

# Delving Deeper

## REFERENCE RULES



**Volume III: The Monster & Treasure Reference**



# DELVING DEEPER

R E F E R E N C E R U L E S

VOLUME III

## THE MONSTER & TREASURE REFERENCE

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With special thanks to David Macauley

For all followers of the original fantasy game

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# MONSTERS

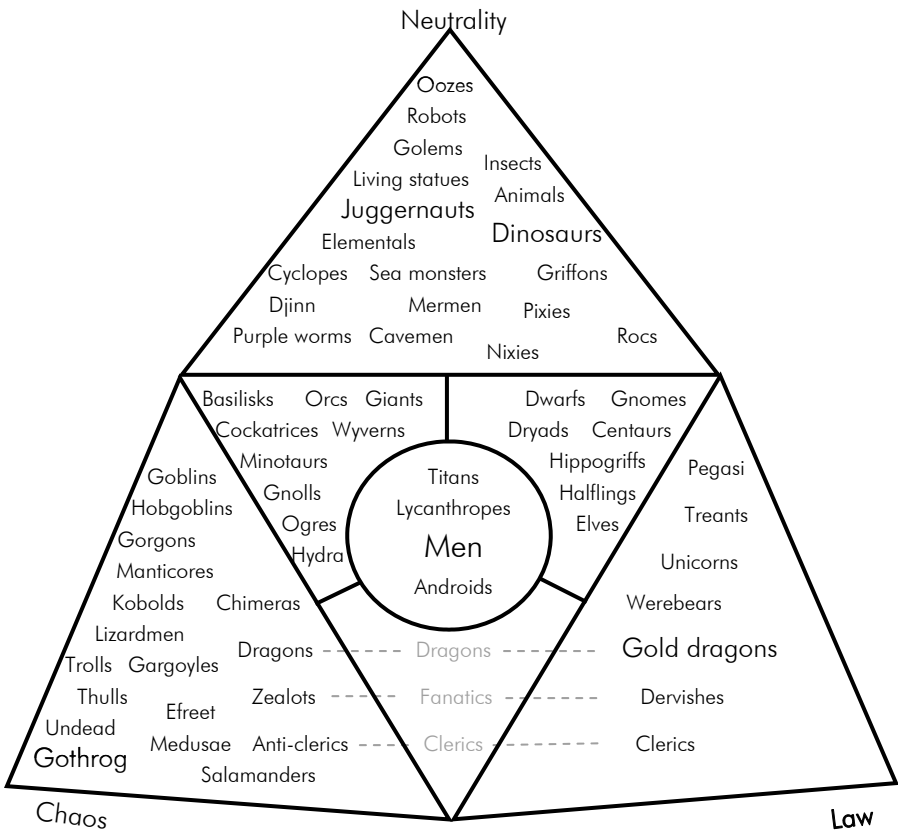
Monsters are the principle challenge that players will face in their adventures. They include all the genuine horrors of the underworld, such as orcs, trolls, vampires, and dragons, as well as all the non-player characters of the world. Every character that is not being run by a player is a monster. Even the good townsfolk and the players' hirelings are considered monsters.

It is clear then that not all monsters are harmful to the players. Some are quite benign and may even be helpful to the players. Others are completely disinterested in the players, so long as they don't get in the way, while still others are villainous threats that will immediately seek to slay, capture, or waylay the players.

A monster's initial disposition toward the players is determined by a reaction roll and its alignment. This characteristic is a one word summary of any monster's stance in the eternal struggle between law, chaos and neutrality.

Some monsters can be of any alignment (men being notable among these) while others can be either of two alignments. Elves can be either lawful or neutral, for example, while orcs can be either neutral or chaotic. In all these cases any one individual is always of exactly one alignment.

The following diagram illustrates the alignment relationships between known monsters:



## Summary of Monsters

Type	Number	Number	AC	Move	HD	Lair	Treasure	Align
	Appearing	In Lair		Rate		Nearby	Type	
Androids	1-8	2-24	9	12	3	15	A2	Any
Ants, giant	1-100	30-300	3	12	2	10	C	N
Apes	1-6	n/a	6	12	4+1	n/a	n/a	N
Apes, carnivorous	1-4	1-8	6	12	5	10	C	N
Basilisks	1	1-6	5	6	6+1	40	F	C, N
Beetles, giant	1-20	n/a	4-2	6-12	2-7	n/a	n/a	N
Black pudding	1	n/a	9	6	10	n/a	n/a	N
Boars	1-12	n/a	7	15	3+3	n/a	n/a	N
Boars, giant	1-8	n/a	6	12	7	n/a	n/a	N
Cave bears	1-2	n/a	6	12	6+6	n/a	n/a	N
Cavemen	4-24	30-300+	9	12	2	15	n/a	N
Centaurs	2-20	30-60	7	18	4	5	A1	L, N
Centipedes, giant	1-2	1-6	3/7	12	3+1	50	B	N
Centipedes, large	2-24	n/a	9	3	½	n/a	n/a	N
Chimeras	1-4	2-12	3	12, fl18	9	50	F	C
Cockatrices	1-6	3-12	7	9, fl18	5	35	D	C, N
Crabs, giant	2-12	n/a	3	9	3	n/a	n/a	N
Crocodiles	3-24	n/a	5	6, sw12	3	n/a	n/a	N
Crocodiles, giant	2-12	n/a	4	6, sw12	7	n/a	n/a	N
Cyborgs	1-20	30-120	5	9	3+3	15	G	C, N
Cyclops	1	1	-2	18	13+3	30	E*	N
<b>Dinosaurs</b>								
Brontosaurus	2-20	n/a	5	6	30	n/a	n/a	N
Ichthyosaurs	1-6	n/a	4	sw24	15	n/a	n/a	N
Pterodactyls	3-18	n/a	5	3, fl15	6+6	n/a	n/a	N
Stegosaurus	2-16	n/a	2/5	6	18	n/a	n/a	N
Triceratops	3-12	n/a	2/6	9	16	n/a	n/a	N
Tyrannosaurus Rexes	1-2	n/a	5	15	20	n/a	n/a	N
Velociraptors	2-12	n/a	5	18	4	n/a	n/a	N
Djinni	1	n/a	4	9, fl24	7+1	n/a	n/a	N
Dogs	2-16	n/a	7	15	1+1	n/a	n/a	N
Doppelgangers	1-4	3-12	5	9	4	25	E	C, N
Dragon turtles	1	1-2	-2	3, sw9	13	5	H	N
<b>Dragons</b>	1-2	1-4	—Various—			60	H*	L, C
Dryads	1	1-6	4	12	2	20	n/a	L, N
Dwarfs	2-20	30-120+	4	9	1+1	50	G	L, N
Efreeti	1	n/a	2	9, fl24	10	n/a	n/a	C
<b>Elemental</b>	1	n/a	—Various—			n/a	n/a	N
Elves	2-20	30-120+	5	12	1	25	E	L, N
Fish, giant	2-24	n/a	5	sw30	6	n/a	n/a	N

## Summary of Monsters

Type	Number Appearing	Number In Lair	AC	Move Rate	HD	Lair Nearby	Treasure Type	Align
Gargoyles	4-16	2-20	5	9, fl15	4	25	C	C
Gelatinous cube	1	n/a	9	6	4	n/a	*	N
Ghouls	1-10	2-24	7	9	2	20	B	C
<b>Giants</b>								
Cloud giants	1-8	3-30	0	15	12+2	30	E*	N
Fire giants	1-8	3-30	2	12	11+3	30	E*	C
Frost giants	1-8	3-30	3	12	10+1	30	E*	C
Hill giants	1-8	3-30	4	12	8	30	E*	C
Stone giants	1-8	3-30	1	12	9	30	E*	N
Storm giants	1-8	3-30	-1	15	15	30	E*	N
Gnolls	2-12	20-200+	6	9	2	30	D	C
Gnomes	2-20	30-60+	6	9	1	60	C	L, N
Goblins	4-24	40-400+	7	6	1-1	50	*	C
Golems, clay	1-6	n/a	3	9	10	n/a	n/a	N
Golems, flesh	1-6	n/a	7	12	8	n/a	n/a	N
Gorgons	1-4	3-12	2	12	8	50	E	C
Gothrog	1	1+	-3	9, fl18	20	25	A2, F	C
Gray ooze	1	n/a	9	1	3	n/a	n/a	N
Green slime	1	n/a	9	1	2	n/a	n/a	N
Griffons	1-6	2-16	4	12, fl30	7	10	E	N
Halflings	2-20	30-120+	7	9	1-1	70	C	L, N
Hippogriffs	1-8	2-16	6	18, fl36	3+1	n/a	n/a	L, N
Hobgoblins	4-24	30-300+	6	9	1+1	30	D	C
Horses	n/a	n/a	7	— <i>Various</i> —	—	n/a	n/a	N
Horses, mules	n/a	n/a	7	12	2+1	n/a	n/a	N
Hydras	1	1-2	—	— <i>Various</i> —	—	25	B	N
Invisible stalker	1	n/a	4	12, fly 12	8	n/a	n/a	N
Juggernaut	1	n/a	0	12	37	n/a	n/a	N
Kobolds	4-24	40-400+	7	6, sw9	½	50	*	C, N
Leeches, giant	4-16	n/a	9	3, sw3	2+2	n/a	n/a	N
Lions	1-8	2-12	6	12	5+2	25	n/a	N
Lions, spotted	1-6	2-8	5	12	6+2	25	n/a	N
Living statues, iron	1-4	n/a	-3	9	16	n/a	n/a	N
Living statues, stone	1-4	n/a	0	9	12	n/a	n/a	N
Lizardmen	2-12	10-60+	6	9, sw12	2+1	40	D	C, N
<b>Lycanthropes</b>								
Werebears	2-8	2-20	4	9	6	15	C	L, N
Wereboars	2-8	2-20	4	12	4+1	15	C	C, N
Weretigers	2-8	2-20	5	12	5	15	C	C, N
Werewolves	2-8	2-20	5	15	4	15	C	C, N

## Summary of Monsters

Type	Number	Number	AC	Move	HD	Lair	Treasure	
	Appearing	In Lair		Rate		Nearby	Type	Align
Manticoras	1-4	1-6	4	12, fl18	6+1	25	D	C
Mastadons	4-40	n/a	7	9	8	n/a	n/a	N
Medusae	1	1-4	6	9	4	75	F	C
<b>Men</b>								
Bandits	4-24	30-300+	7	12	1	15	A1	C, N
Berserkers	4-24	30-300+	9	12	1+1	15	A1	N
Brigands	4-24	30-300+	7	12	1	15	A1	C
Buccaneers	4-24	30-300+	8	12	1	15	A3	C, N
Dervishes	4-24	30-300+	9	12	1+1	15	A2	L
Mercenaries	4-24	30-180+	4	9	1+1	15	A3	N
Nomads	4-24	30-300+	7	12	1	15	A2	C, N
Pirates	4-24	30-300+	8	12	1	15	A3	C
Zealots	4-24	30-300+	9	12	1+1	15	A2	C
Mermen	4-24	30-300+	7	12	1+1	15	A3	N
Minotaurs	1-4	1-8	7	12	6	10	C	C, N
Mummies	1-4	2-12	3	9	5+1	30	D	C
Nixies	2-12	10-100	7	9, sw12	1	100	B	N
Ochre jelly	1	n/a	9	3	5	n/a	n/a	N
Octopi, giant	1	1-6	7	3, sw12	8	70	A3	N
Ogres	1-4	3-18	5	9	4+1	30	C	C
Orcs	2-20	30-300+	7	9	1	50	D	C
Pegasi	1-12	n/a	7	24, fl48	2+2	n/a	n/a	L, N
Pixies	2-12	10-100	5	9, fl12	1	25	C	N
Purple worms	1-2	1-4	3	6, sw6, br6	15	25	D	N
Robots	1-4	n/a	3	6, fl6	7	n/a	n/a	C, N
Rocs	1-2	1-20	— Various —			20	I	N
Sabre toothed tigers	1-2	1-6	6	12	7+2	10	n/a	N
Salamanders	2-5	4-14	3	9	7+3	65	F	C
Scorpions, giant	1-4	1-6	3	15	5+5	50	D	N
<b>Sea monsters</b>								
Leviathan	1	1	2	sw21	45	n/a	n/a	N
Kraken	1	1	0	3, sw21	30	75	A3, H	N
Serpents	1-3	n/a	2	sw24	15	n/a	n/a	N
Shadows	1-8	2-24	7	9	2+2	50	F	C
Skeletons	3-30	n/a	8	6	½	n/a	n/a	C
Snake, giant	1	n/a	5	9, sw 9, cl 9	6 or 11	n/a	n/a	N
Snakes, large	1-12	n/a	7	9, sw 9, cl 9	1	n/a	n/a	N
Spectres	1-4	1-8	4	15, fl30	6	25	E	C
Spiders, giant	1-4	1-8	4	3, cl12	4+4	70	C	C
Spiders, large	1-6	2-20	8	6, cl15	1+1	60	C	C



## Summary of Monsters

Type	Number Appearing	Number In Lair	AC	Move Rate	HD	Lair Nearby	Treasure Type	Align
Squid, giant	1	1-3	7	sw3, 18	12	40	A3	N
Thulls	1-6	4-24	6	9	3	35	D	C
Titanotheres	1-12	n/a	6	12	13	n/a	n/a	N
Titan	1	1	-3	18	16+2	5	A*	Any
Toads, giant	1-12	n/a	7	6, hop 12	2+4	n/a	n/a	N
Treants	1-4	2-20	2	6	8	50	n/a	L, N
Trolls	1-4	2-12	5	12	6+3	50	D	C
Unicorns	1-2	1-6	4	24	4	n/a	n/a	L
Vampires	1-2	1-6	2	12, fl18	8	20	F	C
Weasels, giant	1-8	2-12	6	15	3+3	15	n/a	N
Wights	1-8	2-24	6	9	3	60	B	C
Wolves	2-20	2-20	7	18	2+2	10	n/a	N
Wolves, dire	3-12	3-12	6	18	3+3	10	n/a	C
Woolly mammoths	1-12	n/a	6	15	12	n/a	n/a	N
Woolly rhinoceroses	1-4	n/a	5	12	10	n/a	n/a	N
Wraiths	1-6	2-16	5	12, fl24	4	20	E	C
Wyverns	1-2	1-6	4	9, fl24	7	60	E	C, N
Zombies	3-30	n/a	9	6	1	n/a	n/a	C

**Number Appearing** and **Number in Lair** are the numbers of monsters typically encountered outside of or in their lair respectively. A + indicates the possibility of leader-types and/or accompanying monsters, either in their lair or outside of it.

