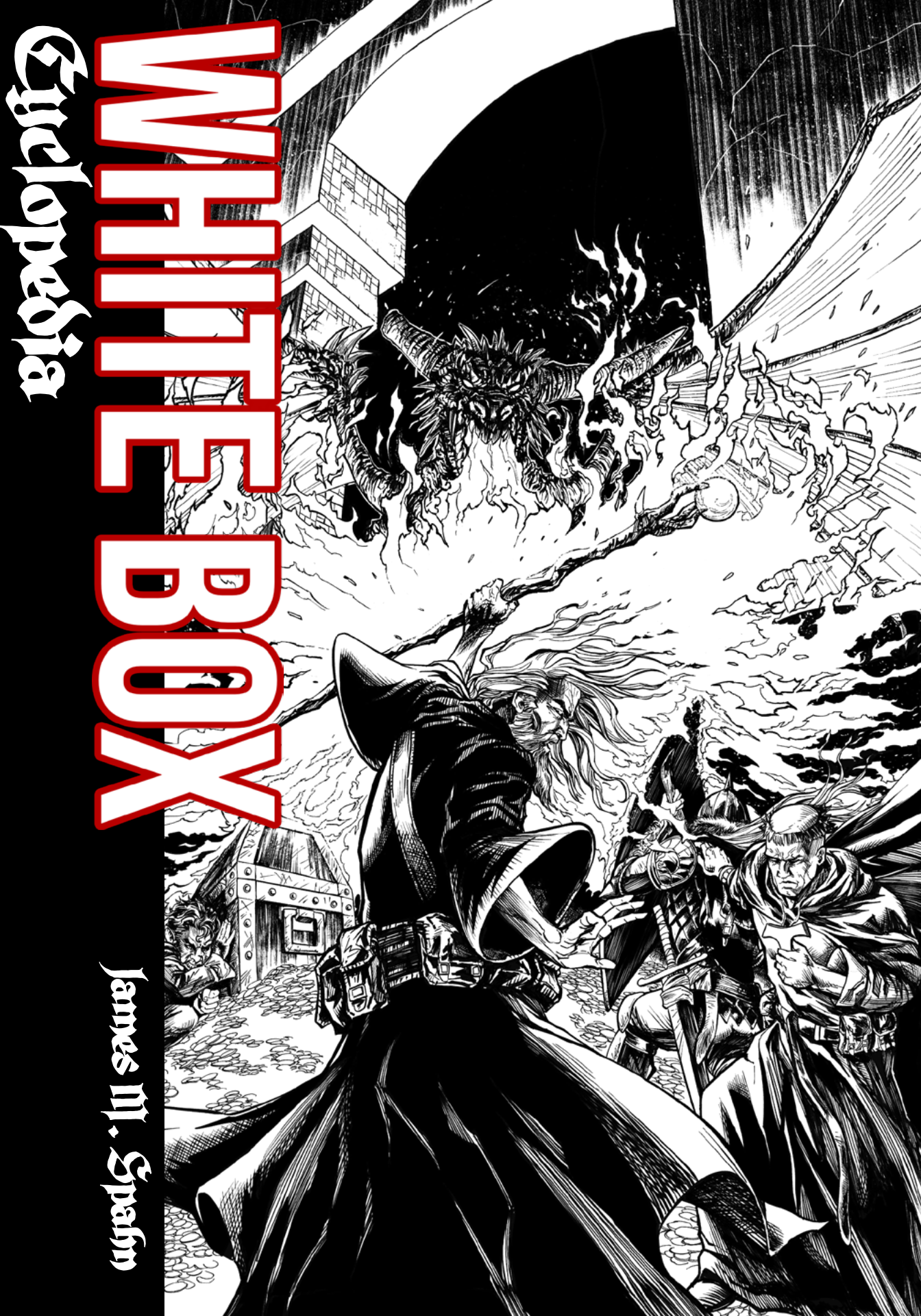




WHITE BOX

Encyclopedia

James M. Spahn

JAMES M. SPAHN'S

WHITE BOX CYCLOPEDIA

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Dedication

For Matt

A mentor, a colleague, and most of all a friend

FOREWORD

By Matt Finch

The first thing to mention here is what *White Box*, or *Swords & Wizardry White Box*, even means. We have come a long way from the early boxed-set versions of *Dungeons & Dragons* that were produced in the first years of the game's existence, and many gamers are not familiar with the game's earliest iterations. *White Box* is a collector's term for the second wave of boxed *D&D* sets released by TSR; the first wave came in a "wood grain" looking box, but few of those were produced. I had written a set of retro-clone rules for *Original Dungeons & Dragons*, calling it *Swords & Wizardry*, and these rules included not only the rules for the original boxed set, but also included rules from the various supplemental books, *Greyhawk*, *Blackmoor*, etc. At that time there was also considerable interest in playing the original version of the rules: just the original boxed set with none of the supplements. But what to call that game? I settled on a term that was not really in use other than among the collectors and decided to call it "White Box." That has now become the common jargon for *Original D&D* played using only the materials from the initial boxed set.

Back in the day, everyone who played using just the boxed set rules began adopting the supplemental rules from *Greyhawk* and *Blackmoor* as soon as they were printed. The vast majority of gamers immediately adopt supplemental rules when they are released; it takes time to evaluate the effect of new rules on a game, and it tends to be years or even decades before one realizes that an earlier version of a game might actually have been a better match for the gaming group than the one adopted just because it was official and new. Now, in my case, I still actually prefer



OD&D with the supplements, but there is no argument that the *White Box* version of the game is its own animal. There is a palpable effect to the game's underlying simplicity, and a logic to its function in the game setting. People tend to dismiss the *White Box* version of *D&D* as just a "first

step," without keeping in mind that Gary Gygax, Dave Arneson, and the team at TSR were already veteran game designers at the time they published *D&D*. Yes, it is poorly organized because it was their first time trying to explain the concept. Yes, the art is amateurish because of the schedule, the inexperience, and the cost. But the game itself is not rendered anything less by what came afterwards. *White Box* has its own strengths and weaknesses. Games do not "evolve" in the sense of becoming objectively better over time; rather, they develop on a course that follows market forces, chasing wider and wider popularity. But the measure of whether a game is "good" is whether it is the best match for the particular style of play of a particular gaming group. And for many gaming groups, the simplicity of *White Box*, and its unique gaming features, makes *White Box* the best match even after so many years and so many later editions.

What James Spahn has done here, which is a masterpiece, is expanding *White Box* on its own terms, keeping to the fundamental design methodology while adding more options for play. Where *White Box* has always been a bit of a "what if" proposition — what if the supplements had not been written — now there is an additional "what if" to add to that mix. This book represents the "what if" the fundamental design principles of the original boxed set had been maintained while expanding the available options for roleplaying and gaming. I think you will like the results!

INTRODUCTION

Six attributes, one twenty-side die, and a fist full of six-sided dice.

That is all it takes to create infinite adventures. That is what fantasy roleplaying games are all about. I cannot say it any plainer than that. This game provides a wishing well from which an infinite number of fantastic adventures can be drawn. I love this game for its simplicity and its potential.

That is what *White Box Cyclopedia* really is - an expression of potential. It streamlines previously complex material so that you have all the resources in a single volume to keep exploring those lost dungeons, crossing those wild hex maps, and rolling up new heroes repeatedly for another fifty years.

So whether you flip through the pages of this humble volume and recall your halcyon days of kitchen table heroism or use it to carve out new tales of thrilling adventure, I hope the *White Box Cyclopedia* serves as your single-volume guide to the infinite potential of your own imagination when combined with a few simple rules, a handful of dice, and your own imagination.

James M. Spahn

July 10th, 2023

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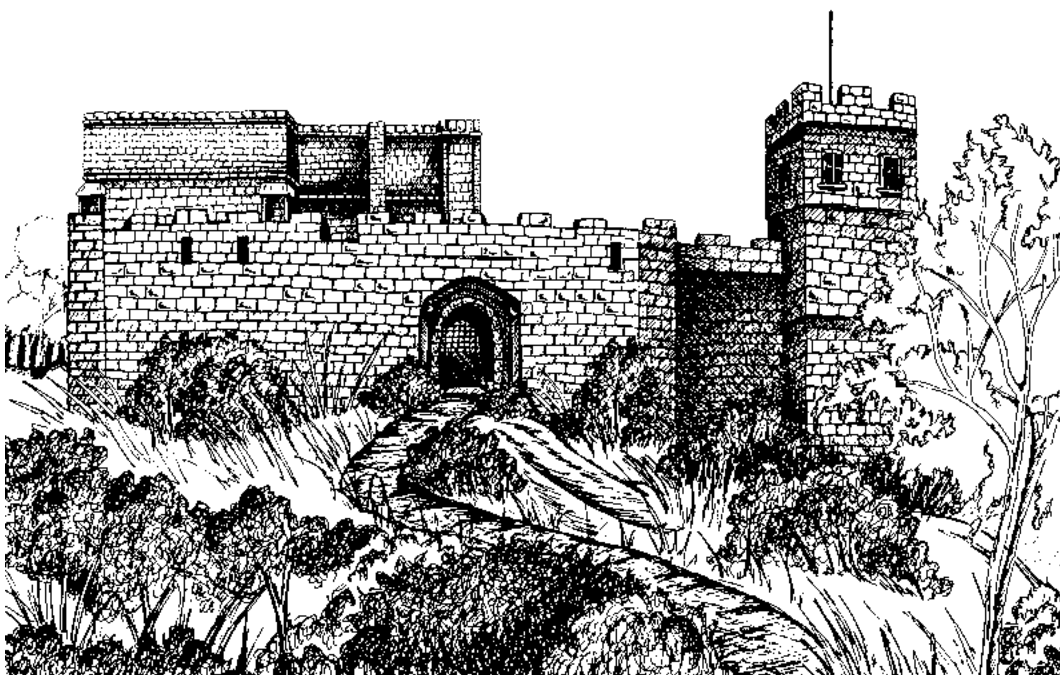
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CHAPTER ONE

CONCEPTS AND ATTRIBUTES

Before you can draw your sword or cast a spell as you explore the darkest dungeons and slay mighty dragons that threaten the land, everyone playing *White Box Cyclopedia* will need to know a few basic concepts. There are two types of participants during a game of *White Box Cyclopedia*: The Referee and the Players.

The Referee is part judge, part storyteller, part actor, and part rules arbiter. The Referee controls not only every non-player character, but they also serve as the player's eyes and ears into the world, and determine the outcome of any dice rolls. The Referee is there to provide an open world for the players to explore and provide reasonable reac-

tions and consequences to the actions of those players. When there is a question as to whether or not an action would be successful, whether that action is taken by another participant or a character controlled by the Referee, then the Referee uses the rules in this book as a guideline for how that sequence of events plays out. The Referee needs to remember that though they control the monsters and threats that other participants encounter during the game, the Referee is not an adversary to the players. The Referee develops an outline for the events of a session of play, sets the scene, and controls the environment, but should never regard other players as the enemy. *White Box Cyclopedia* is a cooperative game where the goal is for everyone to have fun.

Most participants in a game of *White Box Cyclopedia* will be players. A player is someone who makes a single character that they control as that character explores and interacts with the world as presented by the Referee. This character is, unsurprisingly, sometimes called a player character (sometimes abbreviated PC). Player characters are defined primarily by their class. A character's class is a broad description of what their primary methods of interacting with the world are. Fighters, for example, are very skilled at warfare and combat. Magic-Users cast arcane spells. Clerics worship and are granted power from divine entities. It is a shorthand for a player character's specialization. Other elements of what defines a PC include a character's heritage, attributes, and other unique elements detailed throughout this book.

The Most Important Rule of the Game

The single most important rule in *White Box Cyclopedia* is to have fun. Every single rule or option in this book is designed to facilitate a fun vintage-style tabletop roleplaying game. If a rule you find in this book is detracting from the fun, then *ignore it or change it*. First and foremost, this is

your game. The Referee and the players should sit down and talk about any house rules they are using, and what classes and heritages are being permitted in this campaign. They should also talk about what rules they *are not* using. Once play begins, if you find a rule is not working out in a way that is creating a fun, fair environment, have a new discussion and update to suit your group.

White Box Cyclopedia is your game, not the author's. Make it your own.

Dice

White Box Cyclopedia uses two types of dice in play: twenty-sided dice and six-sided dice. These are typically abbreviated as "d20" and "d6," respectively. The first number in this notation is the number of dice rolled. So if a participant is called on to roll 2d6, they'd roll 2 six-sided dice and add the sum of the numbers rolled together for a total. Numeric modifiers can also be applied to die rolls as well. So if a participant was called on to roll 1d20+2 they'd roll a twenty-sided die and add two to the result on the die to provide a final total. Sometimes you may see a negative modifier, such as 1d6-1. As one would expect, you would roll one six-sided die and subtract one from the result. So if that six-sided die came up as a 4, you'd subtract one for a total of 3. In the case of negative modifiers, a total is never reduced to 0 unless specifically noted. So if someone was rolling 1d6-2 and rolled a 2, even though their total is 0, they still effectively rolled a 1 since no roll can be reduced to 0. Conversely, positive modifiers *can* drive a die's total result above its number of sides. So someone rolling 1d6+2 who rolled a 5 on the die would have a total of 7.

Optional Rules

Throughout *White Box Cyclopedia*, readers will find countless asides labeled "Optional Rule." These provide the reader methods by which they

can customize their home game, tweaking rules to suit the individual style of play. *White Box Cyclopedia* is **filled** with Optional Rules, but players should never automatically assume any of these rules are being used as a default. Always consult with the Referee before assuming your player character can make use of an Optional Rule. Similarly, the Referee should inform players ahead of time which Optional Rules are being used so they are not caught by surprise or unaware when something that is not a standard rule is applied during gameplay.

CHARACTER SHEETS

A character sheet is just a piece of paper or document used to organize the information for an individual player character. This can be as simple as a blank sheet of paper or an index card, or you can use the sheet found in the back of the book.

ABILITY SCORES

Every player character in *White Box Cyclopedia* is built on a foundation of six ability scores, or sometimes attributes. These ability scores are Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Each ability score is rated by a number between 3 and 18. To determine the value of each ability score, the player simply rolls 3d6 and notes the number next to the attribute in the order mentioned above. Once six ability score values have been generated, players will have a general sense of what their character is good at and the areas where they are weaker.

Some classes have ability score requirements, meaning a player can only select that class if their ability score is equal to or above that listed requirement. Ability scores provide a myriad of benefits to a character's actions as detailed below.

Finally, some classes have a Prime Attribute, which is the ability score most strongly associated with their class. Characters of that class with a particularly high ability score receive bonus Experience Points, which are detailed in any class entry where such a benefit is applicable.

ABILITY SCORE BONUSES

All ability scores provide a bonus or penalty to specific dice rolls based on the associated ability score. As seen in Table 1-1: Ability Score Bonuses, only characters with particularly high (or low) ability scores will receive a modifier. How that modifier is applied is detailed under the description of each ability score and some classes receive additional bonuses based on high values in specific ability scores.

TABLE 1-1: ABILITY SCORE BONUSES

Ability Score	Description	Modifier
3-6	Below Average	-1
7-14	Average	+0
15-18	Above Average	+1

OPTIONAL RULE: HEROIC AND ABYSMAL ABILITY SCORE MODIFIERS

If the Referee wants to highlight how truly uncanny and profound extremely high or low ability scores are, they might allow players who have an 18 in an ability score to receive a +2 bonus and those who have a 3 to suffer a -2 penalty.

OPTIONAL RULE: ALTERNATE METHODS FOR GENERATING ABILITY SCORES

Presented below are several alternate methods for generating ability scores beyond the standard of rolling 3d6 for each value and placing them in the standard order. The Referee may allow some, or all of them, depending on the nature of their campaign.

Ability Score Choice: Instead of requiring players to put their dice rolls for ability scores in the standard order of Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma, the Referee can allow players to generate six numbers for their ability scores and then place those numbers as the player desires.

Favored Ability Score: If the Referee allows, each player can select a favored ability score before rolling to determine the value of that ability score. Instead of rolling 3d6, the player rolls 2d6+6 to generate that ability score’s value. This increases the likelihood of having a high value in that ability score, but if this method is used then each player should be limited to having a single favored ability score.

Heroic Player Characters: If the Referee wants characters who are a bit better than average or is looking for a slightly more heroic style of play for the players they can, instead of having players roll 3d6 to determine their ability scores, allow them to roll 4d6 and ignore the lowest die. This means that a player who rolls 4d6 and gets a 6, 5, 5, and 1 would have a 16 because they are adding the three highest numbers and ignoring the 1.



ABILITY SCORE DESCRIPTIONS

A brief description of each ability score is listed below.

STRENGTH

Strength measures a player character's physical might and ability to apply physical force in any situation. A character's Strength modifier is applied to all damage rolls made using a melee weapon.

OPTIONAL RULE: STRENGTH MODIFIERS

Referees may opt to apply a character's Strength modifier in the situations detailed below if they so choose.

Opening Stuck Doors: When attempting to open a stuck door, a character applies their ability score modifier to their chances of success. Thus, if a stuck door normally can be successfully forced open on a 1 or 2 on 1d6, a character with a Strength of 15 or higher would succeed on a 1, 2, or 3 on 1d6. Conversely, a character with a Strength of 6 or less would only succeed on a 1 on 1d6.

INTELLIGENCE

Intelligence is a measure of a player character's general knowledge and mental acuity. Characters with an Intelligence of 6 or less are not literate, while those with an Intelligence of 15 or higher may select one additional language that they can read and write beyond those automatically granted by their heritage.

OPTIONAL RULE: INTELLIGENCE MODIFIERS

Referees may opt to apply a character's Intelligence modifier in the situations detailed below if they so choose.

Searching for and Noticing Concealed or Secret Doors: When attempting to search for secret or concealed doors, a character applies their ability score modifier to their chances of success. Thus, if a concealed door would normally be detected on a 1 or 2 on 1d6, a character with an Intelligence of 15 or higher would succeed on a 1, 2, or 3 on 1d6. Conversely, a character with an Intelligence of 6 or less would only succeed on a 1 on 1d6. This modifier applies to noticing and searching for both concealed and secret doors.

WISDOM

Wisdom measures a character's strength of will and mental resilience. A character's Wisdom modifier is applied to any saving throw made to resist mundane or magical effects that manipulate a character's emotional state or perception, such as *Charm Person*, *Cause Fear*, and most illusion spells. Characters with a Wisdom of 15 or higher would receive a +1 bonus to these saving throws, while those with a 6 or less in Wisdom would suffer a -1 penalty to these saving throws.

OPTIONAL RULE: WISDOM MODIFIERS

Referees may opt to apply a character's Wisdom modifier in the situations detailed below if they so choose.

Experience Point Bonus: Any character with a Wisdom of 15 or higher receives a +5% bonus on all Experience Points earned. while those with a Wisdom of 6 or less suffer a -5% penalty on all Experience Points earned.

DEXTERITY

Dexterity is a measurement of a player character's fine motor skill, sense of balance, and general bodily awareness. Any character who has a Dexterity of 15 or higher receives a +1 bonus to all attack rolls made when using ranged weapons, while those with a Dexterity of 6 or less suffer a -1 penalty to all attack rolls made when using ranged weapons.

OPTIONAL RULE: DEXTERITY MODIFIERS

Referees may opt to apply a character's Dexterity modifier in the situations detailed below if they so choose.

Armor Class Bonus: Any character who has a Dexterity of 15 or higher receives a +1 bonus to their Armor Class, while those with a Dexterity of 6 or less suffer a -1 penalty to their Armor Class.

CONSTITUTION

Constitution is a measure of a character's physical resilience and general bodily health. Any character who has a Constitution of 15 or higher receives +1 additional hit point each time they gain a hit die, while those with a Constitution of 6 or less reduce any hit points they gain each time they gain a hit die by -1 (to a minimum of 1).

OPTIONAL RULE: CONSTITUTION MODIFIERS

Referees may opt to apply a character's Constitution modifier in the situations detailed below if they so choose.

Poison and Disease Resistance: Any character who has a Constitution of 15 or higher receives a +1 bonus to any saving throws made to resist the effects of poison or disease,, while those with a Constitution of 6 or less suffer a -1 penalty to saving throws made to resist the effects of poison or disease.

CHARISMA

Charisma is a measure of a character's leadership ability, natural charisma, and personal charm. If a character has a Charisma of 15 or higher all hirelings whose service they retain increase their Loyalty by +1 and can hire one additional retainer above the normal maximum. Characters with a Charisma of 6 or less reduce the Loyalty of any retainers they hire by -1 and reduce the maximum number of hirelings they can employ by 1.

OPTIONAL RULE: CHARISMA MODIFIERS

Referees may opt to apply a character's Charisma modifier in the situations detailed below if they so choose.

Reaction Modifier: Any character who has a Charisma of 15 or higher receives a one-point bonus on Reaction Checks when encountering non-player characters and monsters, while those with a Charisma of 6 or less suffers a one-point penalty on all Reaction Checks. This means that a character with a Charisma of 15 would *reduce* the number rolled on a Reaction Check by 1, while a character with a Charisma of 6 or less would *increase* the number rolled on a Reaction Check by 1.

HIT POINTS AND HIT DICE

Hit Points are a measurement of how long a character can survive an actively dangerous situation through their own skill, luck, and sheer will to live. This is often abbreviated as (hp or HP). When a character suffers damage, the amount of damage they suffer is subtracted from their current hit points. In most cases, when a character reaches zero hit points, they are dead. The number of hit points a character has is determined by their hit dice. Hit dice are often abbreviated as HD and are always d6 dice. For example, a player who has created a 1st-level Fighter has a hit dice listing of 1d6+1. This means that the player would roll 1d6+1 to determine their Fighter's starting hit points. When a player character accumulates enough Experience Points to gain a level, they sometimes gain an additional hit die, which is rolled and added to their previous maximum hit point total.

Some classes do not gain hit dice each time they gain a level, but instead receive a flat number which is added to their hit point total. Player char-

acters with a Constitution of 15 or higher add +1 to the number of hit points gained each time they gain a hit die, but not necessarily every time they gain a level.

OPTIONAL RULE: HIT POINTS

Referees may use one or all the following optional rules when players are creating or leveling characters, though players should consult with the Referee before assuming any of the listed rules are available.

Maximum Hit Points at 1st Level: Instead of rolling their hit dice at 1st level, player characters receive the maximum number of hit points possible as if they had rolled a 6 on their hit die.

New Level, New Hit Points: Each time a player character gains a level all their hit dice are re-rolled, and their hit point maximum is recalculated. If this re-roll would result in the character having fewer hit points than before, they retain the old total and gain no additional hit points.

STARTING GOLD PIECES

At character creation, each player rolls 3d6 and multiplies the total by 10. This determines the number of gold pieces their character begins with which can then be used to purchase equipment. For more information on equipment and purchasing equipment, see Chapter Four beginning on page 92.



OPTIONAL RULES ALTERNATIVE STARTING GOLD PIECES & EQUIPMENT

Party Gold: With Referee permission, players may collectively pool their starting gold pieces when purchasing resources and equipment at character creation.

Gear Packs: With Referee permission, instead of buying their items individually, players can select one of the gear packs detailed in the sidebar on page 105.

ALIGNMENT

All characters in *White Box Cyclopedia* select one of three alignments when creating a character: Law (or Lawful), Chaos (or Chaotic), and Neutrality (or Neutral). Those who are Lawful are dedicated to order, stability, and a universe where justice prevails. The forces of Chaos and those who are Chaotic in alignment wish for carnage, destruction, and conflict to reign supreme. This eternal struggle is led by the gods or other divine forces who dwell in their extra-planar palaces beyond the sight of men, with beings of lesser power following the commands of these incomprehensible masters. Alignment does not necessarily represent a player character's moral compass – though it certainly is indicative of an inherent code of ethics to which the character has bound themselves.

Alignment represents a character's sworn allegiance to either the forces of Law or Chaos. Beings, whether extra-planar or mortal, who have an alignment of Lawful or Chaotic are sworn to their very soul in service of their respective causes. Because of this, very few player characters are Lawful or Chaotic in alignment. Even those who are supportive of one side of the conflict over another are still rarely any alignment other than Neutral.

Most mortal beings, both player character and non-player character, are Neutral in alignment. The only exceptions to this are those who draw upon the power of divine magic - most commonly Clerics. Clerics, by their very nature, are sworn to the service of either the forces of Law or Chaos because the gods are granting them their divine prayers. Paladins and other optional classes are similarly bound, their souls given over to the zealous forces of the cosmos.

Alignment is primarily important in regard to spells and magical items. Certain spells and magic items have a greater or lesser impact on a character based on the character's alignment.

OPTIONAL RULE: NO ALIGNMENTS

In many games that do not have a strongly defined ethical or moral component alignment can be ignored at the Referee's discretion. In these cases, the Referee determines when spells with Law and Chaos elements are of greater or lesser effect.

CHARACTER RETIREMENT

When a character reaches the maximum level of experience, they do not necessarily have to stop playing. Players can either retire the character and start a new one, continue to adventure without gaining further experience points, or work with the Referee to determine exactly how the character will continue to advance as is appropriate to the campaign.





CHAPTER TWO

CHARACTER HERITAGE

White Box Cyclopedia is a fantasy roleplaying game and thus includes many elements of what is traditionally known as medieval fantasy. Because of this it is assumed that humans are not the only sentient beings living and thriving in a campaign. Players have the option of selecting from several fantastic heritages detailed below. This chapter includes several fantastic heritages that are available for players to select for their character. Even given the fantastic nature of *White Box Cyclopedia*, it is assumed that humankind is the dominant heritage, both culturally and numerically.

By default, it is assumed that players may select from human, dwarf, elf, or halfling when making a character. In addition to the standard abilities granted by selecting one of the four heritages mentioned above, each of those four heritages includes a sidebar of optional heritage abilities that may be permitted individually or at the Referee's discretion. Several optional heritages are also detailed in this chapter after the four original heri-

tages are described. Most non-human heritages, whether original or optional, are limited in both their level limit and class selection as detailed in each of their entries under the Class Restrictions listing, with the original *Swords & Wizardry White Box* classes listed first followed by new optional classes. The classes available to each heritage will have their maximum achievable level listed in parenthesis - so the dwarf heritage lists Fighter (6), meaning Fighter is an available class for the dwarf to select and they may advance to up to 6th level in that class. If a class is not listed under a heritage's Class Restrictions heading, it is not available for that heritage unless an exception is made by the Referee. The end of this chapter includes Table 2-1: Class Restrictions by Heritage, for easy reference.

Finally, some fantastic heritages are so unique and strongly defined that they are heritage-as-class. When selecting a heritage that is heritage-as-class, simply skip selecting a heritage and choose a heritage-as-class from Chapter Three. In effect, you skip choosing a heritage if selecting a heritage-as-class. For more information on heritage-as-class, see Chapter Three beginning on page 37.

HERITAGE AND LANGUAGE

It is assumed that within the setting of most campaigns there is language spoken by most civilized heritages known simply as the Common Tongue, or more simply, common. Common is also assumed to be the default language of the human heritage. Each individual lineage is also assumed to have its own language, save for characters who are of mixed lineage (like half-elf or troll kin). The Referee should feel free to further define the linguistic nature of their setting with the default option simply being present for ease of play.



DWARF

Dwarves are short, broad, and doughty folk that stand around four feet tall and are heavily muscled. They are skilled miners and craftsmen that live in mountainside communities or deep underground where they carve cities from the very stone itself. Dwarves are dour in temperament and tend to dislike magic, elves, and the fey.

DWARF HERITAGE ABILITIES

Dwarves have the following abilities and restrictions detailed below.

- **Class Restrictions:** Fighter (6); Assassin (4), Thief (4), Tomb Robber (6), Wanderer (4).
- **Giant-Foe:** Giants, ogres, trolls, and other giant-like creatures have difficulty fighting dwarves and their attacks only inflict one-half the normal damage when they successfully attack a dwarf.
- **Magic Resistant:** Dwarves do not use arcane magic and are quite resilient to its effects. They receive a +4 bonus on all saving throws made to resist magical effects and magical spells.
- **Under-Sense:** Dwarves have a keen sense of awareness when in underground environments.

When underground they can detect traps, sloping passages, and shoddy construction when passing within 10 feet of these things with 1-2 on 1d6 chance of success. When actively searching for these things, this chance of success increases to 1-3 on 1d6 chance of success. The dwarf's Intelligence modifier can be applied to this ability.

- **Languages:** Dwarves can speak and are literate the common tongue of the world and their own native language known simply as dwarvish. In addition, they can also speak and are literate in the languages of gnomes, goblins, orcs, and kobolds.

OPTIONAL RULE: ADDITIONAL DWARF HERITAGE ABILITIES

If the Referee wishes they can include any or all the following abilities for players who select dwarf as their heritage.

Dark Vision: Dwarves have acclimated to living in the lightless world underground. They can see up to 60 feet when in total darkness.

Disease Resistance: Dwarves are naturally more resilient and robust. They receive a +4 bonus to all saving throws made to resist the effects of any diseases they encounter.

Hatred of Orcs: Whenever a dwarf is making a melee or ranged attack against an orc they receive a +1 bonus to their roll.

Poison Resistance: Dwarves are more able to fend off the effects of poisons. They receive a +4 bonus to all saving throws made to resist the effects of poisons.

Robust Health: Any time the dwarf gains a hit die (including at character creation), they gain an additional +1 hit point on top of whatever is rolled.



ELF

Elves are slender, often beautiful creatures with angular features, almond-shaped eyes, and pointed ears. They are known for their exceedingly long lives, love of nature, and aloof disposition - the latter of which is often taken for arrogance. Elves have some distant connection to fairy creatures.

ELF HERITAGE ABILITIES

Elves have the following abilities and restrictions detailed below.

- **Class Restrictions:** Fighter (4), Magic-User (8); Acrobat (6), Assassin (4), Bard (4), Cavalier (4), Druid (6), Ranger (6), Swashbuckler (4), Thief (4), Tomb Robber (4), Wanderer (4).
- **Ancestral Enemies:** When making a melee or ranged attack roll against goblins, orcs, intelligent undead, and lycanthropes elves receive a +1 bonus to that attack roll. They also receive a +1 bonus to all damage rolls against such creatures.
- **Armored Magic-User:** Elves who are the Magic-User class may wear magical armor without restriction, including the ability to cast spells in such armor. This does not include the use of magical shields.

- **Keen Senses:** Elves have exceptional eyesight and can spot secret or concealed doors with a 1-2 on 1d6 chance of success simply when they pass within ten feet of them. If the elf is actively searching for concealed or secret doors this chance increases to 1-4 on 1d6. This chance of success is modified by an elf's Intelligence modifier.
- **Languages:** Elves can speak and are literate the common tongue of the world and their own native language known simply as elvish. In addition, they can also speak and are literate in the languages of gnolls, goblins, orcs, and hobgoblins.

OPTIONAL RULE: ADDITIONAL ELF HERITAGE ABILITIES

If the Referee wishes they can include any or all the following abilities for players who select elf as their heritage.

Charm Resistance: Elves are surprisingly resistant to the effects of the *Charm Person* spell and any effects that mimic this spell. They receive a +4 bonus on all saving throws to resist such effects.

Ghoul Resistance: Elves are immune to the paralyzing touch of ghouls.

Night Vision: Elves are acclimated to seeing in twilight and other low-light environments, such as by starlight or moonlight. They can see up to 120 feet when in partial darkness.

Sleep Immunity: Elves are immune to the effects of the *Sleep* spell.



HALFLING

Halflings are a small people, averaging only three feet in height. They favor living in insular, pastoral communities that keep the affairs of the world at large at a distance. They prefer the comforts of a simple life, such as food, drink, and song. A rare young halfling may start a life of adventure, but they are the exception.

HALFLING HERITAGE ABILITIES

Halflings have the following abilities and restrictions detailed below.

- **Class Restrictions:** Fighter (4); Acrobat (6), Assassin (4), Bard (4), Druid (4), Errant Fool (6), Friar (6), Jester (6), Ranger (4), Swashbuckler (4), Thief (8), Tomb Robber (6), Wanderer (5).
- **Weapon Restrictions:** Because of their small size, halflings cannot use large weapons like two-handed swords, polearms, and heavy crossbows.
- **All But Unseen:** As long as a halfling remains unmoving and with some means of concealment, they are all but invisible and very easily overlooked.

- **Resistant to Magic:** Halflings have extraordinarily little magic about them and are quite resistant to spells and other magical effects. They receive a +4 bonus to all saving throws made to resist magical effects and magic spells.
- **Sharp Aim:** Halflings receive a +2 bonus on all attack rolls made when wielding a ranged weapon. This includes thrown weapons.
- **Underfoot:** Giants, ogres, trolls, and other giant-like creatures have difficulty fighting halflings and their attacks only inflict one-half the normal damage when they successfully attack the halfling.
- **Languages:** Halflings can speak and are literate in the common tongue of the world and their own native language known simply as halfling. In addition, the Referee may allow them to speak other languages as are appropriate to the individual campaign.

OPTIONAL RULE: ADDITIONAL HALFLING HERITAGE ABILITIES

If the Referee wishes they can include any or all the following abilities for players who select halfling as their heritage.

Dark Vision: Halflings often make their homes in comfortable underground burrows and are quite acclimated to the dark. They can see to up to 30 feet in complete darkness.

Easy Going Demeanor: Halflings are personable by nature and increase the Loyalty of any hirelings they retain by +1.

Poison Resistance: Halflings are surprisingly robust and can more easily shrug off mild poisons. They receive a +2 bonus to all saving throws made to resist the effects of poisons.

Small Size: Due to their small size, halflings receive a +1 bonus to their Armor Class if they are aware of the attack.

HUMAN

Humans are a diverse and driven lot. Highly adaptable, extraordinarily ambitious, and infinitely adaptable, they are by far the most commonly-found people in the world. Their combination of tenacity and adaptability means they can accomplish truly extraordinary things in their short lives.



HUMAN HERITAGE ABILITIES

Humans have the following abilities and restrictions detailed below.

- **Class Restrictions:** Humans are infinitely diverse in their talents and learn quickly when presented with added information. They can play any class they choose (except for a heritage-as-class) and may advance to the maximum possible level in whatever class they choose.
- **Languages:** Humans can speak and are literate the common tongue of the world. In addition, the Referee may allow them to speak other local dialects or other languages as are appropriate to the individual campaign.

OPTIONAL RULE: ADDITIONAL HUMAN HERITAGE ABILITIES

If the Referee wishes they can include any or all the following abilities for players who select human as their heritage.

Fast Learner: Because of their natural curiosity and propensity for easily learning new information, all humans receive a +5% bonus on all experience points they earn.

Unwavering Ambition: Humans are remarkably tenacious and driven to succeed. They receive a +1 bonus on all saving throws.

OPTIONAL HERITAGES

Detailed below are optional heritages that players may select with Referee permission.

DAGONITE

Dagonites appear to be very similar to humans except for the sickly pallor to their skin and their slightly enlarged, watery eyes. They are unnerving to be around, and legend holds that they are the long descended ancestors of some great and evil undersea empire that will one day rise and reclaim the land.

DAGONITE HERITAGE ABILITIES

Dagonites have the following abilities and restrictions detailed below.

- **Class Restrictions:** Cleric (6), Fighter (4); Acrobat (4), Assassin (8), Druid (4), Metaphysician (4), Monk (4), Ranger (6), Spiritualist (6), Thief (4), Tomb Robber (6), Wanderer (6).
- **Aquatic Vision:** Dagonites can see as clearly underwater a normal human can see on the surface.
- **Breathe Water:** Dagonites can breathe water as easily as air.
- **Darting Eyes:** Dagonites have exceptional eyesight and can spot secret or concealed doors with a 1-2 on 1d6 chance of success simply when they pass within ten feet of them. If the dagonite is actively searching for concealed or secret doors this chance increases to 1-4 on 1d6. This chance of success is modified by a dagonite's Intelligence modifier.
- **Languages:** Dagonites can speak and are literate the common tongue of the world. In addition, they can also speak and are literate in the languages of lizard men and water elementals.

OPTIONAL RULE: ADDITIONAL DAGONITE HERITAGE ABILITIES

If the Referee wishes they can include any or all the following abilities for players who select Dagonite as their heritage.

Speak to the Sea: Regardless of their class, dagonites can cast the *Speak with Animals* spell, see pg.167) once per day as a 4th-level Cleric, but may only speak with aquatic creatures using this ability.

Tide Sense: Dagonites can automatically sense exactly when both high tide and low tide will occur when looking upon a tidal body of water.

Twisted Mind: Due to their strange psyche, dagonites can more easily resist *Charm Person*, *Confusion*, and *Feeblemind* spells. They receive a +4 bonus to all saving throws made to resist these spells or any magic items that mimic their effects.



DHAMPIR

Dhampirs are born from the unholy union of a mortal and a vampire. They appear human, but often have dark hair, pointed ears, and slightly pointed teeth. Often sullen in nature and with a propensity to dress in dark or grandiose clothing, they do not easily fit in anywhere and are fearfully regarded as outsiders by most whom they encounter.

DHAMPIR HERITAGE ABILITIES

Dhampirs have the following abilities and restrictions detailed below.

- **Class Restrictions:** Fighter (6), Magic-User (6); Acrobat (6), Assassin (8), Barbarian (4), Metaphysician (4), Monk (6), Ranger (4), Spiritualist (6), Thief (6), Tomb Robber (6), Wanderer (8).
- **Dark Vision:** Dhampirs thrive in darkness, where they are more at home than in the light. They can see up to 60 feet when in total darkness.
- **Keen Senses:** Dhampirs have exceptional eyesight and can spot secret or concealed doors with a 1-2 on 1d6 chance of success simply when they pass within ten feet of them. If the dhampir is actively searching for concealed or secret doors this chance increases to 1-4 on 1d6. This chance of success is modified by a dhampir's Intelligence modifier.
- **Shadowstep:** A dhampir can disappear into a shadow or other area of darkness large enough to conceal them, remaining effectively invisible until they reveal themselves through movement or other obvious actions, such as attacking.
- **Sunlight Aversion:** Dhampirs suffer a -2 penalty on all saving throws when exposed to natural sunlight.
- **Unholy Nature:** Whenever a character successfully uses the Turn Undead or Banish Undead ability in the presence of the dhampir, the

dhampir suffers a -1 on all attack rolls for one full combat round.

- **Languages:** Dhampirs can speak and are literate the common tongue of the world. In addition, the Referee may allow them to speak other local dialects or other languages as are appropriate to the individual campaign.

OPTIONAL RULE: ADDITIONAL DHAMPIR HERITAGE ABILITIES

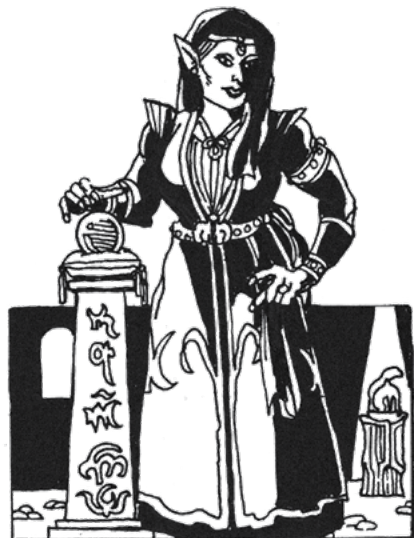
If the Referee wishes they can include any or all the following abilities for players who select dhampir as their heritage.

Children of the Night: Wolves and bats regard the dhampir as a fellow predator and will not attack them unless provoked or angered.

Negative Energy Protection: Dhampirs are immune to the level-draining effects of undead creatures, such as the touch of a wight or bite of a vampire. They also cannot be paralyzed by the touch of a ghoul.

Undead Bane: Dhampirs receive a +2 bonus to all saving throws made to resist spells cast by or the magical abilities of undead creatures.

Vampiric Immunity: Dhampirs are immune to the charm effects of vampires.



GNOME

Gnomes are small folk around three feet tall. They live in underground warrens or hidden forests and regard most small woodland creatures as friends and allies. The men grow long white beards, and the women style their hair in great silver braids. They are kindly and mischievous by nature and get on well with elves.

GNOME HERITAGE ABILITIES

Gnomes have the following abilities and restrictions detailed below.

- **Class Restrictions:** Fighter (4), Magic-User (6); Acrobat (6), Assassin (4), Bard (6), Druid (4), Errant Fool (6), Friar (4), Jester (6), Metaphysician (4), Ranger (4), Ranger (4), Swashbuckler (4), Thief (6), Tomb Robber (6), Wanderer (6).
- **Weapon Restrictions:** Because of their small size, gnomes cannot use large weapons like two-handed swords, polearms, and heavy crossbows.

- **Forest Walker:** While traveling alone or with other gnomes in a forested environment gnomes are all but invisible and silent unless they attack or perform some other action that would draw attention to them.
- **Tiny Adversary:** Giants, ogres, trolls, and other giant-like creatures have difficulty fighting gnomes and their attacks only inflict one-half the normal damage when they successfully attack the gnome.
- **Languages:** Gnomes can speak and are literate the common tongue of the world and their own native language known simply as gnomish. They also possess the uncanny ability to speak to small woodland creatures, such as songbirds, squirrels, and badgers - though there is no written language of these creatures in which to be literate. In addition, they can also speak and are literate in the languages of dwarves, elves, goblins, and the sylvan language of fairy creatures.



OPTIONAL RULE: ADDITIONAL GNOME HERITAGE ABILITIES

If the Referee wishes they can include any or all the following abilities for players who select gnome as their heritage.

Ancient Hatred: When making a melee or ranged attack roll against goblins or kobolds, gnomes receive a +1 bonus to that attack roll. They do not receive a bonus to damage rolls against goblins or kobolds.

Arcane Trickster: Regardless of their class, once per day the gnome may cast the *Phantasmal Force* spell (see pg.162).

Dark Vision: Gnomes are adapted to living in warrens and holes beneath the earth. They can see up to 40 feet when in total darkness.

Small Size: Due to their small size, gnomes receive a +1 bonus to their Armor Class if they are aware of the attack.

GOBLIN

Goblins are small creatures who stand between three and three and a half feet tall. They have eyes of red and yellow that allow them to peer deep into the darkness and wicked inhumanly wide grins. Known for their capricious and opportunistic nature, they are unwelcome in most civilized lands due to their dark reputation.

GOBLIN HERITAGE ABILITIES

Goblins have the following abilities and restrictions detailed below.

- **Class Restrictions:** Fighter (4), Magic-User (4); Acrobat (6), Assassin (6), Druid (4), Errant Fool (6), Ranger (4), Thief (8), Tomb Robber (4), Wanderer (4).
- **Coward's Advantage:** Goblins add +2 to any weapon damage rolls they make, if they have made a successful melee or ranged attack against a surprised foe, a target who is unaware of the attack, or a victim who is unable to defend themselves (such as being bound or restrained).



- **Clever Combatant:** Giants, ogres, trolls, and other giant-like creatures have difficulty fighting goblins and their attacks only inflict one-half the normal damage when they successfully attack a goblin.
- **Dark Vision:** Goblins are adapted to living in deep, dark tunnels and holes beneath the earth. They can see up to 40 feet when in total darkness.
- **Quick Reflexes:** Goblins receive a +2 bonus on all saving throws made to resist or avoid the effects of traps.
- **Languages:** Goblins can speak and are literate the common tongue of the world and their own native language known simply as goblin. In addition, they can also speak and are literate in the languages of giants, gnolls, hobgoblins, and orcs.

OPTIONAL RULE: ADDITIONAL GOBLIN HERITAGE ABILITIES

If the Referee wishes they can include any or all the following abilities for players who select goblin as their heritage.

Play Dead: Any time a goblin suffers damage in battle they can choose to fall over and pretend to be slain. Anyone observing the goblin will believe them to be dead until the goblin moves or acts or until the observer gets close enough to investigate.

Small Size: Due to their small size, goblins receive a +1 bonus to their Armor Class if they are aware of the attack.

Trapsmith: Goblins are clever trapsmiths. If given one hour of time and the proper resources they can construct a simple pit, snare, or other trap that when triggered will inflict 1d6 damage on the victim. The victim can make a saving throw to reduce this damage by one-half (minimum 1).

HALF-ELF

Half-Elves are born of the union between a human and an elf. Their elvish heritage manifests in slightly pointed ears and a natural beauty, while their human blood makes them driven and easily adaptable to whatever challenge they might face. With no natural culture of their own, they are often able to move between the worlds of both elves and men easily but are never truly accepted in either.

HALF-ELF HERITAGE ABILITIES

Half-Elves have the following abilities and restrictions detailed below.

- **Class Restrictions:** Cleric (7), Fighter (7), Magic-User (7); Acrobat (7), Assassin (7), Barbarian (7), Bard (7), Cavalier (7), Druid (7), Errant Fool (7), Friar (7), Jester (7), Metaphysician (7), Monk (7), Ranger (7), Spiritualist (7), Swashbuckler (7), Thief (7), Tomb Robber (7), Wanderer (7).
- **Ancestral Animosity:** When making a melee or ranged attack roll against goblins and orcs, half-elves receive a +1 bonus to that attack roll. They also receive a +1 bonus to all damage rolls against such creatures.
- **Lightly Armored Magic-User:** Half-elves of the Magic-User class may wear magical armor no heavier than chainmail without restriction, including the ability to cast spells in such armor. This does not include the use of magical shields.
- **Sharpened Senses:** Half-elves have sharp eyesight and are skilled at searching for secret or concealed doors. If the half-elf is actively searching for concealed or secret doors their chance of success is 1-3 on 1d6. This chance of success is modified by a half-elf's Intelligence modifier.
- **Languages:** Half-elves can speak and are literate in the common tongue of the world and the language of elves, known simply as elvish. In

addition, they can also speak and are literate in the languages of gnolls, goblins, orcs, and hobgoblins.

OPTIONAL RULE: ADDITIONAL HALF-ELF HERITAGE ABILITIES

If the Referee wishes they can include any or all of the following abilities for players who select half-elf as their heritage.

Charm Resilience: Half-Elves are resistant to the effects of the *Charm Person* spell and any effects that mimic this spell. They receive a +2 bonus on all saving throws to resist such effects.

Reduced Night Vision: Half-elves are acclimated to seeing in twilight and other low-light environments, such as by starlight or moonlight. They can see up to a distance of 60 feet when in partial darkness.

Fast Learner: Because of their natural curiosity and propensity for easily learning new information, all half-elves receive a +5% bonus on all experience points they earn.

Ghoul Resistance: Half-Elves are resistant to the paralyzing touch of ghouls. They receive a +4 bonus to all saving throws made to resist this effect.

Sleep Immunity: Half-elves are immune to the effects of the *Sleep* spell.



HALF-ORC

Half-orcs are those born of a union between a human and an orc. Inheriting the orcish talent for mayhem and violence combined with the human instincts of creativity and ambition make them quite dangerous. They appear human, but often have square, muscular features, a slight underbite, and gray or slightly green skin. Putrid colored eyes are not uncommon and all half-orcs have black, gray, or white hair.

HALF-ORC HERITAGE ABILITIES

Half-orcs have the following abilities and restrictions detailed below.

- **Class Restrictions:** Cleric (4), Fighter (6); Assassin (8), Barbarian (6), Friar (4), Ranger (4), Thief (6), Tomb Robber (4), Wanderer (6).
- **Ferocious Combatant:** Half-orcs are ferocious in melee combat. They receive a +1 bonus to all melee attack rolls.
- **Resistant to Disease:** Robust by nature, half-orcs receive a +2 bonus on all saving throws made to resist diseases.
- **Languages:** Half-orcs can speak and are literate in the common tongue of the world and the language of orcs, known simply as orcish. In addition, they can also speak and are literate in the languages of giants, goblins, and hobgoblins.

OPTIONAL RULE: ADDITIONAL HALF-ORC HERITAGE ABILITIES

If the Referee wishes they can include any or all the following abilities for players who select half-orc as their heritage.

Dark Vision: Half-orcs inherit their orcish parent's ability to see in the dark. They can see up to 40 feet when in total darkness.

Dirty Fighter: Half-orcs add +2 to any melee weapon damage rolls they make if they have made a successful attack against a surprised foe, a target who is unaware of the attack, or a victim who is unable to defend themselves (such as being surprised or restrained).

Fast Learner: Because of their natural curiosity and propensity for easily learning new information, all half-orcs receive a +5% bonus on all experience points they earn.

Resistant to Poisons: Because of their resilient physical nature, half-orcs receive a +2 bonus to all saving throws made to resist the effects of poison.



RIVER HALFLINGS

River halflings live in isolated communities along the banks of great, roaring rivers. Like their more common cousins, they are insular and tend to avoid the outside world. A life of living on and thriving from the bounty of the streams and rivers of the world has turned them into surprisingly keen watermen.

RIVER HALFLING HERITAGE ABILITIES

River halflings have the following abilities and restrictions detailed below.

- **Class Restrictions:** Fighter (4); Acrobat (4), Assassin (4), Bard (4), Druid (6), Errant Fool (4), Friar (4), Jester (4), Ranger (6), Swashbuckler (4), Thief (6), Tomb Robber (4), Wanderer (6).
- **Weapon Restrictions:** Unlike traditional halflings, River Halflings can wield spears, though they are still unable to use other large two-handed weapons like two-handed swords, longbows, and polearms.
- **All But Unseen:** As long as a river halfling remains unmoving and with some means of concealment, they are all but invisible and very easily overlooked.
- **Skilled Swimmer:** River halflings live on the river and are excellent swimmers. They only run the risk of drowning in the worst conditions. They can also hold their breath for twice as long as other halflings and receive a +2 bonus to all saving throws to resist and recover from drowning.
- **Spear Fishermen:** River halflings are skilled at spear fishing and have spent years training with the weapon. They receive a +2 attack rolls made when wielding a spear, regardless of whether it is a melee or ranged attack being made.

- **Underfoot:** Giants, ogres, trolls, and other giant-like creatures have difficulty fighting river halflings and their attacks only inflict one-half the normal damage when they successfully attack the river halfling.
- **Languages:** River halflings can speak and are literate the common tongue of the world and their own native language known simply as halfling. In addition, the Referee may allow them to speak other languages as are appropriate to the individual campaign.

OPTIONAL RULE: ADDITIONAL RIVER HALFLING HERITAGE ABILITIES

If the Referee wishes they can include any or all the following abilities for players who select river halfling as their heritage.

Bounty of the Bank: River halflings can always find food, water, and shelter for themselves when traveling along the bank of a river. In addition, when searching for sling stones (see pg.102) river halflings find twice the number of stones from a single hour of searching.

Magic Resistance: River halflings share some of their cousins' resistance to magic. They receive a +2 bonus to all saving throws made to resist the effects of spells and magical effects.

Raft-Crafter: In an environment with the appropriate natural resources, a river halfling can craft a simple raft capable of holding up to four human-sized individuals or six halfling-sized individuals. It requires six hours to forage and construct the raft.

Small Size: Due to their small size, river halflings receive a +1 bonus to their Armor Class if they are aware of the attack.

SHADOW ELF

Shadow Elves are a subculture of elves who have fled underground, where they live in great cities of spiraled stone. There they worship evil gods and slowly plan their return to the surface to slay their forest dwelling cousins, extracting their revenge for some ancient and forgotten grievance.

SHADOW ELF HERITAGE ABILITIES

Shadow elves have the following abilities and restrictions detailed below.

- **Class Restrictions:** Cleric (8), Fighter (4), Magic-User (4); Acrobat (4), Assassin (8), Druid (4), Ranger (6), Spiritualist (6), Thief (6), Tomb Robber (6), Wanderer (4).
- **Bloodletting:** Shadow elves that are both Chaotic in alignment and of the Cleric class may use bladed weapons, since their cruel gods often relish in violence and bloodshed.
- **Hatred:** Shadow elves receive a +1 bonus on all attack rolls and weapon damage rolls made when fighting against elves and dwarves, both of whom they loathe with a rabid passion.
- **Keen Senses:** Shadow elves have exceptional eyesight and can spot secret or concealed doors with a 1-2 on 1d6 chance of success simply when they pass within ten feet of them. If the shadow elf is actively searching for concealed or secret doors this chance increases to 1-4 on 1d6. This chance of success is modified by a shadow elf's Intelligence modifier.
- **Magic Resistance:** Shadow elves have a +2 bonus on all saving throws made to resist the effects of magic spells and any effects from magical items due to their strange physiology.
- **Sunlight Aversion:** Shadow elves suffer a -2 penalty on all saving throws when exposed to natural sunlight.

- **Languages:** Shadow elves can speak and are literate in the common tongue of the world and their own native language, known simply as shadow elvish. In addition, they can also speak and are literate in the languages of dwarves, elves, goblins, and orcs.

OPTIONAL RULE: ADDITIONAL SHADOW ELF HERITAGE ABILITIES

If the Referee wishes they can include any or all the following abilities for players who select shadow elf as their heritage.

Dark Magic: Regardless of their class, shadow elves can cast *Dark* (the reverse of the *Light* spell, see pg. 160) once per day as a 1st-level Magic-User.

Dark Vision: Shadow elves have acclimated to living in the lightless world underground. They can see up to 60 feet when in total darkness.

Poison Resistance: Shadow elves are good at fending off the effects of poisons. They receive a +2 bonus to all saving throws made to resist the effects of poisons.

Spider-Speak: Shadow elves have a natural affinity for spiders of all kinds. Not only can they speak the language of spiders, but also receive a +1 bonus to all Reaction Checks made when encountering spiders.



SYLVAN ELVES

Sylvan Elves are a culture of elves that live deep in the untouched forests of the world. They are nomadic by nature, moving with the seasons and living off the land. They are more in touch with nature than even their more commonly found elvish brethren.

SYLVAN ELF HERITAGE ABILITIES

Sylvan elves have the following abilities and restrictions detailed below.

- **Class Restrictions:** Fighter (6), Magic User (6); Acrobat (4), Assassin (4), Bard (4), Druid (8), Ranger (8), Thief (4), Tomb Robber (4), Wanderer (6).
- **Friend to Beasts:** Natural animals are not hostile towards a Sylvan elf and will not act aggressively towards them or attack unless provoked.
- **Instinctive Archer:** Sylvan elves may use longbows and shortbows in combat regardless of any restrictions imposed by their class.
- **Keen Senses:** Sylvan elves have exceptional eyesight and can spot secret or concealed doors with a 1-2 on 1d6 chance of success simply when they pass within ten feet of them. If the sylvan elf is actively searching for concealed or secret doors this chance increases to 1-4 on 1d6. This chance of success is modified by a sylvan elf's Intelligence modifier.
- **Languages:** Sylvan elves can speak and are literate in the common tongue of the world and the language of elves, known simply as elvish. In addition, they can also speak and are literate in the languages of, goblins, orcs, hobgoblins, and the strange language of fairies.

OPTIONAL RULE: ADDITIONAL SYLVAN ELF HERITAGE ABILITIES

If the Referee wishes they can include any or all the following abilities for players who select sylvan elf as their heritage.

Camouflage: When in an outdoor wilderness environment sylvan elves are almost impossible to see or hear as they blend into the natural landscape unless they move or perform another action to draw attention to themselves.

Charm Resistance: Sylvan elves are resistant to the effects of the *Charm Person* spell and any effects that mimic this spell. They receive a +4 bonus on all saving throws to resist such effects.

Forage: Sylvan elves are always able to find enough food, water, and shelter to survive while in forested wilderness areas.

Night Vision: Sylvan elves are acclimated to seeing in twilight and other low-light environments, such as by starlight or moonlight. They can see up to 120 feet when in partial darkness.

Sleep Immunity: Sylvan elves are immune to the effects of the *Sleep* spell.



TROLL-KIN

Despite what the name suggests, Troll-kin are not the descendants of trolls. At least probably not. What is certain is that their human ancestry is mingled with an ogre, giant, or some other great and terrible brute. Troll-kin are typically shunned by most other folks for their overly muscled, dour appearance and massive size. They range in height between seven and eight feet tall and can weigh as much as 400 pounds.

TROLL-KIN HERITAGE ABILITIES

Troll-kin have the following abilities and restrictions detailed below.

- **Class Restrictions:** Fighter (6); Assassin (4), Barbarian (8), Druid (4), Friar (4), Ranger (6), Thief (4), Tomb Robber (4), Wanderer (6).
- **Broad Shoulders:** Regardless of how much weight they are carrying, if a troll-kin is carrying no more than 300 lbs., their movement is not reduced. See page 121 for more information on movement.
- **Doorbreaker:** If a troll-kin comes across a stuck door, they can get it unstuck with a 1-4 in 1d6 chance of success. Barred doors can be broken down with a 1-3 on 1d6 chance of success. Doors which have been locked by mundane locks can be knocked down with a 1-2 on 1d6 chance of success. A troll-kin's Strength modifier is applied to these chances of success. This ability cannot be used on magically sealed doors.

- **Heavy Blows:** Due to their extraordinary size and the leverage they can bring to bear, troll-kin add +1 to all melee damage rolls they make.
- **Languages:** Troll-kin can speak and are literate in the common tongue of the world. In addition, they can also speak and are literate in the languages of giants, ogres, and trolls.

OPTIONAL RULE: ADDITIONAL TROLL-KIN HERITAGE ABILITIES

If the Referee wishes they can include any or all the following abilities for players who select troll-kin as their heritage.

Dark Vision: Troll-kin have a natural affinity for underground environments and can see in the dark. They can see up to 30 feet when in total darkness.

Inhuman Grip: Due to their massive size troll-kin can wield two-handed melee weapons in a single hand, though they suffer a -1 penalty to all attack rolls when doing so.

Poison Resistance: Due to their massive size and hardy nature, troll-kin receive a +2 bonus on all saving throws made to resist poisons.

Regeneration: Troll-kin heal 2 hit points for each day of uninterrupted rest instead of the normal 1 hit point per day of uninterrupted rest detailed on page 126.

HERITAGE-AS-CLASS OPTIONS

Instead of selecting a heritage, players can opt to choose a Heritage-As-Class, provided the Referee is allowing Heritage-As-Class in the campaign. In these instances, a character's heritage

and class are unified. In effect, they have no heritage abilities, and their class encompasses all the character's abilities. More information on Heritage-As-Class can be found beginning on page 81.

TABLE 2-1: CLASS RESTRICTIONS BY HERITAGE

Class	Human	Dwarf	Elf	Halfling	Dagomite	Champir	Gnome	Goblin	Half-Elf	Half-Orc	River Halfling	Shadow Elf	Sylvan Elf	Troll-Kin
Cleric	10	N/A	N/A	N/A	6	N/A	N/A	N/A	7	4	N/A	8	N/A	N/A
Fighter	10	6	4	4	4	6	4	4	7	6	4	4	6	6
Magic-User	10	N/A	8	N/A	N/A	6	6	4	7	N/A	N/A	4	6	N/A
Acrobat	10	N/A	6	6	4	6	6	6	7	N/A	4	4	4	N/A
Assassin	10	4	4	4	8	8	4	6	7	8	4	8	4	4
Barbarian	10	N/A	N/A	N/A	N/A	4	N/A	N/A	7	6	N/A	N/A	N/A	8
Bard	10	N/A	4	4	N/A	N/A	6	N/A	7	N/A	4	N/A	4	N/A
Cavalier	10	N/A	4	N/A	N/A	N/A	N/A	N/A	7	N/A	N/A	N/A	N/A	N/A
Druid	10	N/A	6	4	4	N/A	4	4	7	N/A	6	4	8	4
Errant Fool	10	N/A	N/A	6	N/A	N/A	6	6	7	N/A	4	N/A	N/A	N/A
Friar	10	N/A	N/A	6	N/A	N/A	4	N/A	7	4	4	N/A	N/A	4
Jester	10	N/A	N/A	6	N/A	N/A	6	N/A	7	N/A	4	N/A	N/A	N/A
Metaphysician	10	N/A	N/A	N/A	4	4	4	N/A	7	N/A	N/A	N/A	N/A	N/A
Monk	10	N/A	N/A	N/A	4	6	N/A	N/A	7	N/A	N/A	N/A	N/A	N/A
Paladin	10	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
Ranger	10	N/A	6	4	6	4	4	4	7	4	6	6	8	6
Spiritualist	10	N/A	N/A	N/A	6	6	N/A	N/A	7	N/A	N/A	6	N/A	N/A
Swashbuckler	10	N/A	4	4	N/A	N/A	4	N/A	7	N/A	4	N/A	N/A	N/A
Thief	10	4	4	8	4	6	6	8	7	6	6	6	4	4
Tomb Robber	10	6	4	6	6	6	6	4	7	4	4	6	4	4
Wanderer	10	4	4	5	6	8	6	4	7	6	6	4	6	6

CHAPTER THREE

CHARACTER CLASSES

All player characters in *White Box Cyclopedia* select a class. A class is a broad summation of a character's area of expertise. In the original rules only three classes were available: the Cleric, the Fighter, and the Magic-User. These classes are the first ones described in this chapter. There is a collection of Optional Classes described after the original classes that may be selected if the Referee approves. Finally, there is the option to play a Heritage-As-Class. Heritage-As-Class typically describes a unique and inhuman being whose nature is very strongly defined. In the original game the only heritage-as-class listed was the elf — and even this was optional! Players should *always* consult with the Referee before selecting a heritage-as-class and the Referee is free to restrict or disallow them.

Reading Character Class Tables

Level: Refers to the level of experience of the character.

XP: This is the number of Experience Points (XP) needed to advance to this level.

HD: This is the number of Hit Dice at that level. Certain classes may list a modifier such in addition to this hit die, such as "1d6+1." This means the player would roll 1d6 and add one to the number rolled. Hit dice are cumulative. So, for example, a character who previously had 1d6+1 hit dice and had a new listing of 2d6+1 hit dice upon leveling would roll an additional d6 and add that amount to the total already earned from the 1d6+1 hit dice. Sometimes a character class's listing will increase with a flat modifier, such as increasing from 1d6 to 1d6+1. In these cases, the player simply adds that flat modifier to their maximum hit point total. Characters add their Constitution modifier to their maximum hit point total each time they gain a level in addition to hit points gained from their hit dice. Negative Constitution modifiers are

applied in a similar manner, but a character always gains at least 1 hit point per level.

More information on hit points and hit dice can be found on page 16 in Chapter One: Concepts and Abilities.

ST: This is the saving throw number for the character trying to avoid dangers like the flaming breath of an angry dragon, malicious magical spells, or a suddenly sprung trap. When the Referee requests a saving throw be made, the player simply rolls a d20, adds any appropriate modifiers, and if the total equals or exceeds the character's saving throw then they have avoided or suffer some diminished effect from the danger. Any saving throw bonuses granted by a character's heritage and class are cumulative.

Other Information: Some classes may have unique abilities that advance as they gain levels of experience. These are noted in that class's advancement table under their own uniquely titled column. The most common instance of this is the advancement of spellcasting for characters able to do so.

A NOTE ABOUT STRONGHOLDS

Those familiar with previous presentations of this rules set may remember that many classes gain the ability to construct a stronghold upon reaching 9th level. This option is still available to original classes and optional classes, but is detailed in Chapter 4: Equipment, Hirelings, and Strongholds. Those who select a heritage-as-class are not able to build strongholds unless otherwise specifically noted under their class abilities.

ORIGINAL CLASSES

The three classes described below (Cleric, Fighter, and Magic-User) were present in the original game and are assumed to be available by default.



CLERIC

Clerics are armed and armored evangelists and defenders of a religion. The details of a Cleric player character's religious order and the nature of the deity they serve should be defined before the campaign begins by collaborating with the Referee to ensure they fit appropriately into the campaign. Clerics may be inquisitors, hospitalers, undead slayers, or agents of a holy order.

TABLE 3-1: CLERIC ADVANCEMENT

Level	XP	HD	AB	ST	1st-Level Spells	2nd-Level Spells	3rd-Level Spells	4th-Level Spells	5th-Level Spells
1	0	1d6	+0	15	-	-	-	-	-
2	1500	2d6	+0	14	1	-	-	-	-
3	3000	3d6	+0	13	2	-	-	-	-
4	6000	3d6+1	+1	12	2	1	-	-	-
5	12000	4d6+1	+1	11	2	2	1	-	-
6	24000	5d6+1	+2	10	2	2	1	1	-
7	48000	6d6+1	+2	9	2	2	2	1	1
8	96000	6d6+2	+3	8	2	2	2	2	2
9	192000	7d6+2	+4	7	3	3	3	2	2
10	384000	8d6+2	+5	6	3	3	3	3	3

CLERIC CLASS ABILITIES

Alignment Restrictions: All Clerics must be either Lawful or Chaotic in alignment. Lawful Clerics serve gods of justice, order, and righteousness. Chaotic Clerics serve gods of darkness, chaos, and deceit. The player and the Referee should work together to determine the exact nature of the god that a player character's Cleric worships.

Weapon and Armor Restrictions: Though trained for battle, Clerics only wield the simplest of weapons and are restricted to using blunt weapons such as maces, flails, slings, and war hammers in battle. They may wear any armor and use any shield.

OPTIONAL RULE: CLERICAL WEAPONRY

At the Referee's discretion, Lawful Clerics may be restricted to the use of blunt weapons as detailed above, while Chaotic Clerics are restricted to the use of slashing and piercing weapons such as axes, daggers, and swords. This reflects the fact that Chaotic gods are often more bloodthirsty than their Lawful counterparts.

Spell Casting: Clerics cast divine spells from the Cleric Spell List. Each day, the Cleric must pray for 15 uninterrupted minutes for a certain set of spells. The player then chooses any spells from the Cleric Spell List available to them based on

the limits of their level as noted on Table 3-1: Cleric Advancement. Clerics of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Cleric uses the Cleric Spell List found on page 140.

A Cleric cannot pray to gain spells in this fashion more than once per day. Lawful Clerics typically pray at sunrise or noon, while Chaotic Clerics typically pray at sunset or midnight.

OPTIONAL RULE: WISDOM MODIFIER FOR SPELLCASTING

With Referee permission, Clerics may add their Wisdom modifier to the number of 1st level Cleric spells each time they pray for spells. This means that a Cleric with a +1 Wisdom modifier could pray for one 1st level at 1st level, while a Cleric with a -1 Wisdom modifier would be unable to cast 1st-level spells until they reached 3rd level.

Saving Throw Bonus: Clerics receive a +2 bonus on saving throws to resist the effects of poison and paralysis.

BANISHING UNDEAD

Undead creatures can be made to flee or even be turned to ash by a Cleric if the Cleric presents their holy symbol forcefully towards the target or targets. This is called Banishing Undead. Attempting to use this ability is an action and when it is attempted the Cleric rolls 3d6 and consults Table 3-2: Banishing Undead. If the result of the roll is equal to or greater than the number shown on the table, all undead creatures that can see the Cleric’s holy symbol will flee from Lawful Clerics for 3d6 rounds, or if the Cleric is Chaotic, they act as if under the effects of a Charm Person spell for the same duration. If unable to flee, undead affected by this ability will cower helplessly where they stand. If Table 3-2: Banishing Undead lists an entry as “D” then the undead creatures automatically crumble to ash on the spot.

TABLE 3-2: BANISHING UNDEAD

Undead	Cleric Level									
	1	2	3	4	5	6	7	8	9	10
Hit Dice										
Up to 1	10	7	4	D	D	D	D	D	D	D
1+1 to 2	13	10	7	4	D	D	D	D	D	D
2+1 to 3	15	13	10	7	4	D	D	D	D	D
3+1 to 4	17	15	13	10	7	4	D	D	D	D
4+1 to 5	–	17	15	13	10	7	4	D	D	D
5+1 to 6	–	–	17	15	13	10	7	4	D	D
6+1 to 7	–	–	–	17	15	13	10	7	4	D
7+1 to 8	–	–	–	–	17	15	13	10	7	4
8+1 to 9	–	–	–	–	–	17	15	13	10	7
9+1 to 10	–	–	–	–	–	–	17	15	13	10
10+1 to 11	–	–	–	–	–	–	–	17	15	13
11+1 to 12	–	–	–	–	–	–	–	–	17	15
12+1 or higher	–	–	–	–	–	–	–	–	–	17

There is no limit to the number of times per day a Cleric may use this ability, but undead creatures can only be affected by Banish Undead once per encounter. Any undead creature that a Cleric is unable to banish when using this ability cannot be turned, regardless of additional attempts by the Cleric, for the remainder of the encounter.

OPTIONAL RULE: CONTROL UNDEAD

If the Referee permits, Clerics of Chaotic alignment may, instead of destroying any undead during an attempt to Banish Undead, may instead, take control of those undead creatures for a number of rounds equal to the Cleric's level.

OPTIONAL RULE: BANISH DIVINE OR DEMONIC

At the Referee's discretion Lawful Clerics may use the Banish Undead ability to cause demons and devils to flee their presence. Opposite this, Chaotic Clerics may use the Banish Undead ability to cause angels and divine creatures to flee their presence. In either case, angelic or demonic beings whose hit dice show a "D" listing are not destroyed but banished back to their home plane of existence.

Experience Point Bonus: Clerics that have a Wisdom of 15 or higher receives a +5% bonus on all Experience Points earned. This in addition to the bonus received by all classes that have a high Wisdom if that optional rule is used (see page 18).

OPTIONAL RULE: CLERIC ARCHETYPES

Referees wishing to allow players a bit more customization to their Cleric without expanding the available classes can allow the player to select one of the archetypes listed below. Only one archetype may be selected.

Healer: While Clerics are holy warriors by nature, there are some who are more dedicated to easing the suffering of others and tending the wounded. These healers may, once per day, touch a wounded individual and heal them for a number of hit points equal to twice the Cleric's current level. However, because they are not as focused on martial abilities, healers suffer a permanent -1 penalty to their Attack Bonus.

Undead Slayer: Many Clerics dedicate their lives to battling the undead. Undead slayers roll 3d6+2 when using their Banish Undead ability instead of just 3d6. However, their dedication to directly combating the undead forces them to neglect other studies, and these Clerics may not cast 5th level Cleric spells.

War-Priest: Some Clerics are dedicated to martial deities that require bloodshed. At character creation a Cleric may elect to forego their ability to ever cast 5th level Cleric spells for their entire adventuring career. Though their spell casting abilities are diminished, they are permitted to wield any melee or ranged weapon they choose.



FIGHTER

Fighters are combat veterans trained in all manner of arms and armor. The broad nature of their martial training means an ability to utilize a diverse arsenal means they are deadly in all forms of combat, whether ranged or melee, and are quite capable of carving a path through hordes of lesser foes. Men-at-arms, hired soldiers, and bloodthirsty sellswords are all examples of Fighters.



TABLE 3-3: FIGHTER ADVANCEMENT

Level	XP	HD	AB	ST
1	0	1d6+1	+1	14
2	2000	2d6+1	+1	13
3	4000	3d6+1	+2	12
4	8000	4d6+1	+3	11
5	16000	5d6+1	+3	10
6	32000	6d6+1	+4	9
7	64000	7d6+1	+5	8
8	128000	8d6+1	+5	7
9	256000	9d6+1	+6	6
10	512000	10d6+1	+7	5

FIGHTER CLASS ABILITIES

Weapon and Armor Restrictions: Fighters have no restrictions when it comes to arms and armor. They can use any weapons, any armor, and any shields.

OPTIONAL RULE: MARTIAL INSTRUCTOR

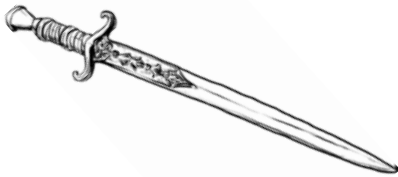
With Referee permission, a Fighter of 3rd level or higher can instruct other individuals in the use of weapons that would otherwise be prohibited by the student's class. This instruction takes three months of training, requiring at least two hours each day of instruction. At the end of this time, the Fighter rolls 2d6. If the number rolled is equal to or below the Fighter's level, then the student may now use that weapon without penalty regardless of preview weapon restrictions imposed by the student's class. A Fighter can instruct a number of students simultaneously equal to their level, but all these students must be receiving instruction in the same weapon. Students can never learn a total of more than three weapons that would otherwise be prohibited by their class via this ability. Each time a Fighter successfully instructs a student, they earn a number of Experience Points equal to 100 times their level. Thus a 3rd level Fighter who successfully instructs three students would earn 900 XP.

Fell Lesser Foes: Against foes with one hit die or less, Fighters get one attack per level each round, to a maximum of one extra attack per level each round. So, a 4th level Fighter facing three goblins can make four attacks in a single combat round, as long as at least three of those attacks are directed at the goblins.

OPTIONAL RULE: MULTIPLE ATTACKS

At the Referee's discretion Fighters of 5th level or higher may make two attacks in a combat round, though these attacks must either both be melee attacks or both be ranged attacks, regardless of their foes' hit dice.

Strength of Arms: Fighters, unlike other classes, add their Strength modifier (if any) to all melee attack rolls.



OPTIONAL RULE: WEAPON SPECIALIZATION

If the Referee permits it, Fighters may select one specific weapon type (i.e., battle axe, short sword, longbow, etc.) at character creation in which they are specialized. When fighting with this specific type of weapon they receive a +1 bonus on all attack rolls and damage rolls. This bonus increases to +2 to attack and damage rolls at 4th level.

Saving Throw Bonus: Fighters receive a +2 bonus on all saving throws made to resist the effects of poison and to resist magical or supernatural effects that result in instant death.

Experience Point Bonus: Fighters that have a Strength of 15 or higher receives a +5% bonus on all Experience Points earned.

OPTIONAL RULE: FIGHTER ARCHETYPES

Referees wishing to allow players a bit more customization to their Fighter without expanding the available classes can allow the player to select one of the archetypes listed below. Only one archetype may be selected.

Field Commander: Instead of attacking during a combat round, the Fighter may issue field commands to a number of allies equal to their level. Those who can hear and understand these field commands receive a +1 bonus on all attack rolls for the remainder of the combat round. Field commanders are less focused on direct combat than other Fighters and do not add their Strength bonus to melee attack rolls.

Sharpshooter: Sharpshooters receive a +1 bonus to their attack rolls when he is wielding any ranged weapon to reflect their expert training in missile weapons. However, by focusing on ranged combat, they have neglected their abilities in melee combat and suffer a -1 penalty to all attack rolls when wielding melee weapons.

Swordsman: A Fighter may elect to permanently forego the use of plate armor and shields for their entire adventuring career in favor of a lighter and more agile fighting style. Fighters who give up the use of plate armor and shields are instead trained in two-weapon fighting and may wield a dagger or short sword in their off-hand in addition to whatever weapon they are wielding in their primary hand. Fighting in this fashion grants the Fighter an additional attack every combat round with their off-hand weapon.

MAGIC-USER

Whether they are known as an arcanist, wizard, or sorcerer, the Magic-User is the unrivaled master of the arcane. Capable of bringing about arcane enchantments with a few gestures of his hand and whispered spidery words, the Magic-User harnesses power beyond the ken of most mortal beings. But the art of magic takes its toll, and Magic-Users are a frail lot. With no martial training they are capable of wielding but the most meager of weapons and can wear no mundane protection. But with time and patience, they can harness unimaginable power.



TABLE 3-4: MAGIC-USER ADVANCEMENT

Level	XP	HD	AB	ST	1st-Level Spells	2nd-Level Spells	3rd-Level Spells	4th-Level Spells	5th-Level Spells
1	0	1d6	+0	15	1	—	—	—	—
2	2500	1d6+1	+0	14	2	—	—	—	—
3	5000	2d6+1	+0	13	3	1	—	—	—
4	10000	2d6+2	+1	12	4	2	—	—	—
5	20000	3d6+2	+1	11	4	2	1	—	—
6	40000	3d6+3	+1	10	4	2	2	—	—
7	80000	4d6+3	+2	9	4	3	2	1	—
8	160000	4d6+4	+2	8	4	3	3	2	—
9	320000	5d6+4	+2	7	4	3	3	2	1
10	640000	5d6+5	+3	6	4	4	3	2	2

MAGIC-USER CLASS ABILITIES

Weapon and Armor Restrictions: Magic-users are extremely limited in their level of martial training. They cannot wear armor or use shields. They typically avoid physical combat at all costs and may only wield daggers and quarterstaves when forced to fight.

OPTIONAL RULE: LIMITED MARTIAL TRAINING

Some Referees may allow Magic-Users to make use of clubs and slings in combat in addition to daggers and quarterstaves to provide a bit more flexibility in both melee and ranged combat.



Spellbook: All Magic-Users begin play with a spellbook (see pg. 97) free of charge as part of their starting equipment. It contains one randomly determined 1st-level spell.

OPTIONAL RULE: EXPANDED SPELLBOOK

At the Referee's discretion, a Magic-User's spellbook may contain more than one randomly determined 1st-level spell. Several methods of determine what exactly a Magic-User's spellbook contains are offered below.

Apprentice's Education: The Magic-User's spellbook contains Detect Magic, Read Magic, and one 1st-level spell selected by the Magic-User.

Multiple Random Spells: The Magic-User's spellbook contains three randomly determined 1st-level spells.

The Basics: The Magic-User's spellbook contains Detect Magic, Read Magic, and one randomly determined 1st-level spell.

OPTIONAL RULE: ARCANE APTITUDE

At the Referee's discretion, a Magic-User may select a number of additional spells to add (or remove, as the case may be) to add to their spellbook equal to their Intelligence Modifier.

Spell Scrolls: If the Magic-User finds scrolls that have been inscribed with spells from the Magic-User Spell List during an adventure, they can copy them into their spell book or cast the spell

directly from the scroll. Casting directly from the scroll expends the scroll's magic and makes it impossible for the Magic-User to scribe it into his spell book later, but casting from a scroll does not expend a spell slot and no preparation is necessary.

OPTIONAL RULE: SCRIBE SCROLLS

With Referee permission, a Magic-User may copy any spell in their spellbook onto a scroll, thus creating a spell scroll of that specific spell for later use. It must be a spell the Magic-User can prepare. This requires one hour per level of the spell prepared and costs 100 gold pieces per level of the spell prepared. It must be done in a safe environment and cannot be done while actively adventuring.

