

Delving Deeper

REFERENCE RULES V3



VOLUME III

MONSTERS & TREASURES

DELVING DEEPER

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by Simon J. Bull

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For all followers of the original fantasy game

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MONSTERS

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

It is clear then that not all monsters are harmful to the players. Some are quite benign and may even be helpful. Others are completely disinterested in the players so long as they don't get in the way, while yet others are villainous threats that will seek to slay, capture, or waylay the players. A monster's initial disposition toward the players is determined by a reaction check and its alignment. This characteristic is a one word summary of any monster's stance in the eternal struggle between law, chaos, and neutrality.

Summary of Monsters

Table 3.1 Summary of Monsters

Type	Number	Number	Move			Lair Treasure		
	Appearing	In Lair	AC	Rate	HD	Nearby	Type	Align
Androids	1-8	3-18	9	12	2	15	A2	Any
Ants, giant	2-12	20-240	3	18/3	2	10	C	N
Apes	1-8	n/a	6	12/12	4+1	n/a	n/a	N
Basilisks	1-6	1-6	4	6	6+1	40	F	C, N
Bats	10-80	100-800	8	3/12	½	15	n/a	N
Bats, giant	1-8	1-8	7	3/15	4	15	C	N
Bears	1-6	1-6	6	12	5+5	n/a	n/a	N
Beetles, giant	1-12	n/a	3	9/6	2-7	n/a	n/a	N
Black pudding	1	n/a	7	3	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	2-12	4-24+	9	12	2	15	C	N
Centaur	1-10	2-20	6	18	4	5	A1	L, N
Centipedes, giant	1-6	1-6	3/7	12	3+1	60	B	N
Centipedes, large	2-24	n/a	9	6	½	n/a	n/a	N
Chimeras	1-4	1-4	4	12/18	9	50	F	C
Cockatrices	1-8	1-8	6	9/18	5	35	D	C, N
Crabs, giant	3-12	n/a	3	6	3	n/a	n/a	N

Table 3.1 (Continued) Summary of Monsters

Type	Number	Number	Move			Lair	Treasure	
	Appearing	In Lair	AC	Rate	HD	Nearby	Type	Align
Crocodiles	2-12	3-24	6	9/15	3	20	n/a	N
Crocodiles, giant	1-6	2-12	5	9/15	7	20	n/a	N
Cyborgs	2-8	30-180	5	9	3+3	15	G	C, N
Cyclopes	1-4	1-4	2	15	16	30	E*	N
Dinosaurs								
Brontosaurus	1-6	n/a	5	6	32	n/a	n/a	N
Mosasaur	1-4	n/a	5	3/15	14	n/a	n/a	N
Pterodactyls	1-8	n/a	5	3/12	2-7	n/a	n/a	N
Stegosaurus	2-8	n/a	2/5	6	8	n/a	n/a	N
Triceratops	2-8	n/a	2/5	9	16	n/a	n/a	N
Tyrannosaurus Rexes	1-2	n/a	5	15	20	n/a	n/a	N
Deinonychus	1-6	n/a	5	21	4	n/a	n/a	N
Djinni	1	n/a	6	9/24	7+1	n/a	n/a	N
Dogs	4-16	n/a	7	15	1	n/a	n/a	N
Doppelgangers	1-6	3-12	5	9	4	25	E	C, N
Dragon turtles	1-4	1-4	2	3/9	12	60	H	N
Dragons								
Black	1-4	1-4	5-2	<i>Various</i>	2-12	60	H*	C
Blue	1-4	1-4	5-2	<i>Various</i>	2+2-14	60	H*	C
Golden	1-4	1-4	5-2	<i>Various</i>	2-1-16	60	H*	L
Green	1-4	1-4	5-2	<i>Various</i>	2+1-13	60	H*	C
Red	1-4	1-4	5-2	<i>Various</i>	2+3-15	60	H*	C
White	1-4	1-4	5-2	<i>Various</i>	2-1-11	60	H*	C
Dryads	1-6	1-6	5	12	2	20	D	L, N
Dwarfs	2-12	20-240+	4	9	1	50	G	L, N
Efreeti	1	n/a	4	9/24	10	n/a	n/a	C
Elemental								
Air	1	n/a	3	-/36	8/12/16	n/a	n/a	N
Earth	1	n/a	3	6/6	8/12/16	n/a	n/a	N
Fire	1	n/a	3	12	8/12/16	n/a	n/a	N
Water	1	n/a	3	6/18	8/12/16	n/a	n/a	N
Elves	2-12	20-240+	7	12	1	25	E	L, N
Fish, giant	2-12	n/a	5	-/30	4-9	n/a	n/a	N

Table 3.1 (Continued) Summary of Monsters

Type	Number	Number	AC	Move		Lair		Treasure	Align
	Appearing	In Lair		Rate	HD	Nearby	Type		
Gargoyles	1-10	2-20	6	9/15	4	25	C	C	
Gelatinous cube	1	n/a	8	6	4	n/a	*	N	
Ghouls	1-12	2-24	7	9	2	20	B	C	
Giants									
Cloud	1-8	1-8	3	15	12+2	30	E*	N	
Fire	1-8	1-8	3	12	11+3	30	E*	C	
Frost	1-8	1-8	4	12	10+1	30	E*	C	
Hill	1-8	1-8	4	12	8	30	E*	C	
Stone	1-8	1-8	2	12	9	30	E*	N	
Storm	1-8	1-8	2	15	15	30	E*	N	
Gnolls	2-10	20-200+	6	9	2	30	D	C	
Gnomes	2-12	20-240+	6	9	1	60	C	L, N	
Goblins	2-20	40-400+	7	9	1-1	50	*	C	
Golems									
Clay	1	n/a	2	6	12	n/a	n/a	N	
Flesh	1	n/a	9	9	9	n/a	n/a	N	
Gorgons	1-4	1-4	3	12	8	50	E	C	
Gothrogs	1-6	1-6	3	9/15	10	25	F	C	
Gray ooze	1	n/a	9	3	3	n/a	n/a	N	
Green slime	1	n/a	9	n/a	3	n/a	n/a	N	
Griffons	1-8	2-16	4	12/30	7	10	E	N	
Halflings	2-8	30-180+	7	9	1	70	B	L, N	
Hippogriffs	1-8	2-16	6	18/36	3+1	n/a	n/a	N	
Hobgoblins	2-12	20-240+	5	9	1+1	30	D	C	
Horses									
Destrier	n/a	n/a	7	12	2+4	n/a	n/a	N	
Draft horse	n/a	n/a	7	12	2+1	n/a	n/a	N	
Mule	n/a	n/a	7	12	2	n/a	n/a	N	
Riding horse	n/a	n/a	7	24	2	n/a	n/a	N	
War horse	n/a	n/a	7	18	2+2	n/a	n/a	N	
Hydras	1-2	1-2	5	12	5-12	25	B	N	
Invisible stalker	1	n/a	2	-/12	8	n/a	n/a	N	
Juggernaut	1	n/a	2	9	37	n/a	n/a	N	

Table 3.1 (Continued) Summary of Monsters

Type	Number		AC	Move		Lair		Treasure	Align
	Appearing	In Lair		Rate	HD	Nearby	Type		
Kobolds	2-20	40-400+	7	6/9	½	50	*	C, N	
Leeches, giant	2-12	n/a	8	3/6	2	n/a	n/a	N	
Lions	1-6	2-12	6	12	5+2	25	n/a	N	
Lions, spotted	2-8	2-8	5	12	6+2	25	n/a	N	
Living statuses									
Iron	1	n/a	2	6	18	n/a	n/a	N	
Stone	1	n/a	5	6	14	n/a	n/a	N	
Lizards, giant	1-6	2-12	5	15	3+1	60	n/a	N	
Lizards, large	1-6	2-12	8	12	½	60	n/a	N	
Lizardmen	2-8	10-40+	6	6/12	2+1	40	D	C, N	
Lycanthropes									
Werebears	1-10	2-20	3	9	6	15	C	L, N	
Wereboars	1-10	2-20	5	12	4+1	15	C	C, N	
Weretigers	1-10	2-20	4	12	5	15	C	C, N	
Werewolves	1-10	2-20	6	15	4	15	C	C, N	
Manticoras	1-4	1-4	5	12/18	6+1	25	D	C	
Mastadons	1-12	n/a	6	15	12	n/a	n/a	N	
Medusae	1-4	1-4	7	9	4	75	F	C	
Men									
Bandits	2-16	30-300+	8	12	1	15	A1	C, N	
Berserkers	2-16	30-300+	9	12	1+1	15	A1	N	
Brigands	2-16	30-300+	6	12	1	15	A1	C	
Buccaneers	2-16	30-300+	8	12	1	15	A3	C, N	
Dervishes	2-16	30-300+	8	12	1+1	15	A2	L	
Mercenaries	2-16	30-300+	6	12	1+1	15	A3	N	
Nomads	2-16	30-300+	8	12	1	15	A2	C, N	
Pirates	2-16	30-300+	8	12	1	15	A3	C	
Zealots	2-16	30-300+	9	12	1+1	15	A2	C	
Mermen	2-12	20-240+	7	3/15	1+1	40	A3	N	
Minotaurs	1-8	1-8	6	12	6	30	C	C, N	
Mummies	1-6	1-12	4	6	5+1	30	D	C	
Nixies	2-20	10-100	7	6/12	1-1	100	B	N	
Ochre jelly	1	n/a	9	3	5	n/a	n/a	N	