**AC** is for armor class.

**Move Rates** are given at the dungeon scale in tens of feet; br is for burrowing, cl is for climbing, fl is for flying, hop is for hopping, and sw is for swimming.

**HD** lists the number of hit dice with any adjustment to hit points being applied after the given number of six-sided dice have been rolled and summed.

**Lair Nearby** is the percentage chance that any encountered monsters will be from a nearby lair. "Nearby" is relative to the monster's usual mode of locomotion. Whether the lair is easy or difficult to locate is left to the referee's discretion.

**Treasure Type** is for determining what treasure will be present in the lair (see page 28). A \* indicates the possibility of additional treasure, as detailed in the monster description.

**Align** is for alignment; L being for lawful, N being for neutral, and C being for chaotic.

## EXPLANATION OF MONSTERS

ANDROIDS are artificial men. They often have superior qualities such as health, grace, comeliness, or education, but are otherwise indistinguishable save for the color of their blood. Some individuals possess mind powers equivalent to magic use of up to the 4th experience level (roll a six-sided die and subtract 2 for each android, with a result less than 1 indicating no tangible mind powers). Otherwise, they function as do ordinary men.

ANTS, GIANT are tireless workers that occur in great colonies. Workers are not aggressive unless provoked, but soldiers will immediately attack anything that obstructs the business of the colony. Ants will never flee from their nest unless the queen is slain.

APES are generally non-aggressive, but are extremely strong. They will usually climb trees for refuge but if provoked they can strike for 2-7 hit points of damage.

APES, CARNIVOROUS are larger and more aggressive than are regular apes, and have a taste for man-flesh. Should an ape hit a man-sized target, a second attack is rolled against the same target, and should this second attack also hit, a third attack is rolled against the same target.

BASILISKS are large, slow eight-legged reptiles whose gaze or touch will petrify any living creature which fails to save versus petrification. If it is tricked into seeing its own reflection in a mirror, a basilisk will be petrified.

BEETLES, GIANT are of various sorts, but are invariably hungry and can eat virtually any organic matter. They occur underground or in forests and do not hear or see well, relying mainly on touch, vibrations, and smell. They can tunnel through soft earth.

A BLACK PUDDING is an amorphous black blob which moves about a dungeon scavenging the leavings of other inhabitants. Due to its coloration and shapelessness, it is very difficult to spot in dim light or shadows. It is susceptible to fire but immune to cold. Lightning and slashing attacks divide it into smaller parts without harming the monster. Contact with a black pudding will dissolve wood and metal armor in but one round. Flesh is likewise dissolved, suffering 3-18 points of damage. Stone, however, is impervious. It can move along a wall, floor, or ceiling equally without difficulty and can squeeze through tiny openings including cracks in stonework and under doors.

BOARS are wild pigs that occur mainly in forests and on plains. Every other boar encountered will be a sounder. If these young are attacked the adults will always attack and absolutely will not flee. Boars are often hunted by noblemen for sport, for they are extremely tough. They always attack once more after being reduced below 0 hit points.

BOARS, GIANT are similar to regular boars but for their great size and aggression. They will attack anyone who enters their territory, causing 2-12 points of damage with their gouging tusks. They will never retreat and will always attack one more time after being reduced to 0 (or fewer) hit points.

CAVE BEARS are enormous bears that are always hungry. They have an excellent sense of smell, but rather poor eye-sight. Should a cave bear hit a man-sized target, a second attack is rolled against the same target, and should this second attack also hit, a third attack is rolled against the same target. Cave bears will always attack one more time after being reduced 0 (or fewer) hit points.

CAVEMEN are large but primitive Neanderthal types who are otherwise similar to men. They fight with crude axes, hammers, and clubs, but suffer a -1 adjustment to morale rolls and have no treasure. Leader-types are always fighters but never possess magic items.

CENTAURS are horse-men, having the body of a horse and the torso of a human. They have ordinary human intelligence and dwell mainly in secluded glades, glens, and valleys in deep forests. Centaurs equip themselves with spears (25%) functioning as lances, swords (25%) or clubs (50%); half carry short bows in addition. Moreover, a centaur warrior can attack twice each melee round, once as a human and once as a warhorse. A centaur lair is much as a quarter-sized human village, having 25-100 individuals. One third will be mares, one third foals, and one third warrior stallions. Mares will attack once per round only under extreme duress, and the foals are non-combative.

CENTIPEDES, GIANT and LARGE are found almost anywhere and are aggressive hunters. Large specimens can be 1ft long, while giant centipedes have a hard, armored head but a relatively soft body and can be up to 10ft long. Both sorts move along walls and ceilings at normal speed. The bite of either causes paralysis, although the saving throw is at +4 in the case of large centipedes.

CHIMERAS are fearsome monsters with great bat-like wings, the forequarters of a lion, the hindquarters of a goat, and the heads of goat, lion, and dragon. A chimera can attack thrice per round; the goat head-butting or goring, the lion biting or rending with its paws, the dragon biting or breathing a 60ft long 20ft wide cone of fire for 3-18 points of damage. A save versus breath weapons will reduce this damage by half.

COCKATRICES are reptilian-fowl with bat-like wings. The merest touch of its tail feathers will petrify any living thing other than a cockatrice that fails to save versus petrification.

CRABS, GIANT occur underwater, in coastal estuaries, and swamps. They have hard, armored shells and attack twice per round, once with each great pincer.

CROCODILES are voracious reptiles found in rivers and swamps, mostly in warmer regions. They are difficult to spot when floating half-submerged in water, and will often attack by surprise. If an attack roll is at least 4 more than required, the crocodiles has dragged its victim back into the water, where it will roll over and over until the victim is drowned. Crocodiles are lazy, and will not pursue more than one round out of water.

CROCODILES, GIANT are thrice the size of their ordinary cousins, but otherwise similar. A bite causes 2-12 points of damage and any attack roll at least 4 more than required swallows a man-sized victim whole. As they float half-submerged in water, they are difficult to spot and can overturn smaller boats and rafts. They can be rammed by larger boats, having a 50% chance of slaying the monster and also of capsizing the boat.

CYBORGS were once men, but are now mostly machines; inhumane and evil. They often occur in great numbers as they sweep across a population intent on assimilating all man-types into cyborgs. They are cruelly strong and deal 3-8 hit points of damage on a hit. They need never check morale and will never give up a pursuit so long as the quarry is in sight.

A CYCLOPS is a 20ft tall giant with but a single large eye which is the cause of poor depth perception and a -2 adjustment on all attack rolls. Cyclopes are loners and only ever occur individually. They dwell in forlorn ruins or caves and seldom encounter others. They prize gold, however, and their treasure hoard will always contain an additional 2,000-5,000 gp. A cyclops attacks with a huge club that deals 6-21 hit points of damage due to its immense strength and can hurl rocks up to 200ft for 2-12 damage. It is said that a cyclops can curse a foe once per year.

**DINOSAURS** are the great lizards and can be fearsome enemies. The largest predators can swallow man-sized victims whole but are fewer in number, while lesser ones appear in hunting packs. Herbivores of all sizes appear in large herds. None of them covets treasure.

DINOSAURS, BRONTOSAURS are among the largest creatures to have ever walked on land. They are up to 80ft long, 20ft tall at the shoulder, and can weigh over 20 tons. They spend their time grazing the vegetation of the great plains and swamplands. Fortunately, they are peaceful herbivores and unlikely to attack unless provoked. The chief danger they present is from crushing, barging, or stampeding before predators or fire. Hits deal 3-18 points of damage due to their immense mass.

DINOSAURS, ICHTHYOSAURS are great reptilian swimmers similar to dolphins but with huge snouts bristling with curved teeth. They are found in any deep waters and are 30ft or more in length. A bite causes 3-18 points of damage.

DINOSAURS, PTERODACTYLS include all large reptilian flyers with wingspans up to 30ft. They typically occur in coastal and swampy regions, and nest in colonies clinging to coastal cliffs, caves, and trees. They rule the prehistoric skies and are always hungry.

DINOSAURS, STEGOSAURS are large herbivores, up to 30ft long and 10ft high with a distinctive array of shield-like plates along the ridge of the spine, granting AC 2 versus attacks from above, and a fist of 2ft long spikes on the tail which strikes for 3-18 points of damage; otherwise they cause 2-12 points of damage.

DINOSAURS, TRICERATOPS are aggressive herbivores that will run down any threat to the herd. They are 25ft long, almost 10ft high, and have a huge skull with a distinctive bony frill (thus AC 2) and three great horns. Should they charge an enemy down these will deal 3-18 points of damage; otherwise they deal 2-12 points of damage due to their size.

DINOSAURS, TYRANNOSAURUS REXES are huge carnivorous lizards and truly fearsome predators. They are 20ft tall and 40ft long and weigh some 7 tons. The jaws contain scores of dagger-like fangs and the monster will swallow a man-sized target whole on any attack roll that exceeds the number required to hit by 4 or more; otherwise it causes 4-24 points of damage on a successful hit.

DINOSAURS, VELOCIRAPTORS include several of the relatively small pack hunting carnivores, up to 5ft high and 10ft long. They are quick and cunning and including to stalk prey, only attacking at the optimal moment. They will not give up a pursuit while their prey remains in sight.

A DJINNI is a magical creature appearing as a supremely confident, bare-chested warrior. They can fly as easily as walk, even burdened with thrice what an ordinary man could bear.

A djinni can become invisible, assume gaseous form, or magically create any desired object at will. Soft materials, including food, drink, garments and so on, are permanent. Harder materials have a shorter existence; djinn gold lasts only a day, steel but an hour. A djinni can also create magical illusions on a whim; these being equal to the phantasm spell except that a djinni has no need to concentrate to maintain the illusion.

A djinni is also able to transform into a torrid whirlwind 30ft high and 20ft wide which will sweep away all creatures of fewer than 2 hit dice (or levels). The whirlwind takes one round to form and another to dissipate. In physical blows a djinni will deal 2-12 points of damage due to his formidable strength.

DOGS are keen nosed pack animals that inhabit plains and prairies. They can be trained only if separated from the pack as pups, but will then have +2 loyalty.

DOPPELGANGERS are humanoid creatures able to change their physical form to identically resemble any man-like creature they have observed. Once a likeness is achieved they can do away with the victim and then act in his role for a time to gain the utmost advantage before attacking again. Doppelgangers are immune to sleep and charm spells and make saving throws as a 10th level fighter.

DRAGON TURTLES are 30ft diameter turtles with long, sinuous necks and dragon heads. They are found only in large bodies of water and lair in deep, underwater grottos.

A dragon turtle has a 90ft x 30ft conical breath weapon of scalding steam which functions as does a dragon's weapon. It can surface beneath even a large ship, having a 50% chance of capsizing the vessel.

**DRAGONS** are the great flying wyrms of legend and are of six types: white, black, green, blue, red, and gold. These types of dragon have the following characteristics:

Dragons by Type						
Type	Habitat	Speaks Common	Magic Using	Breath Weapon Shape	Breath Weapon Type	Resistance
White	Arctic	20%	Never	Cone	Cold	Cold
Black	Swamp	40%	10%	Line	Acid	Acid
Green	Forest	60%	10%	Cone	Chlorine	Poison
Blue	Desert	80%	10%	Line	Lightning	Electricity
Red	Mountains	Always	10%	Cone	Fire	Fire
Gold	Any	Always	Always	Cone	Sound	Magic

## Dragons by Age Category

Age Category	Years of Age	Chance of Sleeping	Breath Weapon Cone	Size Line
Hatchling	0-3	2*	10ft x 3ft	30ft
Young	4-10	2-4*	30ft x 10ft	60ft
Adult	11-30	1	60ft x 20ft	90ft
Mature	31-100	1-2	90ft x 30ft	120ft
Old	101-300	1-3	90ft x 30ft	120ft
Ancient	300+	1-4	90ft x 30ft	120ft

\* Roll two six-sided dice for hatchlings and young, otherwise roll one six-side die.

White dragons are the least intelligent sort, having the usual 20% chance of knowing the common tongue and no possibility of magic use. Gold dragons are the most intelligent sort; they always know the common tongue and always have the use of magic spells. The other dragons have various

chances of speaking common and only one chance in 10 of being magic-using.

As well as a type, dragons also have six life stages; hatchling, young, adult, mature, old and ancient. The size of dragon's breath weapon is determined according to its life stage, as is the possibility of a dragon being asleep if encountered in its lair. Note that even a wakeful dragon may appear to be sleeping.

All dragons can sense hidden and invisible creatures within 60ft. From adulthood they are impervious to normal missiles and need never check morale. Old and ancient dragons cause man-types with fewer than 3 hit dice within 150ft to check morale.

**Sleeping Dragons** Should a dragon be sleeping the characters may, if great caution is employed, approach without waking it. If this is successfully accomplished a single round of surprise attacks is allowed at +2 to hit. These will wake the dragon immediately, and thereafter regular combat will continue.

