

SWORDS & WIZARDRY

RUINS OF ARDUIN

**Rules for Fantastic Campaigns
with Paper and Pencils**



Based on the works of
David A. Hargrave

SWORDS & WIZARDRY

RUINS OF ARDUIN

Based on:

Swords & Wizardry
by Matt Finch

Swords & Wizardry Continual Light
by Zach Glazar, James M. Spahn, and Erik 'Tenkar' Stiene

Zero-Level Characters
for Swords & Wizardry Continual Light
by Fr. Dave • bloodofprokopius.blogspot.com

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Part One: Characters & Combat
Part Two: Magic Spells
Part Three: Dungeons, Monsters, & Treasure

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Part One: Characters & Combat

Roll Your Attributes

Attributes are generated by rolling 3d6 in the order listed below. Standard attributes of 15 or higher have a +1 bonus – except Amazons, Neanderthals, and Humans; see below..

Strength: Physical might. Warriors add this bonus to all attack and damage rolls in melee.
Intelligence: Intellectual prowess. Wizards can apply this bonus as a negative Save penalty to anyone they target with a spell.
Wisdom: Strength of will. All character may apply this bonus to Spell and Psychic saves.
Constitution: Physical health. All characters at 1st level have 1 hit point per Constitution point, plus a base amount of points according to their own race. Add this bonus each time they gain a Level.
Dexterity: Agility and grace. All characters add this bonus to their "to-hit" number in ranged combat, and as a bonus to their AC.
Charisma: Charm and leadership ability. All characters with a bonus begin play with a Torchbearer (AC9 [10], HD 2; , Move: 12)

Choose Your Race

Select a species for your character. Your race limits your choice in classes as listed below. Classes listed are to include optional subclasses.

Amazons – A martial female dominated Human sub-race. Classes: Warrior, Priest, Priests may use Warrior Strength Bonus for all attack and damage rolls in melee. Amazons use separate attribute score bonuses (15=+1, 16-17=+2, 18=+3;) Amazons may swap their lowest ability score with a 15.
Centaurs – Human/Horse hybrids. Classes: Warrior, Priest, Centaurs gain a +2 to any Save when wielding a shield and gain +1 to-hit when attacking with lances (1d6+1 damage) May use hooves to kick (1d6) as an additional attack.
Deodanth – Undead/Elf/Feline hybrids from the future. Classes: Warrior, Claw/Bite 1D6, Hypnosis, Nightvision 90', May Time Slip to gain +3 to initiative once/day/level, at the of cost 3 HP with each use. Leaping: 20' horizontally and 10' vertically. Immune to Level Drain.
Dwarf – Short, bearded men of the mountains – miners and craftsmen. Classes: Burglar, Warrior, Priest, Burglar Bonuses: -4 [+4] to AC vs. large enemies, +1 Find & Remove Traps & Open Lock, +1 to hit & damage orcs, giants, and goblins, +4 save vs. magic & poison, +2 Architectural Identification and Knowledge; Uncanny Appraisal of Items, May Identify Magic Armor and Weapons, +1 Smithing and Stoneworking.
Elf – Fey elder race of the forests – magical and nigh immortal. Classes: Warrior, Wizard, Druid, Burglar Bonuses: +1 to Hide in Shadows, +1 Detect Secret/Hidden Doors, +1 Hear Noises & Move Silently. Move through any type of terrain and leave neither footprints nor scent. +1 to-hit vs. goblins, orcs, and undead. Immune to Paralysis, Sleep, and Disease. +2 save vs. magic. Elves may not be Raised from the Dead.
Gnome – Short, bearded men of the forests – traditional protectors of the wilderness. Classes: Burglar, Warrior, Illusionist, Druid; Burglar Bonuses: -4 [+4] to AC vs. large enemies, +1 Find & Remove Traps & Open Lock, +1 to-hit & damage kobolds and goblins, +4 save vs. magic & poison, May Identify Potions, Appraise Jewelry and Gems. +1 Alchemy and Jewelry crafting, As Illusionists, Gnomes command a -2 save vs Spell against foes.
Halfling – Short men of the hills and meadows - a simple people who generally dislike adventure. Classes: Warrior, Burglar Bonuses: -4 [+4] to AC vs. large enemies, +2 to-hit with ranged weapons, +1 to Open Locks, Pick Pockets, Hide in Shadows, and Move Silently.
Human - Any Class – Humans use separate attribute score bonuses (15=+1, 16-17=+2, 18=+3;) Humans may swap their lowest ability score with a 15.
Neanderthal – A sub-race of Humans, primitive in nature and hailing from mountainous/polar regions. Classes: Warrior, +2 Herbalist, They "sense enemies" (15' radius) at 1-2 chance on 1d6, +1 hear noises as Burglars. Cave Men use separate attribute score bonuses (15=+1, 16-17=+2, 18=+3;) Neanderthals may swap their lowest ability score with a 15.

Phraint – Emotionless Insectoids warriors who embrace logical thought. Classes: Warrior, Immune to Emotions/Empathy (including Fear,) Leaping 10', +1 to hit Deodanths and Saurigs.

Saurig – Lizardmen aliens who inhabit deserts and swamps. Classes: Warrior, Immune to Fear and slowing magic, May melee attack twice per round along with Bite (1d6+1,) Tail (1d6+1,) and Shield Breaking (Done on successful strike instead of damage, shield must save vs Saurig Strength) Attack Options, Leaping 10'. Infravision 60'

Choose Your Profession and Class

Choose a profession, and upon reaching 1st level, select a class to show your area of expertise. Note special abilities.

Each character will get 1 hit point per Constitution point that they have, plus a base amount of points according to their own race (See Below). Hit points go up one point according to your Class level. This varies by Class. In addition, each person will get addition hit points in Constitution Bonus each level after 1st Level.

Race	Hit Point Base	Zero Level Characters
Amazons	8	To create a zero-level character roll a d20 and consult the table below. A profession's Favored Class points to what Class table governs Hit Points and Saving Throws. Characters need to survive one game session to advance to 1st level in whatever class the player decides; should that be other than the Favored Class, then the character switches to the desired Class table to determine Hit Points, BHB, and Saving Throws for the rest of their career.
Neanderthals	7	
Centaurs	11	
Deodanths	10	
Dwarves	9	
Halflings	6	
Phraints	6	
Elves	9	
Saurigs	9	
Gnomes	8	
Humans	7	

Profession

1: **Alchemists' Apprentice** - A pupil being learning how to formulate magical potions and other concoctions.

- Special Ability: Identify Magic Potions and Poisons
- Starting Equipment: Either a staff or a dagger as well as one Alchemical Concoction.

2: **Body Guard** - Traders need muscle to protect them from rivals and thieves, body guards provide that muscle.

- Special Ability: On a successful hit, may disarm an opponent instead of doing damage.
- Starting Equipment: Club, sling, leather armor and a shield.

3: **Entertainer** - Whether a jester, a bard or an orator, entertainers make a living by amusing and delighting people through art.

- Special Ability: Can spend half a day in town performing to earn room and board for 1d6 days.
- Starting Equipment: Six daggers and the player's choice of an instrument.

4: **Herbalist** - Someone who specializes in growing and collecting a variety of plants for medicinal, magical and culinary purposes.

- Special Ability: Identify Plants
- Starting Equipment: Either a staff or a dagger, a sling, a pouch full of herbs and a shield.

5: **Initiate** - A novice living in a monastery that has yet to be tonsured as a full-blown monastic.

- Special Ability: Can take one turn to heal 1d3 hp. May be done once per character once per day.
- Starting Equipment: Staff, a holy symbol, robes and a horse hair shirt [AC 8 (11)].

6: **Laborer** - A peasant, surf or some one from the lower classes who is relegated to doing menial, physical work.

- Special Ability: Can make a saving throw at +2 to avoid any negative effects of alcohol consumption.
- Starting Equipment: A Hammer (can be used as a club), a water skin filled with cheap alcohol and a leather apron [AC 8 (11)].

7: **Trader** – One who trades and sells on the market, often insuring large shipments and getting rich through high stakes investment.

- Special Ability: When purchasing any item, can either take 10% or 1d20% off the list price.
- Starting Equipment: A short sword and a dagger, a nice set of clothes and 1d6x10 gp.

8: **Outlaw** - Any one who lives outside the law in order to eat and survive.

- Special Ability: Can intimidate creatures of less HD than the character. Targets must make a saving throw (minus the character's Strength or Charisma bonus, which ever is higher) to avoid cowering for 1d6+1 rounds. If the save is missed by more than 5, the targets will actually obey the character for 1d6+1 rounds.
- Starting Equipment: A sword, a bow, leather armor and shield

9: **Pedlar** - A seller of trinkets, baubles and knickknacks.

- Special Ability: Can appraise the value of any item.
- Starting Equipment: A sling, a sack with pots and pans, a pouch with colored ribbons and a pack containing a tinderbox, 4 blankets and some rope.

10: **Pharmacist** - Someone who specializes in medicinal potions.

- Special Ability: May take 1 week and 100gp to make a Healing Potion
- Starting Equipment: A dagger, one healing potion and a leather apron [AC 8 (11)].

11: **Rat-Catcher** - Every city has vermin, and every city needs a rat-catcher has his trusty dog to keep them at a minimum.

- Special Ability: May have a scent hound [HD1+1; AC 7[12]; Atk bite (1d4); Move 15; Save 14] as a henchman and may always be able to replace it if it dies.
- Starting Equipment: A scent hound, a dagger, a sling and a Ratter's pole with d6 dead rats.

12: **Runner** - Militaries, governments and merchants all need information quickly and runners deliver that information by going where horses cannot.

- Special Ability: Adds 3 to the base move.
- Starting Equipment: A short sword, d6 empty scroll cases and leather armor.

13: **Sailor** - Whether a conscript, a marine or a fisherman, sailors are anyone who make a living on the sea.

- Special Ability: Can never be lost while the stars are visible.
- Starting Equipment: Short sword, rope, a partial map to some unknown location and leather armor.

14: **Seer** - Sometimes called soothsayers, oracles or fortune tellers, seers are those who has the gift of foresight.

- Special Ability: Roll a d20 at the beginning of a gaming session. This roll may be substituted once during that session for another roll.
- Starting Equipment: A staff, a sling and a pouch with divination trapping (tarot cards, bones, dice, etc.).

15: **Scribe** - Not everyone can read or write, but in a civilized world, everyone is in need of something written.

- Special Ability: Has a 4 in 6 chance of reading any language (even magical).
- Starting Equipment: Either a dagger or a staff, a pack with writing equipment (ink, pen and paper) and a Scroll with the Basic Pentagram of Protection spell.

16: **Soldier** - Any veteran of combat and war.

- Special Ability: May only be surprised on a '1.'
- Starting Equipment: A spear, a crossbow, leather armor and a shield.

17: **Squire** - A young nobleman acting as an attendant to a knight.

- Special Ability: Can identify heraldry, has a 4 in 6 chance of knowing information about a particular noble and has a 2 in 6 chance of securing an audience with a noble.
- Starting Equipment: A 2-H sword and chain mail.

18: **Woodsmen** - A person living or working in the woods, especially a forester, hunter, or woodcutter.

- Special Ability: Can spend half a day hunting in the wilderness to secure food to feed 1d6 people for 1 day.
- Starting Equipment: An axe, a bow and leather armor.

19-20: **Roll Twice** - The first roll determines the character's Profession, Prime Characteristic and Starting Equipment. The second roll determines the character's Special Ability. Ignore all rolls of 19 or 20.

WARRIOR:

You are a Fighting Man trained to use weapons and armor.

Level	HP	Save	BHB
0	Constitution+Race	17	+0
1	+1	16	+0
2	+1	15	+1
3	+1	14	+2
4	+1	13	+2
5	+1	12	+3
6	+1	11	+4
7	+1	10	+4
8	+1	9	+5
9	+1	8	+6

Warrior Special Abilities:

You can use any weapons, wear any armor, and use shields. You get a number of attacks each round equal to your level against foes of 2 HD or less. Warriors get +1 on saves vs. death and poisons.

PRIEST:

You are a holy crusader.

Level	HP	Save	BHB
0	Constitution+Race	15	+0
1	0	14	+0
2	+1	13	+0
3	+1	12	+0
4	0	11	+1
5	+1	10	+1
6	+1	9	+2
7	+1	8	+2
8	+1	7	+3
9	+1	8	+4

Priest Special Abilities

Priests and other priestly magic user do not need to study spells, but must spend time in prayer to receive them. Their Deities supply them with the Mana and formula and act as a sort of buffer; disabling them from utilizing Spellburn - whereas a character permanently sacrifices ability points to aid in spellcasting.

You pray once each day to prepare a number of spells by buying them with available Mana Points.

Mana - Take the Priest's Wisdom and multiply it by his level, then divide by:

- 4 (if his Wisdom is 8 or less)
- 3 (if Wisdom is 9 to 12)
- 2 (if Wisdom is 13 or greater)

Therefore, a 7th level Priest with a Wisdom of 16 would multiply 16 by 7 to get 112, then divide 112 by 2 for a final total of 56 Mana points that the Priest will generate per 12 hour period of rest or 24 hour period of activity.

A spell's Mana cost is generally the same cost as is its Order of Power. Once a spell has been cast, you pray again to prepare it. You can prepare multiples of the same spell, if the "Mana points" are available.

Priests get +2 on saves vs. death and poisons. Priests are only permitted to wield clubs, hammers, maces, flails and slings.

Turn Undead. Roll 3d6 and see below. If the roll is equal or higher than shown below, all undead of listed HD within 30' flee for 3d6 rounds. However, Priestly Characters need not be restrained by Turn Undead, which is to say they may select the type of creature they may Turn, usually as dictated by their faith. For instance, a Priest of Thor of the Norse Pantheon might turn Giants or Trolls. This is determined by the number of hit dice the monster has; just supplement Monster Type for Undead Hit Dice.

Divine Healing: Whether it be Lay on Hands or a Cure Light Wounds, the receiver of such healing must be of the same alignment as the deity giving the healing. Followers of the same Deity responsible for the healing shall receive bonus healing at the rate of +1hp/level of the healed character.

There is a difference between some spell being rituals and Ritual Casting. Ritual Casting permits a Wizard to enact a spell without a Mana Cost or memorization. The spell must be in a written form, such as a scroll or from a spellbook. The only costs of Ritual Casting is 10gp (in a silver based economy, such as Arduin, this is more expensive than it seems at first glance.) per Order of Power worth of components for the ritual and 10 minutes per Order of Power of the spell to cast it.

Alignment

Games are usually set up as "us" against "them" and you can use various names for each. Usually "us" is considered to be Law (or Good), while "them" would be the monsters who are Chaos (or Evil). Neutral alignments tend to only do what is best for him or herself, taking no stand on the greater moral or ethical ground. The Referee gets the final say on which options are for the protagonists and which ones are for the antagonists.

Arduinian Pantheon

· Tiamat the Destroyer - Chaotic	· Mordakk the Doom Fire - Chaotic
· Tarong the Timekeeper - Neutral	· The Star Dragons - Neutral
· Eru the Whole - Lawful	· Borsala, King of the Sea- Neutral
· Marbonas The Laughing One - Lawful	· Vanaan. The Eternal Flame - Lawful
· Xuanth The Hand of Fate - Lawful	· Ta-Taru, the All Fire - Lawful
· Tanabras. Lord of the Dead - Chaotic	· The Guardians, The Ones Who Wait - Chaotic
· Boreas, Lord of Wind - Neutral	· Our Lady of the Silver Moon - Lawful
· Saren, the Sun God - Lawful	· Skirin, The Night Lord - Neutral
· Megalon the Soul of War - Chaotic	· Shagrath, The Moon Spider - Chaotic
· Amarydion the Earth Mother - Lawful	

Turn Undead Table

Priests have the ability to Turn Undead, causing them to flee or even outright destroying them. When a turning attempt is made, a 3d6 roll should be made and the Turning table consulted for the result.

Undead HD	1 st Level Priest	2 nd Level Priest	3 rd Level Priest	4 th Level Priest	5 th Level Priest	6 th Level Priest	7 th Level Priest	8 th Level Priest	9 th Level Priest
1	10	7	4	D	D	D	D	D	D
2	13	10	7	4	D	D	D	D	D
3	15	13	10	7	4	D	D	D	D
4	17	15	13	10	7	4	D	D	D
5	-	17	15	13	10	7	4	D	D
6	-	-	17	15	13	10	7	4	D
7	-	-	-	17	15	13	10	7	4
8+	-	-	-	-	17	15	13	10	7

For good-aligned Priests, if the table indicates "D", the undead creature is automatically destroyed and will crumble to dust. For evil Priests, a result of "D" indicates that the undead are forced into the Priest's command for a period of 24 hours.

Wizard:

You study the arcane art of magic and can cast spells.

Level	HP	Save	BHB
0	Constitution+Race	16	+0
1	0	15	+0
2	0	14	+0
3	+1	13	+0
4	0	12	+0
5	+1	11	+1
6	0	10	+1
7	+1	9	+2
8	0	8	+2
9	+1	7	+3

Wizard Special Abilities:

You can cast Wizard Spells. You have a spellbook with two 1st level spells in it. At first level, you choose one spell and the referee chooses the other. This may be initially modified by your Intelligence bonus, for a maximum of 3 first level spells, unless you are human - an Intelligence of 18 with a +3 bonus would garner you 5 first level spells. You study this book once each day to prepare a number of spells.

Mana - Take the Wizard's Intelligence and multiply it by his level, then divide by:

4 (if his Intelligence is 8 or less)

3 (if Intelligence is 9 to 12)

2 (if Intelligence is 13 or greater)

Round down all totals.

Therefore, a 7th level Wizard with an Intelligence of 16 would multiply 16 by 7 to get 112, then divide 112 by 2 for a final total of 56 Mana points that the Wizard will generate per 12 hour period of rest or 24 hour period of activity.

A spell's Mana cost is generally the same cost as is its Order of Power. Once a spell has been cast, you must read from your book again to prepare it, so long as you have enough Mana to cover the cost. You can prepare multiples of the same spell, if the "Mana Points" are available.

You may also empower spells with more potency by spending more, double or triple the original cost, for a spell. For every time you buy a particular spell after the first time, you may consider it to be -1 to save against.

For instance, buying a 5th level spell three times, at a cost of 15 Mana, you may deliver the spell in a single round at a -2 to save against.

Beware, the temptation to Spellburn - whereas a character permanently sacrifices ability points, on a one point Ability Score for 2 points of Mana basis, to aid in spellcasting.

Wizards get +2 on saves vs. magic. Wizards may only use daggers or staves in combat and cannot wear armor or use shields; but those of fifth level and above can use magic swords. Spellbooks and Scrolls can be found to add new spells to your book.

There is a difference between some spell being rituals and Ritual Casting. Ritual Casting permits a Wizard to enact a spell without a Mana Cost or memorization. The spell must be in a written form, such as a scroll or from a spellbook. The only costs of Ritual Casting is 10gp (in a silver based economy, such as Arduin, this is more expensive than it seems at first glance.) per Order of Power worth of components for the ritual and 10 minutes per Order of Power of the spell to cast it.

Burglar:

You're a skillful opportunist and treasure hunter.

Level	HP	Sav e	BHB
0	Constitution+Race	15	+0
1	0	14	+0
2	0	13	+0
3	+1	12	+0
4	0	11	+1
5	+1	10	+1
6	0	9	+2
7	+1	8	+2
8	0	7	+3
9	+1	6	+4

Burglar Special Abilities:

Burglars may use any weapon, but can only wear leather armor and do not use shields. Burglars may backstab a surprised foe to get a +4 bonus to hit and inflict double damage.

