Delving Deeper V

Book Three of Three

MONSTERS & TREASURES

Simon J. Bull

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Book III contains place holder content from V4 for pre-production trials. It comprises most (but not all) of the content from cf. V4. While entirely compatible with V5 and usable *as is*, expect minor revisions for V5.

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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 uninterested 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

Against normal-types a monster fights as a number of men equal to its hit dice; otherwise it fights at the fantastic tier of its hit dice (see the combat rules, Book II).

Table 1: Summary of Monster Statistics

Type	AC	Move Rate	HD	% Lair Nearby	Treasure Type	Align
Basilisks	4	6	6+1	40	F	C, N
Black pudding	7	3	10	n/a	n/a	N
Cavemen	9	12	2	15	C	N
Centaurs	6	18	4	5	A1	L, N
Chimerae	4	12/18	9	50	F	C
Cockatrices	6	9/18	5	35	D	C, N
Djinni	6	9/24	7+1	n/a	n/a	N
Dragon turtles	2	3/9	12	60	H	N
Dragons						
Black	5–2	Various	2–12	60	H*	C
Blue	5–2	Various	2+2–14	60	H*	C
Golden	5–2	Various	2−1–16	60	H*	L
Green	5–2	Various	2+1–13	60	H*	C
Red	5–2	Various	2+3–15	60	H*	C
White	5–2	Various	2−1–11	60	H*	C
Dryads	5	12	2	20	D	L, N
Dwarfs	4	9	1	50	G	L, N
Efreeti	4	9/24	10	n/a	n/a	C
Elementals						
Air	3	—/36	8/12/16	n/a	n/a	N
Earth	3	6/6	8/12/16	n/a	n/a	N
Fire	3	12	8/12/16	n/a	n/a	N
Water	3	6/18	8/12/16	n/a	n/a	N

Continued...

Summary of Monsters (continued)

Type	AC	Move Rate	HD	% Lair Nearby	Treasure Type	Align
Elves	7	12	1	25	E	L, N
Gargoyles	6	9/15	4	25	C	C
Ghouls	7	9	2	20	B	C
Giants						
Cloud	3	15	12+2	30	E*	N
Fire	3	12	11+3	30	E*	C
Frost	4	12	10+1	30	E*	C
Hill	4	12	8	30	E*	C
Stone	2	12	9	30	E*	N
Gnolls	6	9	2	30	D	C
Gnomes	6	9	1	60	C	L, N
Goblins	7	9	1−1	50	*	C
Gorgons	3	12	8	50	E	C
Gothrogs	3	9/15	10	25	F	C
Gray ooze	9	3	3	n/a	n/a	N
Green slime	9	n/a	3	n/a	n/a	N
Griffons	4	12/30	7	10	E	N
Hippogriffs	6	18/36	3+1	n/a	n/a	N
Hobbets	7	9	1	70	B	L, N
Hobgoblins	5	9	1+1	30	D	C
Horses						
Destrier	7	15	2+4	n/a	n/a	N
Draft horse	7	12	2+1	n/a	n/a	N
Mule	7	12	2	n/a	n/a	N
Riding horse	7	24	2	n/a	n/a	N
Warhorse	7	18	2+2	n/a	n/a	N
Hydrae	5	12	5–12	25	B	N
Invis. stalker	2	—/12	8	n/a	n/a	N
Kobolds	7	6/9	½	50	*	C, N
Lycanthropes						
Werebears	3	9	6	15	C	L, N
Wereboars	5	12	4+1	15	C	C, N
Weretigers	4	12	5	15	C	C, N
Werewolves	6	15	4	15	C	C, N
Manticora	5	12/18	6+1	25	D	C
Medusae	7	9	4	75	F	C
Men						
Bandits	8	12	1	15	A1	C, N
Berserkers	9	12	1+1	15	A1	N
Brigands	6	12	1	15	A1	C
Buccaneers	8	12	1	15	A3	C, N
Cultists	9	12	1+1	15	A2	C
Dervishes	8	12	1+1	15	A2	L
Mercenaries	6	12	1+1	15	A3	N
Nomads	8	12	1	15	A2	C, N
Pirates	8	12	1	15	A3	C
Mermen	7	3/15	1+1	40	A3	N
Minotaurs	6	12	6	30	C	C, N
Mummies	4	6	5+1	30	D	C
Nixies	7	6/12	1−1	100	B	N
Ochre jelly	9	3	5	n/a	n/a	N
Ogres	6	9	4+1	30	C*	C

Continued...