**Dragon Breath Weapon** A dragon can use its dreaded breath weapon only thrice per day, and will do so to its maximum advantage. Those unfortunates targeted suffer damage equal to the dragon's current hit points, or half if a successful saving throw versus breath weapons is rolled.

**Dragon Magic** Should a dragon be magic-using it will know as many spells as it has hit dice. It will have access to 1st level spells as a hatchling, 2nd level spells as a young dragon, and 3rd level spells thereafter. Gold dragons only continue in this manner, attaining 6th level spells as ancient dragons.

**Multiple Dragons** If ever multiple dragons are encountered they will be related individuals of the same type. Two dragons, for example, could be siblings, mother and daughter, a mated pair, and so on (as appropriate for their age categories). Hatchling and young dragons will be the offspring of adults present; if these are attacked the adults will immediately use their breath weapons against the offender. If either adult of a mated pair is attacked, its mate will retaliate at +4 to hit.

**Subduing Dragons** With the exception of gold dragons, dragons can be subdued according to the usual rules (see Volume II). A subdued dragon will serve so long as its master remains in a commanding position, but will otherwise attempt to escape or slay him. A subdued dragon can be sold into servitude on the open market for 500-1,000 gp per hit point it has, although the player may have difficulty finding a buyer.

**Dragon Treasure** Hatchlings have not yet acquired any treasure. Older dragons have a hoard worth ½ a type H treasure for each age category beyond hatchling.

DRAGONS, BLACK

dwell in swamps, marshes, and jungles, and are invulnerable to acid-based attacks. They are patient hunters able to fly and swim and to breathe underwater indefinitely. While a black dragon lurks underwater, the pool will gradually stagnate and become foul. Its breath weapon is a searing jet of acid which hits all targets in a line.

DRAGONS, BLUE are found in desert regions, soaring on the hot desert airs. They are shrewd hunters and love best to drop unseen from the azure skies, but will also bury themselves in sand dunes for ambush. A blue dragon's breath weapon is a cracking bolt of lightning which will electrify all targets in a line. They are immune to electrical attacks.

DRAGONS, GOLD can be found in any habitat. Despite being the only lawful dragons, they will not willingly serve any player, and they cannot be subdued in combat. They are very intelligent and always magic-using, and will employ spells cleverly in combat. Moreover, they are themselves 50% magic resistant. A gold dragon's breath weapon is a sonic blast that will also damage structures. They sometimes polymorph into human form to move freely among men.

DRAGONS, GREEN are found in daunting woods as well as impenetrable forests. They are immune to poison, are voracious hunters of food and treasure, and also keen gatherers of intelligence.

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**Black Dragons**


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Age	AC	Movement	Melee		
		Rates	HD	Dam	Align
Hatchling	4	6, fl12, sw6	1+2	1-6	C
Young	4	9, fl18, sw12	3+2	1-6	C
Adult	3	9, fl24, sw15	5+2	1-6	C
Mature	3	9, fl24, sw15	7+2	3-8	C
Old	2	9, fl24, sw15	9+2	3-8	C
Ancient	2	9, fl24, sw15	11+2	2-12	C

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**Blue Dragons**


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Age	AC	Movement	Melee		
		Rates	HD	Dam	Align
Hatchling	3	6, fl12, br3	2	1-6	C
Young	3	9, fl18, br6	4+2	1-6	C
Adult	2	9, fl24, br6	7	3-8	C
Mature	2	9, fl24, br6	9+2	3-8	C
Old	1	9, fl24, br6	12	2-12	C
Ancient	1	9, fl24, br6	14+2	2-12	C

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**Gold Dragons**


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Age	AC	Movement	Melee		
		Rates	HD	Dam	Align
Hatchling	4	6, fl12, sw6	1	1-6	L
Young	3	9, fl18, sw12	4+1	1-6	L
Adult	2	9, fl24, sw15	7+2	3-8	L
Mature	1	9, fl24, sw15	10+3	2-12	L
Old	0	9, fl24, sw15	14	2-12	L
Ancient	-1	9, fl24, sw15	17+1	3-18	L

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**Green Dragons**


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Age	AC	Movement	Melee		
		Rates	HD	Dam	Align
Hatchling	4	6, fl12, sw6	1+3	1-6	C
Young	3	9, fl18, sw12	4	1-6	C
Adult	3	9, fl24, sw15	6+1	1-6	C
Mature	2	9, fl24, sw15	8+2	3-8	C
Old	2	9, fl24, sw15	10+3	2-12	C
Ancient	1	9, fl24, sw15	13	2-12	C

They will attack weak targets immediately, but stalk more formidable prey. A green dragon's breath weapon is a choking cone of poisonous chlorine gas.

Red Dragons					
Age	AC	Movement	Melee		
		Rates	HD	Dam	Align
Hatchling	3	6, fl12	2+1	1-6	C
Young	2	9, fl18	5	1-6	C
Adult	2	9, fl24	7+3	3-8	C
Mature	1	9, fl24	10+2	2-12	C
Old	1	9, fl24	13+1	2-12	C
Ancient	0	9, fl24	16	3-18	C

DRAGONS, RED dwell in mountainous caves from where they terrorize the surrounds. Their breath weapon is a fearsome cone of fire, and they are themselves immune to fire-based attacks. They are voracious predators and their greed is legendary. They will

usually attack on site, preferring not to destroy treasure with their breath weapon, if possible.

White Dragons					
Age	AC	Movement	Melee		
		Rates	HD	Dam	Align
Hatchling	5	6, fl12, sw6, br3	1+1	1-6	C
Young	4	9, fl18, sw6, br3	3	1-6	C
Adult	4	9, fl24, sw9, br6	4+3	1-6	C
Mature	3	9, fl24, sw9, br6	6+2	1-6	C
Old	3	9, fl24, sw9, br6	8+1	3-8	C
Ancient	2	9, fl24, sw9, br6	10	2-12	C

DRAGONS, WHITE dwell in polar regions and are immune to cold based attacks. They are cunning predators able to fly, swim, and tunnel through snow and ice. They will not slip on ice, and their breath weapon is a blistering cone of cold.

DRYADS are shy and reclusive creatures who have exhaustive knowledge of their forest homes. Each is bound to an individual tree and can go no further than 240ft from it. Though non-violent, a dryad employs a powerful charm causing a saving throw versus spells at -2. Those who fail will never leave the forest.

DWARFS dwell underground and see equally well by day or by night. They are redoubtable fighters and ogres, trolls, and giants score only half damage against them. A troop of dwarfs is always led by a fighter of 1st-6th level, and there will be one such fighter for every 40 dwarfs in their stronghold lair. A leveled fighter has a 10% chance per level of being equipped with magic armor, a magic shield, and a magic axe or hammer (check separately for each). A dwarf stronghold is 50% likely to be additionally defended by domesticated animals such as badgers or bears.

An EFREETI is of fire and is the irreconcilable enemy of the djinn. They can cause a wall of fire to spring up, and are invulnerable to fire and other incendiaries themselves. Moreover, efreet are immensely strong, able to bear what 8 men can carry, and deal 2-12 hit points of damage in combat. If bound to service, an efreeti will grudgingly serve for a year and a day, but no longer.



An **ELEMENTAL** is an essential natural force and is one of four types – earth, air, fire and water. Each can appear in three sizes; 8, 12 and 16 hit dice. Elementals of any sort can only be harmed by magical weapons.

All elementals, no matter the hit dice or type, must be controlled by the summoner. If the summoner's concentration is broken for any reason the elemental will attempt to kill him, ceasing whatever it is doing and moving at its best speed toward its former master. Anyone between the elemental and its summoner will be slain, everything else will be ignored. Once control is relinquished, there is no known way to regain control over the elemental; it will attack until it or its target is destroyed and immediately return to its home plane if it survives.

ELEMENTALS, AIR The only means of motility possessed by an air elemental is flight but they have absolute control over their movement in air, hovering or changing speed at will and moving up to 360ft per turn. These monsters attack at +1 to hit when engaged in combat versus airborne opponents. They also possess a fearsome whirlwind attack, the whirlwind being 30ft wide at the base, 60ft wide at the apex, and 10ft of height for each hit die possessed (e.g., 80ft tall for an 8 HD air elemental). The whirlwind takes a turn to form and another to dissipate, and while active it will pick up and hurl away any opponent with 2 or fewer hit dice.

ELEMENTALS, EARTH These creatures of earth and stone strike with their mighty fists in combat, doing 3-18 points of damage to any creature standing on solid ground and doing the same amount of structural damage to constructions such as a castle walls. Against opponents not standing on solid ground an earth elemental inflicts 2-12 points of damage with its attack. Earth elementals move 60ft per turn and cannot cross water.

ELEMENTALS, FIRE Fire elementals move 120ft per turn but cannot cross water. The touch of these monsters causes inflammable materials to ignite. In combat, a fire elemental does 2-12 points of damage to most opponents, but versus other fire-based creatures (red dragons, salamanders, fire giants, etc.) they instead do 2-7 points. Fire elementals must be summoned from a large source of heat such as a bonfire, a blacksmith's forge, or molten lava.

ELEMENTALS, WATER Water elementals are very dangerous in their environment, inflicting 2-12 points of damage when in the water, but only 1-6 points on dry land. They can overturn boats and small vessels and keep large vessels from moving. Water elementals are summoned from a large body of water; a puddle or rain-barrel is insufficient but a pond or creek would suffice. Once formed, a water elemental must remain within 60ft of any large body of water. Its movement rate in water is 180ft and on dry land is 60ft.

ELVES are reclusive woodland folk. They are able to move silently and almost invisibly through woods in their gray-green cloaks and are equipped with sword and spear or sword and bow (50% chance of either).

For every 50 elves encountered there will be a leader-type with 1-4 fighter levels and 1-6 magic-user levels. For every 100 elves encountered there will be an additional 4th/6th level fighter/magic-user. Leader-types may possess magic items as per men. All elves add +1 hit point of damage when employing magic weapons, and those with bows can move and fire without penalty.

FISH, GIANT are of various sorts including barracuda, gar, pike, and so on. They are aggressive aquatic hunters and always hungry. They occur in wild schools and as domesticated guardians around merman and nixie lairs.

GARGOYLES appear as do sculptural depictions in gothic architecture. They can remain perfectly still indefinitely and are indistinguishable from ordinary statues when so perched. They are notoriously hostile, however, and will attack without provocation 75% of the time. They are fond of ambush and non-magical weapons will do them no harm.

A GELATINOUS CUBE is a cube-shaped, transparent scavenger that shapes itself to fit dungeon corridors up to 10ft by 10ft wide, and moves about sweeping them clean. It will pick up and absorb everything from rocks and carrion to living things and treasure, which it is unable to digest. Thus, these scavengers can carry a miscellany of durable items (coins, gems, daggers, helms, and so on) suspended in their transparent innards. The touch of a gelatinous cube causes paralysis in living things (unless a saving throw is made) and 1-6 points of acid damage. They are themselves immune to cold, fear, lightning, paralysis and polymorph.

GHOULS are eaters of living and carrion flesh. Their attack rolls and morale checks are penalized by -2 in daylight but the touch of these undead creatures causes paralysis for 2-8 rounds in man-types, excepting elves, who are immune. A successful saving throw versus paralysis will avert the effect, however. A man-type slain by a ghoul will arise again the following night as a ghoul.

**GIANTS** are enormous, ugly humanoids who can hurl great rocks 200ft for 2-12 damage and need never check morale against man-types. A wandering giant carries a great shoulder sack that contains his possessions, including rocks, prisoners, other miscellany, and 1,000-6,000 gp worth of coins. Giants' lairs are 50% likely to be guarded by a 5-10 headed hydra (on a roll of 1-4), 6-36 wolves (on a roll of 5), or 3-18 bears (on a roll of 6). They are of various sorts, including:

GIANTS, CLOUD are 18ft tall and inhabit unbelievable castles among the clouds. Their sense of smell is amazingly keen and they are rarely surprised.

GIANTS, FIRE are 12ft tall and of stocky build. They lair in castles and caverns wherever there is lava, fire, or great heat. They are immune to fire.

GIANTS, FROST are 16ft tall and favor huge horned helmets. They lair in frigid castles and caverns and are themselves immune to cold.

GIANTS, HILL are the most base sort. They are 12ft tall and lair in rudimentary caves or caverns. They frequently associate with ogres, orcs, and other wicked creatures.

GIANTS, STONE are 14ft tall and inhabit isolated mountain cavern systems. They hurl rocks for 3-18 points of damage.

GIANTS, STORM are 20ft tall and inhabit formidable castles situated in out of the way places – forlorn islands, mountain tops, cloudscapes, and so on. They are able to control weather to create a stormy conditions, especially when angry or in battle. As well as rocks, a storm giant can throw an 8 dice lightning bolt once per turn in thunderstorm conditions. They are themselves immune to lightning.

GNOLLS are an unspeakable crossing of trolls and gnomes. These monsters fight with +2 morale. The lair will contain a chieftain and 1-6 bodyguards who fight as 6 and 4 hit dice monsters, respectively.

GNOMES are smaller and more reclusive than their cousins, the dwarfs, but with longer beards and bigger noses.

GOBLINS are small, malicious humanoids who operate underground or at night, adjusting attack and morale rolls by -2 in full daylight. The lair will be a cave complex containing as many non-combatants as combatants, as well as a goblin king and 4-24 bodyguards who fight as 2 and 1+1 hit dice monsters, respectively. The lair is 50% likely to contain an additional 4-24 dire wolves, and 3-18 ogres (check for each separately).

GOLEMS, CLAY are powerful automatons created by high level clerics from blood and pliable clay. They are ponderous and dull-witted but incredibly strong. A clay golem remains under the command of its creator, following instructions to the letter.

In combat a clay golem strikes for 2-12 point of damage and can batter through wooden structures including doors. Moreover, after one round of combat a clay golem comes under the influence of a haste spell with this effect lasting for the next three rounds. However, there is a 1% chance per combat round that a golem will go berserk. Should this occur the creator cannot regain control and the golem will continue to attack what ever creature harms it, or is nearest, until it is destroyed.