- You have a 12+ chance on 1D20 to Hear Noises behind closed doors.	<ul style="list-style-type: none"> • Climb - Dexterity modifiers apply to saving throws. • Hide - Not being seen in shadow or nights. • Steal - Not getting caught while taking a visible object. • Open Locks - Dexterity modifiers apply to saving throws. • Con - Successfully bilking intelligent beings. Charisma modifiers apply to saving throws. • Pick Pocket - Stealing successfully objects directly off people. Dexterity modifiers apply to saving throws. • Find and Remove Traps - Dexterity modifiers apply to saving throws. • Move Silently - Dexterity modifiers apply to saving throws. • Read Unfamiliar Languages - Intelligence modifiers apply to saving throws.
- You have a 9+ chance on 1D20 to Read Unfamiliar Languages .	
- You have a 6+ chance on 1D20 to Steal, Climb Walls and Cliffs without tools or rope.	
- You have a 15+ chance on 1D20 to Con, Find and Remove Traps, Open Locks, Hide in Shadows, Move Silently, or Pick Pockets .	
- All Class Abilities saving throws listed above decrease by -1 on 1D20 each level.	

SPECIAL ABILITIES BY CLASS

Roll 1D20	Warrior	Priest	Wizard	Burglar
1	Bad Liar – -5 Charisma when so doing; +4 Charisma to opposite sex	Sleep and charm competent; -3 versus dragon breath	50% better eyesight and night vision; 50% worse hearing	+2 ability to hide in shadows and darkness over and above normal
2	Natural Locksmith – Pick locks like a thief; -2 versus poison	Cold and poison competent; -3 versus magical disintegration	Flesh tastes bad to monsters (1-13/D20 chance that they will spit you out)	50% better vision (and night sight); +2 to hearing; -2 dexterity
3	+2 versus all undead attacks; -2 to all missile attacks	Fear and confusion competent; -3 versus efreet and djinn attacks	Chronic insomnia – -5 charisma; 100% resistance to sleep spells	Dragon friend (can naturally speak high and low draconic)

4	Ex-seafarer – Can shed even full armor before drowning	Elemental competent; +2 versus elemental attacks; -5 versus cold	Dragon friend; speak high and low draconic	+1 to all character attributes; -2 to all saves versus magic
5	Flesh tastes bad to monsters – 1-15/D20 chance they'll spit you out	+2 with daggers; -2 versus poisons	Clerical magic incompetent – -2 to all clerical spells	Roll twice on this table, ignoring this number; -1 to save versus fire
6	50% better hearing and vision; ability to see in the dark as an Elf	Ability to smell poison (50% accurate); -3 versus its effects	Healing competent – +2 to each die of healing	-1 to all character attributes; +2 versus all missiles
7	Desert Born – +3 Constitution; able to locate water 50% of the time	+1 to all character abilities; -1 on all magical works	+2 versus petrification; -2 versus poison and venoms	Quick learner – +20% to all points earned after an expedition
8	Good Horseman – Able to buy horses for 20% less; camels hate you	Dragon friend; speak high and low draconic	Natural locksmith – pick locks as a thief	+1 with longswords and spears; -1 versus all missile weapons
9	+2 versus all magical spells; -3 versus all breath weapons	+1 versus fire; -1 versus poison gasses; +2 to intelligence	Desert born – +3 to constitution; able to find water 50% of the time	Heal at +1 point per die healed; -3 versus all diseases
10	Religious Fanatic – -4 Charisma; inability to work with “pagans”	+2 versus cursed scrolls; -2 versus all other cursed items	Natural ability to sense evil (95% accurate) and possession (75% accurate)	Poor liar (-4 charisma when so doing); +3 to hit with slings
11	+3 with rapiers; -2 with all other weapons	shapechange competent; -3 versus shapechange attacks	Ability to smell poison (100% accurate); -5 versus petrification	+2 with short swords; +1 with knives; -1 with all axes
12	Coward – +8 to saves versus fear; 50% chance of fleeing danger	Excellent liar (+5 charisma when doing so); -3 versus undead attacks	Dodge well – +2 to agility and dexterity; +1 ac versus missiles	Weather predictor (50% accurate)
13	Stupidly Brave – Even greater demons don't scare you; -5 Wisdom	Undead friend (50% chance that they will not attack); -5 charisma	-3 versus undead life drains and paralysis; +2 versus fire	Master herbalist – Able to detect poison and make it
14	Dragon Friend – +2 to saves versus all dragon attacks; 1-13/D20 chance of talking	-2 versus disease and acid	Natural ability to memorize one spell per level more than normal	Can naturally sense the value of all goods and treasure.
15	Elf Friend – Elves will never attack you without provocation.; speak their languages	-2 with all weapons	+3 with quarterstaff and cudgel; -2 with all other weapons	+3 strength; +2 constitution; +1 agility; -4 versus poisons and venom
16	Undead Friend – Undead will leave you alone 1-3/D6 of the time; -4 Charisma	+1 with edged weapons; -1 with all magic	Dispel and negation competent; -1 versus all missile attacks	Sexually aggressive – +1 charisma generally; +4 to the opposite sex
17	Roll d6 – Add this number as a bonus with any one weapon type	+1 to all spells cast against true men; -1 versus all undead	+3 versus fear and confusion; -2 to intelligence	+2 to detect traps and secret doors; -3 versus all missiles

18	-4 chance of figuring out anything mechanical; -3 Intelligence	Natural Linguist – read all languages; speak 10 additional	Animals hate you and will attack 1-17/ D20 of the time	Natural ability to use magic at two levels below your own.
19	You easily fall in love; The opposite sex gets a +8 Charisma versus you	Magic Competent (all magic) – You have the ability to pick locks, disarm traps, and climb as a Thief two levels below your own. Your major drawback is a -8 to Charisma	Unbreakable vows of poverty – can never have over 20 gs	You're a natural – start at second level and advance 20% faster than normal
20	Taught by a true weapons master; +2 with all western weapons	Sleep and charm competent; -3 versus dragon breath	50% better eyesight and night vision; 50% worse hearing	+2 ability to hide in shadows and darkness over and above normal

OPTIONAL SUBCLASSES

Each optional subclass functions very similar to one of the standard classes. Note: Optional classes take one extra adventure to level at each level.

Alchemist function as Wizards, but instead of casting spells, they use the Crafting Table to create potions and other such alchemical concoctions.
Assassins are professional murderers. They may attempt a Death Attack once per day in any situation where they could otherwise backstab. If the attack is successful the target must make a saving throw or die. They otherwise function exactly like Burglars.
Barbarians function as Warriors and can choose at any time during combat to go berserk, adding +4 to their attack, but subtracting -4 from their defense. They are nearly fearless, garnering a +3 versus such saves. They may Move Silently and Hear Noise as Burglars.
Bards are wandering performers and minstrels. They function exactly as Burglars, except they may cast Charm Person, Detect Magic, and Identify Magical Items through their study of lore, once per day. Once per combat they may sing an inspiring song, granting all allies +1 to all attack rolls for 5 rounds.
Cavaliers are courageous knights. They function exactly as Warriors except they gain a +2 to any Save when wielding a shield and gain +1 to-hit when mounted on horseback with lances (1d6+1 damage, cost of 5 gp).
Druids worship nature. They may track foes in a wilderness environment with a 1-4 on 1d6 chance of success and may cast Speak with Animals and Plants at NO Mana Point cost. They can only wear leather armor, but otherwise function as Priests, except they do not Turn Undead. They may choose from Druid and/or Priest Spells.
Fanatics function as Warriors with the magical abilities as a Priest -2 Levels. In combat, they receive +1 to hit and damage due to their fervor against clearly recognized “pagan enemies” of their own religion. They may berserk, gaining +4 in their attacks (due to their fanatical ferocity), but are -4 in their own defense. Fanatics always get a +2 save versus all Priestly magic not of their religion.
Foresters function as Warriors. They “sense enemies” (30' radius) at 1-2 chance on 1d6, +1 hear noises as Burglars, They get d3 additional points to their Constitution and Strength, but cannot have more than 18 maximum in either category, Foresters only have a 1-20 chance of getting lost in known areas, and 4-20 chance in unknown ones, +1 with all non-mechanical bows. They can only wear leather or chain armor.
Illusionists function exactly like Wizards, but may select both Illusion and Wizard spells, though Wizardly spells take the shape of Illusions. They also receive a +2 bonus to save vs Illusions.
Merchants operate as Burglars with the following changes: +1 pick locks and disarm traps. They have the ability to “appraise” the value of any object with a 1-4 on d6 accuracy. They may use a Bargaining ability starts at level one as a 5% discount on purchased goods (add 5% per level up to 45% at 9 th level,) with a successful Charisma saving throw. They also gain the ability to ‘equivocate’ – that is, talk so fast and so convincingly that intelligent creatures will either help them, be so confused as to not hinder them, or flee in bewildered agitation. This ability also relies on a Charisma saving throw.
Monks are wandering mystics. They function as Priests except they receive a -1 [+1] to their AC per level and may make unarmed attacks which inflict 1d6 points of damage, which increases by +1 per level. Monks may not wear armor or use shields or Turn Undead.

Paladins are holy warriors that function exactly as Warriors, except they may also cast spells as if they were a Priest of one level lower.
Psychics those who have trained in the powers of the mind. They function as Wizards, however configure their Mana points to use their special abilities by using the average of Intelligence+Wisdom+Constitution to buy powers.
Rangers are skilled woodsmen that function exactly as Warriors, except they can track foes in wilderness environments with a 1-4 on 1d6 chance of success, or a 1-2 on 1d6 chance of success in dungeon or urban environments. They receive +1 to damage against goblins, ogres, trolls, and giants. They can only wear leather or chain armor.
Rune Singers function as Wizards and have the ability to “Song Weave” any magical songs together that they choose to learn to do. Thus they could, for instance, sing a song spell that is not only a “charm” type magic, but is a “sleep” type magic as well. Whenever two or more spell songs are sung or woven together, simply add up their spell levels and then average them to determine the Mana Cost. They can also “Sing Call” birds and small animals (mice, etc.) one HD per level, over the 2nd they will scout, etc.
<p>Sages are characters who devote their lives to the acquiring of knowledge. Sages function as Wizards. Their specialized knowledge can be in any one of seven categories:</p> <ol style="list-style-type: none"> 1. Artifices of Civilization 2. Geological (of the earth, rock, etc.) 3. Meteorological (of the air, clouds, etc.) 4. Aqualogical (of the sea, rivers, etc.) 5. Floralogical (of the plants) 6. Zoological (of the animals) 7. Esoteric Knowledge (all not covered, anomalies, etc.) <p>In each category, the Sage will have a base chance of 1-10/D20 of “having knowledge” concerning any item in question in his or her category. This increases by 1 point per level. If the item is not known by the Sage, the Sage then has a 1-5/d20 base chance (rising 1 per level thereafter) of figuring it out each month. However, each month of such “study” costs 100 gp to pursue.</p>
Star Powered Wizards function as Wizards with the following changes: through a star-shaped crystal implanted on their foreheads at birth, these specialty Wizards may store up to their maximum Mana points in said crystals. Initially, the crystal is devoid of Mana, and the Wizard must charge the crystal to store the Mana. This extra Mana is only available under star light. They are able to select Psychic abilities as well as Wizard Spells.
Swashbucklers are dashing swordsmen. They function exactly like Burglars, but use the BHB of Warriors when wielding a melee weapon.
Witches give themselves fully over to magic no matter the cost. They function as Wizards, but they may cast Priest and Druid spells as well as Wizardly magic. Any Spell they know, they may brew the potion form of at the rate of 100 gp and 3 days time per Order of Power of the spell.
Witch Hunters function as Priests with no weapon restrictions. They gain a +2 to strike when combating Witches. They can also automatically sense the undead (30' indoors or 90' outdoors) and accurately sense evil 1-4 on d6. They are immune to all Fear affects.

Guild Fees	
Class or Subclass	Cost (In Silver Pieces)
Alchemists	10 sp /month
Assassins	15 sp /month
Burglars	10 sp /month
Merchants	20 sp /month
Priests	30 sp /month
Sages	25 sp /month
Wizards	10 sp /month

Also, certain Character Classes from the **Swords & Wizardry Whitebox** derived **White Star** RPG are acceptable in a **Ruins of Arduin** game: Star Knights, Sisters of the Aquarian Order, Aristocrats, Mercenaries, Robots, and Two-Fisted Technicians.

GAINING LEVELS

Characters gain levels by completing adventures. After completing a total number of adventures as shown on the chart below, the character progresses to the appropriate level. Optional classes must complete the total adventures listed in parenthesis to increase in level. All characters begin play at 1st level.

Level	Total Adventures
2	2 (3)
3	5 (7)
4	9 (12)
5	14 (18)
6	20 (25)
7	27 (33)
8	35 (43)
9	44 (53)

Perks:

Here's how Perks work. After attaining 9th level, PCs can still accumulate game session / adventure "credit" (1 credit per adventure / session - Referee choice) for playing and they can spend this "credit" as follows:

·	1 Credit - Add 1 HP to their HP total. This perk can be bought a maximum of 10 times. Note, these are not HD and a Constitution Bonus does not apply. Also, see below.
·	2 Credits - Lower Saving Throw by 1 point. This perk can be bought a maximum of 5 times.
·	2 Credits - Priest and Wizard only - Add 1 First Level spell slot - This perk can be bought a maximum of 3 times.
·	3 Credits - Fighter only - + 1 to BHB - This perk can be bought a maximum of 5 times.
·	4 Credits - Priest and Burglar Only - + 1 BHB. This perk may only be bought a maximum of 2 times.
·	5 Credits - Burglar Only - Add a 1 in 6 chance to Burglar Skills. This Perk may only be bought once.
·	5 Credits - Add 1 HP to their HP total. There is no maximum number of times this perk can be bought. Note, these are not HD and a Constitution Bonus does not apply.

Multiversal Trading Company

Adventurers can purchase or acquire all kinds of weapons, armor and equipment during their exploits. Listed below are commonly and easily purchased pieces of equipment.

Coin Exchange

20 copper pieces = 1 silver piece.

400 copper pieces = 20 silver pieces = 1 gold piece.

Less used currencies include: 1 gold piece = .1 platinum piece = .005 mithril piece = .001 adamantium piece.

Determining Character's Initial Wealth:

Likable people tend to make more money, thus multiply your Charisma by 40 (Based on 4 weeks in a month ...) to determine how many silver pieces you start with. Apply Social Class Modified Wealth to total.

Character Social Status – Roll 1d6	Modified Wealth (In Silver Pieces)
1. Commoner - The family is city dwellers; these are the “average citizens”.	-100 sp
2. Tenant - The family works for landowners as tenant farmers, etc.	-50 sp
3. Man at Arms - The family lives on other's property and provides warriors for them.	0 sp
4. Craftsman Freeman and Guild Members - These are the workers in metals, cloth, pottery, etc.	+50 sp
5. Gentleman - Retired adventurers, merchants, etc. - all people of some means.	+100 sp
6. Lesser Noble - From a noble family of less than Baronial rank.	+200 sp

Weapons

Characters who engage in combat without a weapon inflict a single point of damage with a successful attack.

All ranged weapons are considered to come with the necessary ammunition. Ammunition is not tracked.

Melee Weapons

Weapon	Damage	Cost	Special
Axe	1d6	100 sp	Melee or Thrown
Battleaxe	1d6+1	200 sp	-
Staff (2-H)	1d6	Free	-
Club	1d6	Free	-
Dagger	1d3	40 sp	Melee or Thrown
Shortsword	1d6-1	160 sp	-
Broadsword	1d6	200 sp	-
Longsword (2-H)	1d6+2	300 sp	-
Falchion/Scimitar	1d6+1	250 sp	-
Greatsword (2-H)	1d6+3	600 sp	-
Warhammer	1d6-1	120 sp	Melee or Thrown
Flail	1d6	150 sp	Ignores Shield Bonuses
Mace	1d6+1	200 sp	-
Spear	1d6	20 sp	Melee or Thrown

Lance (Mounted)	1d6+2	100 sp	Leverage, +1 to-hit
Polearm/ (2-H)	1d6+1	80 sp	Reach 10'
Whip	1d3	50 sp	Entangle on a to-hit roll 2 greater than target's AC.
Net	NA	40 sp	Snare up to 1d3 Targets
Pickaxe (2-H)	1d6+2		-

Missile/ Thrown Weapons

Weapon	Damage	Rate of Fire	Range	Cost	Special
Bow	1d6	2/Rd*	100 ft	300 sp	-
Crossbow	1d6+1	1/Rd	60 ft	480 sp	-
Sling	1d6-1	2/Rd*	40 ft	20 sp	-
Thunder Dust Pistol	1d6+2	1 every 2 Rds	200 ft	special	On a to-hit roll of 1-3, device explodes, damaging user.
Thunder Dust Rifle	1d6+3	1 every 2 Rds	400-450 ft	special	On a to -it roll of 1-3, device explodes, damaging user.
Handgun	2d6	2/Rd*	60 ft		-
Rifle	2d6	1/Rd	2400 ft		-
Shotgun	2d6	1/Rd	25 ft		Scatter Affect strikes 1D3 Targets.
Automatic Rifle	2d6	3/Rd	2400 ft		Full Auto Affect Strikes 1D6 targets.
Radium Rifle	2d6	1/Rd	300 ft	special	Grenade Effect affects all in 10 ft Radius
Laser Pistol	2d6+1	2/Rd*	1500 ft	special	Will reflect off polished metallic or glass surfaces.
Laser Rifle	2d6+2	1/Rd	4500 ft	special	Will reflect off polished metallic or glass surfaces.
Sonic Stunner	2d6+3	2/Rd*	150 ft	special	Sonic Damage, Save vs Stun
Sonic Disruptor	3d6	1/Rd	225 ft	special	Sonic Damage.
Blaster Pistol	3d6	2/Rd*	1725 ft	special	-
Blaster Rifle	3d6	1/Rd	4725 ft	special	-
Needle Pistol	2d+3	3/Rd*	1125 ft	special	-
Lightning Gun	3d6	1/Rd	825 ft	special	Electrical Damage.
Icer	3d6	1/Rd	1500 ft	special	Cold Damage, Freezes the target.

*These Rates of Fire only apply to stationary throwers who are not meleed.

Armor

A character may be able to wear armor, depending on their class. A character can only wear a single set of armor, but may (depending on their class) also use a shield. Modifiers from armor and shield are cumulative.

Natural Unarmored AC by Race

Race	Natural AC
Amazons	9 [10]
Neanderthals	9 [10]
Centaur	7 [12]
Deodanth	5 [14]
Dwarves	8 [11]
Halflings	9 [10]
Phraints	4 [15]
Elves	7 [12]
Saurigs	6 [13]
Gnomes	8 [11]
Humans	9 [10]

Armor Type	AC Modifier	Cost
Quilted Cloth	-1 [+1]	60 sp
Leather	-1 [+1]	100 sp
Studded/Banded Leather	-2 [+2]	225 sp
Scale	-2 [+2]	26 gp
Ring	-2 [+2]	40 gp
Chain	-3 [+3]	75 gp
Plate	-4 [+4]	100 gp
Shield	-2 [+2]	300 sp
Small Shield (Buckler)	-1 [+1]	150 sp
Helmet	-1 [+1]	270 sp
Full Helm	-2 [+2]	30 gp

Adventuring Gear

Listed below are several commonly available items used by adventurers. The referee is encouraged to expand this list to suit their needs, using listed prices as a guide. Torches give off 30' of light for one hour and lanterns give off 30' of light for 4 hours, but require a pint of oil.