Table 3.1 (Continued) Summary of Monsters

Type	Number	Number	AC	Move		Lair		Treasure	Align
	Appearing	In Lair		Rate	HD	Nearby	Type		
Octopi, giant	1-4	1-4	7	-/9	4	30	A3	N	
Ogres	1-8	3-18	6	9	4+1	30	C*	C	
Orcs	2-16	30-300+	7	9	1	50	D	C	
Pegasi	1-12	n/a	6	24/48	2+2	n/a	n/a	L, N	
Pixies	2-20	10-100	6	9/18	1-1	25	C	N	
Purple worms	1-4	1-4	6	9/9	15	25	D	N	
Rats, giant	2-12	10-60	7	12/6	½	10	C	N	
Robots	1-4	n/a	3	6/6	7	n/a	n/a	C, N	
Rocs									
Young	1-8	1-20	6	6/48	6	20	I	N	
Adult	1-6	1-20	5	6/42	12	20	I	N	
Ancient	1-4	1-20	4	6/36	18	20	I	N	
Sabre toothed tigers	1-2	1-2	6	12	7+2	15	n/a	N	
Salamanders	2-5	2-5	3/5	9	7+3	70	F	C	
Scorpions, giant	1-4	1-4	3	15	5+4	50	D	N	
Sea monsters									
Leviathan	1	1	4	-/18	45	n/a	H	N	
Kraken	1	1	2	3/18	30	75	G*	N	
Sea serpents	1-4	1-4	6	-/21	15	25	D	N	
Shadows	1-10	2-20	7	-/9	2+2	50	F	C	
Skeletons	3-30	n/a	8	6	½	n/a	n/a	N	
Snakes, giant	1-4	n/a	6	9/9	7	n/a	n/a	N	
Snakes, large	2-16	n/a	8	6/6	½	n/a	n/a	N	
Spectres	1-8	1-8	3	-/15	6	25	E	C	
Spiders, giant	1-8	1-8	5	3/12	4+4	70	C	C	
Spiders, large	1-10	2-20	8	6/15	½	60	C	N	
Squid, giant	1-6	2-12	7/3	s12	6	20	A3	N	
Thulls	1-8	3-18	6	9	3	35	D	C	
Titanotheres	1-12	n/a	7	12	12	n/a	n/a	N	
Titan	1	1	2	18	21	5	A1*	Any	
Toads, giant	1-6	3-30	6	6/6	2+4	40	n/a	N	
Treants	1-10	2-20	2	6	8	15	n/a	L, N	
Trolls	1-6	2-12	5	12	6+3	50	D	C	

Table 3.1 (Continued) Summary of Monsters

Type	Number	Number	AC	Move		Lair	Treasure	Align
	Appearing	In Lair		Rate	HD	Nearby	Type	
Unicorns	1-4	n/a	3	24	4	n/a	n/a	L
Vampires	1-6	1-6	2	12/18	8	20	F	C
Weasels, giant	1-8	1-8	6	15	3+2	15	n/a	N
Wight apes	1-6	1-6	6	12/12	5+2	10	C	N
Wights	1-12	2-24	6	9	3	60	B	C
Wolves	1-10	2-20	7	18	2+2	15	n/a	N
Wolves, dire	1-6	3-12	6	18	3+3	15	n/a	C
Woolly mammoths	1-12	n/a	5	15	13	n/a	n/a	N
Woolly rhinoceroses	1-4	n/a	5	12	10	n/a	n/a	N
Wraiths	1-8	2-16	4	-/12	4	20	E	C
Wyverns	1-6	1-6	4	9/24	7	60	E	C, N
Yellow mold	1	n/a	9	n/a	3	n/a	n/a	N
Zombies	3-30	n/a	9	6	1	n/a	n/a	N

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. The number of monsters appearing outside the lair is appropriate for 4-6 characters whose experience level is equal to the monster's number of hit dice. The referee can scale these figures for smaller or larger groups or as desired.

AC is for armor class.

Movement Rates are given in inches per turn. The first figure denotes the normal ground rate. If a secondary rate appears it denotes the flying, swimming, burrowing, or climbing rate as per the monster description.

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 thrown 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 for the referee to determine.

Treasure Type is for determining what treasure will be present in the lair. A * indicates the possibility of additional treasure as per the monster description.

Alignment denotes alignment with L being for lawful, N being for neutral, and C being for chaotic. 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.

EXPLANATION OF MONSTERS

Wherever special attack or damage capabilities are detailed they are applicable to heroic combat only. However, against normal-types, monsters throw one attack roll as a 1 hit die monster for each of their own hit die, with each successful attack roll causing 1-6 hit points of damage.

Monster saving throws are as the most appropriate player-type with as many experience levels as the monster has hit dice. For example, an android would save as a 2nd level magic-user, a troll would save as a 6th level fighter, and so on. A gothrog would save as a 10th level fighter/10th level magic-user, using whichever category is more favorable.

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 (throw a six-sided die and subtract 2 for each android—a result less than 1 indicating no tangible mind powers); otherwise, they function as do ordinary men.

ANTS, GIANT are 2-3ft long. They are industrious tunnelers and gatherers that occur in great colonies. Outside the lair only the soldier types will be encountered. Within the lair two-thirds of any ants encountered are 1 hit die workers that will not attack unless provoked. The remainder are soldiers that will attack anything that obstructs the business of the colony. A nest always has a 10 hit dice queen ant who is immobile and non-aggressive. Giant ants will never flee from their nest unless the queen is slain.

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

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

BATS roost underground in great numbers during the day. They are mostly harmless to man-types but if a colony is startled and takes to the wing in a confined space they will create confusion. A flapping cloud of bats will obscure sight and possibly extinguish torches, cause equipment to be dropped, or cause spell casting to be interrupted.

BATS, GIANT are black as night and so silent on the wing that they will surprise their prey with a throw of 3 or more on a six-sided die. If their prey resists they will shriek, causing normal-types to cover their ears for one turn rather than fight.

BEARS are omnivorous but favor meat. They have rather poor eyesight but an excellent sense of smell and can scent food from miles away. They can be aggressive hunters and are very powerful. If an attack roll exceeds the number required to hit by 4 or more, or is a 20 in any case, 2-12 hit points of damage is caused.

BETTERLES, GIANT are of various sorts but are invariably hungry and can eat virtually any organic matter. They occur underground and in forests and can tunnel through soft earth. They do not hear or see well and rely on their sensitivity to vibrations and smell.

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 invulnerable to cold. Lightning and slashing attacks will divide it into smaller parts without causing harm. Contact with a black pudding will dissolve wood and metal armor in one turn. Flesh is likewise dissolved suffering 3-18 hit points of damage per turn. Stone, however, is impervious. It can move along walls, floors, and ceilings without difficulty and can squeeze through tiny openings including cracks in stonework and under doors.

BOARS are wild pigs that occur in forests and on plains. They are frequently hunted for sport but are extremely tough; they always make one more attack roll after being reduced to 0 or fewer hit points. Every other boar encountered will be a sounder and if these young are attacked the adults will always attack and will absolutely not flee.

BOARS, GIANT are similar to regular boars but for their great size and aggressive demeanor. They will attack anyone who enters their territory causing 2-12 hit points of damage. They will never retreat and will always make one more attack roll after being reduced to 0 or fewer hit points.

CAVE BEARS are enormous carnivorous bears that are always hungry. They have rather poor eyesight but an excellent sense of smell and can scent food from miles away. They are aggressive hunters and are extremely powerful. They cause 3-8 hit points of damage or, if an attack roll exceeds the number required to hit by 4 or more, or is a 20 in any case, 4-14 hit points of damage. Cave bears will always make one more attack roll after being reduced to 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 checks and have little 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 normal human intelligence and dwell in secluded glens and valleys in deep forests. Centaurs equip themselves with spears (25%), swords (25%), or clubs (50%) and shields with half carrying short bows in addition. Moreover, a centaur warrior can has two attack rolls each turn, once each with his weaponry and hooves.

A centaur lair is much as a small human village having two mares and two foals for every warrior stallion present. Mares have one attack roll each turn only under duress and foals are non-combative.

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

CHIMERAS are fearsome three-headed 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 use its breath weapon or engage in combat. The dragon head breathes a 6" long 2" wide cone of fire that deals 3-18 hit points of damage, although a successful saving throw versus breath weapons will reduce this by half. In combat a chimera has 3 attack rolls each turn against heroic enemies; the goat head butting or goring, the lion head biting or rending with its paws, and the dragon head biting.

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 in swamps. They have hard, armored shells and should an attack roll exceeds the number required to hit by 4 or more, or is a 20 in any case, they will cause 3-8 hit points damage.

CROCODILES are voracious reptiles found in rivers and swamps of warm regions. They are difficult to spot when floating half-submerged in water and will often attack by surprise. If an attack roll exceeds the number required to hit by 4 or more a crocodile will drag 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 turn out of water.

CROCODILES, GIANT are thrice the size of their ordinary cousins but otherwise similar. An attack causes 2-12 hit points of damage and any attack roll that exceeds the number required to hit by 4 or more swallows a man-sized victim whole. They are difficult to spot as they float half-submerged in water and they can overturn boats and rafts. A giant crocodile can be rammed by larger ships, possibly slaying the monster but also capsizing the boat (check separately for each).

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

CYCLOPES are 20ft tall giants with but one large eye which is the cause of poor depth perception and a -2 adjustment on all attack rolls. They dwell in forlorn, out of the way ruins, islands, or undersea caves where they seldom encounter others. They are skilled smiths and should a player offer a useful gift and get a positive reaction the cyclopes may offer magical armor in return. A cyclops does battle with a huge club and deals 6-21 hit points of damage and can hurl rocks up to 20" for 2-12 damage. They especially prize gold and their treasure hoard will always contain an additional 2,000-5,000 gp.

Dinosaurs

Dinosaurs are great, prehistoric lizards and can be fearsome enemies. The largest predators are few but can swallow man-sized victims whole while the smaller types occur in hunting packs. Herbivores of all sizes appear in herds. None of them covets treasure.

DINOSAURS, BRONTOSAURS are among the largest creatures walking on land. They are up to 80ft long, 20ft tall at the shoulder, and can weigh over 30 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 ahead of predators or fire. Hits deal 3-18 hit points of damage due to their immense mass.

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

DINOSAURS, MOSASAURS are huge reptilian swimmers up to 40ft in length. These marine lizards have paddle-like limbs, finned tails, and huge jaws bristling with curved teeth. They are found in any deep waters but must surface to breathe air. A hit causes 3-18 hit points of damage but if ever an attack roll exceeds the number required to hit by 4 or more, or is a 20 in any case, a mosasaur will swallow a man-sized target whole.

DINOSAURS, PTERODACTYLS are any man-sized and larger reptilian fliers that rule the prehistoric skies. They occur in coastal and swampy regions where they nest in colonies that cling to cliff faces, cave walls, and escarpments, and are always hungry. The most common forms are approximately man-sized with wingspans of 10-25ft but the largest sorts are up to 20ft tall with wingspans of up to 40ft.

DINOSAURS, STEGOSAURS are large herbivores up to 30ft long and 10ft high and up to 3 tons in weight. These have very tiny brains and a distinctive array of shield-like plates along the ridge of the spine, granting AC 2 versus attacks other than from the flank. They have a fist of 2ft long spikes on the tail which will strike for 2-12 hit points of damage to the flank or rear; otherwise, damage is 3-8 hit points.