Clay golems are largely immune to harmful magic. A disintegrate will slow one and cause 2-12 damage. Move earth will throw a golem back 120ft causing 6-36 damage; otherwise, they can only be harmed by magical weapons. Injuries caused by a clay golem cannot be cured by a cleric lower than 9th level.

GOLEMS, FLESH are powerful automatons created by high level magic-users from stitched together body parts. They are ponderous and dull-witted but inhumanly strong. A flesh golem is not undead, instead being under the command of its creator and following instructions to the letter.

In combat a flesh golem strikes for 2-12 point of damage and can batter through wooden structures including doors. There is a 1% chance per combat round that a golem will go berserk. Should this occur the creator cannot regain control and the golem will continue to attack what ever creature harms it, or is nearest, until it is destroyed.

Flesh golems are largely immune to harmful magic, but cold and fire will slow them. Electrical attacks will heal a flesh golem rather than harm it; otherwise, they can only be harmed by magical weapons.

GORGONS are aggressive, bull-like creatures covered in iron scales with a rightly feared breath weapon that will turn targets to stone. The weapon is a 60ft long by 20ft wide cone usable thrice per day.

A GOTHROG is a giant, fiery fiend of dreadful power and intelligence. A gothrog sees in darkness as men see in daylight and combusts inflammable materials by merely passing nearby. Non-magical weapons cannot harm them, and harmful spells cause only one-quarter damage to them.

Gothrogs carry great, flaming magic swords and fiery whips and can attack with either or both each round. Should a gothrog make only one attack in a round it does so at +2 to hit. The sword strikes for 3-18 hit points as a flaming sword. The whip deals only 1-6 hit points but entangles the target so that the gothrog can drag him unto itself where upon it will immolate, causing 2-12 hit points of fire damage to everybody nearby.

Gothrogs need never check morale and cannot be subdued. A powerful chaotic character might attempt to enlist one (with a substantial offering). However, the gothrog would ever be bent upon usurping his authority. With the exception of top level anti-clerics, few have the presence necessary to keep a gothrog firmly under control.

GRAY OOZE is a creeping dungeon scavenger which is difficult to spot in dim light as it appears much like wet stonework. It can move along walls, floors, and ceilings equally, and can squeeze through tiny openings including cracks in stonework and under doors. Its digestive acids dissolve metal armor in one round, and causes 2-12 points of damage per round to flesh but have no effect on wood or stone. It is impervious to cold and fire, but subject to electrical attacks and normal weaponry (but note its effect on metal).

GREEN SLIME is a pernicious dungeon hazard that clings to walls, floors and ceilings equally, and can grow even through tiny openings including cracks in stonework and under doors. It eats through wood and metal on contact but not stone, and causes 1-6 points of damage per round to exposed flesh. It is impervious to electricity and physical blows but is harmed by cold and fire. A cure disease spell will slay it immediately.

GRIFFONS are majestic creatures with the forequarters of an eagle and the hindquarters of a lion. They are fleet and fiercely territorial and will attack without provocation should anything approach the aerie lair. Griffons make loyal steeds if they can be trained, but crave horse flesh above other foods and will attack and eat any horse within 360ft.

HALFLINGS are small, peaceful folk interested chiefly in home comforts. When the need arises they are able to move silently and almost invisibly and to hide quite superbly. For every 40 halflings encountered there will be a leader-type with 1-4 fighter levels. All halflings are deadly accurate with missiles, adding +1 to attack rolls.

HIPPOGRIFFS are admirable beasts with the forequarters of an eagle and the hindquarters of a horse. They are omnivorous hunters and highly sought as mounts for their great speed, although they will not tolerate pegasi. They never check morale when defending their nest.

HOBGOBLINS are the largest and most fearless goblins. They are armored, well organized, and have +1 to morale rolls. Wandering bands are always led by a sergeant who fights as a 2 hit dice monster.

The lair will be a village, ruin, or cave complex containing half as many non-combatants as combatants, as well as a hobgoblin king and 2-12 bodyguards who fight as 4 and 3 hit dice monsters respectively. The lair is 50% likely to contain an additional 3-18 dire wolves, 2-12 ogres, and 1-6 trolls (check for each separately).

HORSES and MULES are domesticated riding animals and beasts of burden. Riding horses, draft horses, and mules are panicked by fire and strange smells. Only warhorses

and chargers will attack in combat, and only mules are agile enough to enter the labyrinthine passages of a dungeon.

Horses						
Type	Cost	AC	Move		Carrying Capacity	
			Rate	HD		
Riding horse	80 gp	7	24	2	150 lb	
Warhorse	200 gp	7*	18	2+1	200 lb	
Charger	300 gp	7*	15	3	250 lb	
Draft horse	60 gp	7	12	2+1	300 lb	
Mule	20 gp	7	12	2+1	150 lb	

\* AC 4 if barded

HYDRAS are great, many-headed reptiles. Each has one serpentine head per hit die, with these being able to withstand 6 points

of damage before being destroyed. The entirety of the beast is slain only if all of its individual heads are dispatched. Circumstances allowing, each head can select an individual target and can attack each round. It must, however, attack as a fighter with as many levels as it has hit dice.

An INVISIBLE STALKER is a creature from the null-dimensions which can be conjured only by powerful magic. An invisible stalker is not only indistinguishable from air (without the benefit of a reveal invisible, true seeing, or the like), it is a faultless tracker. The conjurer can instruct it to carry out some task, which it will perform single-mindedly until this mission is either accomplished, or it is destroyed or banished.

It will resent this servitude, however, and if after any full day of service a 2 is rolled on two six-sided dice, the stalker will subvert the conjurer's intent by observing his orders absolutely literally to the letter. If ordered to guard a treasure, for example, it might whisk the treasure away to its home dimension and guard it there.

A JUGGERNAUT is an incredibly massive creature of solid ore, though whether it is self-willed or magically motivated is unknown. These behemoths have only ever been sighted individually, but can take any form; a great armored knight, a mammoth and a rhinoceros have all been reported. A juggernaut is so massive that it is impelled upon great stone rollers, with anything falling in its path being crushed utterly beneath it.

Regardless of its actual form, a juggernaut always has a massive dark jewel affixed to it; between the eyes, in the chest, or atop a helm, staff, or sword, and so on. The jewel glows with an eerie light and can throw out a slaying spell each round, or else an improved hold person spell which will affect 2-12 individuals who save at -2, or else a single individual who saves at -6. Unfortunates so held will soon be crushed beneath the juggernaut. If the jewel is somehow removed from a juggernaut, it has no magical properties but is worth 100,000-600,000 gp.

If it comes to blows, a juggernaut deals a crushing 5-30 points of damage. It is impervious to most magical attacks and can only be harmed by magical weapons of +3 or better quality. A Juggernaut need never check morale, and cannot be subdued.

KOBOLDS are small, cowardly reptilian humanoids who prefer to attack in great numbers from ambush. The lair will be a marshy cave complex containing as many non-combatants as combatants as well as a kobold king and 5-30 bodyguards who fight as 1+1 and 1 hit dice monsters, respectively. The lair is 50% likely to contain an additional 3-18 lizardmen and 2-12 crocodiles (check separately).

LEECHES, GIANT are loathsome swamp parasite that will attach to a victim on a successful hit, and then drains one experience level in the round after attachment and another every other round thereafter until either the victim or the leech is slain.

LIONS are the great cats of the plains, occurring in hot to tropical climates. They are territorial hunters and will stalk prey for hours in order to gain a surprise attack.

LIONS, SPOTTED are larger even than regular lions, occurring in caves and mountainous regions. Otherwise these are similar to lions.

LIVING STATUES, IRON are powerful humanoid automatons cast from solid metal. Standing silently, they are indistinguishable from any ordinary metal statue of great size. They are extremely heavy and move ponderously but with purpose.

In combat a living statue of iron can exhale a 10ft radius cloud of poisonous gas or else strike for 4-24 points of damage. They can batter through wooden structures, including doors. They are largely immune to harmful magic excepting that electrical attacks will slow them, and fire will heal them. Otherwise, they can only be harmed by magical weapons of +3 or better quality.

LIVING STATUES, STONE are powerful humanoid automatons hewn from solid rock. Standing silently, they are indistinguishable from any ordinary stone statue of great size. They are very heavy and move ponderously but with purpose.

In combat a living statue of stone can slow one target, or else strike for 3-18 points of damage. They can batter through wooden structures including doors. They are largely immune to harmful magic, excepting the sort which specifically affects stone. Cold and fire will slow them, while stone to flesh will heal them. Otherwise, they can only be harmed by magical weapons of +2 or better quality.

LIZARDMEN are reptilian humanoids with crocodile-like jaws and tails and a rudimentary intelligence. They employ primitive spears, clubs, and maces and will capture as many humans as possible, returning with them to their lair for a tribal feast.

The lair will be a wet or marshy cave complex containing half as many non-combatants as combatants, as well as an equal number of kobolds and 2-12 prisoners. There will be a lizardman chieftain and 1-6 bodyguards who fight as 4 and 3 hit dice monsters, respectively. Additionally, there may be 1-4 giant crocodiles, 2-8 crocodiles, and a dragon present (33% chance of each occurring, checked separately). If a dragon is present it will be an adult, mature, or old black or green specimen.

LYCANTHROPES are also known as werebeasts and are of various sorts. All are man-types afflicted with lycanthropy and cannot be harmed by mundane weaponry unless it is silvered. If any man-type loses 50% or more of his total hit points to wounds caused by a lycanthrope, he will become one of the same type at the next full moon unless he receives a cure disease spell before this occurs.

Outside the lair, werebeasts run in packs of 2-8. If 2-5 are encountered they are all adults. If 6 or more are encountered, they will be a pair of adults with the remainder being non-combative young. If the young are attacked, the female will attack thrice per

round for 4 rounds. If the female is attacked, the male will attack twice per round thereafter. If both adults are slain, the young are automatically subdued.

A lair is made up of 1-4 such packs, and 50% as many animals of their type (bears for werewolves, wolves for werewolves, and so on).

MANTICORAS are great lion-like beasts with dragon-wings, faces like men, and powerful tails that culminate in 24 iron spikes which can be flung, up to 6 at once, at any target within 180ft. These are carnivorous and favor human flesh.

MASTODONS are proto-elephants, encountered on open plains in any climate. They occur in great herds and are generally non-aggressive unless threatened or in the mating season. At these times the males will attack anyone who might dare to approach the herd. Damage is 4-14 points due to their great strength.

MEDUSAE This monster has the lower body of a great serpent and the torso of a woman except that its hair is a tangle of deadly poisonous snakes. So abhorrent is its appearance that anyone (including the medusa itself) who meets its gaze will be turned to stone if he fails to make a saving throw versus petrification.

MEN are of various sorts who lair in villages, caves, hide-outs, encampments, and so on. Brigand and buccaneer lairs will have 2-12 prisoners who will always be persons of some importance. Bandit and pirate lairs will have 3-30 prisoners of any sort. A nomad encampment is always guarded by an additional 20-40 mercenaries (on foot).

Each individual man will have 2-12 sp on his person (this being beyond whatever treasure is to be found in the lair). Pirates and buccaneers instead have 2-12 gp each.

Regardless of type, for every 25, 50 and 100 men encountered there will be an additional leader who is a 3rd-4th, 5th-6th, and 7th-8th level fighter, respectively. If at least 200 men are encountered, there is a 50% chance they are also accompanied by a 5th-8th level magic-user and a 3rd-6th level cleric (roll for each separately). If 300 men are encountered, there absolutely will be an additional 9th-12th level magic-user and an additional 7th-10th level cleric.

Leader-types have a 5% chance per experience level of possessing magical items appropriate to their class. Fighter types roll for a magical sword, shield, and armor. Clerical types roll for a clerical weapon, shield, and armor, and magical types roll for a wand or staff, ring, and a miscellaneous item. Roll for each item separately.

MEN, BANDITS are ordinary men, desperate and surly scavengers armed simply with clubs, daggers, and axes.

MEN, BERSERKERS are fighters maddened with battle lust. They attack at +2 to hit versus man-types and need never check morale. They wear leather armor, carry two-handed weapons, and their leader-types are always fighters.

MEN, BRIGANDS are well-organized robbers and highway men. They wear leather armor, carry shields, are armed with swords, axes, maces, short bows, or spears, and have a +1 adjustment to morale rolls.

MEN, BUCCANEERS are picaroons and castaways who ply the shores for easy pickings from skiffs and pickets. They are unarmored, quick, and carry clubs, daggers, and swords.

MEN, DERVISHES are religious fanatics of the lawful sort. They attack at +2 to hit versus man-types and need never check morale due to their fanaticism. They carry clerical weaponry only, and their leader-types are always clerics.

MEN, MERCENARIES are professional sell-swords and soldiers of fortune. These are well-organized but untrustworthy military men possibly open to offers of employment. They wear mail armor and helmets, carry shields and are armed with swords, spears, pole arms, or crossbows. 25% of their force will also have mounts on a roll of 5-6.

MEN, NOMADS are desert or steppe raiders who are always mounted and thus have a movement rate of 24". They carry short bows, lances, and shields.

MEN, PIRATES are ruthless sea dogs and cut throats who pillage waterways and coastal regions from their sloops and galleys. They are unarmored and quick, arm themselves with clubs, daggers, and curved swords, and have a +1 adjustment to morale rolls.

MEN, ZEALOTS are religious fanatics of the chaotic sort. They attack at +2 to hit versus man-types and need never check morale due to their fanaticism. They carry clerical weaponry only, and their leader-types are always anti-clerics.