Summary of Monsters (continued)

Type	AC	Move Rate	HD	% Lair Nearby	Treasure Type	Align
Orcs	7	9	1	50	D	C
Pegasi	6	24/48	2+2	n/a	n/a	L, N
Pixies	6	9/18	1−1	25	C	N
Purple worms	6	9/9	15	25	D	N
Rocs						
Young	6	6/48	6	20	I	N
Adult	5	6/42	12	20	I	N
Ancient	4	6/36	18	20	I	N
Skeletons	8	6	½	n/a	n/a	N
Specters	3	—/15	6	25	E	C
Treemen	2	6	8	15	n/a	L, N
Trolls	5	12	6+3	50	D	C
Unicorns	3	24	4	n/a	n/a	L
Vampires	2	12/18	8	20	F	C
Wights	6	9	3	60	B	C
Wraiths	4	—/12	4	20	E	C
Wyverns	4	9/24	7	60	E	C, N
Yellow mold	9	n/a	3	n/a	n/a	N
Zombies	9	6	1	n/a	n/a	N

AC is for armor class.

Movement Rates are given in inches. The first figure denotes the normal ground rate. If a secondary rate appears it denotes the flying, swimming, burrowing, or climbing rate 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 L is for lawful, N is for neutral, and C is for chaotic. Some monsters can be of several alignments. In these cases any individual is always of exactly one alignment.

Explanation of Monsters

Wherever special melee damage is detailed, it is 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 dice, 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.

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.

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. Moving through or otherwise contacting a black pudding will dissolve wood and metal armor in one turn, and then cause 3–18 hit points of damage to exposed flesh in the next. Stone, however, is impervious. It is susceptible to fire but invulnerable to cold. Lightning and slashing attacks will divide it into smaller parts without causing harm. It can move along walls, floors, and ceilings without difficulty and can squeeze through tiny openings including cracks in stonework and under doors.

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 fights as 2 men, 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.

Chimerae 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 fantastic combat a chimera has three attacks: 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.

A Djinn is a creature of air appearing as a supremely confident, bare-chested warrior. He can fly as easily as walk, even burdened with thrice what an ordinary man could bear. A djinn 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 djinn can also create magical illusions on a whim and these are equal to the *Phantasmal Host* spell except that a djinn has no need to concentrate to maintain the illusion.

A djinn 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 djinn deals 1–11 hit points of damage in combat due to his formidable size and strength.

Dragon Turtles are 30 ft 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:

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

Table 2: Dragons by Type

Type	Habitat	Speaks Common	Magic Using	Breath Weapon Shape	Breath Weapon Type	Resist
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	Elec.
Red	Mntns	Always	10%	Cone	Fire	Fire
Golden	Any	Always	Always	Cone	Sound	Magic

other dragons have various chances of speaking the common tongue and only 10% chance of being magic-using.

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.

Table 3: Dragons by Age Category

Age Category	Years of Age	Chance of Sleeping	Breath Weapon Size Cone	Breath Weapon Size Line
Hatchling	0–3	2*	$1^1/_2'' \times {}^1/_2''$	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″

* Throw two six-sided dice for hatchlings and young; otherwise throw one six-sided die.

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 segment of surprise is allowed, attacking at +2 to hit. This 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 in the following round 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 its master. 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 $^1/_2$ 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 breathe underwater indefinitely. While a black dragon lurks underwater the pool will gradually stagnate and become foul. Its breath weapon is a searing jet of acid which 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.

Table 4: Black Dragons

Age	AC	Move	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 5: Blue Dragons

Age	AC	Move	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

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 magical attacks at +4. A golden 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 6: Golden Dragons

Age	AC	Move	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

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.