Spellcasting: Unlike the Cleric, a Magic-User owns a book of spells, aptly known as a spellbook. A Magic-User's spellbook does not necessarily contain all the spells listed on the Magic-User Spell List found on pages 141-142. In fact, most do not. Instead, each Magic-User's spellbook contains a collection of spells they have discovered and transcribed into that book over the course of their arcane education. Reading from this book, the Magic-User mystically imprints the ability to activate a specific spell's effect in their mind. This is known as preparing a spell. A Magic-User can only prepare spells they have written in their spellbook. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Magic-User's mind and the spell takes effect. The Magic-User will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Magic-User's memory, as noted on Table 3-4: Magic-User Advancement. A Magic-User must spend 15 minutes each day preparing their spells regardless of the Magic-User's level.

OPTIONAL RULE: ARCANES INSIGHT

At the Referee's discretion, a Magic-User can cast the *Detect Magic* spell at will by simply concentrating for a single round. If the Magic-User spends an hour or more examining a magic item they can identify the specific properties and abilities of a magic item. This process of identification must be done in a safe environment and cannot be done while adventuring.

Saving Throw Bonus: Magic-users receive a +2 bonus on saving throws made to resist the effects of spells. This includes those cast from wands and staves.

OPTIONAL RULE: GIFTED SPELLCASTER

With Referee permission, the Magic-User's Intelligence modifier may function as an inverted modifier on any saving throws made to resist any spells that Magic-User casts. Thus, a Magic-User with a +1 modifier to their Intelligence would impose a -1 penalty on all saving throws made to resist the effects of their spells, while a Magic-User with an Intelligence modifier of -1 would grant a +1 bonus on all saving throws made to resist the effects of their spells.

Experience Point Bonus: Magic-users that have an Intelligence of 15 or higher receives a +5% bonus on all Experience Points earned.



OPTIONAL RULE: MAGIC-USER ARCHETYPES

Referees wishing to allow players a bit more customization to their Magic-User without expanding the available classes can allow the player to select one of the archetypes listed below. Only one archetype may be selected.

Illusionist: Magic-users who focus their studies on chicanery and phantasms are called Illusionists. Whenever they cast a spell which is intended to charm, confuse or deceive a target, the potential victim of that spell suffers a -2 penalty to their saving throw to resist these effects – if any such save is allowed. However, the illusionist's focused studies render his other spells less effective, and any victim of his spells entitled to a saving throw made to resist spells which do not charm, confuse, or deceive receive a +1 bonus to their roll.

Necromancer: There are Magic-Users who focus their arcane studies on the undead. These necromancers may Banish Undead just like a Cleric of equal level. Undead who are banished in this fashion are brought to heel as minions and servants. However, because of their more focused studies, any spells which inflict damage that are cast by the necromancer inflict one-half of the damage rolled, before the target makes a saving throw if so, entitled to one. Those damage-inflicting spells that do permit a saving throw inflict one-quarter damage if the saving throw is successful. This halved or quartered damage is rounded down.

Scholar: All Magic-Users study the arcane, but scholars are masters of hidden knowledge and keen observers of secret things. They receive a +1 bonus on all attempts to search for concealed or secret doors and may decipher ciphers, unknown languages, and even unfamiliar magical writings by rolling 1 or 2 on 1d6. The scholar applies their Intelligence modifier to this roll. Because scholars take a more casual, academic view of the arcane arts, all saving throws made to resist their spells are made with a +2 bonus.

OPTIONAL RULE: THE WIZARD'S PIPE

Some wizards take to crafting their own pipes and placing enchantments upon them to improve their studies. A Magic-User who smokes a wizard's pipe while memorizing their spells each day may, depending on the enchantment on the pipe, memorize one additional spell each day. Each individual wizard's pipe is designed to benefit with a specific spell level and may not be used to memorize any other spell level than the one it was crafted for. A Magic-User may not use more than one wizard's pipe per day.

With Referee permission, Magic-Users with an Intelligence of 15 or more who have reached 4th level or higher may craft a wizard's pipe. They cannot craft a pipe that would allow them to memorize a spell not already granted at their current level of experience. So, a 4th level Magic-User could not craft a wizard's pipe that would grant them an additional 3rd level spell each day as they are unable to cast 3rd level spells at that time. Due to the complex nature of the crafting and enchantment there is an increased chance of the crafting attempt resulting in a failure, thus wasting the components and time.

TABLE 3-5: CRAFTING A WIZARD'S PIPE

Level of Bonus Spell Granted	Crafting Cost	Chance of Crafting Failure
1st	1000 gp	1 on 1d6
2nd	2500 gp	1-2 on 1d6
3rd	5000 gp	1-3 on 1d6
4th	10,000 gp	1-4 on 1d6
5th	20,000 gp	1-5 on 1d6

OPTIONAL CLASSES

Detailed below are several optional classes which may be selected by players for their character, but only with Referee permission. Players should not assume that any of the optional classes are available by default in their campaign.



ACROBAT

Whether daredevils, thrill-seekers, or physical performers, the Acrobat can accomplish physical tasks that are unbelievable for other humans. Acrobats are agile, strong and have honed their bodies to accomplish amazing things. They can walk the width of a rope, tumbling from high buildings without injuring themselves and leaping distances that most would believe impossible.

TABLE 3-6: ACROBAT ADVANCEMENT

Level	XP	HD	AB	ST	Acrobatics
1	0	1d6	+0	14	1
2	1250	1d6+1	+0	13	1
3	2500	2d6+1	+0	12	2
4	5000	2d6+2	+1	11	2
5	10000	3d6+2	+1	10	3
6	20000	3d6+3	+2	9	3
7	40000	4d6+3	+2	8	4
8	80000	4d6+4	+3	7	4
9	160000	5d6+4	+4	6	5
10	320000	5d6+5	+5	5	5

ACROBAT CLASS ABILITIES

Weapon and Armor Restrictions: Acrobats are agile, traveling lightly. They prefer to avoid combat. They may use the club, dagger, quarterstaff, short bow, short sword, and sling and may wear leather armor. They do not use shields.

Acrobatics: Acrobats are capable of amazing physical feats. When using this ability they roll 1d6. If the roll is equal to or below their rating in Acrobatics, they are successful. This ability can be used to make a standing jump at a distance or height of five feet, plus their level or a running jump twice that distance. When using a ten-foot pole to assist in these jumps they add an additional ten feet to distance. This ability also allows them to walk along narrow ledges or tightropes when used successfully, as well as scale sheer surfaces without the aid of tools. Finally, a successful Acrobatics roll allows them to reduce damage from a fall of up to 50 feet to a mere 1d6 points of damage.

OPTIONAL RULE: AGILE ACROBAT

At the Referee’s discretion, an Acrobat may apply their Dexterity modifier to their Acrobatics. Thus a 3rd level Acrobat with a Dexterity of 15 would have an Acrobatics of 3 since their Dexterity modifier is +1. It is possible for a particularly clumsy Acrobat (i.e., one with a low Dexterity) to have an Acrobatics of 0 at low levels.

OPTIONAL RULE: THIEF-ACROBAT

With the Referee’s permission, Acrobats may also be skilled Thieves and may use their Acrobatics skill to accomplish any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden – these talents are reflected in the ability of Acrobatics. The Referee has the final say as to whether an action falls under the purview of the Acrobatics ability. Acrobats are not often aware of when

their attempts to remain stealthy fail, and the Acrobat always believes they are successful. When an Acrobat fails using this ability while free climbing a wall or disarming a trap, they can endanger themselves with either a great fall or by being in the path of a poisonous dart or concealed trap.

Blindfolded: Beginning at 4th level, an Acrobat can make attacks without penalty while blinded and suffers no penalty to their Armor Class while blinded.

Knife-Catcher: Any time the Acrobat is attacked with a thrown ranged weapon, such as a dagger or hand axe, they can automatically catch the item before it strikes them. They can use this ability a number of times per combat round equal to their Acrobatics ability.

OPTIONAL RULE: THROW IT BACK

When an Acrobat successfully catches a thrown weapon using their Knife-Catcher ability, the Referee may permit them to immediately throw that weapon at a single target within range, but this ranged attack is made at a -2 penalty.

Quick Reflexes: Acrobats may add their Acrobatics ability to their Armor Class as bonus modifier any time they are not surprised. Thus, an Acrobat with an Acrobatics of 2 would add a +2 bonus to their Armor Class.

Saving Throw Bonus: Acrobats receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

Experience Point Bonus: Acrobats that have a Dexterity of 15 or higher receives a +5% bonus on all Experience Points earned.



ASSASSIN

Assassins are hired killers, plain and simple. Using stealth, skill, and subterfuge they employ violence to end the life of another being in return for payment. Though not as skilled in direct combat as more martial classes like the Fighter, they are experts in poison and capable of dealing blows which can slay their target instantly if the able to remain unnoticed.

TABLE 3-7: ASSASSIN ADVANCEMENT

Level	XP	HD	AB	ST	Stealth
1	0	1d6	+0	14	2
2	1500	1d6+1	+0	13	2
3	3000	2d6+1	+1	12	2
4	6000	2d6+2	+2	11	3
5	12000	3d6+2	+3	10	3
6	24000	3d6+3	+3	9	3
7	48000	4d6+3	+4	8	4
8	96000	4d6+4	+5	7	4
9	192000	5d6+4	+6	6	4
10	384000	5d6+5	+6	5	5

ASSASSIN CLASS ABILITIES

Alignment Restrictions: By their very nature, Assassins care nothing for the laws of society. Assassins must be Neutral or Chaotic in alignment.

Weapon and Armor Restrictions: Assassins are experts in the art of death and thus may use all weapons. Because their profession requires stealth and subtlety, Assassins can only wear leather armor. They can, however, use shields.

Ambush: Assassins receive a +2 bonus on all attack rolls made against targets who are unaware of their presence.

Assassinate: If the Assassin can make a melee attack against a target that is unaware of their presence and that target's hit dice are lower than the Assassin's level, the Assassin may declare they are attempting to assassinate that individual. If the melee attack is successful, the target must make a saving throw or immediately drop dead. This ability can only be used on living creatures and is ineffective against constructs, undead, and extra-planar beings, for example. In addition, a target's innate immunities must also be considered. So, for example, an Assassin must use a silver weapon to assassinate a werewolf.

OPTIONAL RULE: THE LONG REACH OF DEATH

With Referee permission, an Assassin may use their Assassinate ability with a ranged weapon, provided they are no more than ten feet per level from their target. Thus a 2nd-level Assassin must be within 20 feet of their target to use their Assassinate ability if this optional rule is used.

Poisoner: Assassins possess a keen knowledge of poisons, particularly in their identification and application. If an Assassin spends one minute studying a substance (such as a liquid, powder, or cream) they can identify whether it is a poison. In addition, Assassins can identify the presence of poison in things such as food, drink, or even traps, with a 1 to 4 on 1d6 chance of success. This chance of success is modified by an Assassin's Intelligence modifier. Finally, an Assassin never risks accidentally poisoning themselves when applying poison to a weapon.

OPTIONAL RULE: POISONCRAFT

Referees may allow Assassins of 4th level and higher to craft poison which can be applied to bladed weapons such as arrowheads, daggers, and swords. It takes 100 gold pieces in materials and eight hours of uninterrupted work to create one dose of poison. This poison remains effective for a number of days equal to the Assassin's level until it is applied to a weapon's surface. Once applied, if not used within one full combat round, the poison is wasted. Any creature that can be injured by poison that is injured by such a weapon must make a saving throw or die within 1d6 rounds of suffering this injury. Alternatively, the Assassin can dilute the poison in a small amount of food or water - no more than a single meal of food or gallon of water.

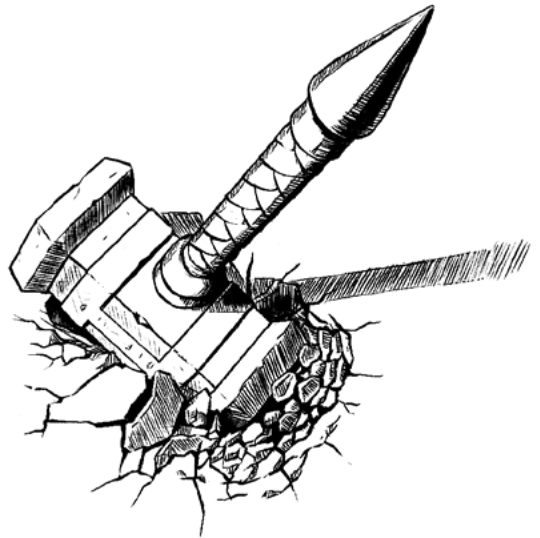
Stealth: Assassins must remain unseen and unnoticed if the wish to accomplish their dark deeds. Their ability to remain unseen and unheard is reflected in the Stealth ability. Stealth can be used to remain all but invisible if there is some minimal means of concealment like hiding in shadows, slinging behind curtains, or even fading into a crowd. It also allows an Assassin to remain perfectly silent, even when moving — though it is simply impossible to run and remain silent. Note that this is not a magical effect. The Assassin simply has a truly exceptional ability to remain unheard and unseen that seems near-magical in nature. Finally, the Assassin can use their Stealth ability to perform acts of sleight of hand, such as slipping poison into a goblet or picking a victim's pocket. When the Assassin attempts to use this ability the Referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the Stealth ability, then the Assassin is successful in their attempt. Assassins are not often aware of when their attempts to remain unseen and unheard fail, and the Assassin always believes they are successful.

OPTIONAL ABILITY: DELICATE COORDINATION

At the Referee's discretion, an Assassin may apply their Dexterity modifier to their Stealth. Thus a 3rd level Assassin with a Dexterity of 15 would have a Stealth of 3 since their Dexterity modifier is +1. It is possible for a particularly clumsy Assassin (i.e., one with a low Dexterity) to have a Stealth of 1 at low levels.

Saving Throw Bonus: Assassins receive a +2 bonus to any saving throw made to resist the effects of poison.

Experience Point Bonus: Assassins that have a Dexterity of 15 or higher receives a +5% bonus on all Experience Points earned.



BARBARIAN

Barbarians are savage warriors who have not been softened by the civilized world. They are fearsome combatants with a particular distrust of magic and those who wield it. They know no fear in battle, cleaving enemies in two with their swords and axes, leaving woe and carnage in their wake.

TABLE 3-8: BARBARIAN ADVANCEMENT

Level	XP	HD	AB	ST
1	0	1d6+1	+1	15
2	2500	2d6+2	+1	14
3	5000	3d6+3	+2	13
4	10000	4d6+4	+3	12
5	20000	5d6+5	+3	11
6	40000	6d6+6	+4	10
7	80000	7d6+7	+5	9
8	160000	8d6+8	+6	8
9	320000	9d6+9	+6	7
10	640000	10d6+10	+7	6

BARBARIAN CLASS ABILITIES

Alignment Restrictions: Barbarians are untamed, unpredictable, and have little concern with the structures of the civilized world. They must be Neutral or Chaotic in alignment.

Weapon and Armor Restrictions: Barbarians can use any melee weapon they choose, often favoring large two-handed weapons. They view most ranged weapons as tools of cowards and will only use daggers, hand axes, warhammers and other ranged weapons which can be thrown before charging into battle. Barbarians can wear leather and chainmail armor and use shields.

OPTIONAL RULE: OPENING VOLLEY

At the Referee’s discretion, Barbarians may be further restricted in their use of ranged weapons, being only allowed to use a thrown weapon once per combat and only before making their first melee attack during a combat encounter.

Sharpened Senses: Barbarians have exceptional eyesight and can spot pits or snares (often used to catch animals in the wild), and secret or concealed doors with a 1-2 on 1d6 chance of success simply when they pass within ten feet of them.

If the Barbarian is actively searching for any of these things this chance increases to 1-4 on 1d6. This chance of success is modified by a Barbarian’s Intelligence modifier.

Savage Blows: Barbarians receive +2 to all damage rolls made in melee combat.

OPTIONAL RULE: SET SIMPLE TRAPS

When in a wilderness environment a Barbarian can spend 1d6 hours scavenging for resources and then using them to set a simple snare or pit trap. Snare traps can entrap a foe no larger than a horse for 2d6 hours when set off, unless the victim makes a successful saving throw. Pit traps are ten feet deep and inflict 1d6 points of damage if unspiked, or 2d6 damage if the Barbarian layers the bottom of the pit with spikes. This damage is reduced by one-half if the victim makes a successful saving throw. The ability can only be used outdoors and in wilderness environments.

Swift Runner: Barbarians increase their Movement by 3, regardless of their heritage or the amount of weight they are carrying.

Wilderness Survival: Barbarians are adept at surviving in the wild places of the world and are always able to find food and water to sustain themselves when in the wilderness. If they spend 1d6 hours each day actively scavenging they can



recover enough additional food, water, and shelter to keep a number of additional people alive equal to their level. Thus a 3rd level Barbarian could spend 1d6 hours scavenging to provide such resources to three people in addition to themselves.

Saving Throw Bonus: Barbarians receive a +2 bonus to all saving throws made to resist spells and magical effects.

OPTIONAL RULE: DEFILER OF MAGIC

Barbarians have a natural distrust or even hatred of magic items. At the Referee’s discretion, whenever a Barbarian encounters a magic item while adventuring, they have a natural urge to destroy it and must make a saving throw to resist this urge. Fortunately, if the Barbarian is using this optional rule any weapon they wield is magical for purposes of striking creatures immune to non-magical weapons. They must still use silver weapons to injure lycanthropes.

Experience Point Bonus: Barbarians that have a Constitution of 15 or higher receives a +5% bonus on all Experience Points earned.



BARD

Traveling minstrels and wandering storytellers, Bards learn a great many things on their journeys. They live on the road, moving from town to town where they sing for both their supper and the delight of peasants and kings alike. They easily accept the call for adventure and will often gladly join a party of adventurers in hopes of witnessing tales of glory firsthand.

TABLE 3-9: BARD ADVANCEMENT

Level	XP	HD	AB	ST	Lore	Spells		
						1st-Level	2nd-Level	3rd-Level
1	0	1d6	+0	15	1	-	-	-
2	1250	1d6+1	+0	14	1	1	-	-
3	2500	2d6+1	+0	13	2	2	-	-
4	5000	2d6+2	+1	12	2	2	1	-
5	10000	3d6+2	+1	11	3	2	2	-
6	20000	3d6+3	+2	10	3	2	2	1
7	40000	4d6+3	+2	9	4	2	2	2
8	80000	4d6+4	+3	8	4	3	2	2
9	160000	5d6+4	+4	7	5	3	3	2
10	320000	5d6+5	+5	6	5	3	3	3

BARD CLASS ABILITIES

Weapon and Armor Restrictions: Bards have a diverse selection of weapons available to them but are not overly martial by nature. they may wield any one-handed melee weapon, any ranged weapon, and the quarterstaff. They can wear both leather armor and chain mail, as well as use shields.

Inspiring Performer: A Bard can inspire their allies in battle instead of casting a spell or attacking during a combat round by performing a rousing song, reciting epic poetry, or simply providing words of encouragement to their allies. The Bard must be able to speak, and in most cases makes use of a musical instrument to use this ability. While using this ability, all the Bard’s allies that are able to hear them receive a +1 bonus to all attack rolls and saving throws. This bonus remains in effect for as long as the Bard is performing. If the Bard suffers damage or is incapacitated, this ends the effect immediately.

OPTIONAL RULE: VERSATILE PERFORMER

Described below are a few options the Referee may wish to implement to expand the Bard’s Inspiring Performer ability.

Counter-Charm: The Inspiring Performer ability counters the effects of any charm spells cast or abilities that mimic spells similar *Charm Person* or *Charm Monster* while the Bard is actively using this ability.

Improve Morale: Bards may use their Inspiring Performer ability to also add to the Loyalty rating of any followers currently in their service while using this ability.

Naturally Inspiring: Bards may add their Charisma modifier to the bonus provided by the normal use of Inspiring Performer. This means a Bard with a Charisma of 15 or higher would provide a bonus of +2 to all attack rolls and saving throws while using this ability since the ability itself provides a +1 bonus and the Bard’s Charisma modifier is +1.

Lore: Whenever a Bard encounters a magical item, they may examine it to discern its history. The Referee rolls 1d6 and if the roll is equal to or below the Bard’s rating in their Lore ability, the Bard can recall some information regarding the item’s history or use. This may or may not reveal specific magical properties of that item, at the Referee’s discretion. This chance of success is modified by a Bard’s Intelligence modifier.

OPTIONAL RULE: EXPANDED LORE OPTIONS

Described below are a few options the Referee may wish to implement to expand the Bard’s Lore ability.

Decipher Languages: At the Referee’s discretion, the Bard may use their Lore ability to translate and decipher written text, including magical text and ciphered text.

Research: If a Bard is using their Lore ability in an area where they can access proper research material, such as a library with extensive books of history or material related to the subject matter then the Bard may receive a +1 bonus to the rating of their Lore ability.

Shrouded by Myth and Legend: At the Referee’s discretion, they may roll the Bard’s Lore ability in secret, providing them false information they believe to be true on a failed use of the ability.

Touch Not the Cursed Thing: If a Bard successfully uses their Lore ability while investigating a cursed item, they can identify it as cursed without suffering the effects of that curse.

Spellcasting: Bards of 2nd level or higher can cast spells in a fashion identical to that of a Magic-User as detailed on page 44. Bards, however, do not begin play with a spellbook and must purchase a spellbook and find spell scrolls to inscribe in this book to cast spells. Reading from this book, the Bard mystically imprints the ability to activate a

specific spell's effect in their mind. This is known as preparing a spell. A Bard can only prepare spells they have written in their spellbook. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Bard's mind and the spell takes effect. The Bard will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Bard's memory, as noted on Table 3-11: Bard Advancement. A Bard must spend 15 minutes each day preparing their spells regardless of the Bard's level.

OPTIONAL RULE: BARDIC SCRIBE SCROLLS

With Referee permission, a Bard may copy any spell in their spellbook onto a scroll, thus creating a spell scroll of that specific spell for later use. It must be a spell the Bard can prepare. This requires one hour per level of the spell prepared and costs 100 gold pieces per level of the spell prepared. It must be done in a safe environment and cannot be done while actively adventuring. Once these requirements have been met then the Bard must make a successful Lore check (see above) to successfully scribe the spell scroll. If the Lore check fails, the expended gold is lost and the attempt to scribe scrolls fails.

Sleight of Hand: Bards are skilled at sleight of hand and prestidigitation, which they often make use of during performances. However, these talents can also be utilized to pick pockets and palm objects. Whenever a Bard attempts an act of sleight of hand, they have a 1-2 on 1d6 chance of success. This chance of success is modified by a Bard's Dexterity modifier.

Saving Throw Bonus: Bards receive a +2 bonus on all saving throws made to resist spells and magical effects, including those from magical items.

OPTIONAL RULE: SPELLSINGER

At the Referee's discretion any time a Bard casts *Charm Person*, *Charm Monster*, or *Confusion* (whether they prepared and cast the spells as part of their spellcasting ability or through the use of a magic item or scroll) the target of those spells suffers a -2 penalty on any saving throws made to resist these effects.

Experience Point Bonus: Bards that have a Charisma of 15 or higher receives a +5% bonus on all Experience Points earned.



CAVALIER

Cavaliers are knights in shining armor. Astride great chargers with their banners caught high in the morning breeze, they are the incarnation of chivalry in the world. They are experts in mounted and personal combat, usually serving a liege lord and seeking to bring justice and valor to the world.

TABLE 3-10: CAVALIER ADVANCEMENT

Level	XP	HD	AB	ST
1	0	1d6+1	+1	15
2	2500	2d6+1	+1	14
3	5000	3d6+1	+2	13
4	10000	4d6+1	+3	12
5	20000	5d6+1	+3	11
6	40000	6d6+1	+4	10
7	80000	7d6+1	+5	9
8	160000	8d6+1	+5	8
9	320000	9d6+1	+6	7
10	640000	10d6+1	+7	6

CAVALIER CLASS ABILITIES

Weapon and Armor Restrictions: Cavaliers are trained in all forms of weapons and armor, including shields. They have no restriction in what weapons they may wield in combat, though they do not extensively use ranged weapons except when competing in archery tournaments, preferring the honor found in melee combat.

Fealty: A Cavalier must swear fealty to a noble lord who holds a castle and large tract of land. The Cavalier is expected to follow the command of his liege lord and if they break this vow of service, they cannot make use of the Hospitality ability. In return for this oath of fealty the Cavalier will always receive a place at their lord’s court. In addition, the Cavalier begins play with chain mail armor, dagger, a horse (with bit, bridle, and saddle), a mace, a long sword, and a shield free of charge as a gift from their liege lord. In addition, if the Cavalier retains the services of any hirelings from lands under the stewardship of their liege lord, those hirelings increase their Loyalty rating by +2.

Hospitality: When a Cavalier travels to the realm of another lord and announces themselves it is expected that they will be granted hospitality. This includes a place to rest in the local lord’s hall or castle, as well as attending meals and feasts.

They can also expect that their horse will be attended and that basic accommodations will be provided to those in the Cavalier’s retinue.

OPTIONAL RULE: RALLYING CRY

If the Referee allows, then a Cavalier may make a great rallying cry instead of attacking during a combat round. Any allies able to hear the Cavalier’s voice and understand the words spoken receive a +1 bonus on all attack rolls and saving throws made to resist fear-based effects and spells for a number of rounds equal to the Cavalier’s level.

Retinue: Beginning at 4th level, the Cavalier attracts the service of a 1st-level Fighter to serve as their squire. The squire will tend to the Cavalier’s steed, weapons, and armor, as well as prepare their meals. Upon reaching 8th level, the Cavalier will draw the service of a 1st-level Bard who will function as their tournament herald to announce them at such events and generally spread their legendary deeds to anyone who will listen.

OPTIONAL RULE: RAISE THE BANNER

With Referee permission, a Cavalier of 6th level or higher can create a coat of arms they display on a large banner that is typically displayed upon a pole bound to the Cavalier’s mount. As long as this banner is visible, the Cavalier and their allies able to see it receive a +2 bonus on all saving throws against spells and mind-affecting abilities. Any hirelings whose services are retained by the Cavalier or the Cavalier’s allies who can see the banner also increase their Loyalty rating by +2.

Tournament Champion: Cavaliers are experts in all forms of tournament combat. They receive a +1 bonus on all attack rolls when wielding a

mace, long sword, or lance. When fighting with a lance from horseback, they receive +2 to damage rolls.

Saving Throw Bonus: Cavaliers receive a +2 bonus to all saving throws made to resist fear.

Experience Point Bonus: Cavaliers that have a Charisma of 15 or higher receives a +5% bonus on all Experience Points earned.

DRUID

While Clerics serve gods and draw power from their faith, Druids serve the very essence of nature itself. They are as much of the earth as they are upon it. By communing with the natural world, they are able to draw power from its agelessness and weave powerful magic. This, combined with their knowledge of the wilderness, gives them a unique skill set.

TABLE 3-11: DRUID ADVANCEMENT

Level	XP	HD	AB	ST	Forestry	Spells				
						1st-Level	2nd-Level	3rd-Level	4th-Level	5th-Level
1	0	1d6	+0	15	2	-	-	-	-	-
2	1500	2d6	+0	14	2	1	-	-	-	-
3	3000	3d6	+0	13	2	2	-	-	-	-
4	6000	3d6+1	+1	12	3	2	1	-	-	-
5	12000	4d6+1	+1	11	3	2	2	1	-	-
6	24000	5d6+1	+2	10	3	2	2	1	1	-
7	48000	6d6+1	+2	9	4	2	2	2	1	1
8	96000	6d6+2	+3	8	4	2	2	2	2	2
9	192000	7d6+2	+4	7	4	3	3	3	2	2
10	384000	8d6+2	+5	6	5	3	3	3	3	3

DRUID CLASS ABILITIES

Alignment Restrictions: All Druids strive for balance with the natural world that they both serve and from which they draw their power. They must be Neutral in alignment.

Weapon and Armor Restrictions: Druids are not combative by nature and limit themselves to simple weapons made primarily of natural substances. They may only wield the following weapons: club, dagger, hand axe, sling, spear, and staff. They may wear leather armor only but may use shields that are made solely of wood.

Spellcasting: Druids cast divine spells from the Cleric Spell List. Each day, the Druid must med-

itate in a natural location (such as a forest grove or natural cave) for 15 uninterrupted minutes for a certain set of spells. The player then chooses any spells from the Cleric Spell List available to them based on the limits of their level as noted on Table 3-11: Druid Advancement. A Druid cannot pray to gain spells in this fashion more than once per day. Druids typically pray at sunrise or sunset.

OPTIONAL RULE: DRUID SPELL LIST

With Referee permission, Druids may cast spells from the Druid Spell List on page 143 instead of the standard Cleric Spell List.

OPTIONAL RULE: WISDOM MODIFIER FOR SPELLCASTING

With Referee permission, Druids may add their Wisdom modifier to the number of 1st level Cleric (or Druid) spells each time they pray for spells. This means that a Druid with a +1 Wisdom modifier could pray for one 1st level at 1st-level, while a Druid with a -1 Wisdom modifier would be unable to cast 1st-level spells until they reached 3rd level.

Forestry: Druids are most at home in the wilderness, among the flora and fauna of the world. Their Forestry ability may be used to track both humanoids and animals in natural environments. When in these natural environments, Forestry may also be used to remain both unseen and silent. Finally, when a Druid encounters a natural wild beast, they may utilize this ability in an attempt to soothe and calm such an animal. To use the ability, the Referee rolls 1d6. If the number rolled is equal to or below the Druid's Forestry ability, they have succeeded. This chance of success is modified by a Druid's Wisdom modifier.

OPTIONAL RULE: ANIMAL COMPANION

A Druid can retain the service of a single animal companion whose hit dice are equal to or less than the Druid's level. The Druid has an empathic relationship with this animal and can sense its emotional state. The animal will follow the Druid's verbal commands to the best of its ability based on its intellect. Drawing the services of such an animal requires the Druid to meditate for 1d6 hours in a wilderness environment where the desired animal is native before the animal emerges to join the Druid. If the animal is slain the Druid cannot draw a new animal into its service until they gain a level of experience. These animals are always natural beasts like bears, birds, or wolves and cannot be magical creatures.

Saving Throw Bonus: Druids receive a +2 bonus to all saving throws made to resist damage from cold, fire and poisons.

OPTIONAL RULE: FEY-MINDED

Because of their strong ties to nature, and by extension the fey that dwell there, Druids are immune to any mind-affecting spells or magical abilities employed by such creatures. In addition, Druids receive a +2 bonus to all reaction checks the first time they encounter a fey or fairy creature.

Experience Point Bonus: Druids that have a Constitution of 15 or higher receives a +5% bonus on all Experience Points earned.

OPTIONAL RULE: TONGUES OF THE NATURAL WORLD

With the Referee's permission, all Druids automatically speak a shared language known simply as Druidic. It is never taught to outsiders and is used by Druids to communicate privately on matters that concern only them. Druids are also able to speak sylvan, the language of the fey and fairies.



ERRANT FOOL

The Errant Fool is a learned scholar of courtly romance and chivalric tales that has become so ardently enthusiastic about the subject matter as to be driven slightly mad. Believing themselves to actually be such a knight in shining armor they have taken what meager possessions they own, claimed a grandiose name and title, and set forth to right the injustices of the world — even if such things only exist in their own addled psyche.

TABLE 3-12: ERRANT FOOL ADVANCEMENT

Level	XP	HD	AB	ST	Etiquette
1	0	1d6	+0	12	1
2	1250	1d6+1	+1	11	1
3	2500	2d6+1	+1	10	1
4	5000	2d6+2	+2	9	2
5	10000	3d6+2	+2	8	2
6	20000	3d6+3	+3	7	2
7	40000	4d6+3	+3	6	3
8	80000	4d6+4	+4	5	3
9	160000	5d6+4	+4	4	3
10	320000	5d6+5	+5	3	4

ERRANT FOOL CLASS ABILITIES

Alignment Restrictions: Whether they are obsessively dedicated to the edicts of chivalry or have woven a phantasm in their own minds as to the nature of reality, Errant Fools are enthusiastic one and all. They must be either Lawful or Chaotic in alignment.

Weapon and Armor Restrictions: Errant Fools have no restrictions regarding what weapons they may wield in combat. However, they only gain protection from wearing leather or chain mail armor. Unfortunately, many Errant Fools insist on wearing plate mail, which they are not trained to wear properly. As such, an Errant Fool *can* wear plate mail, but it only provides protection as if they were wearing chain mail armor. Errant Fools can use shields.

Etiquette: The Errant Fool’s obsessive study of chivalry and courtly tales has garnered them extensive knowledge of all things related to nobility and etiquette, much to the surprise of their companions. Errant Fools can use the Etiquette ability to successfully navigate the nuances and complexities of courtly social life, recall the noble bloodlines throughout history, and even successfully navigate the knightly tournaments, royal balls, and audiences with nobles. To use the ability, the Referee rolls 1d6. If the number rolled is equal to or below the Errant Fool’s Etiquette ability, he has succeeded. Failure results in the Errant Fool committing some social *faux pas*.

OPTIONAL RULE: CONFUSING MYTH AND HISTORY

If an Errant Fool fails an Etiquette roll when attempting to recall history and lore tied to noble and knightly deeds, the Referee has the option to inform the Errant Fool of some great and outlandish tale that the Errant Fool believes to be absolutely and completely true.



Foolhardy Inspiration: Whenever an Errant Fool is engaged in melee combat against an opponent whose hit dice exceed the Errant Fool's level, all of the Errant Fool's allies within 60 feet receive a +1 bonus to all saving throws.

OPTIONAL RULE: CHEAT DEATH

With permission from the Referee, once per session of play when an Errant Fool would be reduced to zero hit points, they are instead reduced to a single hit point.

OPTIONAL RULE: KNIGHTLY RAIMENT

If the Referee allows it, an Errant Fool begins play with a spear, chain mail armor, a short sword, a shield, and a mule. If these items are accepted, the Errant Fool begins play with a meager 1d6 gold pieces.

Experience Point Bonus: Errant Fools that have a Charisma of 15 or higher receives a +5% bonus on all Experience Points earned.

Idiot's Luck: Once per day the Errant Fool can re-roll any failed attack roll, saving throw or Etiquette ability attempt.

Simple Squire: Upon reaching 4th level the Errant Fool will attract the service of a peasant or simple farmer who will serve as their "squire," but their service will likely be subpar, and this new ally will be little more than a roustabout or laborer.

FRIAR

Friars are wandering holy men and women of peace who travel from town to town ministering to the downtrodden and offering aid to the poor. Their humble piety and devotion to a deity of peace and compassion grants them remarkable strength of spirit that is often anathema to servants of evil, undead monsters, and demonic entities. They forego the use of arms and armor, dressing in simple brown robes and are rarely armed with more than a walking stick.

TABLE 3-13: FRIAR ADVANCEMENT

Spells									
Level	XP	HD	AB	ST	1st-Level	2nd-Level	3rd-Level	4th-Level	5th-Level
1	0	1d6	+0	14	1	-	-	-	-
2	1500	1d6+1	+0	13	2	-	-	-	-
3	3000	2d6+1	+0	12	2	1	-	-	-
4	6000	2d6+2	+1	11	2	2	1	-	-
5	12000	3d6+2	+1	10	2	2	1	1	-
6	24000	3d6+3	+2	9	2	2	2	1	1
7	48000	4d6+3	+2	8	2	2	2	2	2
8	96000	4d6+4	+3	7	3	3	3	2	2
9	192000	5d6+4	+4	6	3	3	3	3	3
10	384000	5d6+5	+5	5	4	4	4	4	4



FRIAR CLASS ABILITIES

Alignment Restrictions: Because of their dedication to aiding the downtrodden and fostering peace among the often-forgotten communities of the realm, Friars must be of Lawful alignment.

Weapon and Armor Restrictions: Friars value peace and avoid violence whenever possible. As such they can only use clubs, daggers, quarterstaves, and slings in combat. They cannot wear armor and do not make use of shields.

Spell Casting: Friars cast divine spells from the Cleric Spell List. Each day, the Friars must pray for 15 uninterrupted minutes for a certain set of spells. The player then chooses any spells from the Cleric Spell List available to them based on the limits of their level as noted on Table 3-13: Friar Advancement. Friars of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Friar uses the Cleric Spell List found on page 141. Most Friars pray at dawn.

OPTIONAL RULE: WISDOM MODIFIER FOR SPELLCASTING

With Referee permission, Friars may add their Wisdom modifier to the number of 1st level Cleric spells each time they pray for spells. This means that a Friar with a +1 Wisdom modifier could pray for a total of two 1st level at 1st-level, while a Friar with a -1 Wisdom modifier would be unable to cast 1st-level spells until they reached 2nd level.

Saving Throw Bonus: Friars receive a +2 bonus on saving throws to resist the mind-influence and fear-based magical effects.

Be At Peace: Friars seek to alleviate the suffering of both the living and the dead. As an action a Friar may strongly present their holy symbol to one or more undead creatures within 120 feet. If those undead creatures fail a saving throw, they are instantly destroyed, crumbling to a pile of ash. The total Hit Dice of undead creatures affected by this ability cannot exceed the Friar's level. Thus a 1st level Friar can affect one undead creature of 1 HD or less. A 3rd level Friar could use this ability to affect one 3 HD undead creature, or one 2 HD undead creature and one 1 HD undead creature, or three 1 HD undead creatures. Undead creatures with less than 1 HD are considered to have one hit die for purposes of this ability and any undead creature with additional hit points listed after its HD is considered to be one hit die higher. Thus, an undead creature with a hit die listing of 3+1 would be considered a 4 HD creature for purposes of this ability. Friars can use this ability three times per day.

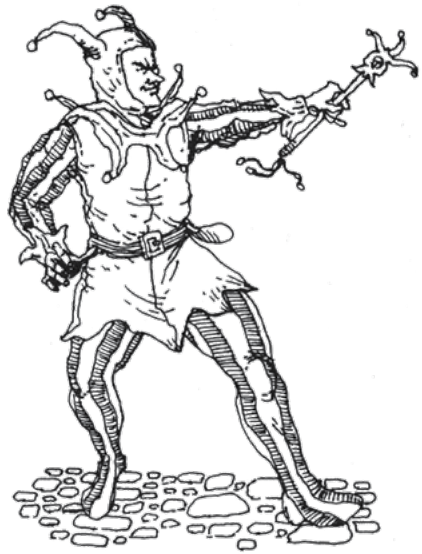
Healing Touch: Once per day a Friar can touch another living being and heal them for a number of hit points equal to the Friar's level. The Friar can use this ability on themselves. Instead of restoring hit points with this touch, a Friar can opt to cure someone who is afflicted with poison or a mundane, non-magical disease.

OPTIONAL RULE: POVERTY AND TITHING

At the Referee's discretion, a Friar is required to donate 90% of the wealth they recover while adventuring to a charity or church of Lawful alignment. In addition, the Friar is typically restricted in the number of magical items they are permitted to carry. This normally includes no more than three magical weapons and ten other miscellaneous magical items, though the exact details of this restriction are defined by the Referee.

Sanctuary: Friars will always receive food and lodging at any Lawful church, temple, or other holy site they encounter. The administrating clergy will welcome them with open arms in return for assistance with basic tasks.

Experience Point Bonus: Friars that have a Wisdom of 15 or higher receive a +5% bonus on all Experience Points earned. This in addition to the bonus received by all classes that have a high Wisdom if that optional rule is used (see page 18).



JESTER

Call them fools, call them pranksters, call them buffoons – the Jester is most often found in the courts of kings to serve as entertainment. But their unique skill set can be put to unexpected use and more than one Jester has found themselves in an adventuring party after making a particularly sharp jape at a noble who will suffer no fools in their presence.

TABLE 3-14: JESTER ADVANCEMENT

Level	XP	HD	AB	ST	Foolery	1st-Level Spells	2nd-Level Spells	3rd-Level Spells
1	0	1d6	+0	15	1	-	-	-
2	1500	1d6+1	+1	14	1	1	-	-
3	3000	2d6+1	+1	13	2	2	-	-
4	6000	2d6+2	+2	12	2	2	1	-
5	12000	3d6+2	+2	11	3	2	2	-
6	24000	3d6+3	+3	10	3	2	2	1
7	48000	4d6+3	+3	9	4	2	2	2
8	96000	4d6+4	+4	8	4	3	2	2
9	192000	5d6+4	+4	7	5	3	3	2
10	384000	5d6+5	+5	6	5	3	3	3

JESTER CLASS ABILITIES

Weapon and Armor Restrictions: Jesters have little formal training in the arts of warfare and prefer to avoid combat whenever possible. They only know the use of clubs, daggers, light crossbows, slings, and short swords when forced into battle. They prefer to remain mobile and may only wear leather armor but are permitted the use of shields.

Foolery: Jesters are trained physical performers. They may use their Foolery ability to perform acts of sleight of hand (such as palming a small object and picking pockets), climbing sheer surfaces without tools, tumbling, squeeze or tumble through tight places and awkward terrain, and even catching or juggling objects which are thrown at them (like daggers or hand axes). When using Foolery to catch weapons which have been thrown at them, they may catch a number of objects in a single combat round equal to their Foolery rating. To use this ability, the Jester rolls 1d6 and if the result is equal to or lower than their Foolery rating, they are successful. This chance of success is modified by a Jester's Dexterity modifier.

OPTIONAL RULE: UNDERESTIMATED

With the Referee's permission, a Jester can use their Foolery during any combat where they have not already successfully made an attack or inflicted damage on an enemy to appear inept and unthreatening. If their Foolery ability is successfully used in this fashion, then opponents capable of being influenced by mind-affecting abilities will not attack the Jester until the Jester reveals themselves to be an obvious threat.

Lucky: Jesters have uncanny luck. They are only surprised on a 1 on 1d6 when rolling for surprise at the beginning of combat and receive a +2 bonus to their Armor Class at all times — even when unaware of the attack.

Spellcasting: Jesters of 2nd level or higher can cast spells in a fashion identical to that of a Magic-User as detailed on pages 141-142. Jesters, however, do not begin play with a spellbook and must purchase a spellbook and find spell scrolls to inscribe in this book in order to cast spells. Reading from this book, the Jester mystically imprints the ability to activate a specific spell's effect in their mind. This is known as preparing a spell. A Jester can only prepare spells they have written in their spellbook. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Jester's mind and the spell takes effect. The Jester will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Jester's memory, as noted on Table 3-14: Jester Advancement. A Jester must spend 15 minutes each day preparing their spells regardless of the Jester's level.

OPTIONAL RULE: I FOREGOT I KNEW THAT

If the Referee permits it, then once per day a Jester of 2nd level or higher may recall a spell they have accidentally forgotten they know. Effectively, they may cast one spell scribed in their spellbook that they did not prepare without expending a prepared spell, though this must be a spell they could otherwise cast based on the limits of their level.

Taunt: A Jester can taunt their opponents. When a Jester uses this ability, all enemies within 60' of the Jester who can understand what they are saying become so infuriated that they suffer a -2 penalty on all attack rolls for the remainder of combat unless they make a successful saving throw. If the Jester is slain during that combat, this effect ends.

OPTIONAL RULE: OBSCENE GESTURE

If the Referee permits it, then the Jester may use their Taunt ability against enemies that do not share a language with the Jester. Instead, the Jester makes a few universally recognized hand and body gestures that are known to be highly offensive. Enemies that are Taunted in this fashion receive a +2 bonus to their saving throw to resist the Taunt effect.

Saving Throw Bonus: Jesters receive a +2 bonus on all saving throws made to resist mind-affecting spells like *Charm Person* or *Confusion* and to avoid any traps they encounter.

Experience Point Bonus: Jesters that have a Charisma of 15 or higher receives a +5% bonus on all Experience Points earned.

METAPHYSICIAN

A Metaphysician is an explorer of the supernatural sciences. They study legends, folklore, theology, and thaumaturgy in hopes of gaining deep insight into the nature of evil so that they might combat it and bring that which is dark and sinister to its end. Metaphysicians are looked down upon as crackpots and madmen by most, for they study both the divine and the blasphemous, the necromantic and the arcane – all with equal fervor. Knowledge is their greatest weapon.

TABLE 3-15: METAPHYSICIAN ADVANCEMENT

Level	XP	HD	AB	ST	Metaphysics	Spells				
						1st Lvl	2nd Lvl	3rd Lvl	4th Lvl	5th Lvl
1	0	1d6	+0	15	2	-	-	-	-	-
2	2500	1d6+1	+0	14	2	1	-	-	-	-
3	5000	2d6+1	+0	13	2	2	-	-	-	-
4	10000	2d6+2	+0	12	3	3	1	-	-	-
5	20000	3d6+2	+1	11	3	4	2	-	-	-
6	40000	3d6+3	+1	10	3	4	2	1	-	-
7	80000	4d6+3	+2	9	4	4	2	2	-	-
8	160000	4d6+4	+2	8	4	4	3	2	1	-
9	320000	5d6+4	+3	7	4	4	3	3	2	-
10	640000	5d6+5	+3	6	5	4	3	3	2	1

METAPHYSICIAN CLASS ABILITIES

Alignment Restrictions: Because of the disciplined nature of their studies and the extreme discipline required to hone their abilities, Metaphysicians must be Lawful or Neutral in alignment.

Weapon and Armor Restrictions: Metaphysicians have only minimal weapons training. They may wield clubs, daggers, and quarterstaves in

combat. They do not wear armor and cannot use shields.

Metaphysics: Metaphysicians have studied folklore, forgotten history and all manner of dark texts and from these words they have gleaned keen insights. This ability, known as Metaphysics, may be used to achieve several different effects. Whenever the Metaphysician wishes to use their Metaphysics ability the Referee rolls 1d6. If the

number rolled is equal to or under the number indicated on the Metaphysician Advancement Table, then the attempt is successful. The Metaphysician is then able to recall the lore and history surrounding creatures and objects associated with the undead, the infernal, curses, and other forms of forbidden knowledge. This includes identifying the history of certain magical items and the characteristics of some monsters such as vampires and demons. In addition, Metaphysics also allows the Metaphysician to notice when an individual is under the influence of mind-affecting magic or suffering from a curse. This chance of success is modified by a Metaphysician's Intelligence modifier.

ACADEMIA, LORE, AND METAPHYSICS

Though similar to the Bard's Lore ability or a Tomb Robber's Academia ability, Metaphysics is more focused on the study of evil and the occult rather than a general education of legends and storytelling. The Referee is the final arbiter of what information falls under the purview of the Metaphysics ability.

OPTIONAL RULE: EXPANDED ACADEMIA OPTIONS

Described below are a few options the Referee may wish to implement to expand the Metaphysician's Academia ability.

Decipher Languages: At the Referee's discretion, the Metaphysician may use their Academia ability to translate and decipher written text, including magical text and ciphered text.

Research: If a Metaphysician is using their Academia ability in an area where they can access proper research material, such as a library with extensive books of history or material related to the subject matter then the Metaphysician may receive a +1 bonus to the rating of their Academia ability.

Tales Dark and False: At the Referee's discretion, they may roll the Metaphysicians's Academia ability in secret, providing them false information they believe to be true on a failed use of the ability.

Touch Not the Cursed Thing: If a Metaphysician successfully uses their Academia ability while investigating a cursed item, they can identify it as cursed without suffering the effects of that curse.

Academic Journal: Metaphysicians can purchase a spellbook which functions as an Academic Journal as described under their Academic Spellcasting ability detailed below. Though they can purchase this book at any time, they cannot make use of the Academic Journal until reaching 2nd level.

Academic Spellcaster: To use this ability the Metaphysician must own an academic journal. A Metaphysician's academic journal does not necessarily contain all the spells listed on the Magic-User Spell List and the Cleric Spell List (found on pages 140-142). In fact, most do not. Instead, each Metaphysician's academic journal contains a collection of both Magic-User and Cleric spells they have discovered and transcribed into that book over the course of their education. Reading from this book, the Metaphysician mystically imprints the ability to activate a specific spell's effect in their mind — regardless of whether this is a Cleric spell or Magic-User spell. This is known as preparing a spell. A Metaphysician can only prepare spells they have written in their academic journal. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Metaphysician's mind and the spell takes effect. The Metaphysician will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Metaphysician's mem-

ory, as noted on Table 3-15: Metaphysician Advancement. A Metaphysician must spend 15 minutes each day preparing their spells regardless of the Metaphysician’s level.

OPTIONAL RULE: ACADEMIC SCRIBE SCROLLS

With Referee permission, a Metaphysician may copy any spell in their academic journal onto a scroll, thus creating a spell scroll of that specific spell for later use. It must be a spell the Metaphysician is capable of preparing. This requires one hour per level of the spell prepared and costs 100 gold pieces per level of the spell prepared. It must be done in a safe environment and cannot be done while actively adventuring. Once these requirements have been met then the Metaphysician must make a successful Academia check (see above) to successfully scribe the spell scroll. If the Academia check fails, the expended gold is lost and the attempt to scribe scrolls fails.

Banish Undead: Undead creatures can be made to flee or even be turned to ash by a Metaphysician of 3rd level or higher if the Metaphysician presents the holy symbol of a Lawful or Neutral deity forcefully towards the target or targets. This is called Banishing Undead. Attempting to use this ability is an action and when it is attempted the Metaphysician rolls 3d6 and consults Table 3-16: Metaphysician Banishing Undead. If the result of the roll is equal to or greater than the number shown on the table, all undead creatures that can see the Metaphsician’s holy symbol will flee from them for 3d6 rounds. If unable to flee, undead affected by this ability will cower helplessly where they stand. If Table 3-16: Metaphysician Banishing Undead lists an entry as “D” then the undead creatures automatically crumble to ash on the spot.

There is no limit to the number of times per day a Metaphysician may use this ability, but undead creatures can only be affected by Banish Undead once per encounter. Any undead creature that a Metaphysician is unable to banish when using this ability cannot be turned, regardless of additional attempts by the Metaphysician, for the remainder of the encounter.

TABLE 3-16: METAPHYSICIAN BANISHING UNDEAD

Undead Hit Dice	Metaphysician Level							
	3	4	5	6	7	8	9	10
Up to 1	10	7	4	D	D	D	D	D
1+1 to 2	13	10	7	4	D	D	D	D
2+1 to 3	15	13	10	7	4	D	D	D
3+1 to 4	17	15	13	10	7	4	D	D
4+1 to 5	–	17	15	13	10	7	4	D
5+1 to 6	–	–	17	15	13	10	7	4
6+1 to 7	–	–	–	17	15	13	10	7
7+1 to 8	–	–	–	–	17	15	13	10
8+1 to 9	–	–	–	–	–	17	15	13
9+1 to 10	–	–	–	–	–	–	17	15
10+1 to 11	–	–	–	–	–	–	–	17

OPTIONAL RULE: BANISH DEMONIC

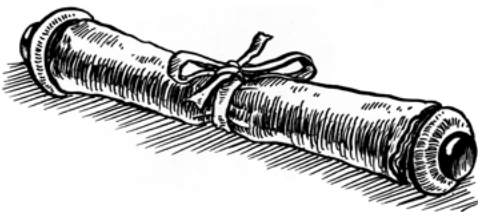
At the Referee's discretion Metaphysicians may use the Banish Undead ability to cause demons and devils to flee their presence. In either case, demonic beings whose hit dice show a "D" listing are not destroyed but banished back to their home plane of existence.

Spell Scrolls: If the Metaphysician finds scrolls that have been inscribed with spells from either the Cleric Spell List or Magic-User Spell List during an adventure, they can copy them into their spell book or cast the spell directly from the scroll. Casting directly from the scroll expends the scroll's magic and makes it impossible for the

Metaphysician to scribe it into his spell book later, but casting from a scroll does not expend a spell slot and no preparation is necessary.

OPTIONAL RULE: SCRIBE SCROLLS

With Referee permission, a Metaphysician may copy any spell in their spellbook onto a scroll, thus creating a spell scroll of that specific spell for later use. It must be a spell the Metaphysician is capable of preparing. This requires one hour per level of the spell prepared and costs 100 gold pieces per level of the spell prepared. It must be done in a safe environment and cannot be done while actively adventuring.



Saving Throw Bonus: Metaphysicians receive a +2 bonus on all saving throws made to resist spells and magical effects, including those from magical items.

Experience Point Bonus: Metaphysicians that have both an Intelligence *and* a Wisdom of 15 or higher receives a +5% bonus on all Experience Points earned.



MONK

Monks are warriors dedicated to physical and mental perfection. They forego physical trappings in favor of discipline, constantly testing both body and spirit. While most Monks spend their lives in hidden monasteries, some choose to wander the world in hopes of finding new challenges to test their training.

TABLE 3-17: MONK ADVANCEMENT

Level	XP	HD	AB	ST	Stealth	Unarmed Damage	AC Bonus
1	0	1d6	+0	12	2	1d6-1	+3
2	2000	2d6	+1	11	2	1d6-1	+4
3	4000	3d6	+2	10	2	1d6-1	+4
4	8000	3d6+1	+2	9	3	1d6	+5
5	16000	4d6+1	+3	8	3	1d6	+5
6	32000	5d6+1	+4	7	3	1d6	+6
7	64000	6d6+1	+4	6	4	1d6+1	+6
8	128000	6d6+2	+5	5	4	1d6+1	+7
9	256000	7d6+2	+6	4	4	1d6+1	+7
10	512000	8d6+2	+6	3	5	2d6	+8

MONK CLASS ABILITIES

Alignment Restrictions: Due to their rigorous and disciplined lifestyle, Monks must be of Lawful alignment.

OPTIONAL RULE: VOW OF POVERTY

At the Referee’s discretion Monks may be limited in the number of magical items and treasure they are allowed to keep. They may only keep 10% of non-magical treasure they discover and may only carry two magical weapons and six other magical items. The rest must be donated to a Lawful organization and cannot simply be given to other player characters.

Weapon and Armor Restriction: Monks typically forego the use of weapons, relying instead on their proficiency in unarmed combat. They will sometimes make use of clubs, daggers, quarterstaves, and slings, but are otherwise prohibited from using any other weapons. They do not wear armor or use shields.

Armor Class Bonus: Monks do not wear armor, but instead train to dodge attacks and roll with otherwise lethal blows. They receive a bonus to their Armor Class based on their level, as shown on Table 3-17: Monk Advancement. The Monk’s unarmed attacks are considered to be the equivalent of magical weapons for the purposes of damaging monsters who are immune to mundane attacks. They are not, however, considered to be a special metal, like silver, which can be a requirement to damage monsters like lycanthropes.

Meditation: When a Monk reaches 4th level, they may enter a meditative state once per day in an effort to recover from any one of a number of injuries. This meditation lasts one minute and if it is interrupted the benefits are lost and the Monk must wait until the next day to try again. When the meditation successfully ends, the Monk can choose one of the following benefits to apply to *themselves only*: healing 2d6+2 points of damage, *Cure Disease* (as the Cleric spell on page 151), or *Neutralize Poison* (as the Cleric spell on page 162).

OPTIONAL RULE: SWIFT STEP

If the Referee permits, then Monks increase their Movement by 3, regardless of their heritage or the amount of weight they are carrying.

Stealth: Monks are skilled at remaining unseen and unnoticed. Their ability to remain nigh-invisible and unheard is reflected in the Stealth ability. Stealth can be used to remain all but invisible as long as there is some minimal means of concealment like hiding in shadows, slinging behind curtains, or even fading into a crowd. It also allows a Monk to remain perfectly silent, even when moving — though it is simply impossible to run and remain silent. Note that this is not a magical effect. The Monk simply has a truly exceptional ability to remain unheard and unseen that seems near-magical in nature. Finally, the Monk can use the Stealth ability to perform acts of sleight of hand, such as slipping poison into a goblet or picking a victim's pocket. When the Monk attempts to use this ability the Referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the Stealth ability, then the Monk is successful in their attempt. Monks are not often aware of when their attempts to remain unseen and unheard fail, and the Monk always believes they are successful. This chance of success is modified by a Monk's Dexterity modifier.

OPTIONAL ABILITY: EASILY UNNOTICED

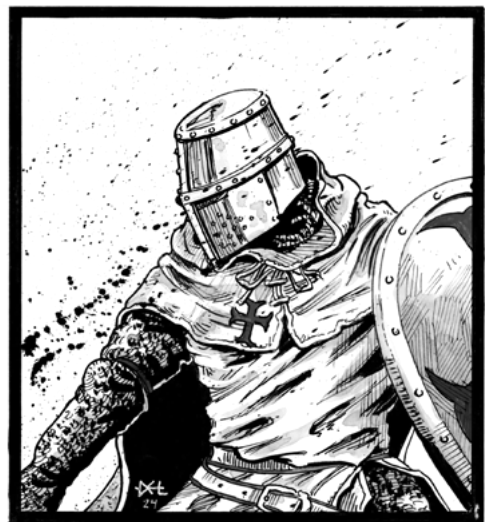
At the Referee's discretion, a Monk may apply their Dexterity modifier to their Stealth. Thus a 3rd level Monk with a Dexterity of 15 would have a Stealth of 3 since their Dexterity modifier is +1. It is possible for a particularly clumsy Monk (i.e., one with a low Dexterity) to have a Stealth of 1 at low levels.

OPTIONAL ABILITY: WALK SOFTLY

With Referee permission, a Monk can use their Stealth ability to walk softly at half their normal movement rate. Doing so prevents them from setting off pressure-plates and weight-based traps.

Unarmed Combat: Monks specialize in perfecting their bodies, including mastery of unarmed combat. When fighting without a weapon they inflict damage based on Table 3-17: Monk Advancement, as shown under the Unarmed Combat listing.

Experience Point Bonus: Monks that have a Wisdom of 15 or higher receives a +5% bonus on all Experience Points earned.



PALADIN

Paladins are holy warriors. If Clerics are the broad shield of the church, then the Paladin is the righteous sword. Clad in shining armor and astride a white charger, the Paladin is the living embodiment of chivalry and virtue.

TABLE 3-18: PALADIN ADVANCEMENT

Level	XP	HD	AB	ST	1st Level Spells	2nd Level Spells	3rd Level Spells
1	0	1d6+1	+0	12	-	-	-
2	2500	2d6+1	+1	11	-	-	-
3	5000	3d6+1	+2	10	-	-	-
4	10000	4d6+1	+2	9	1	-	-
5	20000	5d6+1	+3	8	2	-	-
6	40000	6d6+1	+4	7	2	1	-
7	80000	7d6+1	+4	6	2	2	1
8	160000	8d6+1	+5	5	2	2	2
9	320000	9d6+1	+6	4	3	2	2
10	640000	10d6+1	+6	3	3	3	2

PALADIN CLASS ABILITIES

Alignment Restrictions: Because of their dedication to a holy order of justice and forthrightness, Paladins must be Lawful alignment.

OPTIONAL RULE: POVERTY AND TITHING

At the Referee’s discretion, a Paladin may be required to donate up to 90% of the wealth they recover while adventuring to a charity or church of Lawful alignment. In addition, the Paladin is typically restricted in the number of magical items they are permitted to carry. This normally includes no more than four magical weapons, one set of magical armor, one magical shield and ten other miscellaneous magical items, though the exact details of this restriction are defined by the Referee.

OPTIONAL RULE: PURGE DISEASE AND POISON

If the Referee permits it, a Paladin may opt to cast *Cure Disease* (pg. 151) or *Neutralize Poison* (pg.162) in lieu of restoring lost hit points.

Weapon and Armor Restrictions: Paladins can use any weapon, wear any armor, and use shields

Healing Touch: Once per day a Paladin can touch another living being and heal them for a number of hit points equal to the Paladin’s level. Paladins can use this ability on themselves.

Banish Undead: Undead creatures can be made to flee or even be turned to ash by a Paladin of 3rd level or higher if the Paladin presents the holy symbol of their Lawful deity forcefully towards the target or targets. This is called Banishing Undead. Attempting to use this ability is an action and when it is attempted the Paladin rolls 3d6 and consults Table 3-19: Paladin Banishing Undead. If the result of the roll is equal to or greater than the number shown on the table, all undead creatures that can see the Paladin’s holy symbol will flee from them for 3d6 rounds. If unable to flee, undead affected by this ability will cower helplessly where they stand. If Table 3-19: Paladin Banishing Undead lists an entry as “D” then the undead creatures automatically crumble to ash on the spot.

There is no limit to the number of times per day a Paladin may use this ability, but undead creatures can only be affected by Banish Undead once per encounter. Any undead creature that a Paladin is unable to banish when using this ability cannot be turned, regardless of additional attempts by the Paladin, for the remainder of the encounter.

TABLE 3-19: PALADIN BANISHING UNDEAD

Undead Hit Dice	Paladin Level							
	3	4	5	6	7	8	9	10
Up to 1	10	7	4	D	D	D	D	D
1+1 to 2	13	10	7	4	D	D	D	D
2+1 to 3	15	13	10	7	4	D	D	D
3+1 to 4	17	15	13	10	7	4	D	D
4+1 to 5	–	17	15	13	10	7	4	D
5+1 to 6	–	–	17	15	13	10	7	4
6+1 to 7	–	–	–	17	15	13	10	7
7+1 to 8	–	–	–	–	17	15	13	10
8+1 to 9	–	–	–	–	–	17	15	13
9+1 to 10	–	–	–	–	–	–	17	15
10+1 to 11	–	–	–	–	–	–	–	17

OPTIONAL RULE: BANISH DEMONIC

At the Referee’s discretion Paladin may use the Banish Undead ability to cause demons and devils to flee their presence. In either case, demonic beings whose hit dice show a “D” listing are not destroyed but banished back to their home plane of existence.

Spellcasting: Beginning at 4th level Paladins cast divine spells from the Cleric Spell List. Each day, the Paladin must pray for 15 uninterrupted minutes for a certain set of spells. The player then chooses any spells from the Cleric Spell List available to them based on the limits of their level as noted on Table 3-18: Paladin Advancement. Paladins of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Paladins use the Cleric Spell List found on page 140.

A Paladin cannot pray to gain spells in this fashion more than once per day. Paladins typically pray at sunrise or noon.

OPTIONAL RULE: DETECT CHAOS

If the Referee allows it, a Paladin may cast the 1st-level Cleric spell *Detect Chaos* at will, up to once per round. This spell is cast as if the Paladin were a 1st-level Cleric.

OPTIONAL RULE: DISEASE IMMUNITY

With the Referee’s permission, a Paladin is immune to all diseases mundane and magical.

Experience Point Bonus: Paladins that have a Strength of 15 or higher receive a +5% bonus on all Experience Points earned.

RANGER

Rangers are woodsmen, trackers, and hunters who wander the wild places of the world. They have learned to live off the land as well as being trained as skilled warriors. Traveling light, they hunt monsters in the dangerous places of the world – slaying them wherever they may be found.

TABLE 3-20: RANGER ADVANCEMENT

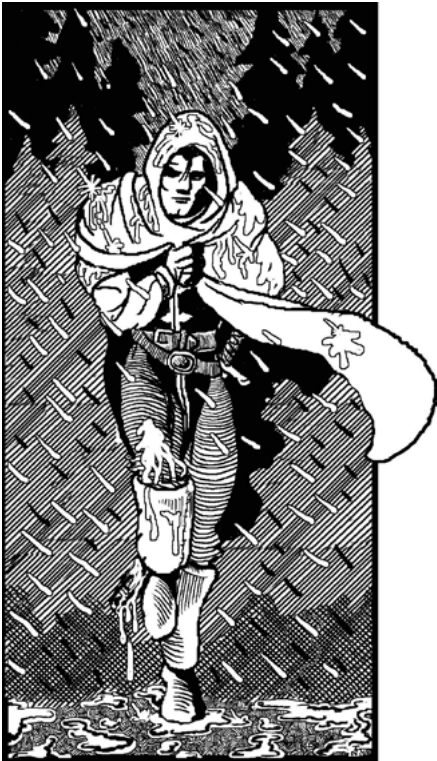
Level	XP	HD	AB	ST	Forestry
1	0	1d6+1	+0	16	2
2	2500	2d6+1	+1	15	2
3	5000	3d6+1	+1	14	2
4	10000	4d6+1	+2	13	3
5	20000	5d6+1	+2	12	3
6	40000	6d6+1	+3	11	3
7	80000	7d6+1	+3	10	4
8	160000	8d6+1	+4	9	4
9	320000	9d6+1	+4	8	4
10	640000	10d6+1	+5	7	5

RANGER CLASS ABILITIES

Alignment Restrictions: Rangers actively work to defend communities from the dangers of the wilderness, or at the very least to preserve nature from the many dangers of the world. Because of this they must be Lawful or Neutral in alignment.

OPTIONAL RULE: RANGER’S WEALTH

At the Referee’s discretion, a Ranger may be limited in the amount of wealth they are allowed to hoard. This reflects the nomadic nature of the Ranger. If this rule is used, a Ranger may not retain more coins, valuables, or magical items than they are able to carry on their person. Any excess money should be donated to a local community or Lawful organization to aid them in times of need.



Weapon and Armor Restrictions: Rangers are skilled warriors capable of wielding any weapon they choose. In order to maintain mobility in the wilderness they are limited to leather and chain mail armor but can make use of shields.

OPTIONAL RULE: RANGER FIGHTING STYLE

If the Referee allows it a Ranger can select a fighting style from the list below to reflect their favored form of combat.

Archery: When the Ranger is using a shortbow or longbow, they receive a +2 to all damage and attack rolls

Two-Weapon Fighting: When fighting in melee combat, the Ranger can opt to use a small weapon in their off hand like a short sword, hand axe, or dagger. If they do this, they receive an additional attack each combat round with their off-hand weapon.

Forestry: Rangers are most at home in the wilderness, among the flora and fauna of the world. Their Forestry ability may be used to track both humanoids and animals in natural environments. When in these natural environments, Forestry may also be used to remain both unseen and silent. Finally, when a Ranger encounters a natural wild beast, they may utilize this ability in an attempt to sooth and calm such an animal. To use the ability, the Referee rolls 1d6. If the number rolled is equal to or below the Ranger's Forestry ability, they have succeeded. This chance of success is modified by a Ranger's Wisdom modifier.

OPTIONAL RULE: SPELLCASTING RANGER

With Referee permission high-level Rangers may cast spells as detailed below.

Cleric Spells: Only Rangers of Lawful alignment that are 6th level or higher may cast spells from the Cleric Spell List. Each day, the Ranger must pray for 15 uninterrupted minutes for a certain set of spells. The player then chooses any spells from the Cleric Spell List available to them based on the limits of their level as noted on Table 3-21: Ranger Spell Advancement. Rangers in the service of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Ranger uses the Cleric Spell List found on page 140.

Magic-User Spells: Only Rangers of Neutral alignment that are 5th level or higher may cast spells from the Magic-User Spell List and must acquire a spellbook before able to do so. A Ranger's spellbook does not necessarily contain all the spells listed on the Magic-User Spell List found on pages 141-142. In fact, most do not. Instead, each Ranger's spellbook contains a collection of spells they have discovered and transcribed into that book over the course of their arcane education. Reading from this book, the Ranger mystically imprints the ability to activate a specific spell's effect in their mind. This is known as preparing a spell.

A Ranger can only prepare spells they have written in their spellbook. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Ranger's mind and the spell takes effect. The Ranger will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Ranger's memory, as noted on Table 3-21: Ranger Spell Advancement. A Ranger must spend 15 minutes each day preparing their spells regardless of the Ranger's level.

TABLE 3-21: RANGER SPELL ADVANCEMENT

Spells				
Ranger Level	1st Lvl M-U	2nd Lvl M-U	1st Lvl Cleric	2nd Lvl Cleric
5	1	-	-	-
6	2	-	1	-
7	2	1	2	-
8	2	2	2	1
9	3	2	3	2
10	3	3	3	3

Focused Hunter: At 2nd level a Ranger chooses a specific type of monster (goblins, fire giants, vampires, instead of goblinoids, giants, or undead for example) as their favored prey. They may add their Attack Bonus to all damage rolls made upon making a successful attack against that monster.

OPTIONAL RULE: PREDATOR BECOMES PREY

If the Referee permits it, then when a Ranger is using their Forestry ability to track the monster associated with their Favored Hunter ability, they may increase their Forestry ability by +1, to a maximum of 5.

Saving Throw Bonus: Rangers receive a +2 bonus to all saving throws made to resist effects of poison and natural hazards.

Experience Point Bonus: Rangers that have a Constitution of 15 or higher receives a +5% bonus on all Experience Points earned.



SPIRITUALIST

Spiritualists possess a natural connection to the realm of the dead. Whether through practice, focus or an unknown outlier they are able to reach across the intangible barrier between life and death. Powerful Spiritualists are able to do far more than just perceive and speak with the dead. Through sheer force of will they are able to both summon and banish spirits who have moved beyond the realm of the living, obliging these spectres to aid them in whatever endeavors they might undertake.

TABLE 3-22: SPIRITUALIST CLASS
 ADVANCEMENT

Level	XP	HD	AB	ST
1	0	1d6	+0	14
2	1250	1d6+1	+0	13
3	2500	2d6+1	+0	12
4	5000	2d6+2	+1	11
5	10000	3d6+2	+1	10
6	20000	3d6+3	+1	9
7	40000	4d6+3	+2	8
8	80000	4d6+4	+2	7
9	160000	5d6+4	+2	6
10	320000	5d6+5	+3	5

SPIRITUALIST CLASS ABILITIES

Weapon and Armor Restrictions: Spiritualists are not martial by nature but know how to protect themselves. They may wield clubs, daggers, heavy crossbows, light crossbows, maces, slings, spears, and quarterstaves. They can wear leather armor and may use shields.

Sense the Unseen: Spiritualists can automatically detect the presence of undead, both corporeal and incorporeal within 60 feet. Even those undead creatures that are invisible or otherwise concealed, the Spiritualist still knows their exact location.

OPTIONAL RULE: CONVERSE WITH THE DEAD

With Referee permission, a Spiritualist can speak with the spirit of a dead (but not undead) person by touching either the corpse or their place of burial. The Spiritualist can use this ability as often as they like, but is limited to asking a number of questions per day equal to their level.

Spectral Touch: Spiritualists are able to reach across the void between the living and the dead. Any attacks they make, whether with a weapon or magic item, are effective against incorporeal targets who would otherwise be immune. This ability does not extend to corporeal undead.

Spiritual Guidance: Spiritualists may call upon slumbering ghosts who exist in all places to aid them. This can achieve results similar to casting a spell, but failure can cost Spiritualists their very lives. To use this ability successfully, the Spiritualist must succeed in a saving throw. The saving throw is modified based on the spell effect to be produced. If the saving throw is failed, the spell does not function and the spirits extract a terrible price by suffering the amount of damage listed below, Table 3-23: Spiritual Guidance Effects and Damage. If this damage reduces them to zero hit points, the Spiritualist is slain.

TABLE 3-23: SPIRITUAL GUIDANCE EFFECTS AND DAMAGE

Spiritual Guidance Spell Effect	Damage on Failed saving throw
Invisibility	2d6
Levitate	2d6
Locate Object	2d6
Crystal Ball	4d6
Fly	4d6
Confusion	6d6
Animate Dead	8d6
Passwall	8d6
Telekinesis	8d6
Raise Dead	10d6

BANISH AND CONTROL UNDEAD

Undead creatures can be made to flee or even be controlled by a Spiritualist if the Spiritualist is within 120 feet of those undead creatures. This is called Banishing and Controlling Undead. Attempting to use this ability is an action. When it is attempted the Spiritualist rolls 3d6 and consults Table 3-24: Banishing and Controlling Undead. If the result of the roll is equal to or greater than the number shown on the table, all undead creatures that can see the Spiritualist will flee from them for 3d6 rounds. If unable to flee, undead affected by this ability will cower helplessly where they stand. If Table 3-24: Banishing and Controlling Undead lists an entry as “C” then the undead creatures come under the control of the Spiritualist for a number of rounds equal to the Spiritualist’s level.

There is no limit to the number of times per day a Spiritualist may use this ability, but undead creatures can only be affected by Banish and Control Undead once per encounter. Any undead creature that a Spiritualist is unable to banish or control when using this ability cannot be turned, regardless of additional attempts by the Spiritualist, for the remainder of the encounter.



TABLE 3-24: BANISHING AND CONTROLLING UNDEAD

Undead Hit Dice	Spiritualist Level									
	1	2	3	4	5	6	7	8	9	10
Up to 1	10	7	4	C	C	C	C	C	C	C
1+1 to 2	13	10	7	4	C	C	C	C	C	C
2+1 to 3	15	13	10	7	4	C	C	C	C	C
3+1 to 4	17	15	13	10	7	4	C	C	C	C
4+1 to 5	–	17	15	13	10	7	4	C	C	C
5+1 to 6	–	–	17	15	13	10	7	4	C	C
6+1 to 7	–	–	–	17	15	13	10	7	4	C
7+1 to 8	–	–	–	–	17	15	13	10	7	4
8+1 to 9	–	–	–	–	–	17	15	13	10	7
9+1 to 10	–	–	–	–	–	–	17	15	13	10
10+1 to 11	–	–	–	–	–	–	–	17	15	13
11+1 to 12	–	–	–	–	–	–	–	–	17	15
12+1 or higher	–	–	–	–	–	–	–	–	–	17

Saving Throw Bonus: Spiritualists receive a +2 bonus on all saving throws made to resist effects that cause instant death and against the abilities of any undead creature (if the ability allows a saving throw).

focused all their efforts in mastering it. Swashbucklers are notoriously brash and are quick to brag about their own remarkable proficiency. This sense of ego is quick to land them in trouble, which they are equally quick to solve with a stroke of their sword.

OPTIONAL RULE: RESILIENT SPIRIT

With Referee permission, Spiritualists may also receive a +2 bonus on all saving throws made when using their Spiritual Guidance ability.

Experience Point Bonus: Spiritualists that have a Wisdom of 15 or higher receives a +5% bonus on all Experience Points earned.

SWASHBUCKLER

The Swashbuckler has elected to forego the use of almost every other weapon in favor of mastering the art of the blade. Whether it is the long sword, short sword or two-handed sword, the Swashbuckler has chosen a single weapon and

TABLE 3-25: SWASHBUCKLER ADVANCEMENT

Level	XP	HD	AB	ST
1	0	1d6	+0	14
2	2500	2d6	+1	13
3	5000	3d6	+2	12
4	10000	4d6	+2	11
5	20000	5d6	+3	10
6	40000	6d6	+4	9
7	80000	7d6	+4	8
8	160000	8d6	+5	7
9	320000	9d6	+6	6
10	640000	10d6	+6	5



SWASHBUCKLER CLASS ABILITIES

Weapon and Armor Restrictions: Because of their highly focused training, Swashbucklers are only proficient in the dagger, long sword, short sword, and two-handed sword. They can wear any armor they choose, though they often favor light or even no armor to maintain maximum mobility. They are also permitted the use of shields.

Focused Training: A Swashbuckler selects one type of sword with which they are proficient—either long sword, short sword, or two-handed sword. They receive +1 to all attack and damage rolls when wielding that weapon. This bonus increases to +2 at 4th level and finally to +3 at 8th level.

OPTIONAL RULE: QUICK DRAW

With Referee permission, it may be ruled that the Swashbuckler is always capable of drawing the weapon associated with their Focused Training from its sheath without such an act requiring an action and even being permitted while the Swashbuckler is surprised.

Display of Skill: Beginning at 2nd level a Swashbuckler can attempt to intimidate foes with an impressive flourish of their whirling blades instead of attacking. Any intelligent enemies who are capable of feeling fear and are within 60 feet of such a display must make a saving throw or become intimidated, suffering a -2 penalty to all

attacks against the Swashbuckler for a number of rounds equal to the Swashbuckler's level.

OPTIONAL RULE: DEFENSIVE FIGHTING

If the Referee permits it, then a Swashbuckler may opt to fight defensively while wielding the weapon associated with their Focused Training ability. Doing so means the Swashbuckler receives no bonus to attack or damage while fighting in this manner, but instead receives a +1 bonus to their Armor Class. This bonus increases to +2 to their Armor Class at 4th level and finally to +3 to their Armor Class at 8th level.

Two-Weapon Fighting: Beginning at 4th level the Swashbuckler may wield a dagger in their off hand as a secondary weapon. They receive an extra attack each combat round with that dagger while fighting in this manner, but cannot use two-handed weapons or shields while engaged in two-weapon fighting.

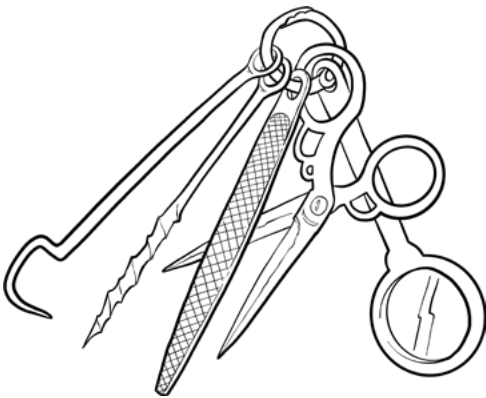
Deadly Strikes: Upon reaching 6th level the Swashbuckler inflicts double damage with the weapon of their Focused Training when they roll an unmodified (natural) 19 or 20 on an attack roll. This means a short sword would inflict 2d6-2 damage (minimum 2), a longsword would inflict 2d6 damage (minimum 2), or a two-handed sword would inflict 2d6+2 damage (minimum 4) when an unmodified 19 or 20 is rolled on an attack roll.

OPTIONAL RULE: WEAPONS OF QUALITY

With Referee permission a Swashbuckler can examine any dagger, long sword, short sword, or two-handed sword they encounter for one full minute to get a sense of its quality and even has a 1-2 on 1d6 chance of identifying any magical properties associated with the weapon. This chance of success is modified by a Swashbuckler's Intelligence modifier.

Saving Throw Bonus: Swashbucklers receive a +2 bonus to all saving throws made to resist effects that result in instant death and to avoid traps.

Experience Point Bonus: Swashbucklers that have a Dexterity of 15 or higher receives a +5% bonus on all Experience Points earned.



THIEF

While there are many who wield sword and spell while exploring tombs and dungeons, the Thief hopes to recover lost riches through the use of guile and stealth. Though trained in arms, Thieves are not combatants by trade. Instead, they strike from the shadows, and their keen eyes can perceive dangers their companions do not. Thieves are rarely noble but are more often pragmatic professionals looking for opportunities to rapidly amass great wealth. Still, their unique skill set makes them especially useful to dungeoneers and explorers and there are some among their ilk who hold to a code of “honor among thieves.”