MERMEN are aquatic fighters who attack at +2 versus man-types, and need never check morale at sea. They can remain underwater indefinitely, and are only subject to missile fire if they rise to the surface – which they must do to grapple ships, for example. On land (or aboard ships) they suffer a –2 penalty to attack rolls and also morale checks. However, their scaly skin is equal to leather armor and they fight with spears and daggers. They have leader-types as do men, and these are always fighters.

MINOTAURS are great bull-headed humanoids half-as large as a man. They are carnivorous man-eaters and will always attack and never check morale. Nor will they ever give up a chase so long as the prey is in sight.

MUMMIES Such is the force of undeath in these that mundane weaponry does them no harm and even magical weaponry does only half damage. They are vulnerable to fire, however, even the ordinary sort. A hit from a mummy will cause a terrible necrosis such that wounds heal 10 times more slowly. The first and second applications of a cure disease will reduce this to 5 and 2 times, respectively, and only a third application will lift the affliction entirely.

NIXIES are small and comely fresh water sprites who are not evil but will compel intruders to serve their needs. Any 10 nixies can jointly enchant a target with a simultaneous charm person and water breathing spell.

A character who fails to save versus spells will immediately proceed to the underwater lair and remain there in servitude. After a period of one year he will return to the surface unharmed. A dispel magic can prematurely break the enchantment, but always has a 25% chance of failure, regardless of the magic-user's level.



Nixies arm themselves with daggers and javelins. Their lair will be an underwater enclave wherein there will be 4-24 charmed prisoners of various sorts, and whereabouts the pixies will be accompanied by 10-100 large, aggressive fish such as gar or pike. These will obey nixies but can be held at bay by any fire that will burn underwater. Any group of 40 or more nixies can attempt to grapple a surface ship.

An OCHRE JELLY is a monstrous amoeba that lives as a dungeon scavenger. It is susceptible to cold and fire but lightning and weaponry will merely divide it into two smaller parts without causing it harm.

An ochre jelly will dissolve a wooden shield or door in a single round. Flesh contacted suffers 1-6 points of damage per round, but stone and metal are impervious. It can move along a wall, floor, or ceiling equally without difficulty and can squeeze through tiny openings including cracks in stonework and under doors.

OCTOPLI, GIANT are intelligent and lair in shipwrecks and caves, preying on passing ships and swimmers. They can grapple and capsize smaller vessels, or else attack 1-6 times each round with their numerous tentacles. They have no bones and can squeeze through very small gaps.

OGRES are thick-necked, ugly brutes half-again as large as a man and possessing great strength but limited wit. They cause 3-8 points of damage in combat due to their size and strength. They are so suspicious of their fellows that little treasure is left unguarded. Instead, each ogre carries 100-600 gp with him even outside of the lair.

ORCS are fecund humanoids occurring in numerous warlike tribes. They dislike bright light much as do goblins, adjusting attack and morale rolls by -2 from in full daylight. Hostilities between orc tribes are just as common as with neighbors of other sorts, and they will attack foreign orcs on sight unless restrained by a strong leader. However, they need never check morale when defending their lair unless they are outnumbered by 3 to 1 or more.

An orc lair will be either a guarded cave complex or a village protected by a stockade and possibly an encircling ditch or moat. The lair will contain half as many non-combatants as combatants as well as an orc chieftain and 3-18 bodyguards who fight as 3 and 2 hit dice monsters, respectively. A village will contain an additional 1-4 catapults, a high watch tower, 1-6 ogres, a 7th-8th level fighter, and a 9th-12th level magic-user (33% chance of each occurring, checked separately). A cave complex will contain additional dead falls and other traps, 1-6 ogres, 1-4 trolls, and a dragon (33% chance of each occurring, checked separately). If a dragon is present it will be a young, adult, or mature black, green, blue, or red specimen.

PEGASI are shy and wild but noble winged horses. If captured they are difficult to tame and will serve only lawful characters.

PIXIES are small air sprites who are permanently invisible unless they desire to be seen. They are not evil but dislike intrusion, and any 10 pixies can jointly cause a sleep spell once per day with which they dissuade possible offenders. They arm themselves with daggers and short bows, and due to their invisibility they always attack by surprise unless they are detected by magical means. 9 hit dice monsters (including 9th level fighters) can sense pixies even without seeing them.

PURPLE WORMS are voracious burrowers up to 6ft in diameter and 40ft in length that occur almost everywhere. They always attack and need never check morale. Damage is 2-12 points and there is a deadly poisonous stringer in the tail, but the huge maw is its main weapon. If a bite attack roll is a 20 or ever exceeds the score required to hit by 4 or more a man-sized or smaller target will be swallowed whole. Swallowed targets will be unconscious within 3 rounds, slain within 6 rounds, and the body unrecoverable after 12 rounds. The interior gullet is AC 9 but can be attacked only by dagger or knife; at least 12 points of damage must be dealt to cut a way out.

ROBOTS are complex metal automatons with unfathomable electronic brains. They are self motivating and semi-intelligent, and can be negotiated with to some extent. They are usually set on some "program" from which they will never waiver. Robots are crushingly strong and will strike for 2-12 hit points of damage. Many can fly by one means or another, and most are equipped with a disintegration ray which can be fired up to 60ft once every three rounds. A successful saving throw versus wands is required to avoid the beam. Robots never check morale.

ROCS are gargantuan raptors that prey on cattle, horses, and even elephants. Their eyesight is peerless and they automatically spot hidden (but not invisible) man-types. The largest rocs are so fearsome that man-types with fewer than 3 hit dice must check morale if attacked. They lair in remote, mountainous aeries that are difficult to approach except

Rocs					
Type	Approx. Wingspan	AC	Move Rate	HD	Melee Dam
Young	30ft	6	6, fl48	6	1-6
Adult	50ft	5	6, fl42	12	2-12
Ancient	70ft	4	6, fl36	18	3-18

on the wing. Rocs in the lair will be of mixed life stages and there is a 50% chance that there will also be 1-6 unhatched eggs or fledglings.

Fledglings can be trained to serve as mounts if they

can be captured. If the nest contains young the mature rocs will attack anyone who approaches and never check morale. Otherwise, the mature rocs will tolerate lawful characters and possibly even help them. Chaotic sorts can expect only a hostile reaction.

SABRE TOOTHED TIGERS are the great cats of the Pliocene epoch, capable of hunting down dinosaurs. They are half as large again as an ordinary tiger and every bit as canny and agile. A bite causes 2-12 points of damage.

SALAMANDERS are fire-types possessing high intelligence and the upper body of a man and the hind section of a great serpent. They employ spears and pole arms and can be found in lava fields and environs of intense heat. A mere touch causes inflammables to combust or 1-6 points of damage to non-fire creatures.

In melee combat any opponents who are not fire-types suffer an additional 1-6 points of fire damage with each hit. However, if an attack roll exceeds the score required by 4 or more a salamander instead constricts with its burning tail for 2-12 points of damage plus 1-6 fire damage. They are themselves unaffected by fire and mundane weaponry.

SCORPIONS, GIANT are extremely aggressive hunters with the giant variety attaining horse-sized proportions. They sense things mainly through vibration in the earth, and are very likely to attack anything that approaches. Any attack roll which exceeds the

number required to hit by 4 or more (or on a 20 in any case) indicates it is a hit by the poisonous stinger, which is fatal unless the victim makes a successful saving throw versus poison. Otherwise it is assumed to be a pincer attack which deals 3-8 points of damage.

**SEA MONSTERS** include the largest serpents, the many-tentacled kraken, and the enormous, whale-like leviathan (which has reportedly been mistaken for an island). These are generally so huge, and so isolated in their ocean environments, that they cannot ordinarily be challenged by player characters. They exist principally as a deadly peril to shipping. If the players insist on rousing these to combat, damage should be 3-18 for serpents, 4-24 for the kraken, and 5-30 for the crushing mass of the leviathan. Ships will be capsized by the kraken or leviathan, though serpents only have a 50% chance of doing so each turn. Only the kraken hoards treasure in its deep-sea lair.

**SHADOWS** are bleak incorporeal spirits that hunger for the life energy of living things, draining 1-4 points of strength on a hit. They are impervious to mundane weaponry, being harmed only by silver or enchanted arms, although magic weapons will do them double damage. Any man-type reduced to 0 strength by a shadow will arise on the following night as a shadow. Strength loss is recovered at 1 point per hour.

**SKELETONS** are mindless undead brought forth by a villainous magic-user or anti-cleric to serve some wicked purpose. These might carry shields or wear armor, or both, which would improve AC to 7 or 6, respectively. They are unaffected by piercing attacks, require no sustenance, and need never check morale.

**SNAKES, GIANT** can be encountered on land or at sea. On land they are generally non-aggressive unless hunting or provoked. These are of two sorts: vipers and constrictors. Vipers have 6 hit dice, slither silently, and are deadly poisonous. Constrictors have 11 hit dice and can crush man-type for 2-12 points of damage per round, but require a hit at least 4 over the required score to encircle a moving target unless attacking by surprise. The bite attacks normally for 1-6 hit points. Only constrictor-types will be encountered at sea, and these will be an aggressive sort capable of encircling and destroying small boats within their coils in just 2-7 rounds.

**SNAKES, LARGE** are regular reptiles and can be encountered almost anywhere. These are 50% likely to be venomous.

**SPECTRES** are malevolent incorporeal spirits. They can easily move through walls, ceilings, and floors. They are impervious to mundane weaponry and attack with a withering grasp that drains two experience levels on a hit. A man-type slain by a spectre will arise the following night as a spectre under the control of the monster that destroyed him. Any additional spectres encountered will be thralls of this sort.

**SPIDERS, GIANT and LARGE** occur commonly in dungeons. Large spiders are the size of a man's head and will scurry over floors, walls and ceilings equally. Their bite is deadly poison, but the saving throw is a +2. Giant spiders are true horrors up to horse-sized. They are web builders and will lay in ambush waiting to attack unwary victims. Their bite is deadly poisonous. Their web is equal to the web spell in strength. Giant spiders will flee to a dark retreat if faced by superior opposition.

SQUID, GIANT are voracious deep sea predators who will occasionally come to the surface to grapple and capsize passing vessels. Normally they attack 1-6 times each round with their numerous tentacles. If seriously challenged they can expel a great black ink cloud and flee backwards at quadruple pace for two round.

THULLS are frightful humanoids not unlike hobgoblins in appearance, but far more dangerous. A scratch from a thull's black nails causes paralysis, and it will regenerate 1 lost hit point at the beginning of each round.

TITANOTHERES are enormous herbivorous mammals that roam temperate plains and wetlands in herds. Normally peaceful, they will charge and trample anything that threatens them causing 3-18 points of damage due to their great size.

A TITAN is a most handsome and civilized giant. They are at least as intelligent as men, thrice as tall, and impossibly strong. They deliver 6-21 hit points of damage with their gargantuan weapons and have the use of any two magic-user or cleric spells of each spell level per day. A titan lair will contain an additional 3,000-18,000 gp.

TOADS, GIANT are larger than dwarfs and able to swallow halflings and smaller folk whole on any attack roll 4 or more over the number required to hit. They can swim, hop, and breath underwater and are 50% likely to be venomous.

TREANTS are 20-30ft tall, walking talking tree-men. These are guardian shepherds of the ancient forests they inhabit and have little interest in the affairs of short-lived races such as men. Once roused they are dangerous enemies dealing 2-12 points of damage. They are invulnerable to mundane weapons and suffer one-half damage from magical weaponry other than axes, but are vulnerable to fire. Additionally, a treant can awaken any one tree within 100ft thrice per day. An awakened tree fights exactly as another treant without the ability to awaken others.

TROLLS are thin, loathsome humanoids with rubbery green skin. They would stand tall if they were not always hunched over. They are equal in strength to ogres but rarely employ anything more than tooth and claw so cause only 1-6 points of damage. They regenerate 3 lost hit points per round, beginning three rounds after injury, enabling even severed limbs to reattach or re-grow. The only way to permanently slay a troll is to burn its remains or submerge it in acid.

UNICORNS are fierce, noble and most magical steeds. They are reclusive creatures who will tolerate contact only with a maiden of pure heart. If she is a valorous warrior a unicorn may consent to serve as her steed using its horn as a lance when it charges. A unicorn saves as a 12th level magic-user, is able to detect enemies 240ft away, and can dimension door up to 360ft once each day.

VAMPIRES are a dreadful and intelligent blood-sucking undead. Fortunately, they must sleep during the day in a coffin containing soil from their homeland.

They are impervious to mundane weaponry and regenerate 3 hit points of damage per round if injured. Moreover, if reduced to 0 hit points they are not slain but forced to assume gaseous form and flee. They can polymorph into gaseous form or a giant bat at will, and can call forth and command 10-100 rats or bats, or 3-18 wolves.

Any man-type enduring eye contact with a vampire is subject to a charm spell with a -2 adjustment to the saving throw. Once charmed the vampire can bite at the neck with impunity, draining 2 experience levels per round of gorging. Anyone slain thus by a vampire will arise the next night as a vampire enslaved to the monster who made them.

Vampires are destroyed only by direct sunlight, immersion in running water, or a wooden stake through the heart. They can be held at bay by a strongly presented Holy symbol, the smell of fresh garlic, or the face of a mirror.

WEASELS, GIANT are ferocious and cunning hunters who are adept at moving through tunnels and crawl spaces in fierce packs. On any attack roll that exceeds the number required to hit by 4 or more, a giant weasel bites and holds on, gorging on the victim's blood and draining him of 1-4 points of strength the following round.

WIGHTS are accursed undead that drain one experience level and any associated hit dice on a hit. They are impervious to mundane weaponry being harmed only by silver or enchanted arms, although magic weapons will do them double damage. Any man-type slain by a wight will arise on the following night as a wight.

WOLVES occur primarily in cold regions and hunt in packs.

WOLVES, DIRE are larger, more evil, and more cunning than their normal kin. They are 20% likely to speak the common tongue, but always comprehend the chaotic tongue.