Table 7: Green Dragons

Age	AC	Move	HD	Dam	Align
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

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.

Table 8: Red Dragons

Age	AC	Move	HD	Dam	Align
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

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. 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

Table 9: White Dragons

Age	AC	Move	HD	Dam	Align
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

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

An Efreet is a creature of fire and an irreconcilable enemy of the djinni. He is immensely strong—being able to bear what eight men can carry—and deals 2–12 hit points of damage in combat. He 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 efreet can also create magical illusions on a whim and these are equal to the *Phantasmal Host* spell except that an efreet has no need to concentrate to maintain the illusion. Additionally he can cause a wall of fire to spring up and can himself become an incendiary. If bound into service an efreet 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 affected by magical weapons only.

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, and attempt to kill the summoner. 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 and 6″ wide at the apex. It stands 1″ tall for each hit die the elemental possesses—for example, 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 at 12″ but cannot cross water. The touch of these monsters causes flammable 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.

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 only magical weapons will harm them.

Ghouls are eaters of living and carrion flesh. Their attack rolls and morale checks are penalized by −2 in daylight but normal man-types (excluding elves, who are immune) touched by these undead are paralyzed for 1 turn. Any such man-type slain by a ghoul will rise 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 its possessions including rocks, prisoners, other miscellany, and 1,000–6,000 gp worth of coins. A giant lair is 50% likely to be guarded. If it is, throw a six-sided die for the guardian: on 1–4 a 5–10 headed hydra, on 5 some 2–20 wolves, or on 6 some 1–6 bears. Giants are of various sorts including:

Table 10: Giants

Type	Lair	Height	AC	Move	HD	Melee Dam	Align
Hill	Cave	12 ft	4	12	8	2–12	C
Stone	Cave	14 ft	2	12	9	2–12	N
Frost	Castle	16 ft	4	12	10+1	3–13	C
Fire	Cave	12 ft	3	12	11+3	4–14	C
Cloud	Castle	18 ft	3	15	12+2	3–18	N

Giants, Cloud are 18 ft 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 12 ft 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 16 ft 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 12 ft tall and lair in rudimentary caves. They frequently associate with ogres, orcs, and other wicked creatures.

Giants, Stone are 14 ft tall and inhabit isolated mountain cavern systems. They hurl rocks for 3–18 hit points of damage.

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, 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).

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 flammable 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 melee round. 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.

The gothrog can then drag that victim to itself, whereupon it immolates, causing an additional 2–12 hit points of damage to everyone 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 to exposed flesh in the next, 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″.

Hobbets 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 hobbets encountered there will be a leader with 1–4 fighter levels. All hobbets are deadly accurate with hurled missiles adjusting attack rolls by +3.

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.

Table 11: Horses

Type	Cost	AC	Move	HD	Carrying Capacity (coins)
Destrier	300 gp	7*	15	2+4	4,000
Draft horse	60 gp	7	12	2+1	4,500
Mule	20 gp	7	12	2	3,000
Riding horse	80 gp	7	24	2	3,000
Warhorse	200 gp	7*	18	2+2	3,500

* AC 4 if barded.

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

Hydrae 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 melee round, attacking 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.

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, 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 or outnumber their enemies by 3 to 1 or more.

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 the victim 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 thereafter. If all adults are slain the young are automatically subdued.

Manticora 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.

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 her gaze will be turned to stone unless a successful saving throw is made 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 carry 2–12 sp (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 highwaymen. 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, Cultists 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.

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, polearms, 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 cutthroats 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.

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. Mermen 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 freshwater 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 the victim 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 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.

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, even outside the lair.

Orcs are fecund humanoids occurring in warlike tribes. They dislike bright light and adjust attack and morale checks by −1 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 griffons. 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 6 ft in diameter and 60 ft 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 stinger in its tail, but its huge maw is the main weapon. A man-sized or smaller target is swallowed whole if a bite attack roll exceeds the number required to hit by 4 or more, or is a 20 in any case. 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.

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.