Item	Cost	Item	Cost	Item	Cost
Backpack	60 sp	Holy Water (2 Ounce Vial)	25 sp	Saddle bags	10 gp
Bedroll	20 sp	Garlic (bunch)	5 sp	Cart or small wagon	80 gp
3 Wooden Stakes & Mallet	60 sp	Wolfsbane (sprig)	10 sp	Mirror (small steel)	10 gp
Flint & Steel	20 sp	Belladonna (sprig)	10 sp	Mirror (small silver)	15 gp
Hooded Lantern	200 sp	Basic Coat, Pants, Boots	100 sp	Wagon, small	160 gp
Iron Spikes (12)	100 sp	Mess Kit	40 sp	Horse armor (barding) -2 [+2]	320 gp
Oil (1Pint)	20 sp	Leather Sack	50 cp	Raft	40 gp
Pack Mule	100 sp	1 Week Normal Food	30 sp	Boat	100 gp
Rations (7 days)	300 sp	Grappling Hook	20 sp	Spellbook (blank)	100 gp
Rope(50')	60 sp	Small Tent (2 man)	36 sp	Shovel	50 sp

Small Hammer	20 sp	War Horse	30 gp	Crowbar	15 sp
Ten Foot Pole	40 sp	Pony	6 gp	Holy Symbol, wooden	20 sp
Torches(6)	5 cp	Pack Horse	10 gp	Holy Symbol, silver	2 gp
Waterskin	20 sp	Poison Antidote	25 gp	Bandage Box (1D6 Healing/4 applications)	25 gp
Lockpicks	25 gp	Chain (20')	15 gp	Acid (1 Ounce Vial)	10 gp

COMBAT

When the player characters encounter hostile enemies, the order of events is as follows:

1. Determine Initiative.
2. Party with Initiative takes one action and/or moves and results take effect.
3. Party that lost Initiative acts, and their results take effect.
4. The round is complete; keep turn order for the next round if the battle has not been resolved.

Determine Initiative

At the beginning of a the first combat round, each side rolls Initiative on 1d6. The side which rolled highest acts first - moving, attacking, and casting spells. Each character may attack and move or cast a spell and move. Other actions may be possible with the referee's permission. The losing side takes damage and casualties, and then gets its turn. Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously.

Optional Order of Attacks

1. Psionics
2. Missile Weapons
3. Magical Attacks or Special Abilities
4. Melee
5. Additional Missile Attacks, if applicable.

Melee Attack

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. Two combatants within ten feet of each other are considered to be 'in combat.'

Missile Attack

Missile attacks are attacks with ranged weapons such as a bow or sling. When using missiles to attack into a melee, randomly determine friend or foe as your target.

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses (such as Basic Hit Bonus / BHB) to the result. The total attack roll hits if equal to or higher than the target's Armor Class shown on the table below.

Monsters add their HD to attack rolls, but those with less than 1 HD simply get +1.

Armor Class	0	1	2 [17]	3 [16]	4 [15]	5 [14]	6 [13]	7 [12]	8 [11]	9 [10]
Attack Roll	19	18	17	16	15	14	13	12	11	10

Armor Class

Armor Class rates how difficult a target is to hit. It is shown as X[XX]. The first number shows the AC - a lower AC is more difficult to hit. The number in brackets is what is required to hit an opponent on a d20, after any applicable modifiers. For example, a normal man would have AC 9[10], but if they wore leather armor it would be 7[12]. The first number is referred to as "descending AC" and the second number is referred to as "ascending AC".

Damage and Death

When a target is hit, damage is rolled on the weapon used in the attack. The resulting damage is deducted from the opponent's HP. When HP reach zero, the target dies.

Healing

In addition to magical means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest.

Saves

A spell, trap, or other hazard may require characters to make a Save. Each class has a Save target number based on its level. Roll that number or higher to succeed on a Save. Success means the character avoids or lessens the intended effect of the hazard. Monster Saves are calculated by subtracting their HD from 19.

Time

A turn represents ten minutes and a melee round is 1 minute.

Movement Rate

Base movement rate for all characters is measured in feet per combat round. Dwarves, Gnomes, and Halflings move at 90 feet. Amazons, Cave Men, Humans, Deodanths, Elves, Phraints, and Saurig move at 120 feet. Centaurs move at 180 feet. Careful movement halves this rate and running doubles it.

Critical Hit Chart

When a roll of natural 20 is roll to-hit, consult the following chart.

Die Roll	Area Hit	Damage	Result
2	Head	+3	Stunned for 1d6 rounds.
3	Neck	+5	Throat Cut, Save vs Death.
4	Shoulder	+10	Arm is useless.
5	Arm	+3	Major artery cut, Save vs Death.
6	Ribs	+1 per rib (1d6)	1-2/D6 chance of lung puncture (halving all physical attributes)
7	Leg	+10	Leg Disabled. ½ Movement.
8	Hand	+5	Hand Severed.
9	Foot	+5	Foot Disabled, ½ Movement.
10	Chest	See Result	Heart Destroyed, Immediate Death.
11	Face	+5	Blinded.
12	Head	See Result	Save vs Death.

Fumble Chart

When a roll of natural 1 is roll to-hit, consult the following chart.

Die Roll	Result
1	Lose balance, Lose Attack.
2	Hit Ally.
3	Lose Weapon, 1 Round to Retrieve.
4	Trip and Fall, 1d3 Rounds to get up.
5	Break Weapon. Magical Weapons Save at 15 (pluses apply as bonus to save.)
6	Weapon grip turns in hand. Half Damage to Target.

Part Two: Magic Spells

PRIEST SPELLS - FIRST ORDER OF POWER (Mana Cost of 1)

Aphrodisiac Protection - This ritual requires 3 minutes to complete. Once done, the person it was cast upon is immune to all forms of aphrodisiacs.

Aura of Good - The priest will radiate in a 10' radius a powerful, invisible Good aura for 10 minutes. All evil things within the aura will function at -2 attack and defense. Evil priests have their own variant that affects good types.

Aura of Warmth - Through use of this spell, any single living being may be made warm, even in polar lands. Duration is a base 1 hour +1 minute per Level of the Caster. Arcane cold is not affected by this magic.

Banish Fear - If a person has been previously infected by fear, even from arcane sources, this spell removes the fear immediately. The effect, which takes immediately, lasts for 1 hour.

Basic Healing - A priest may heal any living creature of 10 damage points. Those thus healed may be healed more than once so that all normal damage may be removed.

Basic Purification Ritual - The priest may purify up to 10 pounds of dry material, or 1 gallon of liquid. The ritual will not, however, neutralize poisons or venom.

Find Water - A priest can find any and all water within a 120' radius, up to 20' underground.

Glow - A priest can light up a 60' diameter area to full daylight equivalency for 10 minutes.

Prayer Ritual - The priest may perform a 2 minute ritual that will allow him to pray for guidance from his deity. This guidance can be almost anything the Referee will allow, but a good rule of thumb is this: the deity will respond to one question with a one-word answer, per 3 Levels of the priest.

Protection from Evil - The priest will glow with a pure, white light equivalent to full daylight, in a 15' radius for one melee round plus one additional minute per Wisdom point he has. All evil things of a Level/HD equal to or less than that of the priest simply cannot enter the aura for any reason.

Righteous Resistances - This 2 minute ritual will render any living being of up to 3HD in size totally resistant to the effects of either: fire, cold, lightning, paralysis, fear or mesmerization for 1 hour. Each separate protection must be cast independently of the others.

Rituals of Detection - These are analogs to all of the wizardly detection magics in the priest's repertoire, but are too numerous to list. Simply choose the one you wish to learn, using Sarnthorn's ritual and those listed in the Wizard's Spells section as a basis to figure out how it will work, how much time it will take etc. The Referee must adjudicate.

Speak in Tongues - A priest may speak, read and write any single language desired, known, or unknown, for up to 1 hour.

Warding, Basic Ritual - This 5 minute ritual will bar or seal any area up to 10' square or on a line up to 20' long but not more than 1' wide. Any area thus warded will do the following: no non-sentient creature of 2HD or less will enter or cross the warded area for the 10 hour duration of its effect; all Undead kind must immediately make their initial Turn Undead roll as if they'd encountered the priest who set the wards; finally, those same Undead kind will function at -3 attack and defense within the confines of the warded area or for 13 minutes after crossing a ward line.

PRIEST SPELLS - SECOND ORDER OF POWER (Mana Cost of 2)

Animal Conversation - A priest can speak to and understand any single kind of mammal, bird, or reptile for one minute.

Blessing Rituals - The priest may bless any single individual of his faith. This makes him +2 attack and defense and +2 saves. This duration is for one hour. The priest can also use this ritual to create Holy Water, one pint each time, which has several properties: if drunk by a believer, it will heal 5 points of damage, each pint will burn all Undead for 1D6 points, and if used to draw holy symbols, these symbols will keep all non-free-willed Undead (like Zombies and such) from crossing said symbols. Holy water stays viable for 60 days if kept in a silver container; otherwise it loses its potency in one week.

Coward's Curse - An opposite of the blessing of the same name. The spell causes cowardice, craven action, fear and inability to fight or confront an adversary in any way. All weapons, shields, etc., are immediately thrown away and the individual will not even try to protect himself from incoming blows other than to hunker down and huddle behind raised arms.

Cure Blindness - This spell will cure all forms of temporary blindness, such as flash effects. This can be done to a range of 120'.

Dead Watch - This spell detects Undead. They do not get a save, unless cloaked or hidden magically.
Early Warning - By casting this spell, a priest may be made aware of any living being or creature thinking about harming the priest or his companions. He can check a 45' radius or scan ahead on his proposed path to a distance of 180'.
Northman's Blessing - Anyone thus blessed will function as a berserker for the next hour. In that state of rage they will attack at +4, but be -4 in all defense due to their total disregard for danger. They will discard any shield normally carried and will wield two weapons (if a second is available). It also makes those thus blessed immune to all forms of fear.
Ritual of Finding Doors Most Hidden - The priest can cause all hidden or secret doors within a 15' radius to become outlined with faint, ghostly green light for 30 seconds.
Silence - Any 20' diameter area with its center up to 20' away may have all sound suppressed for 5 minutes. No sound enters or exits from the silenced area, No saving rolls apply.
Sobriety - This spell will instantly banish drunkenness with no hangover.
Violent Staff - This spell will cause any staff to "dance" and battle as if it were a quarterstaff, +4 to strike, wielded by invisible hands of the 4th Level of Warrior expertise. Said staff will stay within 10' of the priest wherever he may go (so long as it is on the ground - it can't fly) and for a duration of five melee rounds.

PRIEST SPELLS - THIRD ORDER OF POWER (Mana Cost of 3)

Beautiful Dreamer - This spell has the effect of instantly putting to sleep any man-sized victim. Range is up to 45', and there is no save.
Binding Chains of Light - This ritual is effective against Undead only and as it requires 3 full minutes to complete, is used primarily to tie up sleeping Vampires and such. The priest creates glowing chains of golden light that render all Undead absolutely immobile and unable to fly, become gaseous, or to otherwise flee, for ten minutes. As the range is only 5', the priest usually has to stand next to the Undead he is trying to bind.
Dispel Illusions - The priest can wipe away all basic illusions, etc., in a 10' diameter area up to 60' distant.
Empathic Cure - The priest can lay on hands and totally heal all damage from any living thing, but all damage healed is taken upon the priest with all attendant pain, bleeding, etc. The priest must then heal naturally without the aid of magical help.
Fingers of Light - The priest may cast 60' long beams of light of double normal daylight intensity 1" in diameter.
Intermediate Ritual of Warding - This 7 minute ritual is a more powerful version of the Basic Warding ritual. All parameters are identical as to area of effect, duration and so on. However, these wards will keep out non-sentient creatures of up to 45 HP in size, or sentient beings up to 20 HP in size. Undead have all the problems as listed for the Basic Ward, but with the added difficulties of a -6 attack and defense and facing the equivalent of a priest 2 Levels greater than the Level of the one who actually set the ward
Lesser Persuasion - A priest may single out any sentient entity of 4HD, up to 30' distant, and persuade him to stop his intended action. A failed save indicates he will stop right where he is and do absolutely nothing for 3 melee rounds plus one melee round per Level of the priest.
Pathfinder Ritual - A priest may locate any single door, stair, or passageway up to 240' away, or he can do the ritual and for 5 minutes know the right path to take through a maze, cavern, etc.
Meltdown - The priest can melt up to one cubic yard of water ice, dry ice, or ammonia-methane ice. This can also be used to thaw out frozen-solid victims without doing them any further damage than already caused by the freezing.
Mend - Completely mends broken materials.
Minor Divination - This one minute ritual tells a priest if one action he is contemplating in the next 10 minutes will be beneficial, detrimental, or of no consequence. It will not tell him why it will be any of these things, only that it will be so.
Neutralize Poison or Venom - A priest may neutralize poison or venom in a person, monster, wine cup, etc., up to 10' distant. Evil priests can conversely cause poison this way.
Night Eyes - A priest can give himself or another person the ability to see in the dark for 60' for up to one hour.
Shed Webs - The priest and all on his person become too slippery for any web, rope, etc., to entangle him, for one minute.
Transfer Curse - A priest can empower any single being so that, when that being touches an item or reads a scroll, any curse upon it will be redirected to some other predetermined object within 10'.
Water Walking - A priest may walk upon water.

PRIEST SPELLS - FOURTH ORDER OF POWER (Mana Cost of 4)

Banish Serpents - The priest may cause to flee from him all serpents, snakes, etc., within his sight up to 3HD total in size.

Breakwall - A priest may cause an opening to appear in any solid wall or object for one minute. This opening is 5' high and 3' wide and when it is gone, the solid area is just as it was before, with no harm done.

Death Voice - The priest can cause any being slain within the past hour to speak with complete candor, telling whatever it may know, for one minute. Careless questions may result in ambiguous answers.

Eyes of Glory - A priest's eyes will glow and radiate golden light for one minute. The glow is a 30' by 15' cone and all in its light must save versus Fear spell. All Undead in this light also suffer 1D6 HP of damage per melee round.

Holy Cure - A priest may cure any disease, rot or other such like affliction affecting any single being or creature. Incidentally, this ritual quite effectively destroys most organic slime and ooze-type creatures up to 5HD in size if they fail their save.

Long Jump - This spell allows the priest casting it to literally leap up to 120' horizontally or 90' vertically.

Missing Weapon - The spell causes any single weapon to teleport 100 to 1,000 yards away in a random direction. Wands, staves, or other less obvious device or weapon will not be affected. Magical weapons pluses may be added to the save.

Pillar of Fire - A priest can conjure a 30' tall, 5' diameter column of roaring, swirling flame up to 60' away, that will burn for one full minute and causes 3D6+1 point per Level of the caster of damage to all who touch or enter it.

Plant Growth - During a 3 minute long ritual, a priest may cause 10' square of plant growth to increase 1 to 10 times its normal size.

Ring of Flame - The priest can conjure a ring of red flame 10' in diameter around himself. These 13' tall flames will last for 12 melee rounds, burning all they touch for 3D6+4 HP damage.

Skywalking - A priest may walk, run or move through the air as if he were on the ground for 15 minutes.

Spiders from Stones - The priest tosses 5 small pebbles up to 30' distant. At the end of the conjuration each pebble will be transmogrified into 3" diameter, 1 HP, AC 8 [12] spiders. This change lasts 3 minutes. Each spider will attack the nearest living thing to it and can bite for 1 HP damage plus venom, paralyzing all mammalian life forms for 1D20 melee rounds.

Snake Staff Conjuration - Any staff or other suitable piece of wood 5' to 7' long is used in the ritual and is cast to the ground while chanting the triggering conjuration. Once done, the wood transforms into a bright green serpent of 18 HP, AC 7 [13]. The serpent will remain for 3 minutes and do as the priest commands; bite for 2 HP and will have venom.

PRIEST SPELLS - FIFTH ORDER OF POWER (Mana Cost of 5)

Advanced Ritual of the Binding Chains of Light - This combined ritual and spell has a 30' range and will bind the Undead exactly as outlined in the lesser ritual of this type, but for a full 30 minutes. No Undead may break free of these glowing chains of golden light.

Healing Ritual for the Madness of the Mind - It is 100% effective versus temporary madness, but against those of a permanent nature it has a 1-2/D6 success chance.

Healing Ritual for Wounds of a Critical Nature - Once cast upon a living being it will totally heal and regenerate any and all critical hit wounds regardless of type, location or severity, to a total maximum of 100 HP worth damage. The healing is at the rate of 3 HP per melee round except in the case of fire or acid type wounds, where it is only one HP per melee round. This ritual automatically resets all broken bones, joints severed limbs as long as they are physically held wound to wound during the initial ritual and will cause such things as pulped eyes etc., to reshape, regrow and to heal themselves.

Heavenly Fog of Hiding - This spell will create a 100' diameter area of nearly opaque fog around the priest. This blue-grey fog lasts 10 minutes and cuts visibility to 1D6' inside itself. The duration of this fog is one minute.

Heavenly Halo of Binding - A variable-sized Golden Halo of Heavenly Energy up to 20' in diameter and to a 90' range; once formed over an intended target, will instantly drop down around it and then shrink to an imprisoning band capable of pinioning all up to a Strength 20 for 1 minute.

Infinite Insect - This spell will cause one normal-sized insect within a 60' radius to immediately grow to giant size. The insect will be equivalent to 8 HP per Level of the conjurer. This insect will do all the priest commands. It will fetch for him, let him ride, fight for him, etc.

Silver Wall - The priest may conjure, over a 4 melee round period, a shining silver wall up to 60' distant. This 10' long by 3' high wall will appear 5' in front of any single target and will remain in that position for 3 melee rounds. The wall will move just fast enough to stay out of physical reach of the target, but may be destroyed by a magical attack of 40 HP potency or greater.

PRIEST SPELLS - SIXTH ORDER OF POWER (Mana Cost of 6)

Advanced Wards - This 9 minute ritual is another step upward in the power of wards and may be learned only after all the others have been. This warding has all of the same parameters in area of effect as do the lesser wards and will stop all non-sentient creatures up to 7HD and sentient beings up to 5HD. No lesser Undead, such as Skeletons, Zombies, etc., can breach it, and all other Undead are at -8 attack and defense if they do. All else is the same as the lesser wards.

Disappearing Door - The priest can cause 10' square of door, window, or other opening up to 30' distant to simply disappear. In its place will be whatever the surrounding walls are made of. Those portals thus disappeared will return only at the command of he who has done the magical act or 13 hours later, when the effect wears off.

Instant Passage - This spell has a 30 second duration. This spell causes the priest to be able to pass through solid objects except for silver. At normal movement rates, the priest can walk or run through stone walls, iron doors, etc. However, those things are still solid, so the priest cannot see where he's going. Note as well that if still inside (even partially) a solid object when the spell finishes its duration, then the priest will die horribly and instantly and in such a manner as to never be resurrectable by any known means.

Ritual of Animation - Allows the priest to cause any single non-living object of up to 220 pounds in weight to move at his command for 6 melee rounds. His control range is a 60' radius from him and the object will move at 30' per melee round so long as the priest maintains strict concentration upon it. Thus the priest could cause a sword, staff, chair, gold idol, or whatever to bang into an opponent, trip him up, or otherwise harass or hinder him. Also effective in opening stuck doors, moving large items or ungainly objects, especially in areas suspected of being booby-trapped.