DINOSAURS, TRICERATOPS are huge, aggressive herbivores that will run down any threat to the herd. They are up to 30ft long and 10ft high and can weigh up to 10 tons. A triceratops has a huge skull with a distinctive bony frill and three great horns granting AC 2 from the front. Should it charge an enemy it will deal 4-24 hit points of damage; otherwise, damage is 2-12 hit points.

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

A **DJINNI** is a creature of air 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, and garments are permanent. Harder materials have a shorter existence; djinn gold lasts only a day, steel only an hour. A djinni can also create magical illusions on a whim and these are equal to the phantasm spell except that a djinni has no need to concentrate to maintain the illusion.

A djinni can also transform into a torrid whirlwind 3' high and 2' wide which will sweep away all normal-types. The whirlwind takes one turn to form and another to dissipate. A djinni deals 1-11 hit points of damage in combat due to his formidable size and 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 that can 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 9"×3" conical breath weapon of scalding steam which functions as does a dragon's breath weapon. It can surface beneath even a large ship, having a 50% chance of capsizing the vessel.

Dragons

Dragons are the great flying wyrms of legend and are always heroic/superheroic, regardless of hit dice. They are of six types: white, black, green, blue, red, and golden and have the following characteristics:

Table 3.2 Dragons by Type

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

White dragons are the least intelligent sort and have the usual 20% chance of knowing the common tongue and no possibility of magic use. Golden dragons are the most intelligent sort and they always know the common tongue and always have the use of magic spells. The other dragons have various chances of speaking the common tongue and only 10% chance of being magic-using.

Table 3.3 Dragons by Age Category

Age Category	Years of Age	Chance of Sleeping	Breath Weapon Cone	Size Line
Hatchling	0-3	2*	1½" × ½"	3"
Young	4-10	2-4*	3" × 1"	6"
Adult	11-30	1	6" × 2"	12"
Mature	31-100	1-2	9" × 3"	18"
Old	101-300	1-3	9" × 3"	18"
Ancient	300+	1-4	9" × 3"	18"

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

All dragons have six life stages: hatchling, young, adult, mature, old, and ancient. The size of a 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 6'. From adulthood they are impervious to normal missiles and need never check morale. Old and ancient dragons require normal-types to throw a positive morale check to approach nearer than 15' or to hold their ground if the dragon attacks.

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 turn of surprise attacks is allowed at +2 to hit. These will wake the dragon immediately and thereafter regular combat will ensue.

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 that are targeted suffer damage equal to the dragon's current hit points or half this number with a successful saving throw versus breath weapons.

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. Golden dragons only continue in this manner, attaining 6th level spells as ancient dragons.

If **Multiple Dragons** are encountered they will be related individuals of the same type. A pair of dragons could be siblings, mother and daughter, or a mated pair as appropriate for their age category. Hatchlings 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 the following turn or for the remainder of the combat if its mate is slain.

Subduing Dragons With the exception of the golden type, dragons can be subdued

as usual. 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 an appropriate 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. They are patient hunters and can fly, swim, and breath 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 affects all targets in a line. They are themselves invulnerable to acid.

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

DRAGONS, GOLDEN can be found in any habitat. Despite being the only lawful dragons they will not serve any player and cannot be subdued in combat. They are very intelligent and always magic-using and will employ spells cleverly in combat. Moreover, they are highly magic resistant and make all saving throws versus spells at +4. 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.

Table 3.4 Black Dragons

Age	Movement		Melee		
	AC	Rates	HD	Dam	Align
Hatchling	5	6/12	2	1-6	C
Young	4	9/18	4	1-6	C
Adult	4	9/24	6	1-6	C
Mature	3	9/24	8	3-8	C
Old	3	9/24	10	3-8	C
Ancient	2	9/24	12	2-12	C

Table 3.5 Blue Dragons

Age	Movement		Melee		
	AC	Rates	HD	Dam	Align
Hatchling	5	6/12	2+2	1-6	C
Young	4	9/18	5+2	1-6	C
Adult	4	9/24	8	3-8	C
Mature	3	9/24	10	3-8	C
Old	3	9/24	12	2-12	C
Ancient	2	9/24	14	2-12	C

Table 3.6 Golden Dragons

Age	Movement		Melee		
	AC	Rates	HD	Dam	Align
Hatchling	5	6/12	2-1	1-6	L
Young	4	9/18	4	1-6	L
Adult	4	9/24	7	1-6	L
Mature	3	9/24	10	3-8	L
Old	3	9/24	13	2-12	L
Ancient	2	9/24	16	3-18	L

Table 3.7 Green Dragons

Age	Movement			Melee		Align
	AC	Rates	HD	Dam		
Hatchling	5	6/12	2+1	1-6	C	
Young	4	9/18	5	1-6	C	
Adult	4	9/24	7	1-6	C	
Mature	3	9/24	9	3-8	C	
Old	3	9/24	11	2-12	C	
Ancient	2	9/24	13	2-12	C	

Table 3.8 Red Dragons

Age	Movement			Melee		Align
	AC	Rates	HD	Dam		
Hatchling	5	6/12	2+3	1-6	C	
Young	4	9/18	6	1-6	C	
Adult	4	9/24	9	3-8	C	
Mature	3	9/24	11	2-12	C	
Old	3	9/24	13	2-12	C	
Ancient	2	9/24	15	3-18	C	

Table 3.9 White Dragons

Age	Movement			Melee		Align
	AC	Rates	HD	Dam		
Hatchling	5	6/12	2-1	1-6	C	
Young	4	9/18	3	1-6	C	
Adult	4	9/24	5	1-6	C	
Mature	3	9/24	7	1-6	C	
Old	3	9/24	9	3-8	C	
Ancient	2	9/24	11	2-12	C	

A dryad is non-violent but can employ 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. Away from the lair a troop of dwarfs is always accompanied by one 1st-6th level fighter for every 40 dwarfs. In their stronghold lair there will instead be one 3rd-6th level fighter for every 40 dwarfs. 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

DRAGONS, GREEN are found in daunting woods and impenetrable forests. They are voracious hunters of food and treasure and keen gatherers of intelligence. They will attack weak targets immediately but stalk more formidable prey. A green dragon's breath weapon is a withering cone of chlorine gas. They are immune to poison.

DRAGONS, RED dwell in mountain caves from where they terrorize the surrounds. They are voracious predators and their greed is legendary. They will usually attack on sight but prefer not to destroy treasure with their fearsome fiery breath weapon if possible. They are themselves invulnerable to fire.

DRAGONS, WHITE dwell in polar regions and are cunning predators that can fly, swim, and tunnel through snow and ice. They will not slip on ice and their breath weapon is a blistering cone of cold. They are themselves invulnerable to 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 farther than 24' from it.

defended by domesticated animals such as 1-6 bears or 1-8 giant weasels (check separately for each).

An **EFREETI** is a creature of fire and an irreconcilable enemy of the djinn. They are immensely strong—being able to bear what eight men can carry—and deal 2-12 hit points of damage in combat. Efreet can also fly, become invisible, and magically create any desired object at will. Soft materials including food, drink, and garments are permanent. Harder materials have a shorter existence; efreet gold lasts only a day, steel but one hour. An efreeti can also create magical illusions on a whim and these are equal to the phantasm spell except that an efreeti has no need to concentrate to maintain the illusion. Additionally they can cause a wall of fire to spring up and can themselves become incendiaries. If bound into service an efreeti will grudgingly serve for a year and a day but no longer.

Elementals

An elemental is an essential force of nature and is one of four types: earth, air, fire, and water. Each can appear in three sizes: 8, 12, or 16 hit dice. Elementals of any sort are invulnerable to normal 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 cease whatever it is doing, move at its best speed toward the caster, and attempt to kill him. Anyone between the elemental and its summoner will be attacked and everyone else will be ignored. Once control has been relinquished there is no way to regain it. The elemental will attack until it or its target is destroyed and immediately return to its home dimension.

ELEMENTALS, AIR The only means of motility possessed by an air elemental is flight but they have absolute control over their movement, hovering or changing speed at will. These monsters cause 2-7 hit points of damage and attack at +2 to hit versus aerial opponents. They can spin into a fearsome whirlwind 3' wide at the base, 6' wide at the apex, and 1' of height for each hit die possessed (e.g., 8' tall for an 8 HD air elemental). The whirlwind takes a turn to form and another to dissipate and will sweep away all normal-types.

ELEMENTALS, EARTH These creatures of earth and stone will strike with their mighty fists for 3-18 hit points of damage to opponents standing on solid ground and causing structural damage to constructions such as castle walls. Against opponents not standing on solid ground an earth elemental inflicts 2-12 hit points of damage. Earth elementals move at 6" over or through earth but cannot cross water. A move earth spell will drive an earth elemental back 12" and cause 6-36 points of damage.

ELEMENTALS, FIRE Fire elementals move 12" per turn but cannot cross water. The touch of these monsters causes inflammable materials to ignite. In combat a fire elemental usually causes 2-12 hit points of damage. Against other fire-based creatures (red dragons, salamanders, fire giants, and so on) they cause only 2-7 hit points of damage. Fire elementals can only be summoned from a large source of heat such as a bonfire, a furnace, or molten lava.

ELEMENTALS, WATER Water elementals are very dangerous in their environment, causing 2-12 hit points of damage in the water but only 1-6 hit points of damage on dry land. They can overturn boats and small vessels and prevent large vessels from moving. Water elementals can only be summoned from a large body of water such as a stream, pond, or lake. Once formed, a water elemental must remain within 6' of a large body of water. Its movement rate is 18' in water but 6' out of water.

ELVES are reclusive woodland folk. They can move silently and almost invisibly through woods in their gray-green cloaks and are equipped with swords and spears or swords and bows (50% chance of either). For every 40 elves encountered there will be a leader-type with 2-4 fighter levels and 2-6 magic-user levels. For every 80 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, and pike. They are aggressive hunters and always hungry. They occur in wild schools and as domesticated guardians around merman and nixie lairs.

GARGOYLES appear much as the 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 normal weapons 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 picks up and absorbs everything from rocks and carrion to living things and treasure, which it is unable to digest. Thus, these scavengers carry a miscellany of durable items (coins, gems, daggers, helms, and so on) suspended in their transparent innards. Contact with a gelatinous cube causes paralysis unless a successful saving throw is made, and thereafter causes 1-6 hit points of damage per turn as the flesh is digested. They are invulnerable to cold and lightning, and immune to fear, 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 1 turn in normal man-types (except elves, who are immune). A man-type slain by a ghoul will arise again the following night as a ghoul.