WOOLLY MAMMOTHS are enormous, hairy elephant-like animals that occur primarily in arctic regions. These occur in packs and are more aggressive than are mastodons. They are immune to cold and cause 3-18 points of damage by trampling and crushing, or with their mighty tusks.

WOOLLY RHINOCEROSES are enormous, hairy examples of the regular sized animal which occur primarily in arctic regions. They have poor eye-sight but excellent hearing, and are prone to attacking anything that approaches or spooks them. They are immune to cold and cause 4-14 points of damage by trampling and crushing.

WRAITHS are dreadful undead more in the spirit world and less in the physical. Man-types with fewer than 3 hit dice must check morale immediately if attacked by a wraith, while evil sorts fighting alongside one receive +1 on their morale dice. They drain one experience level and any associated hit dice on a hit. They are impervious to mundane weaponry being harmed only by silver or enchanted arms, although silver weapons will do them only half damage. Any man-type slain by a wraith will arise on the following night as a wraith.

WYVERNS are dragon-like monsters with only one pair of legs, no breath weapon, and a deadly poisonous stinger in the tail. Its bite and claw attacks deliver 3-8 points of damage, but the tail is very mobile and able to strike all around.

ZOMBIES are mindless undead brought forth by a villainous magic-user or anti-cleric to serve some wicked purpose. These can be made to carry shields or wear armor, or both, which would improve AC to 8 or 7, respectively. They are unaffected by blunt attacks, require no sustenance, and need never check morale.

# TREASURE

When a monster lair is discovered, it will contain the monsters' treasure hoard (if any) in accordance with its stated treasure type. The referee should roll for each category of treasure (copper, silver, gold, etc.) separately, firstly rolling to determine if the category of treasure is present in the hoard, and secondly – if it is present – to determine quantity.

Treasure Types							
Type	1,000s of coins			Gems	Pieces of Jewelry	Maps	Magic Items
	copper	silver	gold				
A1	(1/4) 1-6	(1/4) 1-6	(1/4) 2-12	(1/2) 10-30	(1/2) 1-8	(1/2) Any 3 items	
A2	(1/4) 1-6	(1/4) 1-6	(1/4) 1-6	(1/2) 10-40	(1/2) 1-10	–	(1/2) 3
A3	–	–	(1/2) 5-30	(1/2) 10-60	(1/2) 2-16	(1/2) 1	–
B	(1/2) 1-8	(1/4) 1-6	(1/4) 1-3	(1/4) 1-6	(1/4) 1	–	(1/4) 1 wpn or armor
C	(1/4) 1-10	(1/2) 1-4	–	(1/4) 1-4	(1/4) 1	(1/4) Any 2 items	
D	(1/4) 1-8	(1/4) 2-12	(1/2) 1-6	(1/4) 1-8	(1/4) 1-2	(1/4) Any 2 items, and 1 potion	
E	(1/4) 1-10	(1/4) 2-12	(1/4) 1-8	(1/4) 1-10	(1/4) 1-2	(1/4) Any 3 items, and 1 scroll	
F	–	(1/4) 2-20	(1/2) 1-10	(1/4) 4-24	(1/4) 1-6	(1/4) Any 3 non-weap, 1 potion, 1 scroll	
G	–	–	(3/4) 10-40	(1/4) 3-18	(1/4) 1-4	(1/2) Any 4 items, and 1 scroll	
H	(1/4) 4-24	(1/2) 1-100	(3/4) 10-60	(1/2) 1-100	(1/2) 1-20	(1/4) Any 4 items, 1 potion, and 1 scroll	
I	–	–	–	(1/2) 3-18	(1/2) 1-4	(1/4) Any 1 item	

Jewelry Value	
1-100	Value
01-20	300-1,800 gp
21-40	500-3,000 gp
41-60	1,000-6,000 gp
61-80	2,000-8,000 gp
81-90	3,000-12,000 gp
91-00	3,000-18,000 gp

For example, orcs are treasure type C so there is a 25% chance their lair will contain 1,000-10,000 cp, a 50% chance their lair will contain 1,000-4,000 sp, a 25% chance their lair will contain 1-4 gems, and a 25% chance their lair will contain 2 items from the "Any Treasures" table (below).

Gem Value	
1-100	Value
01-08	10 gp
09-22	35 gp
23-67	100 gp
68-87	350 gp
88-98	1,000 gp
99	3,500 gp
00	10,000 gp

The value of gems and pieces of jewelry are individually determined. Note that monsters do not carry treasure outside their lair unless stated otherwise.

Where maps or specific types of magic items are indicated, the referee should roll on the appropriate treasure tables (below).

Any Treasures	
1-100	Type
01-70	Magic Item
71-90	Map
91-00	Magic Item & Map

Magic Items	
1-100	Type
01-15	Armor
16-25	Miscellaneous Item
26-35	Miscellaneous Weapon
36-50	Potion
51-55	Ring
56-75	Spell Book or Scroll
76-90	Sword
91-00	Wand or Staff

Wands & Staves	
1-100	Type
01-05	Serpent Staff †
06-10	Staff of Healing †
11-15	Staff of Mastery
16-20	Staff of Power*
21-25	Staff of Smiting
26-30	Staff of Sorcery*
31-35	Staff of Wasting
36-40	Wand of Cancellation
41-45	Wand of Detecting Enemies
46-50	Wand of Detecting Magic
51-55	Wand of Detecting Metal
56-60	Wand of Detecting Secrets
61-65	Wand of Detecting Traps
66-70	Wand of Fear
71-75	Wand of Fireball
76-80	Wand of Ice
81-85	Wand of Lightning Bolt
86-90	Wand of Paralysis
91-95	Wand of Phantasm
96-00	Wand of Polymorph

† Usable by clerics only

\* Usable by magic-users only

Maps	
1-100	Type
01-50	Treasure map
51-85	Magic item map
86-00	Treasure & magic item map

**Maps** reveal the location of a treasure trove which may contain valuables, or magic items, or both as determined by the referee. The map will indicate the kind and approximate worth of the treasure, which can be determined randomly or by the referee. In all cases, the treasure will be guarded by appropriate traps and/or monsters, and the map will be obscured or ciphered in some way.

Other Weapons	
1-100	Type
01-17	Arrows or bolts +1 (5-30)
18-25	Arrows or bolts +2 (4-24)
26-30	Axe +1
31-33	Axe +2
34-37	Crossbow +1
38-48	Dagger +1, +2 vs Goblins & Hobgoblins
49-52	Dagger +2, +3 vs Kobolds & Lizardmen
53-57	Flail +1
58-59	Longbow +1
60-62	Mace +1
63-64	Mace +2
65-69	Morning star +1
70-73	Short bow +1
74-80	Short sword +1
81-83	Short sword +2
84-89	Spear +1
90-92	Spear +2
93-93	Spear +3
94-97	War hammer +1
98-99	War hammer +2
00	War hammer +3

Rings	
1-100	Type
01-05	Animal Mastery
06-10	Climbing
11-15	Deception
16-20	Feather Falling
21-25	Invisibility
26-30	Jumping
31-35	Mastery over Men
36-40	Protection
41-45	Regeneration
46-50	Resistance to Cold
51-55	Resistance to Fire
56-60	Sloth
61-65	Spell Storing
66-70	Swimming
71-75	Telekinesis
76-80	The Djinn
81-85	Water Walking
86-90	Wishes
91-95	Wizardry
96-00	X-Ray Vision

Armor	
1-100	Type
01-12	Leather Armor +1
13-21	Leather Armor +2
22-27	Leather Armor & Shield +1
28-31	Leather Armor & Shield +2
32-40	Mail Armor +1
41-46	Mail Armor +2
47-50	Mail Armor & Shield +1
51-52	Mail Armor & Shield +2
53-58	Plate Armor +1
59-61	Plate Armor +2
62-63	Plate Armor & Shield +1
64-64	Plate Armor & Shield +2
65-79	Shield +1
80-91	Shield +2
92-00	Shield +3

Spell Books & Scrolls	
1-100	Type
01-08	Scroll, cursed
9-19	Scroll, 1 spell
20-29	Scroll, 2 spells
30-38	Scroll, 3 spells
39-46	Spell book, 4 spells
47-53	Spell book, 5 spells
54-60	Spell book, 6 spells
61-68	Ward against Elementals
69-76	Ward against Lycanthropes
77-84	Ward against Golems
85-92	Ward against Undead
93-00	Ward against Magic

Potions	
1-100	Type
01-04	Abbreviation
05-08	Animal Mastery
09-12	Curing
13-16	Deception
17-19	Dragon Mastery
20-23	Exaggeration
24-27	Extra Curing
28-31	Flight
32-35	Gaseous Form
36-38	Giant Mastery
39-42	Giant's Strength
43-46	Haste
47-49	Heroism
50-53	Inviolability
54-57	Invisibility
58-60	Mastery Over Men
61-63	Plant Mastery
64-67	Poison
68-71	Polymorph
72-75	Resistance to Fire
76-79	Sixth Sense
80-82	Treasure Detection
83-85	Undead Mastery
86-89	Water Breathing
90-93	Weightlessness
94-97	X-Ray Vision
98-00	Youthfulness

Magic armor is man-sized unless the referee rules otherwise.



## Miscellaneous Magic

1-100	Type
01-04	Amulet of Proof Against Detection
05-08	Bag of Holding
09-12	Boots of Elvenkind
13-16	Boots of Levitation
17-20	Boots of Speed
21-24	Boots of Striding and Springing
25-28	Cloak of Displacement
29-32	Cloak of Elvenkind
33-36	Crystal Ball
37-40	Drums of Panic
41-44	Efreeti Bottle
45-48	Flying Broomstick
49-52	Flying Carpet
53-56	Gauntlets of Ogre Power
57-60	Girdle of Giant's Might
61-64	Helm of Alignment Change
65-68	Helm of Comprehending Languages and Magic
69-72	Helm of Telepathy
73-76	Helm of Teleportation
77-80	Horn of Blasting
81-84	Medallion of Thoughts
85-88	Mirror of Life Trapping
89-92	Object of Commanding Elementals
93-96	Portable Hole
97-00	Scarab of Protection

## Swords

1-100	Type
01-07	Sword -2, Cursed
08-30	Sword +1
31-35	Sword +1, +2 vs Man-types
36-40	Sword +1, +2 vs Lycanthropes
41-45	Sword +1, +2 vs Enchanted
46-50	Sword +1, +3 vs Giants
51-55	Sword +1, +3 vs Golems
56-60	Sword +1, +3 vs Regenerating
61-65	Sword +1, +4 vs Dragons
66-70	Sword +1, Flametongue
71-75	Sword +1, Frostbrand
76-80	Sword +2
81-85	Sword +3
86-90	Sword +2, Holy
91-95	Sword +2, Unholy
96-00	Sword +2, Vorpal

## MAGIC SWORDS

Most magical weaponry, including lesser enchanted swords, will adjust either the attack roll or the damage roll. However, the greater magic swords additionally have alignment, intelligence, purpose and the possibility of spell-like powers. These weapons are usable by fighters only.

When a magic sword is indicated, roll on the magic swords table, and then roll two six-sided dice to determine the sword's intelligence. A result of 2-5 indicates a non-intelligent sword much like other magical weaponry, while a 6+ indicates an intelligent

The first magical adjustment applies to attack rolls only, while the second adjustment (if given) is applicable to damage rolls only. Damage is 1-6 points unless specified below.

**Cursed** Subtracts from attack rolls, and will always (magically) appear in hand. The player will have a great deal of difficulty ridding himself of this weapon.

**Versus Man-types** Causes additional damage to men, elves, and dwarfs.

**Versus Lycanthropes** Causes additional damage to lycanthropes and shape-shifters.

**Versus Enchanted** Causes additional damage to magic-users and magic-using monsters.

**Versus Giants** Causes additional damage to giants.

**Versus Dragons** Causes additional harm to one specific type of dragon. If this sword is chaotic it is especially harmful to gold dragons. If this sword is lawful it is especially harmful to either white, black, green, blue, or

red dragons; otherwise it will be harmful to any one type.

**Versus Regenerating** Causes additional damage to any regenerating target, including trolls, clerics, and players with regenerating rings or swords.

**Flametongue** This sword is afire with burning light. It deals +3 damage to

creatures of cold and those vulnerable to fire, including mummies, treants, and white dragons.

**Frostbrand** This sword glimmers with frigid blue light. It deals +3 damage to creatures of fire and those vulnerable to cold, including fire elementals, efreet, and red dragons.

**Holy** This sword is always lawful (see below) and deals an additional 1-6 damage against the most diabolical and profane, including undead, demons, and anti-clerics.

**Unholy** This sword is always chaotic (see below) and deals an additional 1-6 damage against the most pure and saintly, including unicorns, angels, and clerics.

**Intelligence**

Some magic swords are intelligent, as determined by a throw of two six-sided dice.

Magic Sword Intelligence		
Int 2-12	Powers	Communication
2-6	—	None
7	1	Empathic
8	2	Empathic
9	3	Verbal
10	3	Multilingual
11	3	Read Magic
12	3+1*	Telepathic

\* 3 powers plus 1 exceptional power

An intelligent sword is a living thing with its own motivations and personality. The referee should play it just as any other non-player character and it may or may not be friendly to its wielder.

With intelligence comes spell-like powers (including the possibility of exceptional powers) and also the ability to communicate with the wielder (and others).

Multilingual Sword Languages	
2-12	Number of Languages
2-7	1 additional language
8	2 additional languages
9	3 additional languages
10	4 additional languages
11	5 additional languages
12	Roll twice

**Communication**

An intelligent sword is also able to communicate. Empathic communication is via physical hints such as pointing, leaning, shaking, vibrating and so on, combined with emotional impulses. Verbal communication is via an audible voice spoken in any language the sword knows. All intelligent swords know their alignment tongue; multilingual swords will know a number of other tongues in addition.