TABLE 3-26: THIEF ADVANCEMENT

Level	XP	HD	AB	ST	Thievery
1	0	1d6	+0	14	2
2	1250	1d6+1	+0	13	2
3	2500	2d6+1	+0	12	2
4	5000	2d6+2	+1	11	3
5	10000	3d6+2	+1	10	3
6	20000	3d6+3	+2	9	3
7	40000	4d6+3	+2	8	4
8	80000	4d6+4	+3	7	4
9	160000	5d6+4	+4	6	4
10	320000	5d6+5	+5	5	5

THIEF CLASS ABILITIES

Weapon and Armor Restrictions: Thieves are agile and skilled in combat. They may wield any weapon they choose. However, they prefer to rely on their reflexes and quickness over heavy armor which impedes their other abilities. They may only wear leather armor and do not use shields.

OPTIONAL RULE: THIEF’S CANT

With the Referee’s permission, a Thief may receive a free language: Thief’s Cant. This is less a formal language and more a form of lingo and double-speak that is used between Thieves to communicate in public places about illegal activities without being understood by outsiders. If this ability is used, its use is automatic. As long as both the speaker and listener are Thieves and they are able to hear one another, they can communicate effectively – though only in matters directly related to their profession.

Backstab: Thieves prefer to catch their foes unaware and strike from positions of advantage. Any time a Thief attacks an opponent who is unaware of their presence, the Thief receives a +2 bonus to the attack roll. If the attack is successful, the Thief may roll his weapon damage twice to calculate damage from the backstab.

OPTIONAL RULE: DEADLY BACKSTAB

With Referee permission, a Thief's backstab ability may become deadlier as they increase in level. At 4th level the Thief receives a total of +3 to their attack roll and rolls their weapon damage three times to calculate the damage from a backstab. At 8th level this increases to a +4 to their attack roll and the weapon damage is rolled four times.

Thievery: Thieves are stealthy and light-footed. The Thievery ability may be used for any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving or even climbing walls free-handed – these talents are reflected in the ability of Thievery. The Referee has the final say as to whether an action falls under the purview of thievery or not. When the Thief attempts to use this ability the Referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the Thievery ability, the Thief is successful in their attempt. Thieves are not often aware of when their attempts to remain stealthy fail, and the Thief always *believes* they are successful. When a Thief fails using this ability while free climbing a wall or disarming a trap, they can endanger themselves with either a great fall or by being in the path of a poisonous dart or concealed trap. This chance of success is modified by a Thief's Dexterity modifier.

OPTIONAL RULE: DECIPHER LANGUAGES

With the Referee's permission, a Thief may use the Thievery ability to decipher maps, scripts, and unknown languages. In the case of scripts and languages, a Thief is only able to glean the general meaning of the text when they use the ability successfully. In addition, if the Referee allows it, the Decipher Languages ability may be used to read Cleric and Magic-User

spells from scrolls in order to cast them. If a Thief fails when attempting to cast spells from a scroll, the scroll is wasted, its magic expended, and in all likelihood, there is a spectacular magical backlash that will likely endanger the Thief or others. The details of this magical backlash are determined by the Referee. This chance of success is modified by a Thief's Intelligence modifier.

Saving Throw Bonus: Thieves receive a +2 bonus to any saving throw made to reduce or avoid the effects of any traps, whether magical or mundane.

OPTIONAL RULE: POISON USE

With the Referee's permission, a Thief may be knowledgeable regarding the uses of poison. If they have access to poison, he can apply it to their weapons without any fear of accidentally poisoning themselves and receive a +2 bonus to any saving throw made to resist the effects of a poison.

Experience Point Bonus: Thieves that have a Dexterity of 15 or higher receives a +5% bonus on all Experience Points earned.

TOMB ROBBER

While many would-be heroes venture into the dark and dangerous places of the world in an effort to protect civilization from the dangers that lurk in the deep places of the world, the Tomb Robber chooses to risk life and limb for little more than fortune and glory. While some are honorable explorers hoping to discover relics of the past, most are more interested in finding long forgotten riches. Using a unique combination of scholarly knowledge and lightning reflexes, they face traps, monsters and the monsters that dwell in the shadows to unveil the mysteries of the past.

TABLE 3-27: TOMB ROBBER ADVANCEMENT

Level	XP	HD	AB	ST	Academia	Decipher Device
1	0	1d6	+0	14	2	-
2	1500	2d6	+0	13	2	1
3	3000	3d6	+1	12	2	1
4	6000	3d6+1	+2	11	3	2
5	12000	4d6+1	+3	10	3	2
6	24000	5d6+1	+3	9	3	3
7	48000	6d6+1	+4	8	4	3
8	96000	6d6+2	+5	7	4	4
9	192000	7d6+2	+6	6	4	4
10	384000	8d6+2	+6	5	5	5

TOMB ROBBER CLASS ABILITIES

Weapon and Armor Restrictions: Tomb Robbers can use any weapon they choose, but only wear leather armor for protection. They may use shields.

Academia: Tomb Robbers are often well versed in matters of history and lore, including extensive linguistic knowledge. Academia can be used to translate texts, decipher writing, understand maps, and reveal the general meaning of hieroglyphics, ancient runes, and unfamiliar or dead languages that are often found in dungeons and abandoned ruins. When the Tomb Robber attempts to use this ability the Referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the Academia ability, the Tomb Robber is successful in their attempt. Whether they glean the general meaning of the text or decipher it entirely is up to the Referee. If the Tomb Robber fails in their attempt to use this ability, they must wait until they gain one level of experience before attempting to decipher that specific document or writing again. This chance of success is modified by a Tomb Robber’s Intelligence modifier.

OPTIONAL RULE: SPELL SCROLLS

If the Referee allows it, the Academia ability may be used to read Cleric and Magic-User spells from scrolls in order to cast them. If a Tomb Robber fails when attempting to cast spells from a scroll, the scroll is wasted, its magic expended, and in all likelihood, there is a spectacular magical backlash that will likely endanger the Tomb Robber or others. The details of this magical backlash are determined by the Referee.

Decipher Device: Once a Tomb Robber reaches second level, they may use this ability to examine mechanical devices often used to protect tombs and dungeons. Decipher Device is used to understand and disarm traps, complex puzzles, notice unstable architecture, and mechanical devices, as well as to pick locks. The Tomb Robber must be aware of the presence of such a device to use this ability. When the Tomb Robber attempts to use this ability, the Referee rolls 1d6. If the result of the roll is equal to or lower than their rating

in the Decipher Device ability, the Tomb Robber is successful in their attempt. Failure means they are unable to understand the device they are examining and may, at the Referee’s discretion, potentially activate a deadly trap. This chance of success is modified by a Tomb Robber’s Intelligence modifier.

OPTIONAL RULE: DECIPHER MAGICAL DEVICE

If the Referee permits, Tomb Robbers can use their Decipher Device ability to identify, understand, and even use magical items that are normally exclusive to other classes. When using items normally prohibited because of their class they must make a successful Decipher Device check. If this check fails, the item may backfire and cause magical backlash. The details of this magical backlash are determined by the Referee. This includes noticing and disarming magical traps.

Sharp Eyes: Tomb Robbers are keenly aware of the dangers of underground environments. They can spot secret or concealed doors with a 1-3

on 1d6 chance of success simply when they pass within ten feet of them. If the Tomb Robber is actively searching for concealed or secret doors this chance increases to 1-5 on 1d6. This chance of success is modified by a Tomb Robber’s Intelligence modifier.

Saving Throw Bonus: Tomb Robbers receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, whether magical or mundane.

Experience Point Bonus: Tomb Robbers that have a Dexterity of 15 or higher receives a +5% bonus on all Experience Points earned.

WANDERER

Whether cast out from their homeland by fearful villagers, forced to travel the road endlessly due to some great curse or obligation, or simply choosing to call no realm home, the Wanderer walks an endless road from town to town. Life as a vagabond has taught them a unique collection of skills that aid them in surviving the dangers of a transient life and in their travels they inevitably pick up an odd collection of skills and abilities.

TABLE 3-28: WANDERER ADVANCEMENT

Level	XP	HD	AB	ST	Uncanny Awareness	1st Level Spells	2nd Level Spells	3rd Level Spells
1	0	1d6	+0	14	2	-	-	-
2	2000	2d6	+0	13	2	-	-	-
3	4000	3d6	+1	12	2	-	-	-
4	8000	3d6+1	+2	11	3	-	-	-
5	10000	4d6+1	+3	10	3	1	-	-
6	20000	5d6+1	+3	9	3	2	-	-
7	40000	6d6+1	+4	8	4	2	1	-
8	80000	6d6+2	+5	7	4	2	2	-
9	160000	7d6+2	+6	6	4	2	2	1
10	320000	8d6+2	+6	5	5	2	2	2

WANDERER CLASS ABILITIES

Weapon and Armor Restrictions: Wanderers are not martial by nature and prefer to remain on the move, even in combat. They can wield clubs, daggers, quarterstaves, short swords, and slings in combat. They may only wear leather armor and do not make use of shields.

OPTIONAL RULE: HAD A BIT OF TRAINING

At the Referee’s discretion, the Wanderer may select one weapon of choice, either ranged or melee, that is outside their weapon restrictions that they are allowed to wield in combat without penalty as a reflection of a bit of martial training they’ve picked up in their travels.

Scrape By: A Wanderer is always able to find just enough food and shelter to survive, whether in urban environments, dungeons, or the wilderness. This is not necessarily comfortable or nice, but they are not going to die from lack of basic necessities. They cannot use this ability to acquire similar resources for more than one person.

Spellcasting: Wanderers of 5th level or higher can cast spells in a fashion identical to that of a Magic-User as detailed on page 44. Wanderers, however, do not begin play with a spellbook and must purchase a spellbook and find spell scrolls to inscribe in this book in order to cast spells. Reading from this book, the Wanderer mystically imprints the ability to activate a specific spell’s effect in their mind. This is known as preparing a spell. A Wanderer can only prepare spells they have written in their spellbook. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Wanderer’s mind and the spell takes effect. The Wanderer will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Wanderer’s memory, as noted on Table 3-28: Wanderer Ad-

vancement. A Wanderer must spend 15 minutes each day preparing their spells regardless of the Wanderer’s level.

Traveler’s Trinkets: A Wanderer often picks up various useful pieces of equipment in their travels that are forgotten until the right situation. When the Wanderer or their allies need a piece of small, mundane, non-magical gear that no one has on hand (such as flint and steel, a small empty sack, a knife or other small hand tool) the Wanderer may spend five rounds looking through their gear to see if they have such an item. If the Wanderer makes a successful saving throw, they are able to produce the item. This ability can only be used once per day.

OPTIONAL RULE: RARE ITEMS

At the Referee’s discretion, the Wanderer may also attempt to produce rare and valuable (but still non-magical) items using their Traveler’s Trinkets ability. Examples include a silver holy symbol, spyglass, or vial of holy water. When attempting to use Traveler’s Trinkets to see if they happen to have such an item in their supplies, the Wanderer suffers a -4 penalty to their saving throw to determine if the item is present.

Uncanny Awareness: Wanderers have to keep their eyes sharp and their ears open to survive the dangers of the road. This ability allows a Wanderer to avoid being surprised, detect ambushes, hear otherwise imperceptible noises, and notice secret or concealed doors simply by passing near them. Whenever the Wanderer wishes to use Uncanny Awareness the Referee rolls 1d6. If the number rolled is equal to or under the number indicated on the Table 3-28: Wanderer Advancement, then the attempt is successful. This chance of success is modified by a Wanderer’s Wisdom modifier.

OPTIONAL RULE: BENEATH NOTICE

At the Referee’s discretion, a Wanderer may go undetected in social environments such as when passing through towns, on crowded city streets, or when amongst the patrons of a tavern. They simply seem to fade into the background. Whenever the Wanderer wishes to use Beneath Notice the Referee rolls 1d6. If the number rolled is equal to or under the number indicated on the Table 3-28: Wanderer Advancement with the same chance of success as their Uncanny Awareness ability, then the attempt is successful. This chance of success is modified by a Wanderer’s Dexterity modifier. If the Wanderer does anything to intentionally draw attention to themselves, such as attacking, casting a spell, or making loud noise, this ability automatically fails. It is also of little use in wilderness or dungeon environments, instead being of primary use in urban or social environments..

Wanderer’s Luck: Once per day the Wanderer may re-roll any one failed attack roll or saving throw.

Saving Throw Bonus: Wanderers receive a +2 bonus on all saving throws to resist effects which would result in automatic death and to reduce the effects of environmental hazards.

Experience Point Bonus: Wanderers that have a Constitution of 15 or higher receives a +5% bonus on all Experience Points earned.

HERITAGE-AS-CLASS

Selecting a Heritage-As-Class is only available with Referee permission. Essentially when a player elects to play a character that is heritage-as-class, they are foregoing the selection of a heritage and have *only* a class. This class reflects a unique and immutable aspect of their fantastic heritage. In the original *Swords & Wizardry White Box* the Elf was available as the sole heritage-as-class option. For the sake of clarity, this heritage-as-class is renamed Elf Bladamage. Unlike both standard and optional classes, when a player elects to play a heritage-as-class, they may find themselves limited in level advancement and are not often able to reach 10th level. In addition, some heritage-as-class characters do not receive a saving throw bonus or experience point bonus as part of their heritage-as-class.



DWARF BATTLE PRIEST

A Dwarf Battle Priest blends the martial prowess of the Fighter with the divine abilities of a Cleric. They are powerful adversaries in battle, capable of wading into melee combat where they are able to heal and empower allies right from the vanguard of a skirmish. Dwarf battle priests may advance to 6th level.

TABLE 3-29: DWARF BATTLE PRIEST ADVANCEMENT

Level	XP	HD	AB	ST	1st-Level Spells	2nd-Level Spells	3rd-Level Spells
1	0	1d6+1	+1	14	-	-	-
2	3500	2d6+1	+1	13	1	-	-
3	7000	3d6+1	+2	12	2	-	-
4	14000	4d6+1	+3	11	2	1	-
5	28000	5d6+1	+3	10	2	2	1
6	56000	6d6+1	+4	9	3	2	1



DWARF BATTLE PRIEST HERITAGE-AS-CLASS ABILITIES

Alignment Restrictions: All Dwarf Battle Priests must be either Lawful or Chaotic in alignment. Lawful Dwarf Battle Priests serve gods of justice, order, and righteousness. Chaotic Dwarf Battle Priests serve gods of darkness, chaos, and deceit. The player and the Referee should work together to determine the exact nature of the god that a player character's Dwarf Battle Priest worships.

Weapon and Armor Restrictions: Dwarf battle priests can wield any weapon they choose in combat and wear any armor. They can also use shields.

OPTIONAL RULE: MULTIPLE ATTACKS

At the Referee's discretion Dwarf Battle Priests of 5th level or higher may make two attacks in a combat round, though these attack must either both be melee attacks or both be ranged attacks, regardless of their foes' hit dice.

Strength of Arms: Dwarf battle priests, unlike other heritage-as-classes, add their Strength modifier (if any) to all melee attack rolls.

Fell Lesser Foes: Against foes with one hit die or less, Dwarf Battle Priests get one attack per level each round, to a maximum of one extra attack

per level each round. So, a 4th level Dwarf Battle Priest facing three goblins can make four attacks in a single combat round, as long as at least three of those attacks are directed at the goblins.

OPTIONAL RULE: WEAPON SPECIALIZATION

If the Referee permits it, Dwarf Battle Priests may select one specific weapon type (i.e., battle axe, short sword, war hammer, etc.) in which they are specialized. When fighting with this specific type of weapon they receive a +1 bonus on all attack rolls and damage rolls. This bonus increases to +2 to attack and damage rolls at 4th level.

Giant-Foe: Giants, ogres, trolls, and other giant-like creatures have difficulty fighting Dwarf Battle Priests and their attacks only inflict one-half the normal damage when they successfully attack a dwarf.

Magic Resistant: Dwarf battle priests do not use arcane magic and are quite resistant to its effects. They receive a +4 bonus on all saving throws made to resist magical effects and magical spells.

Spell Casting: Dwarf battle priests cast divine spells from the Cleric Spell List. Each day, the battle priest must pray for 15 uninterrupted minutes for a certain set of spells. The player then chooses any spells from the Cleric Spell List available to them based on the limits of their level as noted on Table 3-29: Dwarf Battle Priest Advancement. Dwarf battle priests of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Dwarf Battle Priest uses the Cleric Spell List found on page 140.

A Dwarf Battle Priest cannot pray to gain spells in this fashion more than once per day. Lawful Dwarf Battle Priests typically pray at sunrise or noon, while Chaotic Dwarf Battle Priests typically pray at sunset or midnight.

Banishing Undead: Undead creatures can be made to flee or even be turned to ash by a Dwarf Battle Priest if the Dwarf Battle Priest presents their holy symbol forcefully towards the target or targets. This is called Banishing Undead. Attempting to use this ability is an action and when it is attempted the Dwarf Battle Priest rolls 3d6 and consults Table 3-30: Dwarf Battle Priest Banishing Undead. If the result of the roll is equal to or greater than the number shown on the table, all undead creatures that can see the Dwarf Battle Priest's holy symbol will flee from Lawful Dwarf Battle Priests for 3d6 rounds. If unable to flee, undead affected by this ability will cower helplessly where they stand. If Table 3-30: Dwarf Battle Priest Banishing Undead lists an entry as "D" then the undead creatures automatically crumble to ash on the spot.

There is no limit to the number of times per day a Dwarf Battle Priest may use this ability, but undead creatures can only be affected by Banish Undead once per encounter. Any undead creature that a Dwarf Battle Priest is unable to banish when using this ability cannot be turned, regardless of additional attempts by the Dwarf Battle Priest, for the remainder of the encounter.

OPTIONAL RULE: CONTROL UNDEAD

If the Referee permits, a Dwarf Battle Priest of Chaotic alignment may, instead of destroying any undead during an attempt to Banish Undead, may instead, take control of those undead creatures for a number of rounds equal to the Dwarf Battle Priest's level.

TABLE 3-30: DWARF BATTLE PRIEST BANISHING UNDEAD

Undead Hit Dice	Dwarf Battle Priest Level					
	1	2	3	4	5	6
Up to 1	10	7	4	D	D	D
1+1 to 2	13	10	7	4	D	D
2+1 to 3	15	13	10	7	4	D
3+1 to 4	17	15	13	10	7	4
4+1 to 5	–	17	15	13	10	7
5+1 to 6	–	–	17	15	13	10
6+1 to 7	–	–	–	17	15	13
7+1 to 8	–	–	–	–	17	15
8+1 to 9	–	–	–	–	–	17

Under-Sense: Dwarf battle priests have a keen sense of awareness when in underground environments. When underground they can detect traps, sloping passages, and shoddy construction when passing within 10 feet of these things with 1-2 on 1d6 chance of success. When actively searching for these things, this chance of success increases to 1-3 on 1d6 chance of success. The

Dwarf Battle Priest's Intelligence modifier can be applied to this ability.

Languages: Dwarf battle priests can speak and are literate the common tongue of the world and their own native language known simply as dwarvish. In addition, they can also speak and are literate in the languages of gnomes, goblins, orcs, and kobolds.

**OPTIONAL RULE: ADDITIONAL DWARF
BATTLE PRIEST HERITAGE-AS-CLASS
ABILITIES**

If the Referee wishes they can include any or all of the following abilities for players who select Dwarf Battle Priest as their heritage-as-class.

Dark Vision: Dwarf battle priests have acclimated to living in the lightless world underground. They can see up to a distance of 60 feet when in total darkness.

Disease Resistance: Dwarf battle priests are naturally more resilient and robust. They receive a +4 bonus to all saving throws made to resist the effects of any diseases they encounter.

Hatred of Orcs: Whenever a Dwarf Battle Priests making a melee or ranged attack against an orc they receive a +1 bonus to their roll.

Poison Resistance: Dwarf battle priests are resistant to the effects of poisons. They receive a +4 bonus to all saving throws made to resist the effects of poisons.

Robust Health: Any time the Dwarf Battle Priest gains a hit die (including at character creation), they gain an additional +1 hit point on top of whatever is rolled.

ELF BLADEMAGE

The heritage-as-class Elf Bladamage is a hybrid of the Fighter and Magic-User classes, reflecting their natural ability to blend martial prowess and arcane ability with startling effectiveness. They may advance to 8th level.



TABLE 3-31: ELF BLADEMAGE ADVANCEMENT

Level	XP	HD	AB	ST	1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells
1	0	1d6+1	+1	14	1	--	--	--
2	5000	2d6+1	+1	13	2	-	-	-
3	10000	3d6+1	+2	12	3	1	-	-
4	20000	4d6+1	+3	11	4	2	-	-
5	40000	5d6+1	+3	10	4	2	1	-
6	80000	6d6+1	+4	9	4	2	2	-
7	160000	7d6+1	+5	8	4	3	2	1
8	320000	8d6+1	+5	7	4	3	3	2

ELF BLADEMAGE HERITAGE-AS-CLASS ABILITIES

Weapon and Armor Restrictions: Elf blademages have no restrictions when it comes to arms and armor. They can use any weapons, any armor, and any shields.

Ancestral Enemies: When making a melee or ranged attack roll against goblins, orcs, intelligent undead, and lycanthropes Elf Blademages receive a +1 bonus to that attack roll. They also receive a +1 bonus to all damage rolls against such creatures.

Fell Lesser Foes: Against foes with one hit die or less, Elf Blademages get one attack per level each round, to a maximum of one extra attack per level each round. So, a 4th level Elf Bladamage facing three goblins can make four attacks in a single combat round, as long as at least three of those attacks are directed at the goblins.

OPTIONAL RULE: WEAPON SPECIALIZATION

If the Referee permits it, Elf Blademages may select one specific weapon type (i.e., battle axe, short sword, longbow, etc.) in which they are specialized. When fighting with this specific type of weapon they receive a +1 bonus on all attack rolls and damage rolls. This bonus increases to +2 to attack and damage rolls at 4th level.

Spellbooks: All Elf Blademages begin play with a spellbook (see pg. 97) free of charge as part of their starting equipment. It contains one randomly determined 1st-level spell.



OPTIONAL RULE: EXPANDED SPELLBOOK

At the Referee's discretion, an elf bladamage's spellbook may contain more than one randomly determined 1st-level spell. Several methods of determines what exactly an Elf Bladamage's spellbook contains are offered below.

Apprentice's Education: The Elf Bladamage's spellbook contains *Detect Magic*, *Read Magic*, and one 1st-level spell selected by the Elf Bladamage.

Multiple Random Spells: The Elf Bladamage's spellbook contains three randomly determined 1st-level spells.

The Basics: The Elf Bladamage's spellbook contains *Detect Magic*, *Read Magic*, and one randomly determined 1st-level spell.

Spell Scrolls: If the Elf Bladamage finds scrolls that have been inscribed with spells from the Magic-User Spell List during an adventure, they can copy them into their spell book or cast the spell directly from the scroll. Casting directly from the scroll expends the scroll's magic and makes it impossible for the Elf Bladamage to scribe it into his spell book later, but casting from a scroll does not expend a spell slot and no preparation is necessary.

OPTIONAL RULE: SCRIBE SCROLLS

With Referee permission, an Elf Bladamage may copy any spell in their spellbook onto a scroll, thus creating a spell scroll of that specific spell for later use. It must be a spell the Elf Bladamage is capable of preparing. This requires one hour per level of the spell prepared and costs 100 gold pieces per level of the spell prepared. It must be done in a safe environment and cannot be done while actively adventuring.

Spellcasting: An Elf Bladamage owns a book of spells, aptly known as a spellbook. An Elf Bladamage's spellbook does not necessarily contain all the spells listed on the Magic-User Spell List found on pages 141-142. In fact, most do not. Instead, the spellbook of an Elf Bladamage contains a collection of spells they have discovered and transcribed into that book over the course of their arcane education. Reading from this book, the Elf Bladamage mystically imprints the ability to activate a specific spell's effect in their mind. This is known as preparing a spell. An Elf Bladamage can only prepare spells they have written in their spellbook. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Elf Bladamage's mind and the spell takes effect. The Elf Bladamage will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Elf Bladamage's memory, as noted on Table 3-31: Elf Bladamage Advancement. An Elf Bladamage must spend 15 minutes each day preparing their spells regardless of their level.

Keen Senses: Elf Blademages have exceptional eyesight and are able to spot secret or concealed doors with a 1-2 on 1d6 chance of success simply when they pass within ten feet of them. If the Elf Bladamage is actively searching for concealed or secret doors this chance increases to 1-4 on 1d6. This chance of success is modified by the character's Intelligence modifier.

Languages: Elf Blademages can speak and are literate the common tongue of the world and their own native language known simply as elvish. In addition, they can also speak and are literate in the languages of gnolls, goblins, orcs, and hobgoblins.

OPTIONAL RULE: ADDITIONAL ELF BLADEMAGE HERITAGE-AS-CLASS ABILITIES

If the Referee wishes they can include any or all of the following abilities for players who select Elf Bladamage as their heritage-as-class.

Charm Resistance: Elf blademages are surprisingly resistant to the effects of the *Charm Person* spell and any effects that mimic this spell. They receive a +4 bonus on all saving throws to resist such effects.

Ghoul Resistance: Elf blademages are immune to the paralyzing touch of ghouls.

Night Vision: Elfblademages are acclimated to seeing in twilight and other low-light environments, such as by starlight or moonlight. They can see up to a distance of 120 feet when in partial darkness.

Sleep Immunity: Elf blademages are immune to the effects of the *Sleep* spell.

HALFLING FOLK MAGE

Particularly isolated halfling communities have one among them who understands a bit more of the arcane and has a touch more wisdom than your traditional farmer or shepherd. These Halfling Folk Mages blend arcane training, an instinctive understanding of the natural world, and the natural abilities of the small folk to provide a unique blend of powers which serve to protect and defend the community. Halfling Folk Mages may only advance to 4th level.

TABLE 3-32: HALFLING FOLK MAGE ADVANCEMENT

Level	XP	HD	AB	ST	Forestry	Spells Known	Spells	
							1st Level	2nd Level
1	0	1d6	+0	14	2	2	1	—
2	2500	1d6+1	+0	13	3	4	2	—
3	5000	2d6+1	+0	12	3	6	3	1
4	10000	2d6+2	+1	11	4	8	4	2

HALFLING FOLK MAGE HERITAGE-AS-CLASS ABILITIES

Weapon and Armor Restrictions: Halfling Folk Mages may wield clubs, daggers, slings, and short swords in combat. They can only wear leather armor and cannot use shields.

All But Unseen: As long as a Halfling Folk Mage remains unmoving and with some means of concealment, they are all but invisible and very easily overlooked.

Forestry: Halfling Folk Mages are most at home in the wilderness, among the flora and fauna of the world. Their Forestry ability may be used to track both humanoids and animals in natural environments. When in these natural environments, Forestry may also be used to remain both unseen and silent while moving, thus supplementing the Halfling Folk Mage’s All But Unseen ability. Finally, when a Halfling Folk Mage encounters a natural wild beast they may utilize this ability in an attempt to soothe and calm such an animal. To use the ability, the Referee rolls 1d6. If the number rolled is equal to or below the Halfling Folk Mage’s Forestry ability, they have succeeded. This chance of success is modified by a Halfling Folk Mage’s Wisdom modifier.

High Weaver: Once a Halfling Folk Mage reaches 4th level they gain the title of *High Weaver*. In addition to gaining a position of respect in their community they may also craft minor magical items. Once per week they may craft any one of the following magical trinkets if given eight hours of time to gather supplies from a wilderness environment:

- **Brightwater:** By going to fountains and natural springs and asking for blessings from the fey, the high weaver is able to distill an essence of blessed water that can be poured over twelve meals and or into twelve drinks in any combination. Any consumables touched by Brightwater function as if they had a *Purify Food & Drink* spell cast upon them.
- **Herbal Brew:** This concoction is brewed from a secret mixture of herbs, roots, and leaves. It tastes horrible, but functions exactly as a *Potion of Healing*.
- **Paste of the Beastspeaker:** By crafting a crude paste of mud, twigs, animal fur, avian feathers, and even shed serpent skins, the high weaver makes a paste they can be applied to the tongue, allowing anyone brave enough to spread it across their tongue and stuff a bit into their ears the ability to speak with and understand natural animals for 1d6 hours.
- **Stone Acorn:** These tiny acorns are gathered from an oak tree and blessed with secret magics. They may be thrown at a range of up to 30 feet. If the missile attack is successful the target must make a saving throw or become the victim of a *Hold Person* spell, as a thin layer of rigid stone covers their body and prohibits movement. Up to 1d6-2 *Stone Acorns* may be gathered in a week, to a minimum of a single acorn.

Resistant to Magic: Halfling Folk Mages, in spite of their magical abilities, are quite resistant to spells and other magical effects. They receive a +4 bonus to all saving throws made to resist magical effects and magic spells.

Sharp Aim: Halfling Folk Mages receive a +2 bonus on all attack rolls made when wielding a ranged weapon. This includes thrown weapons.

Spellcasting: A Halfling Folk Mage is able to cast spells in a manner similar to a Magic-User, though they do not keep a book of spells. Instead, they recall, songs, ancient stories, and legends which are cherished and beloved by halfling to achieve magical effects. These magical effects function exactly like Magic-User spells, having the same names, limits, and effects of these spells. They are drawn from the Magic-User Spell List on pages 141-142. A Halfling Folk Mage can cast any spell they know, but are limited to the number of spells they can cast each day and the level of the spells they can cast, as shown on the chart above. At 1st level the Halfling Folk Mage knows two 1st-level spells at character creation. When the character reaches 2nd level they may select two additional 1st-level spells. Upon reaching 3rd level, the Halfling Folk Mage can select two spells of either 1st or 2nd level and at 4th level they may select another pair of 1st or 2nd level spells.

Unlike magic users, Halfling Folk Mages do not need to prepare their spells. They may cast any spell they know without having to “prepare” them. They simply recall the songs and secrets they learned from an elder folk mage in the community to create their magical effects. However, they cannot use a spell they have not learned and may only cast a number of spells based upon their level, as shown on the Table 3-32: Halfling Folk Mage Advancement.

Underfoot: Giants, ogres, trolls, and other giant-like creatures have difficulty fighting Halfling Folk Mages and their attacks only inflict one-half the normal damage when they successfully attack the halfling.

Languages: Halfling Folk Mages can speak and are literate in the common tongue of the world and their own native language known simply as halfling. In addition, the Referee may allow them to speak other languages as are appropriate to the individual campaign.

OPTIONAL RULE: ADDITIONAL HALFLING FOLK MAGE HERITAGE-AS-CLASS ABILITIES

If the Referee wishes they can include any or all of the following abilities for players who select Halfling Folk Mages as their heritage as class.

Dark Vision: Halfling Folk Mages often make their homes in comfortable underground burrows and are quite acclimated to the dark. They can see to a distance of up to 30 feet in complete darkness.

Easy Going Demeanor: Halfling Folk Mages are personable by nature and increase the Loyalty of any hirelings they retain by +1.

Poison Resistance: Halfling Folk Mages are surprisingly robust and can more easily shrug off mild poisons. They receive a +2 bonus to all saving throws made to resist the effects of poisons.

Small Size: Due to their small size, Halfling Folk Mages receive a +1 bonus to their Armor Class as long as they are aware of the attack.



SIDHE

Sidhe, sometimes called true fey or high elves, are creatures of immortal beauty and inhuman grace. They range between six and six-and-a-half feet tall with fair skin, hair and eyes with pointed ears and almond eyes, similar to an elf – but their features are even more refined and chiseled. Proud, cold, and detached from the affairs of the world, they consider the affairs of the mortal realm beneath them. It is said they rule a realm beyond the horizon called Avalon, a deathless place where beauty lives forever. They make errant expeditions into what they call “the Imperfect Realm” out of sheer curiosity. They do so in an effort to understand what they call “the imperfect world,” where other creatures live. Sidhe may progress up to 8th level.

TABLE 3-33: SIDHE ADVANCEMENT

Level	XP	HD	AB	ST
1	0	1d6+1	+0	14
2	3000	2d6+1	+1	13
3	6000	3d6+1	+2	12
4	12000	4d6+1	+2	11
5	24000	5d6+1	+3	10
6	48000	6d6+1	+4	9
7	96000	7d6+1	+4	8
8	192000	8d6+1	+5	7

SIDHE HERITAGE-AS-CLASS ABILITIES

Weapon and Armor Restrictions: Sidhe are able to wield any weapon in combat, and may make use of any armor or shields to protect themselves.

Detect Magic: Because of their natural connection to the arcane, all Sidhe are able to cast *Detect Magic* from the Magic-User Spell List at will, but no more than once per hour.

Glamour: Beginning at 2nd level, the Sidhe are able to weave some minor enchantments and illusions. They may cast each of the following spells from the Magic-User Spell List once per

day: *Charm Person*, *Invisibility*, and *Phantasmal Force*.

Inspiring Presence: Witnessing a Sidhe in battle is like watching a legend unfold before one’s eyes. Allies are heartened and rallied by their majesty, while enemies cower in fear. While a Sidhe is in combat all his allies within 60 feet of the Sidhe receive a +1 bonus to all attack rolls and all enemies within 60 feet of the Sidhe suffer a -1 penalty to their saving throws.

Keen Detection: Sidhe have exceptional eyesight and are able to spot secret or concealed doors with a 1-2 on 1d6 chance of success simply when they pass within ten feet of them. If the Sidhe is actively searching for concealed or secret doors this chance increases to 1-4 on 1d6. This chance of success is modified by an Sidhe’s Intelligence modifier.

Saving Throw Bonus: Sidhe are naturally resistant to mortal magic and receive a +2 bonus to all saving throws made to resist magic spells and magical effects..

Languages: Sidhe can speak and are literate in the common tongue of the world and their own native language, sylvan. In addition, they can also speak and are literate in the languages of elves, giants, gnomes, goblins, and hobgoblins.

OPTIONAL RULE: ADDITIONAL SIDHE HERITAGE-AS-CLASS ABILITIES

If the Referee wishes they can include any or all of the following abilities for players who select Sidhe as their heritage-as-class.

Charm Immunity: Sidhe are immune to mortal attempts to enchant their mind, meaning they cannot be affected by the *Charm Person* spell and any effects that mimic this spell.

Negative Energy Immunity: Sidhe are immune to the paralyzing touch of ghouls and the level-draining effects of many undead creatures.

Night Vision: Sidhe are acclimated to seeing in twilight and other low-light environments, such as by starlight or moonlight. They can see up to a distance of 120 feet when in partial darkness.

Sleep Immunity: Sidhe are immune to the effects of the *Sleep* spell and in fact do not need to naturally sleep themselves.



SPRITE

These tiny fairies stand between twelve and eighteen inches tall, with glittering gossamer wings and elfin features. In most cases, they go about their own business deep in the wild places of the world and are content to ignore the outside world. They wear clothing crafted from leaves and spider-silk. Sprites are merry pranksters, often seeking adventure for its own sake and using their plethora of tricks and fey magic for acts of jest and mockery. Sprites may progress to up to 4th level.

TABLE 3-34: SPRITE ADVANCEMENT

Level	XP	HD	AB	ST	Spells	
					1st Level	2nd Level
1	0	1d6	+0	12	1	-
2	3000	1d6+1	+1	11	2	-
3	6000	2d6+1	+2	10	2	1
4	12000	2d6+2	+2	9	2	2

SPRITE HERITAGE-AS-CLASS ABILITIES

Weapon and Armor Restrictions: Sprites are not martial by nature and their tiny size prohibits them from using any weapon, except for daggers and their own unique bows – known as elf-shot bows. They may not wear armor or use shields.

Elf-Shot Bow: Sprites who spend a day foraging in a forest can gather the necessary materials to craft a tiny bow suited to their size and 20 arrows. Though tiny in size, it functions identically to a short bow.

Flight: Sprites can both fly and walk at a base speed of 12. They cannot, however, carry more than 10 lbs of equipment and still take flight.

Near Invisibility: When not engaged in combat, Sprites can be quite stealthy, making themselves hard to spot and moving in almost total silence. While concealed in this fashion they are invisible to all but magical perceptions.

Spell Casting: A Sprite owns a book of spells woven of gossamer and leaves, aptly known as a spellbook. A Sprite’s spellbook does not necessarily contain all the spells listed on the Magic-User Spell List found on pages 141-142. In fact, most do not. Instead, each Sprite’s spellbook contains a collection of spells they have discovered and transcribed into that book over the course of their arcane education. Reading from this book, the Sprite mystically imprints the ability to activate a specific spell’s effect in their mind. This is known as preparing a spell. A Sprite can only pre-

pare spells they have written in their spellbook. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Sprite's mind and the spell takes effect. The Sprite will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Sprite's memory, as noted on Table 3-34: Sprite Advancement. A Sprite must spend 15 minutes each day preparing their spells regardless of the Sprite's level.

Tiny Size: Because of their remarkably small size, Sprites are extraordinarily difficult to strike in combat. They receive a +6 bonus to their Armor Class when fighting all but the tiniest of foes.

Sprites can speak and are literate in the common tongue of the world and their own native language, sylvan. In addition, they can also speak and are literate in the languages of elves, giants, gnomes, goblins, and hobgoblins.

OPTIONAL RULE: ADDITIONAL SPRITE HERITAGE-AS-CLASS ABILITIES

If the Referee wishes they can include any or all of the following abilities for players who select Sprites as their heritage-as-class.

Charm Immunity: Sprites are immune to mortal attempts to enchant their mind, meaning they cannot be affected by the *Charm Person* spell and any effects that mimic this spell.

Natural Foresters: Sprites have a natural affinity for nature and have a Forestry ability at a rating of 4. This ability does not improve as they gain levels. More information on Forestry can be found on page 56 under the Druid class description.

Night Vision: Sprites are acclimated to seeing in twilight and other low-light environments, such as by starlight or moonlight. They can see up to a distance of 120 feet when in partial darkness.

Sleep Immunity: Sprites are immune to the effects of the *Sleep* spell.



CHAPTER FOUR

EQUIPMENT, PERSONNEL, AND ACCOLADES

This chapter details general gear, weapons, armor, methods of transportation that Referees are likely to make available for purchase during their campaign. This includes hirelings and assistants. The prices listed are suggestions and may be altered by the Referee based on the circumstances of their individual campaigns.

ADVENTURING GEAR

Adventuring Gear is a general term for equipment commonly used by those exploring the wilderness or delving into dungeons. The Referee should feel free to add or remove items from this list to suit the individual campaign.



TABLE 4-1: ADVENTURING GEAR

Adventuring Gear	Weight (in lbs.)	Cost (in gold pieces)
Animal Trap	5	10
Backpack	3	3
Bedroll	2	3
Belladonna (bunch)	N/A	25
Bell (handheld)	1	2
Belt Pouch	1	1
Bottle of Wine	3	1
Bowstrings (3)	N/A	1
Caltrops (1 lbs bag)	1	5
Candles (12)	2	1
Case (map or scroll)	0.25	3
Chalk (1 lbs)	1	1
Cloak	2	1
Cloth (bolt)	4	5
Clothing (common)	3	1
Clothing (traveling)	5	3
Clothing (fine)	3	10
Compass	1	50

Adventuring Gear	Weight (in lbs.)	Cost (in gold pieces)
Crowbar	15	5
Deck of Cards	N/A	2
Dice (bone or wood, one pair)	N/A	1
Falcon (trained)	3	100
Fishing Pole	2	1
Fishing Tackle	5	2
Flint and Steel	1	1
Frying Pan or Cookpot	5	3
Garlic (bunch)	N/A	10
Grappling Hook	5	5
Hammer (small)	3	2
Healer's Kit	5	10
Helmet	5	5
Holy Symbol (silver)	N/A	25
Holy Symbol (wooden)	N/A	1
Holy Water (vial)	0.25	25
Hunting Dog	25 - 75	60
Ink (small bottle)	0.25	5
Jeweler's Glass	N/A	100
Journal (blank)	3	50
Lantern	5	10
Marbles (1 lbs bag)	1	1
Mirror (handheld)	1	20
Musical Instrument	1 - 10	1 - 100
Net (10 ft. x 10 ft.)	5	10
Oil (pint)	1	2
Parchment (one sheet)	0.10	2
Pole (ten foot)	5	1
Quills (6)	N/A	3
Rations, trail (1 day)	1	1
Rations, dried (1 day)	1	3
Rope, hemp (50 ft.)	15	2
Rope, silk (50 ft.)	5	10
Sack (15 lbs. capacity)	3	2
Sack (30 lbs. capacity)	5	4
Shovel	5	3

Adventuring Gear	Weight (in lbs.)	Cost (in gold pieces)
Sledgehammer	15	5
Spellbook or Academic Journal (blank)	3	100
Spikes, iron (12)	6	5
Stakes, wooden (12)	3	2
Tent	10	5
Tool Kit	1	25
Torches (6)	3	3
Twine (300' ball)	1	1
Waterskin	1	1
Whetstone	1	1
Wolfsbane	N/A	15

ADVENTURING GEAR DESCRIPTION

Described below are many pieces of adventuring gear commonly purchased by player characters in their travels. The Referee should feel free to add, remove, increase, or decrease the listed prices, or make other alterations to these items based on the nature of their individual campaign.

Animal Trap: This is a small cage trap used to catch a creature no larger than a hare. Each hour it remains set and baited in the proper area there is a 1 in 1d6 chance that it will catch a suitable creature.

Backpack: This leather backpack is capable of holding up to thirty pounds of gear.

Bedroll: A bedroll is a large padded blanket or sleeping bag that can keep a traveler warm and a bit more comfortable while resting in the wilderness.

Belladonna: This plant is extremely toxic and can be used to make poisons. It is also known as deadly nightshade. It is sold in bunches.

Bell: A small handheld brass bell typically used by town criers or to draw attention.

Belt Pouch: This small leather pouch can be easily hung from a belt. It can hold up to five pounds.

Bottle of Wine: A single one gallon bottle of wine of fair quality.

Bowstring: This is a replacement string for a bow or crossbow. Typically sold in bundles of three.

Caltrops: Sold in bags weighing around a pound, caltrops are nails or other sharp pieces of metal that have been twisted together so that when dropped they become exceedingly painful if stepped on and hinder pursuit via injury. A single bag of caltrops can be dispensed over a 10'x10' area. Anyone who crosses that are traveling at a speed faster than their cautious movement rate must make a saving throw or suffer 1d6-1 damage (minimum 1) and be unable to move faster than their cautious movement until they have stopped and removed the offending caltrops.

Candles: Sticks of tallow or wax with a cord wick. They provide only ten feet of illumination, are easily extinguished, and are sold in bundles of twelve.

Case: These watertight cases are made of ivory and are used to carry scrolls, maps, and sheafs of parchment.

Chalk: Sold in large sticks or simply a one-pound block, it can be used to mark corridors or ground to dust.

Cloak: A simple traveler's cloak of heavy cloth.

Cloth: This is a bolt of heavy spun cloth measuring approximately 40 yards in length.

Clothing: Common clothing is worn most often by peasants, farmers and tradesmen. Traveling clothing is heavier and more durable and usually comes with a stout pair of leather boots. Fine clothing is silk cut, sewn and dyed for nobles and aristocrats.

Compass: Expensive and difficult to craft, a compass allows the user to automatically determine magnetic north. They are delicate and can be easily broken if dropped or jostled. Large deposits of naturally magnetic metals can also render them ineffective.

Crowbar: An iron bar approximately four feet in length that is spiked on one end and brought to a broad flat head on the other. It is often used to pry open stuck doors or leverage large objects.

Deck of Cards: A deck of playing or soothsaying cards commonly used by gamblers and other ne'er-do-wells. Marked decks can be purchased for twice the listed cost.

Dice: Sold in pairs, these knuckle bones are used in games of chance and have six sides each. Loaded dice can be purchased for twice the listed cost.

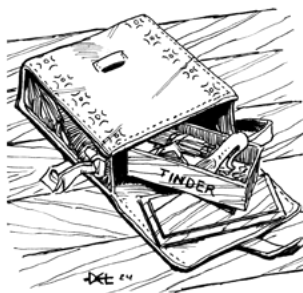
OPTIONAL RULE: CHEATING AT CARDS OR DICE

With Referee permission, any character wishing to cheat at a game of cards or dice has a 1 in 1d6 chance of success. The character's Dexterity modifier is applied to this chance of success. This means agile characters may be more skilled at cheating, while clumsy characters are certain to get caught. Thieves may use their Thievery skill when attempting to cheat instead of this method. Failure means the character has been caught.

Fishing Tackle: Fishing tackle includes a length of fishing line, weights, and other associated trappings. It usually comes in a small wooden box.

Fishing Pole: Little more than a length of wood with a small line covered in protective wax which ends in a small hook. Typically used by peasants and farmers in small streams, rivers, and lakes.

Flint and Steel: Stored in a small metal tin, flint and steel is used to create a spark and is used to start camp and cook fires.



Frying Pan or Cookpot: Cast iron and great for a meal! Cook pots can hold up to 3 gallons.

OPTIONAL RULE: CULINARY COMBATANT

If the Referee allows, then a character may wield a frying pan in combat. It functions identically as a club (see page 100) when used as such except for the fact that it is unwieldy and all melee attack rolls made with it suffer a -2 penalty. Some Referees may allow halflings and river halflings to wield a frying pan in combat without penalty at their discretion.

Garlic: Whether seasoning for dinner or warding off evil, garlic is a common sight.

Grappling Hook: A many pronged metal hook which is typically secured at the end of a length of rope. It is used to assure a rope's security before ascents are attempted.

Hammer: A small, hand held hammer – often used to drive spikes or stakes.

Healer's Kit: This simple wooden box contains linen bandages, salves, and healing herbs. It is required when binding wounds after a battle. Its resources are expended in the process of doing so.

Helmet: Worn to protect the head in battle, metal helms come in a myriad of styles.

Holy Symbol: Whether a hand-held talisman or worn trinket, holy symbols are carved images or symbols representing any one of the many divine beings worshiped in the world. They range from simple carved wood to pure, solid silver.

Holy Water: A small glass vial of water which has been blessed by a Cleric or other formal clergyman.

Ink: A single pot of ink, typically black or dark blue in color. It used with a quill and parchment, a journal, or spellbook to write notes, maps, and other information. Sold in corked glass containers with about half a cup of ink.

Jeweler's Glass: This specially cut glass disc is mounted in a metal frame with a strap allowing it to be worn over a single eye. It allows the wearer to examine things in magnified detail when held close to that eye.

OPTIONAL RULE: CRAFTSMAN'S EYE

At the Referee's discretion, any character whose heritage is dwarf who spends 1d6 rounds using a jeweler's glass to examine a gem or jewel has a 1-4 on 1d6 chance of determining its value and whether or not it is fake. Characters who are of the Thief class can do the same with a chance of success equal to their Thievery ability and Tomb Robbers can similarly make use of their Decipher Device ability.

Journal: A blank parchment journal with a leather cover. It has one hundred pages.

Lantern: A hand-held oil burning lantern used for illumination. Bullseye lanterns can be purchased for twice the listed cost.

Marbles: Sold in a small bag containing about 75 tiny perfectly spherical stones, they are most commonly used by children at play but can have a myriad of other uses.

LOST YOUR MARBLES

Clever characters seeking to slow pursuers can spill a one pound bag of marbles over a 10x10 area. Any bipedal creatures attempting to travel over that ground at a speed faster than their normal movement rate must make a saving throw or fall prone.

Mirror: A small hand-held mirror set in a steel frame.

Musical Instrument: From a lyre, to a flute to a hand held harp, this covers all manner of portable musical instruments favored by traveling minstrels. The more complex an instrument, the more expensive it tends to be whether it be a simple wooden recorder to an intricately carved and tuned viol.

Net: This spun net is 10' x 10' and can be used for fishing or storage.

Oil: A pint of highly flammable lantern oil. One pint of oil will burn for six hours.

Parchment: A thin sheet of specially prepared calf, goat, or sheep skin used for writing. A typical scroll is approximately ten inches wide and twelve inches long.

Pole: A ten foot wooden pole – an adventuring classic!

Quill: Large bird feathers used with ink to write notes - most often on parchment, in journals, or even in spellbooks. Sold in bunches of half a dozen.



Rations: Preserved, often bland food to sustain travelers in their journeys. Trail rations will spoil within a few days if not consumed, while dry rations can last up to a month.

Rope: Typically sold in coils of fifty feet, hemp rope is thick and heavy while silk rope is light and strong. Hemp rope can support about 400 lbs before breaking, while silk rope can hold up to 1000 lbs.

Sack: A simple cloth sack with a drawstring. A small sack can hold 15 pounds and a large sack can hold 30 pounds.

Shovel: A large spade mounted on a long wooden pole, typically used for digging and excavation.

Sledgehammer: This large maul is used to smash stone or break down doors, albeit slowly and loudly.

Spellbook or Academic Journal: A meticulously crafted journal with an oiled leather cover and a locking clasp. It has 100 pages.

Spikes: Six-inch long iron spikes, sold in bundles of twelve.

Stakes: Ten-inch long wooden spikes, sold in bundles of twelve.

Tent: A small two-man tent meant to offer some protection from the elements.

Tool Kit: Tool kits are designed for the manipulation of fine mechanics and doing highly detailed work. This can range from setting stones into jewelry to picking locks. Using Thievery or any other ability which allows a character to pick locks or disarm traps requires the use of a tool kit.

Torch: Large wooden stakes with oiled rags wrapped at their tops, these can be lit and will burn for one hour before dying. Sold in bundles of twelve.

Twine: Used to tie things down or keep items secured against minor disturbances, twine is thin and can be easily broken with a few pounds of pressure or a cut from a knife. It is sold in a small ball which contains a single length of 300 feet.

Waterskin: Typically a specially prepared animal bladder or water tight bag. A waterskin can hold one gallon of water.

Whetstone: A broad, flat stone used to sharpen metal tools and weapons.

Wolfsbane: Sprigs of wolfsbane are said to ward off evil creatures, but the plant itself is highly toxic if consumed.

TRANSPORTATION GEAR

TABLE 4-2: TRANSPORTATION GEAR

Transportation Gear	Cost (in gold pieces)
Barding	320
Boat	100
Cart	80
Donkey or Mule	20
Galley (large)	30000
Galley (small)	10000
Horse (draft)	30
Horse (riding)	40
Raft	40
Saddle	25
Saddle Bags	10
Sailing Ship (large)	20000
Sailing Ship (small)	5000
Wagon	160
Warhorse (large)	200
Warhorse (medium)	100

TRANSPORTATION GEAR DESCRIPTION

Described below are many pieces of transportation gear commonly purchased by player characters in their travels. The Referee should feel free to add, remove, increase, or decrease the listed prices, or make other alterations to these items based on the nature of their individual campaign.

Barding: This is a suit of metal plates and chain mail crafted to protect a warhorse in battle. It grants the horse a +4 bonus to the steed’s Armor Class when worn.

Boat: This describes all manner of small boats, from two-man row boats used to fish, to long boats crewed by two dozen sailors used to go ashore by crews aboard larger vessels.

Donkey or Mule: These stubborn beasts of burden are sure-footed, but neither swift nor smart.

Cart: A simple cart which can be pulled by either two or four horses. It can be covered and used to ferry up to six passengers or when built with an open top can transport up to 2000 lbs of cargo.



Galley: These low, slender ships are powered by both sail and trained crew members. They are quick and highly maneuverable. A small galley can be crewed by 25 sailors and a large galley by twice that number.

Horse: Draft horses are bred for strength and endurance, found most commonly as work animals on a farm capable of carrying 500 lbs. Riding horses are lighter and faster, but may only carry 300 lbs.

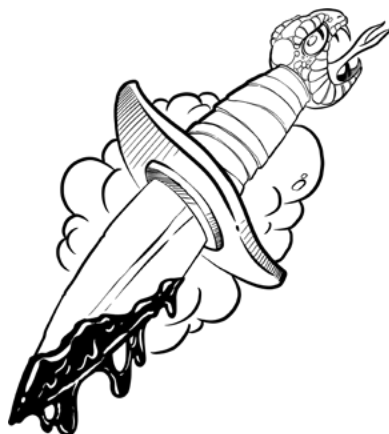
Raft: A simple wooden raft capable of traversing small bodies of calm water. Some may even have a single tiny sail. A raft can carry four people.

Saddle: A saddle includes harness, bit, bridle, and all the necessary trappings to ride a horse and help a rider remain comfortable and endure a long journey while astride a horse. Some saddles are high-backed, designed to help keep a rider atop his horse when clad in heavy armor or when struck by a lance.

Saddle Bags: A pair of large leather bags typically set across a horse's back. They can carry up to twenty pounds of gear.

Sailing Ship: Small sailing vessels typically have a pair of sails and are designed for quick transport of goods or large scale fishing. Large sailing ships are the classic three-masted galleon or "pirate ship," and can be heavily armed and are often crewed by skilled sailors. A small sailing vessel requires a crew of between 5 to 15, while large sailing ships require 25 or more and often have an accompanying crew of marines and boarding specialists.

Wagon: A smaller, open-topped cart able to be pulled by a single horse and carry a driver and a passenger. They can haul up to 500 pounds of cargo.



WEAPONS & ARMOR

Adventurers are likely to face life or death threats in their travels and typically arm themselves in preparation for this. Weapons and armor have several properties described below.

MELEE WEAPONS

Weapon: The name of the weapon.

Damage: The dice and modifiers rolled when a character makes a successful melee attack. The cumulative total of this number and any appropriate modifiers total is subtracted from the target's hit points if the attack is successful.

Weight: The weight of the weapon.

Cost: The cost of the weapon to purchase new, typically in gold pieces.

Traits: Some weapons may be marked with specific *traits*. A weapon with the two-handed trait requires two hands to wield in combat and cannot be used while carrying a shield or holding an object in the wielder's off-hand. Weapons with the thrown trait can also be thrown as a ranged weapon. If a weapon has the horseback trait it can only be used while mounted.

TABLE 4-3: MELEE WEAPONS

Weapon	Damage	Weight (in lbs.)	Cost (in gold pieces)	Traits
Battle Axe	1d6+1	15	7	Two-Handed
Club	1d6	5	N/A	
Dagger	1d6-1	2	3	Thrown
Flail	1d6	15	8	
Hand Axe	1d6-1	5	3	Thrown
Lance	1d6+1	15	10	Horseback
Long Sword	1d6	7	10	
Mace	1d6	10	5	
Morning Star	1d6+1	15	8	Two-Handed
Polearm	1d6+1	15	10	Two-Handed
Quarterstaff	1d6	7	1	Two-Handed
Short Sword	1d6-1	4	8	
Spear	1d6	10	2	
Two-Handed Sword	1d6+1	15	15	Two-Handed
Warhammer	1d6	10	5	Thrown

MELEE WEAPON DESCRIPTIONS

Melee weapons are used in combat with an adjacent foe.

Battle Axe: A double-headed chopping weapon with broad, sharp blades set on a haft of metal or wood between three and four feet long. This weapon must be wielded with two hands.

Club: A simple one-handed wooden cudgel between three and four feet long. The wielder receives a +1 to damage if using a club two-handed.

Dagger: A double-edged blade that ranges in length from six inches to a foot. As much a tool as a weapon, almost everyone carries a dagger.

Flail: This weapon consists of a hand-held haft made of wood or metal connected to cylindrical

cal head (which is sometimes spiked) by a short chain. It is often used by infantry and horsemen.

Hand Axe: This small, one-handed axe is mounted on a wooden haft of between twelve and eighteen inches. It can be thrown short distances and recovered after being thrown.

Lance: A long spear measuring upwards of twelve to fifteen feet in length, it is used almost exclusively by mounted cavalry and is ineffective as a melee weapon when wielded on foot.

Long Sword: When most individuals think of a “sword,” they envision a long sword. Alternately called an arming sword, broad sword, or war sword it consists of a double-edged metal blade between three and four feet long with a handle long enough to accommodate a one or two-handed grip. Blade and handle are separated by a cross guard and the bottom of the

handle is balanced by a weighted pommel. The wielder inflicts a bonus +1 to damage if using a long sword two-handed.

Mace: A mace is a wooden or metal hafted weapon between two and three feet long that ends in a large head of metal which is flanged or studded.

Morning Star: A morning star is similar in design to a mace, except that it has a haft between four and six feet long and ends in a large metal head which is typically covered in long spikes. It must be wielded with two hands.

Polearm: Polearms are a broad category of weapons which feature a long wooden shaft that run at least eight feet long and are capped with metal axe blades, broad bladed spearheads, or blunt striking surfaces. They were designed for use by infantry facing off against a charge of cavalry and require two hands to wield.

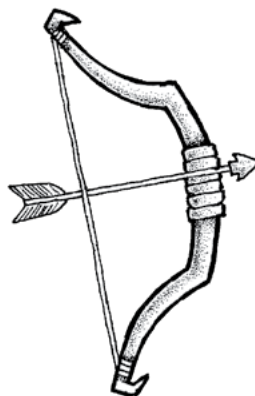
Quarterstaff: A simple length of wood which has been treated by lacquer or hardened by fire, it is as common as a dagger and often used by travelers as both a tool and means of self-defense. It requires two hands to wield.

Short Sword: A short double-edged sword with a blade between eighteen inches and two feet long, it is a thrusting weapon used for close quarters combat.

Spear: A long wooden pole either carved to a sharp point or affixed with a pointed metal head. It is a common weapon and very versatile. It can be thrown short distances and recovered after being thrown.

Two-Handed Sword: Often called a great sword or claymore, a two-handed sword is similar in design to a long sword, except it has a blade that runs upwards of six feet in length. It requires two hands to wield in combat.

Warhammer: A warhammer has a wooden haft that runs between three and four feet long and ends in a large head similar to that of a normal hammer. In many cases the opposite side of the metal hammer head is crafted into a spike. It can be thrown short distances and be recovered after being thrown.



RANGED WEAPONS

Weapon: The name of the weapon.

Damage: The dice and modifiers rolled when a character makes a successful ranged attack. The cumulative total of this number and any appropriate modifiers total is subtracted from the target's hit points if the attack is successful.

Range: This is the distance between the attacker and the defender in which the weapon can be fired effectively. Ranged attacks may be made beyond this distance, up to twice the listed value, but are done with a -2 penalty to the attack roll.

Weight: The weight of the weapon.

Cost: The cost of the weapon to purchase new, typically in gold pieces.

TABLE 4-4: RANGED WEAPONS

Weapon	Damage	Range	Weight (in lbs.)	Cost (in gold pieces)
Arrows (20)	N/A	N/A	5	5
Arrow (Silver)	N/A	N/A	1	5
Bolt (20)	N/A	N/A	5	5
Dagger	1d6-1	10 ft.	2	3
Hand Axe	1d6-1	10 ft.	5	3
Heavy Crossbow	1d6+1	80 ft.	10	25
Light Crossbow	1d6	60 ft.	5	15
Long Bow	1d6	70 ft.	5	40
Short Bow	1d6-1	50 ft.	5	25
Sling	1d6-1	30 ft.	1	2
Spear	1d6	20 ft.	10	2
Stones (20)	N/A	N/A	5	1
Warhammer	1d6	10 ft.	10	5

RANGED WEAPON DESCRIPTIONS

Arrow: Long, slender wooden shafts either sharpened to a point or set with pointed metal heads. Both short and long bows use arrows, which are sold in quivers of 20. Arrows are expended when fired, regardless of whether or not they hit the intended target. Silver-headed arrows may be purchased, but are sold singularly and are very expensive.

Bolt: Bolts are thick, short hafted projectiles fired from crossbows. They are sold in a cases of 30. Bolts are expended when fired, regardless of whether or not they hit the intended target.

Dagger: A double-edged blade that ranges in length from six inches to a foot. As much a tool as a weapon, almost everyone carries a dagger. Daggers can be thrown short distances and be recovered after being thrown.

Hand Axe: This small, one-handed axe is mounted on a wooden haft of between twelve and eighteen inches. It can be thrown short distances and recovered after being thrown.

Heavy Crossbow: Heavy Crossbows are constructed by taking bent and cured wood similar to a bow, but smaller, and mounting it on a large horizontal stock with a crank that is turned to pull back and ready the string. They can be cocked and loaded by use of this crank, but loading and shooting a heavy crossbow prohibits any other actions in a combat round. Crossbows use bolts, not arrows, and are often used by infantry because of their ease of use.

Light Crossbow: Light Crossbows are constructed by taking bent and cured wood similar to a bow, but smaller, and mounting it on a horizontal stock. It is then strung. They can be cocked and loaded by hand. Crossbows use bolts and are often employed by infantry because of their ease of use.

Long Bow: Long bows are between five and six feet in length and capable of shooting farther than their smaller counterparts. Long bows use arrows, which are sold in quivers of 20.



Short Bow: Short bows are bent and cured wood between three and four feet long, tightly strung, and able to shoot arrows over fairly long distances. Short bows use arrows, which are sold in quivers of 20.

Sling: A sling is a small pouch strung between two strips of leather and is used to hurl stones long distances at great force.

Spear: A long wooden pole either carved to a sharp point or affixed with a pointed metal head. It is a common weapon and very versatile. It can be thrown short distances and recovered after being thrown.

Stone: Most often used as ammunition in a sling, these are simple smooth rocks small enough to hold in a man's fist. When thrown by hand stones inflict a single point of damage and have a range of 20 feet. They can be purchased in bags of twenty, or a character can attempt to scour a river bank or river bed. Each hour of searching yields 1d6 stones. Stones cannot typically be recovered after being fired or thrown.

Warhammer: Though most often used as a melee weapon, war hammers can be thrown short distances. They can be recovered after being thrown.

OPTIONAL RULE: WEAPON QUALITY

If the Referee permits, player characters may opt to buy weapons that, though non-magical in nature, have unusual properties that may provide benefits or penalties in certain circumstances.

Cold Iron: Cold iron weapons are fashioned from iron that has never been forged in fire. It has literally remained cold. Fairies and other fey creatures who are otherwise immune to mundane weapons can be damaged normally. Unfortunately, striking any other creature with this type of weapon causes the weapon to bend and become useless. In addition, weapons that are primarily crafted of wood (like the quarter-staff) cannot be made from cold iron. Purchasing a cold iron weapon doubles its listed cost.

Poor Quality: Characters who are low on funds or trying to save a few coins can opt to purchase a weapon of inferior quality. These function exactly as detailed above, except that if the character rolls an unmodified 1 on the d20 when making an attack roll, the weapon breaks and is rendered useless junk. Buying a weapon of inferior quality reduces its cost by one-half (rounded up).

Silver: Fragile, but useful against lycanthropes (like werewolves), silver weapons function identically to their normal counterparts except they can damage lycanthropes who are typically otherwise immune to mundane weapons. Silver weapons cost five times the listed cost, but have a 1 in 1d6 chance of bending or breaking if used against creatures not especially vulnerable to silver, thus rendering them useless.



ARMOR AND SHIELDS

Armor and shields are utilized by most characters to provide protection from the dangers of combat and adventure.

Armor: The name of the protective item.

Armor Class Bonus: This is the bonus provided to the wearer's Armor Class, making them more difficult to injure in battle. The benefits provided by armor and shields are cumulative, though a character cannot benefit from more than one suit of armor and one shield at the same time.

Weight: The weight of the armor or shield.

Cost: The cost of the protective item to purchase new, in gold pieces.

TABLE 4-5: ARMOR AND SHIELDS

Armor	AC Bonus	Weight (in lbs.)	Cost (in gp)
Chainmail	+4	50	30
Leather Armor	+2	25	15
Plate Armor	+6	75	50
Shield	+1	10	10

ARMOR AND SHIELDS DESCRIPTIONS

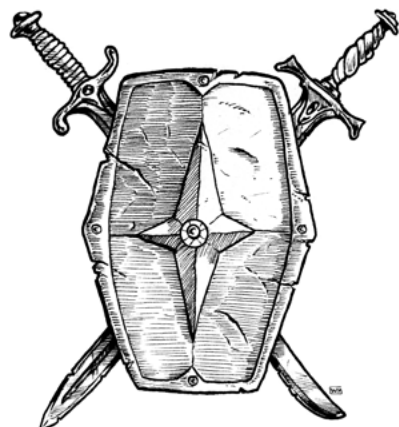
Described below are the most commonly available armor and shields for player characters to purchase.

Chain Mail: Chain mail is a shirt of interlocking metal rings which form a protective mesh. Also called a hauberk, they cover the wearer's torso, shoulders, arms and typically hang to the thigh. It includes a coif of chain mail worn on the head.

Leather Armor: Leather armor typically consists of a breastplate of boiled leather, along with matching shoulder guards, greaves and vambraces. It is light and allows the wearer to remain mobile.

Plate Mail: Plate mail consists is a suit of metal plates that interlock and encase their wearer in a protective shell which is set atop a suit of chain mail. It provides extraordinary protection, but is cumbersome. The helmet fully encloses the wearer's head, typically providing little more than a slot for viewing their surroundings.

Shield: Shields range in design from the knightly heater shield to the round wooden target shield used by many men-at-arms, it offers supplemental protection when combined with any armor worn.



OPTIONAL RULE: GEAR PACKS

If the Referee permits it, players speed up the final steps of character creation by selecting a Pack.

All gear packs include the items detailed below. In addition to this, each character receives a dagger or quarterstaff, plus two mundane weapons of their choice and one set of armor they are capable of wearing that is no heavier than chainmail armor. Ranged weapons that require ammunition come with 20 uses of that ammunition. To determine whether a character has a shield, roll 1d6. On a 1-2 the character begins play with a shield, provided they are capable of using one.

Classes that have an ability that is reliant on a specific piece of gear (such as a Thief's necessity for a toolkit to pick locks or disarm traps a Cleric's holy symbol necessary for spellcasting, or a Magic-User's necessity to have a spellbook to study and memorize spells) also receive items appropriate to this ability, pending approval from the Referee. All characters also receive the following basic gear: a backpack, a set of traveling clothes, five days worth of trail rations, and a waterskin. After noting their basic weapons, class-related items, and basic gear, select one gear pack from the list below and roll 3d6+2 to determine the number of gold pieces they have on hand.

Burglar's Pack: A bag of marbles, ball of twine, a bell, 5 candles, 2 belt pouches a cloak, a crowbar, a hammer, 10 metal pitons, a lantern, 2 flasks of oil, flint, and steel.

Delver's Pack: A ball of chalk (1 lbs), a crowbar, a hammer, 10 pitons, 10 torches, flint and steel, 5 days of dry rations, 50' of silk rope, grappling hook.

Fool's Pack: Two bottles of wine, a set of fine clothing, a deck of cards, a deck of cards (marked), a bag of marbles (1lbs), a pair of dice, a pair of dice (loaded), a musical instrument (portable), a laborer hireling (paid in advance for one month of service).

Scholar's Pack: Two cases for maps and scrolls, a set of fine clothes, a bottle of ink, 6 quills, a lantern, 2 flasks of oil, a blank journal.

Wanderer's Pack: A bedroll, an animal trap, a hunting dog, a tent, frying pan, shovel, flint, and steel, 50' of rope.

Warrior's Pack: A bedroll, bowstrings (3), a dagger, a helmet, a lantern, 2 flasks of oil, a whetstone.



HIRELINGS AND ASSISTANTS

Hirelings and assistants are two types of non-player characters that player characters can hire to aid them in their endeavors. The primary difference between hirelings and assistants is that hirelings actively join player characters on adventures, while assistants do not.

HIRELINGS

While there are a near infinite variety in the types of hirelings a player character might hire to aid them on their adventures, a few are detailed below. Unless otherwise noted by the Referee, a player character may not have more than four hirelings accompany them on an adventure. All hirelings have a listed cost, which is their expected weekly rate of pay. Hirelings who are not paid on time reduce their Loyalty rating each day they are unpaid by one and make a Loyalty check at the end of the day. In addition, most hirelings will want a cut of any treasure recovered during an adventure.

TABLE 4-6: HIRELINGS

Hireling Type	Weekly Pay Rate (in gold pieces)	Loyalty
Archer	20	6
Cavalry	50	7
Man-at-Arms	10	6
Servant	5	6

HIRELING DESCRIPTIONS

Archer: Lightly armored and armed with a short bow, they offer support to their employer through ranged combat. *Equipment:* Arrows (20), leather armor, dagger, short bow, short sword.

Cavalry: Armored and astride a riding horse, cavalrymen are capable of inflicting great damage with their long swords and lances. *Equipment:* Chainmail, dagger, lance, longsword, riding horse shield.

Man-at-Arms: A simple soldier, trained as an infantry soldier or skirmisher. *Equipment:* Bolts (20), dagger, light crossbow, chainmail, shield, spear.

Servant: A simple torch bearer or laborer willing to brave the dangers of the dark places of the world. Servants do not fight in combat unless they have no other choice. *Equipment:* Dagger, large sack, quarterstaff.

OPTIONAL RULE: PLAYER CHARACTER CLASS ASSISTANTS

Referees may choose to offer other types of assistants or hirelings as suits their own games. Player characters may even have the option of hiring non-human characters who are trained adventurers with a class of their own. This does not come cheaply. When retaining the services of hirelings who have a class, player characters may only hire first level characters in this fashion. The typical cost for this is 100 gold pieces per week; twice as much when hiring non-humans. Such hirelings have a Loyalty of 7.

LOYALTY

Each hireling has a Loyalty rating. This is how dedicated to aiding their employer, a hireling is in the face of danger. If this dedication is put into question, the Referee rolls 2d6. As long as that roll is equal to under the hireling’s Loyalty rating, the hireling remains true to their employer. If the roll is higher than the hireling’s Loyalty score, the hireling reconsiders their service to their employer and flees at the first opportunity. Loyalty checks may be called on in the following circumstances:

- The hireling is reduced to one-half their hit points
- The employer is reduced to one-half their hit points
- The employer treats the hireling poorly

- The employer commits a traitorous act against someone else in front of the hireling
- The party encounters an obvious and overwhelming danger



ASSISTANTS

Assistants are specialists who possess mastery of a specific field of study that may be of potential use to player characters in circumstances outside the adventure. They are not combatants and do not join player characters on expeditions. Instead, they are paid to perform a specific task depending on their area of expertise. Several distinct types of assistants are detailed below, but more may be available for hire at the Referee’s discretion. The cost of hiring an assistant depends on the nature of their specialty and how long it will take them to complete the task for which they have been hired. Further details on this are provided in each the Assistant Descriptions section detailed below.

TABLE 4-7: ASSISTANTS

Assistant	Rate of Pay (in gold pieces)
Animal Trainer	50
Apothecary	250
Barrister	25
Captain	75
Craftsman	10

Assistant	Rate of Pay (in gold pieces)
Engineer	200
Messenger	50
Laborer	2
Sailor	3
Scholar	500
Spy	125

ASSISTANT DESCRIPTIONS

Described below are several assistants that might be available for hire in some civilized area. Their abilities and additional costs are listed here as well.

Animal Trainer: These assistants are skilled at training and breaking animals. Each animal trainer specializes in the training of a specific type of animal. Examples include horse trainers, hound experts, and falconers. For each week that an animal trainer is left to train an animal it can teach that animal one command (like “charge,” “stop,” “fetch,” and the like) or break a wild animal so that it can be trained to take commands. The animal trainer’s rate of pay covers one week of training.

Apothecary: Apothecaries are skilled at crafting and identifying liquids, poultices, and salves. After one week of service they have a 1-4 in 1d6 chance of identifying any magical or non-magical liquid they study or craft a reagent that offers some protection that grants a +2 bonus on all saving throws against poisons and disease. The apothecary’s pay covers one week of service.

Barrister: If a character finds themselves in legal trouble they may turn to a barrister for legal representation. Barristers often remain in service anywhere from two months to a year (2d6 months) before such a trial is complete. A barrister’s pay covers one week of service.

Captain: In addition to hiring sailors to operate a seafaring vessel, a captain must be hired to command this crew. A captain’s pay covers one month of service.

Craftsman: From blacksmiths, to armorers, to stonemasons, to woodworkers, craftsmen can be hired for custom work. Each craftsman has a specific area of specialty and their rate of pay covers one week of service.

Engineer: Engineers are expensive experts whose services are needed for months on end to guide and assist in the construction of large fortifications and strongholds. Without an engineer, construction of most strongholds is impossible. The engineer's pay rate covers one week of service.

Messenger: Messengers are swift riders capable of covering distances of 1d6+4 times ten (50 to 100) miles on horseback, typically carrying critically important written messages. Their rate of pay is per day of travel.

Laborer: Unskilled laborers are often required to aid in the construction of strongholds and other large structures. Their rate of pay covers one week of service.

Sailor: Seaman of average experience, from former merchant sailors to press ganged thugs, they are nevertheless necessary to sail a ship. Their rate of pay is per week of service.

Scholar: Scholars can be hired to identify magic items, translate texts, or decipher obscure maps. Identifying a magic item or deciphering a map takes one week and translating a text takes one day per page. Their rate of pay is for one week of service.

Spy: Spies can be hired to discover hidden secrets, rumors, or information. This reconnaissance takes 1d6 days and had a 1-2 in 1d6 chance of recovering information useful to the player characters. Spies can sometimes be hired as Assassins, functioning as 1st-level human Assassins (see pg 48 for more information on the Assassin class). Their rate of pay is per secret recovered and costs for assassination can range from twice the listed cost to ten times the listed cost or more.

STRONGHOLDS

At any level they choose, a character may opt to build a stronghold provided they are able to afford the cost. In this context, a stronghold is a permanent residence under the domain and control of that player character. Characters who are heritage-as-class can only establish a private residence as their stronghold.

The nature of a character's stronghold is determined by their class. Unless otherwise noted, it costs 50,000 gold pieces to build a stronghold and takes 4d6 months to complete its construction. A character may only own and operate one stronghold at any given time, though if their stronghold is destroyed the character can opt to build a new one. Varioustypes of strongholds are detailed below.

Referees should feel free to limit the availability to strongholds to high level (9th level or higher) or maximum level characters. Maintaining a stronghold often requires a lot of time and personal effort on the part of a player character and may prevent them from actively adventuring. It is often the crowning action of a player character before they retire from adventuring.

Academy: An academy is a place where formal education is offered to anyone willing to pay the price of attendance. The player character who constructs an academy becomes the principal of the school and will attract 1d6+2 Bards, Metaphysicians, and Tomb Robbers of 1st level to serve as instructors at the academy. Each year the academy will host 10d6 students, each of whom will pay a tuition fee to attend. After the costs of paying staff and maintaining the academy have been paid, the principal of the academy will earn 1d6x100 gold pieces. The academy includes ample living quarters for the principal and once per semester the principal can recruit 1d6 hirelings who are either 1st level Bards, Metaphysicians, or Tomb Robbers to join them on an adventure. These hirelings will have a base Loyalty of 9. In addition, the principal of the academy can tap

the collective wisdom of their staff to get what effectively amounts to one free scholar assistant once per month.

OPTIONAL RULE: ALTERNATE ACADEMIES

If the Referee allows, then player characters can build alternate academy types if they are of a specific class.

Bardic College: Bards can set up a bardic college that instructs students in history and musical performance. All instructors will be 1st level Bards and is able to call on the aid of a scholar twice per month.

Arcane Academy: Magic-users can set up an arcane academy that instructs students in the magical arts. All instructors they attract will be 1st level Magic-Users. In addition to calling on a scholar's aid, the academy staff can craft one 1st-level Magic-User scroll per week.

Fencing Academy: Swashbucklers can set up a fencing academy that instructs students in the art of swordplay. All instructors they attract will be either 1st level Fighters or Swashbucklers. Instead of being able to call on a scholar for aid, students who attend the academy for three months and pay 500 gold pieces can wield the long sword without penalty regardless of their class.

Guild: A guild is a term used for any stronghold that is designed to provide a service. This can include establishing and running a place of commerce, an inn or tavern, or even illegal services such as a thief's guild or assassin's guild. Upon establishing a guild, the player character will earn the title of guildmaster and attract a small cadre of 2d6+3 employees who are associated with the services offered by that guild. The guild will generate 2d6x100 gold pieces every three months in profit if it is a legal business or 4d6x100 gold pieces if it is an illegal business. Illegal businesses have a 1-in-1d6 chance of experiencing trouble

from competing clandestine organizations or law enforcement each month.

OPTIONAL RULE: ALTERNATE GUILDS

If the Referee allows, then player characters can build alternate guild types if they are of a specific heritage or class.

Adventurer's Guild: This type of guild provides basic lodging and non-magical medical care to adventurers. A character of any class can become the guildmaster of an adventurer's guild. As long as they remain guildmaster, they are able to hire Player Character Class Assistants at one-half their normal cost, and the Loyalty rating of those hirelings is increased by +1.

Assassin's Guild: An Assassin can opt to open an assassin's guild. As long as they are guildmaster of the assassin's guild they can, once per month hire an Assassin to eliminate one mundane human target. This Assassin can be no higher than 5th level. It will take the Assassin 1d6 days to eliminate the target and to determine if the attempt was successful, the Referee should roll 1d6 and if the number rolled is equal to or lower than the level of the hired Assassin then the target was eliminated. The cost of hiring an Assassin in this manner is 100 gold pieces per level of the Assassin being hired. With the guildmaster's permission others may also hire the Assassins of the guild, though at twice the above price.

Inn: Humans and halflings can open an establishment that is not truly a guild, but instead a large and bustling inn capable of housing dozens of travelers and featuring a full tavern. It is a boisterous, raucous place full of lively chatter and outlandish rumors. As long as the owner maintains the inn they can increase their Charisma by one point as they maintain their ability to make others feel welcome and at ease. In addition, they will hear 1d6 rumors every three months that may lead to new adventures.

Thief's Guild: A Thief may choose to establish a thief's guild. They can then hire Thieves as hirelings at one-half the normal cost. In addition, a guildmaster can choose to increase the revenue generated by clandestine activity from 4d6x100 gold pieces to 6d6x100 gold pieces every three months, but this increases the chance of drawing attention from competitors or law enforcement to 1-2 on 1d6.

KEEP

A keep is a fortified stone castle or similar structure designed to provide protection and defense to the local residents of the surrounding area. Once a keep has been constructed, the character will earn the title of Lord or Lady and draw the service of 2d6x10 soldiers who will take up residence in the keep to act as protectors of the surrounding area. That area will cover approximately three miles in all directions and in return for the ruler of the keep providing appropriate protection to those people, the ruler of the keep will be provided with a seasonal tithe of 2d6x100 gold pieces.

OPTIONAL RULES: ALTERNATE KEEPS

If the Referee allows, then player characters can build an alternate type of keep if they are of a specific heritage or class.