Giants

Giants are enormous, ugly humanoids who can hurl great rocks 20' for 2-12 hit points of damage and need never check morale against man-types. Unless noted otherwise, giants also cause 2-12 hit points of damage in melee combat. 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. Giant lairs are 50% likely

to be guarded by a 5-10 headed hydra (with a throw of 1-4 on a six-sided die), or 2-20 wolves (with a throw of 5), or 1-6 bears (with a throw of 6). Giants are of various sorts including:

Table 3.10 Giants							
Type	Lair	Height	AC	Move	Hit	Melee	Align
				Rate	Dice	Dam	
Hill	Cave	12ft	4	12	8	2-12	C
Stone	Cave	14ft	2	12	9	2-12	N
Frost	Castle	16ft	4	12	10+1	3-13	C
Fire	Cave	12ft	3	12	11+3	4-14	C
Cloud	Castle	18ft	3	15	12+2	3-18	N
Storm	Castle	20ft	2	15	15	6-21	N

GIANTS, CLOUD are 18ft tall and inhabit unbelievable castles among the clouds. They cause 3-18 hit points of damage in melee combat and their sense of smell is so amazingly keen that they are rarely surprised.

GIANTS, FIRE are 12ft tall and of stocky build. They cause 4-14 hit points of damage in melee combat and lair in castles and caverns wherever there is lava, fire, or great heat. They are themselves invulnerable to fire.

GIANTS, FROST are 16ft tall and cause 3-13 hit points of damage in melee combat. They favor huge horned helmets and lair in frigid castles and caverns. They are themselves invulnerable to cold.

GIANTS, HILL are the most base sort. They are 12ft tall and lair in rudimentary caves. 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 hit points of damage.

GIANTS, STORM are 20ft tall and cause 6-21 hit points of damage in melee combat. They inhabit formidable castles situated in out of the way places including islands, mountains, and cloud tops. They are able to control weather to create stormy conditions—which they will do when angry or expecting battle. As well as hurling rocks a storm giant can call down a lightning strike for 8-48 hit points of damage in thunderstorm conditions. They are themselves invulnerable to lightning.

GNOLLS fight with +2 morale. The lair will contain a chieftain and 1-6 bodyguards who fight as 4 and 3 hit dice monsters, respectively.

GNOMES are found in Arctic climes. They are smaller and more reclusive than their cousins, the dwarfs, but have longer beards and bigger noses.

GOBLINS are small, malicious humanoids who operate underground or at night, adjusting attack and morale checks by -1 in full daylight. Each fighting goblin carries coins worth 1-6 gp with him, even outside the lair. 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 3-12 giant wolves and 3-18 ogres (check separately for each).

Golems

Golems are powerful automatons created by high level magic-users and clerics that exist only to obey the commands of their creators, following instructions to the letter. They are ponderous and dull-witted but incredibly strong. In combat they strike for 2-12 hit points of damage and can batter through wooden structures including doors. They are largely invulnerable to harmful magic, but there is a 1% chance per turn of combat that a golem will go berserk. Should this occur the creator cannot regain control and the golem will continue to attack whatever creature harms it or is nearest until it is destroyed.

GOLEMS, CLAY are created by high level clerics from blood and pliable clay. A disintegrate spell will slow a clay golem and cause 2-12 hit points of damage and a move earth spell will drive a clay golem back 12" and cause 6-36 hit points of damage; otherwise, they can only be harmed by magical weapons. After one turn of combat a clay golem comes under the influence of a haste spell for the next three turns. 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, but they are not undead. Cold and fire based spells will slow a flesh golem and lightning will heal 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 turns targets to stone. The breath weapon extends to a 6' long by 2" wide cone and is usable thrice per day.

GOTHROGS are giant, fiery fiends of dreadful power and intelligence. They see in darkness as men see in daylight and combust inflammable materials by merely passing nearby. Fire and normal weapons cannot harm them and it is 75% likely that magic spells will not affect them.

Gothrogs carry great, flaming, magic swords and fiery whips and can attack with either or both each turn. Should a gothrog employ both weapons it can target two opponents, causing 2-12 hit points of damage to each. If it employs only one weapon it does so at +2 to hit. The flaming sword causes 3-18 hit points of damage. The whip causes only 1-6 hit points of damage, but entangles the target so the gothrog can drag him unto itself, where upon it will immolate and cause an additional 2-12 hit points of damage to everybody within 1".

Gothrogs need never check morale and cannot be subdued. A powerful chaotic character might attempt to enlist one with a substantial offering, but only a top level anti-cleric has the presence necessary to keep a gothrog firmly under control. A gothrog would ever be bent upon usurping the authority of any other master.

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. It dissolves metal armor in one turn and causes 2-12 hit points of damage per turn to flesh but has no effect on wood or stone. It is

impervious to cold and fire but subject to lightning and normal weaponry (but note its effect on metal).

GREEN SLIME is a pernicious dungeon hazard that clings to walls, floors, and ceilings. It begins to eat through flesh, wood, and metal (but not stone) after one turn of contact, transmuting these into green slime. It cannot be physically scraped off so anything it comes into contact with must be discarded immediately. It is impervious to lightning and physical blows but is harmed by cold and fire. A remove disease spell will slay it instantly.

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 any horse or pegasi within 36'.

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 30 halflings encountered there will be a leader 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—despite their intolerance of pegasi. They need 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 checks except in full daylight where they must instead adjust attack rolls by -1. 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 3 and 2 hit dice monsters, respectively. The lair is 50% likely to contain an additional 3-12 giant wolves, 3-18 ogres, and 2-12 trolls (check separately for each).

HORSES are domesticated riding animals and beasts of burden. Riding horses, draft horses, and mules will flee fire and may be panicked by strange smells. Only warhorses and destriers will attack in combat, having a single attack roll even versus normal-types.

Only mules are agile enough to enter the labyrinthine passages of a dungeon.

Type	Cost	AC	Move Rate	Hit Dice	Carrying Capacity
Destrier	300 gp	7*	15	2+4	400 lb
Draft horse	60 gp	7	12	2+1	450 lb
Mule	20 gp	7	12	2	300 lb
Riding horse	80 gp	7	24	2	300 lb
War horse	200 gp	7*	18	2+2	350 lb

* AC 4 if barded.

HYDRAS are large reptilian monsters with one head per hit die. Each serpentine head can be destroyed by sustaining 6 hit points of damage. The entirety of the beast is slain only when all of its individual heads are dispatched. Circumstances allowing, each head can select an individual target and make an attack roll each turn. However, it attacks as a fighter rather than as a monster.

An **INVISIBLE STALKER** is a creature from the null-dimensions which can be conjured to the material world by powerful magic. It is indistinguishable from air without the benefit of a detect invisibility or a true seeing spell. It is a faultless tracker and, if encountered in the material world, an invisible stalker will be single-mindedly preoccupied with whatever mission it is carrying out.

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 and 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 huge stone rollers with anything falling in its path being crushed utterly beneath it.

Regardless of its 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 cast out a slaying spell each turn or an improved hold person spell which will affect 2-12 man-types who save at -2 or a single man-type 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 20,000-120,000 gp.

If it comes to blows a juggernaut deals a crushing 5-30 hit 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 dwell in quags and wetlands. They are able swimmers and prefer to attack in great numbers from ambush. Each fighting kobold carries coins worth 1-6 gp with him, even outside the lair. Their 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 3-24 crocodiles and 2-12 giant lizards (check separately for each). Their morale checks are adjusted by -1 unless they are defending their lair and they outnumber their enemies by 3 to 1 or more.

LEECHES, GIANT are loathsome swamp parasites that will attach to victims on a successful attack and drain one experience level in the turn after attachment and another every other turn thereafter until either the victim or the leech is slain.

LIONS are the great cats of the plains. They occur in hot to tropical climates and are territorial hunters who will stalk prey patiently in order to attack by surprise. They can leap 30ft forward but dislike climbing and swimming. If an attack roll exceeds the number required to hit by 4 or more, or is a 20 in any case, they cause 3-8 hit points of damage.

LIONS, SPOTTED are similar to regular lions except that they are larger and occur in caves and mountainous regions. If an attack roll exceeds the number required to hit by 4 or more, or is a 20 in any case, they cause 2-12 hit points of damage.

Living Statues

Living statues are large, powerful humanoid automatons. Standing silently they are indistinguishable from ordinary statues of great size. Living statues are extremely heavy and move ponderously but with purpose. They can batter through wooden structures, including doors, and are largely invulnerable to harmful magic.

LIVING STATUES, IRON are cast from solid metal. In combat they can exhale a 1' radius cloud of poisonous gas or else strike for 4-24 hit points of damage. Lightning 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 hewn from solid rock. In combat they can slow one target per turn or else strike for 3-18 hit points of damage. Cold and fire will slow them and stone to flesh will heal them; otherwise, they can only be harmed by magic which specifically affects stone or magical weapons of +2 or better quality.

LIZARDS, GIANT AND LARGE are found in desert and jungle climes. Large lizards can be up to 6ft in length and giant lizards up to 15ft. Both types have superb camouflage markings and can hold an absolutely still position indefinitely. If a giant lizard should throw an attack roll of 20, its bite will clamp onto its prey and not let go, automatically causing damage each turn thereafter until either it or its prey is slain.

LIZARDMEN are reptilian humanoids with crocodile-like jaws and tails and a rudimentary intelligence. They employ primitive spears and clubs 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 2-16 prisoners. There will be a lizard man chieftain and 1-6 bodyguards who fight as 4 and 3 hit dice monsters, respectively. There is also a 33% chance that the lair will contain 2-12 giant lizards, 3-24 crocodiles, or a dragon (check for each separately). If a dragon is present it will be an adult, mature, or old specimen of the black or green type.

LYCANTHROPES are also known as werebeasts and are of various sorts. All are man-types afflicted with lycanthropy and cannot be harmed by normal weaponry unless it is silvered. Any man-type seriously wounded by a lycanthrope will become one of the same type at the next full moon unless he receives a remove disease spell before this occurs.

Outside the lair werebeasts run in packs of 1-10 adults. If more than 8 are encountered in the lair one-third will be adults with the remainder being non-combative young. A lair will also contain animals of the appropriate type (1-6 bears for werebears, 1-12 boars for wereboars, 1-6 tigers for weretigers, or 1-10 wolves for werewolves).