Ritual of Exorcism and Banishment of Lesser Demons - This one minute ritual, once done, causes any lesser Demon within 30' diameter area of its effect is immediately banished back into his hell with no save of any kind. This area may be projected up to 60' away from the priest or he may use it to literally force an occupying Demon out of the body of someone it has possessed; again, with no save allowed.

Sigil of Absolute Impasse - This spell creates up to 60' distant a glowing 6-pointed star 10' in diameter, composed of fiery golden light. This sigil lasts one full minute and casts a 45' radius aura equivalent to full daylight in its brightness. Any living creature attempting to pass through it must save versus the effects of petrification or turn into a pillar of salt. Undead attempting to pass through the sigil must save versus magic or be totally disrupted and irrevocably destroyed.

Undead Entrapment - This 8 minute Ritual performed in places that have suffered hauntings, the priest sets an Ethereal snare that is undetectable to Undead. If the Undead being enters the trapped area it triggers, sending them back to the Ethereal plane. Greater Undead that have the ability to return immediately, cannot do so for 13 days.

DRUID SPELLS - FIRST ORDER OF POWER (Mana Cost of 1)

Detect All Living Things - The Druid may determine everything that lives within a 30' globe around himself.

High Green - All "grass" (from rye, to wheat, to rice, to crabgrass, etc.) will immediately commence growing at a rate of 1' in height per second. This growth spurt lasts 5D20 seconds. Once growth is stopped, it will remain at its new size for a period of time equal to the conjurer's Level times 1 melee round. At the end of this time it will commence to shrink back to its normal size/height at the same rate of Move it grew.

Passing Through Briars and Other Lesser Plants - The druid will be able to move through briars, tall grass, bushes, hedges, thorns, etc., safely and at two-thirds his normal Move. The plants will literally writhe and bend out of his way, snapping back instantly behind him as he passes.

DRUID SPELLS - SECOND ORDER OF POWER (Mana Cost of 2)

Calling of the Lesser Winds - This spell conjures a light wind or breeze with sufficient force to blow out candles, move fog and mist at 10' per melee round, blow leaves and other light materials around and in general work to that effect for one full minute and to a maximum of 120' away from the druid.

DRUID SPELLS - THIRD ORDER OF POWER (Mana Cost of 3)

Hand of Thorns – This spell covers the conjurer's hand with a veritable sphere of needle/razor sharp thorns from 3" to 5" long. The hand of thorns attacks as a magical weapon +1 and does 1D6+1 HP of damage per strike, plus the wielder's own Strength bonuses (if any). These thorns will last for ten melee rounds.

Lesser Call of Command - This 3 minute ritual may be used for any one of the following types: plants, mammals, insects, reptiles, or birds. Once complete, all of the said single type of plant or animal, etc., within a 100' radius of the druid, will converge upon him. Once they have thus gathered, they will act out the druid's spoken will for 20 minutes. Those things under the druid's control can be made to fetch, carry, guard, watch, spy, scout, or some other such simple task. They can never be made to willfully harm themselves, but they can be called upon to attack or fight. Plants, of course, will not physically uproot themselves and move, but they will trip up, entangle, or otherwise do such things as are within their power to do.

Mighty Eyes of Light - At the completion of the 3 minute ritual, the druid's eyes will burn with a reddish-orange fire, and cast 60' long, 30' wide cones of light some 50% brighter than sunlight. The druid's vision is in no way impaired by this light.

Passing Through Woods and Lesser Forests - The druid will be able to safely pass through shrubs, small trees, and other large plants in a manner identical to the lesser spell of this type.

Ritual of Sylvan-Seeming - This 3 minute long ritual has a duration of one full day. The druid chooses any stationary object such as a tree, rock, etc., and performs the ritual upon it, causing it to take on the illusion of whatever or whatever the druid desires.

Singing Winds - Within an area 60' in diameter, up to 120' distant, This spell will fill with wondrous warm and gentle winds of song and melody. This lasts one hour. All living things that fail their save will become enraptured and sit about the area doing absolutely nothing unless severely provoked.

Wondrous Wafer Conjunction - The food conjured by this spell is in the form of warm, snow-white "wafers" with golden-brown edges. Each such wafer has enough food value to feed one normal-sized human adult for one day.

DRUID SPELLS - FOURTH ORDER OF POWER (Mana Cost of 4)

Binding Earth - The Druid can cause the earth to become a sucking vacuum under any single being or object up to 120' distant, instantly trapping that being or holding on for 10 full minutes.

Calling of the Greater Winds - These winds summoned are sufficient to push back and/or knock over all creatures to 5HD in size.

Singing Sands of Time - The druid creates a whirlwind cone 30' tall and 5' in diameter. This whirlwind may be conjured up to 120' distant and will spin by itself for 2 melee rounds. The conjuring druid will have a complete control over his creation's movements at 240' per melee round, for so long as absolute concentration is maintained. All it strikes suffer 1D6 points damage and actually age 1D20 years. The whirlwind will always have what appear to be thousands of minute grains of glittering golden sand inside itself; it continually sighs, sings and melodiously rings with eerie music.

Spear of Fire - A 7' long oak-shafted spear with a 13" silvery blade wreathed in emerald green fire appears in the right hand of the conjurer. When thrown by the druid, this spear attacks at +3 to hit and +3 to damage; the flames also do an additional 1D6+2 HP damage.

DRUID SPELLS - FIFTH ORDER OF POWER (Mana Cost of 5)

Raging Winds - The druid must already know the OP 3 *Singing Winds* spell before he can use this one. When cast, it causes an area 60' in diameter and up to 66' distant from the caster to fill with winds of near-cyclonic velocity and ferocity. All who fail their save within its area of effect will be knocked down and be hampered by both the velocity of the winds; so much so, that all combat, movement, and other such abilities are halved while in this area. Note that this magic has absolutely no effect upon non-corporeal creatures, such as certain Undead.

Snowball - This conjunction creates a hard packed snowball in the druid's hand. As it leaves the throwing hand it commences to grow in both size and weight. Within 10', the snowball does 1D6+2 damage. Each 10 feet further traveled garners an additional +1D6 (to its maximum 60' range.)

Walking Wood - The druid may have one tree up to 60' distant uproot itself and move about at his command for 10 melee rounds. Consider the tree as a Treant for game purposes.

Wonderful Wind Horse - The druid can conjure a horse-shaped minor Air Elemental to do his bidding. This horse has the AC and Movement Rate of a standard Air Elemental, but only half its size, power and

capabilities. The duration of this spell is until the Wind Horse is dismissed or destroyed.

DRUID SPELLS - SIXTH ORDER OF POWER (Mana Cost of 6)

Fog of Fearful Effect - Over a 5 melee round period a blue-grey wall of roiling, squirming fog that smells heavily of orange blossoms. The wall is 12' long by 9' high by 2' thick and may be created up to 60' distant. All who even touch the wall become poisoned. Additionally, all Undead touching it will suffer 1D20+2 HP of disruption damage.

ILLUSION MAGIC - FIRST ORDER OF POWER (Mana Cost of 1)

Basic Illusory Wall - The illusionist can cause any 10' square area to appear to be a solid wall of appropriate type and choice.

Face of the Living Skull - This conjuration causes the illusionist's entire head to become as a skull; fleshless and of empty eye socket. The duration of this effect is 3 minutes. A variant of this spell has twice the mana cost, but wreathes the skull in fire and flame.

Glittering Penny - This conjuration causes any non-silver coin to resemble gold. This conjuration is illegal in most nations.

Mystik Mist - This conjuration will cause a layer or wall of white mist up to 33' by 11' by 1' to form during a one melee round period. The duration of this wall is as many rounds as the caster has Levels.

Shadows - This conjuration causes an area 3' to 5' in diameter and 5' to 9' high to become filled with swirling, dancing shadows of deepest night. The range is up to 33' and endures for 6 to 10 melee rounds.

ILLUSION MAGIC - SECOND ORDER OF POWER (Mana Cost of 2)

Beast - The illusionist can cause himself to appear to change into a horrible humanoid monster about 25% larger than he actually is. The duration of the illusion is one minute.

Doors - This spell can be made to cover any single door up to 20' by 20' in size with an illusion of a wall (to match the surrounding walls) and put an exact illusory copy of said door on any wall other than the one the real door is on, within the caster's own line of sight, regardless of distance involved.

Mystik Fog - Like the conjuration of the mist, but the area it covers is up to 50' x 25' x 5 and can be conjured up to 90' distant.

Mystik Ventriloquism - An illusionist can cause his own mouth not to move whenever he is speaking for up to 10 minutes. The spell also displaces the illusionist's voice up to 10' from himself, plus one foot for every Level the caster has.

Smoke Spell - This illusion causes a billowing "smoke" to spew forth from the spellcaster's mouth for 3 melee rounds. The smoke covers a 10 cubic foot area in opaque (visibility only 1'- 3') grey-black smoke each single second, thus, after the duration of 3 rounds, an area of 180 cubic feet will be covered. All caught in the smoke that fail their save versus illusion will suffer burning/watering eyes, difficulty in breathing and all problems attendant with being in thick smoke (-1 attack and defense).

ILLUSION MAGIC - THIRD ORDER OF POWER (Mana Cost of 3)

Mystik Mound - The illusionist can create an area (up to 10' in diameter and 10' in height) of illusory terrain that will match real surrounding terrain. The duration of this conjuration is 10 minutes.

Mystik Simulacra - The illusionist can create, over a 7 melee round period, a illusory copy of any single creature he can see or of which he has a picture. Such illusions, if done from memory, are always imperfect. The illusory being or creature has a duration of existence not exceeding 30 minutes. Nothing larger than a medium-sized horse may be created.

Spiteful Mites - This spell has a 90' range. A 13' diameter "swarm" of swirling, glowing, blue "mites" (bugs?) is created by the Illusion. The swarm 6 melee round duration and all caught within its area that fail their save vs Illusions suffer -4 attack and defense.

Writhing Dark - The illusionist can create an area of arcane darkness 13' in diameter, up to 30' from himself. This darkness will constantly squirm, writhe, and pulse as it either sits where conjured or travels at 90' per melee round. The duration of this conjuration is 6 melee rounds.

ILLUSION MAGIC - FOURTH ORDER OF POWER (Mana Cost of 4)

Devouring Sun - The illusionist can create an illusory blazing sun of brilliant flame, 8' in diameter, and up to 30' distant. This star has eyes like black holes and a gaping maw of swirling black oblivion. The illusion will move as directed at 90' per melee round, and has a fiery glow about three times greater than full daylight

around itself in a 33' radius. Duration is one minute.

Shadowy Wings - The illusionist creates great bat-like wings of shadow with a 30' wingspan upon his own back. The duration of these wings is 13 melee rounds, but during that time they will actually fly him at up to 44' per melee round.

ILLUSION MAGIC - FIFTH ORDER OF POWER (Mana Cost of 5)

Phantasmal Spell Sword - The illusionist can create in his hand a flamberge-bladed bastard sword of ornate silver cast; the blade is wreathed in emerald green flame. During the 6 melee round extent of this spell, the weapon will cast three-quarters daylight in a 10' radius and sing High Elven battle songs in a high, clear voice. If the weapon is believed in it will do normal damage and the flames will do 1D3 damage per strike.

Storyteller Ritual - This ritual will cause any 20' by 20' by 20' area to show what has happened in its area at any time specified by the illusionist. What this means is that the illusionist does the required ritual (taking seven minutes to do so), and then the designated area will "come alive" in illusory form, showing what has happened therein.

WIZARD SPELLS - FIRST ORDER OF POWER (Mana Cost of 1)

Aphrodisiac - a Wizard can add +3 Charisma in general and +8 Charisma specifically where members of the opposite gender are concerned. This effect will only "reach" those people within a 20' radius of the Wizard, the effect lasting one hour.

Aura of Magical Alarm - This two minute ritual puts an invisible aura in a 30' radius around the Wizard that lasts 10 minutes per Level of the caster. If anyone tries to magically observe the Wizard (by crystal ball or some such), the Wizard knows it immediately.

Bolts of Blue Bedevilment - The Wizard may summon mystic bolts at the rate of 3 bolts per level. Each bolt strikes unerringly, has a 120' range, does 1 HP of kinetic damage and stings like the dickens!

Bone Shaker - At 75' range, this spell causes man-sized victims (up to 7HD) to have intense muscle spasms (and to shake uncontrollably) for 1D6 melee rounds. It causes 1D6 HP of damage per melee round of effect. All hand held objects are immediately dropped by the victim.

Calmness - This conjuration requires one full melee round. Once done, the magician has created an area (or "aura") about himself that is 18" in radius for each Constitution point he has. This area is one of "utter calm and quiet" that lasts 1D20 + 4 minutes per Level of the Caster. The "calmness" refers to a Valium-like aura that calms all living things up to 5HD in size, which enter its area of influence.

Detection Rituals - The Wizard can detect any one of the following with a single point expenditure of Mana: Astral/Ethereal, Disease, Enemies, Psychic Emanations, Treasure, Poison, Illusions, Magic,, Gates and Other Magic Portals, Life, Invisible, Law, Chaos, Curses, Weather, Magical Traps, Mechanical Traps, Secret Doors or other closures, Undead, or Sixth Sense/Danger. The range for these detection Spells is a 30' radius.

Flare Spell - This spell causes an intensely bright, yellow-white "spark" to fly from the caster's fingers. This spark moves at 300' per second to a distance of 300'. There it "bursts" into a brilliant but utterly harmless cool radiance some 6' in diameter. The radiance casts the equivalent of ½ daylight in a 180' radius around itself.

Hypnosis - The Wizard can "mesmerize" any single intelligent being with a lower combined total Intelligence and Wisdom than himself. This will last for one minute per Intelligence point of the Wizard and has a 30' range.

Identifying Ritual - This one minute ritual will, upon completion, put the Wizard into a light trance. During this time any object he is holding or touching can be "discovered." When the Wizard comes out of his trance he will know exactly what the function of said object is (though not how it so functions). This is very useful where technological devices are concerned.

Ink Finger - This spell lets the Wizard use his finger like a quill pen with its own ink supply. The duration is 3 minutes plus an additional five minutes per Level.

Instant Grab - This spell allows whomever it is cast upon (up to 10' distant) to have an unbreakable grip with one hand, for ten (10) minutes.

Lock Jaw - The Wizard can cause any single "man-sized" being (up to 5HD in size) to a 60' range to have his mouth spasm rigidly shut for one melee round.

Missile Magicking Ritual - The Wizard can cause any single arrow, sling stone, or other such missile to become +1 to strike for thirty minutes. As a consequence, it can strike unaffected by normal weapons.

Mystik Dart - This converts one mana point into a burst of blue-white energy that flashes from the Wizard's pointing finger. It hits with +1 to strike, 1D6+3 HP of damage, with a 120' range. There is no "save" from this attack.

<p>Mystik Mist Conjunction - This conjunction, while very effective, is also very dangerous, as the Wizard conjures a 60' diameter cloud of rose-colored mist around him. This mist takes one full melee round to coalesce, but when it does all sentient beings within its confines (including the conjurer) must save or become effected as such (1D20):</p> <p>1-10 makes them very reasonable, willing to talk instead of fight, easy going, etc.</p> <p>11-15 makes them very sleepy and lethargic (1-5/D6 chance they'll go to sleep!)</p> <p>16-19 means they'll become very confused and befuddled and unable to fight unless they themselves are attacked, and even then only at -4 attack and defense;</p> <p>20 means they become berserk and enraged (+4 attack, -4 defense) and will attempt to slay all they can see.</p> <p>Quickflame - With this spell a Wizard can ignite any dry burnable object up to 10' away (such as dry wood, cloth, etc), or cause 3 HP of damage to a person.</p> <p>Reading Runes Magical - Once cast upon himself and any single item (i.e., book, scroll, etc.), the Wizard can read and understand all the mystik runes therein.</p> <p>Self Healing - This spell causes 5 HP to be healed; however it may only be performed on one's self, and not used to heal others.</p> <p>Slow Drop Spell - The Wizard can cause up to 100 pounds of any substance to fall at one tenth (1/10) its normal rate for one melee round or 300', whichever comes first.</p> <p>Spell of the Awful Sting - Within its 33' range, the victim hit is stung as if by a thousand bees. Because of the intensive and convulsive nature of this pain jolt, the victim will drop whatever he is holding, let go of whatever he may be attached to, and so on.</p> <p>Swift Slap - The wizard can kinetically slap any target up to 15' distant. This slap does no damage, but does have a Referee adjudicated chance of doing such things as surprising a wizard enough to cause a Magical Fumble, knocking a wand, dagger, or other such object from someone's hand (16 STR or less), knocking over, spilling, or otherwise abruptly moving such things as weigh one pound or less, and definitely getting someone's attention, like a stinging slap in the face.</p> <p>Swift Sleep - This spell allows the Wizard to put to sleep any single creature of 4HD or smaller in size. Range is 60' and is instantaneous in effect.</p> <p>Tangle Trap - The Wizard can fill a 10' diameter area with sticky, web-like strands that will tangle and entrap any creature(s) up to 5HD in total size. It can be created up to 60' distant, and is highly flammable (doing 20 HP fire damage total over a two melee round period, if burned). There is no save from this entrapment.</p> <p>Vermin Killer - This spell focuses on destroying small targets of no more than 1HD, which will instantly die. Plants wither to dry husks, birds drop out of the sky, snakes curl up and die and so forth! It can also be used versus more than one target if the group has 20 HP total or less.</p> <p>Wizard Dark Spell - a Wizard can cause a 13' diameter area up to 30' distant to become inky black and totally light absorbent for one minute. Torches, wizard glows, etc., cannot be seen inside the area, nor can the casting Wizard see out of it if he is inside its effect.</p> <p>Wizard Glow - The Wizard can cause any one specific object up to 10' distant to glow with a pale blue glow (equivalent to 1/2 daylight in strength) in a 30' diameter area for one hour.</p> <p>Wizard Wings - Allows the Wizard to glide for 30' for every 10' in height he has. However, the spell only lasts one minute.</p> <p>Weapon Enchantment - This spell cast upon any true weapon, said weapon becomes "magic" and +1 to strike for 1D20 minutes plus one minute per Level of the caster.</p>