Fort: Instead of constructing a great fortress of stone, a Ranger or Druid can opt to build a wooden palisade that surrounds a collection of cabins and other wooden structures. This fort must be built in a wilderness area that is either devoid of civilization or with only a very meager presence of civilized people. A fort costs one-half the listed cost and generates one-half the revenue of a normal keep, but increases the Ranger or Druid's Forestry ability by +1, to a maximum of 5. Unfortunately, forts are prone to monster attacks and extreme weather and such an event has a 1-2 on 1d6 chance of occurring each season.

Warren: Instead of constructing a stone fortification, the ruler of the keep builds a vast underground mine and residence. Only dwarves and other heritages native to underground terrain approved by the Referee may construct a warren. Warrens generate an additional 1d6x100 gold pieces each season, but once per season there is a 1-in-1d6 chance that they will draw the attention of some great subterranean threat, such as a large band of shadow elves, a horde of goblins, or even a dragon!

PRIVATE RESIDENCE

A private residence is exactly that, the personal home of the character who has it constructed. It costs a mere one-tenth of other strongholds, requiring only 5000 gold pieces and 2d6 weeks to construct. Though simpler than other strongholds, it is still often rather robust for a personal estate and might be an impressive mansion, isolated stone tower, or hunting lodge deep in the forest — among other things. Any actions that require a safe environment that is free of distraction can be performed at a private residence — though not necessarily the physical components of such an action. The owner of the residence finds greater comfort at their private residence than in other places, thus allowing them to naturally heal at twice the listed rate (see page 126 for information on natural healing).



OPTIONAL RULES: ALTERNATE PRIVATE RESIDENCES

If the Referee allows, then player characters can build an alternate type of private residence if they are of a specific heritage or class.

Burrow: Halflings of any class can construct a burrow, a cozy underground home with warm beds and full pantries. These full pantries can be drawn from by the owner, who is able to raid them for 5d6 days worth of dried rations and an equal supply of wine up to once per month. In addition, whenever halfling rests in a burrow, they recover 1d6-2 (minimum 1) hit points for each day of complete relaxation and rest there.

Flet: Elves of any class can construct a flet, a light and airy tree house that blends nearly perfectly with the natural surroundings. Elves dwelling there become friendly with the natural birds and beasts that live in the wilderness. No natural beasts or non-magical creature will attack the owner of the residence as long as the elf is within one mile per level of their flet unless the elf acts in a threatening manner to these creatures. This friendship includes the service of a falcon or small woodland creature who will remain with them as a companion as long as the elf owns the flet.

Lodge: Humans are capable of building a small hunting cabin in a wilderness area where they can live small, private lives and forage or hunt to survive. The human gains a Forestry ability at a rank of 1 if they do not already possess it and draws the service of a loyal hunting dog as long as they maintain the lodge.

Stone Hall: Dwarves can construct a small underground home, typically in a mountain-side or deep beneath the earth. While often spartan affairs, a stone hall includes a section where the dwarf can practice their craftwork. Once constructed, the dwarf selects one form of metalcraft (like armorer, blacksmith, jeweler, or weaponsmith). Once per month they can, for free, craft one item associated with their chosen craft. The item is of superior quality and can be sold for twice its normal value or be used in adventuring or for later enchantment by spellcasters. Dwarf jewelers make fine baubles that, while of little use to adventurers, can be sold for 1d6x100 gold pieces in the same amount of time.

TEMPLE

A temple is a large building, typically made of stone, constructed to honor a deity. Temples are typically constructed by Clerics or Friars to honor the god they serve. When a player character constructs a temple, they earn the title of hierophant. After constructing a temple, the hierophant will draw 2d6x10 loyal followers to worship and serve the deity for which the temple was constructed. These worshippers will remain loyal, tithing one gold piece per follower every three months. In addition, as long as the hierophant leads regular services and provides spiritual counsel to their flock, then the hierophant and their followers remain under the perpetual benefit of a *Bless* spell (see pg. 148). In addition, the hierophant can create 1d6 vials of holy water each month at their temple.

OPTIONAL RULES: ALTERNATE TEMPLES

If the Referee allows, then player characters can build an alternate type of temple if they are of a specific class.

Grove: Druids, elves, Rangers may establish a grove. A grove is an untouched patch of wilderness, typically in a forested area where the character can commune with nature. Groves cost only 500 gold pieces to establish, but must be at least ten miles from any sign of civilization. Groves generate no revenue and do not draw followers. The creator of the grove must tend to it regularly, but in return the character is able to rest safely in the grove regardless of any natural or monstrous threat. In addition, they attract the service of a number of wild animals who will act as loyal companions whose total hit dice do not exceed the character's level. In addition, the beasts in the area surrounding the grove to a distance of ten miles will report to the character any strangeness or threats occurring in the wilderness.

Monastery: Monks and Friars may establish a monastery in an isolated location at least ten miles from any civilized settlement. These cost only 10,000 gold pieces to establish, and after the monastery is established the character will draw 2d6 1st level Monks and 1d6+1 1st level Friars who will arrive to train and practice with the founder. Monasteries do not generate revenue. As long as the founder maintains the monastery and trains regularly with their followers, they receive a +1 bonus on all attack rolls and damage rolls on all unarmed attacks and a +1 to their Armor Class while not wearing armor.

Shrine: A shrine is little more than a humble roadside building, often a single room. It costs a mere 1000 gold pieces to establish a shrine, but it must be adjacent to an established road. No followers or revenue come to the shrine, but pilgrims will pass by the shrine to pay their respects regularly. They will provide the founder of the shrine with 1d6 rumors per month, and every three months the founder of the shrine maintains it, they learn one additional language from the travelers visiting the shrine.

CHIVALRY AND KNIGHTHOOD

The iconic image of the knight in shining armor astride his powerful steed has permeated our society for centuries. From Arthurian myth to pop culture, these noble warriors are ever-present in our consciousness and have been a part of fantasy gaming from the beginning. In traditional fantasy role-playing games this role was reserved for Fighters and other martially oriented classes. But these options present rules which allow any character, regardless of heritage or class, to become a knight and earn this noble title by drawing upon the historic basis of knighthood. These rules are entirely optional and are only in use if the Referee expressly informs the player characters that they are available in the current campaign.

Knights are loyal servants and vassals of a noble lord who are called to their lord's banner in times of war and strife. They serve in whatever capacity they are able – whether by providing gold, resources, or soldiers. These rules allow PCs to earn knighthood by performing great deeds for a noble lord – in return they receive training, resources, and soldiers to command. But should they betray their lord, they will find all of that and more taken away and be left as paupers and exiles – if they are lucky.

EARNING KNIGHTHOOD

Any character, regardless of their class, can be knighted. Historically knighthood was an inherited status, but it is possible for a player character to earn such a status in a fantasy game. This is most often done as reward for a great deed done in service of a noble lord - or in some cases to a holy order with significant political influence. When a character receives their accolades and is knighted, they are expected to provide loyal service to their lord and in return they are given food, lodging and the protection of their newly sworn liege. In many cases they are also provided a small fiefdom and keep to defend these lands and the peasants who work it.

When a player character has performed a great service for a noble lord or church official, there is a chance that the character will be offered a knighthood by that noble. Typically, such deeds include defending and protecting a lord's land or family from great threats. In rare cases knighthood can be granted at a lord's whim for political reasons. Knighthood is rarely granted to peasants or serfs, except in circumstances where such a low-born character's service is both particularly heroic or public.

To determine whether or not a noble lord will offer a character knighthood, the Referee should roll 1d20 after a player character has succeeded with a great act in service of a noble lord. This

is often known as a Deed of Service. The total of that roll is the character's *Accolade Rating*. The potential knight may add their level to this roll and apply any of the appropriate modifiers shown on Table 4-8: Accolade Modifier. The modifiers are then added up. If, after applied modifiers, the Accolade Rating is 20 or higher – then the character is offered a knighthood. If a natural, unmodified 20 is rolled then the character is offered a knighthood regardless of other modifiers. The player should make note of the character's Accolade Rating, as it will be important in regards to both what the character is provided and how they are regarded by their liege lord and those under their protection.

TABLE 4-8: ACCOLADE MODIFIER

Character Heritage	Modifier
Character is a human	+0
Character is an elf or half-elf	-2
Character is a dagonite, dhampir, dwarf, gnome, or half-orc	-3
Character is a halfling, river halfling, sylvan elf	-4
Character is a goblin, shadow elf, or troll-kin	-6
Character is Heritage-as-Class	See Below
Character Alignment	Modifier
Character is of lawful alignment	+2
Character is chaotic alignment	-2
Character Social Class	Modifier
Character is a peasant or serf	-5
Character Class	Modifier
Character is a Bard, Cleric, Friar, Ranger, or Swashbuckler	+1
Character is a Cavalier, Fighter, or Paladin	+2
Character is a Dwarf Battle Priest, Magic-User, Metaphysician, Monk, or Spiritualist	-4
Character is an Acrobat, Assassin, Barbarian, Druid, Elf Bladamage, Thief, or Tomb Robber	-5
Character is an Errant Fool, Halfling Folk Mage, Jester, or Wanderer	-6
Character is a Sidhe or Sprite	-8
Deed Performed	Modifier
Deed of Service was witnessed by many	+2

Character Heritage	Modifier
Deed of Service was particularly heroic	+2
Deed of Service won a great battle	+2
Deed of Service saved the lord's life	+4
Character Reputation	Modifier
Character is known to be heroic and honorable	+2
Character is known to be dishonorable	-4

ACCEPTING KNIGHTHOOD

When a character accepts knighthood their Accolade Rating determines what benefits they are initially provided by their new liege lord. Regardless of modifiers, no character may start with an Accolade Rating of higher than 41. See Table 4-9: Gifts of Service for these benefits.

REFUSING KNIGHTHOOD

If a player character is offered a knighthood and refuses it, such an act is considered a great insult. The character will likely be told to leave the Lord's domains and be considered to have a Charisma of 3 when interacting with them in the future.

TABLE 4-9: GIFTS OF SERVICE

Accolade Rating	Benefits
20-25	Chain mail armor, shield, spear (or lance), sword, mace, riding horse.
26-30	Plate mail armor, shield, spear (or lance), sword, mace, riding horse, horse barding, 0 th level squire, 100 gold pieces.
31-35	Plate mail armor, shield, spear (or lance), sword, mace, warhorse, horse barding, 1 st level Fighter squire, 500 gold pieces.
36-40	Plate mail armor, shield, spear (or lance), sword, mace, warhorse, horse barding, 1 st level Fighter squire, a keep (with staff), 1000 gold pieces.
41+	Plate mail armor, shield, spear (or lance), sword, mace, warhorse, horse barding, 4 th level Fighter squire, a keep (with staff), 5000 gold pieces.

BECOMING A KNIGHT

Once a character has been knighted and received their accolades, they will be expected to train in the arts of warfare, horsemanship, courtly etiquette, and heraldry. All knights are expected to be able to wield the following weapons in combat: sword (or long sword), mace, lance, and spear (or lance). In addition, they must be able to wear both chain and plate armor in battle as well

as wield a shield and ride a horse. Some classes (such as Fighters) might already be skilled with these weapons, but this is the rare opportunity for classes such as Magic-Users to gain proficiency in the tools of warfare. Smaller heritages, such as halflings and dwarves who are incapable of wielding long spears or lances have no obligation to wield such weapons – but they are rarely knighted. Clerics are not expected to violate their holy vows against using bladed weapons.

In addition to being skilled warriors, knights are expected to know how to interact with other nobles when at court, learn basic military tactics, and recognize the banners of other noble houses. These will aid them in matters of diplomacy and large scale warfare. No character class or heritage is assumed to have extensive knowledge in these areas by default, and must train to become proficient.

A newly knighted character is expected to invest 25% of all experience points earned in learning these new abilities – no more, no less. These experience points are then invested in one of the areas of training listed on Table 4-10: Knightly Training. This invested experience *is not* added to a character’s experience points for purposes of gaining experience levels. Once that area of training is completed, the character receives the benefit listed. Classes that are already able to wield the weapons or wear the protective items listed in the training are not required to spend these experience points. After a character completes all required areas of training they may increase their Accolade Rating by one point.

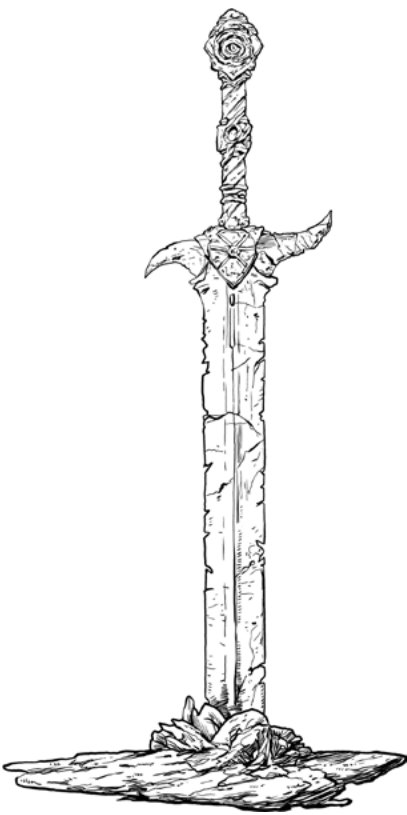


TABLE 4-10: KNIGHTLY TRAINING

Training	XP Cost	Benefit
Sword Training	750	Character can wield swords without penalty
Mace Training	500	Character can wield a mace without penalty
Spear/Lance Training	500	Character can wield a spear/lance without penalty
Chain Mail Training	750	Character can wear chain mail armor*
Plate Mail Training	1000	Character can wear plate mail armor*
Shield Training	500	Character can make use of a shield*
Courtly Etiquette	1000	Character receives a +2 to all Reaction Rolls at Court
Heraldry	250	Character recognizes all regional coats of arms on sight
Military Tactics	1000	All hirelings, retainers and squires receive a +1 to all attack rolls.

*Magic-Users cannot cast spells when wearing chain mail, plate mail or using shields.

KNIGHTLY STYLE

After completing their training as a knight, a character can choose to focus their knightly activity and take a Knightly Style – though a character can only have one Knightly Style and once it is chosen it cannot be changed. They simply declare to the Referee that they are beginning their training. They then invest 25% of their earned XP into their Knightly Style and may earn up to three benefits as listed below. Some Knightly Styles have requirements.

BLACKGUARD

You are a warrior who uses fear and intimidation as your weapons of choice. You follow a twisted code of honor if any at all.

Requirements: Must be of Chaotic alignment.

- **1000 XP:** Character no longer has a minimum Accolade Rating to retain knighthood.
- **2500 XP:** Cast *Cause Fear* as a 3rd level caster once per day.
- **5000 XP:** +1 to damage when making a melee attack.

HOUSE KNIGHT

You are more at home at court than on the battlefield, enjoying the poison of politics and the dance of thrones and clash of crowns.

Requirements: None.

- **1000 XP:** +1 Loyalty to all allies at court
- **2500 XP:** Cast *Charm Person*, once per day – but the duration is only 1 hour.
- **5000 XP:** Permanently increase your Charisma by 1 point. It cannot be increased above 18.

KNIGHT ERRANT (FREE-RIDER)

You hold no lands, and serve your liege lord by traveling across the width and length of his land to protect his subjects.

Requirements: You may not own a keep.

- **1000 XP:** When traveling in your land of service, you never get lost.
- **2500 XP:** Any steed you ride receives a +3 bonus to its Armor Class.
- **5000 XP:** Any steed you ride receives a +3 bonus to its Movement.

KNIGHT PROTECTOR

You have sworn to protect those you serve, whether king, lord, or ward. You value shield and sacrifice over the sword and the lance.

Requirements: Must be of Lawful alignment.

- **1000 XP:** You receive a +1 bonus to your Armor Class when wearing plate mail and using a shield.
- **2500 XP:** Cast *Cure Light Wounds* as a 3rd level caster once per day.
- **5000 XP:** Once per day, grant one adjacent ally a +2 bonus to their Armor Class for five rounds.



LOW TEMPLAR

You are a simple mercenary who earned his knighthood with coin and blood. Though you now serve a liege lord, gold and glory are your true cause.

Requirements: You may not be Lawful alignment.

- **1000 XP:** You may fight dishonorably without losing Accolade Points.
- **2500 XP:** You pay Hirelings, Henchmen and Retainers at 1/2 the normal cost.
- **5000 XP:** You inflict double damage when attacking a surprised foe in melee combat.

PEASANT KNIGHT

You rose up from the dirt and salt of the earth to become a noble knight – but you have not forgotten your roots and still hold a great love for the downtrodden of the world.

Requirements: Must have been a commoner before being knighted.

- **1000 XP:** +2 to the Loyalty of all commoner and peasant Hirelings, Henchmen and Retainers you keep in your service.
- **2500 XP:** You are able to find basic food and shelter in any village you visit.
- **5000 XP:** Commoners and peasants you keep as Henchmen, Hirelings and Retainers receive a +1 bonus to all attack rolls.

TOURNAMENT KNIGHT

You are the legendary knight in shining armor. You travel from festival to festival, jousting tournament to jousting tournament to show off your skills as a jouster and swordsman.

Requirements: None.

- **1000 XP:** +1 on all attack rolls with long swords, spears, and lances.
- **2500 XP:** Any horse you ride receives a +2 bonus to its Armor Class
- **5000 XP:** If you successfully perform a charge attack your target is automatically knocked prone.

ACCOLADE RATING

A character must maintain an Accolade Rating of at least 20 to maintain their knighthood, with the exception of the blackguard. The deeds and actions of a character can increase or decrease their Accolade Rating, but only if there are witnesses. An Accolade Rating is *not an abstract representation of a character's honor*. It is a measure of the character's reputation with the liege lord who knighted them.

That being said, acting in an honorable fashion does often lead to an increase in the character's Accolade Rating, simply by the fact these types of actions reflect well on a knight's liege lord. These actions must often be seen by the vassals and subjects of the liege lord. Actions, regardless of how honorable or dishonorable, must be witnessed or proven to affect a character's Accolade Rating.

Should a knight's Accolade Rating drop too low, they could be stripped of their knighthood and branded a traitor and criminal to their liege lord. As a knight's Accolade Rating increases, they receive additional rewards and gifts for their loyal service as shown on the table below.

If a character's Accolade Rating drops below 20 their liege lord revokes their land and holdings and orders a new noble be placed in command of these resources. In addition, it is likely that the liege lord will (at the very least) exile the former knight from their realm, if not call for the dishonored warrior's head to be brought before them. The former knight *does not* lose any of the training they previously received, only the tangible resources and servants provided to them by their ex-liege lord. Blackguards who have invested at least 1000 XP in their Knightly Style do not lose their knighthood status should their Accolade Rating drop below 20.

When rolling to determine an increase or decrease in a knight's Accolade Rating, the results cannot be less than 1. A knight always either gains or loses at least one point of Accolade Rating for their deeds, both loyal and traitorous.

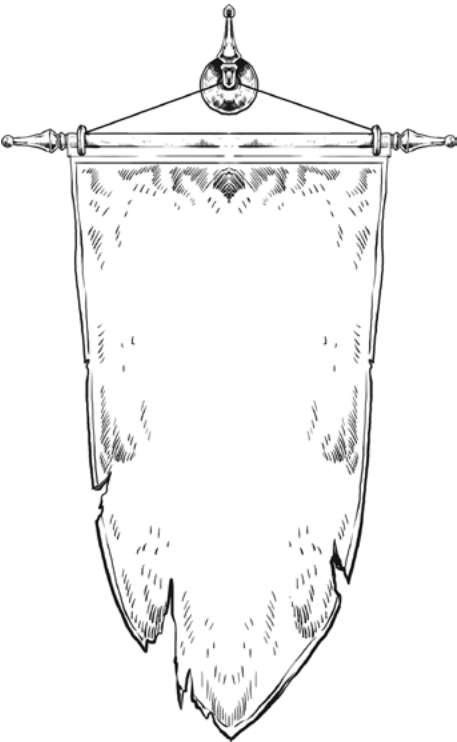


TABLE 4-11: ACCOLADE BONUS

Deed	Accolade Modifier
Petty crimes against the liege lord's vassals (minor theft, etc)	Lose 1
Major crimes against the liege lord's vassals (destruction of property, etc)	Lose 1d6-3 (min. 1)
Cruelty, brutality, and murder of the liege lord's vassals	Lose 1d6-2 (min. 1)
Cowardice in battle	Lose 1d6-4 (min. 1)
Speaking ill of a noble loyal to the liege lord	Lose 1
Speaking ill of the knight's liege lord	Lose 1d6-3 (min. 1)
Unduly striking a noble or lady	Lose 1
Bravery in battle	Gain 1
Protecting the liege lord's vassals from a minor threat (bandits, etc)	Gain 1d6-4 (min. 1)
Protecting the liege lord's vassals from a major threat (monstrous horde, etc)	Gain 1d6-3 (min. 1)
Protecting the liege lord's vassals from a deadly threat (dragon, invading army, etc)	Gain 1d6-2 (min. 1)
Leading a successful military campaign against an enemy nation	Gain 1d6
Tithing revenue to the liege lord (typically per 1000 gold pieces)	Gain 1
Protecting or defending the assets of a noble loyal to the liege lord	Gain 1d6-3 (min. 1)
Protecting or defending the assets of the liege lord	Gain 1d6-2 (min. 1)

Knights and Stronghold Followers: Characters who have fulfilled the necessary requirements of their class to attract followers still attract them in addition to any benefits they have received from their knighthood. These followers are expected to be incorporated into their existing holdings and duties required by their knighthood.

ACCOLADE REWARDS

As the character’s Accolade Rating increases, they gain new rewards and benefits from their liege lord determined by Table 4-12: Accolade Rewards. These rewards are cumulative.



TABLE 4-12: ACCOLADE REWARDS

Accolade Rating	Reward
26-30	Plate armor, barding a 0th level Squire and 100 gold pieces.
31-35	Warhorse, squire is trained into a 1st level Fighter or a new 1st level Fighter is provided as a squire, 400 gold pieces.
36-40	A keep (with followers), 500 gold pieces.
41-45	Squire is trained into a 4th level Fighter or a new 4th level Fighter is provided as a squire, 4000 gold pieces.
46-50	A 3rd level Cleric or 3rd level Magic-User (knight’s choice) is provided to serve as an adviser at the small keep the knight now maintains.
51-55	The liege lord commissions carpenters and masons to upgrade the knight’s keep into a full blown castle, doubling in size, along with the increased staff to maintain it.
56-60	The liege lord sends a contingent of 20 – 120 (2d6x10) human soldiers (armed with short swords, spears, leather armor, and shields), 10 – 60 (1d6x10) human soldiers (armed with spears, leather armor, short bow, and dagger), and 10 - 60 (1d6 x10) human sergeants-at-arms horsemen (armed with long sword, spear, chain mail, shield, riding horse) to aid the knight in protecting their realm.
61+	The liege lord bestows upon the knight a magical weapon of significant power. The exact details of this weapon should be defined by the Referee and should be considered a great boon to suit the knight’s abilities.

CHAPTER FIVE

PLAYING THE GAME

Once characters have been created, and the Referee has adventuring material prepared then actual play of the game begins. In most instances this is as simple as the Referee describing the current location of the player characters and making sure to take into account more than just what they see. Sight is certainly important, but the sounds they hear, what they smell, and the feel of the environment around them can provide a deeper sense of immersion into the game world and provide context clues to the players and their characters in any given situation. Sitting down to play *White Box Cyclopedia* once is sometimes called a session of play. Several sessions of play that follow the same narrative arc and short term objectives are sometimes called an adventure. While a series of adventures that feature the same players and their characters is usually referred to as a campaign.

The session could begin anywhere. A rural village, a bustling city, an untamed wilderness, the entrance to a forgotten tomb, or the classic “everyone meets in a tavern” are all examples. Once the Referee has set the scene, players describe what their characters do. Going down stairs, attacking a dragon, and talking to other player characters (PCs) or non-player characters (NPCs) controlled by the Referee are just a few examples of actions that players may choose to have their characters take. The Referee then describes what happens as a result of the player characters’ actions. Perhaps a set of ancient stairs lead down to a huge tomb, a dragon they are attempting to sneak past might awaken and attack, or an NPC might react as is appropriate to their own motivations to interactions with the player character. The rules in this chapter are guidelines for handling the most common situations that come up during play, but the Referee should always feel free to modify the rules as they see fit or make a judgment call in areas where the rules do not provide guidance.

Basically, the player and the Referee work together, with the Referee handling the details of a dangerous fantasy world, and the player handling what their character does in it. The epic story of a character’s rise to greatness (or death in the effort) is the player’s to create in the Referee’s world.

GAINING EXPERIENCE

Characters are awarded Experience Points (XP) for killing monsters and accumulating treasure. When enough XP is earned, the character raises a level. Monsters have Experience Point values in their descriptions, and one gold piece acquired is equal to one XP. Experience is awarded for accumulating treasure because every gold piece gained by a character is an index of the player’s skill. Awarding experience only for killing monsters fails to reward a party of adventurers that successfully lures a dragon away from its hoard so that its treasure can be stolen without a fight—it fails to reward characters that operate by intelligence, stealth, trickery, and misdirection.



OPTIONAL RULE: XP FOR TREASURE SPENT

Instead of awarding treasure for simply accumulating treasure, Referees may rule that a player character does not receive XP for gold they recover while adventuring until that money *is spent*. This helps prevent characters from hoarding wealth and encourages them to engage with the campaign setting via the wealth they have earned.

TIME

The Referee will need to make general rulings regarding the passage of time through the course of the game. Things like “A few hours later...” or “After several days of exploring the woods...” These should be governed by the Referee’s common sense and judgment. There are two specific measurements of time that warrant discussion in White Box Cyclopedia – the “turn” and the “combat round.” (Sometimes the combat round is known simply as a “round”). A turn is the equivalent of ten minutes of time and is used to track and measure actions, movement, and resources when player characters are in dangerous places. Combat rounds are much shorter (typically a minute) and are used when player characters are in battle, allowing for a faster account of the action. One Turn is equal to ten Combat Rounds and vice-versa.

MOVEMENT

Base movement for all heritages is calculated on the table below in tens of feet per round. Characters with a Strength between 15 and 17 can carry an additional 50 pounds before suffering a reduction in movement and if their Strength is 18 they can carry an additional 100 pounds before suffering a reduction in movement, unless otherwise noted in the description of their heritage abilities.

Human-sized heritages are Dagonite, Dhampir, Elf, Elf Bladamage, Half-Elf, Half-Orc, Human, Sidhe, Shadow Elf, Sylvan Elf, and Troll-Kin (see Broad Shoulders heritage ability on page 35).

Small heritages are Dwarf, Dwarf Battle Priest, Halfling, Halfling Folk Mage, Gnome, Goblin, River Halfling, and Sprite (see Flight heritage ability on page 90).

TABLE 5-1: MOVEMENT RATE

Weight Carried	Human-Sized	Small
0 - 75 lbs	12	9
76 - 100 lbs	9	6
101 - 150 lbs	6	3
151 - 300 lbs	3	3

TABLE 5-2: MOVEMENT RATE ADJUSTMENTS

Movement Type	Adjustment
Careful	Half of Movement Rate
Normal	Movement Rate
Running	Double Movement Rate

Characters moving at half speed are considered to be moving carefully and are more likely to notice ambushes, concealed enemies or other subtle dangers than those moving at their normal movement rate. Characters who are moving at double their movement rate, or running, are highly unlikely to notice these types of dangers.

COMBAT

When the player characters come into conflict with enemies and combat begins the combat rounds are run as described below.

SURPRISE

The Referee determines if one side or the other is entitled to a free attack or move as a result of surprise. This is determined by either Referee’s judgment or by requiring each player character to roll 1d6, depending on the circumstances. In most cases any character who rolls a 1 or 2 on 1d6 is surprised, though certain heritages or classes may have a reduced chance or even no chance of being surprised. Particularly stealthy adversaries may increase the chance of being surprised.

A character who is surprised may take no actions during the first round of combat.



OPTIONAL RULE: KEEPING A WEATHERED EYE

With Referee permission, if a player character states they are being cautious and vigilant for ambushes and similar surprise attacks and moves at Careful Movement, their chance of being surprised is reduced to 1 on 1d6.

INITIATIVE

Initiative is a roll to determine who acts first during each combat round. After surprise has been determined and its effects resolved, one player and the Referee each roll 1d6. This is sometimes called Group Initiative.

The Referee also rolls 1d6 to determine the initiative for the adversaries facing off against the player characters and applies any individual modifiers the monsters may have to determine their group initiative.

The side that rolled a higher number on their group initiative acts first, with every character on that side acting in whatever order they decide is

appropriate. Then the other side acts in a similar fashion. When the last character has acted in a round, initiative is *not* re-rolled – but instead the combat round ends and a new one begins. The character who acted at the beginning of the previous round may act again.

In the event that there is a tie in the initiative all parties act simultaneously. The Referee should use their judgment in these situations but one thing is paramount: The damage inflicted by the combatants during any simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other in this situation.

OPTIONAL RULE: DECLARE ACTIONS

If the Referee wants to place greater value on initiative then after initiative has been determined, the side that *lost* initiative must declare what they are doing during the combat round. This will allow the side that won initiative to act according to the intent of their adversaries.

ACTIONS

The most common actions taken in combat are attacking, casting a spell, or doing a running movement. Other actions are possible, but Referees will need to use their judgment to determine if they are feasible in the span of time taken of a single combat round.

Some characters may be able to take more than one action in a combat round due to a heritage or class ability, a magical effect, or some other modifier. Whether or not this is possible is detailed in the descriptions for those respective areas of the game. When a character is able to take multiple actions in a single combat round they are all resolved on that character's initiative.

Attacking: To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These bonuses include the Attack Bonus of their class, may include a strength bonus (for certain classes making attacks with hand held weapons), a Dexterity bonus (for attacks with ranged weapons), bonuses from a character's heritage or class, and any bonuses for magic weapons. Additional situational modifiers may apply based on the circumstances of the attack. The player then subtracts any attack penalties they might have from their roll. All modifiers are cumulative. If the total of the attack roll meets or exceeds the defender's Armor Class, the attack is successful and hits the defender.

If an attack hits, it inflicts damage. The amount of damage inflicted is determined by the weapon's damage die, plus any modifiers. In melee combat, characters may add their strength modifier. Melee attacks may only be made against adjacent targets.

Ranged weapons do not receive a damage bonus from a wielder's high strength unless they are thrown weapons such as daggers or hand axes. As the name implies, all ranged weapons have a range listed in their description (beginning on page 102) and if a ranged weapon is fired at a

target further away than the weapon's listed range then the attack roll is made at a -2 penalty. Ranged weapons cannot be fired at a target that is more than twice their listed range away. However, characters can fire ranged weapons during melee combat or into an active melee combat between an adversary and their allies. When doing so, they suffer a -2 to all such ranged attack rolls and if an unmodified 1 is rolled on their attack roll, they have hit their ally! Other modifiers may also apply to both melee and ranged attacks based on the character's heritage or class, whether or not they are wielding a magical weapon and other situational modifiers as determined by the Referee.

If the attack is successful, the attacker rolls their damage die, adds the appropriate modifiers, and the defender subtracts that amount from their current hit points.

A character can make an attack and still move their normal movement either before or after doing so in a single combat round.

OPTIONAL RULE: CRITICAL HITS AND HELMETS

If the Referee permits it, any character (whether player character or non-player character) that rolls a natural, unmodified 20 on an attack roll inflicts a critical hit. Critical hits roll their damage dice twice and apply it to the target's hit points.

Helmets: With the Referee's permission, any character wearing a helmet can ignore the effects of one critical hit from a melee or ranged attack, but this destroys the helmet. Plate mail armor is assumed to have a helmet as part of its design. Helmets must otherwise be purchased (see pg. 96). Only character classes permitted to wear chain mail or plate mail armor may use helmets in this manner.

Casting a Spell: Some heritages and classes have the ability to cast magic spells. All spells, unless otherwise noted, take one action to cast. If a spell-casting character is successfully attacked during the simultaneous initiative while they are attempting to cast a spell then their attempt to cast that spell fails automatically, that spell slot is spent with no effect. A character can cast a spell and still move their normal movement either before or after doing so in a combat round.

OPTIONAL RULE: SPELLCASTING COMPOSURE

Instead of automatically losing a spell when it is cast, the Referee may permit the spellcaster to make a saving throw. If that saving throw is successful, the spell is not lost from the spell-caster's memory and can be cast again later.

Running Movement: Normally a character may make a Normal Movement and still take an action during a combat round. Characters can opt to make a Running Movement in combat, moving twice their Movement in that time – but if they do so they cannot take another action.

Miscellaneous Actions: During a combat round, a player character may take a number of other miscellaneous actions. Examples include trying to pick a lock, disarm a trap, force open a stuck door, draw a weapon, drink a potion, use a magic item, pick an object up that has been dropped near them, and countless other quick activities. Whether or not a player can move their normal movement rate before or after taking a miscellaneous action is determined by the Referee.



OPTIONAL RULE: DETAILED MISCELLANEOUS ACTIONS

Described below are a few examples of miscellaneous actions that the Referee may allow characters to perform in combat. Referees should feel free to produce other miscellaneous actions to suit their individual campaigns.

Assist in Battle: Instead of attacking in melee a character may assist an ally in battle. If that character is standing adjacent to both an ally and an opponent that the ally makes a melee attack against in the same combat round that the character declares they are Assisting in Battle, then their ally receives a +2 bonus on any melee attack rolls against that opponent.

Charge: If a character is mounted on a horse or similar steed and is able to move that mount's full movement before attacking with a lance or spear, they receive a +2 bonus to their melee attack roll. If that attack roll is successful, the attack inflicts double damage.

Cheap Shot: This includes any number of underhanded tactics to distract or limit a foe's ability in combat. Whether it is a quick knee to the groin, throwing a pocket full of sand in an opponent's eyes, or any other number of less than honorable tactics, a character who attempts this must make a successful attack against an opponent in melee at a -4 penalty. If that attack is successful, the opponent suffers a -2 penalty to either their attack rolls or Armor Class (chosen by the player making the cheap shot) for the remainder of the combat round.

Cover: When a character's action comes up in a combat round and a character is armed with a ranged weapon they can declare they are covering one 10'x10' area with a ranged weapon they have at the ready. If, for the remainder of the combat round, an enemy steps into that area, the character can immediately make a ranged attack against that opponent with a +2 bonus on their ranged attack roll.

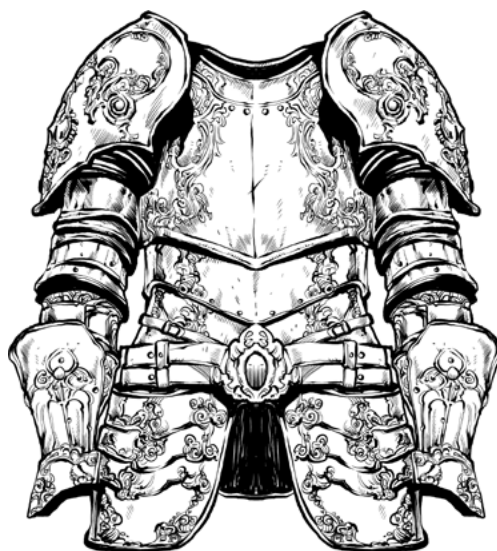
Dodge: By making no attacks or casting spells and focusing solely on finding cover and dodging incoming projectiles, the character receives a +2 bonus to their Armor Class against ranged attacks.

Parry: By making no other attacks or casting spells and focusing parrying and feinting with the melee weapon they have on hand, the character receives a +2 bonus to their Armor Class against melee attacks.

Set Spear: If the character takes no other action during a combat round and is wielding a spear or lance, they can set that weapon to receive a charge. If anyone makes a charge (see above) against them, the character can make a melee attack with a +2 bonus against that opponent *before* they are attacked by the charging opponent. If this attack against the charging opponent is successful, it inflicts double damage.

Shield Bash: If the character is using a shield while in melee combat they can attempt a shield bash as part of their attack. This gives them an additional attack in melee combat that inflicts 1d6-1 damage, but the attack is made at a -4 penalty and they lose any protection of benefits granted by their shield for the remainder of the combat round.

Tumble: A character can attempt to move through a space occupied by an opponent or opponents, but must make a successful saving throw to do so. This movement must begin and end in a space not occupied by an opponent. If this saving throw fails, the character is halted adjacent to the nearest opponent and can take no other action. A character cannot also attack and tumble in the same combat round and the Referee may rule that a small character (such as halflings) receive a +4 bonus to this saving throw.



ARMOR CLASS

Armor Class represents how difficult a defender is to strike during combat. Normally, player characters have an Armor Class of 10. This can be increased if the character has a high Dexterity, uses a shield, or is under the effect of items or spells which grant magical protection. When an attack which requires an attack roll is made against a character, the attacker must roll equal to or above their target's Armor Class (after applying all modifiers) in order to successfully strike their target.

Some spells or area-of-effect attacks do not require an attack roll and automatically inflict some amount of damage.

DAMAGE & DEATH

When a character is the victim of a successful attack or other damage source (such as a spell), the amount of damage rolled is deducted from their current hit points. When a character reaches zero hit points, they are dead.

OPTIONAL RULE: SPLINTERED SHIELDS

If the Referee allows, then any time a character would suffer damage from a melee attack they can declare their shield has been destroyed. If the shield is magical, then it is not destroyed, but instead permanently reduces its magical bonus by one. Thus a *shield+2* that is splintered becomes a *shield+1*. If that same *shield+1* were splintered again it would become a mundane shield and if that mundane shield were splintered, it would be permanently destroyed.

OPTIONAL RULE: DEATH'S DOOR

If the Referee is looking for a less lethal option they can choose to allow a character reduced to zero hit points to simply fall unconscious from extensive injury. Once reduced to fewer than zero hit points, the Referee can use one of the following options to reduce the lethality of their individual campaign.

Constitution-Based: The character is not dead until they reach negative hit points equal to their Constitution score.

Level-Based: The character is not dead until they reach negative hit points equal to their level. Thus a first-level character is dead at -1 hit points, while a seventh level character would be able to survive until reaching -7.

Saving Throw: Each round a character is at negative hit points they must make a saving throw with a penalty equal to their negative hit points. Failure results in death.

Ten Below: The character is not dead until they reach -10 hit points.

Regardless of which option is used, a character with zero or fewer hit points is unconscious and may bleed out.

Bleeding Out: A character reduced to 0 hit points suffers an additional point of damage at the end of each round. Bleeding out can only be stopped via magical means, such as a Cure Light Wounds spell or pouring a Potion of Healing into the mouth of the unconscious character.

HEALING & BINDING WOUNDS

Characters heal 1 Hit Point per day of rest in a safe location. Referees can allow characters to bind 1d6-1 hit points (minimum 1) worth of wounds following a battle. This takes several minutes and represents players taking the time to clean and dress any wounds they have suffered, stop, and catch their breath and generally recover from the battle. It requires a Healer's Kit (see pg. 96), which is expended in the process of binding wounds.

A character can only bind their wounds once after a battle.

INVISIBLE OPPONENTS

An invisible opponent can only be attacked if its general location is known, and the attacker suffers a -4 penalty on their attack roll. 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.

MORALE

Certain monsters, such as unintelligent creatures or mindless undead, will fight to the death. The majority of adversaries are not so foolish and will seek to surrender, retreat, or flee from battle. The Referee will typically decide when monsters or other adversaries will abandon the battle or retreat – often based on how intelligent they are – but as a general rule, when a monster or other adversary is reduced to one-half of their max-

imum hit points or when it is obvious that they cannot achieve victory the Referee can choose to roll 2d6. If that number is equal to or greater than the monster's Morale, they will flee or end combat in the manner most likely to result in their survival. Some monsters may simply turn tail and run, while more intelligent beings might surrender or attempt to barter with the player characters for their lives.

NEGOTIATION AND DIPLOMACY

Some battles can be avoided with a few well-placed words (or even lies). An adventuring party may elect to negotiate with, deceive or attempt to convince a hostile foe they encounter that avoiding combat is in the best interest of all involved. Such attempts should be roleplayed out, though attempting such peaceful discussions after the first arrow has been fired or sword has been swung is extremely unlikely in most cases.

SAVING THROWS

From time to time, a spell, or some other kind of hazard (such as a trap) requires you to make a "saving throw." A successful saving throw means that the character avoids a threat or lessens its effect. Each character class has a 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, the saving throw is successful. Monsters can also make saving throws (their saving throw target number is their HD subtracted from 19, minimum 2).

FALLING

When a character falls from a great height, they lose 1d6 hit points for every ten feet fallen, to a maximum of 10d6 if they fall from a height of 100 feet or greater. At the Referee's discretion this damage may be reduced by one half by landing on a reasonably soft surface (such as a large snowbank or hay pile) or completely nullified by landing in reasonably deep water.



TRAPS

Most traps and pits are triggered on a 1-4 on 1d6 when any character passes over the triggering mechanism. Characters falling into a pit trap suffer 1d6 points of damage per 10 feet fallen. Pit traps are the most common, though other traps can include collapsing chambers, or hidden spears. The Referee determines the damage for these traps, which can range from 1d6 for more common traps to as high as 10d6 for traps so cataclysmic that they destroy the very structures around them.

SEARCHING FOR TRAPS AND CONCEALED OR SECRET DOORS

While exploring underground environments such as dungeons or catacombs it is possible to encounter traps, concealed and secret doors. The rules for navigating these situations are detailed below.

Traps: To search for a trap, a character must declare specifically that they are doing so and note a 10'x10' area where they are conducting the search. Unless otherwise stated, such a search has a 1 in 1d6 chance of success and takes ten minutes per 10'x10' area being searched.

Concealed and Secret Doors: When a character passes within ten feet of a concealed or secret door while moving at cautious speed or slower, there is a 1 in 1d6 chance that they will automatically detect a concealed or secret door if one is present. To actively search for a concealed or

secret door a character must declare specifically that they are doing so and note a 10'x10' area where they are conducting the search. Unless otherwise noted there is a 1-2 in 1d6 chance of detecting a concealed or secret door if one is present in the area being searched and this takes ten minutes per 10'x10' area being searched.

LISTENING AT DOORS

Characters can press their ear to a door and attempt to listen for noise on the other side. They have a 1-in-1d6 chance of success, though they are unlikely to be able to make out the details of such noise unless it is particularly loud. They only receive general information at best about what is on the other side.

OPTIONAL RULE: LISTENING AND SEARCHING USING THIEVERY

With the Referee’s permission a character with the Thievery ability can use that ability when listening at doors and searching for concealed or secret doors if their chances of success are increased by doing so. Any character with the Thievery ability *always* uses that ability when searching for traps.

OPTIONAL RULE: INTELLIGENCE MODIFIERS AND SEARCHING FOR CONCEALED OR SECRET DOORS

Referees may opt to apply a character’s Intelligence modifier when searching for and noticing Concealed or Secret Doors. When attempting to search for secret or concealed doors, a character applies their ability score modifier to their chances of success. Thus, if a concealed door would normally be detected on a 1 or 2 on 1d6, a character with an Intelligence of 15 or higher would succeed on a 1, 2, or 3 on 1d6. Conversely, a character with an Intelligence of 6 or less would only succeed on a 1 on 1d6. This modifier applies to noticing and actively searching for both concealed and secret doors.



TORCHES, LANTERNS, AND LIGHT SOURCES

When traveling in a lightless environment, such as a dungeon or underground cavern, characters need to have access to something which provides illumination. Characters attempting to perform sight-based actions in the dark, such as attacks or saving throws which rely on vision make use of a d20, suffer a -4 to their roll. Other tasks may be penalized as the Referee deems appropriate, such as a -1 or -2 on attempting to use Thievery to pick a lock or disarm a trap in the dark. Faint illumination, such as that provided by candlelight, moonlight, starlight, or other meager sources reduce this penalty by one-half, though some non-human characters may be able to see in low or even no light. The most common source of illumination are torches and lanterns, providing illumination to a range of 30 feet. Candles, on the other hand, only illuminate a 10 foot area.

Characters can fight in combat with a torch as a club, though every time they make an attack with the weapon, they must make a saving throw, or the torch is extinguished.

Characters with darkvision can see perfectly in natural darkness, though may still be blinded by magical darkness.

WILDERNESS EXPLORATION AND HEX CRAWLING

Not all adventures need to take place in a dangerous dungeon or seemingly abandoned crypt. There are plenty of dangers to be found upon the surface. As player characters move further and further away from the civilized places of the world, the dangers of the wilderness become more a threat.

Traditionally, traveling over wilderness environments is done by using a hex map which the Referee has either prepared before play or is taken from a published source. These rules assume that each hex on such a map represents about ten miles of space and represents the amount of ground an adventuring party can normally cover in a single day of travel.

Travel across the wilderness typically begins from a civilized location, such as a town, village, city, or castle. As previously stated, adventurers can typically cross a single hex (between 5 and 10 miles, roll 1d6+4) in a single day. In the case of particularly rough or difficult terrain (such as a dense forest, murky swamp, or winding mountain canyons) the speed of their progress is reduced by one-half.

For each day of travel, whether the travelers have progressed across a hex or not, the Referee should roll 1d6. If the number rolled is equal to or lower than the number of hexes separating the travelers from a civilized location, then they encounter a natural hazard, wandering monster, or band of travelers. So, for example, if there is one hex between the travelers and the nearest village then they would have an encounter on a 1 on 1d6, but if they were five hexes out, they would have an encounter on any roll between 1 to 5 on 1d6. No matter how far from civilization travelers go, a roll of 6 on 1d6 while engaged in Wilderness Exploration always means they do *not* have an encounter.

The exact nature of what is encountered should be determined by the Referee based on their individual campaign, or it can be determined randomly using the chart below. Natural hazards should be appropriate to the environment through which the characters are traveling. Wandering monsters should be equally appropriate to that environment. A band of travelers can range from wandering pilgrims, ambushing highwaymen, another adventuring party, or any other group of civilized people met in the wilderness.

TABLE 5-3: WILDERNESS EXPLORATION ENCOUNTERS

Roll (1d6)	Encounter Type
1-2	Natural Hazard
3-4	Wandering Monster
5-6	Band of Travelers

While engaged in Wilderness Travel, characters must track the consumption of traveling rations and other resources necessary to feed the party during the journey. Characters without the necessary resources for this expenditure suffer the effects of starvation as detailed on page 130 until they receive proper nutrition and rest.

EXPLORING ROUGH TERRAIN

While wilderness is, by definition, more difficult to traverse than civilized terrain, each type of wilderness has their own unique challenges. The Referee can choose to apply the following modifiers while characters are engaged in Wilderness Exploration, based on the terrain:

- **Dense Forest:** Characters cannot see far and are more likely to lose their way or get ambushed. Surprise chance is increased by 1 for all encounters.
- **Desert:** Characters must consume twice the normal amount of water each day to represent the need for extra hydration against the sun and heat.
- **Grasslands:** High, swaying grass slows travel and makes it easier for predators to sneak up on the characters. Reduce daily movement through Grasslands by two (to 1d6+2 miles per day), and all small monsters increase their chance to surprise the characters by 1.
- **Mountains:** Difficult climbs and winding, precarious rock paths slow travel to a painfully halting pace. Reduce daily movement through mountains to 1d6-3 miles per day (minimum 0).

- **Swamp:** Reduce daily movement through swamps to 1d6-1 miles per day (minimum 0) as the characters wade through muck and mire. There is also an increased likelihood of catching a disease due to the wet environment and pervasive presence of insects, at the Referee's discretion.
- **Tundra:** Cold, wind-swept, and unforgiving characters traveling across the tundra must make a saving throw for every hour of exposure or suffer 1d6-4 (minimum 1) points of damage from exposure.

FORAGING AND STARVATION

Each day of wildness exploration requires the character to consume one pound of food and drink one gallon of water. The amount of water required may be increased in arid conditions, such as trekking through the desert. If a character cannot find proper sustenance, they lose 1 hit point that cannot be healed by magical or mundane means until they have received proper refreshment.

If a character wishes, they can attempt to forage in the wilderness for food and water. Foraging for one day worth of food and water takes 2d6 hours and requires a successful saving throw. Foraging in particularly difficult or sparse terrain, such as underground natural caverns, volcanic wastelands, or harsh deserts imposes a -4 penalty to this saving throw. Failing this saving throw means the character finds nothing. A character can attempt to forage as many times per day as they like, time permitting. While foraging a character cannot travel or make progress in their travels.

Optional classes with the Forestry ability can make a Forestry check to forage for food and water in any environment with no penalty for harsh environments. Doing this requires only 1d6 hours

and allows them to recover food and water for a number of people equal to their level. Barbarians have their own unique class ability that lets them forage automatically as described on page 50, under their class ability "Wilderness Survival."

SEAFARING

Each ship type has a base movement rate shown below. In favorable winds that movement rate is increased by 50%, while unfavorable conditions such as traveling against the current and winds or facing serious storms, reduces this by 50%.

TABLE 5-4: SEAFARING MOVEMENT

Seafaring Vessel	Nautical Miles Per Day
Sailing Ship (Large)	50
Sailing Ship (Small)	40
Galley	30
Boat	20
Raft	10

To determine the wind conditions each day, the Referee should roll 1d6 and consult the Table 3-4 Seafaring Wind Conditions and compare it to the type of seafaring vessel in use.

TABLE 5-5: SEAFARING WIND CONDITIONS

Roll (1d6)	Wind Conditions	Effect
1	Favorable	Increase Nautical Miles Per Day by 50%
2 – 5	Normal	Normal Nautical Miles Per Day
6	Unfavorable	Decrease Nautical Miles Per Day by 50%

SEAFARING ENCOUNTERS

At the Referee’s discretion, Seafaring characters may potentially have a random encounter once every 1d6 days. The Referee rolls 1d6 once to determine the number of days that pass at sea before there is the potential of a random encoun-

ter. On the day rolled, the Referee then rolls a second d6. If the second roll is a 1, then a Seafaring Encounter has occurred. A third roll is made on Table 5-6: Seafaring Encounters to determine the nature of the encounter, or the Referee can simply choose an encounter.

TABLE 5-6: SEAFARING ENCOUNTERS

Roll (2d6)	Seafaring Encounter
2	Terrible Storms. The ship is tossed and turned and is most certainly off-course because of it. 10-60% (1d6 x 10%) of the ship’s crew was tossed into the sea by its fury.
3-4	Dense cloud cover prevents navigation. One character aboard the ship must make a saving throw or the ship becomes lost at sea for 3d6 days. If the character has a compass, they receive a +2 bonus on this saving throw.
5-6	A galley is encountered, with a full crew. It may be friendly (1-2 on 1d6), neutral (3-4 on 1d6) or hostile (5-6 on 1d6).
7-9	A merchant vessel, typically a small sailing ship, is encountered. It can be avoided, parlayed with, or attacked. It is not aggressive, but its crew will defend themselves. The Referee determines the details of this ship and its cargo.
10-11	A strange monster is discovered and attacks the ship! The Referee randomly selects this creature.
12	A previously undiscovered island or landmass is found! The Referee determines the details of this new land.



SAILING AT SEA VERSUS SAILING ON A RIVER

One of the unique aspects of rafts, boats, and galleys is the fact that these ships are remarkably shallow on the draft and were capable of sailing up rivers. However, not all of their vessels were designed for sailing on the open seas. Boats and rafts were designed specifically for coastal and river travel. When caught in a Terrible Storm per Table 5-6: Seafaring Encounters, all characters aboard either of these vessels must make a saving throw or be tossed overboard and risk drowning. If the characters are on a raft, this saving throw is made with a -4 penalty.

NAUTICAL COMBAT

Combat can sometimes occur between the crews of two different seafaring vessels. In this case, characters will need to either board their enemy vessel or make attacks at range with ranged weapons such as bows.

Some ships designed for sea travel have the edge of their decks lined with shields. Any character using these shields for cover from incoming ranged fire receives a +1 bonus to their Armor Class as if they were wielding that shield themselves.

Another, more reckless option, is attempting to destroy an enemy's ship directly with a ranged or melee weapon. In these instances, all ships ignore the first 5 points of damage and have hit points equal to their Nautical Rate of Travel. Thus a large Sailing Ship has 50 hit points, while a Raft only has 10 hit points. For every point of damage suffered by a vessel, its Nautical Rate of Travel is reduced by one. If a vessel is reduced to zero hit points it begins to break up and will sink in 2d6 minutes.

GETTING ABOARD AN ENEMY SHIP

Attempting to board an enemy ship can be done through a myriad of means. Whether it is leaping a short distance between vessels or climbing up the side of an enemy ship to stand upon the deck, these efforts always take at least a full round of

actions (or more at the Referee's discretion) and may require a save throw or other roll. Depending on the nature of a character's attempt, the Referee should determine the appropriate roll to accomplish the task, if any. For instance, climbing up an enemy ship might require a saving throw, while using a boarding plank might require no roll, provided it has been secured between ships.

SETTING A SHIP ON FIRE

A particularly effective way to destroy a ship is through fire. Setting a vessel on fire requires a flame of equal or greater size than a torch. Attempting to set a ship on fire requires a saving throw, though if a character applies oil to a large wooden area of the ship beforehand (which typically requires at least one round of work), this saving throw is made with a +4 bonus.

Less reckless arsonists may opt to fire flaming arrows at a ship or its sails. Assuming an open flame is available, it takes one round to light an arrow on fire. As long as the target ship is within range of the attacker, that attacker needs only to make an attack roll against a Armor Class of 10. If this attack is successful they may make a saving throw at a -4 penalty. If the saving throw is successful, the ship has caught fire.

Once a ship is on fire it suffers 1d6 points of damage on the first round of combat that it set aflame. This damage increases to 2d6 on the second round, and 3d6 on the third round, up to a maximum of 5d6 after five rounds of being on fire. For every 1d6 of fire sweeping across a ship's surface, an area ten square feet wide is covered. Characters standing in an area that is burning suffer 1d6 points of damage. Attempting to put out a fire is an ongoing and arduous process. A character can spend an entire round trying to put out the flames. Doing so requires a saving throw. Success reduces the next fire damage roll by 1d6. If fire damage is reduced to 0d6 then the fire is extinguished. Failure means the fire continues to spread. Up to five characters can attempt to extinguish fire at any given time aboard a vessel.

OPTIONAL RULE: TARGETING THE SAIL

At the Referee's discretion, archers may use flaming arrows and target a ship's sails. Attacks against a ship's sail are made against a Armor Class of 14, but the saving throw to ensure an accurate shot that catches fire is made without the penalty noted above. However, characters attempting to put out a burning sail suffer a -2 on their own saving throws to reduce the spread of the flames as noted above.

REPAIRING A DAMAGED SHIP

As long as a ship has not been reduced to zero hit points it can be repaired. However, this is a long and arduous process. Until all damage is repaired, the ship will move at a reduced Movement as noted above. While all the crew participates in the repairs, one character is declared the Foreman. At the end of each day in which a ship is being repaired, the Foreman makes a saving throw. If this saving throw is successful, the ship has repaired a single hit point of damage.

SWIMMING AND DROWNING

Characters move at Cautious Movement whenever they are swimming through water and can hold their breath for three rounds, plus their Constitution modifier. Characters holding their breath for shorter than this time or carrying or wearing their Strength ability score times five with no inherent risk of drowning. Thus a character with a Strength of 8 could be carrying 40 lbs worth of gear, while a character with a Strength of 12 could be carrying up to 60 lbs of gear. Anything more than this limit and the character runs the risk of drowning, as does being underwater for longer than a character can hold their breath. A character in danger of drowning must make a saving throw every round to avoid drowning. Once a character begins to drown, they suffer 1d6 points of dam-

age each round and can take no actions. However at the beginning of each round a character is drowning they may make a saving throw to recover and end this effect. Once a character has recovered from drowning, any damages suffered as a result of drowning heals at the rate of one hit point per minute that the character rests after being plucked from the water. Referees can impose bonuses or penalties to a character's drowning saving throw, based on the circumstances (such as rough waters) or other conditions. Characters and monsters that do not need to breathe cannot drown.



POISONS

Some monsters, traps and special effects cause a target to become poisoned. A poisoned target must make a saving throw or perish immediately. Particularly weak or potent poisons may modify this saving throw. At the Referee's discretion, poisons may inflict damage or have effects other than death. For example, a poison might only paralyze a character and prevent their movement for an extended period if they fail their saving throw or a slow acting poison might inflict 1d6 points of damage each hour until the character is able to find an antidote.

EXAMPLE OF PLAY

Vandal (a human Fighter), Sero (a human Bard), and Bindle (a halfling Thief) are exploring the forgotten Vault of Tharkhun - an ancient dwarven vault that is long since been taken over by goblins and is riddled with traps and monsters - when a new danger arises.

Referee: "You two have managed to slip deep into the Vault's lower levels through a secret tunnel that descended straight into the heart of the mountain."

Bindle's Player: "Yeah. Excellent job, Sero. I cannot believe you convinced that miner to sell us that old map for thirty gold pieces. We avoided the first three levels of the Vault by using this."

Sero's Player: "Words are worth more than coins. Besides, he did not realize there was secret dwarvish runes on the back that led us to the passage. He thought it was just his grandfather's old mining map."

Referee: "Right. It was a clever bit of roleplaying, and thirty gold pieces is no small amount to a farmer. So you guys slip out of the tunnel into a vast natural cavern. The area is strewn with old mining equipment - picks, mattocks, sledges, carts - all of which are covered in dust and look untouched for ages. Who has a light source?"

Vandal's Player: "You've got it, right Sero?"

Sero's Player: "Yep! I have a lantern tied to my belt that helped us see on the way down the shaft. I untie it from my belt and hold it in my off hand so Vandal's free to use her long sword and shield and Bindle can be stealthy if he needs to."

Referee: "Good call. In the flickering light of the torch you can see a naturally occurring tunnel wind off in the distance, going well beyond the light of your lantern. The cavern is still and silent."

Bindle's Player: "I'll take point, in case of any traps."

Vandal's Player: "You sure? You cannot see once you go outside the light of the lantern. Why do not I take point, you bring up the rear, and we will keep Sero in the middle. That way if anything does attack I'm most likely to survive."

Bindle's Player: "Yeah, that sounds good. Just be careful."

Sero's Player: "Protected on both sides? Sounds good to me!"

Vandal's Player: "Alright, that's the plan. We slowly move down the passage at Cautious Movement. Nobody touch anything. That means you, Bindle."

Bindle's Player: "One time..."

Referee: "Alright, you set off as quietly as you can. Which is not exactly silent since Vandal's chainmail armor clinks with every step - but you are not making undue noise. The natural cavern winds on and you can see more signs of ancient mining efforts - nooks of rock chipped away in search of ore, more old tools, and the like. You round one corner to see a great stone door, easily eight feet high and half as wide, with a heavy wooden beam laid across it as if to bar it from this side. There are half a dozen dwarven skeletons, claimed by time and covered in dust, piled before the door. A few of them are clutching melee weapons like short swords and battle axes."

Sero's Player: "Well, that doesn't bode well."

Vandal's Player: "I'd say not. Bindle, you wanna check it out?"

Bindle's Player: "Yeah, I guess so. A halfling's work is never done, I tell ya."

Referee: "How exactly are you checking it out, Bindle?"

Bindle's Player: "I'm not checking out anything yet. Can you two tall-folk move these skeletons away from the door? Last time we saw a pile of bones like this, they came to life and almost killed us all."

Vandal's Player: "Fair. How many bodies are there?"

Referee: "Looks to be four."

Vandal's Player: "I drag them away from the door, about twenty feet back, one by one. You two keep your weapons at the ready."

Sero's Player: "I pull out my short sword. Can't ready my short bow without putting the lantern down."

Bindle's Player: "I have my dagger at the ready, but step into a shadow on the edge of the torchlight. Can I use my halfling heritage ability All But Unseen?"

Referee: "Yep. But as soon as you move, you are visible. All right, it takes you a few minutes and its gruesome work, but you drag the skeletons away

from the door. They are wearing what you would expect of dwarven miners and a few of them have tool packs and belt pouches that shift or fall away as they are being shifted about. Do you wanna go through them to see if they have any gold on them?"

Bindle's Player: "Ye-

Sero's and Vandal's Players (at the same time): "No!"

Bindle's Player: "...fine. So the door is clear of any obstruction?"

Referee: "Yep!"

Bindle's Player: "You said there's all kinds of dust, broken rock pieces, stones, and the like all around the tunnel?"

Referee: "Yeah, why?"

Bindle's Player: "I pick up a handful, tell everyone to stand back about 20 feet. Once everyone's done that, I throw it at the door, just to make sure there's no kind of touch-activated trap."

Referee: "The dust and stones clatter against the door harmlessly."

Bindle's Player: "Cool. I examine the door closely. The seams and details. I look for hinges, handles, and the like. Trying to get a sense of how it opens and closes. But, I don't actually touch it yet."

Referee: "OK, it's a bit tough to make out in the

lamplight, but you can see faint dwarven runes written on it. You also see what appears to be a small keyhole just below where the bar is set in place."

Bindle's Player: "Dang. I do not read dwarvish. Sero? Vandal?"

Vandal's Player: "Nope."

Sero's Player: "Me either. But can I use my Lore ability to at least get a sense of what the writing says, even if I cannot read it?"

Referee: "Sure, Sero! I'm using the optional rule where you can use Lore to Decipher Script - so you could actually translate it."

Sero's Player: "Oh, sweet! I'll do that."

Referee: "Alright. You step up and spend a few minutes examining the runes. <Rolls a d6 behind a screen. Sero has a Lore of 2 and the Referee rolls a 2, which is equal to or under Sero's Lore ability. So it's successful, but the Referee just tells Sero what he deciphers - not whether it's accurate.> Alright, from what you can make out it appears to say something like 'You are now leaving the southwestern mining chamber and entering the Great Southern Hall, May the Ancestors Bless All Stones That You See.'"

Sero's Player: "I relay that to the party and tell them it seems safe enough."

Vandal's Player: "If it was safe they'd have not barred it from this side. Be careful."

Bindle's Player: "Speaking of. We need to lift

that bar out of the way. Is it wood?"

Referee: "Yep. A big, long wooden beam. Probably weighs quite a bit. Anyone want to give me an Open Stuck Doors check?"

Sero's Player: "Well, it's not really stuck..."

Referee: "No, but same principle. Using strength to get a door open."

Sero's Player: "OK. That makes sense. Vandal? You're the muscle."

Vandal's Player: "Wait. Instead of making an Open Stuck Doors check, can the three of us work together and just lift it?"

Referee: "There's nothing in the rules about that, but yeah, that makes total sense. You can just do it if the three of you work together. It takes a bit of doing, but you get the beam down so Bindle can get a closer look at the keyhole."

Bindle's Player: "Ya know, one of those skeletons may have a key on them. We could just check them for that, guys. And if we happen to find any gold..."

Sero's and Vandal's Players (again, at the same time): "No!"

Bindle's Player: "Fine. OK, Ref, I take a look inside the keyhole. Any unusual mechanisms I can see?"

Referee: "Nope. Nothing you've not seen in a dozen other locks."

Bindle's Player: "Great. Can I see through it to the other side?"

Referee: "Yeah, but it's pitch dark so not much to see."

Bindle's Player: "Alright. I pull out my tools and set to picking the lock."

Referee: <Rolls 1d6, getting a 1. Bindle has a Thievery of 2, so he is successful at picking the lock.> "It takes a bit of working, but you eventually hear the satisfying click of the lock disengaging."

Bindle's Player: "Bindle gestures towards the door with a flourish and says, 'All yours, heroes.' before moving behind Vandal and Sero. He puts away his tools and draws his dagger again."

Vandal's Player: "Alright, Sero. Get right behind me so I have that lantern light. I press my shield into the door and slowly push it open."

Referee: "You push the door open. It swings open quite easily at your touch - clearly a product of fine dwarven craftsmanship."

Vandal's Player: "Nice. What can I see in the chamber beyond?"

Referee: "It's a huge open cavern, the floor is perfectly carved and polished, with stone columns running so high they go beyond your lantern light. In fact, the entire chamber extends beyond the range of your lantern. A long silence hangs in the dark hall for a few seconds and then you hear it..."

Sero's Player: "Oh no. Hear what?"

Referee: "The sound of flapping feet on stone and the echo of insane tittering against the rock. Along the edge of your lantern light, a pair of goblins gaze at you with hungry yellow eyes. Scouts or patrol officers, they have clearly noticed you and are drawing weapons. Who wants to roll Initiative for the group?"

Sero's Player: "I got it! I got a 5."

Referee: "You catch them a bit off guard and are able to act before them. They got a 3. Which of you wants to act first?"

Bindle's Player: "I'd like to, guys. I throw the dagger I have in hand at the nearest goblin."

Referee: "Sounds good. He is 30 feet away, though. Daggers only have a range of 10 feet when thrown. You wanna move your full movement and throw the dagger?"

Bindle's Player: "Heck no! I'll close to 20 feet and take the -1 penalty for a long-range throw since that's double the dagger's listed range."

Referee: "Alright. Make your attack roll."

Bindle's Player: "I'm only a 3rd level Thief, so my class doesn't give me an attack bonus. So that is +1 for my Dexterity of 15 and +2 to attack rolls when using a thrown weapon because I am a halfling - right?"

Referee: "Yeah, but you have a -1 for being at long range with that thrown dagger. So, +2 total."

Bindle's Player: "Right. <Rolls a d20, adds +2> I rolled a 12, so I got a 14 total. Does that hit?"

Referee: "They have an Armor Class of 13, so yes! Roll damage!"

Bindle's Player: "That's 1d6-1 <Bindle's Player rolls a d6 and reduces the number rolled by 1> I rolled a 3, so that's 2 damage."

Referee: "Your dagger spirals out of your hand, glinting in the torchlight and striking the goblin in the shoulder. It snarls in pain and looks at you with fresh hatred!"

Vandal's Player: "I'll move up and position myself between Bindle and the goblins, but not attack."

Referee: "Sounds good. What about you, Sero?"

Sero's Player: "I set the lantern down, drop my shortsword beside it and ready my short bow."

Referee: "That's a fair amount, so if you do all that you can't move or attack this round."

Sero's Player: "That is fine. I wanna keep these guys at a distance."

Referee: "Alright, it is the goblins' turn. The first one rushes past Bindle and attempts to impale Vandal with his crude, blood-stained spear. What is your Armor Class, Vandal?"

Vandal's Player: "I'm wearing chainmail and have a shield, so that's +4 for the armor, +1 for the shield - so 15."

Referee: <Rolls a d20, adding the goblin's attack bonus> "A 14! You narrowly raise your shield in time as the goblin darts in with surprising alacrity, bloodlust in its eyes."

Sero's Player: "Wow... that was close."

Vandal's Player: "Yeah, but there's still one more."

Referee: "Speaking of the second goblin is up! He turns tail and runs into the darkness, barking crude words in his native tongue that reverberate through the massive stone chamber."

Vandal's Player: "Great... now everyone's gonna know we're here."

Sero's Player: "And we've still got this one on top of us that seems bent on turning Vandal into dinner."

Bindle's Player: "Maybe coming here wasn't such a good idea...."

CHAPTER SIX

MAGIC AND OTHER ARCANA

This chapter details information related to the active use of magical and other supernatural abilities. While it is assumed that both Magic-User spells and Cleric spells are available in all campaigns, not all spells from these spell lists are appropriate to all campaigns and players should consult with their Referee to determine if any of the spells detailed in this chapter are restricted. In addition, this chapter includes rules for psychic abilities and magical duels, neither of which should be assumed to be available unless also confirmed as such by the Referee.

SPELLS

Magic spells (often simply called “spells”) are strange and powerful things. They are broken up into two broad categories: Magic-User spells and Cleric spells. These categories are named as such because of their strong association with each of those individual classes. Magic-user spells require study, scholarly research, and analysis to learn and cast. These kinds of spells take years or decades of study to master but allow the caster to quite literally bend reality to their will. Cleric spells are granted by divine forces by the Gods of Law or Chaos to their most devoted servants or by the great primordial forces of nature to a few chosen protectors. They are, quite literally, miracles.

Some classes other than Magic-Users and Clerics may also have some limited access to these spells based on their individual class features and abilities. For example, Bards have limited use of Magic-User spells even though they are not actual Magic-Users and Paladins can cast Cleric spells in a limited capacity even though they are not Clerics.

Casting a spell has some requirements. First, spells must be prepared (or memorized). Cleric spells are prepared through prayer, meditation or communing with the natural forces of the

universe. Magic-user spells are prepared by reviewing the formulae and notes in a spellbook. A character can only prepare 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.

Then the spells are invoked or cast, which is the process of saying the magic words and making the magic gestures to achieve the effect of a specific spell. It then takes effect and the magic described by each individual spell happens. In the normal sequence of combat, the caster starts preparing at the beginning of the round and casts the spell whenever their personal initiative comes up in a combat round.

Each spell description lists a Level, Range and Duration.

Level: This is a general measurement of a spell’s power. Lower-level spells are typically weaker than higher level spells. Classes able to cast spells gain access to a more diverse and powerful selection of spells as they increase in level. A third level Magic-User, for example, can memorize 2 first-level spells and 1 second-level spell each day, while a first level Magic-User can memorize only a single first-level spell.

Range: Each spell has a range. This is how far away the spell caster can be from the target of the spell and still affect this target. Spells with a range of “Self” can only affect the caster and spells with a range of “Touch” require the caster to touch the target.

Duration: Magic spells rarely last forever. Spells have a duration, which is how long their magic remains effective or active. Some spells have a duration of “Instantaneous.” In the case of spells which restore hit points, cure diseases or cleanse poisons, this means the benefits are instantaneously applied – not that the healing occurs instantly and then ends. By contrast, on spells that inflict damage do so instantaneously, hence the same listed duration.

CLERIC SPELL LIST

1st Level Cleric Spells

- Cause Fear
- Circle of Protection
- Cure (Cause) Light Wounds
- Detect Chaos (Law)
- Detect Magic
- Detect Undead
- Hymn of the Holy
- Ignite
- Light (Dark)
- Protection from Chaos (Law)
- Purify (Putrefy) Food and Drink
- Rally
- Remove Fear
- Sharpen Senses
- Speak with Spirits
- Weather Ward

2nd Level Cleric Spells

- Bless (Curse)
- Conjure Holy Symbol
- Find Traps
- Hold Person
- Paralyze Undead
- Set to Rest
- Speak with Animals

3rd Level Cleric Spells

- Cure (Cause) Disease
- Deathspeak
- Empower Turning
- Light (Dark), Continual
- Locate Object
- Remove Curse
- Soul Blaze

4th Level Cleric Spells

- Cure (Cause) Serious Wounds
- Mask of Death
- Neutralize Poison
- Protection from Chaos (Law), 10 ft. radius
- Purification
- Speak with Plants
- Sticks to Snakes

5th Level Cleric Spells

- Commune
- Create Food and Drink
- Dispel Chaos (Law)
- Holy Light
- Insect Plague
- Quest
- Raise Dead



MAGIC-USER SPELL LIST

1st Level Magic-User Spells

Arcane Dart
Bind Familiar (Basic)
Blinding Flash
Charm Person
Circle of Protection
Danger Sense
Detect Magic
Detect Undead
Hold Portal
Ignite
Last Words
Light (Dark)
Obscuring Fog
Protection from Chaos (Law)
Read Languages
Read Magic
Sleep
Summon Bound Object
Summon Servant
Weather Ward

2nd Level Magic-User Spells

Acid Beam
Cause Fear
Defender's Ward
Defiling Touch
Detect Chaos (Law)
Detect Invisibility
Detect Thoughts (ESP)
Disarm
Dwarfish Mettle

Halfling's Luck
Hypnotize
Invisibility
Knock
Levitate
Light (Dark), Continual
Locate Object
Phantasmal Force
Sharpen Senses
Summon Spellbook
Summon Vermin
Terrify
Wall Crawling
Web
Wizard Lock

3rd Level Magic-User Spells

Alter Speed
Bind Familiar (Advanced)
Bind Object (Basic)
Crystal Ball
Darkvision
Dispel Magic
False Death
Fireball
Fly
Footfall
Footpad's Grace
Hold Person
Invisibility, 10 ft. radius
Paralyze Undead
Protection from Chaos (Law), 10 ft. radius
Protection from Normal Missiles

Spectral Presence
Summon Protector
Swordsman's Skill
Unnatural Stillness
Water Breathing

4th Level Magic-User Spells

Charm Monster
Confusion
Dimensional Portal
Empower Dread
Fire Binding
Giant's Strength
Hallucinatory Terrain
Massmorph
Plant Growth
Polymorph
Remove Curse
Soul Blaze
Summon Lesser Undead
Threshold
Wall of Fire or Ice
Wall of Shadow
Wizard Eye
Wizard's Gaze

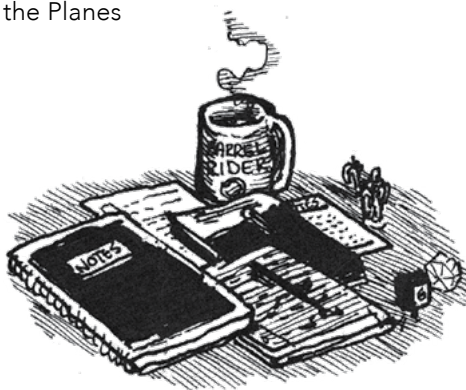
5th Level Magic-User Spells

Animal Growth
Animate Dead
Bind Familiar (Magical)
Bind Object (Advanced)
Cloudkill
Conjure Elemental
Contact Other Plane
Feeblemind

Hold Monster
Lay Enchantment
Magic Jar
Passwall
Shadow Form
Summon Greater Undead
Telekinesis
Teleport
Transform Rock to Mud
Vampire's Touch
Wall of Stone or Iron

6th Level Magic-User Spells

Anti-Magic Shell
Bind Beyond Death
Blight
Control Weather
Death Spell
Disintegrate
Dragon's Breath
Invisible Stalker
Move Earth
Move Water
Project Image
Quest
Reincarnation
Transform Stone to Flesh
Walk the Planes



OPTIONAL RULE: DRUID SPELL LIST

Some Referees may wish to have a more flavorful spell list for the Druid class (see page 55). With Referee permission Druids may use the spell list below instead of the standard Cleric Spell List. When determining the duration and range of a spell that appears on both the Cleric Spell List and Magic-User Spell List, Druids use whichever is more advantageous. When casting a spell strongly associated with Law or Chaos, the Druid selects which version they are casting at the time they use the spell.

1st Level Druid Spells

Detect Magic
Ignite
Light (Dark)
Obscuring Fog
Protection from Chaos (Law)
Purify (Putrefy) Food and Drink
Read Languages
Remove Fear
Weather Ward

2nd Level Druid Spells

Detect Law (Chaos)
Detect Thoughts (ESP)
Find Traps
Levitate
Set to Rest
Sharpen Senses
Speak with Animals
Summon Vermin

3rd Level Druid Spells

Animal Growth
Darkvision
False Death
Footfall
Hold Person
Light (Dark), Continual
Locate Object
Protection from Normal Missiles
Water Breathing

4th Level Druid Spells

Charm Monster
Conjure Elemental
Hallucinatory Terrain
Neutralize Poison
Plant Growth
Purification
Speak with Plants
Sticks to Snakes

5th Level Druid Spells

Control Weather
Create Food and Drink
Dispel Chaos (Law)
Insect Plague
Move Earth
Move Water
Reincarnation

SPELL DESCRIPTIONS

Described below are all of the Cleric and Magic-User spells that may be available in an individual campaign. The Referee should feel free to expand or restrict this list as they see fit. Cleric spells that protect from or diminish the power of Chaotic beings or summon or empower Lawful-aligned beings can only be cast by characters of Lawful alignment. Cleric spells that protect from or diminish the power of Lawful beings or summon or empower Chaotic-aligned beings can only be cast by characters of Chaotic alignment. If the optional Druid class is allowed, Druid spell levels are noted in parentheses.

ACID BEAM

Spell Level: Magic-User 2

Range: 120 ft.

Duration: 1 round per level

When a Magic-User casts this spell, they launch a ray of bubbling acid at their target. The Magic-User makes a ranged attack roll with a +3 bonus against a single target within 120 feet. If the attack is successful the target suffers 1d6 points of damage, though the target may make a successful saving throw in order to take half damage (minimum one point). On successive round of the spell's duration, the target suffers another 1d6 points of damage, though they may make another saving throw in order to take half damage.

ALTER SPEED

Spell Level: Magic-User 3

Range: 240 ft.

Duration: Ten rounds per level

The caster must announce which of the two options is being cast. Both options have a 60-foot radius area of effect. Anyone caught in this area of effect finds their Move speed doubled and may make one additional attack (or equivalent action) in a single combat round if the caster chooses to

increase the target's speed. If the caster chooses to use Alter Speed for a slowing effect, all victims have their Move reduced by one-half (round down) and must choose to either move or attack (or equivalent action) each combat round - they cannot do both. Victims of this slowing effect may make a saving throw each round to end this effect.

ANIMAL GROWTH

Spell Level: Magic-User 5 (Druid 3)

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. This typically includes a +4 bonus on all attack rolls, a doubling of their hit points, and a doubling of damage from all attacks.

ANIMATE DEAD

Spell Level: Magic-User 5

Range: Referee's discretion

Duration: Permanent

This spell animates skeletons (1-4 on 1d6) or zombies (5-6 on 1d6) from dead bodies. 1d6 undead are animated per level of the caster above 8th. The corpses remain animated until destroyed or dispelled.

ANTI-MAGIC SHELL

Spell Level: Magic-User 6

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. The shell is centered on the caster and moves with them.

ARCANE DART

Spell Level: Magic-User 1

Range: 240 ft.

Duration: 10 minutes + 1 minute per level.

This spell creates a ball of magical energy that hovers above their shoulder for the spell's duration. At a mental command from the caster, a bolt of energy launches from the energy ball to a visible target up to 240 feet away. The bolt strikes without error and does 1d6+1 points of damage. An additional bolt can be drawn from this ball of energy when the caster reaches the 4th, 7th, and 10th level. Each bolt can be sent at a separate target, or multiple bolts at a single target, at the caster's mental command. When the spell's duration ends or all bolts have been launched, the spell ends. The energy ball provides only meager illumination, no more than a lit candle.

BIND BEYOND DEATH

Spell Level: Magic-User 6

Range: 30 ft

Duration: Permanent

When this spell is cast, all creatures within 30 feet of the caster must make a saving throw. Those who fail this saving throw will rise as undead creatures in the service of the caster when they die. Most will rise as skeletons, zombies, or in rare cases wights. The spell itself does no damage.