If the young are attacked adult females will retaliate at +4 to hit for the remainder of the combat. If females are attacked the adult males will retaliate at +4 to hit the following turn. If all adults are slain the young are automatically subdued.

MANTICORAS are great lion-like beasts with dragon-wings, man-like faces, and powerful tails that culminate in 24 iron spikes which can be flung in a volley of 6 at any target within 18". These are carnivorous and favor human flesh.

MASTODONS are proto-elephants encountered on open plains in any climate. They occur in 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. They cause 4-14 hit points of damage due to their prodigious size.

MEDUSAE have the lower body of a great serpent and the upper body of a woman, except that their hair is a tangle of deadly venomous snakes. So abhorrent is a medusa's appearance that anyone who meets its gaze will be turned to stone unless he makes a successful saving throw versus petrification. Any medusa who sees her own reflection will likewise be turned to stone.

Men

Men are of various sorts and 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 nomads on foot.

Each individual man will have 2-12 sp on his person (in addition to whatever treasure may be found in the lair) except that pirates and buccaneers have 2-12 gp each instead. For every 25, 50, and 100 men encountered there will be an additional leader who is a 3rd-4th, 5th-6th, or 7th-8th level fighter, respectively. If at least 200 men are encountered it is 50% likely they are also accompanied by a 5th-8th level magic-user and a 3rd-6th level cleric (check separately for each). 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 chance of possessing magical items appropriate to their class. Fighters have a 10% chance per experience level of possessing a magic sword and are half as likely to possess a magic shield or magic armor. Clerics are 2% likely per experience level to possess a magic mace, flail, hammer, or staff and are 5% likely to possess a magic shield or magic armor. Magic-users are 5% likely per experience level to possess a magic wand and are equally likely to possess a magic ring or a miscellaneous magic item. Check separately for each item in all cases.

MEN, BANDITS are desperate and surly scavengers equipped simply with clubs, daggers, or axes, and shields.

MEN, BERSERKERS are warriors maddened with battle lust. They attack at +2 to hit versus man-types and need never check morale. They carry two-handed weapons but wear no armor. Their leader-types are exclusively 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 checks.

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

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 and shields and their leader-types are exclusively clerics.

MEN, MERCENARIES are professional sell-swords and soldiers of fortune. They are well organized but untrustworthy military men possibly open to offers of employment. They typically have leather armor, helmets, and shields and are armed with swords, spears, pole arms, or crossbows. With a throw of 5-6 on a six-sided die one-third of their force will also be mounted.

MEN, NOMADS are desert or steppe raiders who are always mounted. They carry short bows, spears, 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 and arm themselves with curved swords or clubs and daggers as a main-gauche. They have a +1 adjustment to morale checks.

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 and shields and their leader-types are exclusively anti-clerics.

MERMEN are aquatic warriors. Against man-types in the sea they attack at +2 and need never check morale. They can remain underwater indefinitely and are only subject to missile fire if they rise to the surface, which they must do to grapple or board ships. On land or aboard ships they suffer a -2 penalty to attack rolls and morale checks. Their scaly skin is equal to leather armor and they fight with spears and daggers. Meremen have leader-types as do men although these are exclusively fighters.

MINOTAURS are great bull-headed humanoids half again as large as a man. They are carnivorous man-eaters and will always attack. They need never check morale and will never give up a chase so long as the prey is in sight.

MUMMIES are invulnerable to normal weaponry and even magical weaponry causes them 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 take 10 times as long to heal. The first and second applications of a remove disease spell will reduce this to 5 times 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 charm person and a 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.

Nixies arm themselves with daggers and javelins. Their lair will be an underwater enclave containing 2-16 charmed prisoners of various sorts, and protected by 20-120 giant 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 turn. Flesh contacted suffers 1-6 hit points of damage per turn but stone and metal are impervious. It can move along a wall, floor, or ceiling equally and can squeeze through tiny openings including cracks in stonework and under doors.

OCTOPI, GIANT are intelligent and lair in shipwrecks and caves preying on passing swimmers and ships. They can grapple and capsize smaller vessels or else make 1-6 attack rolls each turn versus heroic/superheroic enemies with their stinging 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 possess great strength but limited wit. They cause 3-8 hit 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 warlike tribes. They dislike bright light and adjust attack and morale checks by -1 from in full daylight. Hostilities among orc tribes are just as common as with neighbors of other sorts and they will attack foreign orcs unless restrained by a strong leader. They need not check morale while they are defending their lair and they outnumber their enemies by at least 3 to 1.

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 is 33% likely to contain an additional 1-4 catapults, a high watch tower, 1-8 ogres, a 7th-8th level fighter, and a 9th-12th level magic-user (check for each separately). A cave complex is 33% likely to contain additional dead falls and other traps, 1-8 ogres, 1-6 trolls, or a dragon (check for each separately). If a dragon is present it will be a young, adult, or mature specimen of the black, green, blue, or red sort.

PEGASI are shy, wild, and noble winged horses. If captured they are difficult to tame and will not tolerate hippogriffs or griffins. They will never serve chaotic 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 which they use to dissuade potential offenders. They arm themselves with daggers and short bows and always attack by surprise unless they are detected by magical means. Note that fighters of 8th level and above will sense pixies within 3" even without seeing them.

PURPLE WORMS are voracious burrowers up to 6ft in diameter and 60ft in length that occur almost everywhere. They always attack and need never check morale. A purple worm causes 2-12 hit points of damage and has a deadly venomous stringer in the tail but the huge maw is the main weapon; if a bite attack roll exceeds the number required to hit by 4 or more, or is a 20 in any case, a man-sized or smaller target will be swallowed whole. Swallowed targets will be unconscious within 3 turns, slain within 6 turns, and the body unrecoverable after 12 turns. The interior gullet is AC 9 but can be attacked only by dagger or knife; at least 12 hit points of damage must be caused to cut a way out.

RATS, GIANT occur in plague proportions underground, squeezing through tiny gaps and tunnels in the earth and stone work. They cause only 1-3 hit points of damage but any damage can also transmit a debilitating disease to man-types who fail to save versus poison at +4 on the die (a single saving throw being required per encounter). Unless commanded to fight by a vampire or lycanthrope they have -2 morale and will flee from fire.

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 a "program" from which they will never waiver. Robots are cruelly strong and will strike for 3-8 hit points of damage. Many can fly by one means or another and the remainder are equipped with a disintegration ray which can be fired up to 6' thrice per day. A successful saving throw versus wands is required to avoid the beam. Robots cannot be subdued and need never check morale.

ROCS are gargantuan raptors that prey on cattle, horses, and even elephants. Their eyesight is peerless and they always spot hidden (but not invisible) man-types, even from high altitude. The largest rocs are so fearsome that normal man-types must check morale if attacked. Rocs lair in remote, mountainous aeries that are difficult to approach except on the wing. Those found 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.

Eggs and fledglings can be trained to serve as mounts if they can be captured. If the nest contains these, 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.

Type	Approximate Wingspan	AC	Move Rate	Hit Dice	Melee Damage
Young	30ft	6	6/48	6	1-6
Adult	50ft	5	6/42	12	2-12
Ancient	70ft	4	6/36	18	3-18

SABRE TOOTHED TIGERS are the great cats of the Pliocene epoch, capable of hunting down dinosaurs. They are half as large again as ordinary tigers and every bit as canny and agile. They cause 3-8 hit points of damage or, if an attack roll exceeds the number required to hit by 4 or more, or is a 20 in any case, 2-12 hit points of damage.

SALAMANDERS are fire-types possessing high intelligence, 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. Their touch causes inflammables to combust and 1-6 hit points of damage to non-fire creatures. In melee combat the upper body is AC 5 while the serpent section is AC 3. Opponents who are not fire-types suffer an additional 1-6 hit points of damage with each hit. However, if an attack roll exceeds the number required to hit by 4 or more, a salamander instead constricts with its burning tail for 3-8 hit points of damage (plus 1-6 additional damage to non-fire creatures). They are themselves invulnerable to fire and normal weaponry.

SCORPIONS, GIANT are extremely aggressive hunters of horse-sized proportions. They sense things mainly through vibration in the earth and will always attack anything that approaches. An attack roll that exceeds the number required to hit by 4 or more, or is a 20 in any case, indicates a hit by the poisonous stinger, which is fatal unless a saving throw versus poison is successful; otherwise, it is assumed to be a pincer attack that deals 3-8 hit points of damage.

SEA MONSTERS include the largest sea serpents, the whale-like leviathan (which has reportedly been mistaken for an island), and the many-tentacled kraken (which is confined to a null dimension unless it is called forth by an evil high priest to devour shipping and seaports). These exist principally as deadly perils to be avoided.

If the players insist on rousing sea monsters to combat, sea serpents will cause 2-12 hit points of damage and swallow man-sized or smaller targets whole as per purple worms and can encircle longboats and smaller ships within their coils and destroy them in 1-6 turns. The kraken can capsize any ship in 1-2 turns or else deliver 1-6 attack rolls versus heroic/superheroic enemies, each dealing 3-18 hit points of damage. The leviathan can capsize 1-3 ships in near proximity in a single turn or swallow a single ship whole in its vast maw—destroying the vessel and delivering 4-24 hit points of damage to everyone aboard as it swallows them.

SHADOWS are bleak incorporeal spirits that hunger for the life energy of living things and drain 1-4 points of strength on a hit. They are impervious to normal weaponry unless it is silvered, but magical weapons will do them double damage. Any man-type reduced to nil strength by a shadow is slain and will arise on the following night as a shadow. Strength lost is otherwise recovered at 1 point per hour.

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

SNAKES, GIANT AND LARGE are encountered almost anywhere. Large snakes are up to 10ft long but are generally non-aggressive unless hunting or provoked; they are 50% likely to be venomous. Giant snakes are more aggressive and are of two sorts: vipers and constrictors. Vipers slither silently and are deadly venomous. Constrictors are non-venomous and their bite bite deals only 1-2 hit points of damage. However, if attacking by surprise or an attack roll exceeds the number required to hit by 4 or more, a constrictor instead encircles its target, crushing man-types for 2-12 hit points of damage per turn. Constrictor-types can also be encountered at sea and are capable of encircling and destroying small boats within their coils in 1-6 turns.