Table 12: Rocs

Type	Approx. Wingspan	AC	Move	HD	Melee Dam
Young	30 ft	6	6/48	6	1–6
Adult	50 ft	5	6/42	12	2–12
Ancient	70 ft	4	6/36	18	3–18

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.

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.

Specters 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 specter will arise the following night as a specter under the control of the monster that destroyed it. Any additional specters encountered will be thralls of this sort.

Treemen are 20–30 ft tall walking trees. 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 weapons and suffer one-half damage from magical weaponry other than axes but are vulnerable to fire. Thrice per day a treeman can awaken any other tree within 6″. An awakened tree fights exactly as another treeman 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 melee round, beginning three rounds after injury, enabling even severed limbs to reattach or regrow. 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 melee round 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 the neck with impunity, draining two experience levels per melee round 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 it. 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 Holy Cross, the smell of fresh garlic, or the face of a mirror.

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.

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 which is very agile and can strike all around. A wyvern strikes with its sting two-thirds of the time and bites otherwise (a 5–6 on a six-sided die indicates a bite). The bite causes 3–8 hit points of damage; the sting delivers 1–6 hit points of damage and its deadly venom.

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 to exposed flesh in the next, 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 dices for each category of treasure (copper, silver, gold, and so on) separately. First check whether the category is present in the hoard; then, if it is, dice for its quantity.

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

Table 13: V5 Lair Treasure

	1,000s of Coins			Gems and	Maps or
Type	Copper	Silver	Gold	Jewelry*	Magic
A1	5/1–6	5/1–6	5/2–12	4/6–36	5/Any 3
A2	6/1–6	5/1–6	4/1–6	4/2–40	3/3 magic items
A3	Nil	Nil	3/5–30	3/3–60	4/1 map
B	4/1–6	5/1–6	5/1–3	5/1–6	6/1 arms or armor
C	6/2–12	5/1–3	Nil	5/1–6	6/Any 2
D	6/1–6	6/1–12	3/1–6	5/1–6	6/Any 2, 1 potion
E	6/1–6	5/2–12	5/1–6	6/1–6	5/Any 3, 1 scroll
F	Nil	6/1–20	4/2–12	5/4–24 6/2–12	5/Any 3 non-arms, 1 potion, 1 scroll
G	Nil	Nil	2/2–40	5/3–18 5/2–12	5/Any 4, 1 scroll
H	5/4–24	4/1–100	2/10–60	4/1–100 4/2–40	5/Any 4, 1 potion, 1 scroll
I	Nil	Nil	Nil	4/3–18	5/Any 1

* Throw for each category (Gems and Jewelry); jewelry is shown on the second line if different from the gems category.

Where 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

Table 14: Any Treasures and Maps

1–100	Type
01–70	Magic item
71–90	Map
91–00	Magic item & map

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

or by the referee. A map will usually be cryptic or obscured—requiring the use of a *Comprehend Languages* spell or specific expertise to decipher. The treasure indicated therein will be guarded by appropriate traps and/or monsters.

Table 15: 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

The value of gems and jewelry is determined individually.

Table 16: Gem and Jewelry 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

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

Explanation of Treasures

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 the wearer throws a 5 or 6 on a six-sided die.

Table 17: Magical Armor and Shields

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.

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*, *Extrasensory Perception*, 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 500 coins. Anything not wider than 3 ft × 3 ft can be fit into it.

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

Table 18: 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 Comprehend 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

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 the wearer must rest for a day.

Boots of Striding and Springing The wearer can sustain full speed indefinitely without need of rest. Furthermore, thrice per day the wearer can make a great leap up to 6″ forward or 2″ directly upward or backward, landing soundly.

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 *Extrasensory Perception* 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 is 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 whoever 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 that of an ogre, enabling the wearer to perform feats of great strength and to deal +2 hit points of damage in combat.

Girdle of Giant's Might The wearer of this wide leather girdle gains strength equal to that of a hill giant. The wearer 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.

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 *Extrasensory Perception* 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 its alignment) suggestion.

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 *Extrasensory Perception* 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 its own reflection at 1″ or closer. It is 90% likely that an unwary subject will see its reflection in good light, but only 10% likely if 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. Note that a magical arrow or bolt hits a normal-type automatically.