BIND FAMILIAR (ADVANCED)

Spell Level: Magic-User 3

Range: Special

Duration: Permanent

In order to cast this spell, the Magic-User must gather 1000 gold pieces in material components and spend four hours preparing a ritual circle. After casting the spell, a medium or large-sized mundane creature (like a bear, horse, or wolf) is summoned and bound to the Magic-User's ser-

vice. It will follow basic commands (sit, stay, attack, etc.) and the Magic-User can sense the familiar's basic emotional state (happy, afraid, nervous). In addition, while the Magic-User is concentrating, they can view the world through the senses of their familiar, provided that the familiar is within one mile of the Magic-User. The newly bound familiar is loyal to the Magic-User and cannot be magically compelled to betray them.

Regardless of the animal chosen, all basic familiars have the following statistics: **AC:** 14, **HD** 3, **HP** 18, **Atk:** +3, **Dmg:** 1d6, **ST:** +4, **Mv:** 12.

Familiars may have unique traits depending on their animal type. Horses can be used as mounts or beasts of burden and wolves have a keen sense of smell, for example. The Referee is the final arbiter of what the familiar's capabilities are.

If the familiar is ever slain, the caster permanently loses a single hit point and a single point of Constitution. A Magic-User may release a familiar from their service at any time through an hour-long ritual but may never be bound to more than one familiar at any given time.



BIND FAMILIAR (BASIC)

Spell Level: Magic-User 1

Range: Special

Duration: Permanent

In order to cast this spell, the Magic-User must gather 100 gold pieces in material components and spend one hour preparing a ritual circle. After casting the spell, a small mundane creature (like a cat, rat, raven, or squirrel) is summoned and bound to the Magic-User's service. It will follow basic commands (sit, stay, attack, etc.) and the Magic-User can sense the familiar's basic emotional state (happy, afraid, nervous). The newly bound familiar is loyal to the Magic-User and cannot be magically compelled to betray them.

Regardless of the animal chosen, all basic familiars have the following statistics: **AC:** 12, **HD** 1-1, **HP** 5, **Atk:** +0, **Dmg:** 1d6-2, **ST:** +2, **Mv:** 12.

Familiars may have unique traits depending on their animal type. Cats may see well in darkness or be difficult to surprise and ravens have the ability to fly, for example. The Referee is the final arbiter of what the familiar's capabilities are.

If the familiar is ever slain, the caster permanently loses a single hit point. A Magic-User may release a familiar from their service at any time through an hour-long ritual but may never be bound to more than one familiar at any given time.

BIND FAMILIAR (MAGICAL)

Spell Level: Magic-User 5

Range: Special

Duration: Permanent

In order to cast this spell, the Magic-User must gather 5000 gold pieces in material components and spend eight hours preparing a ritual circle. After casting the spell, a minor magical creature (like an imp or a pixie) is summoned and bound to the Magic-User's service. It is intelligent and can communicate freely with the Magic-User via

a shared language. The Magic-User can sense the familiar's basic emotional state (happy, afraid, nervous). In addition, while the Magic-User is concentrating, they can view the world through the senses of their familiar provided that the familiar is on the same plane of existence as the Magic-User. The newly bound familiar is loyal to the Magic-User and cannot be magically compelled to betray them, though magical familiars may have motivations of their own and seek the Magic-User's aid in accomplishing them.

Regardless of the familiar chosen, all basic familiars have the following statistics: **AC:** 16, **HD:** 5, **HP** 30, **Atk:** +5, **Dmg:** 1d6+2, **ST:** +6, **Mv:** 12.

Familiars may have unique traits depending on their magical nature. Most magical familiars are capable of casting three first-level Magic-User spells per day as well as detecting magic at will. The details of these abilities as well as the presence of any other special abilities are determined by the Referee, but they should be appropriate to the magical creature summoned. Imps might be able to detect law and fly while pixies could lay charm spells or turn invisible, for example. The Referee is the final arbiter of what the familiar's capabilities are.

If the familiar is ever slain, the caster permanently loses a single hit point, a point of Constitution, and a level of experience. A Magic-User may release a familiar from their service at any time through an hour-long ritual but may never be bound to more than one familiar at any given time.

BIND OBJECT (ADVANCED)

Spell Level: Magic-User 5

Range: Special

Duration: Permanent

In order to cast this spell, the Magic-User must gather 5000 gold pieces in material components and spend eight hours preparing a ritual circle. The Magic-User then selects an article of clothing

(such as a cloak, robe, pair of boots), a weapon (such as a dagger, staff, or sword), or piece of jewelry (such as a pair of bracers, a necklace, or a ring) to serve as the bound object.

After the spell is cast, the target object of the spell gains several magical properties, though these properties are only active when the object is worn or wielded by the Magic-User.

All bound objects can be teleported to the Magic-User's hand through the use of a Summon Bound Object spell.

If the bound object is an article of clothing, the Magic-User gains a +4 bonus to their Armor Class and increases their maximum hit point total by five while the item is worn.

If the bound object is a weapon, then it gains a +3 enchantment while wielded by the Magic-User and the Magic-User is considered able to wield the weapon without penalty even if he would otherwise be prohibited – such as through class restrictions. In addition, the weapon can radiate a magical light which illuminates an area up to 30' to be activated or extinguished with a simple mental command from the Magic-User. This light has no duration limit. If the weapon is a ranged weapon, twenty rounds of the appropriate ammunition and an appropriate storage container for that ammunition also appears.

If the object is a piece of jewelry, the Magic-User receives a +2 bonus to all saving throws while the object is worn.

If the object is ever destroyed, the caster permanently loses a point of Constitution and a level

of experience. A Magic-User may end their bond with an object at any time through an hour-long ritual but may never be bound to more than three objects at any time.

BIND OBJECT (BASIC)

Spell Level: Magic-User 3

Range: Special

Duration: Permanent

In order to cast this spell, the Magic-User must gather 1000 gold pieces in material components and spend four hours preparing a ritual circle. The Magic-User then selects an article of clothing (such as a cloak, robe, pair of boots), a weapon (such as a dagger, staff, or sword), or piece of jewelry (such as a pair of bracers, a necklace, or a ring) to serve as the bound object.

After the spell is cast, the target object of the spell gains several magical properties, though these properties are only active when the object is worn or wielded by the Magic-User.

All bound objects can be teleported to the Magic-User's hand through the use of a Summon Bound Object spell.

If the bound object is an article of clothing, the Magic-User gains a +2 bonus to their Armor Class while the item is worn.

If the bound object is a weapon, then it gains a +1 enchantment while wielded by the Magic-User and the Magic-User is considered able to wield the weapon without penalty even if he would otherwise be prohibited – such as through class restrictions. In addition, the weapon can radiate a magical light which illuminates an area up to 5' to be activated or extinguished with a simple mental command from the Magic-User. This light has no duration limit.

If the object is a piece of jewelry, the Magic-User receives a +2 bonus to all saving throws made to resist a specific effect (such as to avoid traps, resist poison, or protect themselves from fire) while the object is worn.



If the object is ever destroyed, the caster permanently loses a point of Constitution. A Magic-User may end their bond with an object at any time through an hour-long ritual, but may never be bound to more than three objects at any time.

BLESS (CURSE)

Spell Level: Cleric 2

Range: One character per level of the caster within 120 ft.

Duration: 1 hour

The caster must announce which of the two options is being cast. The recipient of this spell cannot be in combat when it is cast. As a Bless spell, the recipient is granted a +1 bonus to all attack rolls and morale checks. As a Curse spell, the recipient is cursed with a -1 penalty to all attack rolls and morale checks

BLIGHT

Spell Level: Magic-User 6

Range: 120 feet

Duration: Permanent

The caster curses the land around him with dark magic, permanently increasing the Dread rating by 1 point. This spell is extraordinarily taxing to cast, and may only be cast once per month. It is only available in campaigns where the Referee is using the optional Dread rules found on page 191.

BLINDING FLASH

Spell Level: Magic-User 1

Range: 120 ft.

Duration: Ten rounds

This spell targets a single subject who is exposed to a bright flash which bursts forth from the caster's hand. Unless the target makes a successful saving throw they are blinded for the duration of the spell.

CAUSE FEAR

Spell Level: Cleric 1, Magic-User 2

Range: 60 ft. (Cleric), Touch (Magic-User)

Duration: 1 round per level (Cleric), 1 round per level (Magic-User)

A single victim must make a saving throw or immediately flee from the caster as fast they possibly can for its duration. They will not knowingly endanger themselves to escape and creatures immune to mind-based or fear-affects are immune to this spell.

CHARM MONSTER

Spell Level: Magic-User 4 (Druid 4)

Range: 60 ft.

Duration: Until dispelled

This spell operates in the same manner as Charm Person, but can affect more powerful monsters. When cast, the caster can select one monster of up to 9 HD as the target or affect a group of 3d6 monsters of fewer than 3 HD. If the spell succeeds (saving throw allowed), the unfortunate creature (or creatures) falls under the caster's influence, regarding them as a dear friend. If the caster does anything to blatantly contradict this assumption, such as asking the victim to undertake a blatantly suicidal task or treating them in a particularly poor manner, the victim can make a saving throw to end the spell's effects. Otherwise the victim must have *Dispel Magic* cast upon them to end its effects.

CHARM PERSON

Spell Level: Magic-User 1

Range: 120 ft.

Duration: Until dispelled

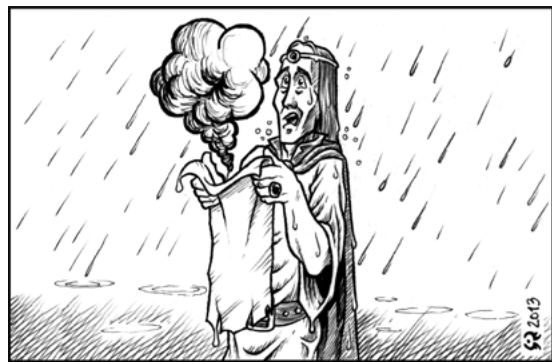
This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence, re-

garding them as a dear friend. If the caster does anything to blatantly contradict this assumption, such as asking the victim to undertake a blatantly suicidal task or treating them in a particularly poor manner, the victim can make a saving throw to end the spell's effects. Otherwise the victim must have *Dispel Magic* cast upon them to end its effects.

CIRCLE OF PROTECTION

Spell Level: Cleric 1, Magic-User 1
Range: 20 ft. x 20 ft. area
Duration: 1 hour per caster level (Cleric), 10 rounds per caster level (Magic-User)

This spell requires one hour of preparation before being cast. The caster must inscribe on the ground or floor, a circle of magical runes and reagents. The cost for these materials is 25 gold pieces. When this spell is cast, the prepared circle becomes empowered with magical protections, granting all those within it is 20'x20' area a +2 bonus to their Armor Class and +2 to all saving throw for the duration of the spell.



CLOUDKILL

Spell Level: Magic-User 5
Range: Close
Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. Any creature of 5 Hit Dice or less or of 5th level or lower caught in

the cloud must make a saving throw or immediately choke to death. 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 and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. Creatures immune to poison or not needing to breathe are immune to this spell.

COMMUNE

Spell Level: Cleric 5
Range: Caster
Duration: 3 questions

Higher powers grant answers to three questions the caster poses. Higher powers do not 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.

CONFUSION

Spell Level: Magic-User 4
Range: 120 ft.
Duration: 2 hours

This spell confuses people and monsters, making them act randomly. The effects of the confusion may shift every 1d6 rounds. Roll 2d6 to determine the creature's behavior:

TABLE 6-1: CONFUSION REACTION TABLE

Roll	Reaction
2-5	Attack the caster (or their nearest ally)
6-8	Stand baffled and inactive
9-12	Attack an ally

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, receiving no saving throw to resist its effects, and it takes effect immediately. Creatures of 4 HD receive a saving throw to resist its effects once initially targeted and again each time their confusion shifts.

CONJURE ELEMENTAL

Spell Level: Magic-User 5 (Druid 4)
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 their 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 act on its own will. The caster’s concentration is broken if they suffer any damage or attempt to perform another task that requires significant mental focus. As long as the caster has control over the elemental it can be returned to its home plane of existence with a simple mental command.

OPTIONAL RULE: DRUIDIC ELEMENTAL CONJURING

At the Referee’s discretion, Druids whose concentration is broken while attempting to maintain a Conjure Elemental spell simply find their conjured elemental returns to its home plane of existence.



CONJURE HOLY SYMBOL

Spell Level: Cleric 2
Range: Self
Duration: 8 hours

This spell conjures a holy symbol into the caster’s hand that is suitable for Banishing Undead.

CONTACT OTHER PLANE

Spell Level: Magic-User 5
Range: None
Duration: See table

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions or unique insights that might otherwise be unavailable. The spell’s effect depends on how deeply the caster wishes to delve into the planes of existence. Doing so is not without risk and many spellcasters who delve the planes for answers beyond human ken find themselves driven to a catatonic state should things go awry. The caster has extraordinarily little control of which plane they touch. Roll 1d6 and consult Table 6-2: Contact Other Plane to determine which plane of reality the caster contacts. The Referee then rolls 1d20 and provides the answer (or affliction of catatonia) to the caster. The caster does not know whether the answer they received is actually right or wrong.

TABLE 6-2: CONTACT OTHER PLANE

Plane*	Catatonia†	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 catatonia lasts for as many weeks equal to the depth of the plane where the caster sought to find answers. During that time, the character cannot speak or meaningfully act or speak and will simply shuffle along at half their Move when guided by another.
- ‡ This represents the possibility of being misled or misinterpreting an answer

CONTROL WEATHER

Spell Level: Magic-User 6 (Druid 5)

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. This can have any number of effects, altering landscapes, destroying settlements, or shifting tides - often permanently. Its exact effects are determined by the Referee, depending on what the caster was attempting to accomplish.

CREATE FOOD AND DRINK

Spell Level: Cleric 5 (Druid 5)

Range: Close

Duration: Instantaneous

This spell creates a one-day supply of simple food and drinking water for 24 people or beasts of burden.

CRYSTAL BALL

Spell Level: Magic-User 3

Range: 60 ft.

Duration: 2 hours

To cast this spell, the caster must have a small crystal lens that costs no less than 50 gp, but the

lens is not expended when the spell is cast. After the spell is cast, the caster either holds the lens to their eye to achieve a clairvoyance effect, or to their ear to achieve a clairsaudience effect. The clairvoyance effect allows them to see through physical objects no more than one foot thick. As a clairsaudience effect, it allows the caster to hold the lens to a surface on one side and their ear on the other to hear through a physical object no more than one foot thick as if it were not there. Lead (the metal) blocks both the clairsaudience and clairvoyance effects. It is sometimes used in hammered sheets to create areas that are safe from scrying.

CURE (CAUSE) DISEASE

Spell Level: Cleric 3

Range: Touch

Duration: Instantaneous

As a Cure Disease spell, the recipient is cured of all diseases—including those magically inflicted. When reversed for a Cause Disease effect, the recipient is inflicted with a disease to be determined by the Referee unless they make a successful saving throw. The typical disease reduces the victim’s strength, Dexterity, or constitution by 1 point for 1d6 days. If any of these are reduced to 0, the victim dies - but a cure disease ends this effect and after the 1d6 days have passed, the reduced scores regenerate at the rate of one point per day.

CURE (CAUSE) LIGHT WOUNDS

Spell Level: Cleric 1

Range: Touch

Duration: Instantaneous

As a Cure Light Wounds spell, the caster restores 1d6+1 hit points to the target. As a Cause Light Wounds spell, the caster causes 1d6+1 damage to a target with a successful melee attack, but they receive +4 to their melee attack roll.

CURE (CAUSE) SERIOUS WOUNDS

Spell Level: Cleric 4

Range: Touch

Duration: Instantaneous

As a Cure Serious Wounds spell, the caster restores 3d6+3 hit points to the target. As a Cause Serious Wounds spell, the caster causes 3d6+3 damage to a target with a successful melee attack, but they receive +4 to their melee attack roll.

DANGER SENSE

Spell Level: Magic-User 1

Range: Caster

Duration: 6 hours

While this spell is active, the caster can only be surprised on a 1 on 1d6., regardless of circumstances or modifiers.

DARKVISION

Spell Level: Magic-User 3 (Druid 3)

Range: Touch

Duration: 1 day

The recipient of the spell can see in total darkness, whether magical or mundane, to a range of 60

DEATH SPELL

Spell Level: Magic-User 6

Range: 240 ft.

Duration: Permanent

Within a 60 foot radius of the caster, up to 3d6 creatures with fewer than 7 HD perish. They may make a saving throw to avoid this effect at a -4 penalty.

DEATHSPEAK

Spell Level: Cleric 3

Range: Touch

Duration: 1d6 rounds, plus 1 round per level

The caster is able to speak with any dead creature, though they must be either touching a piece of the corpse (such as a lock of hair, a fingernail clipping, or the flesh of their body) or be holding an object of great importance to the target when he or she was alive (such as a wedding ring). They may ask one question per round and they will hear the answer in their own mind, though the dead target is under no obligation to answer truthfully. The dead are as diverse in personality as the living and these traits linger beyond the grave.

DEFENDER'S WARD

Spell Level: Magic-User 2

Range: Caster only.

Duration: Ten rounds per caster level

By making a rapid magical gesture of protection, the caster receives a +3 bonus to their Armor Class and a +1 bonus to all saving throws for the duration of this spell.

DEFILING TOUCH

Spell Level: Magic-User 2

Range: Touch

Duration: 1d6 rounds +1 round per caster level

The target of this spell must make a saving throw or have their Strength reduced by 1d6 for the duration of the spell. Creatures without a Strength score suffer a penalty equal to one-half this amount on all melee damage rolls. Characters with their Strength reduced to 0 are unable to move or act.

DETECT CHAOS (LAW)

Spell Level: Cleric 1, Magic-User 2 (Druid 2)

Range: 120 ft. (Cleric), 60 ft. (Magic-User)

Duration: 1 hour (Cleric), 20 min. (Magic-User)

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

DETECT INVISIBILITY

Spell Level: Magic-User 2

Range: 10 ft. per caster level

Duration: 1 hour

The caster can perceive invisible creatures and objects that come within this spell's range of the caster.

DETECT MAGIC

Spell Level: Cleric 1, Magic-User 1 (Druid 1)

Range: 60 ft.

Duration: 20 minutes

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. The exact nature of this magic or enchantment is not revealed, only its presence.

DETECT THOUGHTS (ESP)

Spell Level: Magic-User 2 (Druid 2)

Range: 60 ft.

Duration: 2 hours

The caster can detect the surface thoughts of other beings, but does not allow any deeper

probing. Unconscious targets will not be detected unless they are asleep and actively dreaming. The spell cannot penetrate more than two feet of stone and is blocked by even a thin sheet of lead.



DETECT UNDEAD

Spell Level: Cleric 1, Magic-User 1

Range: 120 ft (Cleric), 60 ft (Magic-User)

Duration: 1 hour (Cleric), 20 minutes (Magic-User_

The caster can sense the presence of undead creatures within the spell's range, though they cannot sense their exact location, nature, or level of power.

DIMENSIONAL PORTAL

Spell Level: Magic-User 4

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 within 10 feet of the caster with perfect accuracy to the stated location, up to a distance of 360 feet.

DISARM

Spell Level: Magic-User 2

Range: 120 ft.

Duration: Instant

The Magic-User selects a single target within 120 feet. That target must make a saving throw or immediately drop an object (such as a weapon or shield) held in their hand. The item can be retrieved normally, though doing so prevents the target from attacking on the round of retrieval.

DISINTEGRATE

Spell Level: Magic-User 6

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. The Disintegrate spell cannot be dispelled.

DISPEL CHAOS (LAW)

Spell Level: Cleric 5 (Druid 5)

Range: 30 ft.

Duration: 10 min.

As a Dispel Chaos spell, the spell is similar to the arcane spell Dispel Magic, but works against items, spells, or agents of Chaos. However, unlike Dispel Magic, this spell also functions against chaotic extraplanar beings, including dreams or supernatural hunting-beasts. As a Dispel Law spell, the spell works exactly like Dispel Chaos, except that it will dispel Law. Extraplanar beings targeted by this spell are immediately dismissed to their home plane of existence unless they make a saving throw at a -4 penalty.

DISPEL MAGIC

Spell Level: Magic-User 3

Range: 120 ft.

Duration: Permanent or 10 minutes per level (see below)

Dispel magic can be used to completely dispel most spells and enchantments. It is generally cast in one of two ways. It can be cast on an individual under the influence of a spell (such as Charm Person or Confusion) or an area affected by a spell (such as Continual Light or Circle of Protection) to immediately end that effect. This includes using Dispel Magic to close magical portals. When used in this manner, the Dispel Magic's effects are permanent and effectively immediately end a spell's duration.

Alternatively, it can be cast to temporarily suppress a permanent magical effect such as magical trap or an area under the effect of a pervasive magical effect not specifically tied to a spell. In this second method of use, the Referee is the final arbiter of whether or not a magical effect of this nature can be suppressed - if it can, then it is suppressed for ten minutes per level of the caster.

Dispel Magic has no effect on magical items unless otherwise specified in that item's description.

OPTIONAL RULE: SPELL STRENGTH

When a caster is attempting to suppress a spell or effect that has been created by a powerful caster or magical entity, the Referee can rule that such an attempt to Dispel Magic may fail. In such instances, the Referee may require the caster to make a successful saving throw for the Dispel Magic spell to function properly and may choose to impose a penalty ranging from -1 (for effects slightly above the caster's general magical ability) to -15 (for near godly magical effects) to that saving throw.

DRAGON'S BREATH

Spell Level: Magic-User 6

Range: Caster

Duration: 24 hours (see below)

For the duration of this spell the caster can, once per round, breath a cone of fire 90 feet long and 30 feet wide at its base. This cone does damage equal to twice the Magic-User's maximum hit points. All targets caught in the effects of this spell may make a saving throw for half damage. After the Magic-User has used this ability three times the spell ends. The spell's benefits otherwise end after 24 hours if any uses remain.

DWARFISH METTLE

Spell Level: Magic-User 2

Range: Caster

Duration: 1 round per caster level

For the duration of this spell the caster takes half damage from all attacks made by giants, ogres, trolls, and other giant-type creatures.

EMPOWER DREAD

Spell Level: Magic-User 4

Range: 120 feet

Duration: 1 hour

This spell temporarily increases the Dread rating of an area by 1d6-3 (minimum 1) for its duration. It is only available in campaigns where the Referee is using the optional Dread rules found on page 191.

EMPOWER TURNING

Spell Level: Cleric 3

Range: Caster

Duration: 2 rounds

This spell allows the caster to roll 4d6 instead of the normal 3d6 when attempting to Banish Undead.

FALSE DEATH

Spell Level: Magic-User 3 (Druid 3)

Range: Touch

Duration: 12 hours

This spell causes the caster or touched target to immediately fall into a torpor. The target will appear to all mundane and magical investigations to be dead. If the target suffers damage while in this state or when the spell's duration expires, the target awakens. It cannot be used on unwilling targets.

FEEBLEMIND

Spell Level: Magic-User 5

Range: 240 ft.

Duration: Permanent until dispelled

Feeblemind is a spell that only affects characters able to cast Magic-User spells. The saving throw 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. In this state they have an Intelligence of 3, can only speak in babbling incoherence, and are unable to cast spells.

FIND TRAPS

Spell Level: Cleric 2 (Druid 2)

Range: 30 ft.

Duration: 20 min.

Find Traps allows the caster to automatically perceive both magical and non-magical traps at a distance of 30 feet.



FIREBALL

Spell Level: Magic-User 3

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 means that the target only takes half damage. Combustible items explode or ignite if they are caught in the blast and soft metals may melt at the Referee's discretion.

FIRE BINDING

Spell Level: Magic-User 4

Range: Touch

Duration: 1 hour per caster level, or until activated.

This spell allows the Magic-User to enchant a doorway or similarly sized portal that they touch at when this spell is cast. The first person to pass through an entryway enchanted with this spell sets off a magical explosion affecting all targets within 30 feet of the portal. Everyone within the

spell's area of effect must make a saving throw or suffer 7d6 points of damage, those who save take half damage.

FLY

Spell Level: Magic-User 3

Range: Touch

Duration: 1d6 turns + 1 turn/level

This spell grants the power of flight, with a movement rate of 120 feet per round. The Referee rolls for the duration of the spell in secret and does not disclose this information to the player.

FOOTFALL

Spell Level: Magic-User 3 (Druid 3)

Range: Touch.

Duration: 1 hour per caster level

While under the effects of this spell, the target of this spell does not set off pressure sensitive traps, can walk on ice, snow (or other lightly packed earth) without sinking, and if the target falls ten feet or more, they float gently to the ground like a feather.

FOOTPAD'S GRACE

Spell Level: Magic-User 3

Range: Caster

Duration: 1 hour per level

A caster under the effects of this spell is stealthy and skilled. They can remain hidden in shadows and move silently when traveling at one-half speed with a 1-4 on 1d6 chance of success. They are also able to search for and disarm traps and pick locks with a 1-2 on 1d6 chance of success, though they will still require the necessary tools for these tasks.

GIANT'S STRENGTH

Spell Level: Magic-User 4

Range: Caster

Duration: 1 round per level

For the duration of this spell, the caster has strength akin to that of a giant. Their unarmed melee attacks inflict 2d6+3 damage and they receive a +3 bonus melee attack rolls when making an unarmed attack. In addition, they can automatically open stuck doors, and are capable of breaking locked doors with a 1-3 on 1d6 and even physically breaking through a magical lock with a 1-2 on 1d6.

HALFLING'S LUCK

Spell Level: Magic-User 2

Range: Caster

Duration: 1 round per caster level

For the duration of this spell the caster receives a +2 bonus on all ranged attack rolls and can be quite stealthy when not engaged in combat or performing other obvious actions (such as casting spells) rendering them almost hard to spot and almost totally silent.

HALLUCINATORY TERRAIN

Spell Level: Magic-User 4 (Druid 4)

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. The spell dissipates when a sentient creature attempts to interact with this illusory terrain in a meaningful way. Thus a character walking through an illusory forest would not cause Hallucinatory Terrain to dispel, but if they attempted to chop

down an illusory tree in that forest, then the effect would be dispelled.

HOLD MONSTER

Spell Level: Magic-User 5

Range: 120 ft.

Duration: 1 hour + 10 min./level

The caster can target either 1d6+1 creatures of no more than 15 hit dice or a single victim to become completely immobile and speechless for the duration of this spell. When used on a group, all victims may make a saving throw to avoid these effects, while when targeted against a single individual that victim has a -2 penalty to their saving throw.

HOLD PERSON

Spell Level: Cleric 2, Magic-User 3 (Druid 3)

Range: 180 ft. (Cleric), 120 ft. (Magic-User)

Duration: 90 min. (Cleric), 1 hour + 10 min. per level (Magic-User)

Targets of this spell find themselves unable to move or speak. The caster can target either 1d6 human-sized targets no taller than 8' or weighing more than 500 lbs within the spell's range who receive a saving throw to avoid this effect or may instead target a single human-sized target who must make their saving throw at a -2 penalty.

HOLD PORTAL

Spell Level: Magic-User 1

Range: Touch

Duration: 2d6 turns

This spell magically holds a door or gate touched by the caster in position for the spell's duration (or until dispelled). Creatures that are inherently magical in nature or particularly powerful (6 Hit Dice or more) can shatter the spell easily.

HOLY LIGHT

Spell Level: Cleric 5

Range: 60 feet

Duration: Instantaneous

The caster radiates a sunburst of holy light that goes outward 60 feet in all directions. All demons and undead creatures within 60 feet of the caster must make a saving throw or be destroyed. Those who succeed in their saving throw take 5d6 points of damage.

HYMN OF THE HOLY

Spell Level: Cleric 1

Range: 120 feet

Duration: 10 minutes per caster level.

This spell reduces the Dread rating of a location by one point. This spell is only available if the Referee is using the optional Dread rules found on page 191.

HYPNOTIZE

Spell Level: Magic-User 2

Range: 30 feet

Duration: See Description

A single target within thirty feet of the caster must make a saving throw or be held in a half-aware stupor for as long as the cast speaks in a low, soothing tone. The caster can attempt to implant a simple suggestion in the target's mind with a 1-2 in 1d6 chance of success. This suggestion cannot directly endanger the target. Because this spell requires quiet and concentration, it cannot be cast in combat.

IGNITE

Spell Level: Cleric 1, Magic-User 1 (Druid 1)

Range: 120 ft.

Duration: Instant

The caster can cause one flammable object (such as oil, dry kindling, or straw) within 120 feet to immediately catch fire.

INSECT PLAGUE

Spell Level: Cleric 5 (Druid 5)

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) and has a Move of 6. Any creature with fewer than 2 hit dice seeing the cloud of insects will flee in terror (no saving throw). Regardless of a creature's hit dice, any being caught in this swarm of ravenous insects is subjected to bites and stings on an unimaginable scale. They suffer 4d6 damage per round that an individual remains within the swarm. The swarm cannot be damaged, except by area of effect damage such as fireball spells or large scale effects. If targeted by such an attack, the swarm is immediately dissipated and destroyed, but anyone caught in the storm also suffers damage from whatever effect destroyed the insects.

INVISIBILITY

Spell Level: Magic-User 2

Range: 240 ft.

Duration: Until dispelled or an attack or significant action is made

The object of this spell, whether a person or a thing, becomes invisible to both normal vision

and to darkvision. If the Referee is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit. Attacking, casting a spell, or taking a significant and obvious action (such as kicking in a door) while under its effects this automatically ends this spell.

INVISIBILITY, 10 FT. RADIUS

Spell Level: Magic-User 3

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. Anyone who steps out of the sphere becomes visible and does not return to their invisible state upon re-entering the sphere. If *anyone* in the sphere that is under the effects of this spell attacks, casts a spell, or takes a significant and obvious action (such as kicking in a door) while under its effects this automatically ends the spell.

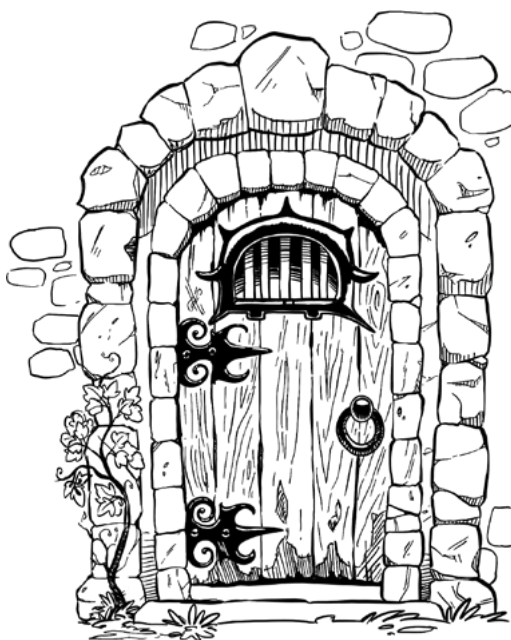
INVISIBLE STALKER

Spell Level: Magic-User 6

Range: 30 ft.

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.



KNOCK

Spell Level: Magic-User 2

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. This does not include belt buckles or boot straps.

LAST WORDS

Spell Level: Magic-User 1

Range: Touch

Duration: 1 minute

The caster touches a corpse and immediately hears the corpse's voice in his mind. The caster hears the last words or thoughts of the target in his mind, just before the target died.

LAY ENCHANTMENT

Spell Level: Magic-User 5
Range: Special
Duration: Permanent

This spell allows the caster to create a Lesser Miscellaneous Magic Item, Lesser Ring, Lesser Wand, Potion, or Magical Weapon with a +1 bonus. Creation of such an item takes 7d6 days of preparation and costs the Magic-User an amount of gold pieces in components as determined by Table 6-3: Lay Enchantment Costs below. In addition, the caster should have access to spells that mimic the effects of the item created or have specialized components necessary to craft the item being created as determined by the Referee. Such components often require special quests to retrieve and can be dangerous to acquire.

When casting Lay Enchantment, the caster also runs the risk of permanently losing a point of Constitution as they expend part of their very essence during the item’s creation. At the end of a successful item creation, the caster must make a saving throw, modified based on the type of item created. If the saving throw fails, the caster loses a point of Constitution permanently, though the item is still created. See Table 6-3: Lay Enchantment Costs for cost and saving throw modifiers.

TABLE 6-3: LAY ENCHANTMENT COSTS

Item Type	Cost	Saving Throw
Modifier		
Minor Potion	50 gp	+4
Lesser Wand	500 gp	+2
Minor General Magic Item	1000 gp	+0
+1 Weapon	1000 gp	+0
Lesser Ring	1000 gp	-2

LEVITATE

Spell Level: Magic-User 2 (Druid 2)
Range: 20 ft. per caster level
Duration: 10 min. Per caster level

This spell allows the caster to levitate themselves, 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 6 feet per minute (60 feet per turn), 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)

Spell Level: Cleric 1, Magic-User 1 (Druid 1)
Range: 120 ft.
Duration: 2 hours (Cleric), 1 hour + 10 min./level (Magic-User)

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

LIGHT (DARK), CONTINUAL

Spell Level: Cleric 3, Magic-User 2 (Druid 3)
Range: 120 ft.
Duration: Permanent until dispelled

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

LIGHTNING BOLT

Spell Level: Magic-User 3

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 halves damage. The bolt always extends 60 feet, even if this means that it ricochets backward from something that blocks its path, though the Referee may rule the lightning bolt blasts through comparatively fragile objects like thin wooden doors or bales of hay.

LOCATE OBJECT

Spell Level: Cleric 3, Magic-User 2 (Druid 3)

Range: 90 ft. (Cleric), 60 ft. + 10 ft. per level (Magic-User)

Duration: 1 minute per caster 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.

MAGIC JAR

Spell Level: Magic-User 5

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 for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 feet of the jar and fail a saving throw. The caster can return their soul to the magic jar at any time, and if a body controlled

by the caster is slain, the caster's 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 caster can still possess other bodies as before). If the jar itself is destroyed while the caster's soul is within, the soul is lost. The caster can return from the jar to their own body whenever desired, thus ending the spell.

MASK OF DEATH

Spell Level: Cleric 4

Range: Self

Duration: 1 hour per caster level

The caster takes on the appearance and some traits of an undead creature. They are immune to the level-draining attacks from undead creatures and all mind-affecting spells such as Charm Person and Confusion. The character also does not need to eat or sleep while in this state and is therefore immune to Sleep. The character cannot be turned, but does register as undead if Detect Undead is cast. If the Referee is using the optional Dread rules on page 191, the caster also gains a Dread rating of 2 for the spell's duration.

MASSMORPH

Spell Level: Magic-User 4

Range: 240 ft.

Duration: Until negated or dispelled

One hundred or fewer human-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. This spell can be targeted by a Dispel Magic spell, which ends its effects entirely. Each individual, however, breaks the spell's benefit upon themselves if they attack, cast a spell, or take a significant and obvious action (such as kicking in a door) while under its effects.

MOVE EARTH

Spell Level: Magic-User 6 (Druid 5)

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 6 cubic feet per minute for 1 hour.

MOVE WATER

Spell Level: Magic-User 6 (Druid 5)

Range: 240 ft.

Duration: See below

The caster must announce which of the two options are being cast: It can lower the depth and water level of lakes, rivers, wells, and other bodies of water to 1/2 their normal levels for no more than one turn per caster level. Alternatively, it can be used to create a gap through water, but only to a depth and width of 10 up to feet per level, effectively parting the water. Used this way, the spell lasts for one hour per caster level.

NEUTRALIZE POISON

Spell Level: Cleric 4 (Druid 4)

Range: Touch

Duration: Instantaneous

This spell instantly counteracts poison, but does not bring the dead back to life.

OBSCURING FOG

Spell Level: Magic-User 1 (Druid 1)

Range: 60 ft.

Duration: 1 hour per level

The caster summons forth a cloud of thick, heavy fog rising from the ground and fills an area no larger than 20 cubic feet. This fog is very difficult to see through, and attacking with a ranged

weapon while in the fog or attacking a target hidden in the fog with a ranged weapon is done with a -3 penalty. The cloud cannot be seen through and may also conceal those within it at the Referee's discretion.

PARALYZE UNDEAD

Spell Level: Cleric 2, Magic-User 3

Range: 60 feet

Duration: 10 minutes

The target of this spell must make a saving throw or be paralyzed for ten minutes. It can only be used on undead creatures.

PASSWALL

Spell Level: Magic-User 5

Range: 30 ft.

Duration: 30 minutes

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep per caster level and is 10 feet wide, to allow ample space for an average sized human.

PHANTASMAL FORCE

Spell Level: Magic-User 2

Range: 240 ft.

Duration: Until negated or dispelled

This spell creates a realistic illusion that can make limited auditory noise. So the spell could conjure the illusion of a dragon who roars and rumbles, the illusion could not make an illusion of a dragon with fully articulate speech. The illusion can be no larger than 10 cubic feet per level of the caster. When seeing or interacting with the illusion individuals only receive a saving throw to realize it is an illusion if they inform the Referee of such suspicions. Otherwise, the first time the character and the illusion make physical contact, a saving throw is made. If it fails, the witness believes the

illusion to be real. Illusions believed to be real can inflict “damage,” though such illusionary injury immediately “heals” when the illusion is discovered.

PLANT GROWTH

Spell Level: Magic-User 4 (Druid 4)

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. This is considered rough terrain and would require extensive culling to cross at any pace faster than ¼ the traveler’s movement. The caster can decide the shape of the area to be enchanted.

POLYMORPH

Spell Level: Magic-User 4

Range: See below

Duration: See below

The caster must announce whether the spell is targeted upon the caster, or on someone else: the effects are different.

If the spell targets the caster, the caster may assume the form of any object or creature, gaining the new form’s physical trait (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.

When someone other than the caster is targeted, this spell allows the caster to turn one target within 60 feet 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 physical abilities of the new form, but retains its own mind and hit points. If the target is not will-

ing, then they receive a saving throw to avoid this effect. This transformation lasts one day per level of the caster.

PROJECT IMAGE

Spell Level: Magic-User 6

Range: 240 ft.

Duration: 1 hour

This spell projects a three-dimensional image of the caster to a maximum range of 240 feet. Not only does the projected image mimic the caster’s sounds and gestures, but any spells they cast will appear to originate from the image. Unlike most illusions, the projected image remains even when interacted with or attacked and appears for all intents and purposes to be the caster.

PROTECTION FROM CHAOS (LAW)

Spell Level: Cleric 1, Magic-User 1 (Druid 1)

Range: Caster

Duration: 2 hours (Cleric), 1 hour (Magic-User)

As a Protection from Chaos spell, the spell creates a magical field of protection around the caster to block out all chaotic monsters, who suffer a -1 penalty on all attack rolls against the caster, and the caster gains +1 on all saving throws against such spells and effects that have a chaotic creature or source as their origin. As a Protection from Law spell, it does the same thing except that lawful creatures suffer the -1 penalty and the saving throw bonus is granted against lawful creatures and spells..

PROTECTION FROM CHAOS (LAW), 10 FT. RADIUS

Spell Level: Cleric 4, Magic-User 3

Range: 10 ft. radius around caster

Duration: 2 hours (Cleric), 1 hour (Magic-User)

This spell functions exactly as a Protection from Chaos spell (see above), but with a 10 ft. radius

around the caster. 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. Anyone stepping outside the radius loses this benefit, but regains it upon reentry.



PROTECTION FROM NORMAL MISSILES

Spell Level: Magic-User 3 (Druid 3)
Range: 30 ft.
Duration: 2 hours

The recipient becomes invulnerable small non-magical missiles. Only those missiles projected by normal men and/or weapons, like arrows or sling stones, are affected. Siege weapons or thrown boulders are unaffected by the spell.

PURIFICATION

Spell Level: Cleric 4 (Druid 4)
Range: Touch
Duration: Permanent

This spell is only available if the Referee is using the optional Corruption rules found on page 190. When a character is targeted by this spell they must immediately make a saving throw, even if they are a willing target. The target suffers a penalty to their saving throw equal to the target's current Corruption points. If the saving throw is successful, the target of the spell reduces their total Corruption points by one. This spell is ex-

traordinarily taxing for the caster and may only be cast once per week.

PURIFY (PUTREFY) FOOD AND DRINK

Spell Level: Cleric 1 (Druid 1)
Range: 30 ft.
Duration: Instantaneous

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

QUEST

Spell Level: Cleric 5, Magic-User 6
Range: 30 ft.
Duration: Until completed

If the victim fails his saving throw, the caster may set a task for him. If the target fails their saving throw and still ignores the mandates of Quest altogether, they lose 1 hit point per day until dead. These hit points cannot be healed by any means magical or mundane until the target takes up the assigned task.

RAISE DEAD

Spell Level: Cleric 5
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. Characters who had a constitution score of 6 or less in life must make a saving throw or they cannot survive the ordeal of being returned to life and are permanently

dead. Even for those with a strong constitution, a period of two weeks is required before they can function normally. This spell only functions on heritages that can be used for Player Characters (i.e., “human-like”).

RALLY

Spell Level:Cleric 1
Range: 360 ft.
Duration: 10 rounds

When this spell is cast all hirelings and henchmen in service of the caster may immediately receive a +1 bonus to all morale checks, loyalty checks, attack rolls, and saving throws.

READ LANGUAGES

Spell Level: Magic-User 1 (Druid 1)
Range: Reading distance
Duration: 1 or 2 readings

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

READ MAGIC

Spell Level: Magic-User 1
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.

REINCARNATION

Spell Level: Magic-User 6 (Druid 5)
Range: Touch
Duration: Instantaneous

This spell brings a dead character’s soul back from the dead, but the soul reappears in a newly formed body of the same alignment as the deceased. When a character is reincarnated, the Referee should roll on Table 6-4: Reincarnation to randomly determine what form the reincarnated character takes based on the alignment they held in their former life. If the new form is a player character heritage, the player either returns to life in their former class at one level lower than they previously attained or the Referee determines the closest appropriate class. For characters who return to life as a monstrous being that does not normally have a class, the player can continue playing the character as a monster. In such instances, they do not gain experience and the Referee should use whatever method they feel most appropriate to determine the new monstrous character’s ability scores. The monstrous character retains the saving throw, move, Attack Bonus, special abilities, and other features noted in the appropriate bestiary stat block.

TABLE 6-4: REINCARNATION

Roll (1d6)	Lawful	Neutral	Chaotic
1	Blink Dog	Centaur	Bugbear
2	Dwarf	Elf	Goblin
3	Gnome	Fairie Dragon	Ogre
4	Halfling	Giant, Firbolg	Orc
5	Treant (7 HD)	Human	Phase Cat
6	Unicorn	Lycanthrope, Werebear	Planar Bladesman

REMOVE CURSE

Spell Level: Cleric 3, Magic-User 4
Range: Close/Touch
Duration: Instantaneous

This spell removes one curse from a person or object. Particularly powerful curses may require

the caster to make a saving throw to successfully cast this spell. Some curses may not be removable unless specific circumstances are met, at the Referee's discretion.

REMOVE FEAR

Spell Level: Cleric 1 (Druid 1)

Range: Touch

Duration: Instantaneous

This spell ends any fear-based effects currently affecting a target.

SET TO REST

Spell Level: Cleric 2 (Druid 2)

Range: Touch

Duration: Permanent

This spell can only be cast on a creature which is already dead. The creature cannot thereafter be turned into an undead creature by an Animate Dead or other similar magic. They can still benefit from a Raise Dead spell. This spell has no effect on creatures who are already undead.

SHADOW FORM

Spell Level: Magic-User 5

Range: Caster only.

Duration: 1 round per caster level

The caster is able to briefly take the form of a shadow. They gain many traits of the undead creature of the same name. The caster is immune to Charm Person, Sleep, and mind-affecting spells. They are also immune to damage from non-magical attacks and weapons. Though they cannot be destroyed by someone attempting to Banish Undead, they can still be turned or forced away while in this form.

SHARPEN SENSES

Spell Level: Cleric 1, Magic-User 2 (Druid 2)

Range: Touch

Duration: 6 hours (Cleric), 1 hour + 10 minutes per caster level (Magic-User)

The target of this spell can detect secret and concealed doors on 1-2 on 1d6 simply by passing within 10 feet of them. If actively searching, the chance of success increases to 1-4 on 1d6. They may even attempt to search for traps with a 1-2 on 1d6 chance of success, though they are not able to disarm them.

SLEEP

Spell Level: Magic-User 1

Range: 240 ft.

Duration: Referee's discretion

This spell puts 2d6+3 hit dice worth of creatures within a 240' radius around the caster into an enchanted slumber, but targets with more than 4 hit dice (or higher than 4th level) are immune to this spell. The creatures with the lowest hit dice are affected first, with those of higher hit dice being impacted last.

Example: A Magic-User casts sleep on a group consisting of 3 goblins, 2 hobgoblins, and 2 bugbears. Rolling 2d6+3, the caster gets a total of 9. This means the goblins are affected first (they have the lowest hit dice) and fall into a slumber. This expends 3 of the 9 hit dice affected. The hobgoblins fall next, expending another 2 of the 9 hit dice of monsters affected. With 5 hit dice worth of monsters affected, the first bugbear (who is a 3 hit dice creature) falls asleep, but the second does not because the sleep spell only has one remaining hit die it can affect.

SOUL BLAZE

Spell Level: Cleric 3, Magic-User 4

Range: Touch

Duration: 10 rounds per caster level (Cleric), 1 round per caster level (Magic-User)

While under the benefits of this spell, the target cannot suffer from necromantic or magical effects which would cause them to lose experience levels or attribute points. They are simply immune. In addition, any creature attempting to use such an ability on the target of this spell must make a saving throw or suffer 3d6 points of damage.

SPEAK WITH ANIMALS

Spell Level: Cleric 2 (Druid 2)

Range: 30 ft.

Duration: 1 hour

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he has something particularly offensive to say). Animals have their own concerns, priorities, and perceptions on the world around them and can sometimes seem strange to speak with.

SPEAK WITH PLANTS

Spell Level: Cleric 4 (Druid 4)

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.). If questioned about the environment or events around them, plants will often have a truly alien view of things. An old tree might, for example, say he saw a band of orcs pass by recently - but to a 500 year old tree "recently" has an entirely different meaning than to a human.

SPEAK WITH SPIRITS

Spell Level: Cleric 1

Range: Touch

Duration: 1 hour

This spell allows the caster or other other target to speak with incorporeal undead, such as ghosts, specters, and wraiths. They are not necessarily predisposed to like the speaker but might impart knowledge or insight to those who are willing to help set them to rest. The spirit must be within the sound of the target's voice and understand the language being spoken.

SPECTRAL PRESENCE

Spell Level: Magic-User 3

Range: Touch

Duration: 1 hour

This spell allows a character under its effects to see, hear, and interact with ghostly and incorporeal creatures as if they were solid. Their mundane weapons are able to damage creatures of this nature who would otherwise be immune to non-magical attacks.

STICKS TO SNAKES

Spell Level: Cleric 4 (Druid 4)

Range: 120 ft.

Duration: 1 hour

The caster may turn as many as 3d6 normal sticks into snakes, each one having a 1-3 in 1d6 chance of being venomous. The snakes follow his commands but turn back into sticks at the end of the spell (or when killed). These snakes have statics identical to a centipede, giant (small) on page 202, with non-venomous snakes inflicting 1 point of damage on a bite.



SUMMON BOUND OBJECT

Spell Level: Magic-User 1

Range: Special

Duration: Instant

The caster immediately summons one bound object (see Bind Object, page 147) to their hand as long as it is on the same plane of existence.

SUMMON PROTECTOR

Spell Level: Magic-User 3

Range: 10 ft.

Duration: Ten minutes per level

This spell summons a magically animated suit of plate armor which is armed with a *sword+1* and a shield. It serves the caster loyally as a protector until destroyed or the duration ends. It will only act in a manner commanded by the caster and cannot speak or function independently.

Protector: AC: 17, HD: 3+3 (lp 21), Atk: *Sword+1* (1d6+1), Sv: 16, Mv: 9, HDE/XP: 3/120.

SUMMON SERVANT

Spell Level: Magic-User 1

Range: Special

Duration: 1 hour per level

The caster summons an invisible, incorporeal servant which has a Strength of 10. It can carry objects and perform simple tasks but does not fight and cannot be targeted in combat. It will only act in a manner commanded by the caster and cannot speak or function independently.

SUMMON SPELLBOOK

Spell Level: Magic-User 2

Range: Caster

Duration: Instant

The caster immediately summons a single spellbook they own to their hand as long as it is on the same plane of existence.

SUMMON GREATER UNDEAD

Spell Level: Magic-User 5

Range: 60 ft.

Duration: 2 hours

This spell summons 2d6 Wights or 1d6 Wraiths (mounted or unmounted, caster's choice). The monsters serve the caster loyally until destroyed or until the spell's duration ends.

SUMMON LESSER UNDEAD

Spell Level: Magic-User 4

Range: 60 ft.

Duration: 2 hours

The caster summons forth 4d6 skeletons or 3d6 zombies when this spell is cast. The monsters serve the caster loyally until destroyed or until the spell's duration ends.

SUMMON VERMIN

Spell Level: Magic-User 2 (Druid 2)

Range: 120 ft.

Duration: Permanent

The caster summons and binds to his service either a rat, a bat, or carrion bird. The creature serves loyally until it is slain. As long as the caster and the creature are within 120 feet of one another the caster can see, hear and smell through the senses of the creature and can sense its general mood and health at any range. A character can only have one such vermin bound to its service at any time.

SWORDSMAN'S SKILL

Spell Level: Magic-User 3

Range: Caster

Duration: 1 round per level

The caster immediately replaces the Attack Bonus defined by their class with the Attack Bonus of a Fighter of equal level. They are also able to wield any weapon for the duration of the spell. A magical weapon (defined by the caster) with a +1 bonus also appears in their hand for the duration of the spell. If it is a ranged weapon, it appears with 20 rounds of the appropriate ammunition. The weapon and any unspent ammunition vanish when the spell ends.

TELEKINESIS

Spell Level: Magic-User 5

Range: 120 ft.

Duration: 1 hour

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

TELEPORT

Spell Level: Magic-User 5

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:

If the caster has only indirect experience of the destination (known only through a picture or map) there is a 1-5 on 1d20 chance of success—with failure resulting in death.

If the caster has seen but not studied the destination there is a 1-3 in 1d20 chance of failure. Half of failures (1-3 on 1d6) will place the traveler $2d6 \times 10$ feet below the intended location, possibly resulting in death from arrival within a solid substance. The other half of failures (4-6 on 1d6) will place the traveler $2d6 \times 10$ feet above the targeted location, possibly resulting in a deadly fall.

If the caster is familiar with the location or has studied it carefully there is a 1 in 1d20 chance of failure, with 1 in 1d6 failures arriving below or a 2-5 in 1d6 arriving above the targeted location. In either case, the arrival is $1d6 \times 10$ feet below or above the intended location.

TERRIFY

Spell Level: Magic-User 2

Range: 60 feet

Duration: 1 round per caster level

All creatures within 60 feet of the caster must make a saving throw. Those who fail become terrified of the caster. They find their strength drained if they attempt to attack the caster and suffer a -2 penalty to all damage rolls when making melee or ranged attacks while they are within 60 feet of the caster.

THRESHOLD

Spell Level: Magic-User 4

Range: 1 hour per level

Duration: 2 hours per level

This spell can be cast on any doorway or entrance. For the duration of the spell any extraplanar creature (such as a demon) attempting to cross it must make a saving throw (with a -2 penalty) or they are halted and suffer 5d6 points of damage. In addition, the caster is immediately aware the threshold has been crossed whenever any creature, extraplanar or otherwise, attempts to cross this threshold.

TRANSFORM ROCK TO MUD

Spell Level: Magic-User 5

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 ft. x 300 ft. becomes a deep mire, reducing movement to one-half of normal.

TRANSFORM STONE TO FLESH

Spell Level: Magic-User 6

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 at a -4 penalty is permitted to avoid being turned into stone, but if the spell succeeds the victim is transformed into a statue.

UNNATURAL STILLNESS

Spell Level: Magic-User 3

Range: 120 feet

Duration: 10 minutes

When this spell is cast shadows lengthen and silence hangs heavily in the air. The caster and all within 120 feet of them move in perfect silence as long as they travel at half their normal speed. In addition, if there are shadows large enough to conceal a character within 120 feet they become automatically hidden when attempting to conceal themselves within such a darkness.

VAMPIRE'S TOUCH

Spell Level: Magic-User 5

Range: Touch

Duration: 1 round per level

For the duration of this spell the caster receives a +2 bonus on all melee rolls made while unarmed. In addition, any target they strike in unarmed melee combat suffers 2d6 points of damage and the caster heals the same amount of hit points as the damage inflicted, though the caster cannot exceed their maximum hit point total. Undead are immune to this spell.

WALK THE PLANES

Spell Level: Magic-User 6

Range: 10 ft.

Duration: 1d6 rounds

The caster tears a hole in the fabric of reality to another plane of existence of their choice. This can include an elemental plane, the astral plane, or any other reality agreed upon by the Referee. This hole is large enough for the caster or other human-sized creature to step through and remains open for the duration of the spell. In addition, for the next eight hours, the caster and anyone else stepping through the hole is immune to any naturally occurring effects of that plane which would normally be detrimental. So a character stepping onto the elemental plane of water would be able to breathe water, or one stepping onto the elemental plane of fire would be immune to fire damage, etc. The exact nature of this benefit is determined by the Referee.

WALL CRAWLING

Spell Level: Magic-User 2

Range: Touch

Duration: 1d6 rounds per level

The target of this spell can walk on walls and other vertical surfaces at their normal movement rate for the spell's duration. They may even walk on ceilings for the duration, though only at half movement. When this spell's duration ends, the target is immediately at the mercy of gravity.

WALL OF FIRE OR ICE

Spell Level: Magic-User 4

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 affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms (like fire giants) take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated within 10 feet of the wall.

WALL OF SHADOW

Spell Level: Magic-User 4

Range: 60 feet

Duration: Concentration

When this spell is cast, the Magic-User chooses to either conjure a wall that is 60 feet long and 20 feet high or a circular wall with a 15 foot radius that is also 20 feet high. The wall radiates an aura of unnatural fear. It is built of pure darkness and those who attempt to look through it see only an infinite blackness. Any creatures of 3 or fewer hit dice who touch the wall immediately flee in fear. Additionally they lose a single point of Strength permanently as well as taking 2d6 points of damage as their life force is sucked from them. Characters and creatures of more than 3 hit dice may attempt a saving throw to diminish these effects. Those who succeed in their saving throw do not lose a point of Strength, suffer only 1d6 points of damage, and are able to pass through the wall.

WALL OF STONE OR IRON

Spell Level: Magic-User 5

Range: 60 ft.

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

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

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. 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.

WATER BREATHING

Spell Level: Magic-User 3 (Druid 3)

Range: 30 ft.

Duration: 2 hours

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

WEATHER WARD

Spell Level: Cleric 1, Magic-User 1 (Druid 1)

Range: Touch

Duration: 24 hours

For the duration of this spell the target is immune to the mundane annoyances of natural weather. They will not go snow blind when traveling in a blizzard or get wet during a rainstorm, for example. They are still at the mercy of extreme heat, extreme cold, and other major effects of extraordinary weather.

WEB

Spell Level: Magic-User 2

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 can be burnt away with 1d6 rounds of work if a torch or a flaming sword are used. Creatures larger than a horse can break through in 2d6 rounds, but do not damage the web. Humans take longer to break through, typically 3d6 rounds. Being caught in the web imposes a -2 penalty to the victim's attack rolls and Armor Class, and reduces movement to ¼ of its normal rate.

WIZARD EYE

Spell Level: Magic-User 4

Range: 240 ft.

Duration: 1 hour

The caster conjures up an invisible, magical "eye" through which the caster can see that 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.

WIZARD'S GAZE

Spell Level: Magic-User 4

Range: Caster only.

Duration: Instant

Using this spell, the caster can gaze into the eyes of a single target no more than 30 feet away. The target may make a saving throw to resist its effects. If this saving throw fails, the caster immediately knows the target's true heritage, class, level, and alignment. They also know the target's greatest hope, their greatest fear, their current goals, and whether or not they are under an enchantment or other magical binding.

WIZARD LOCK

Spell Level: Magic-User 2

Range: Close

Duration: Permanent until dispelled

A single opening (such as a door, chest, book clasp, or other portal) is permanently sealed, with a few exceptions. Anyone capable of casting Magic-User spells that is three levels or higher than the initial caster of the Wizard Lock can open the portal, and a Knock or Dispel Magic spell will open it as well.



LATENT SPELLCASTERS AND BLESSED SCIONS

Latent Spellcasters and Blessed Scions are entirely optional and players should consult with the Referee before assuming they are available as an option for their character.

While most arcane spellcasters train for years (or even decades) to master the arcane arts, a rare few are born with a natural affinity for magic. These rare few, known as the Latent Casters, find that magic flows through their veins

and they are instinctively able to cast a select few Magic-User spells. Though they will never learn the powerful enchantments of a formally trained spellcaster, Latent Caster characters nevertheless find themselves able to call upon a few useful enchantments when caught in a pinch.

At character creation, a player may elect to have their character be a Latent Caster. Only characters whose class does not already grant them access to the Magic-User Spell List can be Latent Casters and any heritage that receives an inherent bonus to saving throws made to resist spells or magical effects is also prohibited from becoming a Latent Caster.

As shown on Table 6-5: Latent Casters, the character has a truncated progression of Magic-User spells.

Spells Per Day: Beginning at 2nd level, a Latent Caster can cast a number of spells from the Magic-User Spell List per day as shown on Table 6-5:

Latent Casters. They do not need to memorize or otherwise prepare these spells, but instead cast them as needed from their selection of known spells. They simply select one of their known spells and cast it just as if they were a Magic-User casting it after memorization.

Spells Known: Beginning at 2nd level, Latent Casters instinctively learn the methods necessary to cast a small selection of spells. At 2nd level, they may select one first level Magic-User spell which they “know.” The number of spells known increases as they advance in level and at 8th level, the Latent Caster character even gains an understanding of more advanced 2nd level spells.

XP Cost: Latent Casters are less focused on their profession due to their arcane nature. They must pay the listed XP cost in addition to that required by their class in order to advance in level. This is added to their required Experience Points to advance each level.

Note: Latent Casters cannot use scrolls containing Magic-User spells, nor do they gain any other abilities normally reserved for Magic-Users.

Blessed Scions

Referees can also choose to allow characters to select spells from the Cleric Spell List instead of the Magic-User Spell List. These rare individuals have been touched by the divine in some permanent capacity and are known as Blessed Scions. Only characters whose class does not already grant them access to the Cleric Spell List can be Blessed Scions. They otherwise function identically to Latent Casters.

TABLE 6-5: LATENT CASTERS

Level	1 st Level Spells per Day	2 nd Level Spells per Day	1 st Level Spells Known	2 nd Level Spells Known	Additional XP
Cost					
1	0	0	0	0	125
2	1	0	1	0	250
3	1	0	2	0	500
4	1	0	3	0	1,000
5	2	0	3	0	2,000
6	2	0	3	0	4,000
7	2	0	3	0	8,000
8	2	1	3	1	16,000
9	2	1	3	2	32,000
10	2	1	3	3	64,000

ARCANE DUELS

Arcane duels are entirely optional and players should consult with the Referee before assuming they are available as an option for their character. Only Magic-Users can participate in arcane duels.

Two Magic-Users sometimes choose to settle disputes via the ancient art of the arcane duel. Using their magical talents, they stand against one another in a formalized and ancient form of ritual combat: the Arcane Duel.

An Arcane Duel can only occur between two Magic-Users and only if both parties agree to engage in one. Typically, once a duel has been agreed upon by two Magic-Users they find a large, undeveloped area away from bystanders and civilizations in order to prevent collateral damage. Because of the immense power drawn upon during an Arcane Duel, very few Magic-Users of lower than 6th level engage in them – though it is possible.

Once both Magic-Users have agreed to engage in an Arcane Duel and selected a suitable location, they focus their natural magical energy into a pool of Spell Points. Magic-users begin an Arcane Duel with a number of Spell Points determined by their character level as shown on Table 6-6: Base Spell Points.

TABLE 6-6: BASE SPELL POINTS

Level	Spell Points
1	1
2	3
3	6
4	10
5	15
6	21
7	28
8	36
9	45
10	55

OPTIONAL RULE: BONUS SPELL POINTS FOR HIGH INTELLIGENCE

At the Referee's discretion, Magic-Users with an Intelligence of 15 or higher engaging in an Arcane Duel may receive a number of bonus Spell Points equal to their character level. This is added to the spell point amount determined by their character level shown on Table 6-6: Base Spell Points.

PREPARING FOR THE DUEL

Before the Arcane Duel begins, each Magic-User can spend a total number of spell points equal to their character level to gain any of the following benefits. Each benefit may be purchased multiple times and its effects last for the duration of the Arcane Duel.

- **Arcane Shielding:** The Magic-User receives a +1 bonus to all saving throws made to resist or reduce damage during the Arcane Duel.
- **Grounding:** The Magic-User receives a +1 bonus to all saving throws made to resist Energy Drain effects during the Arcane Duel.
- **Warding:** The Magic-User receives a +1 bonus to their Armor Class for the duration of the Arcane Duel.
- **Weaving:** The Magic-User receives a +1 bonus to all saving throws made to resist ability score loss during the Arcane Duel.

Spell Points spent while preparing cannot be used during the Arcane Duel. However, these prepared benefits last for the duration of the Arcane Duel and end when the Duel is over.

ARCANE DUEL SEQUENCE OF EVENTS

- **Step One:** Decide Actions
- **Step Two:** Reveal First Action
- **Step Three:** Roll Initiative
- **Step Four:** Highest Initiative Takes First Action. Resolve Results
- **Step Five:** Lowest Initiative Takes First Action. Resolve Results.
- **Step Six:** Highest Initiative Takes Second Action. Resolve Results.
- **Step Seven:** Lowest Initiative Takes Second Action. Resolve Results.
- **Step Eight:** Round Resolution

An Arcane Duel is broken down into combat rounds, just like normal combat. There are several differences, detailed below. During a single combat round during an Arcane Duel, each Magic-User can take two actions from the list below.

STEP ONE: DECIDE ACTIONS

Before Initiative is determined, each Magic-User involved in the Arcane Duel secretly decides what their actions are going to be for that round. This should be written down on an index card or spare sheet of paper to avoid concerns over either side changing their actions after the fact. Listed below are the actions available to the duelists. Each option listed below is considered to take one action.

A duelist can spend a number of spell points equal to their character level on an action, if applicable. They can choose to spend less than this. They must notate how many spell points are being spent on an action when deciding actions.

- **Arcane Bolt:** The duelist launches a bolt of magical energy at their opponent, inflicting 1d6 points of damage per spell point spent. The defender may make a saving throw for half damage.
- **Drain Life:** The duelist attempts to drain the very life essence of their opponent. They choose a single attribute or ability score of their opponent (such as Strength or Intelligence). The attack reduces that attribute by 1d6-3, with a minimum loss of one point per die rolled. The target may make a saving throw to reduce this loss by one-half. If only one attribute point would be lost before a saving throw is rolled and the saving throw is successful, the target suffers no reduction to their attribute.
- **Empower Arcane Shielding:** The duelist receives a +1 per spell point spent to all saving throws made to resist damage for the remainder of the round.
- **Empower Grounding:** The duelist receives +1 per spell point spent to all saving throws made to resist Energy Drain for the remainder of the round.
- **Empower Warding:** The duelist receives +1 per spell point spent to their Armor Class for the remainder of the round.
- **Empower Weaving:** The duelist receives +1 per spell point spent to all saving throws to resist
- **Energy Drain:** The duelist launches a bolt of magically draining energy at their opponent. The opponent loses 1d6-3 spell points, with a minimum loss of one spell point per die rolled. The target may make a saving throw to reduce this loss by one-half. If only one spell point would be lost before a saving throw is rolled and the saving throw is successful, the target loses no spell points.

STEP TWO: REVEAL FIRST ACTION

After both combatants in the Arcane Duel have determined both of their actions for the round, those actions are revealed. Now both combatants know what is about to happen, though the consequences of those actions are not yet resolved.

STEP THREE: ROLL INITIATIVE

Initiative in arcane duels is handled similarly to standard combat. Both sides roll 1d6, with the higher roll going first. The winner applies the effects of their First Action. The loser of the Initiative then applies the effects of their First Action. The winner then resolves the effects of their Second Action, and finally the loser resolves the effects of their Second Action.

In the event of a tie, First Actions resolve simultaneously on both sides, *then* Second Actions resolve simultaneously on both sides. This means it is possible for both participants to defeat one another in a single instant. This is considered a draw.

OPTIONAL RULE: INTELLIGENT INITIATIVE

At the Referee's discretion, arcane duelists may add their Intelligence modifier to their Initiative roll during an Arcane Duel.

STEP FOUR: HIGHEST INITIATIVE TAKES FIRST ACTION. RESOLVE RESULTS

With actions determined and revealed and Initiative rolled, the effects of the First Action taken by the winner of Initiative take effect and are applied immediately.

STEP FIVE: LOWEST INITIATIVE TAKES FIRST ACTION. RESOLVE RESULTS.

The First Action taken by the loser of Initiative takes effect and is applied immediately.

STEP SIX: HIGHEST INITIATIVE TAKES SECOND ACTION. RESOLVE RESULTS.

The Second Action taken by the winner of Initiative takes effect and is applied immediately.

STEP SEVEN: LOWEST INITIATIVE TAKES SECOND ACTION. RESOLVE RESULTS.

The Second Action taken by the loser of Initiative takes effect and is applied immediately.

STEP EIGHT: ROUND RESOLUTION

With both First and Second Action resolved by both duelists, the effects of Empower Arcane Shielding, Empower Grounding, Empower Arcane Warding, and Empower Arcane Weaving all end. The dueling round ends and a new one begins.

WINNING AN ARCANE DUEL

If at any point a duelist is reduced to zero hit points or has an ability score (such as Strength or Wisdom) reduced to zero, they immediately lose the duel. The loser is not slain by being reduced to zero in either of these areas, but instead simply knocked unconscious for one hour.

Hit points and ability score values lost during an Arcane Duel recover at the rate of one per hour.

DUELS TO THE DEATH

Particularly violent Magic-Users sometimes engage in a Duel to the Death. Once both combatants have agreed to engage in an Arcane Duel, they can choose to engage in a Duel to the Death. During such a combat all hit point damage is real and ability score loss is permanent. If either combatant is reduced to zero hit points or zero in an ability score, they are permanently slain as their soul is obliterated by magical energy. So severe is this destruction that they cannot be raised from the dead or brought back to life – their very essence has been destroyed.



PSYCHIC TALENTS

Many classic fantasy settings feature characters with extraordinary mental powers. *This section* introduces entirely optional rules which allow characters to mimic these types of characters in their own campaigns, provided they have received express permission to do so by the Referee. These abilities, called *Psychic Talents* are not magical in nature and do not detect as such. Instead they come from a unique mental focus that the character has either harnessed through training or somehow mastered as an exceptionally rare mental gift.

If the Referee is using the rules presented here, then a player may choose to determine if their character possesses a psychic talent – though they can automatically decide that their character has no such gift. The presence of a psychic talent can only be determined at character creation – either a character is born with this gift or they are not.

All characters have a 1-in-1d20 chance of possessing a psychic gift. Characters may add their Wisdom, Intelligence, and Charisma modifiers to this chance. Thus a character with a Wisdom

modifier of +1 and a Charisma modifier of +1 would have a psychic talent if they rolled a 1, 2, or 3 on 1d20. Whether or not a character has a psychic talent can only be determined at character creation and at no other time, unless expressly told otherwise by Referee.

Characters that do have a psychic talent then roll 1d20 and consult the Table 6-7: Psychic Talents to determine what psychic talent they possess. This must always be determined randomly and should not simply be selected on player preference.

Whenever a character with a psychic talent attempts to use their ability they must roll a saving throw. If that saving throw is successful, the character is able to use their psychic talent. Psychic talents grant bonuses or special abilities in specific situations and have a specific duration which are listed in each individual description. Attempting to activate a psychic talent is considered an action, whether successful or not if done during combat – though it cannot be interrupted. If a character fails in their attempt to use a psychic talent they cannot attempt to use it again for twenty four hours. A character may also not have more than one psychic talent active at any given time.

CHART 6-7: PSYCHIC TALENTS

Roll (1d20)	Psychic Talent
1	Accelerate Healing
2	Amplify Hearing
3	Calm Animal
4	Charming Aura
5	Danger Sense
6	Dark Vision
7	Detect Deception
8	Direction Sense
9	Project Thoughts
10	Read Thoughts
11	Regulate Metabolism
12	Regulate Breathing

Roll (1d20)	Psychic Talent
13	Sense Evil
14	Sense Extraplanar Being
15	Sense Life
16	Sharpen Vision
17	Stasis
18	Strengthen Resolve
19	Unnerve Target
20	Roll twice

PSYCHIC TALENT DESCRIPTIONS

Described below are the psychic talents that a character may possess.

ACCELERATE HEALING

Duration: 24 hours

The character gains no additional benefit from magical healing, but instead the character’s natural healing rate is doubled for the next twenty-four hours.

AMPLIFY HEARING

Duration: 1 hour

The character is able to hear even faint noises with particular clarity. Characters who have a special ability that already represents sharpened hearing may roll twice when using this ability and take the more favorable of the two rolls. Characters who do not have a class or heritage ability that reflects sharpened hearing are instead able to hear faint noises on a 1-3 on 1d6 while this talent is active.

CALM ANIMAL

Duration: 10 minutes

Whenever the character encounters a natural beast that is hostile they may activate this ability in an attempt to calm the creature, though it may only be used to target one such creature. The

target must make a saving throw or immediately cease being hostile towards the character. While not friendly, it regards them with a benign disinterest for the duration of this psychic talent.

CHARMING AURA

Duration: 1 hour

The character is able to project an aura of charm and amiability if they successfully activate this ability. Once activated, the character using this ability receives a +2 bonus to all reaction or social rolls made when interacting with NPCs who speak a shared language and are able to communicate with the character. This is not a *Charm Person* or magical effect and if the character is caught acting in an obviously hostile or antagonistic manner the benefits of this talent immediately end.

DANGER AWARENESS

Duration: 1 hour

The character has a kind of sixth sense making them aware of danger a split second before it strikes. When this ability is active the character can only be surprised on a 1 on 1d6, regardless of any stealth measures taken by an opponent. This ability only applies to danger to the individual character, and not to his allies or those nearby.

DARK VISION

Duration: 1 hour

Once active, the character can see perfectly, even in pitch darkness to a distance of up to 60 feet. They can, however, still be blinded and suffer the normal penalties associated with that condition if they are rendered blind.

DETECT DECEPTION

Duration: 10 minutes

This ability allows the character to sense when an individual is knowingly deceiving them. Once active, the character has a 1-4 on 1d6 chance of

detecting when anyone within 60' of them is attempting to lie to or deceive them.

DIRECTION SENSE

Duration: Instant

The character who successfully activates this talent can immediately sense which direction is North as well as sense their distance from the ground, whether above or below it.

PROJECT THOUGHTS

Duration: 1 round

A character who successfully activates this ability may send a brief mental message to the mind of any intelligent creature within 360 feet. They do not need to see the target to use this ability, though they do need to have a general sense of their location. This message cannot be more than one sentence and comes into the target's mind as the character's voice speaking to them.



READ THOUGHTS

Duration: 1 round

The character is able to read the surface thoughts of a single target within 60 feet if they successfully use this ability. They must be able to see the target. If the character and the target do not speak the same language then the character only gets a vague sense of the target's mental state and intentions.

REGULATE METABOLISM

Duration: 24 hours

The character is able to regulate their body to such a degree that while this ability is active they suffer no penalties from lack of food or water. They also receive a +1 to all saving throws made to resist poison while Regulate Metabolism is active. Once this ability wears off, the character immediately suffers all the effects that would be applicable from a lack of food and water. A character who would die from such things immediately drops dead when they reach that point, even if this talent is active.

REGULATE BREATHING

Duration: 1 hour

Once activated the character can hold their breath for the duration of this ability. This means they do not risk drowning, nor can they be affected by gas, odors, or poisons which must be inhaled to be effective.

SENSE EVIL

Duration: Instant

When activated the character is able to detect the presence of any evil characters or items which are enchanted through evil sorcery within 120 feet. They do not know the nature of the evil detected, only that it is present and mildly unnerving.

SENSE EXTRAPLANAR BEING

Duration: Instant

When activated the character is able to detect the presence of any extraplanar beings within 120 feet. This includes any such beings which are masquerading in other forms or concealed. They do not know the nature of these creatures, nor to what plane they are aligned – only that they are present.



SENSE LIFE

Duration: Instant

The character is able to detect the presence of any living creature within 120 feet. This does not include plant life and only detects mundane insects when they are present in vast quantities.

SHARPEN VISION

Duration: 1 hour

When active, the character is able to see twice as far as normal. In addition, they receive +1 to all ranged attack rolls.

STASIS

Duration: 1 week

The character enters a deep meditative state when this talent is activated. To the casual observer they will appear dead in this coma-like condition. However, while in stasis they do not need food or water to survive, though as soon

as they exit the condition they immediately need to consume a day's worth of food and water. A character who suffers damage while in stasis is immediately awakened, though he is not otherwise aware of his surroundings.

STRENGTHEN RESOLVE

Duration: 1 hour

The character steals his mind against fear and doubt. Once this talent is active, the character receives a +4 bonus to resist all mind-influencing spells, such as *Confusion* or *Feeblemind*.

UNNERVE TARGET

Duration: 5 rounds

By projecting an aura of menace, the character is able to sow fear and doubt in the mind of a single target within 60 feet.. The target of this ability suffers a -1 penalty to all attacks against the character and a -1 penalty to all saving throws made to resist spells cast by the character as terror gnaws at them from their subconscious mind.

Headband of the Iron Mind: The wearer of the iron circlet is immune to all psychic talents used against him. They simply do not function and the character cannot be targeted.

Psychic Stone: This oddly colored stone radiates no magic, but a character carrying one is considered to possess one additional psychic talent, even if they do not already have one. This talent is determined randomly or selected by the Referee.

OPTIONAL RULE: PSYCHICALLY ATTUNED ITEMS

If the Referee permits it, characters may encounter psychically attuned items in their campaign. These are extraordinarily rare in any case - more so than most magic items. For more information on magic items, see Chapter Nine: Treasure.

Amulet of the Focused Mind: This item only functions for characters who have psychic talents. Such a character may attempt to use their psychic talent twice per day in the event that they fail their saving throw when attempting to activate their psychic talent.



CHAPTER SEVEN

RUNNING THE GAME

Running *White Box Cyclopedia* is a bit different from many roleplaying games with a more modern design. Many of these modern games have highly detailed rules that present specific rules from nearly every situation imaginable. But don't let the size of this book fool you, *White Box Cyclopedia* is built around the idea that there is a level of faith between the players and the Referee and that the Referee can be trusted to arbitrate the rules and circumstances that will occur during a session of play in a logical manner. The Referee should rely on common sense and the shared culture between everyone at the table and be trusted to make a reasonable decision in the moment instead of having to look up a rule for each and every situation.

This means that Referees will be making rules calls and reacting to the actions of the players in the moment quite often. This can seem intimidating, but if you as the Referee are fair and are

not afraid to get creative to keep things exciting then you will do just fine. The *White Box Cyclopedia* is a game where creativity and the ability to customize the game are cornerstones of play. Any and every rule in this book is optional - even the ones that do not say "optional." This is *your* game.

PRINCIPLES OF BEING A REFEREE

Here are a few key principles to keep in mind as the Referee.

Games Should Be Fun: You and your friends are sitting down to play *White Box Cyclopedia* to have fun. Everything else - every rule, every chart, every option - in this book is secondary to that. If *White Box Cyclopedia* is not the type of game that you as the Referee would enjoy running or your players would not enjoy playing, there is nothing wrong with that. Customize it to make the game more suited to your group's sensibilities and if you are still not having fun then there is nothing wrong with playing another game.

Player Creativity is More Important Than What is on a Character Sheet: Even with all the options available to player characters in this book, you could still easily fit all a character's information on an index card. That is because a character sheet *never ever* tells a player what their character can and cannot do. It is simply a collection of recommended methods to address the problem at hand. As the Referee, do not stifle a player character's creativity just because something is not written on their character sheet. Instead, arbitrate what would happen if say a Magic-User who's never held a sword in their life picks up a two-handed sword and wades into melee combat, or a halfling tries to squeeze into a particularly tight spot too large for their human friends, or a player character decides the best course of action is to leap into the dragon's open jaws and try to stab it from the inside. Players can always *try* to do something, to do *anything*. It is your job as Referee to reasonably determine the likelihood of success of whatever they're trying to do in a fair and balanced manner. Suicidal heroics are more likely to get a player character killed, while surprising approaches that effectively address a problem may allow them to circumvent a problem in completely unexpected ways.

Agency is a foundational part of the joy of a tabletop roleplaying game. Not only are your players not limited by the constraints of banality in a world of dragons, magic, and other strangeness, they are also not limited by what a character sheet or class says they can or cannot do. If a player character wants to try something and there's a snowball's chance in hell it might work, let 'em! Make a call about the likelihood of their success, and let them roll a die. Remember, the numbers on a d20 each have a 5% chance of coming up on any given roll. So, if you've got a Fighter who has been backed in a corner with no weapons and that Fighter has spent 6 levels adventuring with a Magic-User, if the player looks at you and says "I've seen the Magic-User cast a bunch of spells, can I at least *try* to use a scroll?" then it

might be worth a shot. Maybe they only have a 5% chance of succeeding (i.e. they need to roll an unmodified natural 20 on the die), but it *could happen*. And, well, if it does not then it will likely come with horrible consequences like the magic spell in the scroll causing some kind of horrible backlash - but that's the kind of risk that makes for exciting adventures! This does not mean blatantly impossible things can be attempted. After all, you can't hide a giant behind a mulberry bush. But if there is a slim chance of success and the outcome will be exciting for the players, regardless of success or failure, then make a call and roll some dice!