SPECTRES are malevolent, incorporeal spirits. They can move through walls, ceilings, and floors and are impervious to normal weaponry. Their attack is 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 hand and can scurry over floors, walls, and ceilings equally. Their bite is venomous but a saving throw versus poison is allowed at +2. Giant spiders are true horrors up to horse-sized. Their bite is deadly venomous and they are web builders—these being equal to a web spell in strength. They prefer to wait patiently in ambush and attack unwary victims. They 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. They make 1-6 attack rolls each turn against heroic/superheroic enemies with their numerous tentacles. If seriously challenged they can expel a cloud of black ink and flee backwards at triple pace for three turns.

TIGERS are great cats that occur in frigid to tropical woodlands. They are canny, agile, and superb hunters who will stalk prey patiently in order to attack by surprise. They can climb and swim and can leap 10ft upward or 40ft forward. If an attack roll exceeds the number required to hit by 4 or more, or is a 20 in any case, they cause 3-8 points of damage.

THULLS are frightful humanoids similar to feral hobgoblins in appearance but they are far more dangerous. A thull will regenerate 1 lost hit point at the beginning of each turn and a scratch from its black nails will cause paralysis for 1 turn in normal man-types (except elves who are immune).

TITANOTHERES are enormous herbivores that roam temperate plains and wetlands in herds. Normally peaceful, they will charge and trample anything that provokes them causing 3-18 hit 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 incredibly strong. They deliver 6-21 hit points of damage with their enormous 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 will swallow halflings and smaller folk whole on any attack roll that exceeds the number required to hit by 4 or more. They can hop 18' every other turn, swim, breath underwater, and are 50% likely to be venomous.

TREANTS are 20-30ft tall tree-men. They are guardians of the ancient forests they inhabit and have little interest in the affairs of short-lived races such as men. If roused they are dangerous enemies and will deal 2-12 hit points of damage. They are invulnerable to normal weaponry and suffer one-half damage from magical weaponry other than axes but are vulnerable to fire. Thrice per day a treant can awaken any other tree within 6'. 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 be tall if they were not always hunched over. They have ogre-like strength but rarely employ anything more than tooth and claw so cause only 1-6 hit points of damage. They regenerate 3 lost hit points per turn, beginning three turns 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 immerse it in acid.

UNICORNS are fierce, noble, 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 sense enemies within 24', and can dimension door up to 36' once each day.

VAMPIRES are 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 normal weaponry and regenerate 3 hit points per turn if injured. 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 10-80 bats, 2-12 giant rats, or 1-10 wolves.

Any man-type enduring eye contact with a vampire is subject to a charm person spell with a -2 adjustment to the saving throw. Once a victim is charmed the vampire can bite at the neck with impunity, draining two experience levels per turn of gorging. Any heroic/superheroic man-type so slain by a vampire will arise the next night as a vampire enslaved to the monster who made him. Others so slain arise instead as ghouls. 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 Cross, the smell of fresh garlic, or the face of a mirror.

WEASELS, GIANT are cunning hunters adept at moving through tunnels and crawl spaces in fierce packs. When an attack roll 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 hit points of strength the following turn and each turn thereafter, until it has sapped 1 point for each of its own hit points. Any victim reduced to nil strength is slain.

WIGHT APES are so called for their pale coloration and dread demeanor. They occur in small bands in dense jungles and around ruined catacombs. They are

larger and more aggressive than regular apes and have a taste for man-flesh. Worse yet, they possess a malign cunning employing rocks and stones as tools and their strength is such that they cause 3-8 hit points of damage on a hit.

WIGHTS are accursed undead that drain one experience level on a hit. They dislike light and their attack rolls and morale checks are penalized by -2 in daylight. They are impervious to normal weaponry unless it is silvered, but 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, GIANT includes dire wolves and wargs, both being larger than their normal kin. Wargs are especially cunning and evil and are 20% likely to speak the common tongue and always speak the chaotic tongue. They can be ridden by goblins, although this will reduce them to 12" movement and a single attack roll even versus normal-types.

WOOLLY MAMMOTHS are enormous, hairy, elephant-like mammals that occur in herds in arctic regions. They are more aggressive than mastodons and are invulnerable to cold. They cause 3-18 hit points of damage by charging, trampling, crushing, or goring with their mighty tusks.

WOOLLY RHINOCEROSSES are enormous, hairy, rhinoceros-like mammals that occur in arctic regions. They have poor eyesight but excellent hearing and are inclined to attack anything that approaches or spooks them. They are invulnerable to cold and cause 4-14 hit points of damage by charging, trampling, or crushing.

WRAITHS are dreadful undead that exist more in the spirit world and less in the physical. They dislike light and their attack rolls and morale checks are penalized by -2 in daylight. Normal man-types 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 on a hit. They are impervious to normal weaponry unless it is silvered, 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 venomous stinger in the tail. Its bite and claw attacks cause 3-8 hit points of damage. The venomous tail causes only 1-6 hit points of damage but is very agile and can strike all around.

YELLOW MOLD is a deadly fungus found clinging to walls, floors, and ceilings underground. It is impervious to most attacks and can only be exterminated with fire. It dissolves wood in one turn and causes 1-6 hit points of damage per turn to flesh but has no effect on metal or stone. If it is disturbed there is a 50% chance a toxic spore cloud will burst forth causing man-types within 1" to save versus poison or die.

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

TREASURES

Treasure Types

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

The percentage figures are the chance that the category will be present and the range figures are quantities. For example, orcs have treasure type C so there is a 17% chance their lair will contain 1,000-12,000 cp, a 33% chance their lair will contain 1,000-4,000 sp, a 33% chance their lair will contain 1-4 gems, a 33% chance their lair will contain 1 piece of jewelry, and a 17% chance their lair will contain 2 items from the "Any Treasures" table.

Note that monsters do not carry treasure outside their lair unless stated otherwise in the explanation of monsters.

Table 3.13 Treasure Types

Type	1,000s of Coins			Pieces of			Magic
	Copper	Silver	Gold	Gems	Jewelry	Maps	Items
A1	33% 1-4	33% 1-6	33% 1-12	50% 3-36	50% 1-8		33% Any 3
A2	33% 1-4	33% 1-4	33% 1-6	50% 2-40	50% 1-10	.	67% 3 magic items
A3	.	.	67% 2-24	67% 4-48	67% 1-12	50% 1 map	.
B	50% 1-8	33% 1-4	33% 1-2	33% 1-4	33% 1	.	17% 1 magic weapon or armor
C	17% 1-12	33% 1-4	.	33% 1-4	33% 1		17% Any 2
D	17% 1-4	17% 1-10	67% 1-6	33% 1-8	33% 1-2	17% Any 2, 1 potion	
E	.	33% 1-10	33% 1-6	17% 1-6	17% 1	33% Any 3, 1 scroll	
F	.	17% 1-12	50% 1-10	17% 3-30	17% 1-6	33% Any 3 non-weapons, 1 potion, 1 scroll	
G	.	.	83% 3-36	33% 2-12	33% 1-8	33% Any 4, 1 scroll	
H	33% 1-20	50% 1-100	83% 4-48	50% 1-100	50% 2-40	17% Any 4, 1 potion, 1 scroll	
I	.	.	.	50% 2-16	50% 1-4	17% Any 1	

Table 3.14 Any Treasure	
1-100	Type
01-70	Magic item
71-90	Map
91-00	Magic item & map

Table 3.15 Maps	
1-100	Type
01-50	Treasure map
51-85	Magic item map
86-00	Treasure & magic item map

Table 3.16 Gem Value	
1-100	Value
01-08	10 gp
09-22	30 gp
23-67	100 gp
68-87	300 gp
88-98	1,000 gp
99	3,000 gp
00	10,000 gp

Table 3.17 Jewellery Value	
1-100	Value
01-20	200-1,200 gp
21-40	300-1,800 gp
41-60	400-4,000 gp
61-80	1,000-6,000 gp
81-90	2,000-8,000 gp
91-00	2,000-12,000 gp

The value of gems and pieces of jewelry are individually determined.

Where maps or specific types of magic items are indicated the referee should dice on the appropriate treasure tables.

Maps reveal the location of a treasure trove which may contain valuables, or magic items, or both. A map will indicate the type and approximate worth of the treasure, which can be determined randomly or by the referee. A map will usually be cryptic or obscured—requiring the use of a comprehend languages spell or the expertise of a canny thief to decipher. The treasure indicated therein will be guarded by appropriate traps and/or monsters.

Armor and Shields

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

Table 3.18 Magic Items	
1-100	Type
01-15	Armor
16-25	Miscellaneous magic item
26-35	Miscellaneous weapon
36-50	Potion
51-55	Ring
56-70	Spell book or scroll
71-80	Staff or wand
81-00	Sword

Table 3.19 Armor	
1-100	Type
1-30	Shield +1
31-45	Shield +2
46-50	Shield +3
51-75	Plate armor +1
76-85	Plate armor +2
86-95	Plate armor & shield +1
96-100	Plate armor & shield +2

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

EXPLANATION OF TREASURES

Miscellaneous Magic Items

These items are usable by all characters unless noted otherwise.

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

Bag of Holding An amazing sack that can hold up to 10,000 coins and appear only partially full and weigh only 50 lb. Anything not wider than 3ft × 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 speed indefinitely without need of rest. Furthermore, thrice per day he can make a great leap up to 6" forward or 2" directly upward or backward, landing soundly on his feet.

Cloak of Displacement The wearer of this cloak appears slightly displaced in time and space adding +2 to saving throws versus wands and rays and adjusting physical attack rolls by -2.

Cloak of Elvenkind 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. Great distance and unfamiliarity will decrease the chance that the subject can be located, however. Except as noted below, the other senses will remain unsatisfied. Spells such as read magic, darkvision, and detect invisibility will affect what may be seen but no spell or spell-like effect can be cast through a crystal ball. Most crystal balls enable only clairvoyance but 1 in 6 will 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 being feebleminded and each turn of usage requires a turn of rest thereafter.

Drums of Panic This pair of great drums are too large to be carried by a man-type but may be transported on a wagon or beast of burden. When beaten these drums will panic all living things at least 2" but not more than 12" away. Heroic-types are allowed a saving throw versus spells to resist; superheroic-types are unaffected. Panicked creatures will flee at their fastest rate for a turn.

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 This magical broom is employable by magic-users only and can fly at 24" per turn with one rider, or at 18" per turn with two riders.

Flying Carpet Can carry one or two riders at 24" per turn or three riders at 12" per turn.