WIZARD SPELLS - SECOND ORDER OF POWER (Mana Cost of 2)
<p>Anti-Web Aura - The Wizard can render his own body and all that he is wearing completely immune to webs (either magical or natural). This means that the webs cannot stick to him and will thus slide off around him with no ability to entangle. This aura lasts 10 minutes.</p> <p>Banished Fatigue - The Wizard can banish all fatigue/tiredness. This spell may be done but once per day per each individual creature.</p> <p>Blind Spot - The Wizard can cause any single creature that relies on optical sight to be unable to see him. This effect is regardless of any "true seeing" ability or device the victim might have.</p> <p>ESP - The wizard can attempt to read the mind of another within 100'. The target need not be visible or even located. If this spell is used right after the successful use of <i>Harwyn's Hypnos Spell</i>, the target gets no save of any sort.</p> <p>Fiery Flash - The Wizard can cause a blinding white flashbulb effect in a 30' radius around himself. All within</p>

its area of effect who are looking towards the source have a 1-3.D6 chance of being flash blinded for 1D6 melee rounds which renders them -2 attack and defense for that time.
Far Speaker - The wizard can utter a message of up to 10 seconds duration which can be heard exactly as whispered, spoken, shouted, etc., up to one mile distant. There must be a direct and unbroken line of sight between the wizard and the recipient, or the range is but 1/10 this. If the intended target is not visible, his exact location must be known and no obstruction greater than leaves or brush may obscure the way. Only the intended target will actually hear the wizard's utterance and the intended hearer can be a magical artifact that responds to vocal commands.
Fireburst - This spell creates a 3' diameter ball of flame It has a range of 66' and does 1D6+10 of fire damage.
Fire Out - A Wizard can instantly extinguish any small fire (campfire sized or less) up to 30' away including those ignited by "Quick Flame" or "Hot Flame" spells.
Flashfire - One this spell is cast, it cause all easily burnable material within an 18" radius of the Wizard to ignite and then burn outward at the rate of 7' per second. It will thus flashburn for a total of 7 seconds. Thus it will cover an area with a total radius of 50' around the Wizard (including the 18" initial radius). After that whatever is aflame will burn normally. Only such things as dry grass, paper, cloth, and other such easily combustible substances will ingnite. Wood will not do so; it will only char lightly.
Fog Call - The Wizard can conjure a 60' diameter area of icy cold fog (visibility varies from one to ten feet therein) up to 120' away. This fog requires 1D3 melee rounds to form and will last for 10 minutes or until blown away. This ritual cannot be used in very dry areas like deserts unless a water source is available.
Forgetfulness - This spell has a 13' range and will affect any single warm blooded creature up to 5HD in size. The Spell immediately cause the target to forget what it was about to do or what it was in the process of doing. This forgetfulness lasts one melee round.
Hot Flame - A more powerful <i>Quick Flame</i> spell it will ignite hard to light items, and cause 6 HP damage.
Ice Bullets - This spell creates a 2" long, 1" diameter ice bullet which strikes doing 1D6+12 HP of impact damage to any target up to 33' distant. The sole drawback to this magically created bullet is that it is totally non-magic, and thus does not affect magical targets such as Undead, Were-beasts, and the like.
Lasting Light - This spell imbues any single non-living object (by touch) with a steady, yellow-orange colored light equivalent to a standard torch in brightness. The duration is three hours plus an hour per the caster's Level.
Levitation - The Wizard can raise or lower himself for one minute per Level at 33' per melee round.
Mana Mirror - This three minute ritual can turn any reflective surface (still water, mirrors, etc.) into a scrying device, for one full minute. One can use the "mirror" to see into locked boxes, behind closed doors, etc. OR see events (when one knows the exact location) up to 100 miles away. However, the use of this spell requires a one hour rest afterwards.
Multiple Image Spell - A Wizard can create three (3) identical images of himself. Each will last one full minute per Level of the Caster or until touched by a living thing. These images move with the Wizard, to either side of him, aping his every movement and gesture, but are totally silent.
Mystik Shield - The Wizard can create a 7' tall by 3' wide invisible "shield" 3' in front of himself that will move with him for one full minute per Level of the caster. This shield will completely stop all normal missiles and arrows, but nothing else.
Ritual of Ruthlessness - Any single living being will be rendered utterly and relentlessly ruthless for one full hour. Those thus affected will do absolutely anything necessary to get their own way, do not know fear or trepidation, and will fight at +4 to their attack.
Skorzandon's Mirror - The wizard can conjure an insubstantial but 100% effective mirror between himself and any single opponent. This 10' by 15' mirror can be created up to 60' distant but will thereafter maintain its place equidistant between the two, regardless of how either moves, for the entire one minute of its existence.
Slippery Spell - The Wizard can cause a 10' square area to become totally frictionless (zero coefficient). Nothing and no one can move across or stand upon this area without falling. The range is 60'. There is no save versus this effect.
Slowing Spell - The Wizard can cause any mobile object/creature up to 5HD in size or less, up to 60' distant, to lose half its Movement Rate for as many rounds as the Caster has Levels.
Spell of the Tarantella - This is a variation of the "Bone Shaker Spell" that will affect sentient beings only. The Wizard cause all within a 15' radius of himself to dance, whirl, and uncontrollably gyrate with wild abandon for one minute plus one additional minute per Caster's Level. Those affected cannot stop until the time is done and will then collapse in an exhausted heap for 1D20 melee rounds per each minute danced.

Stafford's Swing - This conjuration allows the Wizard has created a rope of mystik energy or substance up to 60' long. This rope will be anchored immovably at the spot indicated by the conjurer during the casting and will end in his outstretched hands. This arcane line will anchor anywhere: on a wall, in the air, or in water, etc., and has a duration of 1D6 Turns. The rope is utterly indestructible to all purely physical forces. However, even one point of arcane force of any kind will cut it instantly. It can support any weight put upon it.
Web Conjuration - The Wizard can cause an area from 3' to 15' in diameter (size determined by caster) up to 45' distant to fill with "web strands" (as in the Tangle Trap spell). This web will hold all up to 5HD in size. It is flammable and will consume itself in 1D4 melee rounds, doing 1D6+2+4 HP in total damage per melee round to all entrapped within it. If not burned, it will last five minutes, then dissolve away completely.
Wine to Poison - The Wizard can turn one pint of wine to poison for one minute (it then reverts to its original form). This spell has a range of 10'.

WIZARD SPELLS - THIRD ORDER OF POWER (Mana Cost of 3)
Abysmal Itch - The Wizard can cause a 30' diameter area up to 90' away to fill with a sparkling, buzzing, red glow. All up to 6HD in size within this area become afflicted with a horrible itching red rash that cause them to practically "go mad" scratching, biting, twitching and becoming incapacitated for one full minute.
Advanced Lock Jaw - This spell has a range of 30'. Any single target up to 6HD in size that fails its save will have its jaws spasmed rigidly shut for 10 melee rounds.
All Seeing Eyes - A Wizard can see clearly anything invisible or hidden magically from sight. This spell lasts one full hour.
Anti-Fear Aura - This 2 minute ritual renders any single sentient being immune to all fear, regardless of source, potency, origin, Demonic intervention, etc. It has a duration of 6 hours.
Basic Pentagram of Protection - This thirteen minute ritual, once done, will last for thirteen minutes. While inside this glowing blue pentagram and circle, no lesser Undead (which includes Skeletons, Battlebones, Ghouls, Zombies, and Tomb Wights) can reach the Wizard. Lesser Demons will not cross said barrier. Greater Demons and all Elementals are not affected in any way by this pentagram of power, nor is the magic of any of the Demon kind.
Backward Blast - The Wizard can magically reach out to any single entity up to 60' away and cause its synapses to become "reversed" for ten full minutes. Those failing their save and thus reversed, will do everything in reverse order (that is if they try to sit down, they'll stand up, or they try to speak, all their words are spoken in reverse order, etc.)
Big Bargain Ritual - The Wizard can cast this two minute ritual upon himself and then function as a Merchant equal in Level for ten full minutes.
Blinding Blizzard - A Wizard can conjure, over a three melee round period, an area 20' in diameter up to 60' distant, of "intense" snowstorm. It is -120°F in temperature and has a visibility of 1D6 feet within its confines, enduring for one full minute of time. All within its area of effect suffer 1D6 HP of damage each melee round. No save is allowed against its effects.
Dancing Axe - The Wizard can conjure up to 20' distant a real and very solid battle axe that is +1 to hit and +1 to damage. This conjuration requires one full melee round to complete. Said axe will attack as a Warrior of a Level equal to the conjurer's own. It can be wielded by the Wizard for three melee rounds so long as he concentrates upon it. There is no save allowed versus the axe's attack.
Death Strike Ritual - The Wizard can cover any other memorized spell with this ritual so that nothing, not even death, will affect it being cast, once begun. Thus a Wizard, as an example, could memorize a "Lightning Strike Spell" then cover it with this ritual. He is then (later) in mortal combat with a Demon who grabs him and tears him limb from limb just as he begins that ritual covered spell. The Wizard is dead, but his voice speaks on, completing the casting of the "Lightning Strike" at the Demon.
Dispel Magic - Range: 120 ft, Duration: 10 minutes against an item. Can be used to completely dispel most spells and enchantments. Example: The chance of successfully dispelling is a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who hurled the original magic. Thus, a 6 th level Magic-user attempting to dispel a spell cast by a 12 th level Magic-user has a 50% chance of success (6/12=1/2). If the 12 th level Magic-user were dispelling the 6 th level Magic-user's charm, the dispelling caster's chance of success would be 200% (12/6=2).
Ever Vigilant Eye - The Wizard can conjure an eerie, glowing blue "eye" some 4" across that floats upon the air at a height equal to the Wizard's own eyes. This eye will guard any single area (with its 180° field of view) for ten minutes. If anything enters that field of vision, it immediately flies back to the caster (up to 480' distant)

at 240' per melee round. Upon reaching him the "eye" becomes a "mouth" and speaks, telling precisely what it has seen, then fades into nothingness.
Fire Lash - The Wizard can create a lash of flame in his right hand. Only 9' long, it will extend out to 33' when cracked towards a target. The wizard must hit with it as if it were a real whip, using his own attack probability; the spell is +1 for this purpose. All hit by it suffer 1D6 of fire and 1D6 of kinetic damage. Its duration is 3 melee rounds plus one melee round per Level of the Caster.
Flash Point - The Wizard can cause a 20' diameter area to superheat, burning all in the area for 1D6 per Level of the Caster per melee round of duration. The range is 120 feet and everything in the area that is combustible, of course, ignites and also burns. The spell has a 1D3 melee round duration and a successful save roll halves damage.
Golden Guardianship - This ritual needs one minute of time and affects any 10' diameter area the Wizard wishes to protect. As the ritual proceeds, a glowing circle of golden light is formed on the ground around the area in question. This circle has two functions; the first is to give warning if anything, live or dead, crosses the line. When such happens, the dim glow (equal to a night light) flares into 2/3 full daylight brightness for one second and the distinct tones of a silver trumpet, sounding alarm, is heard for three seconds. The second function is similar in that if anything magical crosses the line, the alarm sounds but in three separate "pulses" so as to differentiate it from the first. The time this warning ritual will last is one hour plus one additional hour per Level of the caster.
Hawk Flight - The Wizard may "fly like a hawk" at 37.5 mph for 15 minutes (37.5 mph = 330' per melee round). As a "hawk" the Wizard can hover, dive, turn, etc.
Heightened Awareness - This spell has the immediate effect of heightening all of the spell caster's physical senses. It does this by doubling said individual's ability to hear, see, smell, taste, and feel.
Knock/Lock - This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic. The reverse of the spell, Lock, is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Wizard three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).
Lightning Strike - The Wizard can cause a lightning arc to leap from his fingertip to any single target up to 60' away. The victim hit suffers 5D6 of electrical shock damage. The arc is 6" in diameter and instantaneous. A successful save halves damage.
Mind Mask - The Wizard can overlay his actual thoughts with false ones. Thus if probed mentally, only the false thoughts will be read, his real ones being totally hidden. Duration is ten minutes.
Mystik Gecko - This spell allows any single creature to climb any real, solid surface just as will the feet of the Gecko lizard. This four minute ritual has a duration of ten minutes.
Mystik Grindstone - A wizard can cause any edged weapon, from knives to axes to arrowheads, to become extra sharp for one full day. This degree of sharpness adds +2 to the weapon's attack.
Scream of the Banshee - The wizard can open his mouth and literally scream out a sonic cone of destruction. This cone is 33' long and 11' in diameter at its far end. It has destructive power of 3D6 plus 1 per Level of the Caster.
Secret Spy - This spell, once cast upon a being (up to 60' distant) other than the Wizard, allows said Wizard to always hear any sound that person makes and it is effective up to a mile distant, regardless of obstruction. The duration of the spell is one full hour.
Shatter Hand - This spell causes any non-living or non-magically animated substance (i.e. wood, stone, glass, pottery, etc.) to shatter. The spell effects up to one cubic inch of stone, one cubic foot of wood or up to three cubic feet of pottery, glass, or other such frangible substances.
Move-Up Spell - This magic allows the Wizard to add +10 to his Movement Rate.
Water Skimming - The wizard will skim across water as if he were a water skier! The Move is 35 mph and the duration is 10 minutes.

WIZARD SPELLS - FOURTH ORDER OF POWER (Mana Cost of 4)

Aura of Aversion - The Wizard has a 6' radius aura of invisible "aversion" that will affect any one kind of creature that they have chosen. This aura lasts one hour. All creatures of the type cannot approach the Wizard any closer than the outer perimeter of the aura.
Black Sleep - The most powerful of all sleep magics, this spell affects up to 1D6 6HD creatures with a range of 60'. This form of magic has no effect upon Dragons, Demonkind, Undead, Elves, Deodanth, Faerie, or Phraints.
Chain Break - The Wizard can either break any non-magical bonds (ropes, chains, spider webs, etc.) that bind him alone or it can be used to unlock and open any single door or other closure, including those

magically sealed (30' range).
Conjure Elemental - The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day. The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack him
Disappearance Spell - The Wizard can become invisible to all normal sight for five minutes. Attacks made while invisible do not end the spell. An invisible person, however, in thick fog, mist, rain, or smoke cloud, etc., may be detected by an alert observer by a faint outline.
Doomfire - The wizard will cause a hissing and roaring tongue of flame to sprout from his outstretched index fingertip. This 60' long by 2' diameter tongue of flame does 6D6 damage and causes <i>Fear</i> in all struck.
Elvish Serenade - The Wizard creates an area 30' in diameter (up to 60' distant) filled with golden sunlight, sweet smelling wildflowers and with a faint but distinct sound of Elven singing. All Undead in this area up to 7HD must save or disincorporate completely. Light sensitive types, like Orcs, will simply refuse to enter the brightly lit area.
Emergency Displacement - This spell will dimension-port the Wizard in a random east or west direction 1D20 feet. If an east-west direction is physically impossible, the dimensional displacement will be in a vertical line, straight up. Should that direction be impossible as well, the Wizard will "D-Port" 1D100 miles at random (including up or down) at the Referee's discretion.
Enigmatic Eye - This spell allows a Wizard to keep an eye on any single individual (or place) regardless of any attempt to evade or avoid it. It will even follow a target that tries to teleport away. However, the Wizard must either be able to physically see the target (magically or otherwise) or know precisely where the target is at the beginning of the conjuration in order for it to work. The conjuration has a 60 mile range and a duration of one full day (25 hours).
Fear - The Wizard can strike fear into the heart of any single intelligent or semiintelligent creature, except for Demons and Dragons. Those failing a save versus fear will either flee in blind panic for 1D6+2 melee rounds. Those making their saves vs fear still operate at -1 attack and defense for one melee round, except for Paladins, Barbarians, or anyone in the grip of religious fervor or battle fury.
Finding Ritual - This ritual requires five full minutes of work to complete, and once completed, the wizard will be able to track down/find any item that he has physically come into contact with, at least once, in the last Arduinian year (455 days). Once cast, the Wizard has 30 days before the spell fades away.
Fire Wall - The Wizard can create a wall of flame up to 60' distant from himself. This wall is 30' long, 15' high and will burn all passing through it for 1D20 HP of damage (no save allowed). This spell lasts for 6 melee rounds.
Ghost Wind - The Wizard can conjure a "Ghost Wind" so powerful it will bowl over all in its path.. The wind is controlled by the Wizard and can cover an area 120' long by 30' wide by 20' high starting from his outstretched hands. It lasts one melee round plus one round per Level of the caster. It blows gas clouds, fog away immediately. No save is allowed.
Hellfire - The Wizard can attack any single target out to a range of 120'. The target must make its saving throw or burst into soul-searing black flames, burning to death from the inside out! These flames feed upon the life force of the victim himself and burn at a rate of 1D6 HP damage(and draining one CON point) per melee round. As long there is life force left it will continue to burn.
Jumping Shoes - This spell will imbue any pair of shoes or boots with the ability to jump up to 30' horizontally or 20' vertically, at the will of their wearer, for ten melee rounds.
Mend - This magic affects all non-magic wood, soft stone (like sandstone) and soft metals (gold, copper, etc.)
Mist of Black Misery - The Wizard can "attack" any single target up to 60' distant. Those attacked have one full melee round to attempt to dispel the cloud of inky dark black mist as it forms around them. Failing to do so, this mist will cling to its target regardless of attempts to scrape it off, run away, teleport or otherwise evade it. Those covered suffer total sensory deprivation even to include true seeing, ESP, and other mental powers, sight, sound, everything.
Misty Feet of Silent Move - This spell will allow the conjurer to move across any real, solid surface at double normal Move, while exerting absolutely no ground pressure at all and generating no walking noise.
Mystik Chains - Any single door or closure may be so locked as to be impossible to open, even if a key is available, OR any single entity up to 8HD may be rooted to the spot and unable to move from it for 10 minutes.
Mystik Mole - At the end of the conjuration, an up to 30' distant from the conjurer, a "tunnel" will commence to be mystically dug. Dirt, debris, and loose earth (or sand) will fountain upwards out of the ever deepening 3' diameter hole. Note: that it will not work through rock or other similarly hard substances. The tunnel length will

be 30'. The angle of the tunnel is entirely up to the conjurer, but once set in motion, the arcane forces proceed in a straight line.

Mystik Passage - The Wizard can create a passage through any substance, except silver, up to 10' distant from the Wizard and will be 7' tall, 4' wide and up to 10' in depth/length. This passage will persist for three melee rounds.

Night Walker - The classic conjuration of magical vengeance allows a wizard to cause a specific area to seem to be haunted. This haunting will take the form of stealthy footsteps, heavy breathing, soft and evil laughter, faint sounds of clanking chains and other various and sundry spooky sounds. The range is 60 miles, but the Wizard must be very familiar with the area in order to be right on target. The less he knows the area, the larger the Referee adjudicated miss chance there will be.

One-Way Darkness - The Wizard can cause an area 13' in diameter to become inky black and totally light absorbent to everyone except himself. He alone can see out of or into this area which fails even *True Seeing* or other magical vision enhancers. He may create this area around himself or up to 30' distant.

Pain Blast - The Wizard can create a 30' diameter area up to 90' distant within which all living things suffer intense body-wracking pain. The pain is so intense that nothing may be done except to roll around on the ground screaming in muscle spasming pain. No attack, defense, speech, movement, etc.

Paralysis - The Wizard may fire a fan-shaped ray 30' long by 15' wide by 2' thick. All being it strikes are paralyzed rigidly for 3D20 melee rounds.

Permanence - This ritual is the way with which Wizards can cause their spells, conjurations, and such to become more or less permanent. The permanence lasts until dispelled or for one year.

Rapid Transit - The Wizard can cause any single self moving object up to 2000 pounds in size to move at ten times its normal Move for ten minutes. The range he may do this at is only 10.

Rot - The Wizard can attack any single living being with a rotting at 1 HP per melee round until either a "Cure Disease" ritual is done upon them or they rot away.

Secret Assassin - This conjuration creates a small (9" long) coiled mystic serpent in the palm of the left hand. It may be sent against any single target. It moves through the air at a Move of 10' per second (60' per melee round) and is totally invulnerable to all physical attacks (non-magik weapons pass through its body as if it were smoke; magic weapons only do their bonus damage.) It has 13 HP, AC of 2[17] and attacks equal to the level of the Wizard casting the spell. It does 1 HP bite damage plus venom. Once set towards a kill, it will track and follow, undeterred by dark or weather, slipping under doors and through keyholes if need be, in relentless pursuit.

Seven League Boots - The Wizard may "dimension step" five times, traversing three full miles each and every step (15 miles total). The mystik walker also perceives the land through which he moves as each step stretches out, so he knows the country thus traveled as if he'd walked through it normally.