The Referee is Not a Novelist: It is tempting to lock the player characters into a narrative the Referee is familiar with so nothing too unfamiliar comes up and the Referee can know how to react to the actions of those player characters. Do not do that. If you want to tell a story where you already know how everything is going to go, author a novel. The Referee's job is to provide opportunities for player characters to interact with and get involved with the events of the world around them. The Referee presents player characters with the open book, they do not write the story ahead of time.

Actions Have Consequences, But So Does Inaction: As mentioned before, agency is a huge part of the appeal of roleplaying games. Being able to draw your sword and stand toe-to-toe with great and terrible forces of evil and come away victorious, learning to tap into strange and fantastic magical powers, or being skilled enough to slip past that sleeping dragon with nothing but a tattered cloak and an old pair of boots - it feels *good*. Referees need to let their player characters be active, take the initiative. But these actions, whether for good or for ill, will have consequences. Sure, if they defeat the bandit camp that is waylaying the local road then crime will decrease. But inaction also has consequences. If the player characters decide, for example, not to aid a com-

munity being raided by goblins then that goblin band may grow into an army and threaten the entire region - and the player characters may earn a reputation as apathetic sellswords not worth hiring.

The World Does Not Wait for the Player Characters:

The player characters are part of a living, breathing world full of people with their own agendas and desires. The Referee should remember that while the player characters are the proverbial stars of this show, the rest of the world continues to change around them. Seasons pass, the elderly die and children are born, political alliances are forged and broken, and the world carries inexorably on. If the player characters are looking to cross a dangerous mountain pass in early fall, they need to move quickly before the winter snows make it impassible and that innkeeper who fled the village after being discovered as the evil leader of a cult may crop up in a nearby city hellbent on revenge in a few months.

WHEN TO USE A RULE AND WHEN TO IGNORE IT

This might sound a bit strange, but **do not use every rule in this book at once.** The *White Box Cyclopeda*, primarily, a tool kit to allow Referees and players to build the fantasy roleplaying experience they want to build. If you do not want gnomes, Friars, Druid spells, psychic talents, or seafaring combat in your game that is *just fine*. Do not use it. Every single rule in this book simply meant to help you create a game that is as fun as possible for everyone at the table. If a rule is not adding to the fun, change it or ignore it.

DESIGNING AN ADVENTURE

In the context of *White Box Cyclopeda* the term adventure is just shorthand for the game's setting and the events that occur in it. This usually includes a map of the portion of that setting where these events are going to take place. Designing an adventure is not too hard and try not to overthink it or overplan.

Begin with a location where the adventure will start. This can be the classic fantasy cliché "you all meet in a tavern," but try to go a bit further. Traditionally, most adventures begin at a point of civilization. This can be a rural village, a seaside city, a noble's castle, a dwarven mining camp, or a trading outpost - just to name a few examples. Once you have decided on a starting location, flesh out a few details of that location. Maybe name half a dozen or so points of interest and the non-player characters or specific features associated with them. Maybe the rural village has a small church to a Lawful god with a fire and brimstone preacher, or the town's well has a fairie dragon that likes to play pranks on local children. You do not need to get too detailed - just enough info to make it feel alive. Make a simple map to give you a sense of how the location is laid out. It does not need to be too detailed - just enough that you can use it as reference when expressing the location's details to the player characters.

Next you'll need a few hooks. Hooks are problems or conflicts that impact the location in which the player characters will have the opportunity to involve themselves. Traditionally, this is "there's a dangerous dungeon or underground complex near the village that's threatening the community and the locals are looking to hire someone to deal with the problem," but it doesn't have to always be that. Adventure can be found anywhere!

To continue the above example, perhaps the fairie dragon that lingers near the well is looking for a trinket it dropped down the well, but can't go down because of an ancient ward and tries to convince the player characters to retrieve the item for them - only then do the player characters discover a dangerous network of tunnels under the village! Perhaps the fire and brimstone priest fears that an evil cult has infiltrated the community and since he trusts no one in town hires the player characters as outsiders to investigate around town.

Make notes on what is likely to be encountered if the player characters follow one of these hooks and use that as a guide of how the world around them will react to their actions. Sometimes this includes a fully mapped out and stocked dungeon complex and other times it might include notes on the motivations of duplicitous non-player characters around town. Sometimes, the player characters will go off in a completely unexpected direction and you as the Referee may find yourself winging it! Do not worry! Just think logically about what the player characters would encounter or discover as they head off in this new direction, add a few surprises, and let them chart their own path.



CREATING A CAMPAIGN

A campaign is simply the greater world beyond a single adventure. If an adventure is a single set piece, a campaign is the entire stage. All the cities, forests, mountains, oceans, kingdoms, people, monsters, and surprises of a fantasy world make up a campaign. It is recommended that you as Referee do not begin designing a campaign until *after* the first adventure is completed. This will give you a better sense of what elements of the game and the small piece of the setting they are interested in exploring deeper. Expand on things established in your initial adventure to

help you draw out your campaign naturally. To continue the above example, maybe the fairie dragon is the pet of a fairy queen that lives in the heart of a nearby forest filled with strange monsters and a hidden city of elves. Maybe the fire and brimstone priest reports to a cathedral in a far off metropolis. What is that queen like? What is the city where the cathedral is located like? Is it a bustling coastal trade hub? A fortress-like theocracy?

Let your imagination run wild, and think back on that first adventure and what parts of the adventure really interested the players. Incorporate hints that those interests may be explored as the player characters set off after their first adventure and you will have a wide world set out before them in pieces that you can continue hinting at and then assembling based on your own ideas and your players interests. This will help keep the players engaged with the campaign and encourage them to be proactive, thus making your job easier since they're less likely to sit around in a tavern waiting for a quest to fall out of the sky. Remember, you are not building an entire world from scratch when you construct a campaign. You are just building the part of the world that the player characters are interacting with.

Now, if your players are interested in a particular fantasy setting, whether it be from books, television, films, comic books, or any other medium, then you can use that. Many of the most famous fantasy settings have a plethora of detailed history and maps that will be familiar to those who have expressed interest in having adventures in such campaign settings - and if everyone is up for it then go for it! But, keep in mind that you may need to tweak or alter some of the specific rules elements of *White Box Cyclopedia* to fit a specific campaign setting. Moreover, these settings typically have their own canon and you as the Referee need to decide if the actions of your player characters can break that canon. The consequences of doing so can be exhilarating as fresh new adventures never imagined spring forth in what is now effectively a tangent timeline

or they can remove the very narrative immersion your players were looking for in the first place. So don't be afraid to use a pre-existing setting, but be sure you know what everyone's expectations are when you do.

FANTASY: MORE THAN JUST A GENRE

White Box Cyclopedia is a fantasy roleplaying game, but fantasy is a very broad genre and if the Referee is looking to run a campaign that leans into a particular subgenre of fantasy that they think the players would enjoy, they shouldn't hesitate to alter or tweak the rules to highlight that genre. Described below are four subgenres of fantasy inspired by classic media to serve as examples of how the Referee might alter the rules of their campaign to fit these subgenres. Each sub-genre also includes a list of recommended heritages and classes that are common in that subgenre.

CITY OF THIEVES

A City of Thieves is a low magic setting where the players take up the role of anti-heroes who work for coin and the thrill of adventure as an end unto itself. They are larger than life, finding limitless wealth in the cursed and forgotten places of the world, which they promptly spend on every luxury imaginable upon returning to the city. Magic and those who wield it are rare and should be feared for their willingness to tap into dark corners of reality for the sake of power. Non-humans are rare in the extreme. Player characters will often find themselves in the employ of (or on the run from) various thief's and assassin's guilds, corrupt politicians, or powerful patrons who would rather hire deniable assets. The Gods in these worlds are often distant, if present at all, and divine magic is rare in the extreme. The primary inspiration for this campaign style would be Fritz Lieber's *Lankhmar* stories. To emulate this style of play, the Referee can implement the following optional rules if they like.

Recommended Heritages: Human.

Recommended Classes: Fighter; Acrobat, Assassin, Barbarian, Swashbuckler, Thief, Tomb Robber

OPTIONAL RULES FOR A CITY OF THIEVES CAMPAIGN

Everyone is a Thief: While classes with the Thievery ability are obviously the most skilled at acts of larceny, everyone in City of Thieves knows a thing or two about clandestine endeavors. All characters who do not receive the Thievery ability as part of their class have a Thievery of 1.

Never Trust to Sorcery: Permanent magic items are rare in the extreme and highly sought after, with many willing to commit terrible atrocities (in secret, of course) to get them. However, anyone can dabble in magic. Player characters, regardless of class, can use wands, staves, and scrolls freely. However, each time they use a spell scroll or expend a charge from a wand or staff they must make a saving throw or suffer a Backlash of Sorcery as determined by rolling on Table 7-1: Backlash of Sorcery.

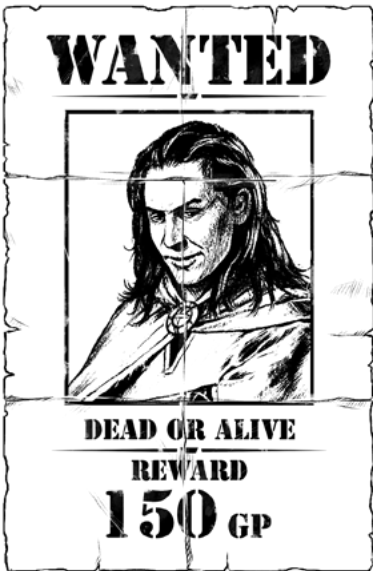


TABLE 7-1: BACKLASH OF SORCERY

Roll (2d6)	Backlash Effect
2	The character explodes in a bright blast of magical fire. They are slain instantly and everyone within a 30' radius suffers 10d6 damage.
3	The magical energy is discharged into another plane of existence, with no apparent effect. The effect goes off 3d6 rounds later, as if the user had activated it then.
4	Attempting to twist the fabric of reality rips at the character's psyche, scarring their mind. They permanently lose a point of Wisdom (1-2 on 1d6), Intelligence (3-4 on 1d6), or Charisma (5-6 on 1d6).
5	The item functions as intended, but the target is randomly determined by the Referee, excluding the intended target.
6	A magical discharge shoots through the character's body, inflicting 1d6+1 damage.
7	The character is marked by a physical indication of their uses of sorcery. This can include milky eyes, the tendency to randomly mutter to themselves, or the scent of brimstone lingering about them.
8	A curse of ill-luck befalls the character. They lose one Lucky Coin. If they have no Lucky Coins, they permanently lose 1 hit point.
9	The user and everyone within 10' suffers 1d6+1 damage as magical energy fills the area.
10	The magic item the character is attempting to use discharges once per round for the next 1d6+1 rounds, with the target randomly determined by the Referee. This occurs regardless of the item's number of uses. After this backlash ends, the item is permanently inert.
12	The user's body withers and twists from the magical backlash. They scream, paralyzed in pain for 1d6 rounds. After this pain passes they permanently lose 1 point from their Strength (1-2 on 1d6), Dexterity (3-4 on 1d6), or Constitution (5-6 on 1d6).
12	A rip in the very fabric of reality occurs and a Baalroch Demon steps through, intent on destroying everything it sees - starting with the foolish dabbler.

Sorcery Inevitably Corrupts the Soul: Magic-Users must be Chaotic alignment. Any other class that gains access to Magic-User spells has their alignment shifted to Chaotic as soon as they gain access to Magic-User Spells.

Tis But a Scratch: Blows that prove to be less than lethal and seem to heal at an uncanny rate for player characters in the City of Thieves. They naturally recover hit points at the rate of one per hour per level of the player character. Thus, 1st level player characters recover 1 hit point per hour, while a 3rd level player character would recover 3 hit points per hour. If this rule is used, the Referee should not permit divine magic in the campaign.

Trust to Luck: Each player character begins every session of play with one Lucky Coin, represented by a physical token they have near their character sheet. It can be spent at any time to add +4 to any attack roll or saving throw, even after the roll is made. Each time the player character rolls a natural, unmodified 1 on an attack roll or saving throw they *gain* a Lucky Coin, but each time they roll a natural, unmodified 20 on an attack roll or saving throw they *lose* a Lucky Coin. A player character can never have fewer than zero Lucky Coins.

FAIRY STORY

Fairy Stories (not to be confused with fairy tales) are a type of fantasy where good and evil are clearly defined and locked in an epic conflict for the fate of the world. Player characters take on the role of heroes of the age, the ones fated to take up the battle against the darkness and serve as a bastion of hope to a world beleaguered by the forces of evil. In such stories, there are often ancient kingdoms that were once proud and noble that have fallen to ruin or been forgotten to the ages of time. A regular feature of such fairy stories is often the restoration of these forgotten kingdoms, which often comes as a consequence of defeating the forces of evil. Magic in these types of stories is often tied to the very nature and fabric of reality, as ever present and often unnoticed as the wind or the changing of the seasons. *The Hobbit*, *Lord of the Rings*, and *The Chronicles of Narnia* are examples of Fairy Story fantasy.

Recommended Heritages: Dwarf, Elf, Halfling, Human; Gnome, Half-Elf, River Halfling, Sylvan Elf.

Recommended Classes: Fighter, Magic-User; Bard, Cavalier, Druid, Ranger, Thief, Wanderer.

OPTIONAL RULES FOR A FAIRY STORIES CAMPAIGN

Good vs. Evil: The world of Fairy Stories is not one of Law vs. Chaos. Instead, it is one of Good vs. Evil. All rules, spells, effects, or descriptors that mention Law or Chaos (such as *Detect Chaos* or *Protection from Chaos*), have their terms changed to Good or Evil, respectively. This firmly sets those who use spells that draw upon what was previously identified as the powers of Chaos morally unambiguous drawing upon the power of evil. Unless the Referee gives express permission, it is assumed that all the player characters are of Good alignment.

Magic in the Deeds of the Mighty: Instead of creating magic items or simply discovering them in treasure hoards, player characters can permanently enchant their equipment after performing a deed of epic heroism with that item. After every session of play, the player character can petition the Referee that one action they performed during a session of play was a truly heroic act worthy of being recalled in legend. If the Referee agrees, the player rolls 1d6. If the number rolled is equal to or lower than the player character's level, an item they own gains a minor enchantment (such as becoming a **+1 weapon**) or other appropriately themed magical item. At higher levels, the Referee may allow these enchantments to be more substantial. The enchantment pressed upon the item must be thematically appropriate to the deed performed.

Terrible to Behold: Whenever a player character encounters a monster or fantastic creature whose HDE is 5 or more higher than that character's level, the player character must make a saving throw or be gripped by fear in the face of such a mighty agent of evil. If this saving throw fails, they suffer a -2 on all attack rolls and saving throws while in the presence of that creature.

The Gift of Hope: At the beginning of each session of play, the party of player characters has a pool of Hope Points equal to the total level of all the player characters in the party. Thus, a party of five 2nd level characters would have ten Hope Points. Players may not spend Hope Points for their own benefit, but may give them to another member of the party when that party member is about to take an action or make a saving throw but has not rolled their d20. If this Hope Point is accepted, the player character receiving the Hope Point receives +4 to the roll they are about to make. If a player asks for a Hope Point from the party or hints that they would like one, the Referee should feel free to veto other characters from making the offer.

GOTHIC HORROR

A genre typically associated with the Victorian era, Gothic Horror blends quite well with fantasy. Great gothic cathedrals, crumbling castles high upon a mountain peak in the middle of a monster-ridden forest, panicked villagers fearful of any outsider, corrupt clergy using threats of damnation to hold on to power - all of these tropes of the Gothic Horror genre fit perfectly into a fantasy roleplaying game. Add classic monsters like flesh golems, werewolves, and a slew of undead you have brought Gothic Horror perfectly in line with fantasy. Gothic Horror is often aggressively human-centric, with non-humans and arcane spellcasters feared to the point of being actively hunted by many within the setting. The forces of Chaos run rampant in such a world, and the forces of Law often react by clamping down on what little power they have with an oppressive iron grip. It is a bleak, dark subgenre where heroes are rare and are often seen as meddling outsiders who are more likely to bring damnation down on an innocent peasantry than save them from the damned. Examples of Gothic Horror include the novel *Dracula*, the Netflix series *Castlevania*, and the film *The Last Voyage of the Demeter*.

Recommended Heritages: Human; Dagonite, Dhampir, Troll-Kin.

Recommended Classes: Cleric, Fighter, Magic-User; Druid, Friar, Metaphysician, Paladin, Ranger, Spiritualist, Tomb Robber, Wanderer.

OPTIONAL RULES FOR A GOTHIC HORROR CAMPAIGN

Corruption: Whether driven mad from witnessing the horrors hidden in the shadows, or driven to acts of depravity as the darkness takes hold of one's soul, when Corruption takes hold in the heart of a hero it never lets go. Each time a player character witnesses or commits an act listed on Table 7-3: Corruption they must make a saving throw with the appropriate modifier or gain the



listed number of Corruption Points. Some magical spells are so vile that merely casting them imposes a Corrupting saving throw or even automatic points of Corruption. Though all player characters begin with zero Corruption Points, as this number increases manifestations of the darkness they have been exposed to or horrors they have performed begin to manifest and only grows from there. Lingering feelings of fear grow into full blown paranoia, the unmistakable feeling of something crawling over your skin becomes an all-consuming fear that one is being consumed from the inside out. When a player character accumulates a number of Corruption Points equal to one-half their Wisdom score, evidence of path into darkness becomes evident. Perhaps their eyes glow with a predatory red color, animals flee in their presence, they cannot abide the sight of holy symbols, or flowers wilt as they pass. The exact effect is determined by the Referee. Finally, when a player character accumulates a number of Corruption Points equal to their Wisdom score, they are wholly consumed by the evil that has infested their soul and are no longer viable player characters. They become evil non-player characters controlled by the Referee.

TABLE 7-3: CORRUPTION MODIFIERS

Action Witnessed or Committed	Saving Throw Modifier	Corruption Points
Witnessing an Act of Extreme Sadism or Torture	+0	1
Witnessing the Death of a Close Friend or Family Member	+0	1
Encountering a Powerful Undead Creature for the First Time	+0	1
Encountering a Demon for the First Time	-1	1
Having Your Mind Controlled or Dreams Invaded	-1	1
Defiling a Holy Site	-1	1
Breaking a Holy Vow	-2	2
Being the Victim of Extreme Sadism or Torture	-2	2
Making or Alliance or Pact with a Demon	-2	2
Betrayal of a Close Friend or Family Member	-2	2
Committing an Act of Extreme Sadism or Torture	-3	3
Committing Cold-Blooded Murder	-4	4
Committing Large-Scale Murder or Genocide	-8	8

DREAD

Some creatures or locations are inherently terrifying. Perhaps there is a natural sense of unease when around them, or some long dormant evil still lingers. Regardless of its source, there is a palpable sense of foreboding surrounding these locations, which unnerves most who encounter them known as Dread. In a Gothic Horror campaign the Referee may rule that locations and beings of great evil have a Dread rating between one and five. Locations which have a Dread rating can range from a slight sense of unease that comes from entering the scene of a terrible murder that happened long ago (Dread 1) to pulsating evil that radiates from a summoning circle that is a conduit to Hell itself (Dread 5). Most places and people, even those of an evil nature do not have a Dread rating. Only supernatural evil creatures in massive numbers or of singularly amazing power have a Dread rating. A massive horde of zombies might have a Dread rating, but a single zombie would not. A terrible death knight or vampire

lord, on the other hand, may have a Dread rating by itself.

An individual creature with a Dread rating imposes a penalty equal to that rating on all attack rolls made against it, a penalty on all saving throws made to resist its abilities and spells, and a penalty all attempts to use Banish Undead (or similar abilities) when within 120 feet of it. A location with a Dread rating imposes a penalty equal to that rating on *all* attack rolls, saving throws, and Banish Undead attempts made while at the location.

OPTIONAL RULE: DREADED DARKNESS

At the Referee’s discretion, characters in a location with a Dread rating will have their light source diminished, whether that light be magical or natural. For each point of Dread a location has, sources of light have their effective radius reduced by ten feet.



RIDDLE OF STEEL

A Riddle of Steel campaign is one set in a mythic age forgotten and unknown in the past of Earth. An age before the Land of Mu sank into the sea, when people made their fortune with the strength of their arm and the swiftness of their axe. Evil men worship serpent gods or cast inhuman magical incantations and those brave or foolish enough to stand against them were not heroes because of their virtue, but heroes by their own deeds. The land is bleak and beautiful, harsh and unforgiving, and the full strength of steel has yet to be realized.

Recommended Heritages: Human.

Recommended Classes: Cleric, Fighter, Assassin, Barbarian, Monk, Ranger, Thief, Tomb Robber.

A Bleak and Beautiful Land: A Riddle of Steel campaign is one with vast deserts, labyrinthine mountain passes, and thick jungles. The verdant and welcoming forests found in many fantasy settings are rare or all together absent from such settings. In spite of the ability's name, Forestry can be used to survive in such an inhospitable realm. Moreover, all player characters, regardless of class, have a Forestry of 1. Unfortunately, the harshness of this unforgiving realm means that even one day without food and water inflicts 1d6 damage on a character.

Gladiator, Conqueror, King: All characters, regardless of class, have the Fighter's Fell Lesser Foes class ability.

Before the Realization of Steel: Several pieces of equipment found in most *White Box Cyclope-dia* campaigns are not available due to a lack of resources and the fact that the very understanding to craft such items has not been achieved yet. Plate mail and heavy crossbows do not exist and the Referee should feel free to exclude particularly "advanced" pieces of equipment like compasses or the jeweler's glass.

Worship of Dark Masters: Clerics in a Riddle of Steel campaign worship strange, capricious gods. There are no Lawful Clerics. Clerics gain power not through their worship of these entities beyond their understanding, but instead from the number of cultists they can draw to that being's worship. For every unique individual they can convince to make their first sincere prayer to the Cleric's god, they earn 5 XP. This is the only way Clerics can gain Experience Points in a Riddle of Steel campaign.

EXPERIENCE POINTS

Experience Points are awarded to players for gaining treasure and killing monsters, as an earlier Player's section has described. It may seem counterintuitive that treasure somehow makes characters more experienced, but that's not what awarding experience for gold pieces is all about. Gold pieces are an after-the-fact measurement of how ingenious the character (and the player controlling them) was in getting them. The gold pieces are not the source of the experience—they are the measurable product of it.

That being said, there are many alternative ways for Referees to award XP. For example, active participation in the campaign might warrant experience for each hour of real-time play, as could solving puzzles and aiding allies. A particular-

ly clever solution or epic victory might warrant double the normal XP amount awarded, while an abysmal failure might merit half. Perhaps you award XP not for simply recovering gold pieces, but only when it is spent so that player characters don't hoard wealth for its own sake. Another option might be to award partial XP for players who are particularly clever at avoiding or incapacitating a monster when killing it has exceptional risks or consequences.

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 a given adventure. Others prefer a more competitive game, whereby each player earns XP according to individual accomplishments.

If you find that whatever system you are 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 be changed to fit the group.

OPTIONAL RULE: CAROUSING FOR XP

It is a common trope in much of classic fantasy for a protagonist to return from their adventure laden with gold and jewel and riches uncounted, only to rapidly blow it on material pleasures at an astonishing rate. Food, drink, and pleasurable company - all of which one rarely remembers because they were so intoxicated at the time - all come at a price. This is called Carousing.

At the Referee's discretion, a player can inform them that their character is going to Carouse for Experience Points instead of receiving a standard XP reward for their treasures as detailed above. The Referee then rolls 1d6, adds the player character's level and Charisma modifier, and consults Table 7-4: Carousing for XP to determine how much XP the player character earns, how much gold they have lost, and what unforeseen consequences have come from their indulgent behavior.

TABLE 7-4: CAROUSING

Roll (1d6+ PC Level + Cha Mod)		Carousing Result
1	<i>I Messed With the Wrong People:</i> The character loses all their gold, earns no XP, and wakes up beaten and robbed in a dirty back alley of some city street.	
2	<i>A Total Bust:</i> The player character spends all their gold with nothing to show for it. They earn only 1 XP for every 5 gold pieces they lost.	
3	<i>What Did I Waste My Coin On?:</i> The player character spends all their gold with nothing to show for it. They earn only 1 XP for every 2 gold pieces they lost.	
4	<i>At Least it Was Fun:</i> The player character spends all their gold with nothing to show for it. They earn only 1 XP for every gold pieces they lost.	
5	<i>Broke Even At The Tables:</i> The player character loses none of their gold, and earns 1 XP for every gold piece they acquired on their previous adventure.	

Roll (1d6+ PC
Level + Cha Mod)

Carousing Result

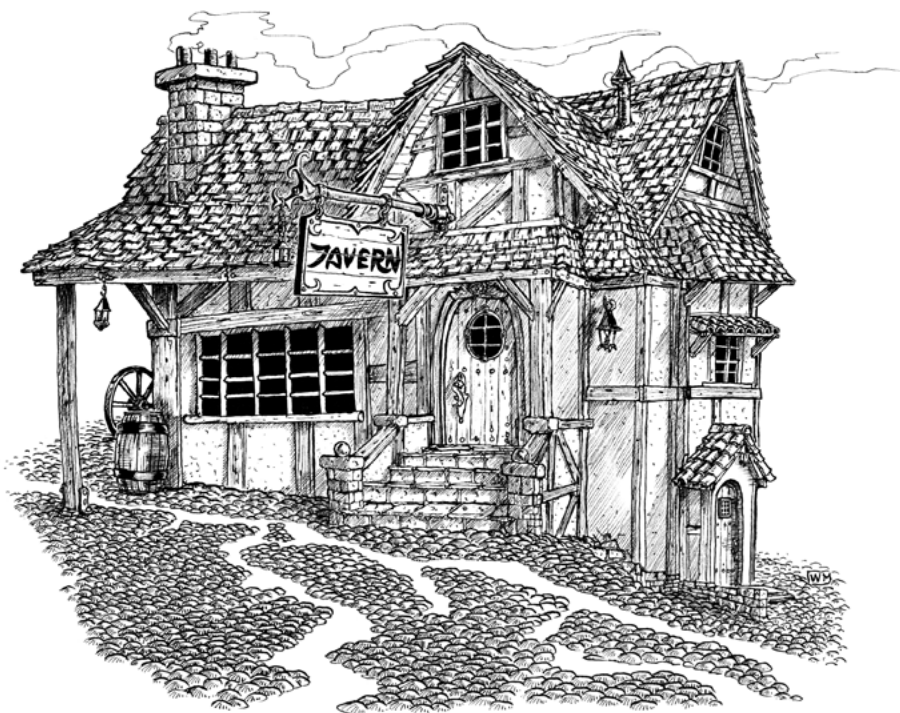
6	<i>A Lucky Streak:</i> The player character earns 1 XP for every gold piece they acquired on their previous adventure and receives an additional amount of gold equal to 1d20 x their current level. (20 gp for 1st level, 100 gp for 5th level, etc.)
7	<i>A Fine Week of Celebration:</i> The player character earns 1 XP for every gold piece earned during their previous adventure, but spends half of it carousing. They spent so much time in a local watering hole that the tavern keeper will provide them with room and board for free every time they visit and is a reliable source for news and rumors.
8	<i>Wait, That's Not a Beer:</i> The character earns 1 XP for every gold piece they earned during their previous adventure, but spends half of it on carousing. They somehow managed to get their hands on one randomly determined Minor Potion (See Table 9-7: Minor Magical Potions).
9	<i>It Was a Helluva a Brawl:</i> The character earns one XP for every gold piece they earned during their previous adventure, but spends half of it carousing. They apparently got into quite the barroom brawl while drunk and earned the admiration of a Human Fighter who is one-half their level that accompanies them on their next adventure.
10	<i>I Stole What?:</i> The character earns 1 XP for every gold piece they earned on their previous adventure. They lost none of their gold and in fact, find themselves in possession of a rare and highly sought after gem worth 5d20x10 gold pieces. People will come looking for it and a buyer will be difficult to find.
11	<i>I Must've Made an Impression:</i> The character earns 1 XP for every gold piece they earned during their previous adventure, but spends half of it carousing. Somehow they earned the admiration of a rich paramore who is infatuated with the player character and may be able to offer favors or political influence in the future - provided they aren't spurned and turned into an enemy.
12	<i>Accidentally Started A Revolution:</i> The character earns 1 XP for every gold piece they earned during their previous adventure, but loses one quarter of it carousing. News spreads across the region that they were the originator of a riot that did significant damage to a city or village, but has earned them the service of 2d6 random hirelings who participated in the riot.
13	<i>I Guess I Made A Friend:</i> The character earns 1 XP for every gold piece they earned during the previous adventure, but loses all their wealth. They woke up in the wilderness with a Blink Dog (1-3) or Worg (4-6) curled up around them who regards them as a lifelong boon companion and will defend the player character with their life.
14	<i>I Guess It is My Sword Now:</i> The character earns 1 XP for every gold piece they earned during the previous adventure and loses none of their wealth. In addition, they are now the proud owner of a Medium Magical Weapon (See Table: 9-15: Magical Weapons and Armor, Medium column) that they got from... somewhere.

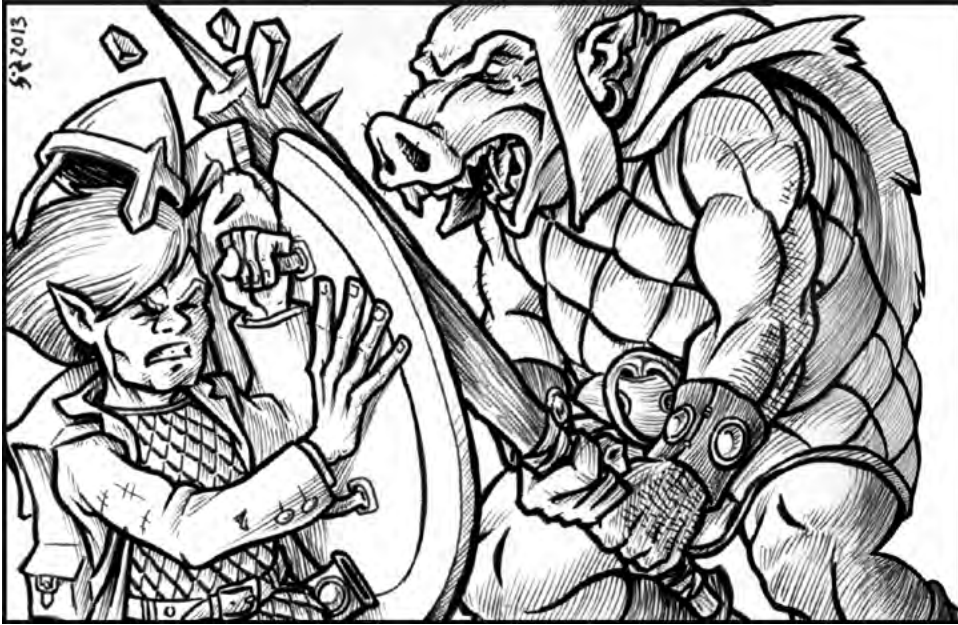
Roll (1d6+ PC Level + Cha Mod)	Carousing Result
15	<i>Pulled off the Big One:</i> The character earns 1 XP for every gold piece they earned during the previous adventure, but finds they have doubled the number of gold pieces they earned on their previous adventure. Soon after they hear news of a fierce dragon, marauding the land in search of its stolen treasure.
16+	<i>It's Good to Be King:</i> The character earns 1 XP for every gold piece they earned during the previous adventure, but loses none of their wealth. The player character comes to in a fully constructed stronghold that is fully staffed. All the staff, servants, and guards are loyal to them and keep calling the player character "My liege."

SCALE OF ADVANCEMENT

Referees all have their own style of campaign, and it would be silly for one author to impose needless restrictions on anyone playing the game. However, it is worth noting that this rules set was designed with the notion that 4th level

characters are known "heroes" and thus the level cap from *White Box Cyclopedia* was set at 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.





CHAPTER EIGHT

BESTIARY

Player characters will face off against all manner of creatures dark and terrible. From classic monsters like goblins and dragons to weird and exotic creatures like brain lords and sidhe, this chapter provides the Referee with a diverse collection of monsters they can use as adversaries, allies, and NPCs through the course of the campaigns and adventures they design.

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

Armor Class

Armor Class is explained earlier in the rules for combat found on page 125 in Chapter Five: Playing the Game..

Attack Bonus

All monsters have an Attack Bonus, just like player characters. It functions in exactly the same manner, adding to any attack rolls made against their foes. Unless otherwise stated, all monsters have a +1 to their Attack Bonus for every Hit Die

they possess, to a maximum of +15 for creatures with 15 hit dice or more. Creatures with less than 1 hit die have a +0 Attack Bonus.

Attacks

This lists the number of attacks a monster has in a single combat round and the damage they inflict.

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 as a result of 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 Points listed—this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

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 (abbreviated HDE) is used to separate monsters into generalized difficulty levels so that when creating an adventure the Referee has some guidelines concerning what 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.

Move

Move is the monster's movement rate and is handled identically to the way it is handled for player characters as described on page 121 of Chapter Five: Playing the Game.

Monsters and Saving Throws

All creatures have a saving throw. It is the number on the d20 the monster needs to equal or exceed in order to avoid a threat or lessen its effect. It is found by subtracting the monster's HD from 19. For example, a monster with 4 HD has a saving throw of 15. Monsters cannot have a saving throw lower than 2.

OPTIONAL RULE: CLASS-BASED MONSTER SAVING THROWS

At the Referee's discretion, a monster can simply be treated as a Fighter or whatever character class is most thematically appropriate for that monster, with the monster's hit dice being used for its level when determining this value

Special

The Special section is a generalized listing to note any special abilities unique to an individual monster. Further details are provided in that individual monster's descriptive text.

MONSTER DESCRIPTIONS

Contained herein are all of the monsters presented in alphabetical order.

ANGEL, CHERUB

Armor Class: 17

Hit Dice: 3

Attack Bonus: +3

Attacks: Short Bow (1d6-1)

Special: Regeneration (1 HP per round), Protection from Chaos

Saving Throw: 16

Move: 9 (12 when flying)

HDE/XP: 4/120

Appearing as small feather-winged children wearing white robes and carrying small bows, these are messengers of the higher planes. Though not combative by nature, they are skilled archers. They can cast Protection from Chaos as a Cleric at will, and will often use this ability to bless the weak and innocent in times of danger. They regenerate one hit point of damage each round. When a cherub is slain, their physical form and all their trappings disappear in a flash of light and their soul is returned to the heavenly realm.

ANGEL, SERAPH

Armor Class: 17

Attack Bonus: +9

Hit Dice: 9

Attacks: Flaming Sword (3d6)

Special: See Below

Saving Throw: 10

Move: 12 (15 when flying)

HDE/XP: 10/1400

The Seraph, also known as avenging angels, are agents of war sent from the heavenly planes to combat great evil in the mortal world. They ap-

pear as beautiful mortal men and women, clad in plate armor and wielding a flaming sword which does 3d6 points of damage. Great white feathered wings spring from their backs. They are immune to all spells cast by characters of lower than 7th level and receive a +6 bonus to saving throws against spells cast by characters of higher than 7th level.. They can only be damaged by magical weapons and are capable of causing a holy light to flare out from their body which blinds all creatures within 60' who do not make a successful saving throw. This blindness remains until a Dispel Magic spell is cast. Seraphs are fierce foes who have no tolerance for evil acts or demonic foes. They slay with righteous certainty.

ANIMATED WEAPON

Armor Class: 15

Attack Bonus: +3

Hit Dice: 3+3

Attacks: 1d6

Special: Flight

Saving Throw: 16

Move: 12 (flight only)

HDE/XP: 4/75

Weapons are sometimes enchanted by powerful magic to operate independently and defend a location under specific circumstances. These are called animated weapons and in most cases are enchanted to defend a specific location, such as room or keep. They are typically created to attack intruders and fight until destroyed.



BANSHEE

Armor Class: 19

Attack Bonus: +7

Hit Dice: 7

Attacks: Claw (1d6)

Special: See below

Saving Throw: 12

Move: 12

HDE/XP: 11/1,700

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 receive a +4 bonus on all saving throws to resist spells, and they are immune to illusions and charms. Their shriek (once per day) necessitates a saving throw versus death or anyone within 240 feet who hears it will drop dead in 2d6 rounds. They can travel over water and other terrain as if it were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. They look like 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

Attack Bonus: +6

Hit Dice: 6

Attacks: Bite (1d6+1)

Special: Petrifying gaze

Saving Throw: 13

Move: 6

HDE/XP: 8/800

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (fighting without looking incurs a -4 penalty on all attack rolls). If

the basilisk's own gaze is reflected back at it, it has a 1 in 1d6 chance of forcing the basilisk into a saving throw against being turned to stone itself.



BEE, GIANT KILLER

Armor Class: 12

Attack Bonus: +1

Hit Dice: 1

Attacks: Sting (1d6)

Special: Poison

Saving Throw: 18

Move: 15 flying

HDE/XP: 2/30

These massive bees are anywhere between two and five feet long, with queens being as large as ten feet. They build massive hives on cliff walls and ancient trees. They are overly aggressive and will attack in large swarms any creature who inadvertently disturbs their hive or their queen. Their sting is painful and contains a deadly poison. Anyone stung by a giant killer bee must make a saving throw or die immediately. Giant killer bee queens rarely leave their hives, but are massive and fearsome. They have three hit dice, attack as three hit die creatures and all saves against their poison are at a -2 penalty. Referees are encouraged to lend special properties to the honey of giant killer bees as suits their individual games.

OPTIONAL RULE: KILLER BEE HONEY

If the Referee allows it, player characters can attempt to harvest honey from a killer bee hive that has become accessible without fear of the residential swarm. A giant killer bee hive contains massive amounts of honey and it takes days to harvest properly. Harvesting this honey is no easy task and has only a 1-in-1d6 chance of success. If the Referee is allowing optional classes, classes with the Forestry ability can use that ability to harvest honey instead. The harvesting process takes 1d6+2 days and requires several large barrels to store the crop. Each harvest yields 1d6x100 pounds of honey. This honey can be sold for 1 gold piece per pound.

The finest of killer bee honey can be distilled into special salves and potions. Each harvest yields enough exceptional honey for 1d6 such drams. It takes three months of preparation to make one such potion or salve and has only a 1-2 in 1d6 chance of success. This exceptional killer bee honey can be crafted into one of the three following items:

Burning Bee Salve: One serving of this exceptional honey can be used to create a salve that instantly heals burns and injury from fire or heat. When rubbed on an individual so wounded, the character recovers 5d6 hit points, provided that damage came from a fire or heat-based source.

Killer Mead: Favored by dwarves in particular, one serving of exceptional honey can be used to create 1d6+1 dose of a sweet, heavy mead that when consumed emboldens the drinker before battle. After drinking a dose of Killer Mead, the character receives a +1 bonus on all melee attack and melee damage rolls, saving throws to resist fear-based effects, and morale checks for one hour.

Preserving Honey: One serving of this exceptional honey can be spread over up to 24 days worth of trail or dried rations, preserving it indefinitely against the elements and exposure. Such food is even immune to the effects of *Putrid Food and Water*.

These unique potions and balms can be sold to the right buyer for 1d6x100 gold pieces.

BEETLE, GIANT FIRE

Armor Class: 15

Attack Bonus: +1

Hit Dice: 1+3

Attacks: Bite (1d6)

Special: None

Saving Throw: 19

Move: 12

HDE/XP: 1/15

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). They are not typically aggressive unless cornered or their burrows are disturbed.

BLACK PUDDING

Armor Class: 13

Attack Bonus: +10

Hit Dice: 10

Attacks: Strike (1d6)

Special: Acidic

Saving Throw: 9

Move: 6

HDE/XP: 11/1,700

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon used to attack a black pudding will be eaten away by the acid unless the attacker makes a successful saving throw. Each time a black pudding makes a successful attack against an armored opponent, the victim must make a saving throw or their armor or shield is destroyed, though shields are destroyed before armor. If a weapon, armor, or shield is magical, it can take an additional hit per +1 before being dissolved. Black puddings are immune to cold and divide when attacked by lightning.

BLINK DOG

Armor Class: 14

Attack Bonus: +6

Hit Dice: 6

Attacks: Bite

Special: Teleport

Saving Throw: 13

Move: 12

HDE/XP: 4/240

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances without error (up to 240 feet) and attack in the same turn—in most cases (1-4 in 1d6) a blink dog will be able to teleport behind an opponent and attack from the rear, which gives it a +2 bonus to their attack rolls made from this position.

BLOOD RAVEN

Armor Class: 11

Attack Bonus: +1

Hit Dice: 1

Attacks: Peck (1d6-3)

Special: Devour the Eye

Saving Throw: 18

Move: 6 (15 when flying)

HDE/XP: 2/30

These large, red-eyed birds have feathers as black as midnight. It is not known whether they are truly ravens or not – but they are most commonly found on ancient battlefields, barrow mounds and in graveyards. They crave human flesh and take particular delight in devouring the eyes of living victims when freshly dead carrion is not available. Whenever a Blood Raven rolls an unmodified 19 or 20 on its attack roll, the target of the attack must make a saving throw or find their

eye plucked from its socket and devoured. This blindness can only be cured by powerful magic, though once a blood raven has devoured the eye of its victim its lust for blood is slaked and it flies contentedly away. They are known to travel in groups of 3 – 18 (3d6). These groups are known, aptly, as a “murder” of blood ravens.

BRAIN LORD

Armor Class: 16

Attack Bonus: +7

Hit Dice: 7

Attacks: Projected Energy (2d6)

Special: See Below

Saving Throw: 12

Move: 12

HDE/XP: 9/1250

These bizarre humanoids appear to have the head of an octopus and their bodies are covered in fish-like scales. They are highly intelligent, speaking only through telepathic communication – which they can do with any individual within 120 feet. They believe all sentient beings other than themselves to be inferior and wish to subject them to thralldom through a combination of powerful mental abilities and charm spells. They avoid physical combat and instead prefer to attack with a kind of psychically projected energy, which they can target at any individual which they can see. Targets must make a saving throw or suffer 2d6 points of damage and permanently lose one point from either their Intelligence (1-2 on 1d6), Wisdom (3-4 on 1d6), or Charisma (5-6 on 1d6) attributes. Any time a Brain Lord reduces a target to 1 in any of these attributes, the subject becomes a mindless thrall in the service of its new master. All Brain Lords are also capable of casting Charm Person three times per day.

BREATH STEALER

Armor Class: 12

Attack Bonus: +1

Hit Dice: 1-1

Attacks: Claw (1d6-4)

Special: Steal Soul

Saving Throw: 19

Move: 12

HDE/XP: 1/30

Appearing as a common black house cat, the Breath Stealer lives by feeding on the souls of the magically gifted, including any character capable of casting Magic-User spells. Once it has selected a victim, it approaches in a friendly manner and attempts to befriend its target. After one day of remaining in close proximity to its chosen spellcaster, the two form an Arcane Bond which grants the would-be victim the ability to memorize one additional 1st level Magic-User spell each day.

Within a 1d6 days of the Arcane Bond being established, the Breath Stealer will begin to sleep atop the chest of its “master” or at the very least in a manner that allows the two to remain in physical contact. The next day, the spellcaster will find his spells weakened. Any who are a target of the victim’s Magic-User spells receive a +1 bonus to saving throws made to resist the effects. Each evening that the Breath Stealer and the spellcaster sleep while touching, this bonus increases by +1. When the total bonus has become equal to the victim’s level, the Breath Stealer will attempt to devour the victim’s soul by climbing on his chest while he sleeps that night and drawing the breath from his body. The victim must make a saving throw at a penalty equal to the number of days he has been Bonded with the Breath Stealer or die.

Breath Stealers are naturally fearful of elves, hissing at them and avoiding their presence.

BUGBEAR

Armor Class: 14

Attack Bonus: +3

Hit Dice: 3+1

Attacks: Weapon or bite (1d6)

Special: Surprise opponents

Saving Throw: 16

Move: 9

HDE/XP: 3/120

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even the most alert opponents with a roll of 1 to 3 on a d6.

CENTAUR

Armor Class: 14 or 15 w/ small shield

Attack Bonus: +4

Hit Dice: 4

Attacks: Weapon or kick (1d6)

Special: None

Saving Throw: 15

Move: 18

HDE/XP: 5/240

Half man, half horse, centaurs are 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.

CENTPEDE, GIANT (SMALL)

Armor Class: 12

Attack Bonus: +1

Hit Dice: 1-1

Attacks: Bite (see below)

Special: Poison (see below)

Saving Throw: 19

Move: 12

HDE/XP: 2/30

Giant lethal centipedes of the small size are about the length of a human's arm and inflict a lethal amount of poison with each bite, but inflict no damage if the saving throw is successful (+4 modifier to opponent's saving throw). Those who fail the saving throw will die in the next 1d6 hours as the toxin spreads through their bodies.

CENTPEDE, GIANT (MEDIUM)

Armor Class: 14

Attack Bonus: +2

Hit Dice: 2

Attacks: Bite (1d6-1)

Special: Poison (see below)

Saving Throw: 17

Move: 15

HDE/XP: 4/240

This human-sized giant centipede is a deadly predator with armored segments, a vicious bite, and a lethal (though relatively weak) poison (+4 modifier to opponent's saving throw). Those who fail the saving throw will die in the next 1d6 rounds as the toxin spreads through their bodies.

CENTPEDE, GIANT (LARGE)

Armor Class: 19

Attack Bonus: +4

Hit Dice: 4

Attacks: Bite (1d6+1)

Special: Poison (see below)

Saving Throw: 15

Move: 18

HDE/XP: 6/400

A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom (+2 modifier to opponent's saving throw). Those

who fail the saving throw will die in the next 1d6 rounds as the toxin spreads through their bodies.

CHIMERA

Armor Class: 15

Attack Bonus: +9

Hit Dice: 9

Attacks: Bite (1d6+1, once per head)

Special: Breathes fire, flies

Saving Throw: 10

Move: 12/18 (when flying)

HDE/XP: 11/1,700

The chimera is a 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 three times per day with a range of 50 feet, causing 3d6 damage to anyone caught within the fiery blast (saving throw for half damage).

CLERICAL LICHE

Armor Class: 18

Attack Bonus: +9

Hit Dice: 12 - 18

Attacks: By weapon (1d6)

Special: See Below

Saving Throw: 7 (12 HD), 6 (13 HD), 5 (14 HD), 4 (15 HD), 3 (16 HD), 2 (17+ HD)

Move: 12

HDE/XP: 15/2,900, 16/3,200, 17/3,500, 18/3,800, 19/4,100, 20/4,400, 21/4,700

While the vast majority of liches have mastered the arcane arts of the Magic-User in rare cases, some of them devote themselves to the service of a malign god or goddess with such zeal that they rise as powerful and terrible masters of corrupted divine magic. These are known as Clerical Liches. They are able to cast spells as a 10th level Cleric. In addition, they have also mastered

the spells of a Magic-User, though to a lesser degree than traditional liches. A Clerical liche can memorize and cast spells as a Magic-User with a level equal to half their normal hit dice, rounded down. This means that a liche with 14 or 15 hit dice would memorize and cast spells as a 7th level Magic-User and as a 10th level Cleric. Clerical liches cannot paralyze with either their touch or aura, but can Banish Undead as a Chaotic Cleric of 9th level.

COCKATRICE

Armor Class: 13

Attack Bonus: +5

Hit Dice: 5

Attacks: Bite (1d6-1)

Special: Bite turns bitten into stone

Saving Throw: 14

Move: 6/18 (when flying)

HDE/XP: 7/600

Resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless a successful saving throw is made.

CONFESSOR

Armor Class: 21

Attack Bonus: +10

Hit Dice: 10

Attacks: Sword (2d6)

Special: Searing Judgment

Saving Throw: 9

Move: 12

HDE/XP: 11/1,400

These terrible beings appear as a billowing collection of black robes and tattered rags, clutching a sword in a skeletal hand. They have no other physical presence. The Confessor is a spirit of judgment which seeks retribution for sins. It does not speak, save to whisper the name of its victim

over and over again. When it comes within 120 feet of its victim it immediately knows the greatest sin committed by the individual and calls out their name. If the named individual does not immediately confess their greatest sin, it begins to attack them with its terrible sword until they are slain. Those struck must make a saving throw or be paralyzed as they scream in agony from the pain of their sins for 1d6 rounds.

Confessors fight until slain and then fade to nothing. Their magical blades crumble to dust upon defeat. They are undead creatures and can be the target of the Banish Undead ability.

DEATH KNIGHT

Armor Class: 21

Attack Bonus: +10

Hit Dice: 10

Attacks: Two-Handed Sword (1d6+3)

Special: See Below

Saving Throw: 9

Move: 12

HDE/XP: 12/3200

These terrible undead knights are clad in black armor and wield terrible two-handed swords with great strength. In addition to increased damage, each time a death knight successfully strikes a foe with their sword the target loses one level. Death Knights are also immune to all spells of 5th level or lower. They can cast a Fireball once per day that inflicts 7d6 points of damage. They are immune to damage from mundane weapons and cannot be banished by a Cleric.

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. There is no meaningful game distinction between demons and devils.

DEMON, BAALROCH

Armor Class: 17

Attack Bonus: +9

Hit Dice: 9

Attacks: Sword or whip (2d6)

Special: See below

Saving Throw: 10

Move: 6/15 (when flying)

HDE/XP: 10/1,400

The Baalroch's name means, roughly, the Bull of Baal: the Baal-aurochs (the aurochs was a bull that stood twelve feet tall at the shoulder, and Baal is an ancient and evil pagan deity). These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6th level do not affect them, and against higher-level spell casters they are yet 75% immune to all spells. 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 (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. A Baalroch could be forced or tricked into the service of a powerful wizard, but the risk would be immense.



DEMON, IMP

Armor Class: 16

Attack Bonus: +3

Hit Dice: 3

Attacks: Poison Tail Sting (1d6-1)

Special: See Below

Saving Throw: 16

Move: 6 (12 when flying)

HDE/XP: 3/240

These tiny devilish creatures are red or black in skin color with cat-like eyes, long pointed tails, and bat wings. They are the lowliest of demons and often serve as slaves to greater demons or servants of powerful evil Clerics and wizards. Imps are immune to magical weapons and fire and can cast Detect Magic at will and Invisibility once per day – both as a wizard. Their tail has a moderately powerful poison which can kill if a saving throw is not successful, though the victim receives a +4 bonus to their roll.

DEMON, LEMURE

Armor Class: 12

Attack Bonus: +3

Hit Dice: 3

Attacks: Claw (1d6)

Special: Regenerate (1 hp/round)

Saving Throw: 16

Move: 3

HDE/XP: 4/120

Lemures are vaguely humanoid—their flesh is mud-like, shifting, and soft upon their horrible bodies. Like manes and wretches, lemures are lower forms of demons, the fleshly manifestations of damned souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water and otherwise regenerate 1 hit point each combat round.

DEMON, SUCCUBUS

Armor Class: 15

Attack Bonus: +6

Hit Dice: 6

Attacks: Bite (1d6-1)

Special: Charm Person

Saving Throw: 13

Move: 12 (15 when flying)

HDE/XP: 6/800

A succubus is a demon of lust who appears as a scantily clad voluptuous human woman with a great pair of bat-wings sprouting from her shoulder blades. Though not effective in direct combat, she can charm with a word or a kiss and often surrounds herself with a horde of thralls bent to her will. This ability allows the Succubus to cast Charm Person at will. If slain, their physical body returns to the infernal planes to which they are native.

DJINN

Armor Class: 14

Attack Bonus: +7

Hit Dice: 7+1

Attacks: Fist or weapon (2d6)

Special: See below

Saving Throw: 12

Move: 9/24 (when flying)

HDE/XP: 9/1,100

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight, and have a number of 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 air-tight), 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

Attack Bonus: +4

Hit Dice: 4

Attacks: Claw (1d6)

Special: See below

Saving Throw: 15

Move: 9

HDE/XP: 5/240

A doppelganger 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 an incredibly good saving throw (+5) against magic of all kinds.

DRAGONS

All dragons have a breath weapon of some kind, which 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.

Referees should not roll for a dragon's hit points, like one would for other monsters. Instead, determine the age category of the dragon—this will give both the dragon's hit points per hit dice and how many points of breath weapon damage per hit dice the dragon inflicts. Dragons also have a modifier to their Reduction Value based on their age.



TABLE 8-1: DRAGON AGE CATEGORY

Roll (2d6)	Age	Hit Points per Hit Die	Breath Weapon	
			Damage per Hit Die	AC Modifier
2	Very Young/Hatchling	1	1	-3
3	Young	2	2	-2
4	Immature	3	3	-1
5-8	Adult	4	4	0
9	Old	5	5	+1
10	Very Old (100 years)	6	6	+2
11	Aged (100–400 years)	7	7	+3
12	Ancient (400+ years)	8	8	+4

TABLE 8-2: DRAGON BREATH WEAPONS

Shape*	Type
Cloud	Gaseous
Cone	Fire or Frost
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 hit points 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 widespread 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 are not rolled for dragon hit points, it is possible for a truly mythical dragon to have more “numbers” per die than it is actually possible to roll on a hit dice.

DRAGON, BLACK

- Armor Class:** 17
- Attack Bonus:** +6 (Hatchling, Young), +7 (Immature, Adult, Old), +8 (Very Old, Aged, Ancient)
- Hit Dice:** 6–8
- Attacks:** Bite (1d6+2)
- Special:** Spits acid
- Saving Throw:** 13 (6 HD), 12 (7 HD), 11 (8 HD)
- Move:** 12/24 (when flying)
- HDE/XP:** 8/800; 9/1,100; 10/1,400

Black dragons 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
- Attack Bonus:** +8 (Hatchling, Young), +9 (Immature, Adult, Old), +10 (Very Old, Aged, Ancient)
- Hit Dice:** 8–10
- Attacks:** Bite (2d6)
- Special:** Spits lightning
- Saving Throw:** 11 (8 HD), 10 (9HD), 9 (10 HD)

Move: 12/24 (when flying)

HDE/XP: 10/1,400; 11/1,700; 12/2,000

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

Attack Bonus: +10 (Hatchling, Young), +11 (Immature, Adult, Old), +12 (Very Old, Aged, Ancient)

Hit Dice: 10–12

Attacks: Bite (2d6+2)

Special: Breathes poisonous gas or fire

Saving Throw: 9 (10 HD), 8 (11 HD), 7 (12 HD)

Move: 12/24 (when flying)

HDE/XP: 12/2,000; 13/2,300; 14/2,600

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

Attack Bonus: +7 (Hatchling, Young), +8 (Immature, Adult, Old), +9 (Very Old, Aged, Ancient)

Hit Dice: 7–9

Attacks: Bite (2d6)

Special: Breathes poisonous gas

Saving Throw: 12 (7 HD), 11 (8 HD), 10 (9 HD)

Move: 12/24 (when flying)

HDE/XP: 9/1,100; 10/1,400; 11/1,700

Green dragons breathe a cloud of poisonous gas that is 50 feet in diameter. A successful saving throw indicates half damage.

DRAGON, RED

Armor Class: 17

Attack Bonus: +9 (Hatchling, Young), +10 (Immature, Adult, Old), +11 (Very Old, Aged, Ancient)

Hit Dice: 9–11

Attacks: Bite (2d6+1)

Special: Breathes fire

Saving Throw: 10 (9 HD), 9 (10 HD), 8 (11 HD)

Move: 12/24 (when flying)

HDE/XP: 11/1,700; 12/2,000; 13/2,300

Red dragons are the fire-breathing wyrms of legend. They breathe fire in a cone-shape 90 feet long and roughly 30 feet wide at the base.

DRAGON, WHITE

Armor Class: 17

Attack Bonus: +5 (Hatchling, Young), +6 (Immature, Adult, Old), +7 (Very Old, Aged, Ancient)

Hit Dice: 5–7

Attacks: Bite (1d6+1)

Special: Breathes cold

Saving Throw: 14 (5 HD), 13 (6 HD), 12 (7 HD)

Move: 12/24 (when flying)

HDE/XP: 7/600; 8/800; 9/1,100

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 frigid air and frost in a cone shape 70 feet long and roughly 30 feet wide at the base.

DRYAD

Armor Class: 14

Attack Bonus: +2

Hit Dice: 2

Attacks: Dagger (1d6-1)

Special: Charm Person

Saving Throw: 17

Move: 12

HDE/XP: 3/60

Dryads are beautiful female tree spirits, and 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. 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: 14 or 15 w/ a shield

Attack Bonus: +1

Hit Dice: 1+1

Attacks: War Hammer (1d6)

Special: Stonework insight

Saving Throw: 18

Move: 6

HDE/XP: 1/15



Statistics above are for the common Dwarf with no particular unusual characteristics. A Dwarf-at-arms would usually have a full 7 hit points, reflecting skill and general toughness. Stronger Dwarves (sergeants-at-arms, for example) might have more hit dice or unusual bonuses to their attack rolls, or, even magical abilities if Dwarves are magical in your fantasy universe. (Norse myths are a good example of this.) These stronger dwarves will often have heavier armor and shields, affecting their Armor Class and hit dice accordingly. 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 fantasy.

EFREETI

Armor Class: 16

Attack Bonus: +10

Hit Dice: 10

Attacks: Fist or sword (2d6)

Special: Wall of Fire

Saving Throw: 9

Move: 9/24 (when flying)

HDE/XP: 12/2,000

Efreets are a type of genie, associated with fire (unlike the djinn, who have powers over the air). Efreets 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 three times per day. 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 that they actually are.

ELEMENTAL, AIR

Armor Class: 17

Attack Bonus: +8 (8 HD), +12 (12 HD) or +15 (16 HD)

Hit Dice: 8, 12, 16

Attacks: Strike (2d6)

Special: Whirlwind

Saving Throw: 11 (8 HD), 7 (12 HD), 3 (16 HD)

Move: 36 (when flying)

HDE/XP: 9/1,100; 13/2,300; 17/3,400

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

Attack Bonus: +8 (8 HD), +12 (12 HD) or +15 (16 HD)

Hit Dice: 8, 12, 16

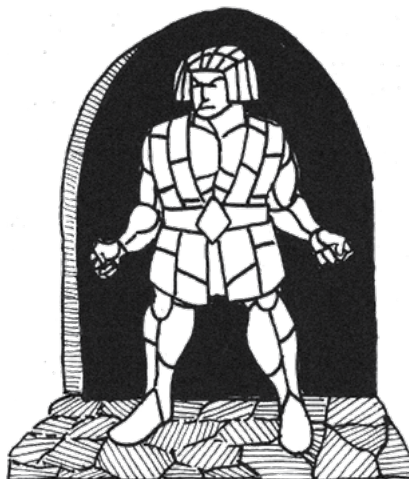
Attacks: Fist (2d6)

Special: Stone destruction

Saving Throw: 11 (8 HD), 7 (12 HD), 3 (16 HD)

Move: 6

HDE/XP: 9/1,100; 13/2,300; 17/3,400



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

Attack Bonus: +8 (8 HD), +12 (12 HD) or +15 (16 HD)

Hit Dice: 8, 12, 16

Attacks: Strike (2d6)

Special: Ignite materials

Saving Throw: 11 (8 HD), 7 (12 HD), 3 (16 HD)

Move: 12

HDE/XP: 9/1,100; 13/2,300; 17/3,400

Fire elementals are formless masses of flame, perhaps 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, LAVA

Armor Class: 17
Attack Bonus: +9
Hit Dice: 9
Attacks: Strike (2d6)
Special: Engulf, ignite materials
Saving Throw: 10
Move: 3
HDE/XP: 9/1,400

Similar to fire elementals and native to the same plane, lava elementals appear as massive animated pools of lava. They attack by engulfing their foes. Once a lava elemental has made a successful attack against a target he continues to engulf the target, inflicting 2d6 points of damage each round until the target is dead. They also ignite materials in the same manner as a fire elemental. Lava Elementals only have a singular form and do not grow or weaken in power.

ELEMENTAL, WATER

Armor Class: 17
Attack Bonus: +8 (8 HD), +12 (12 HD) or +15 (16 HD)
Hit Dice: 8, 12, 16
Attacks: Strike (2d6)
Special: Overturn ships
Saving Throw: 11 (8 HD), 7 (12 HD), 3 (16 HD)
Move: 6/18 (when swimming)
HDE/XP: 9/1,100; 13/2,300; 17/3,400

Water elementals 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 1d6+2 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
Attack Bonus: +1
Hit Dice: 1+1
Attacks: Longbow or Long Sword (1d6)
Special: None
Saving Throw: 18
Move: 12
HDE/XP: 1/15

The example above is for a typical Elf; trained warriors would likely have the maximum 7 hit points. Obviously, Elves encountered in the course of a party's adventuring will have a variety of powers and different attributes. The Referee will assign such powers as he sees fit, in accordance with the way he envisions Elves. They might be the woodland dwellers of Tolkien's *The Hobbit*, or the high Elves of the *Lord of the Rings*, or might be the faerie-folk of Irish legend. In any case, as with Dwarves, do not bother trying to fit your "advanced" elves into the constraints of character classes—just make up their attributes to fit what you need. NPCs are not subject to the rules that govern building a player character; they are your tools for good fantasy, not an exercise in formula application.

ELF, SHADOW

Armor Class: 16
Attack Bonus: +2
Hit Dice: 2
Attacks: See Below
Special: See Below
Saving Throw: 17
Move: 12
HDE/XP: 2/60

These cousins of surface elves raid surface dwellers, for whom they have a cultural animosity. They typically wield short swords (1d6-1 damage) and

light crossbows whose bolts are coated in a paralytic poison (1d6 damage, save or be paralyzed for one turn). Most wear special chain mail crafted with dark magic and carry bucklers. They are extraordinarily stealthy, surprising their foes on 1-4 on 1d6. They are also highly resistant to magic, receiving a +4 bonus to all saving throws made to resist it.

FAIRIE DRAGON

Armor Class: 15

Attack Bonus: +2

Hit Dice: 2

Attacks: Bite (1d6-1)

Special: Sleep Breath, Invisibility

Saving Throw: 17

Move: 9 (12 while flying)

HDE/XP: 2/120

These small gossamer-winged dragons are no larger than a house cat. They are playful and friendly, not typically seeking combat. Instead they breathe a cloud of gas with a 20' radius. All creatures caught in the cloud must make a saving throw or be put to sleep for 2d6 hours. If cornered, they will use their ability to cast Invisibility once per day to hide themselves. They are fond of shiny objects and twinkling baubles.

GARGOYLE

Armor Class: 14

Attack Bonus: +4

Hit Dice: 4

Attacks: Claw (1d6)

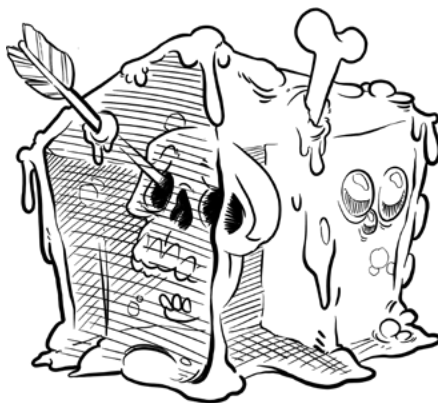
Special: Flight

Saving Throw: 15

Move: 9/15 (when flying)

HDE/XP: 6/400

Gargoyles are winged creatures resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They can be vicious predators.



GELATINOUS CUBE

Armor Class: 11

Attack Bonus: +4

Hit Dice: 4

Attacks: Strike (1d6)

Special: See below

Saving Throw: 15

Move: 6

HDE/XP: 5/240

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 or become paralyzed (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
Attack Bonus: +2
Hit Dice: 2
Attacks: Claw
Special: See below
Saving Throw: 17
Move: 9
HDE/XP: 3/60

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 or the victim becomes paralyzed for 3d6 turns.

GIANTS

Giants are a staple of fantasy gaming, huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent.

GIANT, CLOUD

Armor Class: 15
Attack Bonus: +12
Hit Dice: 12+2
Attacks: Weapon (3d6)
Special: Hurls boulders
Saving Throw: 7
Move: 15
HDE/XP: 13/2,300

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, FIRBOLG

Armor Class: 16
Attack Bonus: +9
Hit Dice: 9+2
Attacks: Weapon (2d6)
Special: Hurl boulders, Detect Magic
Saving Throw: 11
Move: 12
HDE/XP: 10/1,400

Appearing as giant men (ten feet tall) with flaming red beards, firbolg dwell in rocky and volcanic regions where they live in clans of miners and underground fungus farmers. Unlike other giants, they are not warlike by nature and instead prefer to make prodigious use of their ability to throw boulders and fight from a distance, which inflict 2d6 points of damage. They are as intelligent as humans and have the natural ability to cast Detect Magic at will.

GIANT, FIRE

Armor Class: 15
Attack Bonus: +11
Hit Dice: 11+3
Attacks: Weapon (2d6)
Special: Hurls boulders, fire immunity
Saving Throw: 8
Move: 12
HDE/XP: 12/2,000

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

Attack Bonus: +10

Hit Dice: 10+1

Attacks: Weapon (2d6)

Special: Hurls boulders, cold immunity

Saving Throw: 9

Move: 12

HDE/XP: 12/2,000

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: 15

Attack Bonus: +8

Hit Dice: 8

Attacks: Weapon (2d6)

Special: Hurls boulders

Saving Throw: 11

Move: 12

HDE/XP: 9/1,100

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: 15

Attack Bonus: +9

Hit Dice: 9

Attacks: Club (2d6)

Special: Hurls boulders

Saving Throw: 10

Move: 12

HDE/XP: 10/1,400

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.

GIANT, STORM

Armor Class: 18

Attack Bonus: +15

Hit Dice: 16

Attacks: Weapon (3d6)

Special: See below

Saving Throw: 3

Move: 15

HDE/XP: 16/3,200

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 once per day.

GNOLL

Armor Class: 14

Attack Bonus: +2

Hit Dice: 2

Attacks: Bite (1d6) or Morning Star (1d6+1)

Special: None

Saving Throw: 17

Move: 9

HDE/XP: 2/30

Gnolls 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. Gnolls often let aloud, blood curdling howls to communicate with one another over distances of up to a mile.

GNOME

Armor Class: 12

Attack Bonus: +1

Hit Dice: 1

Attacks: Short Bow or Short Sword (1d6-1)

Special: Phantasmal Force

Saving Throw: 18

Move: 9

HDE/XP: 1/15

Gnome are industrious, peaceful beings. They dwell mostly deep underground. They rarely stand higher than 3' and have long beards and pointy noses. They are peaceful by nature, seeking only to mine for gems and other valuables, engaging in the occasional prank. Gnomes are natural foes of goblins and kobolds, as well as skilled illusionists. All gnomes can cast Phantasmal Force once per day.

GOBLIN

Armor Class: 13

Attack Bonus: +0

Hit Dice: 1-1

Attacks: Weapon (1d6)

Special: -1 to all attack rolls in sunlight

Saving Throw: 19

Move: 9

HDE/XP: <1/10

Goblins are small creatures (4 feet tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They suffer a -1 on all attack rolls when in the full sunlight.

GOLEMS

Golems are man-shaped creatures built to serve their masters, usually powerful wizards, or high priests. They are often used as guardians. Golems cannot be hit with non-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

Attack Bonus: +12

Hit Dice: 12

Attacks: Fist (1d6+4)

Special: See below

Saving Throw: 7

Move: 9

HDE/XP: 12/2,000

A creation stitched together from human limbs and other parts, like Frankenstein's monster. Damage inflicted by lightning heals the golem, and it is slowed to one-half movement by fire and

cold - though it suffers no damage from these elements. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm it.

GOLEM, GLASS

Armor Class: 13

Attack Bonus: +9

Hit Dice: 9

Attacks: Fist or weapon (1d6)

Special: See Below

Saving Throw: 10

Move: 9

HDE/XP: 9/1700

Whether crafted from animated stained glass, or massive piles of jagged shards, these behemoths are sometimes animated to protect churches and other holy sites. They are immune to non-magical weapons and take only one point of damage from attacks made with magical weapons which are not blunt. They take half damage from fire spells, but reduce their movement by half for one round after suffering it. They are immune to all other forms of magic. Glass Golems can sometimes ambush targets by concealing themselves as part of a large stained glass window, surprising foes when they are able to do this with a 1-4 on 1d6 chance of success.

GOLEM, IRON

Armor Class: 16

Attack Bonus: +13

Hit Dice: 13

Attacks: Fist or weapon (2d6)

Special: See below

Saving Throw: 6

Move: 6

HDE/XP: 17/3,500

Iron golems are huge moving statues of iron. They can breathe a 10 foot radius cloud of poison gas as well as attack with great power. Anyone caught in this gas cloud must make a saving throw or die in a fit of coughing and choking in 1d6 rounds. While choking in this manner the victim is unable to act, but if they can be removed from the gas cloud before the time has elapsed they will not die. Only +3 or better magic weapons can harm an iron golem. These hulking statues are slowed to one-half movement by lightning spells, but fire-based spells actually restore hit points to them equal to the amount of damage they would otherwise inflict. No other type of spell affects them.

GOLEM, STONE

Armor Class: 14

Attack Bonus: +15

Hit Dice: 16

Attacks: Fist (2d6)

Special: See below

Saving Throw: 3

Move: 6

HDE/XP: 16/3,200

Stone golems are massive stone statues animated by immensely powerful magics (much more than just animate objects, in other words). They are slowed by fire spells, and damaged or healed by the rock to mud spell and its reverse, respectively.. The damage on the stone golem inflicted by such a spell is 10d6. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by weapons +2 or better. Stone Golems can remain still and masquerade as statuary. When doing so they surprise foes on a 1-3 on 1d6.

GOLEM, WOOD

Armor Class: 14

Attack Bonus: +10

Hit Dice: 10

Attacks: Fist (1d6+2)

Special: See Below

Saving Throw: 9

Move: 6

HDE/XP: 10/2000

These lumbering constructs are often mistaken for treants and typically protect hidden groves and glens claimed by powerful spell casters. They are nearly invisible when in a forested area, surprising their enemies on a 1-5 on 1d6. They are immune to mundane weapons and all magic, except fire and fire-based spells, which inflict normal damage.



GORGON

Armor Class: 17

Attack Bonus: +8

Hit Dice: 8

Attacks: Gore (1d6+2)

Special: Stone breath

Saving Throw: 11

Move: 12

HDE/XP: 10/1,400

Gorgons are bull-like creatures with dragon-like scales. Their breath sprays a 60 foot cone that is 30 feet wide at its end which turns people to stone (60 foot cone), though characters can make a saving throw to resist this effect. If a Gorgon is able to move its full Move before making a gore attack, the damage this attack inflicts is doubled.

GREY OOZE

Armor Class: 11

Attack Bonus: +3

Hit Dice: 3

Attacks: Strike (1d6)

Special: See below

Saving Throw: 16

Move: 1

HDE/XP: 5/240

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal weapons and armor (but not stone or wood) that touch grey ooze require the wearer to make a saving throw or rot to ruin. When the grey ooze hits a character in metal armor, the armor must make an item saving throw. Enchanted or magical metal items are unaffected. Only cutting and piercing damages a grey ooze—it is impervious to blunt or crushing attacks.

GREEN SLIME

Green slime is not technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime unless a successful saving throw is made, suffering 2d6 damage each round in the case of living beings. This damage continues as the green slime eats away at living flesh unless a Cure Disease spell is cast. It can be killed with fire or extreme cold, which destroys a 10'x10' patch for each 5 points of such damage inflicted on the Green Slime., Green Slime is typically found in patches of 1d6x10' square feet.

GRIFFON

Armor Class: 16

Attack Bonus: +7

Hit Dice: 7

Attacks: Bite (1d6)

Special: Flight

Saving Throw: 12

Move: 12/24 (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, but this is a long and complicated process. 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 an extremely high price (typically 1000 gold pieces) in the marketplaces of the great cities, or to barons and wizards.

OPTIONAL RULE: TRAINING A GRIFFON

If the Referees allow it, player characters who manage to recover a griffon egg or newly hatched fledgeling can attempt to raise and train it. This requires a griffon roost, which must be specially constructed at a cost of 250 gold pieces. Over the next six months as the griffon grows to maturity, if the caretaker spends 6 hours per day working with, befriending, and training the fledgeling as it grows to adulthood they may roll 1d6 at the end of each month. If they roll a 1, then that month of training was successful. If any other number is rolled, the griffon is proud and stubborn and escapes at the first opportunity. If, after six months, each of these months of training resulted in rolling a 1 on 1d6, then the griffon is bonded to the caretaker and will act as a loyal mount and protector. A caretaker can hire an Animal Trainer to increase their chance of success each month to 1-2 in 1d6, or if the Referee is allowing optional classes then any character with the Forestry ability may use this ability to determine each month's success instead of simply having a 1 in 1d6 chance. Each month of care and feeding of a griffon costs 100 gold pieces.



HALFLING

Armor Class: 12

Attack Bonus: +1

Hit Dice: 1-1

Attacks: Small Weapon (1d6-1)

Special: Stealth, Thrown Weapon Bonus

Saving Throw: 19

Move: 9

HDE/XP: 1/15

These diminutive people stand no taller than four feet in height at the most, with curly hair, ample bellies, and broad smiles. Insular and wary of outsiders, halflings use their natural ability to go unnoticed when remaining still and concealed to avoid outsiders. When forced to fight, they favor ranged weapons, such as slings or short bows, and receive a +1 bonus on all attack rolls with these weapons.

HARPY

Armor Class: 12

Attack Bonus: +3

Hit Dice: 3

Attacks: Talons (1d6)

Special: Charming touch, flight, siren song

Saving Throw: 16

Move: 6/18 (when flying)

HDE/XP: 4/120

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy unless they make a successful saving throw. Victims of this song move at no less than half their movement towards the harpy, even if that movement would endanger them - though other actions can be taken. Once within melee range of the harpy, it casts Charm Person on the poor victim - though they receive a saving throw to resist this effect as well.

HELL HOUND

Armor Class: 15

Attack Bonus: +4 (4 HD), +5 (5 HD), +6 (6 HD), or +7 (7 HD)

Hit Dice: 4-7

Attacks: Bite (1d6)

Special: Breathes fire

Saving Throw: 15 (4 HD), 14 (5 HD), 13 (6 HD), 12 (7 HD)

Move: 12

HDE/XP: 5/240; 6/400; 7/600; 8/800

Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2 hit points damage per hit die of the hell hound (30 foot range, saving throw for half damage). Hell hounds are immune to fire and heat-based damage.

HIPPOGRIFF

Armor Class: 14

Attack Bonus: +3

Hit Dice: 3+1

Attacks: Claws (1d6)

Special: Flight

Saving Throw: 16

Move: 12/18 (when flying)

HDE/XP: 3/60

The hippogriff is similar 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. Legend holds they are the offspring of a griffon and a horse. Like their griffon cousins, they are often sought after as aerial mounts and their eggs demand a high price (500 gold pieces). They are more docile than griffons, but training them is no easy task.

OPTIONAL RULE: TRAINING A HIPPOGRIFF

If the Referees allow it, player characters who manage to recover a hippogriff egg or newly hatched foal can attempt to raise and train it. This requires a hippogriff stable, which must be specially constructed at a cost of 125 gold pieces. Over the next six months as the hippogriff grows to maturity, if the caretaker spends 6 hours per day working with, befriending, and training the foal as it grows to adulthood they may roll 1d6 at the end of each month. If they roll a 1 or 2, then that month of training was successful. If any other number is rolled, the hippogriff is proud and stubborn and escapes at the first opportunity. If, after six months, each of these months of training resulted in rolling a 1 or 2 on 1d6, then the hippogriff is bonded to the caretaker and will act as a loyal mount and protector. A caretaker can hire an Animal Trainer to increase their chance of success each month to 1-4 in 1d6, or if the Referee is allowing optional classes then any character with the Forestry ability may use this ability to determine each month's success instead of simply having a 1-2 in 1d6 chance. Each month of care and feeding of a hippogriff costs 50 gold pieces.



Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins. They are often military leaders and brutal taskmasters in goblin communities, driving regular goblins to new heights of depravity with their threats and insults. A hobgoblin can spend one round barking orders and insults at any goblins under its command to grant any goblin within 60 feet of them a +1 bonus to all attack rolls for 1d6 rounds.

HORSE

Horses have an Armor Class of 12. Draft horses, riding horses, and ponies have 2 hit dice, while trained warhorses have 3 hit dice. All horses move at a speed of 18 and do not participate in combat through attacking other foes.

HUMANS

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

HOBGoblin

Armor Class: 14

Attack Bonus: +1

Hit Dice: 1+1

Attacks: Weapon (1d6)

Special: Goblin Commander

Saving Throw: 18

Move: 9

HDE/XP: 1/15

Do not try to build your non-player characters according to the rules for player characters. Here are some samples, otherwise just make up their stats and abilities as you see fit.

HUMAN, BANDIT

Armor Class: 12
Attack Bonus: +1
Hit Dice: 1
Attacks: Weapon (1d6)
Special: Surprise Attack
Saving Throw: 18
Move: 12
HDE/XP: 1/15

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice. Bandits who have prepared an ambush and lay in wait surprise foes on a 1-3 on 1d6. If attacking a surprised foe, bandits receive a +2 bonus on their attack roll.

HUMAN, BERSERKER

Armor Class: 12
Attack Bonus: +1
Hit Dice: 1+2
Attacks: Weapon (1d6+1)
Special: Berserking
Saving Throw: 18
Move: 12
HDE/XP: 2/30

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls. When a berserker is reduced to less than one-half their maximum hit points they are able to attack twice per round and are immune to fear-based effects or spells. They do not wear armor heavier than leather armor.

HUMAN, CULTIST

Armor Class: 12
Attack Bonus: +1
Hit Dice: 1
Attacks: By weapon (1d6)
Special: See Below
Saving Throw: 18
Move: 12
HDE/XP: 1/15

Cultists are those devoted to the worship of the dark forces of the world, whether they be demons, devils, or unnamed gods. In most respects they are identical to normal humans, but their absolute devotion to their vile masters has rendered them immune to fear-based effects, Charm Person spells and other mind-affecting magic. In large groups of cultists there is sometimes found a Cult Leader who can cast spells as a 4th level Magic-User or Cleric. In some cases, this Cult Leader may even engage in a bloody ritual of sacrifice to summon forth some evil spirit or elder demon.