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 applies to attack roll only of any arrow loosed, but a normal arrow shot from a magical bow remains a *normal* missile.

Table 19: 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	Warhammer +1
98–99	Warhammer +2
00	Warhammer +3

Daggers are usable by fighters, magic-users, and thieves (if these are used). 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 (if these are used). 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. These spears can be hurled up to 3″ as a medium-range missile attack. Three spearmen can form a defensive

spear wall across a 10 ft wide passageway. Spears can also be set against a charging foe to cause 2–12 hit points of damage on impact.

Warhammers 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.

Warhammer +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 warhammer +3 up to 6″ and it will automatically fly back to the thrower's hand.

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.

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

Potion of 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.

Potion of Curing Restores 2–7 lost hit points.

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

Potion of 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.

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

Table 20: 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	Extrasensory Perception
80–82	Treasure Detection
83–85	Undead Mastery
86–89	Water Breathing
90–93	Weightlessness
94–97	X-Ray Vision
98–00	Youthfulness

Potion of 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.

Potion of Flight Consumption of this potion has the same effect as a *Fly* spell except that it lasts for 7–12 turns.

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

Potion of 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.

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

Potion of Haste Imbues the imbiber with the same effect as the *Haste* spell except that it lasts for 2–7 turns.

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

Table 21: Potion of Heroism

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

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

Potion of Invisibility Drinking this potion produces the same effect as the magic-user *Invisibility* spell for 7–12 turns.

Potion of 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.

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

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

Potion of Polymorph Produces the same effect as the magic-user *Polymorph Self* spell except that it lasts only 7–12 turns.

Potion of 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.

Potion of Extrasensory Perception Drinking this potion produces the same effect as the magic-user *Extrasensory Perception* spell for 7–12 turns.

Potion of 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.

Potion of 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.

Potion of Water Breathing The imbiber can breathe comfortably underwater for 7–12 turns.

Potion of Weightlessness Imbibing this potion has the same effect as the magic-user *Levitate* spell for 7–12 turns.

Potion of X-Ray Vision Enables the imbiber to see through up to 10 ft of stone or 6 in 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 $1'' \times 1''$ section of wall can be examined each turn.

Potion of 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.

Ring of 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.

Ring of Darkvision The wearer can see in darkness as per the magic-user *Darkvision* spell for so long as the ring is worn.

Table 22: Rings

1–100	Type
01–07	Animal Mastery
08–14	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

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

Ring of Invisibility The wearer becomes invisible as per the magic-user *Invisibility* spell for so long as the ring is worn.

Ring of 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.

Ring of Protection The wearer's saving throws are adjusted by +2, and any attack rolls targeted at the wearer are adjusted by −2, for so long as the ring is worn.

Ring of Regeneration Causes the wearer to regain 1 lost hit point each turn. Severed limbs will reattach or regrow. A wearer reduced to 0 (or fewer) hit points will even return from the dead on a successful withstand adversity check. Only fire or acid will destroy the wearer with certainty.

Ring of 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.

Ring of 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 a 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.

Ring of 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 the spell will be turned.

Ring of Telekinesis The wearer is able to shift loads up to 2,000 coins at a rate of 12″ to anywhere within a 12″ radius simply by concentrating.

Ring of the Djinn The wearer may call forth a djinn who is permanently bound to serve whoever wears the ring. The djinn is like any other of his type.

Ring of Water Walking Enables the wearer to walk on water as if walking on dry land.

Ring of Weariness The wearer is reduced to half the usual strength and is affected by a *Slow* spell for so long as the ring is worn. It can only be removed by a *Remove Curse* spell or a wish.

Ring of 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 the dead 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.

Ring of X-Ray Vision Enables the wearer to see through up to 10 ft of stone or 6 in 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 $1'' \times 1''$ section of wall can be examined each turn.

Spell Books and Scrolls

Scrolls are 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 23: Spell Books and 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 Golems Effective against a single golem, living statue, or automaton 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.

Curses

Curses will affect the invoker and any man-types within 15 ft.

Table 24: Curses

2–12	Type of 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

Staves and 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.