Shapechange - The caster must announce which of the two options are being cast. The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.

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

Teleportation - The Wizard can teleport to any location previously well known to him up to one mile distant.

Thunderball - The Wizard can shoot a five-foot diameter sphere of flame and electricity up to 90' distant. The ball travels 30' per second (180' per melee round) and explodes in a 15' radius shower of sparks and fire upon contact with anything solid. Those thus hit must save twice (once for each damage effect) and will suffer 1D20+4 HP of flame and 1D20+4 HP of electrical damage.

Vertigo - The Wizard can create a 20' diameter area up to 90' distant within which all living beings suffer violent sensations of dizziness, nausea, and vertigo. If those within this area fail their saving throw, they will operate at -4 attack and defense for 1D6+2 melee rounds or for as long as they are within the area affected.

Wasp - The Wizard conjures a brilliantly hued wasp of mana-energy which will attack all designated targets for five melee rounds and within a 240' radius of its master. Said wasp has an AC 5[14], 25 HP, and can sting for damage in HP equal to the conjurer's own Level. The wasp can be killed normally, and if done, the Wizard (who must concentrate intensely upon his own creation at all times lest it dissipate) will himself suffer 5 HP of damage.

Witchfire - The Wizard can cause a "whistling blue flame" to erupt, then spiral out from his outstretched index fingertip. The flame itself is but 6" in diameter but the cone-shaped spiral has a width of 15' at the end of its

60' length. The flames cause 24 HP of damage and will paralyze for 1D20 minutes (save for Elvenkind, which are only stunned for 1D6 melee rounds.)

Wizardly Wagon - The ritual creates a wagon of solid energy. This wagon has no weight and leaves no wheel tracks. The wagon is complete in every way from the tongue to a tailgate that can be raised and lowered. It is 12' long by 6' wide and has 3' high sides. Its four large and solid looking wheels raise the bottom of the wagon 4' off the ground. There is a driver's seat for two that is 4.5' wide by 18" deep with a 15" high back rest in the front of the wagon (which dimensions are not included in the overall dimensions). The wagon has an AC 2[17]. The conjurer must provide motive power (horses, etc) and harness, etc., for them. The wagon itself makes no noise when traveling. The wagon can sustain 75 HP of damage without dissipating into nothingness.

Wizardly Window Conjuration - The Wizard can cause one square foot of iron, three square feet of stone, or seven square feet of wood to become totally transparent and as clear as glass. This effect lasts one minute and then fades away with no harm to the affected substance. The thickness of such substances can be one inch, three inches, and twelve inches respectively. Note, that even though transparent, the substance thus affected still has all its normal properties.

WIZARD SPELLS - FIFTH ORDER OF POWER (Mana Cost of 5)

Acid Rain - The Wizard can conjure up a 20' by 10' by 5' tall area filled with sulfur-smelling greenish-purple clouds. The conjurer can place them up to 33' distant total. Raining from these clouds is a mixture of sulfuric and nitric acids which acid-burns all it hits for 1D6+3 HP of damage per melee round. The pain is so excruciating that all of its victims are at -4 attack and defense, not only while inside its area of effect, but for 1D20 melee rounds after they leave it. Once conjured, this cloud will persist for ten minute.

Aura of Command - The Wizard has an invisible aura about himself that allows him to cause those beings he commands to do whatever he wishes. This aura lasts five minutes. The target must save versus psychic attack or do the bidding of the caster. The range for this power is 60' so long as the Wizard has a direct line of sight to those he is commanding.

Basic Summoning Ritual - The basic magical process by which a magician summons forth elementals, efreet, salamanders, djinn, demons and other such creatures.

Crimson Bands of Cytorakk - The Wizard can conjure a brilliant scarlet sphere, 30' in diameter, of totally fireproof web-like strands, up to 120' distant. These strands will firmly entrap and hold fast all creatures caught inside.

Dart of Destruction and Slaying - The Wizard can key a normal "Mystik Dart" already memorized to slay any one kind of being. For example, it can be set to kill any human it strikes. If said human fails his save when hit, he dies immediately. If his save is successful, then normal mystik dart damage is done.

Dome of Dynamic Defense - The Wizard can conjure a 10' wide by 7' tall dome of glittering silvery translucence. This dome will last one minute. The dome will stop all physical attacks (only) and reflect them back to their source. However, very slow movement (1' per melee round) will penetrate this immobile defense.

Eyes of the Warlord - The conjurer or any other single living being within 3' will have the "Warlord's Eyes" for one hour. These "eyes" allow the person to always see an opponent's physical attack before it happens and thus either automatically parry the blow or to attack first regardless of the initiative scores involved.

Fireblade - The wizard wields a fire-sword in his hand beginning his very next action. This intensely hot blade, 5" wide and 13' long, does not even warm the Wizard's hand but cuts into the target for 1D6+10 HP damage. For attack purposes, consider that this is +2 blade, however, the sword can only be sustained for one action.

Fiery Fist - This spell allows the Wizard to conjure a basketball-sized fist of fire and to fling them at a target up to 240' distant. The fist attacks as a +1 mace wielded by a Warrior one-half the Level of the conjurer. The fist does 3D6+2 HP of fire and 1D6 HP of impact damage.

Fumes of Faltarra - Up to 66' distant from the conjurer, a 25' spherical area all filled with flashing multicolored mists or fumes that seem to sparkle and dance with inner light and motion all their own. These fumes will, if inhaled by any living creature, cause one of three things to happen at random:

- The being will become helplessly convulsed with glee, mirth, laughter and hilarity and be unable to even stand, rolling about the ground for so long as they are in the fumes and for 1D20 melee rounds afterwards;
- The being will be totally incapacitated by grief, crying, wailing, rolling about the ground.;
- The victim will become berserk, attacking anything and everyone about him.

The duration of these colorful fumes is 1D6 melee rounds. These fumes affect only those things which have feelings of grief and/or humor.

Ghost Bolts - These are a kind of "Mystik Dart" but keyed to affect Undead and other such Ethereal, Astral or non-corporeal creatures. Against these creatures the ghost bolts will do 1D6+2 HP of damage. The Undead do not get a save. A Wizard may summon up to his Level total of these bolts at a time.
Javelin of Devastation - The Wizard will have at hand a 5' long javelin of flame. This javelin may be safely handled only by the Wizard and will remain in existence for three melee rounds (or until thrown). Once thrown it becomes a 3' wide by 12' long bolt of black lightning that will travel up to 90' instantly. Upon impact it will do 5D6 of electrical damage and blast 3 CON points from any living victim.
Magnificent Mystification - The Wizard can create around any single victim a maze of mirrors inside which no outside sight, sound, or touch can be perceived. This maze will stay with the victim (visible only to him) for ten minutes. The range at which it may be cast is 90'. The victim of this gets no save as it is not himself which is affected but the area around him.
Mist of Malevolent Misery - The Wizard may conjure a cloud of purple fog that moans, gibbers, wails and laughs hysterically. This 15' diameter fog may be created up to 100' distant and be moved at 80' per melee round if the Wizard maintains intense concentration all the while and it has a duration of up to one minute. All creatures suffer from severe choking, confusion, dizziness, nausea, etc., and will operate at -4 attack and defense whilst in the cloud and for 1D6 full minutes after exiting it.
<p>Moon Burst - This spell fills a 13' diameter area with a blue-white radiance like unto that of the full moon. This cold radiance is, in fact, a hard radiation burst of three seconds duration. This radiation does 4D6 damage to all within its area of effect. There is no saving throw against this damage unless the target within its area enjoys such protection against radiation damage. Additional effects are listed below:</p> <ul style="list-style-type: none"> . 1-2 melting burns . 3-4 blindness . 5-6 loss of memory <p>The range that this magic may be cast is 33'.</p>
Mystik Bottle - The Wizard may conjure a milky blue-white, milk bottle sized "Mystik Bottle" formed of arcane energy. The bottle is solid to the touch and will hold up to 1/2 gallon of liquid or similar amount of other things. The Wizard can cap or close it instantly with a mystik word. Once sealed it cannot be opened. Once sealed, the bottle is utterly impervious to all heat, cold, or other energy (magical or not.) Once shattered, however, the bottle releases in a 3' diameter flash of arcane energy of 3D6 damage.
Silent Sentry - Appearing before the conjurer, a vaguely humanoid form, all of a smoke-like substance, light grey in color, and 5'-7' tall; is, in fact, a mystik alarm system or sentry that will remain on its post for one hour per Level of the caster. The sentry guards against anyone or anything approaching and will commence to wail or gibber like a lost soul in torment as they come within 60'. If the wailing doesn't cause those approaching to stop and go back, the sentry will then threaten them with feints and movements towards them while screeching at them horribly. If the interlopers actually try to get by the sentry or attack him, he will then become utterly silent, form himself up into his full man-shaped height, and burst into searing blue flames. These flames will last but one melee round, but as soon as he has ignited, he will attempt to grapple with the intruder(s) so as to burn them as well. Each touch of the burning sentry will do 1D6 flame damage and cause most flammable things (clothes, etc.) to themselves ignite.
Silver Spiral of Sleep - The Wizard can create, up to 60' distant a 9' high, 3-5' wide, conical spiral of glittering silver motes. This spiral hums faintly and will stay suspended in the air until dispelled or destroyed (50 HP of magical attack would suffice). All who behold this creation, Ethereally, or Astrally must save versus psychic attack at -4 or become totally mesmerized, falling into a sleep that lasts as long as the spiral itself does. The duration is one hour.

WIZARD SPELLS - SIXTH ORDER OF POWER (Mana Cost of 6)
Acid Spray - This spell causes a spray of acid to spring forth from the caster's palm. This spray will be 45' long and 13' in diameter at its terminus. This spray has a potency of 10D6. The acid will splatter, drip, and generally cause quite a bit of trouble, especially since it can keep its potency up to 25 hours if puddled upon stone or other similar surfaces. Note as well that this acid is extremely flammable, and even a torch can cause ignition. The fireball caused will be equal in HP to the Referee adjudicated amount of acid remaining, and will be 3' in diameter per each 6 HP worth of acid.
Cube of Baffling Beauty - A Wizard can conjure around himself, for one minute, a 10' cube of scintillating colors and indescribable beauty. This non-mobile conjuration so mesmerizes all intelligent creatures who can

physically see it and who are within 60' of it that all they can do is stand and stare at its awesome display and listen to its melodies that sing through the very soul. The duration is 1 melee round per Level of the Caster.
Cyclonic Conjunction - The Wizard can create an area of cyclonic winds some 31' to 50' in diameter. Once done with the conjunction, the effect has a 5D20 melee round duration. The force of this wind will bowl over all creatures, cause a commoner's cottage to literally explode if conjured within it, and wreak enough havoc in general to cause 1D6 HP of physical damage per melee round to all creatures less than AC 7[12] within its area of effect.
Dance of Death - A Wizard can cause a 30' diameter area up to 120' distant to fill with an unearthly orange glow (taking one melee round to do so). All creatures within this area will suffer a sustained <i>Bone Shaker</i> spell for 1D6+2 melee rounds. The force of this spell is so great that those who make their saves against this spell will have nearly uncontrollable shakes for 1D6 melee rounds. During these shakes, all attack and defense is at -8, and movement is halved.
Disintegration - A Wizard can fire a 60' long beam of intense white energy. This magical energy will totally disintegrate anything it strikes. However, if the intended target successfully makes its saving throw, it will only suffer 1D20 HP of damage.
Doomlight - This spell causes a 30' spherical area up to 90' distant to become infused with a weirdly pulsing glow of the most intense blue imaginable. This glow is shot through with little sparkles of lightning and the sound of ghostly chimes may be heard within 30' of it. All creatures inside the glow must make a save or die immediately. If they do save they are stunned for 1D6 melee rounds. Undead, Demons, Dragons, Golems (and other nonliving creatures) are not affected at all by this spell, and it only tickles "Glory Glow" and other such light producing magics will dispel this creation immediately.
Intermediate Pentagram of Power - A much more powerful version of the basic pentagram, this requires thirty minutes of time to complete its silvery glowing lines. No Undead may cross its perimeter except those originating in the Abyss. Those that do manage to cross its mystic barrier suffer 1D20+10 HP of damage and must operate at -6 attack and defense for one hour thereafter. Lesser Demons may attempt to cross it, but will suffer the same as Undead. No Dragon's flame or other breath nor Demonic magic of any kind will pass the potent barrier of this pentagram. Greater Demons and all elementals have a 1-2/D6 chance of being unable to cross its perimeter.
Lesser Gates - This is the basic ritual that allows a Wizard to travel to the Inner or Outer Planes. It requires two hours of time to complete, but once done there is a "hole" or "gate" in the space/time continuum leading directly to the Inner or Outer Plane of the Wizard's choice. The gate is 13' tall by 7' wide and will persist for one full minute. Due to the stress put on the Wizard in creating this gate, he is extremely tired at the finish and needs at least an hour of rest to function normally. For this reason it is not recommended that this ritual be done alone, as there is no telling what may come out of the gate ...
Pegasus Effect - This spell causes any animal or other creature with more than two legs upon which the spell was cast will be able to gallop through the sky as if it were on the ground for ten minutes. The range at which this spell can be used is 30' and the Move of travel through the air is as per normal for the affected creatures ground Move.
Rains of Rhaizor - This originally Druidic conjunction is now a fairly widely known arcane technique. It will affect a spherical area 3' to 33' in diameter up to 60' distant from the conjurer. The conjunction causes the area to be filled with a heavy rainstorm. Any creatures caught in the rain have their eyesight and hearing cut by 85% while inside its area of effect. All sense of smell is totally negated in the area, and creatures with radar sense or other similar ways of perception have their efficiency cut by 50%. Infravision/heat-seeking is totally useless in the cold rain. Note, however, that there must be at least some ambient moisture in the surrounding air prior to the attempt to make this conjunction work.
Red Death - This spell causes its target to rupture and turn inside out, dying in a flopping, bloody, entrails - tangled mess. Those who fail their save obviously die horrible; those who make their save feel nausea.
Repulsion Aura - A glorious rainbow colored glow emanates from the Wizard in a 6' to 10' radius (variable every second). Duration of said glow is three minutes per Level of the Caster. The glow will repulse, turn back, cause to recoil away any single type of creature for which it has been keyed.
Reincarnation - This spell will function only on sentient beings that have died in the last 60 minutes plus 30 minutes per each Level of the caster. This spell functions by touch only and any given Wizard may only do one of these magics per 25 hour day.
Second Effect - This spell is identical in all cost, duration, and other such parameters as <i>Pegasus Effect</i> . The animal, once affected, can leap up to 20' vertically or 60' horizontally or triple the normal distance for such leaps, whichever is greater. The Wizard must already know the <i>Pegasus Effect</i> spell.
Silent Slayer - This is a variation of <i>Mystik Dart of Destruction and Slaying</i> . However in the case of this spell, the mystic dart can be set in place in any one location to await a specific person/being whom the Wizard

knows at least by sight. This dart will hang in the air forever if necessary awaiting the only victim at which it will ever shoot.
True Seeing - This spell allows the being upon which it is cast (over a one minute period) to see everything as it, in truth, actually is.
Wraith Hold - The Wizard can become, in all respects, as a Wraith of dread and dire aspect. The ritual requires ten minutes to complete, then an additional ten minutes to take full effect.

PSYCHIC ABILITIES

Mana Cost	Abilities								
1	. Intuit Traps - The Psychic can perceive non-magical traps at a distance of 30 ft.								
2	. Intuit Secret Doors - The Psychic can perceive secret or concealed doors within 30 ft.								
	. Intuit Poison - The Psychic can perceive poison within 30 ft.								
3	. Clairaudience - The ability to hear at a distance, the individual possessing this power is able to hear what is happening up to 30' distant, but the power is directional. This power can be used in conjunction with a crystal ball. It is subject to magical and non-magical prevention devices as mentioned under the explanation of the spell of the same name.								
3	. Intuit Enemies - The Psychic can perceive enemies or otherwise those who wish the Psychic harm within 30 ft.								
4	. Intuit Evil - The Psychic can perceive Evil within 30 ft.								
4	. Speak To Plants And Animals - The Psychic can speak with animals and plants.								
5	. Clairvoyance - The ability to see at a distance, the individual possessing this power is able to see what is happening up to 30' distant, but the power is directional. This power can be used in conjunction with a crystal ball. It is subject to magical and non-magical prevention devices as mentioned under the explanation of the spell of the same name.								
5	. Unlock Chests, Doors, Etc. - May unlocks and unbars all doors, gates, and portals within its range, including those held or locked								
6	. Levitate - Allows up or downward movement at a rate of up to 6 ft per minute (60 ft per turn), and the Psychic cannot levitate more than 20 ft per level from the ground level.								
6	. Speak In Tongues - Permits the Psychic to speak any one language at a time.								
7	. Mental Confusion - confuses people and monsters, making them act randomly. Roll 1D6+2 to determine the creature's behavior:								
	<table> <tr> <th>Roll</th><th>Reaction</th></tr> <tr> <td>2-5</td><td>Attack the caster and his allies</td></tr> <tr> <td>6-8</td><td>Stand baffled and inactive</td></tr> <tr> <td>9-12</td><td>Attack each other</td></tr> </table>	Roll	Reaction	2-5	Attack the caster and his allies	6-8	Stand baffled and inactive	9-12	Attack each other
Roll	Reaction								
2-5	Attack the caster and his allies								
6-8	Stand baffled and inactive								
9-12	Attack each other								
7	. Mental Fear - Causes creatures who fail their saving throw to flee. The spell will affect 5d6 first level types, 4d6 second level, 3d6 third level types, 1D6+2 4th level, 1d6 5th level types, or 1d6-2 6th level types.								
8	. Man Tracking - Can track Humans and Demihumans with a 1-4 on 1d6 chance of success.								
8	. Invisibility - This ability allows the individual to pass undetected, although the person so doing cannot perform violent actions while thus invisible.								
9	. Intuit Magic - The Psychic can perceive magic within 30 ft.								
	. Psychic Chains - Hold Up To 3+1 Hit Dice Immobile, Plus 1 Die Per Level)								
10	. Monster Tracking - Can track Monsters with a 1-4 on 1d6 chance of success								
10	. ESP - Can detect the thoughts of other beings.								
10	. Mind Blank - The Psychic is protected from all devices and spells that detect, influence, or read emotions or thoughts.								