**Ego**

All intelligent swords have an ego rating from 2-12 as determined by rolling two six-sided dice, and this figure is adjusted by +1 for each exceptional power (see below) the sword possesses.

## Alignment

All intelligent magic swords are aligned. Regardless of whether it is intelligent or not, a holy sword is always lawful and an unholy or energy draining sword is always chaotic.

Magic Sword Alignment	
1-6	Alignment
1	Chaotic
2-3	Neutral
4-6	Lawful

## Alignment Damage

Any character who willingly handles an enchanted sword of a different alignment will suffer 1-6 points of damage for each step its alignment is removed from his. Thus, a lawful player will suffer 2-12 points of damage if he handles a chaotic sword. A character contacting a magical sword unwillingly or under instruction is spared half this damage.

## Powers

Intelligent swords will have a number of additional powers (and possibly exceptional powers as well) as determined by their degree of intelligence (see above).

Roll on the adjacent tables to determine each of these powers.

The wielder is required to hold the sword unsheathed and to concentrate for a full round in order to invoke any of these powers. Only one such power may be used each round, but they can otherwise be used thrice per day with the exception of regeneration, and wishes (which allows a total of 3 or 1-6 uses, as per the ring).

Unless noted otherwise, these powers are as per the equivalent magic-user spells. Note that a life stealing sword is always chaotic and will drain 1 level (or hit die) on a hit unless the target makes a successful saving throw versus wands.

Magic Sword Powers	
2-12	Power
2	Roll twice
3	Detect invisible objects
4	Detects gems/jewelery
5	Detect silver
6	Detect shifting stonework
7	Detect sloping passages
8	Detect evil/good
9	Detect traps
10	Detect gold
11	Detect magic
12	Exceptional power instead

Magic Sword Exceptional Powers	
3-18	Exceptional Power
3	Roll thrice
4	Roll twice
5	Teleport
6	Telekinesis
7	Regeneration (1 hp per turn, 6 per day)
8	Charm person
9	Knock
10	Sixth sense
11	Levitate
12	Phantasm
13	X-Ray vision (as the ring)
14	Fly
15	Giant's strength (as the potion)
16	Life stealing
17-18	Wishes (as the ring)

**Purpose**

The most potent magic swords have been forged for a specific purpose.

A roll of 11 or 12 on two six-sided dice indicates a purposed sword, and these will always have the maximum intelligence and ego (assume a roll of 12 for each).

The purpose of such a sword is determined according to the adjacent table.

Magic Sword Purpose	
2-12	Purpose
2	Slay gothrogs
3	Slay elementals
4	Slay thieves
5	Slay anti-clerics†
6	Slay magic-users
7	Defeat evil* (as per dispel evil)
8	Slay fighters
9	Slay undead
10	Slay lycanthropes
11	Slay giants
12	Slay dragons

† clerics if chaotic, both if neutral

\* good if chaotic, both if neutral

In all cases the purpose of a sword is according to its alignment. Thus, a lawful sword purposed to destroy magic-users is purposed to destroy chaotic magic-users only. A neutral purposed sword affects lawful and chaotic types equally.

A lawful sword will paralyze any purposed foe on a successful hit should he fail a saving throw versus spells. A chaotic sword will instead slay a purposed foe outright should he fail to save versus poison. A neutral sword will slow a purposed foe if he fails to save versus petrification.

**Dominance**

An intelligent sword also has a dominance rating, which is the sum of its intelligence and ego.

A sword may mentally wrestle for dominance over its wielder in order to get its own way when any of the following (or similar) circumstances arise:

- \* Any character willingly draws or even touches the sword,
- \* The sword's purposed enemy appears,
- \* Another magical sword is found,
- \* The wielder is reduced to fewer than half of his hit points.

Compare the sword's dominance to the sum of the player character's wisdom, charisma and fighter level. The player character adds 1-6 if he is fresh and uninjured, but subtracts 1-6 if he has fewer than half of his total possible hit points. The sword adds 2-12 if its alignment differs from the player character's.

If there is any difference in the sword's favor, it gains control over the character unless he makes a successful saving throw versus spells. If the difference is 6 or more no saving throw is allowed.

Whenever a sword dominates its wielder it will cause him to act in accordance with its own goals. This means disposing of competing weapons, entering into glorious (or ignoble) combat, decorating itself with bejeweled hilt-work or scabbards, surrendering itself to a superior wielder who can better achieve its goals, or to an inferior one whom it can more easily dominate, or any other actions that serve its own end. Domination is usually exerted for the duration of one such course of action.

# EXPLANATION OF TREASURES

## ARMOR AND SHIELDS

A suit of magical armor or an enchanted shield will reduce opponent's attack rolls by an amount equal to its adjustment. Thus a suit of +1 mail armor will cause enemies to attack at -1, while a +2 shield will cause enemies to attack at -2, and so on. If a character wearing magical armor carries an enchanted shield of greater potency, use its greater adjustment if he throws a 5 or 6 on a six-sided die.

## MISCELLANEOUS MAGIC ITEMS

These items are usable by all characters unless noted otherwise.

**Amulet of Proof Against Detection** An amulet which blocks all forms of magical detection, including that by crystal ball, locate object, reveal invisible, sixth sense, witch eye, and so on. It is ineffective against mundane detection, however.

**Bag of Holding** An amazing sack which can hold up to 10,000 coins and appear only partially full and weigh only 50 lb. Anything not wider than 3ft x 3ft can be fit into it.

**Boots of Elvenkind** Elvish footwear that enables the wearer to move almost completely silently.

**Boots of Levitation** Empowers the wearer to levitate as per the magic-user spell of the same name, but with unlimited duration.

**Boots of Speed** Anyone so shod may run at up to 24" for a full day, after which he must rest for a day.

**Boots of Striding and Springing** The wearer can sustain his full normal speed indefinitely without need of rest. Furthermore, thrice per day he can make a great leap up to 60ft forward or 20ft directly up or backward, landing soundly on his feet.

**Cloak of Displacement** The wearer of this cloak appears slightly displaced in time and space, improving his armor class by 2 and adding +2 to saving throws versus ray attacks.

**Cloak of Elvenkind** of A wondrous cloak that renders the wearer nearly invisible.

**Crystal Ball** Employable by magic-users only, these provide vision of a desired place, person, or object, although great distance and unfamiliarity the subject increase the chance that the subject cannot be located. Except as noted below, the other senses will remain unsatisfied. Spells such as read magic, darkvision, reveal invisible, and so on will affect what may be seen, but no spell or spell-like effect can be cast through a crystal ball. Most of these (1-4) permit clairvoyance only, but some (5) also permit clairaudience, and others (6) also permit the magic-user to hear thoughts exactly as does the sixth sense spell. These may be used no more than thrice per day without risk of insanity, and each turn of continuous usage requires one hour of rest thereafter.

**Drums of Panic** A pair of great drums that, when beat, will panic all living things at least 20ft but not more than 120ft away. Those with 5 or more hit dice are allowed a saving throw versus spells to resist. Panicked creatures will flee at their fastest rate for a full turn. These are too large to be carried and played by a man-type, but may be carried on a wagon or beast of burden.

**Efreeti Bottle** The efreet trapped in this bottle will grudgingly serve whomever should free him (and no other) for a year and a day.

**Flying Broomstick** Employable by magic-users only, this broom can fly with one rider at 24" speed, or else at 18" speed with two riders.

**Flying Carpet** Can carry one or two riders at the same rates as a Broom of Flying, that is, 24". Unlike the Broom of Flying, it can also carry a third person with a reduction in movement rate to 12".

**Gauntlets of Ogre Power** The wearer of these gains strength equal to an ogre enabling him to perform feats of great strength and to deal +2 hit points damage in combat.

**Girdle of Giant's Might** The wear of this wide leather girdle gains strength equal to a hill giant. He is thus capable of mighty feats of strength including hurling rocks and dealing 2-12 points of damage in combat.

**MAGICAL HELMS** are not considered to be armor. They do not adjust armor class, and neither are magic-users restricted from wearing them. Should these be worn in battle then the referee may assume that 1 blow in 6 is aimed at the head. If that blow should connect then the helm will be smashed.

**Helm of Alignment Change** If worn, immediately causes lawful persons to become chaotic and vice-versa. Neutral persons are 50% likely to change either way. Removing the helm thereafter will not revert the subject's alignment. This can be accomplished only by an atonement spell or else by a wish. Of course the affected person will resist such efforts to the utmost of his ability.

**Helm of Comprehend Languages and Magic** The wearer is able to read any magical or mundane language.

**Helm of Telepathy** Enables the wearer to probe subjects within 90ft by means of the sixth sense, and additionally to implant a mental suggestion. The subject is allowed a save versus magic at -2, or else is influenced as if by a charm spell for the duration of that one suggestion.

**Helm of Teleportation** Employable by magic-users only, this helm grants the ability to teleport up to three times per day as per the magic-user spell. If the wearer has also memorized the teleport spell, then that spell will not be erased from memory if cast for so long as this helm is worn.

**Horn of Blasting** A blast upon this horn delivers 2-12 points of damage to all living things within a cone-shaped area of effect 100ft long and up to 30ft wide. Survivors are deafened for a turn, and any buildings or architecture suffer structural damage.

**Medallion of Thoughts** Grants the wearer use of the sixth sense spell excepting that there is 1 chance in 6 it will fail to read any particular subject.

**Mirror of Life Trapping** A shield-sized mirror which traps any man-type or undead who sees his own reflection at 10ft or closer. It is 90% likely that an unwary subject will see his reflection in good light, but only 10% likely if he is wary of its power. The mirror can hold up to 15-20 prisoners at one time, with each being held individually in a private null dimension. Those so imprisoned remain unharmed but are completely powerless therein. A magic-user can call any prisoner to the surface of the mirror to converse, and if desired, can free them from the mirror. Breaking the mirror will free all prisoners simultaneously.

**Object of Commanding Elementals** These four objects are usable by magic-users only, each conjuring an elemental of a particular type. The conjuration requires a full turn of preparation and another of summoning. The elemental brought forth will then have 12 hit dice, and be subject to control exactly as per the invoke elemental spell.

\* Stone of Controlling Earth Elementals

\* Brazier of Commanding Fire Elementals

\* Censer of Controlling Air Elementals

\* Bowl of Commanding Water Elementals

**Portable Hole** An inky black piece of magical fabric that creates a 10ft deep, 6ft wide circular hole when placed on the ground. The fabric can be picked up and folded away, either from outside the hole or from inside the hole (pulling it in after you). When folded away the hole contains limited air, so a breathing creature will not survive longer than a few hours. The fabric has no weight regardless of what is in it, and the hole is in an extra-dimensional space such that it cannot be used as a tunnel through floors or walls.

**Scarab of Protection** Affords the wearer absolute immunity to magic missile, disintegration, finger of death, level drain, and all curses. The scarab will nullify 2-12 such attacks before crumbling to dust.

## MISCELLANEOUS WEAPONRY

Unless stated otherwise the adjustment (+1, +2 or +3) applies to damage only.

**Arrows or bolts** (50% chance of either) are usable by fighters only. The magical adjustment applies both to attack and damage rolls. The attack (but not damage) adjustment stacks if fired from an enchanted weapon; thus a +1 arrow fired from a +1 bow adjusts the attack roll by +2.

**Axes** (50% chance of battle axe or hand axe) are usable by fighters only. Hand axes can be hurled up to 30ft, but this is always considered a medium range attack.

**Crossbows** are usable by fighters only. Magical adjustment applies to attack rolls only.

**Daggers** Usable by fighters, thieves, and magic-users. The first magical adjustment applies to attack rolls only. The second adjustment (if given) is applicable to damage rolls; otherwise damage is 1-6 points.

**Flails** are usable by fighters and clerics.

**Longbows** are usable by fighters only. Magical adjustment applies to attack rolls only.

**Maces** are usable by fighters and clerics.

**Morning stars** are usable by fighters only.

**Short bows** are usable by fighters only. Magical adjustment applies to attack rolls only.

**Short swords** are usable by fighters and thieves. The first magical adjustment applies to attack rolls only. The second adjustment (if given) is applicable to damage rolls; otherwise damage is 1-6 points.

**Spears** are usable by fighters only. These can be hurled up to 30ft as a medium range missile attack and can be set against a charging foe, causing double damage.

**War Hammer +3** In the hands of a fighter or cleric, this weapon adds +3 hit points to damage. In the hands of a dwarf, however, it causes 2-12 damage against all foes excepting giants, against which it instead deals 5-15 damage. Additionally, throwing range is doubled for a dwarf, and the hammer will automatically fly back to his hand.

## POTIONS

A potion flask contains enough liquid to cause the effect described below and, unless noted otherwise, the entire potion must be quaffed for it to take effect. A small sip may be tasted without altering its efficacy. The duration of any temporary effect is 7-12 turns unless stated otherwise.

**Abbreviation** Quaffing the full potion will reduce a 6ft tall person to 6in in height. Consuming a lesser part will have a proportionally lesser effect.

**Animal Mastery** One turn after consumption the imbiber gains control over 3-18 small animals, or 2-12 medium animals, or 1-6 large animals. Only ordinary animals can be controlled.

**Curing** Restores 2-7 lost hit points.

**Deception** Causes the imbiber to believe the effect is whatever he desired it to be, or a randomly determined potion effect determined by the referee.

**Dragon Mastery** Affects only one type of dragon, as determined by the referee. One turn after consumption the imbiber gains control over up to 3 dragons who fail to save versus spells.

**Exaggeration** Quaffing the full potion will increase a 6ft tall person to 30ft in height. Consuming a lesser part will have a proportionally lesser effect.

**Extra Curing** Quaffing the full potion restores 6-21 lost hit points. Taking only one-third of it will restore 1-6 hit points.