HUMAN, SERGEANT-AT-ARMS

Armor Class: 14
Attack Bonus: +3
Hit Dice: 3
Attacks: Weapon (1d6)
Special: Commanding Presence
Saving Throw: 16
Move: 12
HDE/XP: 3/60

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 typically wear chain mail, carry small shields, and wield one-handed weapons. While the sergeant at arms is within 60 feet of the soldiers under their command, those

soldiers receive a +1 bonus to all attack rolls and morale checks.

HUMAN, SOLDIER

Armor Class: 12 or 13 w/ shield

Attack Bonus: +1

Hit Dice: 1

Attacks: Weapon (1d6)

Special: None

Saving Throw: 18

Move: 12

HDE/XP: 1/15

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear and carry a shield. For every five guardsmen there is usually a sergeant at arms.

HYDRA

Armor Class: 10

Attack Bonus: +5 (5 HD), +6 (6 HD), +7 (7 HD), +8 (8 HD), +9 (9 HD), +10 (10 HD), +11 (11 HD), or +12 (12 HD)

Hit Dice: 5–12 (equals # of heads)

Attacks: 5–12 bites (1d6 each)

Special: See below

Saving Throw: 14 (5 HD), 13 (6 HD), 12 (7 HD), 11 (8 HD), 10 (9 HD), 9 (10 HD), 8 (11 HD), or 7 (12 HD)

Move: 9

HDE/XP: 7/600; 8/800; 9/1,100; 10/1,400; 11/1,700; 12/2,000

Hydrae are great lizard-like or snake-like creatures with 5–12 heads, as determined by the Referee. 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, too).

OPTIONAL RULE: SPECIAL HYDRAE

At the Referee's discretion, players may encounter a rare fire-breathing or regenerating hydra. As a general rule only 1 in 1d6 hydrae are capable of breathing fire, while only 1 in 20 regenerate from their wounds.

Fire-Breathing Hydra: These hydrae can breathe fire once per head during each combat round. Each time one of the heads breathes fire, it expels a line of flame that is ten feet wide and thirty feet long. Anyone caught in this fire suffers 3d6 damage, but may make a saving throw for half damage.

Regenerating Hydra: These hydrae regenerate 1 hit point per level, even if a head is severed or the creature is reduced to zero hit points. Once a head has been destroyed, it must suffer 1 additional point of fire-based damage to cauterize the wound and prevent the head from regrowing.

INVISIBLE STALKER

Armor Class: 16

Attack Bonus: +8

Hit Dice: 8

Attacks: Strike (1d6)

Special: Ambush, flight, invisibility

Saving Throw: 11

Move: 12

HDE/XP: 9/1,100

Invisible stalkers are generally only found as a result of the spell Invisible Stalker. They are invisible flying beings created to follow a single command made by the caster. Most often, this is a command

to assassinate someone or protect a specific location. Invisible Stalkers are always invisible, even when they attack and can fly at their Move speed. Because they are invisible, an Invisible Stalker always surprises foes on the first round of combat unless they are able to detect invisible creatures. When an invisible stalker attacks a surprised foe, they inflict 3d6 damage instead of 1d6.

KOBOLD

Armor Class: 13

Attack Bonus: +0

Hit Dice: 1-2

Attacks: Weapon (1d6-1)

Special: Trapsmith

Saving Throw: 19

Move: 6

HDE/XP: < 1/10

Kobolds are subterranean, vaguely goblin-like humanoids. Though small and physically weak, kobolds are expert trap smiths. Once per day, if given ten rounds to work, a kobold can set a simple trap that is set off when anyone over 50 lbs in weight enters a designated 10'x10' square. The nature of this trap is crude - falling rocks, shallow pits, scything blades and the like and it inflicts 1d6+1 damage on the victim. A saving throw reduces this damage by one-half. Because of their size, most kobolds use slings or short bows, and they fight with short swords or clubs if forced into melee combat.

KRAKEN

Armor Class: 17

Attack Bonus: +15

Hit Dice: 15

Attacks: Tentacles (2d6) or Bite (4d6)

Special: Swallow Whole

Saving Throw: 4

Move: 15 swimming

HDE/XP: 15/3200

These massive sea monsters resemble unimaginably large squids with eight (or more) wiggling appendages. They attack entire vessels, ripping them apart and swallowing crew members whole with their massive, tooth filled maw. When a kraken attacks, it grabs a target with one of its tentacles on round one, attempts to bite them on round two, and then swallows them whole on round three. A target who has been swallowed whole is slain. Krakens typically have eight tentacles and can make an attack with each one of them every combat round.

LEECH, GIANT

Armor Class: 13

Attack Bonus: +3

Hit Dice: 3

Attacks: Bite (1d6+1)

Special: Suck Blood

Saving Throw: 16

Move: 6

HDE/XP: 3/95

Massive gray-green leeches are found in swamps and stagnant waters of extraordinary size. They grow as large as a horse and will attack living creatures that draw close with their terrible bite. Once a giant leech has made a successful attack it remains attached to its target, sucking blood. Each round, they automatically inflict 1d6+1 points of damage in this way. When laying still in stagnant or swampy waters, giant leeches surprise their foes on a 1-3 on 1d6.



LICHE

Armor Class: 11

Attack Bonus: +12 (12 HD), +13 (13 HD), +14 (14 HD), or +15 (15+ HD)

Hit Dice: 12–18

Attacks: Touch (1d6 + paralysis)

Special: See below

Saving Throw: 7 (12 HD), 6 (13 HD), 5 (14 HD), 4 (15 HD), 3 (16 HD), 2 (17 HD+)

Move: 6

HDE/XP: 15/2,900; 16/3,200; 17/3,500; 18/3,800; 19/4,100; 20/4,400; 21/4,700

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life or as the result of other magical forces (possibly including their own magics gone awry). A liche has the spell-casting powers of a 10th level Magic-User and can also memorize one additional spell of any level (including 6th level) for each hit die over 10 that they possess.. A liche's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. Liches are highly malign and intelligent, often drafting hoards of undead into their service..

LIZARDMAN

Armor Class: 12

Attack Bonus: +2

Hit Dice: 2+1

Attacks: Claw (1d6-1) or sword (1d6)

Special: See below

Saving Throw: 17

Move: 6/12 (when swimming)

HDE/XP: 2/30

Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. They can breath underwater and are lead by powerful warriors who increase their Attack Bonus by +2 and shamans who can prepare and cast spells as a 4th level Magic-User. Some lizardmen wield a wicked sword made of sharp bone.

OPTIONAL RULE: BONESWORDS OF THE LIZARDMEN

At the Referee's discretion, warriors among the lizardmen wield a unique bone long sword crafted by their shamans and enchanted with dark magic. This weapon functions as a +1 *long sword* that grants any lizardman wielding it the ability to cast *Sticks to Snakes* (see page 167) once per week. if the wielder makes a successful saving throw.

LYCANTHROPE

Lycanthropes are were-creatures, particularly those in whom the disease permits 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 below one-half their maximum hit points by a lycanthrope, the character will become a lycanthrope himself unless they make a successful saving throw.

LYCANTHROPE, WEREBAT

Armor Class: 13

Attack Bonus: +3

Hit Dice: 3

Attacks: Weapon (1d6) or Bite (1d6-1)

Special: Climbing, control bats, flight, lycanthropy

Saving Throw: 16

Move: 12 (15 when flying)

HDE/XP: 4/120

These lycanthropes are capable of taking the form of either a normal human, a common bat, or a hybrid man-bat creature that stands nearly seven feet tall with unnaturally long fingers bound by fleshy membranes that permit flight. Regardless of form, werebats can climb walls at their normal move speed. They are only harmed by silver or magical weapons. Once per evening a werebat can summon up to 2d6 blood-sucking bats, which will defend it until sunrise. These bats function exactly like stirges.

LYCANTHROPE, WEREBEAR

Armor Class: 17

Attack Bonus: +7

Hit Dice: 7+3

Attacks: Claws (1d6+1) and Bite (2d6) or by weapon

Special: Great Strength, Lycanthropy

Saving Throw: 12

Move: 9 or 15

HDE/XP: 8/800

Werebears are lycanthropes capable of taking the form of either a rugged and muscled human or a grizzly bear. In human form they are exceptionally strong and receive a +1 bonus to all melee damage rolls. When in bear form their movement is increased to 15 and they are capable of

making three attacks in a single combat round: two claw attacks and one bite. Unlike other lycanthropes, werebears are not lovers of carnage or destruction for its own sake. Instead, they are aggressive protectors of the natural world, both flora and fauna and build lodges deep in the untouched wilderness where they act as defenders of the wild. They have a particular fondness for bees, including giant killer bees, whom they regard as friends. There is a 1-2 in 1d6 chance that a werebear will be keeping a 1d6 hives of killer bees. Each of these hives will be host to 5d6+20 killer bees, whom are loyal to the werebear and will defend him and his lodge if it is attacked. Unlike other lycanthropes, werebears do not infect others when injuring them nor do they require silver or magical weapons to be injured. They can be slain by perfectly mundane weapons, but regenerate 3 hit points per round. Werebear lycanthropy is hereditary and werebears can only be injured by magical weapons.

LYCANTHROPE, WERERAT

Armor Class: 13

Attack Bonus: +3

Hit Dice: 3

Attacks: Weapon (1d6)

Special: Control rats, lycanthropy

Saving Throw: 16

Move: 12

HDE/XP: 4/120

Wererats are mostly found in cities, lurking in shadowy alleyways. Wererats can control rats, and are extremely stealthy (surprising opponents 1–4 on a d6). They often gather in large groups that live in secret lairs in city sewers or abandoned buildings, hoping to spread plague and disease across the community.

OPTIONAL RULE: WERERATS AND THIEVERY

For Referees allowing optional classes, wererats can perform backstab attacks exactly as a Thief (see page 76) and have a Thievery skill of 4.



LYCANTHROPE, WERERAVEN

Armor Class: 12

Attack Bonus: +2

Hit Dice: 2

Attacks: Weapon (1d6) or Bite (1d6-2)

Special: Flight, linguistics, lycanthropy

Saving Throw: 17

Move: 12 (15 when flying)

HDE/XP: 3/60

Unlike most other lycanthropes, wereravens are not inherently evil – though nor are they good. They are curious and mischievous, often stealing shiny or interesting objects and playing jokes or engaging in riddles with those they encounter. A wereraven in human form has a 1-4 in 1d6 chance of successfully picking a target's pocket. They can change shape between human or raven, but have no hybrid form.

Wereravens can communicate with many spoken languages and even speak to other birds. In addition, wereravens can only be damaged by weapons made of gold (not silver) or magical weapons.

LYCANTHROPE, WEREWOLF

Armor Class: 14

Attack Bonus: +3

Hit Dice: 3

Attacks: Bite (1d6) or Claw (1d6+1)

Special: Lycanthropy

Saving Throw: 16

Move: 12

HDE/XP: 4/120

Werewolves are the traditional Lycanthropes seen in folk tales and horror movies. They are often only affected by silver or magical weapons, and are often humanoid—except for during a full moon or by some other lunar-related effect. The Referee can determine the exact nature of what causes a werewolf's transformation based on the needs of their individual campaign. Werewolves in wolf form attack with a powerful bite attack, while those capable of taking a hybrid man-wolf form are endowed with extraordinary strength and attack with a terrible claw attack in addition to this bite. In wolf form werewolves increase their Move to 15.

MANTICORE

Armor Class: 15

Attack Bonus: +6

Hit Dice: 6+4

Attacks: Bite (1d6-1), Claws (1d6), and Tail-spikes (1d6)

Special: Track by Scent, Flight

Saving Throw: 13

Move: 12/9 (when flying)

HDE/XP: 8/800

A horrid monster with bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180 feet. Spikes regrow after one day. Predatory by nature, Manticores can track by scent with a 1-4 on 1d6 chance of success and have a taste for human flesh.

MEDUSA

Armor Class: 11

Attack Bonus: +6

Hit Dice: 6

Attacks: Poisoned bite or weapon (1d6-1)

Special: Petrifying Gaze, Poison Bite

Saving Throw: 13

Move: 9

HDE/XP: 8/800

Medusae are terrifying humanoids that appear sultry, attractive human females from the waist up, save for a head of living, poisonous snakes. They have no legs, but the lower body of a great serpent. The gaze of a medusa turns anyone looking upon it into stone to a range of 120 feet. In addition to the medusa's relatively weak melee attack (they favor daggers and other concealable weapons), the snake-hair makes one attack per round, causing no damage but the victim of this bite must make a saving throw or be slain instantly by the poison. Medusae often wear veils and long clothes to conceal their true nature, attempting to lure unsuspecting victims forward with their melodic voice and shapely form. They are highly intelligent and will negotiate and deceive threats that are beyond their ability to defeat. If a medusa's head is severed, it can be presented at a target to make use of their petrify gaze three times before the head becomes useless. A severed medusa head can be sold to the right buyer for upwards of 2500 gold pieces.

MIMICKING MASQUERADERS

Armor Class: 14

Attack Bonus: +6

Hit Dice: 6

Attacks: Bite (1d6+1)

Special: Transformation

Saving Throw: 13

Move: 6

HDE/XP: 4/175

Mimicking Masqueraders are bizarre creatures that have adapted to dungeon dwelling by transforming themselves into the shape of objects commonly found there such as treasure chests, doors, or even pieces of flooring or bridges. When transformed in this fashion mimicking masqueraders are undetectable as monsters. When they come in contact with any living being that individual must make a saving throw or become stuck fast to the mimicking masquerader for the next 1d6+1 rounds, though they can spend the entire round attempting to pull themselves free with a 1 in 1d6 chance of success. Once someone is stuck to a mimicking masquerader they are unable to use two weapons and lose any benefit offered by a shield as well as suffering a -2 penalty on all attack rolls. The victim is also unable to move until they have separated themselves from the mimicking masquerader. Once it has been discovered, a mimicking masquerader reveals a set of previously concealed razor-sharp teeth and attempts to eat their victim.

Mimicking masqueraders can change their form into any object no larger than ten cubic feet, though this transformation takes one full turn to complete and during that time they are vulnerable to attack and unable to defend themselves with their bite.



MINOTAUR

Armor Class: 13

Attack Bonus: +6

Hit Dice: 6+4

Attacks: Gore (1d6+1) and Large Axe (1d6+2)

Special: Charging Gore, Uncanny Senses

Saving Throw: 13

Move: 12

HDE/XP: 6/400

The minotaur is a man-eating predator with the head of a bull and the body of a massive human, covered in shaggy hair. Sometimes they wield large axes and love engaging in battle. When fighting they attack with their massive axe and swing their deadly-pointed horns around to significant effect in an effort to gore their opponents as well. A minotaur able to travel its full move before attacking with this gore inflicts double damage. Most are not particularly intelligent. Minotaurs have sharp senses and an uncanny sense of direction. They are only surprised on a 1 in 1d6 and are always able to navigate mazes and labyrinths unerringly.

MUMMY

Armor Class: 16

Attack Bonus: +5

Hit Dice: 5+1

Attacks: Touch (1d6 + rotting disease)

Special: See below

Saving Throw: 14

Move: 6

HDE/XP: 9/1100

Mummies are the reanimated corpses of powerful nobles or sorcerers that have been wrapped in bandages and magically preserved. Risen to undead existence and driven by hatred for all that live and to protect their tombs and pyramids that are laden with treasure they once held in life, a mummy will infect or destroy any living being that

dares intrude upon their domain. They are capable of casting spells as a 6th Cleric (1-4 on 1d6) or 5th level Magic-User (5-6 on 1d6). 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 (1 hit point every ten days). A Cure Disease spell can increase healing rate to half normal, but both it and a Remove Curse spell is required to completely lift the mummy's curse.

NIGHTSTEED

Armor Class: 17

Attack Bonus: +5

Hit Dice: 5+5

Attacks: Flaming Hooves (2d6)

Special: Fearful Cry

Saving Throw: 14

Move: 15 (18 when flying)

HDE/XP: 5/600

A nightsteed is a black horse with burning red eyes and a mane of fire. Its hooves also burn with hellfire and it can fly as easily as run. They attack with their flaming hooves, and once per day can let out a terrible cry that requires all who hear it to make a saving throw or flee in terror of the nightsteed for 1d6 rounds.

NYMPH

Armor Class: 12

Attack Bonus: +1

Hit Dice: 3

Attacks: None

Special: See Below

Saving Throw: 16

Move: 12

HDE/XP: 2/120

Nymphs are fey who appear as leaf-clad or nude women of unimaginable beauty. They dwell in the deep parts of the forest and seek to protect wild places in the world. Any men who gaze upon them must make a saving throw at a -4 penalty or fall completely under their thrall for as long as they remain within 240' of the Nymph. Nymphs will lead wayward travelers away from their beloved woods and malicious foes to their deaths, often drowning them in woodland lakes while they are enchanted. Nymphs are invisible while in the woods as long as they remain still, blending seamlessly with their surroundings.

OCHRE JELLY

Armor Class: 11

Attack Bonus: +5

Hit Dice: 5

Attacks: Acid strike (1d6)

Special: Corrosive, Lighting Split

Saving Throw: 14

Move: 3

HDE/XP: 6/400

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. This acid is corrosive to living flesh, wood, and hide. Any time a ochre jelly attacks an opponent using a wooden shield or wearing leather armor, that target must make a saving throw or their shield or armor is destroyed. Shields are destroyed before armor. Anyone making a successful attack with a wooden weapon against an ochre jelly must make a similar saving throw or find their weapon destroyed. Magical shields, armor, and weapons are immune to this effect. They dissolve the corpse of any adventurers they kill in 1d6 rounds, making the spell Raise Dead beyond this time all but impossible. If struck by a lightning bolt spell, an ochre jelly splits in two. The new ochre jelly has full hit points.



OGRE

Armor Class: 14

Attack Bonus: +4

Hit Dice: 4+1

Attacks: Large club (1d6+1)

Special: Doorbreaker

Saving Throw: 15

Move: 9

HDE/XP: 4/120

Ogres are malicious brutes standing eight feet tall and weighing close to 500 lbs. They are terribly strong and crave human flesh to devour. Because of their amazing strength, they can tear down locked and stuck doors with ease. They are, fortunately, quite stupid and can be easily deceived or made to turn on one another. Sometimes ogres are mistaken for trolls.

OGRE MAGE

Armor Class: 15

Attack Bonus: +5

Hit Dice: 5+4

Attacks: Weapon (1d6+1)

Special: Magic

Saving Throw: 14

Move: 12/18 (when flying)

HDE/XP: 7/600

The ogre mage is an extraordinarily rare ogre with a high intelligence and magic powers. They can cast each of the following spells once per day: *fly*, *invisibility*, *Light (Dark only)*, *Charm Person*, *Fireball*, and *Sleep* as a 5th level Magic-User.. Cunning and patient, they often draw lesser evil beings to their service such as other ogres and hobgoblins. Ogre mages have a particular fondness for magic items and will hoard them and make use of them in battle. They typically build strongholds high in snowy mountains where they strike at travelers and rich merchants passing through narrow passes.

ORBITUS

Armor Class: 15

Attack Bonus: +9

Hit Dice: 9

Attacks: Bite (1d6) or See Below

Special: See Below

Saving Throw: 10

Move: 9 (Flight only)

HDE/XP: 9/2000

The Orbitus is a highly intelligent floating sphere with a massive eye set into its center and many stalks sprouting from it that each end in an eye. They are calculating, intelligent, and powerful. When in combat they can perform each of the following attacks once per round, by casting a unique spell from each eye: *Charm Person*, *Confusion*, *Dispel Magic*, *Death Spell*, *Disintegrate*, *Hold Monster*, *Lightning Bolt*, *Sleep*, and *Telekinesis*.. They can also bite once per round for 1d6 points of damage and because of their many eyes they cannot be surprised or attacked unawares. Orbiti are cunning and regularly build their lairs deep beneath bustling cities where they often build a network of spies and servants so that they can manipulate the day-to-day goings-on of a civilization in hopes of gaining wealth and power.



ORC

Armor Class: 14 or 15 w/ a shield

Attack Bonus: +1

Hit Dice: 1

Attacks: Weapon (1d6)

Special: Bloodlust, Sunlight Aversion

Saving Throw: 18

Move: 12

HDE/XP: 1/15

Orcs are nomadic humanoids that gather in tribes of hundreds. Most are subterranean dwellers (1-4 on 1d6), and fight with a -1 penalty on all attack rolls in full sunlight. They typically carry small shields and wear chainmail armor. 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 who receive an additional +10 hit points, a +2 bonus on all melee attack rolls and wield two-handed weapons that inflict 1d6+1 damage. Magic-using shamans may also be found in the larger tribes (1 in 1d6 chance), who are capable of casting spells as a 4th level Magic-User. All orcs are driven to greater violence at the sight of blood and after inflicting damage on an opponent in melee combat, they receive a +1 bonus on melee attack rolls for the next 1d6 rounds. Orcish tribes tend to war among themselves and will often fight savagely between lesser tribes unless restrained by a powerful and feared commander, such as an evil high priest or a mystic sorcerer.

PEGASUS

Armor Class: 13
Attack Bonus: +2
Hit Dice: 2+2
Attacks: Detect Chaos, Hooves (1d6)
Special: Flight
Saving Throw: 17
Move: 24/48 (when flying)
HDE/XP: 4/120

Pegasus was the winged horse said to be blessed by the stars. Legend holds that they can only be mounted and ridden by the pure of heart. Pegasi can cast *Detect Chaos* as a 1st level Magic-User at will and will flee if forced into combat. When no other option remains, they can attack twice per round with their powerful hooves.

PHASE CAT

Armor Class: 18
Attack Bonus: +5
Hit Dice: 5
Attacks: 2 claw (1d6 each) and bite (1d6)
Special: Distortion, surprise
Saving Throw: 14
Move: 15
HDE/XP: 5/275

Appearing as black panthers, these magical felines are aggressive predators who regularly attack human prey with a flurry of claws and teeth. Phase cats can attack with both their claws and bite in a single combat round and surprise foes on a 1-4 on 1d6. In addition, they can leap the full distance of their move instead of simply remaining earthbound. They possess a natural illusionary quality that makes them difficult to hit, reflected by their high Armor Class. Ranged attacks made against Planar Cats have a -2 penalty to attack rolls.

PLANAR BLADESMEN

Armor Class: 16
Attack Bonus: +5
Hit Dice: 5
Attacks: Silver Blade (2d6)
Special: Magic Resistance, Teleport
Saving Throw: 14
Move: 12
HDE/XP: 7/600

Gaunt humanoid warriors wielding mercurial silver swords, these creatures are said to travel the planes in flight from their former slave-masters. They are highly resistant to magic, receiving a +4 bonus to all saving throws made to resist it. In addition, they can Teleport once every other round with no chance of error. They regard humans, elves, dwarves, and other heritages native to the material plane of existence as inferior beings to be subjugated or slain.

OPTIONAL RULE: SWORDS OF THE PLANAR BLADEMEN

Planar Bladesmen use a unique, mercurial long sword that inflicts 2d6 damage in combat against opponents native to the material plane of existence. If a Planar Bladesman is slain and their sword is taken, its magic fades while on the material plane of existence. After 24 hours the damage decreases to 1d6+1, and after 48 hours it inflicts only 1d6 damage. However, it is still a magical weapon, regardless of the damage it inflicts. Planar Bladesmen who discover a native of the martial plane wielding one of their swords will actively hunt down and slay the offender in hopes of recovering the sword.



PLAYTHING

Armor Class: 13

Attack Bonus: +1

Hit Dice: 1+1

Attacks: Bite (1d6-1) or by weapon

Special: Charm Person, immune to non-magical weapons, vulnerability to fire

Saving Throw: 18

Move: 9

HDE/XP: 2/30

Playthings are terrible corruptions of the innocent – dolls and toys of children that have been possessed by evil spirits and now seek only to do harm to the loving families they have infiltrated. They often dwell in homes for days or even months before secretly going about their dark business while the rest of the family slumbers. While not a great physical threat themselves, playthings will often seek to befriend their child “owners” and convince them to do horrible acts of violence. They can cast Charm Person once per day – but only on children. They are immune to damage from non-magical weapons, but suffer double damage from fire-based attacks.

POLTERGEIST

Armor Class: 13

Attack Bonus: +1

Hit Dice: 1

Attacks: See Below

Special: Telekinesis

Saving Throw: 18

Move: 12 while flying

HDE/XP: 2/35

Poltergeists are incorporeal spirits animated by anger. They often seek to take out their rage on the living by hurling objects with their telekinetic powers. Most thrown objects inflict 1d6 points of damage. Poltergeists can only be injured by magical weapons and spells, though they may be targeted by the Banish Undead ability.

PURPLE WORM

Armor Class: 10

Attack Bonus: +15

Hit Dice: 15

Attacks: Bite (3d6) or sting (1d6+1)

Special: Poison sting

Saving Throw: 4

Move: 9

HDE/XP: 17/3,500

Purple worms are massive annelids that grow to over 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 and instantly devour their prey whole doing well 4 higher than the target's Armor Class. 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 even from the piercing wound it in-

flicts. The poison injected by the stinger is lethal if the victim fails a saving throw. Aquatic versions of the purple worm are also rumored exist.

RAT, GIANT

Armor Class: 12

Attack Bonus: +0

Hit Dice: 1-1

Attacks: Bite (1d6-2)

Special: 1 in 1d20 are diseased

Saving Throw: 19

Move: 12

HDE/XP: < 1/10

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 is allowed to avoid these effects. The effects of the disease are decided by the Referee, but are typically a fever and extreme muscle ache that imposes a -1 penalty on all attack rolls and saving throws for 1d6+1 days. Legend holds that some giant rats may also be carriers of wererat lycanthrope.

REAPER

Armor Class: 23

Attack Bonus: +12

Hit Dice: 12

Attacks: Scythe (1d6+2)

Special: See Below

Saving Throw: 7

Move: 18 (flying)

HDE/XP: 14/2,600

It is said that death comes for everyone, but some are late for their appointment. When someone has cheated death, often a reaper will begin

hunting them. Tirelessly, sleeplessly, endlessly it hunts them. Once their target is slain, the reaper returns to the realm of the dead. Reapers appear as skeletons wearing black robes and carrying a great scythe. Any creature struck with this scythe must make a saving throw or be immediately slain. In addition, Reapers radiate an aura of fear which surrounds them to a radius of 60 feet. Any caught in this aura must make a saving throw or flee in terror for 1d6+4 rounds. Reapers are immune to damage from non-magical weapons and cannot be turned or banished. Some say it is possible to bargain with a reaper for one's life, but such deals always end in a fate worse than death.

ROC

Armor Class: 15

Attack Bonus: +12

Hit Dice: 12

Attacks: Claw (1d6+2) or Squeeze (1d6+1)

Special: None

Saving Throw: 7

Move: 3/30 (when flying)

HDE/XP: 12/2,000

Rocs are the mythological great birds of legend, large enough to prey upon elephants. After making a successful claw attack against any foe smaller than an elephant, the victim must make a saving throw or find themselves caught in the roc's talons whether they will be either squeezed to death or taken to great heights and dropped, plummeting to their death. Legend holds that they can be trained as fledglings to serve as steeds for giants and other massive creatures, but no human has ever done so. Particularly old rocs grow as large as 18 HD, with commensurately increased statistics.

ROT WORM

Armor Class: 11

Attack Bonus: +0

Hit Dice: 1-1

Attacks: Bite (1d6-3)

Special: Devour the heart

Saving Throw: 19

Move: 3 (12 while swimming)

HDE/XP: < 1/10

These large, slimy worms seek to attach themselves to a host. When they make a successful attack they burrow under the skin they attempt to bore their way to the target's heart and devour it. Targets have 1d6 rounds from the time of a successful attack before the rot worm reaches their heart. During that time, the victim is in extreme pain and can be seen visibly moving under that victim's skin.

RUST MONSTER

Armor Class: 16

Attack Bonus: +4

Hit Dice: 4

Attacks: See Below

Special: Rust Touch

Saving Throw: 15

Move: 12

HDE/XP: 4/240

These armadillo-like creatures appear to have plated hides of yellow or brown and two large, feathery antennae as well as a long beak. They feed on metal, which rusts at the touch of their antennae. When they succeed in an attack the rust monster strikes at a metal weapon, armor, or shield its touch immediately causes that object to crumble to rust. A character wearing or wielding a magical item may make a saving throw to avoid this effect.

SALAMANDER

Armor Class: 15

Attack Bonus: +7

Hit Dice: 7

Attacks: Constrict (2d6) or flaming touch (1d6)

Special: Heat, constriction

Saving Throw: 12

Move: 9

HDE/XP: 8/800

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human, the lower body of a snake, and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage and causes highly flammable objects to combust, and they wrap their tails around foes to cause an additional 2d6 points of crushing damage per round. Constricted victims can break free by making a successful saving throw, though failure to do so prevents the victim from taking any action and they automatically suffer 2d6 damage as the salamander continues to tighten its grip. Salamanders are immune to all fire-based damage, whether mundane or magical.

SANGUINE FOG

Armor Class: 13

Attack Bonus: +4

Hit Dice: 4

Attacks: Blood Fog (1d6)

Special: Blood Fog

Saving Throw: 15

Move: 6 (Flight only)

HDE/XP: 4/240

This mysterious sentient fog appears blood red in color and drifts towards living targets. It typically fills a 10'x10'x10' area. Any who are caught in it automatically suffer 1d6 points of damage. Sanguine fog cannot be damaged by non-magical

weapons and is not actually a fog – but a malicious spirit given form. It can be subjected to the Banish Undead ability.

SEA SERPENT

Armor Class: 17

Attack Bonus: +15

Hit Dice: 30

Attacks: Bite (5d6)

Special: See below

Saving Throw: 2

Move: 18 (when swimming)

HDE/XP: 30/8,400

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 (with adjusted statistics, of course), and large ones being about twice the size the one described here. A sea serpent can swallow a human-sized victim whole on an unmodified attack roll that is 4 higher than the target's Armor Class. A character swallowed whole would be digested within, perhaps, three hours. While being digested they are immobile and suffer 1d6 damage per round.

SHADE LORD

Armor Class: 18

Attack Bonus: +7

Hit Dice: 7

Attacks: Cursed Blade (1d6 + Curse)

Special: See Below

Saving Throw: 12

Move: 12

HDE/XP: 9/1700

A shade lord is an invisible, incorporeal spirit that typically wears a black robe and cloak to give itself physical form. It wields a terrible cursed blade

in battle. Any who are struck by it must make a saving throw at a -4 penalty or lose one level. In addition, shade lords radiate an aura of fear. Any foe of 3 or fewer levels or hit dice who comes within 30 feet of a shade lord automatically flees in terror. Those who do not flee are still cower and shake in terror, suffering a -2 penalty to all attack rolls while in melee combat with them. Shade lords are immune to damage from non-magical weapons and cannot be banished by a Cleric.



SHADOW

Armor Class: 12

Attack Bonus: +3

Hit Dice: 3+3

Attacks: Touch (See below)

Special: See below

Saving Throw: 16

Move: 12

HDE/XP: 4/130

Shadows are incorporeal undead creatures who appear, unsurprisingly, as animated shadows that are generally humanoid in shape. They are immune to sleep and charm effects, and can only be harmed by magical weapons. Their life-draining touch drains one point of strength with a success-

ful hit, and if a victim is brought to a strength of 0, he becomes a shadow. Strength points return at the rate of 1 per hour. Shadows are absolutely invisible in darkness and even in areas that are not completely lit, they are able to masquerade in whatever natural shadows are thrown, allowing them to ambush targets with a 1 to 5 on 1d6 chance of success.

SHADOW DEMON

Armor Class: 18

Attack Bonus: +8

Hit Dice: 8

Attacks: Chilling Touch (See Below)

Special: Draining touch, summon shadow

Saving Throw: 11

Move: 15 (flying)

HDE/XP: 10/1,400

Neither true shadows nor true demons, shadow demons are beings of darkness from the lightless places of the infernal planes of existence brought to the material plane by evil magic. Terribly powerful, their chilling touch drains two levels from their victim with successful attack. Anyone reduced to 0th level by these attacks immediately rises as a shadow (see above) under the shadow demon's control. Shadow demons can also summon 2d6 Shadows once per night. Like their lesser thralls, shadow demons are absolutely invisible in darkness and even in areas that are not completely lit, they are able to masquerade in whatever natural shadows are thrown, allowing them to ambush targets with a 1 to 5 on 1d6 chance of success.

If exposed to daylight, Shadow Demons suffer a -2 penalty to all attack rolls, saving throws, and their chilling touch attack only drains a single level if it is successful. They can be targeted and affected by the Banish Undead ability.

SHAMBLING MOUND

Armor Class: 18

Attack Bonus: +8

Hit Dice: 8

Attacks: Slam (1d6+1)

Special: See Below

Saving Throw: 11

Move: 9

HDE/XP: 8/1400

Shambling mounds are large humanoid plant-like creatures likely born by evil magic that somehow corrupted a forest long ago. They are all but invisible in wild areas, surprising their foes on a 1-4 on 1d6. When a shambling mound successfully attacks its foe with a slam attack it automatically begins to constrict its foe for an additional 1d6+1 damage each round until it lets go or is slain. A character caught in this constriction can still act, but cannot move. Shambling mounds are immune to damage from lightning and fire.

SIDHE

Armor Class: 17

Attack Bonus: +5

Hit Dice: 5

Attacks: Fey Blade (2d6)

Special: See Below

Saving Throw: 14

Move: 12

HDE/XP: 7/600

Sidhe are noble fey who rarely travel the mortal realm. They appear as tall elfin beings of amazing beauty and are clad in shining mail and glorious raiment. All who looks upon them are struck blind by their beauty unless a successful saving throw is made. Sidhe attack with their magical fey blades which do 2d6 points of damage and may cast Alter Speed, Invisibility, and Phantasmal Force each

once per day. They are also highly resistant to mortal magic and have a +5 bonus to all saving throws made to resist it. Like other fey, cold iron is an anathema to them.



SKELETON

Armor Class: 11 or 12 w/ a shield

Attack Bonus: +1

Hit Dice: 1

Attacks: Strike (1d6-1) or weapon (1d6)

Special: Blade resistance

Saving Throw: 18

Move: 12

HDE/XP: 1/15

Skeletons are animated bones of the dead and are usually under the control of some evil master. Because they have no organs or bodily fluids, skeletons suffer one-half damage from any weapons which are piercing or slashing - such as swords, daggers, or arrows. Blunt weapons - like maces, clubs, and slings - inflict damage normally. Skeletons are mindless undead.

SKELETON, FLAMING

Armor Class: 13

Attack Bonus: +2

Hit Dice: 2

Attacks: Flaming Slam (1d6+1)

Special: Blade resistance, fire aura, flaming fist

Saving Throw: 17

Move: 12

HDE/XP: 2/45

Flaming skeletons have been animated with an unholy fire that radiates from them. They attack with a flaming skeletal fist. Whenever a flaming skeleton makes a successful melee attack the target must make a saving throw or suffer an additional 1d6-1 points of damage as they catch fire from the dark flames surrounding this undead creature. Flaming skeletons radiate light with a 10 foot radius and have the same resistance to piercing and slashing weapons as their non-flaming counterparts.

SKINWALKER

Armor Class: 12

Attack Bonus: +2

Hit Dice: 2+2

Attacks: Claw (1d6)

Special: Regeneration

Saving Throw: 17

Move: 12

HDE/XP: 2/60

These terrible creatures appear as a hideous black husk of a humanoid in their natural form. They are intelligent and seek to slay a human victim, drain out their innards and wear their skin. Once this skin is worn, they go about their business of reaping sorrow and chaos. They naturally regenerate 3 hit points per round, even after being reduced to zero hit points. The only way

to permanently destroy them is to cast Bless on a Skinwalker that has been reduced to zero hit points. They attack with wicked claw-like fingers that extend when threatened.

SLUG, GIANT

Armor Class: 11

Attack Bonus: +12

Hit Dice: 12

Attacks: Bite (1d6+1)

Special: Spits acid (2d6)

Move: 6

HDE/XP: 13/2,300

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The range for spitting is 60 feet, and though this acid burns flesh it does not damage weapons, armor, or shields. Some giant slugs might have more or less virulent acidity (thus changing the damage inflicted).

SPECTRE

Armor Class: 17

Attack Bonus: +6

Hit Dice: 6

Attacks: Weapon (1d6+life drain) or touch (life drain)

Special: Drain life

Saving Throw: 13

Move: 15/30 (when flying)

HDE/XP: 9/1,100

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains two levels from the victim unless that victim makes a successful saving throw. Only mag-

ical 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—a pitiful thrall to its creator. Because they are undead, spectres can be targeted by the Banish Undead ability.

SPIDER, GIANT

Armor Class: 13

Attack Bonus: +2 (2+2 HD), +3 (3+3 HD), or +4 (4+4 HD)

Hit Dice: 2+2, 3+3, or 4+4

Attacks: Bite (1d6+poison)

Special: Ambush, poison, wall-crawling, web

Saving Throw: 17 (2+2 HD), 16 (3+3 HD), 15 (4+4 HD)

Move: 18

HDE/XP: 5/240, 6/400, or 7/600

Giant spiders are aggressive arachnids that range in size from a small dog to a large horse. Larger spiders have a higher attack modifier and greater number of hit dice as shown above. Only the largest giant spiders are web builders. Giant spider webs fill a 20'x20'x20' area and require a saving throw to avoid becoming stuck when attempting to pass through the webbed area. Those who make their saving throw can fight and move (5 feet per round) in the webs. These webs are difficult to cut through, with one 10'x10'x10' area must suffer 15 points of damage from a slashing weapon before being destroyed. Alternatively, these webs are highly flammable and the mere touch of a torch causes all connected webbing to burst into flames. Anyone in these flames suffers 2d6 points of damage. All giant spiders surprise foes doing well of 1–5, being able to hide well in shadows and freely able to move across their own webs, up walls, and even across ceilings without penalty. A giant spider's bite is very poisonous.

Anyone bitten by a giant spider must make a saving throw or be slain instantly. This saving throw is made with a +2 bonus if the giant spider has 2+2 hit dice and at -2 if the spider has 4+4 hit dice.

STIRGE

- Armor Class:** 14
- Attack Bonus:** +0
- Hit Dice:** 1-1
- Attacks:** Sting (1d6-1)
- Special:** Suck Blood
- Saving Throw:** 19
- Move:** 15 while flying
- HDE/XP:** 1/15

These tiny birds have needle-like beaks which they use to impale their victims and then drain them of blood. Whenever a stirge makes a successful melee attack they remain attached to their target and automatically inflict 1d6-1 points of damage each round as they drink the victim's blood. Stirges are a nuisance individually, but are usually found in large flocks that number in the dozens.

BATS AND STIRGES

For simplicity's sake, Referees can use the statistics of a stirge whenever player characters encounter blood-sucking bats.

TREANT

- Armor Class:** 17
- Attack Bonus:** +7 (7 HD), +8 (8 HD), +9 (9 HD), +10 (10 HD), +11 (11 HD), or +12 (12 HD)
- Hit Dice:** 7-12
- Attacks:** Strike (7-8 HD 2d6, 9-10 HD 3d6, 11-12 HD 4d6)

- Special:** Control trees
- Saving Throw:** 12 (7 HD), 11 (8 HD), 10 (9 HD), 9 (10 HD), 8 (11 HD), or 7 (12 HD)
- Move:** 6
- HDE/XP:** 7/600; 8/800; 9/1,100; 10/1,400; 11/1,700; 12/2,000

Treants are tree-like protectors and caretakers of forest trees. Depending upon their size, they have different hit dice and damage; treants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, treants of 9-10 hit dice inflict 3d6 points, and treants of 11-12 hit dice inflict 4d6 points. All treants can awaken otherwise stationary trees within 60 feet, allowing them to walk at a rate of 3, and attack. These trees have the same Armor Class as the treant, but an Attack Bonus and Maximum Hit Points equal to one half of the treant that awakened them. An awakened tree's melee attack only inflicts 2d6 damage. Treants can only awaken two trees at a given time and these trees return to their slumber within 4d6 hours of being awakened and cannot be stirred to life again for 1d6 weeks. Treants appear to be perfectly mundane trees when they are still and silent.

TROLL

- Armor Class:** 15
- Attack Bonus:** +6
- Hit Dice:** 6+3
- Attacks:** Claw (2d6) or Bite (1d6)
- Special:** Regeneration
- Saving Throw:** 13
- Move:** 12
- HDE/XP:** 8/800

Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate 3 hit points per round, even when reduced to 0 hit points.

The only way to utterly kill a troll is to submerge it in acid or set it ablaze. Trolls can even re-grow lopped-off heads and limbs. They favor dwelling in dank tunnels near the surface world where they can easily slip out and steal livestock or wayward travelers to be taken back to their lair and devoured.

UNICORN

Armor Class: 17

Attack Bonus: +4

Hit Dice: 4

Attacks: Hoof or horn (1d6)

Special: See below

Saving Throw: 15

Move: 24

HDE/XP: 5/240

Unicorns are generally shy and benevolent creatures, who will only allow those who are pure of heart to approach them. They can teleport once per day to a distance of 360 feet, with a rider. When they travel their normal move before attacking, their horn inflicts double damage. Unicorns also receive a +4 bonus on any saving throws made to resist spells and magical effects. The unicorn's horn has healing properties and when it is touched to wounded individual who is Lawful alignment or true of heart, all their wounds are restored. Unicorns are capable of sensing the presence of evil beings instinctively to a distance of up to 240 feet and will typically flee when such a creature is detected.

VAMPIRE

Armor Class: 17

Attack Bonus: +7 (7 HD), +8 (8 HD), or +9 (9 HD)

Hit Dice: 7–9

Attacks: Bite (1d6+life drain)

Special: See below

Move: 12/18 (when flying)

Saving Throw: 12 (7 HD), 11 (8 HD), 10 (9 HD)

HDE/XP: 9/1,100; 10/1,400; 11/1,700

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons and when reduced to zero hit points in this way they change into a gaseous form, returning to their coffins. They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves once per night. A vampire can gaze into the eyes of one target up to thirty feet away once per round. Anyone caught in this gaze must make a saving throw at -2, or the character is charmed (as per the spell Charm Person). Most terrifyingly, a vampire's bite drains two levels from the victim and inflicts 1d6 points of damage. Fortunately, vampires have some weaknesses. They can be killed by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. Driving a stake through a vampire's heart requires a melee attack at a -6 penalty unless the vampire is somehow immobilized. They retreat from the smell of garlic, the sight of a mirror, or the sight of holy symbols of lawful deities to a distance of 30 feet unless the vampire makes a successful saving throw. Any human killed by a vampire becomes a vampire under the control of its creator.



Vampires are undead and can be affected by the Banish undead ability. They must rest each day in a coffin filled with soil from their homeland they knew when they were mortal. These coffins are often hidden in remote locations and if a vampire is reduced to zero hit points, assumes gaseous form, and is unable to return to its coffin by dawn then it is permanently destroyed.

VAMPIRE, BRIDE

Armor Class: 15

Attack Bonus: +5

Hit Dice: 5

Attacks: Bite (1d6+life drain)

Special: See below

Saving Throw: 14

Move: 12

HDE/XP: 5/600

Vampire brides (they can be any gender, but “bride” picks up the reference to Bram Stoker) are created when a vampire lord (not a normal vampire) kidnaps a human as a companion in undeath. The kidnapped person is taken into the Vampire Lord’s service and turned into an undead thrall, forever bound to their new master. They possess many traits common to other vampires, but to a lesser extent.

Vampire brides regenerate 2 hit points per round, but cannot change shape or assume gaseous form. They can only be harmed by magical weapons and if reduced to zero hit points their corpse must be decapitated and then a Bless spell must be cast over the body or they will reform and rise again the next evening. Like other vampires, the vampire bride attacks with a bite attack. This attack inflicts 1d6 points of damage and drains a single level from the victim unless they make a successful saving throw. They can be killed by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the

heart. Driving a stake through a vampire bride’s heart requires a melee attack at a -6 penalty unless the bride is somehow immobilized. They retreat from the smell of garlic, the sight of a mirror, or the sight of holy symbols of lawful deities to a distance of 30 feet unless the vampire bride makes a successful saving throw. Exposure to sunlight instantly kills a vampire bride with no saving throw.

The most dangerous ability possessed by a Vampire Bride is their ability to sing a song which enthralls all listeners, similar to a Charm Person spell. This ability can be used up to three times per day and has a range of 60 feet. Vampire brides may also sing together to empower this ability. For each Vampire Bride singing beyond the first all victims within range suffer a -1 penalty to their saving throw, up to a maximum penalty of -4 for five Vampire Brides singing at the same time.

Vampire Brides may be turned or banished, as they are undead and may have other weaknesses common to vampires at the Referee’s discretion.

VAMPIRE, LORD

Armor Class: 21

Attack Bonus: +12 (12 HD), +13 (13 HD), +14 (14 HD), +15 (15 HD)

Hit Dice: 12 - 15

Attacks: Bite (2d6+life drain) or by weapon (see below)

Special: See below

Saving Throw: 7 (12 HD), 6 (13 HD), 5 (14 HD), 4 (15 HD)

Move: 15 (24 when flying)

HDE/XP: 15/2,900, 16/3,200, 17/3,500, 18/3,800

Vampire lords are incredibly powerful and ancient princes of darkness. They have been alive for centuries and honed their abilities to terrifying perfection in addition to learning new and horrific powers. They are reclusive and rare, often with an

army of servants at their disposal. The living, the dead and even the very animals who prowl the wilds call the vampire lord their master.

Vampire lords regenerate 5 hit points per round and are immune to damage from non-magical weapons. They are experts in transformation, able to turn into a giant bat, a horde of 1d6 x 10 rats, or a worg at will. They can summon a horde of bats, 5d6+5 wolves, or 2d6 x 10 rats once per night. The vampire lord also radiates an aura of fear and those with fewer than 6 HD must make a saving throw or suffer an effect equivalent to the Terrify (see pg. 169) spell while they can see the creature. Instead of being fearsome, the Vampire Lord can choose to radiate an aura of beguiling. Any being of 4 or fewer HD who comes within 30' of the Vampire Lord must make a saving throw or immediately become either charmed (as the Charm Person spell). They cannot be both fearsome and beguiling at the same time.

The Vampire Lord's bite drains three levels from the victim and inflicts 2d6 points of damage. Targets can make a saving throw at a -2 penalty to avoid losing two levels of experience, but still suffer damage. Some Vampire Lords fight in melee combat using weapons and receive +2 to melee damage due to their unnatural strength. They regularly make use of magical weapons.

Because of their years of infernal research, vampire lords can memorize and cast spells as a 6th level Magic-User. Vampire lords also have the amazing ability to walk beneath the light of the sun in most instances, though with only limited use of their abilities. They cannot use their bite attack during the day and may not radiate their fearful aura that mimics Terrify spell. They are also prohibited from changing form or flying during the day. Finally, they are only able to regenerate a single hit point each round when walking about under the sun.

Vampire Lords suffer many of the same weaknesses as their lesser counterparts – though not as deeply. Vampire Lords are not repulsed by the

presence of garlic or Lawful holy symbols, though they are irritated and suffer a -1 to all attack rolls when within 60' of these things. They do not flee when forced to gaze upon a mirror, though they cast no reflection. They can still be targeted by the Banish Undead ability.

It is notoriously difficult to permanently slay a Vampire Lord. If reduced to zero hit points or less the vampire lord immediately turns to mist and that mist flies back to its coffin. This coffin is filled with soil from their homeland and there they regenerate at the rate of 5 hit points per round. Once they have returned to their full hit point total, they are able to again take physical form. If a coffin with the earth of their homeland cannot be reached before sunrise, the vampire lord is permanently destroyed.

Driving a stake through the heart of a vampire lord is not enough to destroy them, though it does impose extraordinary penalties on them. Staking a vampire lord through the heart in combat requires a successful melee attack roll at a -6 penalty. A vampire lord who has been staked must remain in humanoid form (even when reduced to zero hit points), suffers a -4 penalty to all attack rolls, and is unable to radiate their terrifying or beguiling aura. They are also prohibited from casting spells in this state and unable to regenerate damage. Once a vampire lord has been staked, they must be decapitated, their mouth must be stuffed with garlic, and both the head and body must each have a Bless spell cast upon them. Doing all these things will permanently destroy the vampire lord, turning them to dust.

WATER WEIRD

Armor Class: 16

Attack Bonus: +4

Hit Dice: 4+4

Attacks: Slam (1d6)

Special: Drown

Saving Throw: 15

Move: 12

HDE/XP: 4/400

Water weirds are corrupted elementals that attack by slamming into their victim and then entering their lungs in an attempt to drown them. Once they have successfully attacked, they slide down a target's mouth and into their lungs.. Each round the target suffers 1d6 points of damage automatically and must make a saving throw or drown to death. Water weirds hide in pools of water where they are undetectable until they strike, though if anyone disturbs the waters of a small pool where a water weird is concealed there is a 1 in 1d6 chance they may notice something odd about that body of water.

WEeping TOMBSTONE

Armor Class: 17

Attack Bonus: +4

Hit Dice: 4

Attacks: Slam (1d6)

Special: Surprise, Weeping

Saving Throw: 15

Move: 12

HDE/XP: 5/240

Many who die are buried in mausoleums or gravestones which feature statues decorating their graves. Sometimes the very sorrow of those present takes hold of these statues, animating them to dark purpose and these decorations become weeping tombstones.

A weeping tombstone seeks to add more dead to the graveyard, enticing targets by weeping in the small hours of the night. This enchanted sorrow draws all living beings within 120 feet to come closer unless a saving throw is successfully made. Once a target is close enough to be struck, the weeping tombstone surprises it on a 1-5 on 1d6 and begins to attack, beating their foe to death.

The victim is then placed in a nearby empty grave or mausoleum and the Weeping Statue returns to eternal stillness until a new victim draws near.



WIGHT

Armor Class: 14

Attack Bonus: +3

Hit Dice: 3

Attacks: Claw (1d6-1+level drain) or by weapon (1d6+level drain)

Special: Level Drain

Saving Throw: 16

Move: 9

HDE/XP: 5/240

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead who most often appear as ghastly corpses clad in rusted armor and wielding broken weapons. They are not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. The touch of a wight

damages the very soul of its victim, requiring them to make a saving throw or lose one level of experience in addition to the damage inflicted. This level-draining effect extends to any weapons the wight may be wielding. Any human killed or completely drained of levels by a wight rises from the dead 1d6 rounds later as a wight themselves.

WINTER WORG

Armor Class: 14

Attack Bonus: +5

Hit Dice: 4+2

Attacks: Bite (1d6+1)

Special: Frozen Bite, Icy Breath, Pack Tactics, Snow-Walker

Saving Throw: 15

Move: 18

HDE/XP: 5/240

Cousins to the more commonly found Worg, Winter Worgs are found in icy, frozen climates that have turned them into deadlier predators than their cousins. They travel in packs and leave no traces of their passing in the snow or other wintry environments, found only alone when they have been somehow separated. Like Worgs, they have human-level intelligence and are capable of speaking their own snarling tongue and the common language of the world. They engage in similar pack tactics and receive a +1 bonus on all attack rolls if the victim of their attack has already been attacked by a worg that combat round. Their bite is deadly and chills the target to the bone, requiring a saving throw or the victim suffers a -2 penalty on all attack rolls and has their movement reduced by one-half as their body is stilted with cold for a number of rounds equal to the damage inflicted. Fortunately, multiple bites are not cumulative when it comes to this effect. Finally, once per day, a Winter Worg can breathe a cone of cold that is 10 feet at its base, 30 feet long, and has a width of 30 feet at its end. Any-

one caught in this blast of cold suffers 3d6 damage. Winter Worg pelts are highly valued and can sometimes be sold for 250 gold pieces if they can be recovered without being hacked to pieces and matted. On rare occasions, Winter Worgs will ally themselves with White Dragons and Frost Giants.

WOLF

Armor Class: 12

Attack Bonus: +1

Hit Dice: 1+1

Attacks: Bite (1d6)

Special: None

Saving Throw: 18

Move: 15

HDE/XP: 1/20

These canine predators travel in packs and attack in groups. They usually avoid combat against larger foes unless starving or protecting their young.

WORG

Armor Class: 13

Attack Bonus: +4

Hit Dice: 4

Attacks: Bite (1d6+1)

Special: Pack Tactics

Saving Throw: 15

Move: 18

HDE/XP: 4/120

Worgs are large, intelligent, and evil wolves who act as servants of the forces of chaos. Capable of speech in both their own snarling language and the common tongue, worgs will track any prey they scent for days before moving in for the kill. Any time a worg attacks someone who has already been attacked by another worg during that combat round, they receive a +1 bonus to their

attack roll. They are sometimes ridden by orcs or goblins into battle as they will sometimes make brief alliances with other malicious humanoid.

WRAITH

Armor Class: 16

Attack Bonus: +4

Hit Dice: 4

Attacks: Touch (1d6+1+level drain) or by weapon (1d6+level drain)

Special: Arrow resistance, level-draining touch

Saving Throw: 15

Move: 15

HDE/XP: 6/400

Wraiths are powerful undead similar to wights who are immune to all non-magical weapons unless those mundane weapons are made of silver - and even then mundane silver weapons inflict only half their normal damage. Silver and magical arrows are particularly ineffective against wraiths due to their semi-corporeal form, inflicting only one hit point of damage per hit. Like wights, the touch of a wraith or a strike from its weapon requires the victim to make a saving throw or lose 1 level of experience in addition to the damage it inflicts. This saving throw is made at a -2 penalty. Wraiths can sometimes (1-2 on 1d6 chance) be found riding nightsteeds (see page 228) or more unusual mounts that will tolerate their presence.

WYVERN

Armor Class: 14

Attack Bonus: +7

Hit Dice: 7

Attacks: Bite (1d6-1) or sting (1d6)

Special: Flight, poison sting

Saving Throw: 12

Move: 6/24 (when flying)

HDE/XP: 9/1,100

A wyvern is a two-legged dragon-like creature, smaller and less intelligent than true dragons. Though capable of remarkable speeds in flight, it has no breath weapon. Instead, 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 has a 1-4 on 1d6 chance that it will use its tail, which can lash out to the creature's front even farther than its head can reach. This poisonous sting is deadly and any struck by the wyvern's stinger must make a saving throw or die immediately. Wyverns are territorial, building nests high in isolated mountain peaks and fiercely defending their territory. They are not terribly bright and driven primarily by a kind of predatory low cunning.

YELLOW MOLD

Armor Class: N/A

Attack Bonus: N/A

Hit Dice: N/A

Attacks: See below

Special: Poisonous spores

Saving Throw: 19

Move: 0

HDE/XP: 3/60

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, there is a 1-3 on 1d6 chance it will release a cloud of poisonous spores, roughly 10 feet in diameter. Failing a saving throw against the spores means that the character dies a rather horrible death as they sputter and cough and choke to death over the course of 1d6 rounds. Touching yellow mold causes 1d6 points of acid damage. These growths do not have hit points and thus do not suffer damage, but are highly flammable and setting spark or torch to a patch of yellow mold causes it to instantly burn away.

ZOMBIE

Armor Class: 11 or 12 w/ shield

Attack Bonus: +1

Hit Dice: 1+1

Attacks: Bite (1d6-1) or weapon (1d6)

Special: Immune to sleep, charm

Saving Throw: 18

Move: 6

HDE/XP: 2/30

Zombies are reanimated corpses created by foul necromancy. Because they are undead, zombies are immune to charm and sleep spells and mind-altering effects. Zombies attack with a ferocious bite or with whatever weapon they were grasping at the time they were reanimated. Not truly intelligent, they do have an instinct to protect themselves and to feed, craving human flesh. Zombies are slow and always go last when determining initiative.

OPTIONAL RULE: ZOMBIE PLAGUE

For Referees who wish to rule that zombies are created through a highly contagious disease, the following options should be considered.

Bite Plague: Anyone suffering damage from a zombie's bite attack must make a saving throw or begin slowly transforming into a zombie. The victim will lose one point of constitution each round until their constitution reaches 1. They will then collapse into a gray, withered husk and rise in one round as a zombie. A Cure Disease spell will end his effect if the transformation has not already occurred and any lost constitution will return at the rate of one point per day.

Instant Infection: Anyone suffering damage from a zombie's bite attack must make a saving throw or become a zombie in one round. If a Cure Disease spell can somehow be cast on them before a full round passes, they do not transform.

Postmortem Infection: Any character who suffers damage from a zombie's bite needs to make a saving throw if, at any point then or after, they are slain. If that saving throw fails, they rise as a zombie 1d6 rounds after death.

ZOMBIE, REFLEX

Armor Class: 14

Attack Bonus: +1

Hit Dice: 1

Attacks: Bite (1d6-1) or by weapon (1d6)

Special: Burst of speed

Saving Throw: 18

Move: 15

HDE/XP: 3/60

Reflex zombies have most of the same traits of standard zombies except they are capable of moving at remarkable speeds. Because they are undead, zombies are immune to charm and sleep spells and mind-altering effects. When acting as part of a group initiative, Reflex Zombies take their action on two higher than what was rolled - thus if the Reflex Zombie's group goes on 4, then the Reflex Zombies go on 6. They can go on 7 or 8, meaning they are faster than is otherwise possible for most other creatures. In addition, three times per day a Reflex Zombie can act as if under the effects of an Alter Speed spell.



Tougher Monsters

There is technically no limit as to how high monsters can go, and often it is fun to surprise your players by taking a familiar monster and giving it an increased level of power – goblin chieftains, spell-casting rocs, and undead kobolds are just a few examples. The Referee should feel free to adjust AC, HD, or other factors to make monsters more challenging and fresh.

Monster Levels

You 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 levels to overcome a disadvantage in numbers.
- 2.Players tend to be creative while many Referees allow monsters to “play stupid.”

The Referee 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 at all determined by the rules for PCs—not even the stats for races that can have player characters, such as dwarves. A monster’s abilities are determined by the Referee, not by any rules! Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! You are the final arbiter of how your campaign world functions, not the rules. So do not try to create monsters according to any sort of power formula. Create monsters based on how they feel and how they play at the gaming table. Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rule-books finding out what you are “allowed” to do.

TABLE 8-3: MONSTER CREATION

Hit Dice	Attack Bonus	Saving Throw	XP Awarded
<1	+0	19	10
1	+1	18	15
2	+2	17	30
3	+3	16	60
4	+4	15	120
5	+5	14	240
6	+6	13	400
7	+7	12	600
8	+8	11	800
9	+9	10	1100
10	+10	9	1400
11	+11	8	1700
12	+12	7	2000
13	+13	6	2300
14	+14	5	2600
15	+15	4	3000

Wandering Monsters

If the Referee wants to determine whether or not the characters encounter wandering monsters, they should decide how often such rolls are made based and what roll constitutes an appearance based on the density of monsters in the area.

For example, if the Referee is running an adventure where the players are traveling through goblin-infested woodlands, then if a wandering monster is encountered it should be goblins since this shows that the woods are, in fact, goblin-infested in a real and active way at the table.

The table below provides a general idea of how often a wandering monster should be encountered based on the location type. The Referee should 1d6 after the listed amount of time has passed. If a 1-2 is rolled, then a wandering monster is encountered. "Monster" can also include other travelers in the area – just select whatever suits your individual gaming group.

TABLE 8-4: WANDERING MONSTER FREQUENCY

Location	Roll for Wandering Monster Every...
Rural	Three Days
Explored Wilderness	Twenty Four Hours
Wilderness	Eight Hours
Abandoned Location	Six Hours
Dangerous Location	Four Hours
Cursed Location	Two Hours

Rural: This includes land which is tended and watched over, such as large scale farmland, forests watched over by elves or Druids and other types of "protected" wilderness

Explored Wilderness: Traveling on known roads, through forests which are under the protection of a noble person or other lands which are regularly traversed by travelers.

Wilderness: These are the untamed places of the world on the edge of the map. The forest that no one really goes into because it is overgrown or the mountain peaks which are too difficult to traverse. Few travel here and the wild things of the world often live in these areas.

Abandoned Location: This includes ancient cities from an era long passed that have crumbled to ruin or dungeons now invaded by vile monsters and evil creatures. Most traditional "dungeons" fall into this category.

Dangerous Locations: These areas are known to be inhabited and controled by evil creatures. Tunnels infested by kobolds or goblins, a dragon's hidden mountain cave, or long steppes ruled by marauding orcs are all examples of dangerous locations.

Cursed Location: These areas are the very heart of evil, infested with atrocity and tainted by dark sorcery. The castle of a powerful necromancer or a temple of primordial evil where the worship of evil deities still occurs are examples of a cursed location.

CHAPTER NINE

TREASURE

The amount of treasure a monster owns or guards is usually related to the monster’s HDE. That is not necessarily realistic, but keep in mind that treasure is one of the ways the game reflects what a character has done: it is used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many monsters with small treasures and the characters will not gain levels to reflect their achievements.

A good rule of thumb is that the monetary treasure value of an encounter with a monster should be approximately equal to the monster’s value in experience points, keeping in mind that these riches might not necessarily always be on a monster’s person and are more likely to be found in a lair or other centralized location. Wandering or patrolling monsters typically do not carry more than 25% of their normal treasure value on their person. In addition, the Referee should consider what type of monster is being encountered and determine the amount of treasure accordingly. Wolves, bears, and other wild beasts are likely to have no treasure at all as they have no concept of monetary value or desire to retain wealth, while a dragon covets riches and is likely to have two to three times the normal amount of wealth stored in its lair. Table 9-1: Treasure Values can be used to help determine how much wealth a monster is carrying if the Referee does not want to make an arbitration. This table also provides a likely breakdown for how much of this coinage is gold pieces, silver pieces, and copper pieces.

TABLE 9-1: TREASURE VALUES

Roll (1d6)	Value	CP	SP	GP
1	XP x 1/2	50%	30%	20%
2-5	XP x 1	25%	50%	25%
6	XP x 2	10%	40%	50%



So, for example, if a monster had an XP reward of 100 and a 1 were rolled on Table 9-1: Treasure Values, then there would be a total monetary wealth of 50 gold pieces, with 20% of that being in copper pieces, 30% of it in silver pieces, and 20% of it in gold pieces.

Remember that coins found are not always gold pieces—there is almost always a mixture of copper (cp) and silver pieces (sp) in the treasure as well. The treasure breakdown given in the prior 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).

SPLITTING THE TAKE

Once the monsters are slain and the wounds are bound, it is time to divide up the treasure. It is suggested that the total gp value of the loot is totaled and divided up among the participants with each getting an equal “share.” Many Referees rule that treasure must be shared with NPCs 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. Lawful characters almost always abide by this informal tradition. Neutral character act based on the circumstances at hand, judging each split on a case by case basis. Chaotic characters almost always do whatever is in their own best interests.

TREASURE ITEMS

In addition to coins, treasures might contain gems, jewelry, and magical items. Treasures should be interesting—an endless series of “another bauble worth 100 gp in total” is a sure-fire recipe for boring your players.

For every 5,000 gp in value, there is a 1-2 on 1d20 chance of trading out 5,000 gp for an item on either the Major Gem/Jewelry or Major Magic table.

For every 1,000 gp in value, there is a 1-2 on 1d20 chance of trading out 1,000 gp for an item on either the Medium Gem/Jewelry or Medium Magic table.

For every 100 gp in value, there is a 1-2 on 1d20 chance of trading out 100 gp for an item on Table 9-2: Minor Treasure or Magic Item Trade Out.

It is suggested that the Referee begin with the 5,000 gp values and work down to the 100 gp values. “Jewelry” refers to a single item of jewelry, such as a ring, brooch, or necklace.

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 do not wish to include gems, jewelry, or magic items, then leave the treasure at coins. These tables are here only to help when wanted.

Treasure Trade Out Example

You place a fearsome monster in a locked dungeon room for a total of 600 XP. Rolling against the Treasure Values table, if you were to roll a 6, the total treasure value for this encounter would be: 1,200 gp. There is a 1-2 on 1d20 chance of trading out 1,000 gp of that treasure for one medium item. If, on a d20, you roll 1 or a 2, then the treasure value on that encounter would be 200 gp and one treasure item from a 1000 gp trade out..

100 gp 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.

TABLE 9-2: MINOR TREASURE OR MAGIC ITEM TRADE OUT

Roll	Gem or Jewelry Value
1-3	1d6 gp
4–6	5d20+25 gp
7-8	5d20+75 gp
9-10	5d20x10 gp
13-14	Roll once on Table 9-7: Minor Magical Potions
15-16	Roll once Table 9-12: Scrolls
17-18	Roll once Table: 9-15: Magical Weapons and Armor (Minor Column)
19-20	Roll once on Table 9-21: Minor Miscellaneous Magic Items

1,000 gp Trade Out

When making a 1,000 gp trade out, roll 1d20. A roll of 1–19 on a d20 means a roll on the Table 9-3: Medium Gem/Jewelry table. A roll of 20 results in rolling on the Medium Magic Item table.

TABLE 9-3: MEDIUM GEM/JEWELRY TABLE

Roll	Gem or Jewelry Value
1	5d20 gp
2–3	5d20x10 gp
4–5	5d20x20 gp
6	5d20x50 gp

TABLE 9-4: MEDIUM MAGIC ITEM TABLE

Roll	Result
1	Roll 3 times on Table 9-7: Minor Magic Potions
2	Roll 3 times on Table 9-12: Scrolls

Roll	Result
3	Roll once on Table 9-8: Medium Potions
4	Roll twice on Table 9-21: Minor Miscellaneous Magic Items
5	Roll once on the Table 9-15: Magical Weapons and Armor, Medium column
6	Roll once on Table 9-22: Medium Miscellaneous Magic Items

5,000 gp Trade Out

When making a 5,000 gp trade out, roll 1d20. A roll of 1–19 on a d20 means a roll on the Table 9-5: Major Gem/Jewelry table. A roll of 20 results in rolling on the Table 9-6: Major Magic Item table.

TABLE 9-5: MAJOR GEM/JEWELRY TABLE

Roll (1d6)	Gem or Jewelry Value
1	5d20 x 10 gp
2–3	5d20 x 25 gp
4–5	5d20 x 50 gp
6	5d20 x 75 gp

TABLE 9-6: MAJOR MAGIC ITEM TABLE

Roll (1d6)	Result
1	Roll 3 times on Table 9-8: Medium Magical Potions
2	Roll 5 times on Table 9-12: Scrolls
3	Roll once on Table 9-9: Major Magical Potions
4	Roll twice on Table 9-23: Major Miscellaneous Magic Items
5	Roll once on the Table 9-15: Magical Weapons and Armor, Major column
6	Roll once on Table 9-23: Major Miscellaneous Magic Items



MAGIC POTIONS

Magic Potions are typically found in pint-sized receptacles that can be easily opened or closed. This might be a glass beaker with a cork, a ceramic jar, or a waterskin. If they are in a fragile container and that container is shattered, the potion is spilled and its magic is lost. The effects of a potion last 1d6+1 turns (20 to 70 minutes) turn unless otherwise noted. Potions can be used by any class.

TABLE 9-7: MINOR MAGIC POTIONS

Roll (1d6)	Minor Potion
1	Bottled Courage
2	Darksight
3	Healing
4	Heroism
5	Poison
6	Roll on Table 9-8: Medium Magical Potions

TABLE 9-8: MEDIUM POTIONS

Roll (1d6)	Minor Potion
1	Animal Friendship
2	Extra-Healing
3	Fire Resistance
4	Invisibility
5	Magic Resistance
6	Roll on Table 9-10: Major Magical Potions

TABLE 9-9: MAJOR POTIONS

Roll (1d20)	Major Potion
1	Boulder Hurling
2	Clairaudience
3	Clairvoyance
4	Dragon Fire
5	Embalming
6	Ethereality
7	Flying
8	Gaseous Form
9	Giant Strength
10	Invulnerability
11	Levitation
12	Lycanthropy
13	Plant Speech
14	Polyglot
15	Regeneration
16	Speed
17	Telepathy
18	Treasure Finding
19	Water Breathing
20	Roll on Table 9-10: Legendary Potions

TABLE 9-10: LEGENDARY POTIONS

Roll (1d6)	Legendary Potion
1	Dragon Control
2	Resurrection
3	Soul-Draining
4	True Healing
5	Undead Control
6	Vampire’s Blood

MAGIC POTION DESCRIPTIONS

Animal Friendship: This potion grants the drinker a four-point bonus to all reaction rolls when they encounter natural animals (but not monsters) for the duration of its effects.

Bottled Courage: Supposedly this “potion” was crafted by dwarven brewers ages ago. It is a favorite in rough and tumble taverns. It tastes like the strongest bitters ever brewed. It grants those who drink it immunity to all fear-based effects, but they suffer a -2 penalty to all attack rolls and their speech becomes slurred, which causes spell casting to fail on a 1 on 1d6.

Boulder Hurling: Character can throw boulders as a fire giant. These boulders do 2d6 points of damage. Consuming the potion does not cause boulders to appear, nor does it confer any increase in strength beyond a prodigious ability to throw objects long distances.

Clairaudience: Consuming this potion grants the drinker the benefits of the clairaudience effect of the Crystal Ball spell (see pg. 151) for the duration of the potion.

Clairvoyance: Consuming this potion grants the drinker the benefits of the clairvoyance effect of the Crystal Ball spell (see pg. 151) for the duration of the potion.

Darksight: Character can see perfectly in both normal and magical darkness to a distance of up to 90 feet for the duration of this potion's effect.

Dragon Control: 1d6-3 (minimum 1) dragons of a specific type (determined randomly by the Referee) are affected as per the spell Charm Monster.

Dragon Fire: Character can breathe a line of fire thirty feet long instead of attacking for the duration of this potions effect. This inflicts 3d6 points of damage and anyone struck by it can make a saving throw to reduce the damage by one half..

Embalming: This potion protects the drinker from being turned into an undead creature by magical means once they have died. Its effects are permanent.

Ethereality: The imbiber of this potion and their carried equipment become immaterial and ghostly, able to move through solid objects easily. They cannot attack corporeal creatures. However, they can attack incorporeal creatures with mundane weapons..

Extra Healing: Restores 3d6+3 hit points worth of damage. This restoration does not go away when the potion's duration ends.

Fire Resistance: Grants the drinker immunity to normal fire and a+2 saving throws against magical fire-based attacks. If these fire-based attacks allow for a saving throw to reduce the damage by one-half, the imbiber takes one-half damage on a failed saving throw and one-quarter damage on a successful saving throw.

Flying: The imbiber gains the benefits of a Fly spell for the potion's duration.

Gaseous Form: The user's body turns to a mist that he controls, allowing them to access any place that is not airtight. Equipment is left behind; only the body becomes gaseous.

Giant Strength: Character gains strength beyond 18. They gain an additional +4 to melee damage rolls and +4 bonus on all melee attack rolls for the duration of this potion's effect..

Healing: Restores 1d6+1 hit points worth of damage. This restoration does not go away when the potion's duration ends.

Heroism: The imbiber receives a +2 bonus to all attack rolls, damage rolls, and saving throws for the duration of this potion's effect.

Invisibility: The imbiber gains the benefits of an Invisibility spell for the potion's duration.

Invulnerability: The imbiber gains a +4 bonus to their Armor Class and on all saving throws for the duration of this potion's effect.

Levitation: The imbiber gains the benefits of a *Levitate* spell for the potion's duration.

Lycanthropy: The character immediately turns into a werewolf upon consuming this potion, gaining all of its abilities. Unlike a normal werewolf, the consumer of the potion has full control and recollection of their time as a werewolf. After this potion's duration ends, they immediately revert to their normal form.

Magic Resistance: The drinker receives a +5 to all saving throws against spells and magical effects for the duration of this potion.

Plant Speech: The imbiber gains the benefits of a *Speak with Plants* spell for the potion's duration.

Polyglot: For the duration of this potion, the character can speak and understand (but not read) all known languages.

Poison: Not a true potion, but instead a mundane concoction whos exact effect is determined randomly upon discovery using the table below.



A saving throw can be made to ignore these effects. A weapon can be coated with the poison and remains potent until a successful attack is made with that weapon or until the potion's duration expires - whichever comes first. When applying poison to a weapon, the character must make a saving throw with a +4 bonus or they have accidentally poisoned themselves in the process. Assassins never risk poisoning themselves when applying poison to a weapon.

TABLE 9-11: POISON EFFECTS

Roll (1d6)	Poison Effect
1	<i>Blindness:</i> Target is blind for 1d6 hours.
2	<i>Death:</i> Target is slain.
3	<i>Pain:</i> Target suffers 3d6 damage.
4	<i>Paralytic:</i> Target is paralyzed for 1d6 turns.
5	<i>Sleep:</i> Target falls into a mundane slumber for 2d6 hours.
6	<i>Truth Serum:</i> Target cannot knowingly tell a lie for 1d6 hours.

Regeneration: The affected person heals one hit point each round, for the duration of this potion.

Resurrection: When poured down the gullet of someone who has been slain within the past 24 hours, that corpse is restored to life instantly with no permanent consequences. They rise to life with full hit points and cured of all negative ailments such as poisons, diseases, or curses.

Soul Draining: For the duration of this potion, the affected person's touch drains one level from any victim unless the target succeeds in a saving throw. Creatures without a level permanently lose 1 hit die. Each time the drinker drains a level or hit die they gain +1 to all attack rolls and saving throws for the duration of this potion. Undead and non-living creatures are immune.

Speed: The affected person moves at double their standard Movement, gains a +2 bonus to their Armor Class, a +4 bonus to all saving throws made to avoid traps and area of effect damage (such as dragon breath), and can take one additional action in combat. Unlike most potions, these effects burn through a character's system very quickly, lasting only 1d6+1 rounds.

Telepathy: The affected person can project their thoughts into the mind of any target within 120 feet. They may also hear the surface thoughts of any target within 120 feet if they concentrate. Targets of this ability may make a saving throw resist the effects.

Treasure Finding: The affected person can detect the presence of any valuable coins or jewels worth at least 10 gold pieces 400 feet of their current location (though not its exact location) for the duration of this potion's effect

True Healing: The drinker is immediately healed of all ailments, negative conditions, curses, poisons, afflictions, and illnesses. They are also restored to maximum hit points. This potion cannot raise the dead and this restoration does not go away when the potion's duration ends.

Undead Control: 2d6 undead of fewer than 4 HD and 1d6 undead of 4+ hit dice within 360 feet fall under the imbiber's control for the duration of this potion's effect.

Vampire's Blood: This potion is quite literally a dram of preserved vampire's blood. It grants the

drinker a +2 bonus to all melee damage, immunity to non-magical attacks, and the ability to cast *Charm Person* once for the duration of its effects. They can also polymorph into a wolf or bat and back again once per round. Unlike other potions, these effects last until the next sunset. However, the character can be turned or destroyed by a character attempting to Banish Undead and they instantly turn to dust if exposed to sunlight.

Water Breathing: The imbiber can breathe water for the duration of this potion’s effect.



SCROLLS

Scrolls come in two varieties: Protective or Spell. Protective scrolls are scribed with a protective incantation that can be read to grant immunity to a specific effect or damage from a specific source for one hour. They can be used by anyone. Spell scrolls have been written with the formula for one or more Magic-User spells, the holy prayers of one or more Cleric spells, or the strange words of one or more Druid spells. Spell Scrolls can only be used by classes who have the ability to cast the associated type of spell, unless otherwise noted in that class’s abilities. Casting a spell directly from a scroll consumes it. They are one-use items. Alternatively, if noted in a character’s class, they can scribe scrolls into a spellbook or academic journal as is appropriate to their class. Scribing a scroll allows the character to later prepare and cast the spell, but also consumes the scroll. In rare cases, a scroll may be cursed. The exact affliction that befalls a character read-

ing a cursed scroll is determined by the Referee. The exact spell or spells on a Spell Scroll are determined by the Referee. Roll on Table 9-12: Scrolls Table to determine the exact nature of the scroll when it is discovered.

TABLE 9-12: SCROLLS

Roll (1d20)	Scroll
1	Cursed Scroll
2-9	Spell Scroll (Cleric)
10-11	Spel Scroll (Druid)
12-15	Spell Scroll (Magic-User)
16-20	Protection Scroll

Spell Scrolls contain 1d6-3 (minimum 1) spells per scroll. To determine the level of each spell, see Table 9-13: Spell Scroll Level. The exact spell is determined randomly or selected by the Referee.

TABLE 9-13: SPELL SCROLL LEVEL

Roll	Cleric or Druid Spell Level	Magic-User Spell Level
1-10	1st	1st
11-14	2nd	2nd
15-16	3rd	3rd
17-18	4th	4th
19	5th	5th
20	5th	6th

TABLE 9-14: PROTECTION SCROLLS

Roll (1d20)	Scroll of Protection From:
1	Curses
2	Disease
3	Dragon Breath
4	Elementals
5	Giants
6	Goblinoids
7	Illusions
8	Insects

Roll (1d20)	Scroll of Protection From:
9	Lycanthropes
10	Magical Spells
11	Magical Weapons
12	Metal
13	Mundane Weapons
14	Negative Energy
15	Petrification
16	Poison
17	Positive Energy
18	Serpents
19	Vermin
20	Undead

PROTECTION SCROLL DESCRIPTIONS

The benefits of a Protection Scroll last for one hour unless otherwise noted.

Curses: For 24 four hours the reader of the scroll is immune to curses. Any curse currently upon them is instantly broken when this scroll is read.

Demons: Everyone within a 10 foot radius around the reader at the time of reading is protected from the attacks, spells, and special abilities of a demon for one hour.

Disease: The reader is immune to diseases, both magical and mundane, for one hour. Any diseases in his system are immediately cleansed.

Dragon Breath: All within a ten-foot radius around the reader are immune to the effects of all types of dragon breath for 40 minutes.

Drowning: Everyone within a 10 foot radius of the reader at the time of reading gains the ability to breathe underwater for 1 full day.

Fire: For one hour, whether it be lava, dragon fire, or mundane flames, the reader suffers no damage from heat and fire.

Elementals: This scroll protects against a single elemental, and lasts for a duration of 40 minutes.

Giants: Ogres, trolls, and other giants cannot injure the reader for one hour whether they throw stones, use their meaty fists, or wield a massive weapon.

Goblinoids: Bugbears, goblins, and hobgoblins are unable to inflict damage on the reader, whether by weapons or magical means, for one hour.

Illusions: The reader automatically succeeds any saving throw made to resist *Charm Monster*, *Charm Person* and identifies *Hallucinatory Terrain*, and *Phantasmal Force* as falsehoods for one hour. In addition, the reader can see all invisible foes for one hour.