11	<ul style="list-style-type: none"> • True Sight - The ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of shapechanged, changed, or transmuted things.
	<ul style="list-style-type: none"> • Nightmare - Creates a realistic illusion in the mind of a sleeping victim. If the viewer believes the illusion is real, (failed Saving Throw) he can take damage from it.
12	<ul style="list-style-type: none"> • Intuit Objects - Gives the Psychic the correct direction toward an object specified with a description. The object cannot be something the caster has never seen.
13	<ul style="list-style-type: none"> • Mental "Scream" - Stun Up To 20 Hit Dice Total For D6 Melee Turns; Add 1 Die Every 2 Levels Hereafter)
14	<ul style="list-style-type: none"> • Mental Fist Of Striking - 1D6+2, Add +1 to hit Per Level Hereafter; Range Is 60' Plus 5' Per Level Hereafter)
15	<ul style="list-style-type: none"> • Telepathy - The Psychic may read the thoughts of any creature within 9". If his Intelligence rating is greater than that of human or humanoid creatures within the range the Psychic may attempt to control their mind with suggestions implanted telepathically. Such suggestions will have a +2 penalty to save against.
20	<ul style="list-style-type: none"> • Telekinesis - The ability to move objects by mental power, the possessor is able to telekinese 50 gold piece weight per level of mastery, accumulative, so at second level of possession he could move 150 gold pieces weight (maximum) and at third 300 gold pieces weight and so on.
20	<ul style="list-style-type: none"> • Animate Objects - You imbue 1/Lvl inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.
25	<ul style="list-style-type: none"> • Self Healing - 1 Point Per Turn, Up To Full Hit Point Value.
30	<ul style="list-style-type: none"> • Teleportation - Transports the Psychic or another person to a destination that the Psychic knows.
30	<ul style="list-style-type: none"> • Psychic Force Field - An invisible wall of force. While projecting the Force Field, the Psychic cannot move and it is immune to damage of all kinds.
35	<ul style="list-style-type: none"> • Mental (Astral) Projection - When astrally projecting the person with the ability can not be detected except by a few rare creatures, and his astral body is not subject to normal dangers. Dangers are basically twofold: First, it is possible to meet some creature which can operate in the astral plane (demons do so. medusae and basilisks gaze into it, etc.). Secondly, the astral body is attached to the physical body by a silver cord. If this cord is broken then the body and the astral body are dead.
50	<ul style="list-style-type: none"> • Death Projection (Explode Heart) - Within a 60 ft radius, a target with 7 hit dice perishes.

Part Three: Dungeons, Monsters, & Treasure

Dungeon Design and Exploration

The bulk of adventures will take place in dungeons. Dungeons are dangerous locations such as abandoned castles, orc hideouts, and dragon's lairs. The contents of each room of a dungeon are determined by the Referee or the author of a pre-designed adventure. Most locations will be keyed to a description which includes any important information. Dungeon locations typically contain some combination of monsters, treasure, and traps. They can contain all or none of these. Seeing in a dungeon usually requires a light source, such as a torch or Light spell. Blind characters suffer a -4 penalty on all 'to-hit' rolls and saving throws.

Traps

Traps are mechanical (and sometimes magical) hazards such as pit traps, poison needles, or magical wards concealed in a dungeon or attached to an object in a dungeon. When a character triggers a trap they must make a saving throw or suffer the damage listed below. A successful save means the character suffers half damage. Burglars can use Find and Remove Traps special ability to detect and disarm traps. Magical traps suffer a -1 penalty to attempts. Once a referee has determined whether a trap is magical or not, they must then decide whether the trap is Common, Dangerous, Lethal, or Deadly.

- Common Trap: The character suffers 1d6 points of damage, save for half.
- Dangerous Trap: The character suffers 3d6 points of damage, save for half.
- Lethal Trap: The character suffers 5d6 points of damage, save for half.
- Deadly Trap: If the character fails their saving throw they die. Otherwise, no damage.

MONSTERS

All Hit Dice (HD) are rolled on D6.

Aii Loraii - AC: 2 [17], HD: 12, Attacks: 1 projection for 1D6+2 or 1 envelopment for 2D6, Move: 48 (air only). Appearing as a cloud of silver streaked golden motes of light that sounds like wind chimes, and smells like honey and almonds; the Aii-Loraii is an alien intelligence, and the damage it does is on the ethereal or astral planes, as well as normal planes. Aii-Loraii has a type of energy attack, and the projection resembles a golden laser beam, with a range of 240. It is immune to all forms of psychic attack or cold, fire, or paralysis. Energy attacks regenerate it at one for one, but sonic attacks do double damage to it.

Air Sharks - AC: 5 [14], HD: 12, Attacks: 1 +12 bite for 1D6+3, Special: Their skin can do 1D6 points of scrape damage on fly-byes, Move: 18 to 36 (air only). Air Sharks swim through the air like Earth's sharks do through water due to the hydrogen gas bladders in their bodies. They are highly susceptible to fire, sometimes exploding in a fireball equal to its HD in damage and 5 per HD in diameter. They immune to fear.

Argalanthi - AC: 2 [17], HD: 5, Attacks: +5 technological weapon or +5 claws for 1D6 each and a bite for 1D6+1, Special: Immunity to Sonic Attacks, Move: 12/turn. Argalanthi are 12 to 18 long, heavily armored, metallic blue insects. They have red mandibles and eyes. Their small tentacles near the jaws hold weapons. They often wear chest packs and pouches only. An intelligent, formerly starfaring race, they were widely used as police force by a now defunct stellar federation. They use flamers (100 range) and sonic disrupter (120 range), each doing 5D6 points damage. Argalanthi detest the Thaelastra and admire Phraints.

Basilisks - AC: 4 [15], HD: 6, Attacks: +6 bite (1d6), Special: Petrifying gaze, Move: 12. Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (one way of resolving this: fighting without looking incurs a -4 penalty to-hit).

Bear, Cave/Polar - AC: 6 [13], HD 7, Attacks Two +7 claws (1d6+1), +7 bite (1D6+2), Special: Hug, Move 12", Prehistoric bears and polar bears are even larger than a grizzly bear. When hitting with both claws, they hug for 3d6 points of damage.

Bear, Black - AC: 7 [12], HD 4, Attacks: Two +4 claws (1d3), +4 bite (1d6), Special: Hug, Move 9"; If a black bear hits with both claws, it hugs for an additional 1D6+1 hit points of damage.

<p>Bear, Grizzly - AC: 6 [13], HD 6, Attacks: Two +6 claws (1d6), +6 bite (1D6+1), Special: Hug, Move 9", Very large brown bears, grizzlies hug for an additional 2d6 points of damage (if hitting with both claw attacks) and can automatically maintain the hold, crushing the victim and continuing attempts to bite as well.</p>
<p>Bear, Sun - AC: 4 [13], HD: 6, Attacks: Two claws (1D6+3) each, one bite (1D6+3), body heat (1D6), Special: Immune to fire, Move: 12 per turn (16 charge), The Sun Bear is a giant copper-gold Kodiak bear, with brilliant yellow-gold stomach and gold claws. Its saliva causes victims to burst into flame for d8 points per turn. Magical curative spells, including curing disease, are the only methods to extinguish it.</p>
<p>Beetle, Giant Fire - AC: 4 [15] HD: 1+3, Attack: +1 bite (1D6+2) Move: 12. These are large, aggressive beetles. Their thorax gland glows as a torch while alive and 1d6 days thereafter.</p>
<p>Black Fisherman - AC: 7 [12], HD: 6, Attacks: +6 bite for 1D6 plus venom, Special: venom, Move: 12 (in trees), 6 (on ground). A Black Fisherman looks like a giant black widow. It attacks its prey by dangling a thread of web from above onto its victims lips. It then drips venom down the string until the victim is paralyzed or dead, then it reels him up.</p>
<p>Black Lotus Dust - This is the pollen of the black lotus flower. Upon contact, a save versus venom at -4 must be made. If failed, instant death. If made, the poison does 1D6 per ounce. The victim is groggy and confused (-4 to attack and defense for 1D6 melee rounds per ounce). The blood and nervous system are affected. The poison is both odorless and tasteless, because of which it is a favorite with Assassins. It is both rare and expensive.</p>
<p>Black Scorpion - AC: 2 [18], HD: 7, Attacks: Three +7 attacks 2 claws (1D6+3 each) and 1 sting (1D6 plus poison), Special: Immune to acid, venom, and poison, Move: 24 48 per turn. Great Black Scorpions are coal black, and have breathing holes on top of tail sting which allow it to stay submerged in water. Their venom paralyzes.</p>
<p>Black Wind - AC: 2 [17], HD: 10, Attacks: Special, Move: 24 (air only). A 20 diameter fog of shifting shadows, it is lit by constant small blue crackling lightning bolts, kind of like a small thunderhead. The Black Wind has one envelopment per melee turn. However, it can envelope any amount that will fit within itself. Those enveloped suffer two attacks. The first is psychic, and if the victims body is invaded and taken over, it is forever made alien, with a mind link to its parent. The second attack comes only if the psychic attack fails. This one is numbing cold, of 2D6 in intensity, for all inside it. This alien being is impervious to all except technological energy weapons, sonic attacks, or paralysis, which does 4d6 damage to it and slows it by one-third.</p>
<p>Blastarr - AC: 2 [17], HD: 7, Attacks: +7 blast (2D6) of variable energy (90 by 5 by 3), Special: Immune to all attacks except petrification and spell based cold, Move: 18 (air only). A Blastarr is a blinding blue-white star about 2 across. All creatures 4 HD and below save versus blindness. Failing the save; victim is permanently blind. Make it; victim is blind for 1D6+2 melee turns. Its treasure is only composed of gems.</p>
<p>Boomer - AC: 5 [14], HD: 3, Attacks: +3 bite for 1D6+2, Special: Immune to fire and acid, when slain, it explodes in a ball of fire and acid twice its HD in power and 5 diameter per hit dice; Move: 6 to 12. Boomers are giant frogs of a mottled red and black color. They can spit (instead of bite) up to half their hit points in acid 3 times a day from 9 to 18, and they can jump 20.</p>
<p>Bore Bug - AC: 2 [17], HD: 2 points, Attacks: Special, Special: Immune to poisons, venom, and toxins, Move: 6/turn, 15/jump. Bore-Bugs resemble bright orange cockroaches. These creatures, normally encountered in large swarms, bore into people in 1 turn, reach the heart in 2, and eat it in 3.</p>
<p>Boruu - AC: 3 [16] (head), 5 [14] (body), HD: 6, Attacks: Two +6 horns (3d6 each), One +6 butt (1D6+2), +6 trample (2D6), Special: Immune to Fear, Move: 10 (15 charge). Boruu are a giant, armored bull and buffalo crossbreed. They are bad tempered and charge, run over, and trample all they see.</p>
<p>Brownie - AC: 7 [12], HD: 4, Attacks: 1 per turn and always magical, Special: Immune to sleep, magic resistant, Move: 12 (ground), 12 (fly). Brownies are 18 to 26 tall. They can become invisible at will or cause small objects to become so. They love Halflings, but hate Dwarves. They're irrepressible practical jokers, they love everything bright and shiny. May use up to 3rd Order of Power Wizard Spells with 4D6 Mana Points.</p>
<p>Carrion Crow - AC: 8 [11], HD: 2, Attacks: Two +2 talons & beak 1D6 each, Move: 3 (land), 18 (air). A Carrion Crow is a giant, black, carrion eating crow. They're infected with a poisonous disease, saving throw required if hit.</p>
<p>Centipedes, Giant - Listings are for: small, medium, and large, AC: 9 [10], 5 [14], 0 [20], HD: (1d2 HP), 2, 4, Attacks: bite: 0, 1d6-1, 1d6+1, Special: Poison (save): +4, +6, +4, Move: 13, 15, 18. Small: Giant lethal centipedes of the small size inflict a lethal amount of poison with a +4 modifier to opponent's saving throw, but inflict no damage if the saving throw is successful. Medium: This man-sized giant centipede is a deadly predator with armored segments, a deadly bite, and a lethal (though relatively weak) poison. Large: A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom.</p>

<p>Centaurs - AC: 4 [15] w/ shield, HD: 4, Attacks: +4 kick or weapon (1d6), Special: None, Move: 18. Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology.</p>
<p>Chaeronyx - AC: 3 [16], HD: 4, Attacks: Chaeronyx have Two +4attacks with their hooves at 1D6 each, 1 by weapon type, and finally the medusas petrification gaze, Move: 24/turn. Chaeronyx are usually pale blue-grey, and are a cross between a Centaur and a medusa in appearance.</p>
<p>Choke Weed - AC: 6 [13], HD: 1, Attacks: pollen clouds cause all who inhale it to choke for 1D6+2 turns. Choke Weeds are blue-green leafy plants (holly looking) with bright yellow berries and pollen. Each turn after exposure to the Choke Weeds pollen, the victim must make a save versus poison or choke to death. Every turn survived, 1 point of damage is taken. The pollen has no effect on Orcs. Those making their saving throws are -4 on attacks and defenses (caused by watering eyes, dizziness, choking, etc.). Burning the plant doubles the effectiveness of the pollen.</p>
<p>Demon Prince - AC: 0 [19], HD: 12, Attacks: +12, flaming sword (1D6+3) Move: 18, Special: Flight, Fear, Immune to Normal Weapons, Magic resistance. A powerful winged infernal lord who seeks only suffering. Able to prepare and cast Wizard spells with NO need for Mana Points. Unaffected by spells from casters lower than 6th level.</p>
<p>Demon, Greater - AC: 2 [17], HD 9; Attack +9 sword (1D6+3) and 1 +9 whip (entangles); Move 6 (15 fly); Special: Surrounded by flame (3d6), Magic resistance, Fear, Immune to Normal Weapons, Unaffected by spells from casters lower than 4th level.</p>
<p>Demon, Lesser - AC: 2 [17], HD 6; Attack +6 bronze sword (1d6 + paralysis); Move 12 (Fly 24); Special: Magic resistance, Fear, Immune to fire and cold. Unaffected by spells from casters lower than 2nd level.</p>
<p>Deodanth - AC: 2 [17], HD: 6, Attacks: Two +6 claws for 1D6 and 1 bite for 1D3 (with a 1-2/D6 chance of 1 life level drain), Special: Leaping, Magic Resistant, Life Drain; Move: 18. Deodanth's are 6 to 7 tall ebony humanoids with flaming red eyes and silver claws and fangs. They can leap 20 to 40 in any direction, and hate Elves so much they always attack them on sight. They cannot be life drained.</p>
<p>Dinosaur - Ankylosaurus - AC: 0 [19], HD 9, Attacks: One +9 clubbed tail (3d6); Special: None, Move 6'. An ankylosaurus looks like a turtle with spikes around the edge of its shell and elephant-like legs. It has a tail with a clubbed end. They are herbivores, and travel in small groups.</p>
<p>Dinosaur - Brontosaurus - AC: 5 [14], HD 30, Attacks: One +30 stomp (2D6), Special: None, Move 6', Brontosaurus (Apatosaurus) is a massive, long-necked herbivore. They are encountered in groups or even herds. A brontosaurus stands 20ft tall at the shoulder, and weighs from 35 to 45 tons.</p>
<p>Dinosaur - Elasmosaurus - AC: 7 [12], HD 15, Attacks: One +15 bite (2D6), Special: Aquatic, Move 1 (Swim 15). Fish-like, 15ft long carnivores, the elasmosaurus has a long neck like a sea serpent, but has a thick, saurian body with fins. This is a good sea monster for use in campaigns where the dark horrors of the far-forgotten past might still survive. These creatures cannot survive more than a few minutes on land.</p>
<p>Dinosaur - Stegosaurus - AC: 2 [17], HD 17, Attacks: One +17 bite (1D6), or One +17 spiked tail (2d6), Special: None, Move 6', These dinosaurs have large back-plates standing out from the spine, and a spiked tail. They are herbivores, and travel in small groups.</p>
<p>Dinosaur - Triceratops - AC: 1 [18] front, 6 [13] back; HD 16, Attacks: One +16 bite (1D6) and 2 gore (1D6+3), Special: Charge, Move 9A triceratops has three horns protruding from its face, and a protective plate rising like an armored frill behind its head. They are extremely hard to damage with frontal assaults. The bony plate behind the head would also provide excellent protection for a rider. The horns inflict double damage if the creature charges.</p>
<p>Dinosaur - Tyrannosaurus Rex - AC: 5 [14], HD 18, Attacks: One +18 bite (3D6+3), Special: Chew for automatic 3D6 damage after bite. Move 15'. Tyrannosaurus is a deadly carnivorous dinosaur, walking on two legs and attacking with a massively powerful bite. When it bites prey, it grabs the victim in its jaws, shaking and chewing for 3d6 points of automatic damage in subsequent rounds. It can inflict such damage even against opponents as large as a brontosaurus. Only creatures with shells, bone frills, or spines can avoid the horrendous tearing damage a tyrannosaur can inflict (e.g., triceratops, stegosaurus, ankylosaurus).</p>
<p>Djinn - AC: 4 [15], HD: 7, Attacks: +7 fist or weapon (1D6+2-1), Special: Flight, magic, whirlwind, Move: 9 (24 when flying). Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight, and have a number of magical powers. A djinni can create food and water of high quality, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent they disappear when touched. Djinni can turn themselves into gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind much like an air elemental, sweeping away any creature with one or fewer HD (the diameter of the whirlwind is 10 ft. More powerful types of djinn might be capable of granting limited wishes.</p>

<p>Doomguard - AC: 2 [17], HD: 5, Attacks: +5 by weapon type 1D6+2 ,Move: 6", A Doomguard is a magically animated armor. It can teleport at will. Immune to fire, lightning, fear, paralysis, confusion, and hypnosis, cold does half damage, and slows them. They must literally be dismembered to stop.</p>
<p>Doom Watchers - AC: 3 [16], HD: 4, Attacks: Two +4 claws (1D6 points) per turn; 1 beak (1D6), Move: 4 (ground), 20 (air). Doom Watchers are great, black feathered, blue headed, red taloned, beaked vultures. There is a 1-3/D6 chance wounds inflicted by a Doom Watcher will be infected, doing 1 point of damage per hour. They feed on all dead types, but will attack small creatures</p>
<p>Dragon, Black (Bog Dragon) - AC: 2 [17], HD: 9, Attacks: +9 bite or claw (1D6+2), +9 Tail Stinger (1D6+2+poison), Special: Poison, Immune to Acid, Poison, and Venom, Move: 12. May attack twice per combat round, prepare and cast Wizard spells up to 3rd Order of Power with 9D6 worth of Mana Points, and breathe poisonous acid-like spray (may maim/blind) for 3D6 thrice per day.</p>
<p>Dragon - Black & White Striped - AC: 2 [18], HD: 9, Attacks: Two +2 claws (1D6); 1 bite (1D6+3) or breath, Special: Immune to Acid, Cold and Fire, Move: 20 air, 12 ground, This dragon is black and white striped. The tail splits three-quarters of its length to end in two separate ends. This creature can breathe 2 cold blasts and 2 acid sprays per day. They are spellcasters and prepare and cast Wizard spells up to 3rd Order of Power with 9D6 worth of Mana Points.</p>
<p>Dragon, Blue (Sea Dragon) - AC: 2 [17], HD: 9, Attacks: +9 bite or claw (1D6+3), Move: 12. May can attack twice per combat round, prepare and cast Wizard spells up to 2nd Order of Power with 9D6 worth of Mana Points, and breathe high pressure water jet (Save to maintain footing) for 3D6 thrice per day.</p>
<p>Dragon, Gold (Dragon Lord) - AC: 2 [17], HD: 9, Attacks: +9 bite or claw (1D6+2), Special: Immune to light based attacks, Move: 12. May attack twice per combat round, prepare and cast Wizard spells up to 6th Order of Power with 9D6 worth of Mana Points, and breathe sonic scream for 3D6 thrice per day.</p>
<p>Dragon, Green (Forest Fang) - AC: 2 [17], HD: 9, Attacks: +9 bite or claw (1D6+2), Special: Immune to Poison and Venom, Move: 12. May attack twice per combat round, prepare and cast Wizard spells up to 4th Order of Power with 9D6 worth of Mana Points, and breathe sleeping gas.</p>
<p>Dragon - Ice - AC: 2 [17], HD: 10, Attacks: Two +10 claws (1D6), 1 bite (1D6+3), or 1 breath (3 times a day) of cold for 3D6, Special: Immune to Cold and Paralysis, Move: 32 air, 16 ground. The Ice Dragon is a translucent blue-white dragon with eyes like pools of deepest space. Heat and sonic attacks do double damage to them. These dragons can prepare and cast Wizard spells up to 3rd Order of Power with 10D6 worth of Mana Points.</p>
<p>Dragon - Rainbow - AC: 2 [17], HD: 9, Attacks: Two +9 claws (1D6), Three +9 bites (1D+3), or Three breaths of 3D6 (See Below), Move: 10 to 20 (air). 12 (ground), The Rainbow Dragon has a red body, white stripes, and 3 blue heads. Each head can shoot one dragon breathe each of cold, fire, and electricity per day. They can prepare and cast Wizard spells up to 4th Order of Power with 9D6 worth of Mana Points</p>
<p>Dragon, Red (Fire Drake) - AC: 2 [17], HD: 9, Attacks: +9 bite or claw (1D6+3), Special: Immune to Fire and Psychic Attacks, Move: 12. May attack twice per combat round, prepare and cast Wizard spells up to 5th Order of Power with 9D6 worth of Mana Points, and breathe flame and fire for 3D6 thrice per day.</p>
<p>Dragon, Shadow - AC: 2 [17], HD:13, Attacks: Two +13 claws (1D6+2 each and rot at 1 point per turn thereafter), 1 breathe of black roiling fog (See Below), Special: Immune to life drain, fear, confusion, cold, acid, and poison; Level Drain, Gaze Attack, Regeneration, Teleport, Move: 36 air, 18 ground, This is a dragon of black shifting shadows with eyes of weird prismatic light. Its claw attacks cause rot at 1 point per turn after the initial hit. Curative Magics are the only thing that will stop the rot. The fog that it breathes kills, with no save, all of 4 HD and below, and blasts 2 life levels to all others. It has a gaze attack that causes confusion. These dragons can prepare and cast Wizard spells up to 4th Order of Power with 13D6 worth of Mana Points. It can regenerate at 3 points a turn from all but energy attacks. This dragon can teleport thrice daily.</p>
<p>Dragon, Silver (Krag Dragon) - AC: 2 [17], HD: 9, Attacks: +9 bite or claw (1D6+2), Special: Immune to Missile Weapons, Move: 12. May attack twice per combat round, prepare and cast Wizard spells up to 4th Order of Power with 9D6 worth of Mana Points, and breathe lightning bolts for 3D6 thrice per day.</p>
<p>Dragon, White (Cold Drake) - AC: 2 [17], HD: 9, Attacks: +9 bite or claw (1D6+2), Special: Immune to Sonic Attacks, Move: 12. May attack twice per combat round, prepare and cast Wizard spells up to 3rd Order of Power with 9D6 worth of Mana Points, and breathe cold howling winds for 3D6 thrice per day.</p>
<p>Dragon, Wraith - AC: 0 [19], HD: 11, Attacks: +9, bite or claw (1D6+2), Breath Weapon does no dice damage, but does drain 2 Levels, which it may do thrice daily, Special: Life Drain, Magic Resistance, Move: 24'. This undead dragon is usually translucent and difficult to see in shadowy environments.</p>
<p>Dragon, Yellow (Jungle Terror) - AC: 2 [17], HD: 9, Attacks: +9 bite or claw (1D6+3), Special: Magnetic Deflection – deflects all Iron and Steel based attacks as well as Magnetic and Telekinetic Attacks, usable thrice daily. Move: 12. May attack twice per combat round, prepare and cast Wizard spells up to 6th Order of</p>