**Flight** Consumption of this potion has the same effect as a fly spell except that it lasts for 7-12 rounds.

**Gaseous Form** The imbiber becomes a cohesive, motile cloud of gas able to penetrate any non-airtight space. However, anything worn or carried drops to a heap on the floor.

**Giant Mastery** Affects only one type of giant, as determined by the referee. One turn after consumption the imbiber gains control over up to 4 giants who fail to save versus spells.

**Giant's Strength** Grants strength equal to a giant, including hurling rocks for 2-12 points of damage per hit.

**Haste** Imbues the imbiber with the same effect as the haste spell except that it lasts for 2-7 rounds.

Potion of Heroism	
Fighter Level	Fighter Level Adjustment
0-1	+4
2-4	+3
5-7	+2
8-10	+1

**Heroism** Causes an ordinary man-type to function as a heroic fighter (4th level) in all respects. Leveled fighters are also temporarily increased as indicated below:

**Inviolability** Improves armor class and all saving throws by 2 for 7-12 rounds.

**Invisibility** Drinking this potion produces the same effect as the magic-user spell of the same name for 7-12 rounds.

**Mastery Over Men** One turn after consumption the imbiber gains control of up to 12 man-types with 1 to 3 hit dice, or up to 8 with 4 to 6 hit dice, or up to 4 with 7 to 9 hit dice, or but 1 with 10+ hit dice. All are allowed a saving throw versus spells.



**Plant Mastery** One turn after consumption the imbiber gains control over ordinary plants covering a 60ft x 60ft area, or else up to 6 individual plants. Intelligent plants are allowed a saving throw versus spells.

**Poison** Even a sip is fatal unless a saving throw versus poison succeeds.

**Polymorph** This potion produces the same effect as a polymorph spell except that it lasts only 7-12 rounds.

**Resistance to Fire** Grants invulnerability to ordinary fire and adjusts saving throws versus magical fire, red dragon breath, gothrog immolation, and so on, by +2. Any fire damage sustained is reduced by -1 per die regardless.

**Sixth Sense** Drinking this potion produces the same effect as the magic-user spell of the same name for 7-12 rounds.

**Treasure Detection** Quaffing this potion enables the detection of any treasure worth 5,000 gp or more within 360ft. It is not blocked by lead, stone, or anything else.

**Undead Mastery** One turn after consumption the imbiber gains control over up to 8 undead with up to 3 hit dice, or up to 4 undead with 4+ hit dice. The latter are allowed saving throws versus spells.

**Water Breathing** The imbiber is able to breathe comfortably underwater for 7-12 turns.

**Weightlessness** Imbibing this potion has the same effect as a levitate spell for 7-12 rounds.

**X-Ray Vision** Enables the imbiber to see through up to 10ft of stone or 6in of iron to a distance of 60ft for 7-12 rounds. Everything will be revealed, including traps and secret spaces, except that the magic is obstructed by lead or gold. Only a 10ft by 10ft section of wall can be so examined each round.

**Youthfulness** Reduces the imbiber's age by 10 years.

## RINGS

Magic rings are usable by all characters, though they must be worn in order to function. One ring may be worn on each hand, and these will have a continual effect unless noted otherwise in the description (below).

**Animal Mastery** The wearer gains control over 3-18 small animals, or 2-12 medium animals, or 1-6 large animals. Only ordinary animals can be controlled.

**Climbing** Enables a bare-foot and empty-handed wearer to scale any surface that is not absolutely vertical and sheer at a movement rate of 3", and to cling to walls and ceilings indefinitely.

**Deception** Causes the wearer to believe the effect is whatever he originally desired it to be or a randomly determined effect determined by the referee.

**Feather Falling** Activates immediately if the wearer falls any further than 5ft, causing him to descend as gently as a feather.

**Invisibility** As per the magic-user spell of the same name.

**Jumping** Allows the wearer to make up to three great leaps each day. Each jump may be up to 60ft forward or 20ft directly up or backward, and the wearer will land soundly on his feet. This may be enough to break off from melee, at the referee's discretion.

**Mastery Over Men** The wearer gains control over up to 12 man-types with 1 to 3 hit dice, or up to 8 with 4 to 6 hit dice, or up to 4 with 7 to 9 hit dice, or but 1 with 10+ hit dice. All are allowed a saving throw versus spells.

**Protection** Adjusts armor class and all saving throws by +2.

**Regeneration** Causes the wearer to regain 1 lost hit point each round. Severed limbs will reattach or re-grow. The wearer will even return from the dead if wearing this ring when reduced to 0 (or fewer) hit points. Only fire or acid can permanently slay the wearer.

**Resistance to Cold** Grants invulnerability to ordinary cold and adjusts saving throws versus magical cold, white dragon breath, and so on, by +2. Any cold damage sustained is reduced by -1 per die regardless.

**Resistance to Fire** Grants invulnerability to ordinary fire and adjusts saving throws versus magical fire, red dragon breath, gothrog immolation, and so on, by +2. Any fire damage sustained is reduced by -1 per die regardless.

**Sloth** The wearer is immediately reduced to half his original strength, half his level on the attack matrix, and suffers a -2 penalty to his armor class. The ring cannot be removed by any means short of a remove curse or wish spell.

**Spell Storing** A ring of this type can store 1-6 spells of either the magic-user (1-4), cleric (5), or anti-cleric (6) sort. Whether there are stored spells in the ring, and what spells they are, should be determined randomly if such a ring is found. Anyone who places this ring on his finger immediately knows which spells, if any, are stored therein and may invoke them. Each stored spell can be invoked once before it is expended. The ring can only be recharged by a magic-user, cleric, or anti-cleric, respectively.

**Swimming** Enables an unencumbered wearer to swim as fluidly as a sea-lion, gliding through water at a movement rate of 15". Additionally, he can hold his breath for three times as long as normal and suffers no hindrance while in water.

**Telekinesis** The wearer is able to shift loads up to 200 lb at a rate of 12" simply by concentrating. It has a range of 120ft.

**The Djinn** The wearer may call forth a djinni who is permanently bound to serve whoever wears the ring. The djinni is as all monsters of this type, except that it cannot grant wishes.

**Water Walking** Enables the wearer to walk on water as if he were walking on dry land.

**Wishes** Grants either 3 or 1-6 (50% chance of either) wishes to the wearer. A wish is powerful magic indeed, but only the most literal interpretation of any wish is honored. A wish must be uttered in one breath. It can be used to heal a player or restore him to life, lift curses, dispel magic, and so on. Ability scores can be restored to normal or raised by 1 point (up to 18). A lost experience level can be restored, but a new experience level cannot be added. Any wealth or object brought to hand will come from somewhere, and the rightful owner will not be pleased with this theft. The referee should adjudicate the effects of wishes carefully. A wish that all orcs should die, for example, might have no effect given that all orcs are mortal and will die eventually in any case.

**Wizardry** Enables a magic-user to memorize twice as many spells of one specific spell-level (1-6), determined randomly.

**X-Ray Vision** Enables the wearer to see through up to 10ft of stone or 6in of iron to a distance of 60ft. Everything will be revealed, including traps and secret spaces, except that the magic is obstructed by lead or gold. Only a 10ft by 10ft section of wall can be so examined each round.

## SCROLLS

Scrolls are either spell scrolls, wards, treasure maps, or curses. Each type can be identified by anyone who can read. However, spell scrolls are usable only by magical types, and curses are triggered as soon as they are identified.

Curses	
1-10	Type
1	All gold touched or carried turns to lead
2	All saving throws penalized by -2
3	Blinded
4	Disease contracted, fatal within 24 hours
5	Polymorphed into insect, frog, mouse, or similar
6	Powerful monster appears
7	Randomly determined ability score reduced to 3
8	Transported to a lower dungeon level
9	Transported to another time, place or plane of existence
10	Turned to stone

**Spell scrolls** are of the magic-user (1-4), cleric (5) or anti-cleric (6) sort, and contain 1-6 spells. The spell level and name of each spell is determined randomly. The caster level of each spell is the minimum necessary to cast it.

**Wards** function as does the circle of protection from evil spell, except for the number and type of monster warded against and the duration of only one hour.

**Ward against Elementals** Effective against but a single elemental of any type.

**Ward against Lycanthropes** Effective against up to 2-12 lycanthropes of any type.

**Ward against Magic** Effective against all magic in a 10ft sphere about the reader for one hour, in the same manner as the anti-magic shield spell.

**Ward against Undead** Wards against 4-24 undead with 1 to 3 hit dice, or 2-12 undead with 4 to 6 hit dice, or 1-6 undead with 7 or more hit dice.

**Curses** (see adjacent table) will affect the reader and any man-type within 15ft.

## STAVES & WANDS

Staves are employable by magic-users and clerics as weapons or for firing spell-like effects as an 8th level caster. A staff holds up to 200 charges, but will have only 10-200 charges when found.

Wands are employable by magic-users only for firing spell-like effects as a 6th level caster. A wand holds up to 100 charges, but will have only 10-100 charges when found.

Each use of a spell-like effect drains one charge unless stated otherwise.

**Serpent Staff** Usable by clerics only this staff adds +1 to attack and damage rolls. On a hit the cleric may expend one charge causing the staff to become a serpent that coils about the target, holding a man-sized target fast for 1-4 rounds, or preventing attack otherwise. After this period, the serpent slithers back to its owner and returns to staff form.

**Staff of Healing** Usable by clerics only, this staff will cure 2-7 hit points at a touch. Functions only once per day on any one person.

**Staff of Mastery** This staff has the powers of plant mastery, animal mastery, and mastery over men.

**Staff of Power** Employable by magic-users only to invoke a lightning bolt, fireball, or a cone of intense cold 60ft long and up to 20ft wide. Each of these cause 8-48 points of damage (but a successful saving throw will reduce the damage by one-half). Additionally, the staff may cause continual light, wall of fire, and telekinesis (up to 250 lb). In combat it performs as a staff of smiting.

As a last resort the wielder may perform a final strike, breaking the staff and releasing all its remaining energy. This blast causes 6 points of damage per remaining charge to all creatures within 30ft.

**Staff of Smiting** Uses no charges but causes 2-12 points of damage on a hit.

**Staff of Sorcery** Usable by magic-users only this has all the functions of the Staff of Power (including a final strike) as well as whirlwind (as a 4 HD air elemental), invisibility, invoke elemental (8 HD), paralysis (as the wand), passwall, wall of ice and web.

**Staff of Wasting** A successful hit causes 1-6 points of damage and ages the target by one decade. This has little impact upon elves, but is a terrible toll upon men.

**Wand of Cancellation** Negates the function of any one wand or staff each round. Against effects that cause damage this wand will cancel exactly 6 dice.

**Wand of Detecting Enemies** Anyone within 60ft who is aware of, and hostile or malicious toward, the wand wielder is revealed to him.

**Wand of Detecting Magic** Reveals the presence of magic within 20ft. Expending a second charge will reveal the general nature of one specific spell or enchanted item.

**Wand of Detecting Metal** Reveals the location and type of any mass of metal of at least 100 lb (or 2,000 coins) that is within 20ft.

**Wand of Detecting Secrets** Reveals any secret or concealed doors or passages within 20ft.

**Wand of Detecting Traps** Reveals any and all traps within 20ft.

**Wand of Fear** Sends forth a cone of panic 60ft long and out to 20ft wide which causes all subjects to save versus spells or flee.

**Wand of Fireball** Issues a 6 dice fireball exactly as the magic-user spell of the same name.

**Wand of Ice** Produces a cone of intense cold 60ft long and up to 20ft wide which causes 6 dice of damage (but allows a saving throw for half damage).

**Wand of Lightning Bolt** Issues a 6 dice lightning bolt exactly as the magic-user spell of the same name.

**Wand of Paralysis** Issues a ray up to 90ft long which will paralyze any single man-type or humanoid for 2-12 rounds.

**Wand of Phantasm** Generates an illusion exactly as the magic-user spell of the same name, except that the wielder can move at a normal walk while maintaining the phantasm. Breaking the wielder's concentration will end the phantasm.

**Wand of Polymorph** Enables the wielder to polymorph himself or others exactly as per the polymorph and baleful polymorph spells.

## SAVING THROWS FOR MAGICAL ITEMS

With the exception of helms, magic items are assumed to remain intact so long as the player survives. Otherwise, the base saving throw for magical items is follows:

Arms, armor, shields, and rings of protection add their defensive adjustment while items that produce spell-like effects adjust their saving throw by +2 against similar effects. Thus, a wand of fireball and a flametongue sword would save at +2 versus red dragon's fire.

Poison or insanity would not affect most magic items, but petrification and disintegration would, for example.

Item Saving Throws	
Item	Roll
Armor	12
Miscellaneous Item	Var
Potion	16
Ring	10
Scroll	16
Shield	12
Stave	12
Wand	14
Weapon	10

## ARTIFACTS

Super powerful magic items of either alignment might exist at the referee's option. These potentially game-altering objects are known as artifacts, and should be handled by the referee with great care.

Artifacts are unique, campaign specific objects which have a purpose and a history. They will be known among the wisest, and may also be known through folk lore to the commoners. An artifact could be a throne, extra-dimensional gate, crown, mechanized armor, enchanted ship, a sword of seven shards, or anything else.

Whatever its nature, an artifact is impervious to ordinary magic. Anti-magic shield, remove curse, dispel magic, dispel evil, and so on are completely ineffective. Moreover, an artifact is almost completely indestructible. There is typically only one specific means to destroy an artifact, and it involves a great quest to some faraway and dangerous place.

Consequences for meddling with an artifact of differing alignment should be severe. Death, insanity, extra-dimensional imprisonment, 10-60 hit points of damage, loss of 2-7 levels, or similar would not be unreasonable.

The power imbued when employing an artifact appropriately should be equally astonishing, and this matter is left entirely to the referee's imagination...

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