Insects: Insects, from biting gnats to massive beetles and great centipedes cannot damage or poison the reader of this scroll for one hour. Remember, spiders are arachnids, not insects.

Lycanthropes: All within a 10 foot radius around the reader at the time of reading, for a duration of one hour, are protected from lycanthropes.

Magical Spells: 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.

Magical Weapons: The reader is immune to damage from magical weapons (but not mundane weapons) for one hour.

Metal: Metal, whether it be from a sword or the fist of an iron golem, cannot harm the reader for a duration of 1 hour.

Mundane Weapons: The reader is immune to damage from mundane weapons (but not magical weapons) for one hour.

Negative Energy: The reader is immune to the level-draining effects of wights, vampires and other undead as well as a banshee's scream for one hour.

Petrification: The reader is immune to the petrifying breath of the gorgon, the gaze of a medusa and the effects of the *Polymorph* spell for 40 minutes.

Poison: Poison cannot harm the reader for a period of 6 hours, and any poison in their system is removed.

Positive Energy: The reader is immune to any *Cure Wounds* spells and cannot be turned by a Cleric's Banish Undead ability for one hour.

Serpents: For one hour the reader cannot be damaged by the natural weapons or natural poison of any serpentine creature. This includes snakes, dragons, lizardmen, and other serpentine creatures, but does not extend to magical effects like the petrifying gaze of a medusa or a dragon's breath weapon.

Vermin: All insects and vermin will ignore the reader for one hour. This includes mundane insects and arachnids, giant fire beetles, giant centipedes, giant rats, giant slugs, and giant spiders. For the duration, the reader is also unaffected by the *Insect Plague* spell.

Undead: All within a 10 foot radius of the reader are protected against undead, immune to their attacks, spells, and special abilities for an hour.



MAGICAL WEAPONS AND ARMOR

When a trade-out has resulted in a treasure horde containing a magical weapon or magical set of armor, the Referee can use the following tables to determine the properties of that item based on whether it is a Minor, Medium, or Major magical weapon or suit of armor.

Magical weapons and armor are noted by the modifier in front of them. When wielding a magical weapon, the character adds the modifier to both their attack roll and their damage. If a character is using magical ammunition and a magical ranged weapon, these modifiers are cumulative. Magical armor and shields add their modifier to the wearer's Armor Class. A character wearing a suit of magical armor and using a magical shield adds both modifiers to their Armor Class.

Example: Janet is playing a 3rd level Fighter. Normally she would have an attack bonus of +1 and do 1d6 damage with her sword. When using a **+1 sword**, she'd have a total of +2 to her attack roll, and do 1d6+1. If Janet's Fighter were to be using a **+1 longbow**, she is also roll with a +2 to attack and do 1d6+1 damage. But if her Fighter were to use that **+1 longbow** and a **+1 arrow**, she would roll a with a +3 to her attack roll and inflict 1d6+2.

Cursed weapons and armor impose a penalty to all attack and damage rolls made with them, based on the cursed item’s listed modifier. Armor and shields impose a similar penalty to the wearer’s Armor Class when wearing such cursed items. Once a cursed item has been picked up, such as drawing a cursed sword or donning a set of cursed armor, it cannot be removed without the use of a Remove Curse spell. So the user of a cursed weapon in combat will find they always

draw that cursed weapon in battle. If they dispose of the cursed weapon it will magically reappear in their grasp the next time they make an attack. Characters can only use magical weapons or armor permitted by their class unless otherwise noted in that item’s description. To randomly determine what type of magical melee weapon is found, roll on Table 9-16: Magical Melee Weapons or Table 9-17: Magical Ranged Weapons.

TABLE 9-15: MAGICAL WEAPONS AND ARMOR

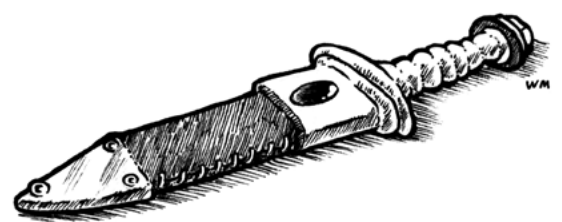
Roll	Minor	Medium	Major
1	Cursed, -1 Weapon, -1 Armor, or -1 Shield	Cursed, -2 Weapon, -2 Armor, or -2 Shield	Cursed, -3 Weapon, -3 Armor, or -3 Shield
2-5	+1 Ranged Weapon	+2 Ranged Weapon	+3 Ranged Weapon
6-7	+1 Shield	+2 Shield	+3 Shield
8-11	+1 Armor	+2 Armor	+3 Armor
12-19	+1 Melee Weapon	+2 Melee Weapon	+3 Melee Weapon
20	Roll on Medium Column	Roll on Major Column	Roll on Table 9-19: Legendary Weapons and Armor

TABLE 9-16: MAGICAL MELEE WEAPONS

Roll	Melee Weapons
1	Battle Axe
2	Club
3-5	Dagger
6	Flail
7	Hand Axe
8-11	Long Sword
12	Mace
13	Morning Star
14	Polearm
15	Quarterstaff
16-17	Short Sword
18	Spear
19-20	Two-Handed Sword

TABLE 9-17: MAGICAL RANGED WEAPONS

Roll	Missile Weapons
1–8	2d6 Arrows
9–10	2d6 Sling Stones
11	Crossbow, Heavy
12	Crossbow, Light
13	Longbow
14	Shortbow
15	Sling
16–20	2d6 Bolts, crossbow



ANCILLARY ABILITIES

At the Referee’s discretion, a magical weapon has a small chance of having an ancillary ability. This is a minor feature that does not impact its use in combat, but is a visible sign of its magical nature. Magical melee weapons have a 1-2 on 1d20 chance of having an ancillary ability, while all other magical weapons and magical armors have only a 1 in 1d20 chance of having an ancillary ability.



LEGENDARY WEAPONS AND ARMOR

Legendary weapons and armor are extremely rare and powerful. They are often unique, being the only one of their kind to exist in the world. They have a unique combination of properties detailed below. To determine whether the legendary weapon is melee or ranged, the Referee should roll 1d6. On a 1-3 it is a legendary melee weapon, on a 4-5 it is a legendary missile weapon, and on a 6 it is a legendary suit of armor or shield.. The Referee can then consult the appropriate table below to randomly determine the legendary weapon that has been discovered.

TABLE 9-18: ANCILLARY ABILITIES

Roll	Minor Abilities for Melee Weapons
1	Radiates light when drawn, 10 ft. radius
2	Brief, epic music plays when drawn or first worn
3	Is made of a rare and exotic material
4	Radiates light when drawn, 20 ft. radius
5	A gentle breeze blows when drawn or first worn
6	Radiates light when drawn, 30 ft. radius

TABLE 9-19: LEGENDARY WEAPONS AND ARMOR

Roll	Melee Weapon (1-3 on 1d6)	Ranged Weapon (4-5 on 1d6)	Armor (6 on 1d6)
1	Axe of Mindlessness	Hand Axe of Climbing	Bear-Skin
2	Club of the Treant	Hand Axe of Climbing	Bone Mail
3	Cursing Dagger	Crossbow of the Siege	Carapace Plate
4	Dagger of the Assassin	Crossbow of the Siege	Demonic Armor
5	Flail of Threshing	Crossbow of Distance	Dragon Scale Mail
6	Flaming Sword	Crossbow of Distance	Dwarf-Forged Plate
7	Foe’s Bane	Longbow of Infinite Arrows	Elven Chain Mail
8	Freezing Maul	Longbow of Infinite Arrows	Ethereal Armor
9	Holy Silver Hammer of Assertion	Returning Dagger	Fiery Armor
10	Mace of Piety	Returning Dagger	Forge Apron
11	Mace of Purification	Short Bow of Concealment	Golem-Flesh Leather
12	Morning Star of the Rising Sun	Short Bow of Concealment	Holy Armor
13	Polearm of Dedication	Sling of the Meek	Ice Mail

Roll	Melee Weapon (1-3 on 1d6)	Ranged Weapon (4-5 on 1d6)	Armor (6 on 1d6)
14	Short Sword of the Halfling	Sling of the Meek	Leaf Walker Armor
15	Staff of the Peasant	Sling of the Silver Stone	Lucky Buckler
16	Sword, Holy Avenger	Sling of the Silver Stone	Seaweave Leather
17	Soul-Drinking Sword	Spear of the Hunter	Shadow Leather
18	Two-Handed Sword of Decapitation	Spear of the Hunter	Shield of Arrow Deflection
19	Wanderer's Walking Stick	Staking Arrow	Shield of Medusa
20	Warhammer of the Jotun	Staking Arrow	Throwing Shield

LEGENDARY WEAPON DESCRIPTIONS

Battle Axe of Mindlessness: The wielder of *+1 battle axe* is overcome by a single-minded rage when in combat. They are immune to all fear effects and charm spells while in battle.

Club of the Treant: This simple cudgel normally functions like a *+2 club*, but upon command it can transform into a 7 Hit Dice Treant for one turn. After one turn has passed, the treant transforms into a normal, non-magical club.

Cursing Dagger: This weapon functions as a *+1 dagger* in most cases. However, if the wielder rolls a natural, unmodified 20 when attacking with this weapon, the victim is also set upon by a curse of the Referee's design.

Dagger of the Assassin: This *+1 dagger* inflicts double damage when a successful attack is made against an unaware foe.

Flail of Threshing: This *+1 flail* is barbed with long, wicked spikes that force anyone struck by it to make a saving throw or suffer an additional point of damage for the next 1d6 rounds as their wounds bleed profusely.

Flaming Sword: This *+1 short sword* is wreathed in flame when drawn from its scabbard. It inflicts an additional 1d6 damage in combat, or an addi-

tional 2d6 when used against foes with a strong association with ice, such as frost giants or white dragons. Its flame radiates light as a torch.

Foe's Bane: Any melee weapon can be a Foe's Bane. Use Table 9-16: Magical Melee Weapons to determine what type of melee weapon it is. Foe's Bane weapons double their magical modifier when used against a specific type of foe. Roll on Table 9-20: Foe's Bane to determine what type of creature the Foe's Bane effects. To determine the base modifier for a Foe's Bane weapon, roll 1d6; 1-2 means it is a +1, 3-4 means it is a +2, and 5-6 means it is +3. This modifier is doubled against the foe specified on Table 9-20: Foe's Bane.

TABLE 9-20: FOE'S BANE

Roll (1d6)	Bane Type
1	Dragons
2	Giants
3	Goblinoids
4	Insects
5	Lycanthropes
6	Undead

Freezing Maul: This *+1 war hammer* is perpetually encased in a thick layer of ice and is cold to the touch. It inflicts an additional 1d6 damage in combat, or an additional 2d6 when used against foes with a strong association with fire, such as

fire giants or red dragons. It glows with a cold blue light to a radius of 20'.

Hand Axe of Climbing: Upon command this +1 *hand axe* sprouts a 50 foot length of rope from its handle and may be thrown and secured like a grappling hook.

Heavy Crossbow of the Siege: This +2 *heavy crossbow* destroys any wooden or stone door it is fired at with a single bolt.

Holy Silver Hammer of Assertion: This silver +1 *warhammer* has special properties that only materialize when used by a Lawful Cleric or Paladin. When it strikes a character capable of casting spells from the Cleric Spell List that victim must make a saving throw or fall under the effects of a *False Death* spell even if they are unwilling as per the spell's normal requirement.

Light Crossbow of Distance: This +1 *light crossbow* has a range of 360 feet.

Longbow of Infinite Arrows: When the string of this +1 *longbow* is drawn an arrow immediately appears on the string, ready to fire.

Mace of Piety: A +1 *mace* that allows the wielder to cast *Bless* once per day.

Mace of Purification: This +1 *mace* instantly destroys any undead creature of 4 HD or less upon a successful attack. Undead with more than 4 HD may make a saving throw to avoid being utterly destroyed: Useable by: Lawful characters only.

Morning Star of the Rising Sun: As long as this +1 *morning star* is being held in-hand, the wielder cannot be blinded. It radiates light at a radius of 5 feet.

Polearm of Dedication: This +1 *polearm* grants its wielder and all allies within 30 feet of him a +1 bonus to all saving throws.

Returning Dagger: This +1 *dagger* functions as a +3 *dagger* when thrown and magically reappears in the wielder's hand after a ranged attack is made with it.

Short Bow of Concealment: This +1 *short bow* can be folded over several times until it is merely six inches in length and can then be easily concealed.

Short Sword of the Halfling: This functions as a +1 *short sword* when wielded by anyone other than a halfling. In the hands of a halfling it is considered a +3 *short sword* and the wielder is able to *Detect Chaos* as the Cleric spell at will. It radiates light at a radius of five feet when it detects evil.

Sling of the Meek: This weapon functions as a +3 *sling* when wielded by unarmored combatant. In addition, if the unarmored wielder rolls a natural, unmodified 20 on their attack roll the target must make a saving throw or be immediately slain.

Sling of the Silver Stone: This rugged sling is marked with a single mercurial rune. Any stone or bullet shot from it is considered to be silver for purposes of damaging lycanthropic creatures.

Spear of the Hunter: This +1 *spear* inflicts double damage against all natural animals in combat.

Staff of the Peasant: Most of the time, this item functions as a mundane staff. When the wielder is carrying 50 gold pieces or less in coins and jewelry it functions as a +3 *quarterstaff*.

Sword, Holy Avenger: When wielded by a Good/Lawful character who is dedicated to a religious order or noble ideal the *Holy Avenger* functions as a +3 *long sword* and grants the wielder a +5 bonus to all saving throws made to resist magic. In the hands of others, it is considered to be a -1 *long sword*, though it can be put down without the aid of a *Remove Curse* spell.

Soul-Drinking Sword: This serrated +3 *two-handed sword* is covered in wicked runes and a hilt of curved bone horns. Whenever the wielder rolls an unmodified twenty on their attack roll while wielding the Soul-Drinking Sword the target immediately and permanently loses one level of experience or hit die.

Staking Arrow: This unassuming wooden +1 *arrow* automatically stakes a vampire through the heart if a successful ranged attack is made.

Two-Handed Sword of Decapitation: This +3 *two-handed sword* decapitates a foe when a natural, unmodified 20 is rolled when the wielder makes an attack, instantly causing death to any foe whose anatomy would be affected by the loss of their head.

Wanderer's Walking Stick: To most characters this is a simple +1 *quarterstaff*, but in the hands of a Wanderer it increases the character's Move by +3.

Warhammer of the Jotun: Normally, this weapon functions as a +2 *warhammer*, but when it strikes a giant that creature must make a saving throw or be instantly slain.

LEGENDARY ARMOR DESCRIPTIONS

Bear-Skin: This magical suit of leather armor allows the wearer to transform into a bear once per day for up to ten combat rounds. While in bear form their Armor Class is 17 and they may attack three times per round with their massive claws and dangerous bite. These attacks inflict 1d6+1 points of damage each.

Bone Mail: A bizarre set of plate armor which is literally made from plates of bone and functions as +1 *plate mail*, Bone Mail grants its borrower the ability to Banish Undead once per day, even if they are not a Cleric or other class capable of doing so. However, any undead which are success-

fully turned are brought to heel as if the wearer of the Bone Mail were of Chaotic alignment. Each time this ability is used, the player must roll 1d20. If the result is 1 the wearer of the armor becomes Chaotic in alignment. If alignments are not used, the character will find themselves bound under a powerful Quest spell of the Referee's design.

Carapace Plate: Crafted from the shell of a giant ant or similar monstrous insect, the wearer of this armor will never be attacked by insects unless he attacks them first. This includes giant fire beetles, giant centipedes, and even arachnids like giant spiders. It provides protection as a standard suit of platemail.

Demonic Armor: Possessed by a spirit or demon, this suit of *plate mail*+3 seeks to corrupt the wearer with promises of infernal power. Any character of Chaotic alignment who wears the armor finds themselves empowered with a +2 bonus to all damage rolls in melee combat and can writhe themselves in infernal flames that cause anyone within ten feet of the wearer to suffer 1d6 damage each round. If the wearer is not Chaotic in alignment, Demonic Armor functions only as *plate mail*+3, however each time the wearer kills someone while wearing the Demonic Armor they must make a saving throw or their alignment becomes Chaotic.

Dragon Scale Mail: This set of scale armor is crafted from the dragon hide. It is extraordinarily rare and requires an expert armorer to craft. It provides the protection of plate armor, but only weighs 15 lbs. It is a light, natural material and can be worn by Druids in addition to anyone else permitted to wear plate mail.

Dwarf-forged Plate: Dwarf-forged steel is incredibly strong and exceptionally light. Dwarf-forged plate functions as +1 *plate mail* to the wearer's and weighs only 20 lbs. It can only be worn by dwarves.

Elven Chain Mail: Elven smiths craft this armor from special silver which has been kissed by starlight. It functions like normal chain mail, but weighs only 5 lbs. Magic-User spells are able to cast spells while wearing elven chain mail. Almost all elven chain mail is made to fit elves and half-elves, though suits made to fit other races are crafted on rare occasions. Any character capable of wearing leather armor can wear elven chain mail, provided it fits them. There is only a 1-2 in 1d20 chance that a suit of elven chain mail will fit a human-sized character, and there are no known suits crafted to fit other heritages.

Ethereal Armor: This mercurial *+3 plate mail* that also allows the wearer to become insubstantial and incorporeal once per day for 1d6 rounds. In ethereal form, the wearer cannot be hit and cannot attack (unless the opponent is also ethereal, such as incorporeal undead).

Fiery Armor: This suit of *+1 chain mail* armor writhed in flames when the verbal command is spoken. These flames last 2d6 rounds and the armor can be commanded to do this up to three times per day. These flames deal 1d6 damage to anyone within 10 feet of the wearer and radiate light as a torch.

Forge Apron: This matching leather mantle and apron is pock marked with small burns and smeared with soot. It functions as *+1 leather armor* which makes the wearer immune to damage from mundane heat and fire. When worn by a dwarf it becomes *+3 leather armor*, retains its protection against heat and fire, and if the dwarf wearing it wields a war hammer in combat, they receive +1 on all attack and damage rolls.

Golem-Flesh Leather: This macabre suit of *+1 leather armor* is crafted from human flesh which has been stitched together and enchanted with dark magic. Damage inflicted by lightning heals the wear, and they have their Move reduced by

one-half for 1d6 rounds after suffering damage from fire and cold spells. No other type of spell than lightning, fire, or cold has a unique effect on the wearer of flesh-stitched mail.

Holy Armor: This shining plate mail functions as if it were *+3 plate mail* and radiates light at a radius of five feet when worn by a character of Lawful alignment. In addition, any undead creatures who come within thirty feet of a Lawful are immediately subject to a Banish Undead effect, as if they were facing a 5th level Cleric. Once they have resisted this effect, they are not subject to it again for one day. Holy armor functions as simple *+1 plate mail* for characters who are not Lawful alignment.

Ice Mail: This set of perpetually frozen *+1 chain mail* armor protects its wearer from all forms of fire damage, both magical and mundane, while it is worn. Fireballs sizzle and are snuffed out around him and lava cools and hardens under his footfall. It provides no protection against cold-based effects.

Leaf Walker Armor: This suit of *+1 leather armor* is woven of bark and leaves then enchanted by mysterious fey magic, the wearer of this leather armor leaves no trace of their passage when traveling in wild environments. They cannot be tracked by magical or mundane means as long as they are outside of urban places, such as cities and villages. What exactly constitutes a urban place is up to the Referee.

Lucky Buckler: This beaten wooden buckler functions as a *+1 shield*. At the beginning of each combat round, the user can "transfer" that enchantment to their saving throw. So, they could, at the beginning of a combat round, declare it to be a standard buckler and gain a +1 bonus to their saving throws. Unlike other shields, Thieves can use the Lucky Buckler.

Seaweave Leather: This suit of *+1 leather armor* appears to have been woven out of perpetually damp seaweed and smells faintly of ocean air. The wearer can breathe water and suffers no movement penalties when swimming.

Shadow Leather: This black *+1 leather armor* has been enchanted with illusionary magic. It can turn the wearer invisible for up to one hour each day, per the spell *Invisibility*.



Shield of Arrow Deflection: This circular wooden shield provides exceptional protection against ranged weapons, seeming to draw them. It normally functions as a *+1 shield*, but when the wielder is attacked by any ranged weapon it becomes a *+4 shield*. In addition, anyone attacking the wielder with a ranged weapon who rolls an unmodified, natural 1 on their d20 to attack finds that ranged attack reflected back upon themselves and suffers damage as if they had been the target.

Shield of Medusa: This powerful *+2 shield* is forever etched with the image of a terrible medusa. Once per day, the shield bearer can command its eyes open, petrifying a single foe of their choosing who can see the shield as the *Stone to Flesh* spell.

Throwing Shield: This magical *+1 shield* may be thrown as a ranged weapon with a range of thirty feet. It inflicts 1d6+1 points of damage, grants the thrower +1 to their ranged attack roll, and returns to its wielder. Any round in which the shield

is thrown the wielder does not receive the Armor Class bonus it normally grants.

MISCELLANEOUS MAGIC ITEMS

Miscellaneous magic items are a catch-all term for anything that is not a potion, scroll, weapon, or piece of armor. When a miscellaneous magic item has appeared as part of a trade-out, use the following tables to determine what item has been discovered.

TABLE 9-21: MINOR MISCELLANEOUS MAGIC ITEM

Roll (1d6)	Result
1-2	Roll on Table 9-30: General Magic Items (Minor)
3-4	Roll on Table 9-27: Lesser Rings
5-6	Roll on Table 9-24: Lesser Wands

TABLE 9-22: MEDIUM MISCELLANEOUS MAGIC ITEMS

Roll (1d6)	Result
1-2	Roll on Table 9-31: General Magic Items (Medium)
3	Roll on Table 9-28: Greater Rings
4	Roll on Table 9-25: Greater Wands
5	Roll on Table 9-27: Lesser Rings
6	Roll on Table 9-24: Lesser Wands

TABLE 9-23: MAJOR MISCELLANEOUS MAGIC ITEMS

Roll (1d6)	Result
1-2	Roll on Table 9-32: General Magic Items (Major)
3	Roll on Table 9-28: Greater Rings
4-5	Roll on Table 9-25: Greater Wands
6	Roll on Table 9-29: Magical Staves



WANDS

Wands are short rods made of wood (or sometimes more exotic substances, such as rare metals or dragon bone) measuring about a foot long. They project magical energy from one end upon verbal command from the one holding them unless otherwise noted. Greater Wands can be used by any class, while Lesser Wands can only be used by a character whose class has the potential to cast the wand's associated spell. Spell Wands, whether Greater or Lesser, can be recharged by casting the associated spell on the wand. However, each time a charge is restored to a wand there is a 1 in 1d20 chance it will destroy the wand. Whether Greater or Lesser, Spell Wands can hold up to 12 charges.

LESSER WANDS

All Lesser Wands are Spell Wands capable of casting 1st, 2nd, or 3rd level spells and contain 2d6 charges. To determine the type of spell and level of spell contained in the Lesser Wand, see the Lesser Wands Table below. To determine what type of spell the Lesser Wand casts roll 1d6: 1-2 Cleric, 3 Druid, 4-6 Magic-User. The Referee then randomly determines or chooses the specific spell associated with the Lesser Wand.

TABLE 9-24: LESSER WANDS

Roll (1d20)	Cleric Spell Level (1-2 on 1d6)	Druid Spell Level (3 on 1d6)	Magic-User Spell Level (4-6 on 1d6)
1-13	1st	1st	1st
14-19	2nd	2nd	2nd
20	3rd	3rd	3rd

TABLE 9-25: GREATER WANDS

Roll (1d20)	Greater Wands
1-4	Greater Spell Wand
5	Wand of Cold
6	Wand of Detection, Enemies
7	Wand of Detection, Evil
8	Wand of Detection, Invisible
9	Wand of Detection, Magic
10	Wand of Detection, Metal
11	Wand of Detection, Traps and Secret Doors
12	Wand of Fear
13	Wand of Incineration
14	Wand of Light
15	Wand of Paralyzing
16	Wand of Polymorph
17	Wand of the Radiant Blade
18	Wand of Restoration
19	Wand of Storage
20	Wand of the Tomb Robber

GREATER WAND DESCRIPTIONS

Greater Spell Wand: Contains 2d6 charges when found. To determine the type of spell and level of spell contained in the Greater Spell Wand, see the Greater Spell Wand Table below. To determine what type of spell the Greater Spell Wand casts roll 1d6: 1-2 Cleric, 3 Druid, 4-6 Magic-User. The Referee then randomly determines or chooses the specific spell associated with the Greater Spell Wand.

TABLE 9-26: GREATER SPELL WANDS

Roll (1d20)	Cleric Spell Level (1-2 on 1d6)	Druid Spell Level (3 on 1d6)	Magic-User Spell Level (4-6 on 1d6)
1-13	4th	4th	4th
14-19	5th	5th	5th
20	5th	5th	6th

GREATER WAND DESCRIPTIONS

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 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, Evil: Detects evil creatures at a range of 20 feet. This includes characters of Chaotic alignment, demons, and the undead. Always active when held, does not use charges.

Wand of Detection, Invisible: Allows the wielder to detect invisible objects and creatures at a range of 20 feet. 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, 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 (gold, silver, iron, etc.). Always active when held, does not use charges.

Wand of Detection, Traps & Secret Doors:

Detects traps and secret doors with a range of 20 feet. Always active when held, does not use charges.

Wand of Fear: Causes creatures in a cone-shaped path to flee unless they make a successful saving throw. There is a 1-12 on 1d20 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 Incineration: On command this wand launches a ray of searing fire that unerringly strikes a single target within 30 feet, inflicting 4d6 points of fire damage. They may attempt a saving throw to reduce the damage by half. Carries 10 charges and cannot be recharged.

Wand of Light: This wand radiates light exactly as the *Light* spell. Always active when held, does not use charges.

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.

Wand of Polymorph: Casts either Polymorph (self) or Polymorph (other), carries 10 charges.

Wand of the Radiant Blade: When activated, a beam of energy three feet in length springs from the tip of this wand for one hour, or until willed away by the wielder. It can be wielded in combat as a *+3 long sword* even if the user is not normally able to use long swords. While active it radiates light with a 10 foot radius. Carries 10 charges. Recharge attempts require a *Light, Continual* spell.

Wand of Restoration: With a touch (and by expending one charge) this wand can restore any lost levels to a character bitten by a vampire, struck by a wight, or who has similarly suffered a level-draining effect. Carries 10 charges. Recharge attempts require a *Dispel Evil* spell.

Wand of Storage: This wand may be touched to any single non-living object weighing up to one-hundred pounds. That object vanishes from existence, only to reappear at the wielder's command. Each time an object reappears, one charge is expended. Carries 10 charges. It cannot be recharged.

Wand of the Tomb Robber: This wand can transform into a crowbar, ten-foot pole, or shovel for up to six hours at the cost of one charge. Carries 25 charges. It cannot be recharged.

Wand of Truth: This wand flares with a red light whenever an intelligent creature knowing speaks a falsehood within 20'. Always active when held, does not use charges.



MAGICAL RINGS

Magical Rings, whether lesser or greater, provide a magical effect to the wearer that is constant as long as they are wearing the ring. They can be worn by any class. Wearing more than one magical ring on a hand eliminates the effects of all magical rings worn. Thus, a character can only wear one magical ring on a hand at any given time to gain its benefit. Taking off or putting on a magic ring takes an entire combat round. A character cannot wear two of the same magical ring to "double" the effect - including multiples of the same ring type that offer different bonuses. Thus a character cannot wear a *Ring of Protection +1* and a *Ring of Protection +2* to get a +3 bonus to their Armor Class.

TABLE 9-27: LESSER RINGS

Roll	Lesser Ring
1	Archery
2-3	Cold Resistance
4-5	Dark Sight
6-7	Fire Resistance
8	Invisibility
9	Languages
10	Lightning Reflexes
11	Mammal Control
12-13	Poison Resistance
14	Plenty
15-16	Protection+1
17	Protection+2
18	Swordsmanship
19	Vitality
20	Water Breathing

LESSER RING DESCRIPTIONS

Ring of Archery: Wearer receives a +1 bonus to all attack and damage rolls made when wielding a ranged weapon.

Ring of Cold Resistance: Wearer has a +5 to saving throws versus magical cold and is immune to damage or ill effects from mundane cold.

Ring of Dark Sight: Wearer can see perfectly in darkness, and is even able to see through magical darkness.

Ring of Fire Resistance: +5 to saving throws vs. magical fire and grants immunity to damage from mundane fire and heat-based damage.

Ring of Invisibility: The wearer of this ring turns invisible the moment they slip this ring on their finger, though powerful monsters can sometimes see through this invisibility. They become visible if they attack, cast a spell, or perform another ac-

tion which would draw attention to them. They can turn invisible again by removing the ring from their finger and reapplying it.

Ring of Languages: While wearing this ring, the wearer can understand and speak (though not read) any non-magical languages.

Ring of Lightning Reflexes: Wearer always acts first in a combat round, going first at the beginning of each combat round, provided they are not surprised otherwise immobilized.

Ring of Mammal Control: The wearer can control up to 1d6 mundane mammals that can be seen up to a range of up to 60 feet. This control requires complete concentration and no other actions can be taken while maintaining it. Control does not extend to humanoids, magical creatures, or giant animals.

Ring of Poison Resistance: The wearer receives a +5 bonus to all saving throws to resist poison.

Ring of Plenty: As long as this ring is worn the wearer does not need food or water to survive.

Ring of Protection+1: The wearer of this ring receives a +1 bonus to their Armor Class and to all saving throws.

Ring of Protection+2: The wearer of this ring receives a +2 bonus to their Armor Class and to all saving throws.

Ring of Swordsmanship: Wearer receives +1 bonus to all attack and damage rolls made when wielding a melee weapon.

Ring of Vitality: Wearer receives +5 hit points, even if this increases their hit point total above its normal maximum. These hit points heal at the normal rate and are immediately lost if the ring is removed.

Ring of Water Breathing: While wearing this ring, the wearer is able to breathe water and cannot drown.

TABLE 9-28: GREATER RINGS

Roll	Greater Rings
1	Charming
2	Curse Breaking
3	Dark Revelations
4	Djinn Summoning
5	Regeneration
6	Shooting Stars
7	Spell Absorption
8	Spell Storing (Cleric)
9	Spell Storing (Druid)
10	Spell Storing (Magic-User)
11	Spell Turning
12	Telekinesis
13	Teleportation
14	Three Wishes
15	Timelessness
16	Truth
17	Water Striding
18	Weapon Master
19	Woodland Supremacy
20	X-Ray Vision

GREATER RING DESCRIPTIONS

Ring of Charming: Allows the wearer to cast Charm Person once per day.

Ring of Curse Breaking: The wearer of this ring is immune to curses in all their forms and can make use of cursed items without being obligated to use them - able to set them down or take them off at will.

Ring of Dark Revelations: Whenever the wearer of this ring touches the exposed flesh of another sentient being, the wearer immediately knows that individual's greatest fear. If the individual touched makes a successful saving throw then they are aware that the wearer of the ring knows this information.

Ring of Djinn Summoning: The wearer of this ring can summon a djinn once per month for up to one hour. The djinn will follow the letter of any commands it is given that are not suicidal.

Ring of Regeneration: The wearer regenerates 1 hit point round, even if reduced below zero HP and thus cannot die unless the ring is removed or destroyed. Only fire-based damage ignores this effect.

Ring of 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.

Ring of Spell Absorption: When the wearer of this ring is targeted by a spell, instead of taking effect the spell is absorbed into the ring, where it remains stored. The wearer can release the spell as an action at any time they like. Though the ring can absorb any level spell, it can only hold one spell at a time. An absorbed spell must be released and cannot be harmlessly dissipated.

Ring of Spell Storing (Cleric): The ring contains 1d6 Cleric spells. Roll 1d6-1 (minimum 1) for each spell to determine their spell levels. The wearer (if able to cast Cleric spells) 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.

Ring of Spell Storing (Druid): The ring contains 1d6 Druid spells. Roll 1d6-1 (minimum 1) for each spell to determine their spell levels. The wearer

(if able to cast Druid spells) 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.

Ring of Spell Storing (Magic-User): The ring contains 1d6 Magic-user spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if able to cast Magic-user spells) 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.

Ring of Spell Turning: Any spell directly aimed at the wearer of this ring is reflected back at the caster unless that caster makes a successful saving throw. If this saving throw is successful, the spell is simply redirected away.

Ring of Telekinesis: The wearer can mentally lift and move up to 200 pounds of weight at a range of 120 feet.

Ring of Teleportation: The wearer can teleport to any location they have previously visited and are able to visually recall once per day, appearing where they desire without error.

Ring of Three Wishes: Grants the wearer 3 wishes; outrageous wishes backfire.

Ring of Timelessness: While wearing this ring the target is immune to aging, both natural and magical. They are also immune to any effects which drain levels, such as a vampire's bite or wight's touch.

Ring of Truth: The wearer automatically senses when anyone within 120 feet knowingly tells a lie. The ring also automatically identifies *Hallucinatory Terrain*, and *Phantasmal Force* as falsehoods and is able to see the invisible.

Ring of Water Striding: The wearer of this ring

can walk across any liquid as easily as dry land. The nature of and conditions of that liquid do not matter. Placid lakes, sea tossed storms, bubbling lava, and even vertical waterfalls can all be walked upon as easily as a country road in spring.

Ring of Weapon Mastery: The wearer of this ring may wield any weapon and receives a +2 bonus to all attack rolls.

Ring of Woodland Supremacy: The wearer of this ring is regarded as a friend by natural, non-magical birds and beasts. They will not attack the wearer unless first attacked. In addition, the wearer can travel through forested environments without ever suffering a reduction in movement or facing danger from a natural hazard. Even inclement weather seems to have no impact on the wearer while they are in the forest. Finally, they leave no trace of their passage through any forests that can be tracked by any means mundane or magical.

Ring of 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.

MAGICAL STAVES

Unless otherwise noted, all magical quarterstaves are considered a +1 *quarterstaff* when used as a melee weapon in combat. A magical staff has 5d6 charges unless otherwise noted, but unlike a wand, it cannot be recharged. When its last charge is expended, it becomes an ordinary, non-magical quarterstaff. Magical Staves that expend charges to cast a spell can only be used by classes that have the ability to cast that spell. Thus a 1st level Magic-User could use a *Staff of Fire* to cast *Fireball* by expending charges because it is possible for that Magic-User to learn and cast *Fireball* on their own. Otherwise, magical staves can be used by any character class.

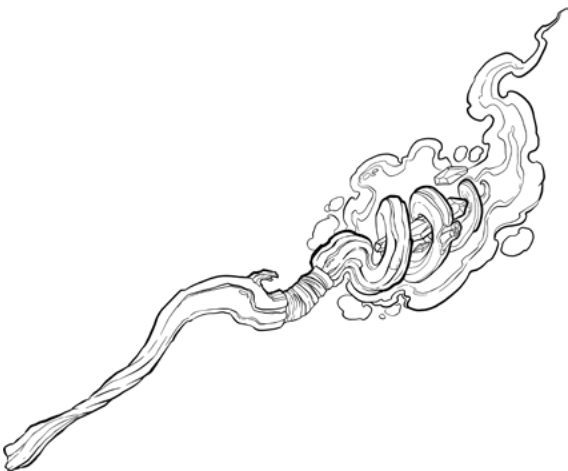


TABLE 9-29: MAGICAL STAVES

Roll	Staves
1	Absorption
2	Beguiling
3	Blessing
4	Bow
5	Charming
6	Entrapment
7	Ethereal
8	Fire
9	Healing
10	Plants
11	Poison
12	Resurrection
13	Security
14	Shadows
15	Spiders
16	Striking
17	Teleportation
18	Water
19	Withering
20	Wizardry

MAGICAL STAVES 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: This staff can be used to cast *Sleep* (one charge), *Phantasmal Force* (two charges), or *Confusion* (3 charges).

Blessing: This staff casts *Bless* or *Purify Food and Water* at the cost of one charge .

Bow: Upon command (at the cost of one charge), this staff transforms into a *+1 longbow* and twenty arrows appear in a quiver on the owner's back. The wielder of the staff can use the bow, regardless of their class.

Charming: This staff can cast *Charm Person* at the cost of one charge. While openly carrying the staff, the owner increases their Charisma by +1.

Entrapment: The staff coils around the target after successful at the cost of one charge. It coils around the victim for $1d6 \times 10$ minutes, making it impossible for them to move or act - though they can still speak. The victim must be human-sized or smaller and can attempt a saving throw to avoid this entanglement when they are initially struck. The staff will revert back to its inert form at the mental command of the owner or after the duration of the entrapment ends.

Ethereal: At the cost of one charge, the staff bearer can *Passwall*, like the spell for one turn.

Fire: The wielder can cast *Fireball* (1 charge, 5d6 damage), *Wall of Fire or Ice* (2 charges, fire only), *Fireball* (3 charges, 10d6 damage).

Healing: Cures $1d6+1$ hit points of damage per charge.

Plants: The wielder can cast *Sticks to Snakes* (1 charge) or *Speak with Plants* (2 charges).

Poison: This staff can create the effects of a *Cloudkill* spell (2 charges) or *Neutralize Poison* (1 charge).

Resurrection: These staves only carry 10 charges, but a charge may be used to cast *Raise Dead*.

Security: The staff-bearer can cast *Knock* or *Wizard Lock* at the cost of one charge.

Shadows: This staff allows the carrier to cast *Light* (Dark only) for one charge, *Light, Continual* (Dark only) or *Darkvision* for two charges, and *Wall of Shadow* for three charges.

Spiders: This staff allows the wielder to summon $1d6+1$ giant spiders to serve him for one turn, at the cost of one charge. They vanish after this duration ends.

Striking: This staff functions as a *+2 quarterstaff* and inflicts $2d6+2$ in combat. It does not use charges.

Teleportation: By spending one charge, the wielder of this staff may cast the *Teleport* spell.

Water: This staff enables the user to cast *Water Breathing* (1 charge) or walk on water for one turn (2 charges).

Withering: Functioning as a *+1 quarterstaff* in combat, the wielder can expend one charge after a successful attack. If the victim fails a saving throw, they permanently lose 1 point of Constitution (or a number of hit points equal to their HD for monsters).

Wizardry: Extraordinarily powerful staff, highly sought after by Magic-Users. It can cast *Detect Magic* and *Light* without expending a charge. For one charge it can cast the following spells: *Fly*, *Hold Person*, *Invisibility*, *Passwall*, *Protection from Chaos*, *Wall of Fire*, or *Web*. For two charges the staff functions as a *+2 quarterstaff* for ten rounds. For three charges it grants the wield-

er a +3 bonus to their Armor Class for ten rounds. Finally, for five charges it grants the wielder a +5 bonus on all saving throws for ten rounds. It can only be used by Magic-Users

GENERAL MAGIC ITEMS

General Magic Items can be used by any class unless specified otherwise. They are miscellaneous items of varying enchantments and uses

to adventuring parties. They are broken up into three categories: Minor, Medium, and Major. When rolling randomly to determine which specific general magic item is discovered, roll 1d6 to determine which column is used. Then roll 1d20 and consult that column to determine what item is found. General magic items can be used by any character class unless otherwise specified in the item’s description. If the “Cursed Item” listing comes up, roll on Table 9-33: Cursed Items.

TABLE 9-30: GENERAL MAGIC ITEMS (MINOR)

Roll	1-3 on 1d6 Minor Magic Items	Roll	4-6 on 1d6 Minor Magic Item
1	Cursed Item	1	Figurine of the Wary Sparrow
2	Amulet of Dark Vision	2	Gauntlets of Hero’s Might
3	Arrow of Direction	3	Gauntlets of the Merman
4	Arrow of Trap Detection	4	Glass of the Shrewd Jeweler
5	Backpack of Storage	5	Glasses of Language
6	Bag of Bones	6	High Spring Wolfsbane
7	Bat’s Cloak	7	Holy Wafer
8	Boots of Elvenkind	8	Horseshoes of Swiftiness
9	Boots of Levitation	9	Luckstone
10	Boots of Springing	10	Manual of Constitution
11	Boots of Swiftiness	11	Orator’s Journal
12	Bracelets of Defense+3	12	Pipes of the Sewers
13	Campaigner’s Spoon	13	Robe of Infinite Wardrobes
14	Candle of Darklight	14	Rope of Climbing
15	Carafe of Infinite Water	15	Shovel of Excavation
16	Cloak of Shielding, Lesser	16	Symbol - Humble Piety
17	Decanter of Holy Water	17	Trick Coins
18	Doorbell	18	Turning Mirror
19	Dust of Asphyxiation	19	Whetstone of Enchantment
20	Dust of Concealment and Revealing	20	Widow’s Veil

TABLE 9-31: GENERAL MAGIC ITEMS (MEDIUM)

Roll	1-3 on 1d6 Medium Magic Items	Roll	4-6 on 1d6 Medium Magic Item
1	Cursed Item	1	Helm of the Fearsome Warmonger
2	Bag of Boulders	2	Helm of Read Magic and Languages
3	Blessed Holy Symbol	3	Horn of the Einherjar, Bronze
4	Boots of Silence	4	Horn of the Einherjar, Silver
5	Cloak of Diffusion	5	Jug of the Wedding Feast
6	Cloak of Pockets	6	Locket of Lycan's Bane
7	Cloak of Shielding	7	Manual of Charisma
8	Crampons of Climbing	8	Manual of Dexterity
9	Dust of Explosions	9	Manual of Strength
10	Ever-Full Purse	10	Mirror of Mental Scrying
11	Eye Patch of the Pirate	11	Pipes of Charming
12	Figurine of the Arcane Feline	12	Robe of Blending
13	Figurine of the Stone Hound	13	Robe of Eyes
14	Figurine of the Thieving Squirrel	14	Rope of Entanglement
15	Figurine of the Wayward Raven	15	Saddle of the Skyward Steed
16	Folding Raft	16	Scabbard of Protection
17	Gauntlets of Defense+5	17	Symbol - Courage
18	Gloves of the Hidden Blade	18	Symbol - Divine Blessing
19	Gloves of the Locksmith	19	Symbol - Terror
20	Gloves of Swimming and Climbing	20	Trapsmith's Spectacles

TABLE 9-32: GENERAL MAGIC ITEMS (MAJOR)

Roll	1-3 on 1d6 Major Magic Item	Roll	4-6 on 1d6 Major Magic Item
1	Cursed Item	1	Horn of Draconic Control
2	Amulet of Demon Control	2	Horn of the Einherjar, Iron
3	Amulet of Wellness	3	Idol of the Nameless God
4	Book of Damnation	4	Lenses of Charming
5	Boots of the Featherfoot	5	Medallion of the Mind Reader
6	Bottle of Many Potions	6	Magic Lamp
7	Carpet of Flying	7	Manual of Infernal Summoning
8	Cloak of Defense, Greater	8	Manual of Intelligence
9	Conduit of the Elemental Planes	9	Manual of Resilience
10	Crown of the Goblin King	10	Manual of Ultimate Self-Mastery
11	Crystal Ball	11	Manual of Ultimate Skill

Roll	1-3 on 1d6 Major Magic Item	Roll	4-6 on 1d6 Major Magic Item
12	Figurine of the Blackston Wolves	12	Manual of the Uncanny Adventurer
13	Gauntlets of Dexterity	13	Manual of Wisdom
14	Gem of Seeing	14	Mask of Disguise
15	Girdle of Giant Strength	15	Mummified Hand
16	Helm of Fiery Brilliance	16	Necklace of Fireballs
17	Helm of Teleportation	17	Sand of Timelessness
18	Hole, Folding	18	Symbol—Scarab of Phantasms
19	Horn of Ally Summoning	19	Tome of Reanimation
20	Horn of Blasting	20	Vambraces of Defense+7

MISCELLANEOUS MAGIC ITEM DESCRIPTIONS

Amulet Against Scrying: Protects the wearer from all scrying, such as Detect Thoughts or being viewed through a crystal ball.

Amulet of Dark Vision: While wearing this amulet a character can see perfectly, even in complete darkness to a distance of up to 90 feet.

Amulet of Demon Control: The wearer gains the benefits of a Protection from Chaos spell while the amulet is worn, and allows the wearer to attempt to compel any demon they encounter to perform one task for them. The demon must make a saving throw to resist. If the demon fails it will spend the next 1d6 weeks attempting to complete the assigned task (though it may twist the command to something the wearer did not intend) and then it will turn its ire towards the one foolish enough to command it.

Amulet of Wellness: While wearing this amulet an individual is immune to all diseases and poisons.

Arrow of Direction: Points the direction of whatever the owner requests. Cannot be used more than 7 times in a single week.

Arrow of Trap Detection: When set on a flat surface this arrow will spin to point in the direction of the nearest trap within 120 feet.

Backpack of Storage: The opening of this backpack actually leads to a small, self-contained pocket dimension. The inside is roughly 10 feet high, 5 wide, and 3 feet tall. Any object touched to the back's opening capable of fitting in that space can be stored in the bag of storage, though it cannot carry more than one thousand pounds. When retrieving an item from the backpack, the item the character is seeking always seems to be easily accessible from the opening. If it is not empty, the pack weighs fifty pounds, no matter how much weight it actually contains.

Bag of Boulders: This hand sewn leather pouch contains 3d6 small pebbles that turn into giant boulders when thrown by hand. When thrown they have a range of 120 feet and do 3d6 damage. If loaded into a sling and used as ammunition their range and damage is doubled to 240 feet and 6d6 damage, respectively.

Bag of Bones: This small cloth sack is 3d6 tiny bone fragments. When a bone fragment is tossed on the ground it immediately transforms into a Skeleton under the control of the character holding the bag. The skeleton remains until destroyed.

Bat's Cloak: This cloak allows the wearer to transform into a bat for up to one hour per day.

Blessed Holy Symbol: This silver holy symbol has a powerful blessing upon it. It can be used once per day to Banish Undead as a 3rd level Cleric, even if the character is not normally able to use that ability. Characters who are already able to Banish Undead using the Blessed Holy Symbol are considered to be three levels higher using that ability with a Blessed Holy Symbol.

Book of Damnation: This vile book is bound in blackened flesh and its pages are written in blood. A character whose blood touches the pages of the Book of Damnation sees the blood spread across a blank page of the book until it lists the character's worst sins. The writing remains for all time or until the book is destroyed. Pages cannot be torn out or removed and if the book's pages become full a new one magically appears in the back of it.

Boots of Elvenkind: When wearing these boots in outdoor wilderness environments, the wearer's movements are completely silent and they leave no footprints.

Boots of Levitation: These boots allow the wearer to *Levitate* (as per the spell) for up to three hours per day.



Boots of Silence: While wearing these boots, the wearer moves in perfect silence.

Boots of Springing: The wearer of these boots can leap a distance of up to ten feet horizontally from a standing position or twice as much if they get a ten foot running start. They are also able to leap horizontally up to a distance of 30 feet, or twice this with a ten foot running start.

Boots of Swiftmess: Anyone wearing these elegant leather boots can command them to activate with a thought and is able to double their move and receive a +2 bonus to their Armor Class for 1d6+1 rounds.

Boots of the Featherfoot: These boots grant the wearer an extraordinarily light footstep. He leaves no footprints, can walk on water, and his passage will not set off pressure sensitive traps, like pressure plates.

Bottle of Many Potions: This metal decanter is capable of storing up to six different and distinct liquids that have no more volume than one pint. Different liquids do not mix when stored in the bottle. Instead, when emptying it, the owner can mentally command which individual liquid they would like to dispense.

Bracelets of Defense+3: This pair of thick silver bracelets grant the wearer a +3 to their Armor Class, as long as the wearer is not also wearing armor. The bonus granted by the bracelets can be increased by magical rings or other protective measures like magical spells.

Campaigner's Spoon: This large wooden soup spoon produces a thick and filling stew capable of feeding up to a dozen people when placed into a cauldron or other receptacle capable of holding three gallons of liquid. Unfortunately, the stew tastes horrible. It can do this once per day.

Candle of Darklight: This appears to be a large candle crafted from black wax. When lit it produces a black flame that actually radiates no visible light. Those who are within 60 feet of a lit Candle of Darklight are able to see perfectly in natural or magical darkness. A Candle of Darklight can burn for up to six hours before being expended.

Carafe of Infinite Water: This crystal decanter pours out one gallon of water per minute when unstopped.

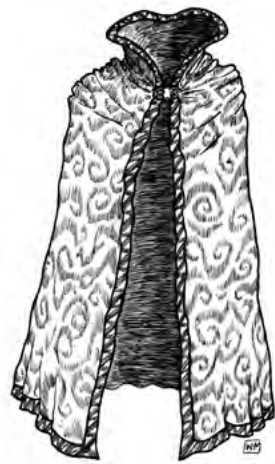
Carpet of Flight: This carpet covers a 20 ft x 20 ft area and can carry up to four human-sized people. It cannot carry more than 1000 lbs of weight and moves at a Move of 24. It can fly when commanded to do so for up to 12 hours a day. When rolled up and stored it weighs a mere 10 lbs.

Cloak of Diffusion: The wearer appears to waiver and shift position ever so slightly when wearing this cloak, even when standing still. They receive a +2 bonus to their Armor Class and to any saving throws made to avoid traps while wearing it. In addition, the first time the wearer is attacked with a ranged weapon in a combat encounter, their opponent automatically misses.

Cloak of Elvenkind: While wearing this cloak in an outdoor, wilderness environment the wearer blends becomes nearly invisible as long as they remain perfectly still. Movement, attacking, or casting a spell reveals them.

Cloak of Flying: This cloak allows the wearer to cast *Fly* three times per day on themselves.

Cloak of Pockets: This cloak contains a dozen small pockets sewn into its inner lining. Each of these magical pockets can store up to twenty pounds in a tiny extra-dimensional space to be drawn out later. Stored objects are weightless.



Cloak of Shielding This simple cloak grants the wearer a +2 bonus to their Armor Class and to all saving throws.

Cloak of Shielding, Greater: This simple cloak grants the wearer a +3 bonus to their Armor Class and to all saving throws.

Cloak of Shielding, Lesser: This simple cloak grants the wearer a +1 bonus to their Armor Class and to all saving throws.

Conduit to the Elemental Planes: These magical items appear as either a censer for the elemental plane of air, a bowl for the elemental plane of water, a great candlestick for the elemental plane of fire, or a large rock for the elemental plane of earth. A 12 HD elemental of the appropriate associated type can be summoned and controlled for 1d6 hours provided the user performs an arcane ritual that takes about ten minutes and spends 100 gold pieces in components. The summoned elemental remains present for 1d6 hours before returning to its plane of origin. Only characters capable of casting Magic-User, Cleric, or Druid spells can use this item.

Crampons of Climbing: These metal spikes are permanently attached to a pair of fur-lined snow boots. The wearer can climb any sheer surface at

a speed of ten feet per rounds and will never lose their footing due to icy or slick conditions.

Crown of the Goblin King: Any goblinoid creature that comes within 120 feet of the wearer must make a saving throw or fall under the effects of a *Charm Person* spell as if that spell were cast by the wearer.

Crystal Ball: The user can look into this translucent glass sphere in an effort to gain knowledge. Three times per day they can ask the crystal ball any question. It reveals to them an almost entirely visual response, with vague and indistinct sound. There is a 1 on 1d20 each time it is used that the user draws the attention of a demon who will seek them out and attempt to take possession of the crystal ball.

Decanter of Holy Water: This container fills with holy water each day, up to the equivalent of three small vials.

Door Bell: This small metal chime can be jingled to open any door that has been locked by magical or mundane means. Each time it is used there is a 1 on 1d20 chance it will shatter.

Dust of Asphyxiation: Each dose of this delicate powder can be scattered over a ten foot area where they hang in the air for 1d6 rounds. Anyone who walks through that area immediately begins to choke and must make a saving throw or die after one full round of exposure.

Dust of Concealment and Revealing: A single dose of this dust can be 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 4d6 uses. Upon mental command it can also be used in the opposite manner. When tossed into the air it fills an area of ten cubic feet and everything in

that area becomes invisible (even when attacking, casting spells, or performing other obvious actions) for 5d6 turns. There is no known method of seeing through or ending this invisible until the enchantment ends.

Dust of Explosions: This dust can be tossed up to ten feet at a target. The target can then be easily ignited by a torch, *Fireball* spell or other nearby flame for the next 1d6 rounds. The dust goes up in a ball of fire, inflicting 3d6 points of damage on the target. This dust comes in tiny pouches containing 2d6 uses.

Ever-Full Purse: This small leather pouch with gilded gold stitching produces 1d6 gold pieces each day at dawn as long as it is empty.

Eye Patch of the Pirate: The wearer of this eye patch can swim freely while carrying up to 300 lbs. They also receive +2 on all attack rolls while fighting aboard a seafaring vessel, know the exact times of both high and low tide, and can predict the weather twenty-four hours in advance.

Figurine of the Arcane Feline: This crystal figure transforms into what appears to be an ordinary house cat. It is sensitive to magic and will cry out whenever it is within 120' of any form of magic whether it be a magical item, a spell, or even a magical trap. It can only be used by characters capable of casting Magic-User spells.

Figurine of the Blackstone Wolves: This is a small black marble figurine of a miniature snarling wolf that, upon command, transforms into a trio of worgs (see page 244). They will follow their owners command and fight if directed to do so. They can remain in this worg form for up to 2d6+3 rounds per day. But if all three worgs are slain the statue returns to its black marble form, and none of the worgs can be summoned for a month.

Figurine of the Stone Hunting Hound: This gray stone figure appears to be a vigilant hunting dog, but upon command it transforms into a living hound (use wolf stats found on page 244). It will track whatever person it is commanded to by its master, provided the master provides the hound with an item to scent with a 1-5 on 1d6 chance of success for the next week. Concealment, whether magical or mundane, does not alter this chance of success. The hunting hound will not normally fight, only taking action if its owner is directly attacked. In such cases it will fight to the death and is transformed back into a statue if slain. Under normal circumstances the hunting hound can only be summoned once per month and if slain the hound cannot return for three months.

Figurine of the Thieving Squirrel: This small wooden figurine is carved to look like a life-sized squirrel. Upon command it will spring to life for up to one hour. Its owner can point to one object up to 360 feet away that weighs no more than three pounds and the squirrel will attempt to steal it if it is not actively held by another living creature. The squirrel can bypass all manner of magical barriers and has a 1-5 on 1d6 chance of successfully retrieving the item and returning to its master. However, after retrieving the item there is a 1 in 1d20 chance the squirrel will forget it's a magic item or has a master, and run off with the item as quickly as possible to do whatever it is squirrels do.

Figurine of the Wandering Raven: This small mahogany carving of a raven can be commanded to come to life and carry a message up to 1000 miles to a single person named by the owner. The raven will take off into the sky until it is no longer seen and then teleport to the target's location, repeat the message, and then reappear in the owner's hand. This process takes 1d6 rounds and can be done once per day.

Figurine of the Wary Sparrow: This taxidermied sparrow is mounted on a small base of stone. Upon command it will spring to life and flutter around the head of its own for up to six hours each day. During that time it will twitter loudly whenever a creature, humanoid, or monster comes within 120 feet, preventing anyone who hears its warbles from being surprised.

Folding Raft: This small piece of hinged wood weighs 5 lbs and fits in a small pouch or pocket. It can be unfolded in 5 rounds into a full-sized, seaworthy raft

Fur of the Winter Wind: This fur mantle makes its wearer immune to all cold damage, both mundane and magical.



Gauntlets of Defense+5: These chainmail gauntlets grant the wearer a +5 to their Armor Class, as long as the wearer is not also wearing armor. The bonus granted by the gauntlets can be increased by magical rings or other protective measures like magical spells.

Gauntlets of Dexterity: When worn, these black leather gloves increase the wearer's Dexterity by +2 (to a maximum of 18).

Gauntlets of Hero's Might: These golden metal gauntlets grant the wearer surprising prowess in battle. They receive a +2 bonus on all attack rolls.

Gauntlets of the Merman: These almost translucent blue wool gloves allow the wearer to swim with no reduction to their movement.

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 immensely powerful ones.

Girdle of Giant Strength: This wide belt grants the wearer the strength of a hill giant, granting them a +4 to all melee damage rolls and allowing them to carry 300 lbs without suffering any restrictions on their movement.

Glass of the Shrewd Jeweler: This gold framed monocle allows anyone looking through it to identify the exact value of any gems, jewelry, or coinage they examine. It can also detect forgeries and the presence of any enchantments - though not the exact nature of that enchantment.

Glasses of Language: The wearer of these bulky crystalline glasses can read all mundane languages.

Gloves of the Hidden Blade: These gloves are made of delicate black silk. The wearer can touch any small object, no larger than a short sword to the wrist of the worn glove and cause the item to disappear into a pocket dimension. Once an object has disappeared, the glove also disappears. The item can be recalled directly into the wearer's hand (one item per hand) at their mental command. The glove reappears on the wearer's hand when the item reappears.

Gloves of the Locksmith: This pair of ragged, fingerless pauper's gloves allow the wearer to pick any lock they find with 1d6 rounds of work, provided he has the proper tools.

Gloves of Swimming and Climbing: These gloves permit the wearer to swim at a rate of 18, and climb sheer walls with a 1-5 on 1d6 chance of success per ten feet of climbing.

Helm of the Fearsome Warmonger: When the wearer of this fearsome metal helm rolls a natural, unmodified 20 when making a melee attack roll, the foe they have struck must roll a saving throw or flee the battlefield in fear. Only Fighters may benefit from the magical effects of this helmet.

Helm of Fiery Brilliance: This prodigiously powerful helm grants many benefits to the wearer. They gain a +10 on saving throws against fire damage, and can create a *Wall of Fire* once per day as if cast by a 10th level Magic-User. Any non-spellcasting class who wears the helm may command a weapon in hand to flame, increasing that weapon's damage by +1d6 damage for up to ten rounds per day. Characters able to cast Magic-User spells wearing the helm can add +1 to each die of damage inflicted by a *Fireball* spell. Those able to cast Cleric or Druid spells 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.

Helm of Reading Magic and Languages: The wearer can read all languages, including magic script.

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.

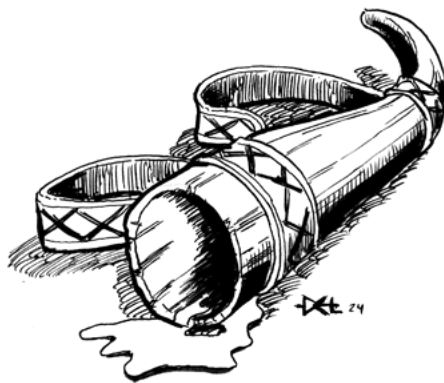
High Spring Wolfsbane: Plucked under a full moon and enchanted with secret magic, High Spring Wolfsbane is empowered to repel lycanthropes. When presented strongly before a were-creature, the target must make a saving throw or flee.

Hole, Folding: This circular piece of black sackcloth is actually the opening to a pocket dimension ten feet deep that items and people can fall through or climb down into it once it is placed on a solid surface such as the ground or even a wall. The piece of cloth can actually 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 cause anyone inside to suffocate in one hour. The piece of cloth can be picked up, folded, and easily stored - making it quite portable. It is five feet in diameter.

Holy Wafer: These small wafers are blessed and typically consumed in religious ritual. They are an anathema to undead and especially effective against vampires and Dhampirs. A holy wafer does 1d6 points of damage when touched by an undead creature, or 2d6 when touched by a vampire or dhampir. This destroys the wafer. They are typically found in small containers holding 2d6 Holy Wafers.

Horn of Ally Summoning: Before blowing this horn, the user may name any individual whom they regard as an ally. Once the horn is blown, that ally hears the call and is immediately teleported to the horn-blower's side. If the ally does not wish to be teleported, the horn does not work. The horn can be blown up to three times per day.

Horn of the Deafening Blast: Anyone within 500 feet of this horn when it is blown (except for the one who winded it) suffers 2d6 points of damage and is deafened for 10 minutes.



Horn of Draconic Control: Any dragon that hears the horn must make a saving throw at a -4 penalty or follow the commands of the owner for one hour. Usable once per day.

Horn of the Einherjar, Bronze: Instantly summons 1d6+1 human Fighters of 3rd level within 30 feet of the one who blew the horn to render aid. If not commanded to attack or destroy something upon arrival there is a 1 in 1d20 chance that the summoned warriors will turn on their summoner and attack them. The warriors remain until slain and then return to their extra planar feasting halls for one month before they can return to assist the one who winds the horn again.

Horn of the Einherjar, Iron: Instantly summons 1d6+1 human Fighters of 4th level within 30 feet of the one who blew the horn to render aid. If not commanded to attack or destroy something upon arrival there is a 1 in 1d20 chance that the summoned Fighters will turn on their summoner and attack them. The warriors remain until slain and then return to their extra planar feasting halls for one month before they can return to assist the one who winds the horn again.

Horn of the Einherjar, Silver: Instantly summons 1d6+1 human Fighters of 2nd level within 30 feet of the one who blew the horn to render aid. If not commanded to attack or destroy something upon arrival there is a 1 in 1d20 chance that the

summoned Fighters will turn on their summoner and attack them. The warriors remain until slain and then return to their extra planar feasting halls for one month before they can return to assist the one who winds the horn again.

Horseshoes of Swiftmess: These silvery horse shoes double the speed of any steed who wears them. They can only be used by horses, unicorns, pegasi, and similar creatures.

Hypnotic Medallion: This medallion can be used to cast *Hypnotize* once per day.

Idol of the Nameless God: This small idol is crafted from an unknown gray-green stone and depicts a vaguely anthropoid figure with an octopus-like head and the wings of a bat. After a few days of ownership, the statue begins to create bizarre dreams in the mind of its owner. In the event that the owner should ever pray to the idol for guidance or aid, they will be granted the ability to cast one Cleric spell of their choice once per day as long as that spell is not Lawful in nature. However, each day of exposure to the statue causes the owner to gain one point of Corruption (see Corruption, pg. 190) per level of the spell chosen. If Corruption is not being used in the campaign then the user must make a saving throw each day they use the idol or permanently lose a point of Wisdom. Those who reach a Wisdom of 3 are driven permanently insane.

Jug of the Wedding Feast: This large ceramic jug is capable of producing up to ten gallons of any mundane, non-magical liquid per day. Examples might include water, wine, oil, or even acid. Once commanded to produce a liquid it can produce only that liquid for the next 24 hours.

Lenses of Charming: These delicate rose-tinted spectacles give the wearer the ability to charm those who look into their eyes (as per a Charm

Person spell) up to one time per day. The saving throw against the power of the lenses is made at -2.

Locket of Lycan's Bane: The wearer of this locket cannot contract lycanthropy. In addition, all weapons they wield in combat are considered to be silver for purposes of damaging lycanthropes and they can detect lycanthropic creatures (like wererats and werewolves) to a distance of 60 feet.

Luckstone: This stone grants a +1 bonus to all attack rolls to saving throws.

Magic Lamp: When the owner rubs this lamp, a djinn appears and offers to either perform three tasks for the owner or grant them one wish. The djinn will often (1-4 in 1d6 chance) attempt to warp the nature of these requests in unexpected ways.

Manual of Charisma: Reading this tome increases the reader's Charisma by 1 point (to a maximum of 18). A character can only ever benefit once from this book and after it is read it teleports to a random location at least a thousand miles away. It takes six uninterrupted hours to read.

Manual of Constitution: Reading this tome increases the reader's Constitution by 1 point (to a maximum of 18). A character can only ever benefit once from this book and after it is read it teleports to a random location at least a thousand miles away. It takes six uninterrupted hours to read.

Manual of Dexterity: Reading this tome increases the reader's Dexterity by 1 point (to a maximum of 18). A character can only ever benefit once from this book and after it is read it teleports to a random location at least a thousand miles away. It takes six uninterrupted hours to read.

Manual of Infernal Summoning (Greater): This foul tome can be used to summon a demon of the reader's choosing, who is bound by the book to perform one deed for the reader before returning to its own plane of existence. Only characters capable of casting Cleric or Magic-User spells can use this tome and it is considered an evil act.

Manual of Intelligence: Reading this tome increases the reader's intelligence by 1 point (to a maximum of 18). A character can only ever benefit once from this book and after it is read it teleports to a random location at least a thousand miles away. It takes six uninterrupted hours to read.

Manual of Resilience: The reader increases the maximum hit point total by 1d6+1. A character can only ever benefit once from this book and after it is read it teleports to a random location at least a thousand miles away. It takes six uninterrupted hours to read.

Manual of Strength: Reading this tome increases the reader's Strength by 1 point (to a maximum of 18). A character can only ever benefit once from this book and after it is read it teleports to a random location at least a thousand miles away. It takes six uninterrupted hours to read.

Manual of Wisdom: Reading this tome increases the reader's Wisdom by 1 point (to a maximum of 18). A character can only ever benefit once from this book and after it is read it teleports to a random location at least a thousand miles away. It takes six uninterrupted hours to read.

Manual of Ultimate Self-Mastery: Reading this tome increases *all* of the reader's ability scores by 1 point (to a maximum of 18). A character can only ever benefit once from this book and after it is read it teleports to a random location at least a thousand miles away. It takes six uninterrupted hours to read.

Manual of Ultimate Skill: This magical tome appears differently to each person who looks upon it, depending on their class. A Fighter might see a simple book of martial techniques, while it might appear as a holy book to a Cleric, etc. The reader immediately advances to the next level in their class upon reading the tome. A character can only ever benefit once from this book and after it is read it teleports to a random location at least a thousand miles away. It takes six uninterrupted hours to read.

Manual of the Uncanny Adventurer: The reader receives a permanent +1 to all saving throws. A character can only ever benefit once from this book and after it is read it teleports to a random location at least a thousand miles away. It takes six uninterrupted hours to read.

Mask of Disguise (Greater): While wearing this mask, an individual cannot be identified by magical divination. Those who see them will also have trouble recalling or remembering what they look like with a 1 in 1d6 chance of remembering anything specific or identifying.

Mask of the Dead: This white mask is crafted from a human skull. When worn, mindless undead such as skeletons and zombies mistake the wearer as one of their own and do not attack unless attacked first. The wearer also receives a +2 bonus to all saving throws made to resist spells and other effects used against them by undead creatures.

Medallion of the Mind Reader: The wearer of this medallion gains the benefits of a Detect Thoughts (ESP) spell to a range of 30 feet as long as it is worn.

Mirror of Mental Scrying: This small mirror is discovered as either a hand mirror (1-4 on 1d6) or a small mirror on a necklace (5-6 on 1d6). While held or worn the character gains the benefits of

a Detect Thoughts spell to a range of 30 feet. Three times per day the wearer can also cast Crystal Ball as a 10th-level caster. In addition, the wearer can mentally ask the mirror any question it wishes once per day. The mirror will always answer truthfully, though cryptically.

Mummified Hand: This severed hand is withered and wrapped in bandages with an aged cord wound around the wrist just below where it is severed. The hand has the ability to store up to 5 first-level Magic-User or Cleric spells in it. The spells simply have to be cast with the Mummified Hand as the target, though not necessary by the wearer. When a spell is stored one of the Hand's fingers curls inward. The spell can later be released by any character wearing the hand as an action with a simple command word.

Necklace of Fireballs: This is a necklace of $2d6+1$ polished tiger's eye stones. A stone can be removed and thrown as if the one doing so is casting a *Fireball* spell as a 6th-level Magic-User.

Orator's Journal: This blank journal automatically inscribes whatever words are spoken within 60 feet of it, except for the incantations necessary to cast magic spells. The text remains for a century before fading away.

Pipes of Charming (Medium): When played, all individuals within thirty feet of the performer must make a saving throw or fall under the effects of a *Charm Person* spell for one day.

Pipes of the Sewers: These pipes summon $10d6$ giant rats. The piper does not need to concentrate once the rats arrive (which takes $5d6$ minutes), but it is wise to do so. When the rats arrive, there is a 1 in 1d20 chance that they will not obey him, and if he ceases to concentrate on his tune there is a 1-2 in 1d20 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 2 in

1d20 each time it is made (first round, 1-2 in 1d20, second round 1-4 in 1d20 etc.).

Robe of Blending: This long coat causes the wearer to easily fade into the background of a crowded or urban environment. They are effectively invisible (per the spell) when in a crowd of 20 or more people or when moving through an urban environment, such as a heavily populated city. Small towns and hamlets offer limited concealment, making the wearer undetectable with a 1-4 on 1d6 chance of success. Attacking or performing any similarly obvious action while wearing a Robe of Blending prevents its powers of concealment for one hour.



Robe of Eyes: This robe is sewn with the image of a thousand strange and alien eyes. The wearer cannot be surprised and can see through all illusions.

Robe of Infinite Wardrobes (Lesser): This robe can, at the wearer's command, change its appearance to match any non-magical raiment that is not armor.

Robe of Wizardry: This robe is only of benefit to characters able to cast spells from the Magic-User spell list. Any character able to do so may prepare and memorize one additional spell of each level they are capable of already casting. Thus a first-level Magic-User could prepare and cast one

additional 1st level spell, while a 10th level Magic-User could prepare and cast one additional spell of 1st, 2nd, 3rd, 4th, and 5th level.

Rope of Climbing: A 50 foot length of rope that leaps magically upward and can tie and untie itself upon command. It can only be cut by a magical blade, but if cut its magic is forever destroyed..

Rope of Entanglement: This rope, on command, twines itself around as many as 1d6+1 human-sized foes or one foe who is larger than human-sized. Those entangled by it reduce their move by one-half, and suffer a -2 penalty to their Armor Class and Attack Bonus. Slipping loose requires a successful saving throw, but the rope can be cut by a magical blade.

Saddle of the Skyward Steed: When set upon the back of a mundane horse, that steed gains a Fly speed of 24.

Sand of Timelessness: When a dose of this sand is blown into the air, all individuals in a 30 foot radius around the user are frozen in place for 1d6 rounds, unable to act unless they make a saving throw at a -4 penalty.

Scabbard of Protection: Any weapon stored in this scabbard remains razor sharp and cannot be broken. Mundane weapons function as magical weapons with a +1 bonus after being stored in the scabbard for 24 hours and magical weapons increase their bonus by one point after being stored in the scabbard for 24 hours. The scabbard magically alters its size to fit any bladed weapon ranging in size from a dagger to a two-handed sword. A weapon that is removed from the scabbard for 24 hours loses this effect.

Shovel of Excavation: This ordinary-looking farmer's shovel animates and digs by itself when commanded, shoveling out ten cubic feet per ten minutes of use. It can operate for up to 1 hour per day.

Symbol— Courage: Upon spending an action boldly presenting this symbol, the owner, and all allies within 120 feet are immune to all fear-based effects (whether mundane or magical) for 3d6 turns. Anyone currently under a fear-based effect is immediately freed of its influence. This item can be used three times per day.

Symbol— Divine Blasting: This powerful holy symbol can be commanded once per day to expel a burst of energy that does 3d6 points of damage to all undead creatures within thirty feet. This symbol can only be used by characters capable of using the Banish Undead ability.

Symbol— Humble Piety: This simple unassuming holy symbol grants a wearer who is morally upright and pious (as determined by the Referee) the benefit of a *Bless* spell as long as it is worn.

Symbol— Scarab of Phantasms: 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 a temporary hallucinatory state where their senses are plagued by visions of terror and horror. Creatures with 10+ hit dice may make a saving throw at -4 penalty to resist this effect. The scarab may be used 12 times, after which it crumbles to dust. It can be recharged through a rare magical ritual detailed by the Referee, but there is a 1 in 1d20 chance per charge that the item will be destroyed in the process.

Symbol— Terror: When presented forcefully towards a single individual, that target must make a saving throw or flee in terror from the sight of both the wielder and the symbol for 3d6 rounds. It can be used three times per day.

Tome of Reanimation: This large tome contains the necessary formulae to construct a modern Prometheus. The reader must study the book for one year and spend 20,000 gold pieces to purchase the necessary components – but after the

time and resources have been invested he is able to construct a Flesh Golem.

Trapsmith’s Spectacles: The wearer of these iron-framed glasses can immediately spot non-magical traps, and receives a +4 bonus on all saving throws made to resist the effects or damage from any trap.

Trick Coins: This small leather coin purse contains 3d6 gold coins when found. One hour after the coins are spent on a transaction, they teleport back into the purse.

Turning Mirror: This small silver-framed pocket mirror can be used once per day to Banish Undead, as if the wielder were a 1st level Cleric. Characters already able to Banish Undead as part of their class gain no benefit from this item.

Vambraces of Defense+7: These metal vambraces grant the wearer a +7 bonus to their Armor Class, as long as the wearer is not also wearing armor. The bonus granted by the vambraces can be increased by magical rings or other protective measures like magical spells.

Whetstone of Enchantment: This simple sharpening stone can be used to temporarily enchant any mundane bladed weapon (such as a dagger, sword, or axe). If one turn is spent sharpening such a weapon it effectively becomes a *+1 weapon* for the next 24 hours. It can only be used once per day.

Widow’s Veil: This thin black veil of lace protects a female wearer (and only a female wearer) from the mind-affecting powers of any undead creature while worn.

CURSED ITEMS

Cursed Items have been laid with a baleful enchantment and are easily mistaken for beneficial magic items. The Referee should use Table 9-33: Cursed Items to determine which cursed item is stashed among other trinkets and treasures. Most cursed items appear upon initial investigation to be more beneficial items with a similar appearance. Breaking free of the dark magic of a cursed item requires a character to undergo a specific quest or receive a *Remove Curse* spell. They can, unfortunately, be “used” by any class.

TABLE 9-33: CURSED ITEMS

Roll	Cursed Items
1-2	Bag of Consuming
3-4	Censer of Hostile Elementals
5-6	Cloak of Poison
7-8	Crystal Ball of Suggestion
9-10	Dancing Boots
11-12	Flask of Stoppered Curses
13-14	Horn of Collapse
15-16	Medallion of Projecting Thoughts
17-18	Mirror of Opposition
19-20	Robe of Feeblemindedness

CURSED ITEM DESCRIPTIONS

Bag of Consuming: This functions as a Backpack of Storage, except that each time the user reaches into the bag, there is a 1 in 1d6 chance that the bag will “bite down” on the user’s hand. This bite automatically hits and inflicts 1d6+1 damage each round until the bag is destroyed. The only known method to destroy the bag is to inflict 30 points of fire damage on it (which also damages the user whose hand is trapped) or cast a *Dispel Evil* spell on the bag, which temporarily disables the bag for 1d6 hours. Unfortunately, if the bag is destroyed or disabled, all of its contents are lost (except the hand that was trapped).

Censer of Hostile Elementals: A censer (or brazier, bowl, or stone) that summons a random elemental chosen by the Referee—but the elemental is hostile instead of under the summoner's control. The summoner is the first target of their ire.

Cloak of Poison: Upon donning this pitch-black cloak with dark red stripes, the wearer's body is suffused with huge doses of dozens of magical poisons and dies instantly, without the chance of a saving throw. Merely touching the cloak causes a person to feel ill and sickly for a moment.

Crystal Ball of Suggestion: Does not function as a crystal ball spell, but implants a suggestion in the viewer's mind, though the viewer is unaware that this has been done to them. This suggestion comes from an extra planar being with malicious intent.

Dancing Boots: These boots function as Boots of Elvenkind, until the wearer is in combat or fleeing. Suddenly at that point they will stop what they are doing and begin to dance a jig, or a stately waltz for 1d6 turns. While dancing, their movement is determined randomly by the Referee and they suffer -4 on all attack rolls.

Flask of Stoppered Curses: This flask releases a curse of some kind when its seal is broken that is signaled by an ominous thunderclap or some strange miasma spilling out and dissipating. The exact nature of this curse is determined by the Referee.

Horn of Collapse: When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead to up to 300 feet and causing it to collapse. The ceiling collapses in a 30 square foot area, inflicting 10d6 damage on anyone caught in the collapse. A saving throw can be made for half damage. The horn vanishes after being blown.



Medallion of Projecting Thoughts: The wearer's thoughts can be audibly heard aloud by everyone within 120 feet.

Mirror of Opposition: Looking into this mirror causes an opposite clone of the gazer to step through 1d6 rounds after it catches the reflection. The clone will have all the abilities, level, class, and equipment of the original person, but if the originator is carrying any magical equipment that is Lawful in nature, then the clone's will be Chaotic and vice versa. The clone will also have the opposite alignment of the character unless the character is neutral. The clone will either ambush or flee from the originator at the first opportunity and then later seek to destroy the originator and take their place. If the clone is slain then it and all its equipment turn to mist and dissolve back into the mirror. Though the mirror is immune to damage from mundane weapons, it can be shattered if it suffers 50 points of damage from a magical weapon with at least a +3 bonus.

Robe of Feeble-mindedness: Anyone donning this stately looking robe has their Intelligence reduced by to 3 until it can be removed.

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Swords & Wizardry White Box, 2024, Matt Finch

White Box Cyclopedia, 2025, James Spahn, compatible with the Swords & Wizardry game

CHARACTER NAME:			
Player:	Heritage:	Class:	
Level:	XP Earned:	XP For Next Level:	
Alignment:			

ABILITY SCORES

Strength		()
Intelligence		()
Wisdom		()
Dexterity		()
Constitution		()
Charisma		()

HERITAGE ABILITIES

COMBAT

Saving Throw:	
Attack Bonus:	
Armor Class:	
Current Hit Points:	
Maximum Hit Points:	

CLASS ABILITIES

PROTECTION

Armor Worn:	
Shield Used:	
Magic Item Worn:	
Magic Item Worn:	
Magic Item Worn:	

Weapons	Total Atk Bonus	Damage	Range	Ammo	Notes

SPELLS PER DAY

1st Spell Level:	
2nd Level	
3rd Level:	
4th Level:	
5th Level:	
6th Level:	

WEALTH

EQUIPMENT

NOTES:

[illegible]

White Box Cyclopedia is a stand-alone RPG based on and compatible with Swords & Wizardry White Box that allows you to create a custom fantasy roleplaying experience. Modular and fully integrated, you can make your fantasy as whimsical, as gritty, as strange, as traditional, as gonzo as you want it to be.

Choose from new and classic classes and heritages. Build the stronghold of your dreams or sail the endless seas. Bend reality as a psychic and lock wands in arcane duels. Earn honor and prestige with chivalric accolades. All this, plus new spells, new monsters, and new magic items to create a custom Appendix N experience.

Five decades of dungeon crawling packed into a single, simple rules set.