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 wearer of this wide leather girdle gains strength equal to a hill giant. He is capable of mighty feats of strength including hurling rocks and dealing 2-12 hit points of damage in combat.

MAGICAL HELMS are not considered to be armor. They do not adjust armor class and magic-users are not restricted from wearing them. Should these be worn in battle the referee may assume that 1 blow in 6 is aimed at the head. If that blow should connect the helm is struck and requires a successful saving throw to avoid being smashed.

Helm of Alignment Change If worn, this helm 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 only be accomplished 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 can read any magical inscriptions, treasure maps, and mundane writing.

Helm of Telepathy This helm enables the wearer to probe subjects within 9' in exactly the same manner as the sixth sense spell. Additionally, the wearer can implant a mental suggestion in any intelligent subject so sensed. If a suggestion is attempted the referee throws a reaction check for the subject, adjusting the result by +2. A positive or better reaction indicates that the subject will enact any reasonable (according to his alignment) suggestion.

Table 3.20 Miscellaneous Magic Items

1-100	Type
01-04	Amulet of Proof Against Detection
05-08	Bag of Holding
09-14	Boots of Elvenkind
15-18	Boots of Levitation
19-22	Boots of Speed
23-26	Boots of Striding and Springing
27-30	Cloak of Displacement
31-36	Cloak of Elvenkind
37-42	Crystal Ball
43-44	Drums of Panic
45-48	Efreeti Bottle
49-52	Flying Broomstick
53-54	Flying Carpet
55-61	Gauntlets of Ogre Power
62-65	Girdle of Giant's Might
66-72	Helm of Alignment Change
73-76	Helm of Comprehending Languages and Magic
77-80	Helm of Telepathy
81-82	Helm of Teleportation
83-84	Horn of Blasting
85-90	Medallion of Thoughts
91-92	Mirror of Life Trapping
93-96	Object of Commanding Elementals
97-00	Scarab of Protection

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

Horn of Blasting A blast upon this great horn delivers 2-12 hit points of damage to all living things within a cone-shaped area of effect 10' long and up to 3' wide. Survivors are deafened for a turn and any buildings or fortifications suffer structural damage.

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

Mirror of Life Trapping A shield-sized mirror that traps any man-type or undead who sees his own reflection at 1' 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 the mirror's power. A magic-user can gaze into a mirror safely with a secret command word or the use of a gazeback spell. The mirror can contain 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 invocation. The elemental brought forth will then have 12 hit dice and be subject to the magic-user's will 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

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

Miscellaneous Weaponry

Arrows and Bolts (50% chance of either) are usable by fighters only. The magical adjustment applies both to attack and damage rolls. The attack adjustment is cumulative with that of any magical bow so a +1 arrow fired from a +1 longbow would have a total attack adjustment of +2.

Axes (50% chance of either battle axe or hand axe) are usable by fighters only. The magical adjustment for battle axes applies to both attack and damage rolls, but that for hand axes applies to attack rolls only. Hand axes can be hurled up to 3' as a medium range missile attack.

Bows are equally likely to be crossbows, longbows, or short bows; all are usable by fighters only. The magical adjustment of these applies to attack rolls only.

Daggers are usable by fighters, thieves, and magic-users. The magical adjustment applies to attack rolls only. The second adjustment (if given) is applicable to attack rolls versus a specific type. Daggers can be hurled up to 3" as a medium range missile attack.

Flails and Maces are usable by fighters and clerics. The magical adjustment applies to damage rolls only.

Morning Stars are usable by fighters only. The magical adjustment applies to damage rolls only.

Short Swords are usable by fighters and thieves. The magical adjustment applies to attack rolls only. The second adjustment (if given) is applicable to attack rolls versus a specific type.

Spears are usable by fighters only. The magical adjustment applies to attack rolls only but they can be hurled up to 3" as a medium range missile attack, and three men can fight in a defensive spear wall across a 10ft wide passage. Spears can also be set against a charging foe to cause 2-12 hit points of damage on impact.

War Hammers are usable by fighters and clerics and the magical adjustment applies to damage rolls only. These can be hurled up to 3" as a medium range missile attack.

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 hit points of damage against all foes except giants, against which it causes 5-15 hit points of damage. Additionally, a dwarf can throw the war hammer +3 up to 6" and it will automatically fly back to his hand.

Table 3.21 Miscellaneous Weaponry

1-100	Type
01-13	Arrows or bolts +1 (5-30)
14-20	Arrows or bolts +2 (4-24)
21-30	Axe +1
31-35	Axe +2
36-42	Bow +1
43-47	Dagger +1, +2 vs goblins & hobgoblins
48-52	Dagger +1, +2 vs kobolds & lizardmen
53-57	Dagger +1, +2 vs orcs & gnolls
58-62	Dagger +1, +3 vs men
63-67	Flail +1
68-70	Mace +1
71-72	Mace +2
73-77	Morning star +1
78-82	Short sword +1
83-84	Short sword +1, +3 vs man-types
85-89	Spear +1
90-91	Spear +2
92	Spear +3
93-97	War hammer +1
98-99	War hammer +2
00	War hammer +3

Potions

A potion flask contains exactly enough fluid to cause the prescribed effect, although a small sip may be tasted without altering its efficacy. The duration of any temporary effect is 7-12 turns unless stated otherwise.

Table 3.22 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

Abbreviation Quaffing the full potion will reduce a person to one-twelfth size. Thus, a 6ft tall man-type would shrink to 6in. Consuming a lesser part will have a proportionally lesser effect.

Animal Mastery The imbiber gains control over 3-18 small animals, 2-12 medium sized animals, or 1-6 large animals. Only normal animal-types 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 The imbiber gains control over up to three dragons who fail to save versus spells. Each potion affects one type of dragon as determined by the referee.

Exaggeration Quaffing the full potion will enlarge a person to four times size. Thus, a 6ft tall man-type would grow to 24ft. Consuming a lesser part will have a proportionally lesser effect.

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

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

Gaseous Form The imbiber becomes a cohesive, mobile cloud of gas that can penetrate any non-airtight space. How-

ever, anything worn or carried drops to a heap on the floor.

Giant Mastery The imbiber gains control over up to four giants who fail to save versus spells. Each potion affects only one type of giant, as determined by the referee.

Giant's Strength Grants strength equal to a hill giant including hurling rocks and causing 2-12 hit points of damage per hit.

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

Heroism Causes an ordinary man-type to function as a heroic fighter in all respects. Leveled fighters are also temporarily increased as follows:

Fighter Level	Temporarily Added Fighter Levels
0-2	4
3-4	3
5-7	2
8-10	1

Inviolability Grants invulnerability to normal weaponry and improves saving throws by +2 for 7-12 turns.

Invisibility Drinking this potion produces the same effect as the magic-user invisibility spell for 7-12 turns.

Mastery Over Men The imbiber gains control over 2-12 normal men, 1-6 heroic men, or 1 superheroic man as per the charm person spell. Saving throws are applicable.

Plant Mastery The imbiber gains control over ordinary plants within a 6' diameter or 1-6 ooze-types (including slimes, oozes, and puddings).

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

Polymorph Produces the same effect as the magic-user polymorph spell except that it lasts only 7-12 turns.

Resistance to Fire Grants invulnerability to ordinary fire and adjusts saving throws versus magical fire, including fireball and red dragon breath, by +2. Any fire damage sustained is reduced by 1 hit point per die regardless.

Sixth Sense Drinking this potion produces the same effect as the magic-user sixth sense spell for 7-12 turns.

Treasure Detection Quaffing this potion enables the detection of any treasure worth 5,000 gp or more within 36'. It is not blocked by lead, stone, or anything else.

Undead Mastery The imbiber gains control over 2-12 normal undead or 1-6 heroic undead as per the charm monster spell. The latter are allowed saving throws versus spells.

Water Breathing The imbiber can breathe comfortably underwater for 7-12 turns.

Weightlessness Imbibing this potion has the same effect as the magic-user levitate spell for 7-12 turns.

X-Ray Vision Enables the imbiber to see through up to 10ft of stone or 6in of iron to a distance of 6' for 7-12 turns. Everything will be revealed including traps and secret places. The magic is obstructed by lead or gold and only a 1" x 1" section of wall can be examined each turn.

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.

Animal Mastery The wearer may exert control over 3-18 small animals, 2-12 medium-sized animals, or 1-6 large animals within 6' at any one time. Only ordinary animal-types can be controlled.

Darkvision The wearer can see in darkness as per the magic-user darkvision spell for so long as he wears this ring.

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

Invisibility The wearer becomes invisible as per the magic-user invisibility spell for so long as he wears this ring.

Table 3.24 Rings	
1-100	Type
01-07	Animal Mastery
07-14	Darkvision
15-23	Deception
24-30	Invisibility
31-37	Mastery Over Men
38-46	Protection
47-53	Regeneration
54-60	Resistance to Fire
61-63	Spell Storing
64-66	Spell Turning
67-69	Telekinesis
70-72	The Djinn
73-81	Water Walking
82-88	Weariness
89-97	Wishes
98-00	X-Ray Vision

Mastery Over Men The wearer may exert control over 2-12 normal men, 1-6 heroic men, or 1 superheroic man within 6' at any time. All are allowed saving throws versus spells in the same manner as per the charm person spell.

Protection The wearer's saving throws are adjusted by +2 and any attack rolls that are targeted at him are adjusted by -2 for so long as he wears this ring.

Regeneration Causes the wearer to regain 1 lost hit point each turn. Severed limbs will reattach or re-grow. If the wearer is reduced to 0 (or fewer) hit points he will even return from the dead if he makes a successful shock survival check. Only fire or acid will destroy the wearer with certainty.

Resistance to Fire Grants the wearer invulnerability to ordinary fire and adjusts saving throws versus magical fire, including fireball and red dragon breath, by +2. Any fire damage sustained

is reduced by 1 hit point per die regardless.

Spell Storing A ring of this type can store 1-6 spells of either the magic-user, cleric, or anti-cleric sort with a throw of 1-4, 5, or 6 on a six-sided die, respectively. The anti-clerical rings are harmful to clerics and vice versa. Whether there are stored spells in the ring, and what spells they are, should be determined randomly if such

a ring is found. Anyone (including a non-spell caster) 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.

Spell Turning Any spell targeted specifically at the wearer of this ring is 80% likely to be turned back at the caster. For each experience level the spell caster has beyond the 4th it is 10% less likely that his spell will be turned.

Telekinesis The wearer is able to shift loads up to 200 lb at a rate of 12" to anywhere within a 12" radius simply by concentrating.