Table 25: Staves and 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.

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 causes 8–48 hit points of damage but a successful saving throw will reduce this damage by half. Additionally, the staff may cause *Continuous Light*, *Wall of Fire*, and *Telekinesis* (up to 2,500 coins). 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.

Staff of Sorcery Employable by magic-users only, this staff has all the functions of the staff of power. It 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 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 it makes a successful saving throw versus wands.

Wand of Phantasm This wand will generate an illusion exactly as per the magic-user *Phantasmal Host* 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 polymorphs the wielder or others exactly as per the magic-user *Polymorph Self* and *Polymorph Other* 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.

Sword, Cursed Subtracts from attack rolls and will always (magically) appear in hand. The player will have great difficulty getting rid of this weapon.

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

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

Table 26: Magic 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

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

Sword, Versus Giants Causes additional damage to giants.

Sword, Versus Golems Causes additional damage to golems, living statues, and automatons.

Sword, 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.

Sword, Versus Regenerating Causes additional damage to any regenerating creatures including trolls, clerics, and characters with regenerating rings or swords.

Sword, Flametongue This sword is continually afire with magical flames. It deals +3 damage to creatures of cold and those vulnerable to fire including mummies, treemen, and white dragons.

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

Sword, 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. In any other hands it functions only as a sword +2.

Sword, 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. In any other hands it functions only as a sword +2.

Sword, Vorpal This sword is always neutral, regardless of its intelligence, and functions as a sword +2. In the hands of a neutral fighter, an attack roll that exceeds the number required to hit by 4 or more—or is a 19 or 20 in any case—will decapitate a man-type that fails to save versus wands.

Intelligence

When a magic sword is indicated the referee should 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, living thing with its own motivations and personality, and the possibility of additional powers.

Table 27: 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.

The referee should play an intelligent magic sword like any other non-player character. The sword need not be friendly to its wielder, as established by an initial reaction check and by 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.

Table 28: Magic Sword Languages

2–12	Number of Languages
2–8	One additional language
9	Two additional languages
10	Three additional languages
11	Four additional languages
12	Throw twice*

* Ignore subsequent occurrences.

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

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.

Table 29: Magic Sword Alignment

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

Alignment Damage Any character who willingly handles an enchanted sword of a different alignment will suffer 1–6 hit points of damage for each step its alignment is removed from the character's own. For example, a lawful player will suffer 2–12 hit points of damage on handling 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 throw on the Magic Sword Powers table and, if necessary, the Magic Sword Exceptional Powers table to determine each of these functions.

Table 30: Magic Sword Powers

2–12	Power
2	Throw 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

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. Each power may otherwise be used three times per day—except regeneration, which is continuous, and wishes, which may be used 3 or 1–6 times in all.

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 vorpal 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 purposed sword. It will have the maximum intelligence and ego—promote both to 12 but do not add powers if intelligence is raised.

Table 31: Magic Sword Exceptional Powers

3–18	Exceptional Power
3	Throw thrice
4	Throw twice
5	Teleport
6	Telekinesis
7	Regeneration (1 hp per turn, 6 per day)
8	Charm person
9	Knock
10	Extrasensory perception
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)

The purpose of such a sword is determined by dicing on the Magic Sword Purpose table.

Table 32: 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.

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 it fails to save versus petrification.
- A neutral sword will feeblemind a purposed foe on a successful hit if it fails to save versus spells. Use confused behavior if already in combat.
- A chaotic sword will slay a purposed foe on a successful hit if it fails to save versus poison.

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 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 when fresh and uninjured but subtracts 1–6 when reduced below half of maximum 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 a saving throw versus spells succeeds. If the difference is 6 or more no saving throw is allowed.

Whenever a sword dominates its wielder it causes the wielder to act in accordance with its own goals. This means disposing of competing weapons, entering into glorious or ignoble combat, or decorating itself with bejeweled hilt-work and scabbards. It may also surrender itself to a superior wielder who can better achieve its goals—or to an inferior one it can more easily dominate—or take any other action that serves its own end. Domination is usually exerted for the duration of one such action.

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