The Djinn The wearer may call forth a djinni who is permanently bound to serve whoever wears the ring. The djinni is as are all monsters of its type.

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

Weariness The wearer is reduced to half his usual strength and is affected by a slow spell for so long as he wears this ring. It can only be removed by a remove curse spell or a wish.

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 a wish will be honored.

A wish must be uttered in one breath. It can be used to heal a player, to restore him to life, to lift curses, to 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 the nearest source and the rightful owner will not be pleased with this theft.

The referee should adjudicate the effects of a wish carefully. A wish that all orcs should die, for example, might have no effect given that orcs are mortal and will die eventually in any case.

X-Ray Vision Enables the wearer to see through up to 10ft of stone or 6in of iron to a distance of 6". Everything will be revealed including traps and secret places. The magic is obstructed by lead or gold and only a 1" x 1" section of wall can be examined each turn.

Spellbooks and Scrolls

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

Table 3.25 Spell Books & Scrolls

1-100	Type
01-08	Scroll, cursed
09-19	Scroll, 1 spell
20-29	Scroll, 2 spells
30-38	Scroll, 3 spells
39-46	Spell book, 1st-2nd level
47-53	Spell book, 1st-4th level
54-60	Spell book, 1st-6th level
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

SPELL SCROLLS

Spell scrolls are of the magic-user, cleric, or anti-cleric sort when a 1-4, 5, or 6 is thrown on a six-sided die, respectively. A spell scroll will contain 1-3 spells with the level and name of each spell being determined randomly. A spell invoked from a scroll is as per the minimum caster level necessary to memorize the spell.

WARDS

Wards function as does the circle of protection from evil spell except that they are effective against a specific type and number of monsters and have a duration of one hour.

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

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

Ward against Magic Effective against all magic in a 1' sphere about the invoker for one hour in the same manner as the anti-magic shield spell.

Ward against Undead Effective against 4-24 normal undead, 2-12 heroic undead, or 1-6 superheroic undead.

Table 3.26 Curses

2-12	Type or Curse
2	Turned to stone
3	Feebleminded
4	Powerful monster conjured to stalk the player
5	Prime requisite ability score reduced to 3
6	All gold touched or carried turns to lead
7	All saving throws penalized by -2
8	All monster reactions are hostile
9	Blinded
10	Disease contracted, fatal within 24 hours
11	Polymorphed into insect, frog, mouse, or similar
12	Fall into a permanent sleep

CURSES

Curses will affect the invoker and any man-types 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 and will fire 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 successful attack the cleric can expend one charge to transmute the staff into a mass of writhing serpents that coil about the target preventing a man-sized opponent from attacking for 1-4 turns. After this period the serpents slither back to their owner and return to staff form.

Staff of Healing Usable by clerics only, this staff cures 2-7 hit points at a touch. It will function only once on any one person each day.

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

Staff of Power Employable by magic-users only, this staff can invoke a lightning bolt, fireball, or cone of intense cold 6' long and up to 2' wide. Each of these cause 8-48 hit points of damage but a successful saving throw will reduce this damage by half. Additionally, the staff may cause continual light, wall of fire, and telekinesis (up to 250 lb). If used in combat it performs as a staff of smiting.

As a last resort the wielder may perform a final strike, thereby breaking the staff and releasing all its remaining energy. The resulting blast causes 1 point of damage per remaining charge to all creatures within 3'.

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

Table 3.27 Staves & Wands

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.

Staff of Sorcery Employable by magic-users only, this staff has all the functions of the staff of power and can additionally invoke a whirlwind (as a djinn), 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 This wand will dispel magic exactly as per the magic-user dispel magic spell.

Wand of Detecting Enemies Use of this wand will reveal anyone within 6' who is hostile or malicious toward the wielder.

Wand of Detecting Magic Use of this wand will reveal the presence of any ongoing magic spells or enchanted objects within 2'. Expending a second charge will reveal the general nature of one specific spell or enchanted item.

Wand of Detecting Metal Use of this wand will reveal the location and type of any metal of at least 100 lb (2,000 coins) mass within 2'.

Wand of Detecting Secrets Use of this wand will reveal any secret or concealed doors or passages within 2'.

Wand of Detecting Traps Use of this wand will reveal any and all traps within 2'.

Wand of Fear This wand will produce a cone of panic exactly as per the magic-user fear spell.

Wand of Fireball This wand will invoke a 6 dice fireball exactly as per the magic-user fireball spell.

Wand of Ice This wand will produce a cone of intense cold 6' long and up to 2' wide which causes 6 dice of damage to everyone in the area. A saving throw versus breath weapons will reduce this damage by half.

Wand of Lightning Bolt This wand will invoke a 6 dice lightning bolt exactly as per the magic-user lightning bolt spell.

Wand of Paralysis This wand will invoke a 9' long, baleful ray which will paralyze any single man-type for 2-12 turns unless he makes a successful saving throw versus wands.

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

Wand of Polymorph Use of this wand enables the wielder to polymorph himself or others exactly as per the magic-user polymorph and baleful polymorph spells.

Magic Swords

Magic swords are usable by fighters only. In addition to their attack and damage adjustments the greatest magic swords also have intelligence, alignment, purpose, and the possibility of spell-like powers. The second magical adjustment (if given) is applicable to attack and damage rolls against the specified target types. The first magical adjustment applies to attack and damage rolls against all other targets.

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

Versus Man-types Causes additional damage to one specific man-type including men, elves, dwarfs, and halflings.

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 golden 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 creatures including trolls, clerics, and characters with regenerating rings or swords.

Flametongue This sword is continually afire with magical flames. 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 regardless of its intelligence. In the hands of a lawful fighter it is a sword +2, +4 versus chaotics and functions as a ring of spell turning against chaotic spell casters; otherwise, it functions only as a sword +2.

Unholy this sword is always chaotic regardless of its intelligence. In the hands of a chaotic fighter it is a sword +2, +4 versus lawfuls and functions as a ring of spell turning against lawful spell casters; otherwise, it functions only as a sword +2.

Vorpal This sword is always neutral, regardless of its intelligence. In the hands of a neutral fighter any attack roll that exceeds the number required to hit by 4 or more, or is a 20 in any case, will decapitate a man-type who fails to save versus wands; otherwise, it functions only as a sword +2.

Table 3.28 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, +3 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

When a magic sword is indicated the referee should dice on the magic swords table and then throw two six-sided dice to determine whether the sword is intelligent. A result of 2-6 indicates a non-intelligent sword much like other magical weaponry. A result of 7 or more indicates an intelligent sword with the possibility of additional powers.

Table 3.29 Magic Sword Intelligence

2-12	Communication	Powers
2-6	Unintelligent	0
7	Empathic	1
8	Empathic	2
9	Verbal	3
10	Verbal	3
11	Read Magic	3
12	Telepathic	3+1*

* Three powers plus one exceptional power.

Table 3.30 Magic Sword Languages

2-12	Number of Languages
2-8	1 additional language
9	2 additional languages
10	3 additional languages
11	4 additional languages
12	Roll twice*

* Ignore subsequent occurrences.

Table 3.31 Magic Sword Alignment

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

ALIGNMENT

All intelligent magic swords are either lawful, neutral, or chaotic. A holy sword is always lawful, an unholy sword is always chaotic, and a vorpal sword is always neutral, regardless of its intelligence.

Alignment Damage Any character who willingly handles an enchanted sword of a different alignment will suffer 1-6 hit points of damage for each step its alignment is removed from his. For example, a lawful player will suffer 2-12 hit points of damage

INTELLIGENCE

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

Dicing 6 or less indicates a regular magic weapon. Dicing 7 or more indicates an intelligent, living thing with its own motivations and personality. The referee should play it as he would any other non-player character, bearing in mind the sword may not be friendly to its wielder—this being determined by an initial reaction check and the developing relationship between them.

COMMUNICATION

An intelligent sword is able to communicate. Empathic communication is via physical hints such as pointing, leaning, shaking, and vibrating. Verbal communication is via an audible voice spoken in any language the sword knows. An intelligent sword capable of verbal communication will always know its alignment tongue and a number of additional languages determined by two six-sided dice.

The most intelligent magic swords are able to read magic and to communicate telepathically in addition to their ability to speak.

if he handles a chaotic sword. A character contacting a magical sword unwillingly or under instruction is spared half this damage.

EGO

All intelligent swords have an ego. The higher a sword's ego the more challenging it will be to master. A sword's ego rating is determined by throwing two six-sided dice and adjusting the result by +1 for each additional language or power the sword possesses (whichever is greater).

POWERS

Intelligent swords will possess a number of additional powers and exceptional powers. The referee should roll on the Magic Sword Powers table and, if necessary, the Magic Sword Exceptional Powers table to determine each of these functions.

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

Unless noted otherwise, these powers are as the equivalent magic-user spells.

A sword with the life stealing power can invoke a finger of death once per day and is always chaotic. If it is a holy or vortal sword it is declared an unholy sword instead.

PURPOSE

The most potent magic swords have been forged for a specific purpose. Should a sword have both 9 or more intelligence and 9 or more ego it is a purposeful sword. It will have the maximum

Table 3.32 Magic Sword Powers

2-12	Power
2	Roll twice
3	Detect gems/jewelry
4	Detect traps
5	Detect gold
6	Detect evil/good
7	Detect shifting stonework
8	Detect silver
9	Detect secret doors
10	Detect invisible objects
11	Detect magic
12	Exceptional power instead

Table 3.33 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)

intelligence and ego—promote both to 12 but do not add powers if intelligence is raised.

The purpose of such a sword is determined by dicing on the Magic Sword Purpose table. 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 a purposed foe on a successful hit if he fails to save versus petrification.
- * A neutral sword will feeblemind a purposed foe on a successful hit if he fails to save versus spells. Use confused behaviour if already in combat.
- * A chaotic sword will slay a purposed foe on a successful hit if he fails to save versus poison.

Table 3.34 Magic Sword Purpose	
2-12	Purpose
2	Slay golems
3	Slay elementals
4	Slay giants
5	Slay magic-users
6	Slay fighters
7	Defeat ignoble house*
8	Slay undead
9	Slay lycanthropes
10	Slay anti-clerics†
11	Slay dragons
12	Slay gothrogs

* Defeat an ignoble (or noble) house and all its heirs and descendants.

† Slay clerics if chaotic or both if neutral.

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 causes 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 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 action.

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

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