Power with 9D6 worth of Mana Points, and breathe poisonous gas.
Droon - AC: 7 [12], HD: 3, Attacks: One +3 weapon and 1 bite (d3 + poison), Special: Poisonous Bite, Move: 8 (charge at 10), Hairless baboon like beasts, Droon stand about 5 tall with enough intelligence to use their stone age weapons.
Dryad - AC: 9 [10] HD: 2, Attack: +2 Dagger (1d6) Move: 12, Special: Charm Person. A beautiful female fey who dwells in trees. Targets suffer a -2 penalty to saves made to resist their Charm Person ability, which they can use once per day.
Dwarves - AC: 4 [15], HD: 2, Attacks: +2 warhammer (1d6), Special: Stonework insight, Move: 6. Statistics above are for the common Dwarf with no particular unusual characteristics. A Dwarf-at-arms would usually have a full 8 hit points, reflecting skill and general toughness.
Efreet - AC: 2 [17], HD: 10, Attacks: +10 fist or sword (1D6+2), Special: Fire Wall, Move: 9 (24 when flying). Efreets are a type of genie, associated with fire (unlike the djinn, who have powers over the air). Efreets can carry up to a thousand pounds of weight, and under the right circumstances they can be forced to serve as a slave (until they figure out how to free themselves). An efreeti can cast <i>Fire Wall</i> (OP4). They appear as giant humans with cruel features, their skin flickering with flames.
Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be "chained" within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.
Elemental, Air - AC: 2 [17], HD: 8, 12, 16, Attacks: +8/+12/+16 strike (1D6+2), Special: Whirlwind, Move: 36 (Flight). Air elementals can turn into a whirlwind of air with a diameter of 30 ft, hurling any creature of 1 HD or less for great distances (almost certainly killing them). Elemental whirlwinds are approximately 100 ft high.
Elemental, Earth - AC: 2 [17], HD: 8, 12, 16, Attacks: +8/+12/+16 fist (1D6+2), Special: Tear down stone, Move: 6. Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d4+4 rounds (minutes).
Elemental, Fire - AC: 2 [17], HD: 8, 12, 16, Attacks: +8/+12/+16 strike (1D6+2), Special: Ignite materials, Move: 12. Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials to ignite.
Elemental, Water - AC: 2 [17], HD: 8, 12, 16, Attacks: +8/+12/+16 strike (1D6+2), Special: Can overturn ships, Move: 6 (18 when swimming). Water elementals cannot move more than 60 ft from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing in water (or swimming, etc). On water, they can attack ships, battering them to pieces within one hour if not prevented or distracted.
Elves - AC: 5 [14], HD: 1+1, Attacks: +1 sword or longbow (1d6), Special: None, Move: 12'. The example above is for a typical Elf; trained warriors would likely have the maximum 9 hit points. Obviously, Elves encountered in the course of a party's adventuring will have a variety of powers and different attributes.
Emerald Ooze - AC: 2 [17], HD: 12, Attacks: 1D6 +12 pseudopods. All who are hit have 2D6 points of themselves turned to Emerald Ooze, Special: Impervious to chops, cuts, lightning, fear, confusion, or paralysis, is Magic Resistant, and takes only half damage from all technological weapons, Move: 12. Emerald Ooze looks like a huge, pulsing liquid emerald 36 across.
Fang Wing - AC: 5 [14], HD: 4, Attacks: One +4 bite (1D6) and Two claws (1D3 each), Move: 18 (air), 12 (ground), Fang Wings are giant winged wolves usually grey but can range in color from black to white. They have retractable claws.
Fire Frogs - AC: 5 [14], HD: ½, Attacks: 1D3 points fire damage, but then have a 1-3/D6 chance of causing the touched person to burn at 1D6 points per turn for 1D3 turns thereafter. Special: Immune to Fire, Move: 9 (can hop 15). These small frogs glow a bright red, and smell like sulfur. They are wrapped in pale violet flames, and look like little fiery meteors at night as they hop about. They are, of course, fire proof, but cold does double damage to them, as do all sonic attacks. If struck hard enough to kill them with one blow, they splatter a flaming liquid over a 4 diameter area causing a total of 2D6 damage in that area.
Fire Snake - AC: 2 [17], HD: 6, Attacks: One breath weapon for 2D6 (30 x 5) fire damage; constrict for 1D5=1 per round, Special: Immune to Fire, Move: 15 24 (air), 4 8 (ground), A Fire Snake is a winged, glowing, red hot snake. The skin does 1D3 extra damage if touched.
Freeze Bees - AC: 2 [17], HD: 1, Attacks: One sting does 1D3 + venom does 2d8 cold damage), Special: Immune to cold, paralysis, fear; double damage from fire, Move: fly at 36 per turn. Freeze Bees are cat sized bees, carved from ice and translucent blue. Those who who fail their save vs poison/venom are frozen solid. They horde blue diamonds and other glittery gems.
Gargoyles - AC: 5 [14], HD: 4, Attacks: +4 claw (1d6), Special: Flight, Move: 9 (15 when flying). Gargoyles are winged creatures resembling the carved monstrosities that bedeck the walls of cathedrals and many

subterranean dungeons. They can be vicious predators.
Ghouls - AC: 6 [13], HD: 3 Attack: +3 Claw (1d6+paralysis) Move: 9, Special: Undead, paralysis. Flesh-eating undead whose claws paralyze targets for 3d6 turns unless a successful save is made.
Ghost Crab - AC: 2 [17], HD: 7, Attacks: Two +7 claws for 2D6 each and 1 life level drain per strike. If the victim fails to escape, it eats 3D6 per turn plus 1 life level drain, Special: Immune to fear, confusion, and paralysis, Immune to Normal Weapons, Level Drain, Move: 10 (15 in water). A giant, translucent crab with huge serrated claws and a grinning befanged mouth. It is a class of undead that inhabits sunken cities, dried up sea beds, salton seas, etc.
Giant - AC: 3 [16], HD: 7, Attacks: +7, Club or boulder (1D6+3) Move: 15. Towering over fifteen feet high, these massive brutes swing great clubs or can hurl large boulders up to 240 ft.
Gnoll - AC: 5 [14], HD: 4, Attacks: +4 Bite (1d6) or by Weapon (1D6), Move: 9. Large hyena-like humanoids who delight in bloodshed.
Gnorc - AC: 4 [15], HD: 5, Attacks: Two +7 claw (1D6) or by weapon (1D6), Special: Immune to fear, Move: 10 (charge at 12). Gnorks are a cross between Gnolls and Orcs. Usually they attack anything they see. They are berserkers.
Goblins - AC: 7 [12], HD: 2, Attack: +2 By weapon (1d6), Special: -1 to hit in bright light, Move: 9', Goblins are nasty little creatures who live in dark places and hate sunlight.
Golems are man-shaped creatures built to serve their masters, usually powerful wizards or high priests. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.
Golem, Flesh - AC: 9 [10], HD: 12, Attacks: +12 fist (1d6), Special: See Below, Move: 8. A creation stitched together from human limbs and other parts, like a Frankenstein monster. Damage inflicted by lightning heals the golem, and it is slowed by fire and cold spells. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.
Golem, Iron - AC: 3 [16], HD: 13, Attacks: +13 weapon or fist (1d6), Special: See Below, Move: 6. Iron golems are huge moving statues of iron. They can breathe a 10 ft radius cloud of poison gas as well as attacking with great power. Weapons of +2 or less do not affect them. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.
Golem, Stone - AC: 5 [14], HD: 16, Attacks: +16 fist (1d6), Special: See Below, Move: 6. Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by +2 or better weapons.
Goon - AC: 5 [14], HD: 5, Attacks: Two +9 claw (1D6+2) and One bite (1D6), Special: Impervious to pain, Move: 10 to 15 per turn. Goons are 7 to 10 tall, muddy brown, vaguely man shaped, extremely ugly, smelly, and vacuous. They have large tusks protruding from lower jaw and 3 fingered, taloned, spatulate hands.
Grey Granules - AC: N/A, HD: N/A, Attacks: special gas (See Below), Special: blunt weapons and fire do half damage, Move: N/A. Grey Granules are grey, gritty, sand like spores. If they are crushed (stepped on) or ignited, they emit clouds of grey gas. This gas does 3D6 in a 60 cloud. Cold will destroy it..
Grey Skimmers - AC: 3 [16] top/ 6 [13] belly, HD: 4, Attacks: Grey Skimmers attack at +4 with their 2 legs at 1D3 and bite for 1D6. Their bite also drains one life level beginning on the second turn if the victim fails to get away, Special: Level Drain, Move: 6 land, 9 underwater, 12 on water. Long-legged water beetles, they are grey-green on top and yellow-white underneath. These beetles can swim, run across the waters surface, or move about on land if need be. They usually inhabit swamps, river fords, and even warm water bays and coves.
Grey Horror - AC: 5 [14], HD: 5, Attacks: Two +5 claws for 1D6, One +5 bite for 1D6-1, and One +5 sting for no damage, but must save vs venom. Halflings and smaller creatures who fail to save are dissolved at 2D6 per round, all others being paralyzed for 3D6 rounds, Special: Immune to venom/poison proof, Only take half damage from acid, fire, and cold, Move: 12. A cross between a scorpion and a Spiga, usually 9 long and gunmetal grey.
Griffons - AC: 3 [16], HD: 7, Attacks: +7 bite (1d6), Special: Flight, Move: 12 (27 when flying). Griffons have the body of a lion, with the wings, head, and fore-talons of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the marketplaces of the great cities, or to barons and wizards.

<p>Gryfylis - AC: 4 [15], HD: 4, Attacks: Two +4 claws for 1D6 each, and bite for 1D6+1, Special: Petrification Gaze, Immune to all petrification, paralysis, and slowing spells, Move: 10 ground / 18 air. A Gryfylisk is a cross between a Basilisk and a Griffon.</p>
<p>Gworms - AC: 7 [12], HD:10+, Attacks: One +10 or more bite for 1D6 per 10 HD size, Special: Immune to confusion, petrification, and acid, Move: 6 (9 through normal dirt). Gworms are giant, black earthworms, with red noses and tails. They are 30 to 300 long. If 2 more than needed to hit is rolled, the Gworm swallows the victim. The digestive fluid dissolves 3D6 points per melee turn. They're not aggressive, but eat anything in their path; houses, people, etc.</p>
<p>Gyron - AC: 3 [16] (forequarters); 5 [14] (hindquarters), HD: 10, Attacks: One +10 bite (1D6+3), 2 claws (1D6 each), and 1 sting (1D3 plus venom), Special: Immune to fire, Move: 12/turn (ground); 24/turn (air). The Gyron is a scaled, wyvern like creature. It normally has gold fur and silver-grey scales. Two favorite foods of this ferocious beast are horses and Humans. Its intelligence is generally greater than a normal wyvern. It is a cunning ambusher.</p>
<p>Haggorym - AC: 8 [11], HD: 4, Attacks: One +8 attack for 1D6 or by weapon type (they favor bashing weapons). They are always berserk during combat. Special: Immune to poisons/Venom/Toxins, Move: 9. Very blocky and muscular, this Goblin like creature has nearly no forehead and stubby little ears. They are an apparent crossbreed of Goblins and Neanderthal cave peoples. Cannibalistic and foul-tempered, these stupid creatures will attack anything their own size and even larger game if they feel they have sufficient numbers. They are easily fooled by illusions, and greatly fear dragons</p>
<p>Harpies - AC: 7 [12], HD: 3, Attacks: +3 talons (1d6), Special: Flight, siren song, Move: 6 (18 when flying). Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (saving throw applies), and the harpy's touch casts the equivalent of an Aphrodisiac spell (again, saving throw applies).</p>
<p>Hell Horse - AC: 3 [16], HD: 8, Attacks: Two +8 hooves for 1D6+3 each and one +8 bite for 1D6, Special: Immune to paralysis, fear, sleep, and life drain, Immune to Normal Weapons, Move: 18 (fly at 24). A huge skeleton horse with cat like fangs and green flames for eyes. Although undead, they get +4 save versus clerical Turn Undead ability. They hate Dwarves, always attacking them first.</p>
<p>Hell Hound - AC: 4 [15], HD: 5, Attacks: +5 bite (1d6+1) Move: 18, Special: Breath fire. Infernal dogs who can breathe fire once per day, filling a 10' radius which inflicts 1D6+3 points of damage.</p>
<p>Hell Maiden - AC: 4 [15], HD: 7, Attacks: One +7 by weapon type (1D6+3), Special: Immune to paralysis, fear, confusion, sleep, charm, and life drain, Immune to Normal Weapons, Move: 9 . Hell Maidens are Valkyrie like warrior women with bare skull heads and voluptuous bodies. They wear chain mail, and use shields, lances, and either a swords or axes. They ride Hell Horses, are cannibalistic, and screech and gibber in combat.</p>
<p>Hell Moth - AC: 8 [11], HD: 1+1, Attacks: 1 bite (1d3 plus Level Drain), Special: Level Drain, Move: 9 (air), 3 (ground). A Hell Moth is a black moth with red skull like wing markings. It has a 12 18 wingspan. Attracted to body heat, they bite for 1D3 points, and drain one life level per turn. When they are killed, they squirt a venom through their needle like proboscis into those they have bitten – Save vs Death.</p>
<p>Hellstar - AC: 2 [17], HD: 12, Attacks: It envelops its target draining 3 life levels initially and 1 per turn thereafter that it stays. Those enveloped go blind for as long as the envelopment lasts and for 1D6 turns afterwards, Special: Immune to Normal Weapons Move: up to 24. The Hell Star is a 10 diameter blue white star like apparition. It is a steady light nearly too bright to look at. It is a highly intelligent alien life form. Hell Stars consider all living things as nothing more than food.</p>
<p>Horses - AC 7 [12], with riding horses having 2 HD and warhorses having 3 HD. Horses move at a Move 18".</p>
<p>Human, Bandit - AC: 7 [12], HD: 2, Attacks: +2 weapon (1d6), Special: None, Move: 12. Bandits are roving groups of Burglars, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher HD.</p>
<p>Human, Berserker - AC: 7 [12], HD: 2, Attacks: Two +6 weapon (1d6), Special: Berserking, Move: 12. Berserkers are normal humans, but they fight with astounding ferocity.</p>
<p>Human, Sergeant-at-Arms - AC: 5 [14], HD: 3, Attacks: +3 weapon (1d6), Special: None, Move: 12. Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups in castles and armies</p>
<p>Human, Soldier - AC: 7 [12], HD: 1, Attacks: weapon (1d6), Special: None, Move: 12. Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear. For every five guardsmen there is usually a sergeant.</p>

<p>Hyclops - AC: 4 [15], HD: 10, Attacks: 1D6 attacks per round (See Below), Special: Immune to Psychic Attacks, Move: 32. Hyclops are 180 tall. Each one is a huge fury humanoid with 3 wolf like heads (3 sets of fangs) and 4 arms. They are silver grey in color. Their 3 heads and 4 arms allow them to engage up to 3 targets simultaneously. They have natural true sight, and can scent quarry 180 underground. They are omnivorous and very ferocious. Their first attack is always a +10 stomp for 1D6+3. Their next 2 attacks are always +10 claws for 1D6+2 each. Their last 3 attacks are always bites for 1D6+1.</p>
<p>Khorb - AC: 4 [15], HD: 10, Attacks: Two +10 kicks (1D6+2) or by weapon type; Special: 1 eye ray (30 x 5 across) that causes fear and confusion for 2D6 turns, Immune to confusion and fear, Move: 12/turn. A Khorb is a 10 to 15 tall headless humanoid, usually with pale orange skin and purple eye. They dress in fur or skin loincloths. They use this single eye to confuse all who look at it. The eye ray can shoot every third turn. It thrusts its victims into its top mouth (dead or alive) to chew up for 1D6+3 points each turn.</p>
<p>Kobold - AC: 6 [13], HD: 1, Attacks: small weapon (1d6-1) Move: 6. These tiny subterranean goblin-like creatures attack in packs.</p>
<p>Krag Spyders - AC: 3 [16], HD: 4, Attacks: +4 bite 1D6 plus poison, Special: Poison petrifies those who fail to save versus poison (at a -3 save), Move: 10 100. Krag Spyders look like rocks or boulders until they move. They really resemble the great Alaskan king crab minus the pincers when they move. Krag Spyders are very patient, and will wait hours, while a party beds down among them and goes to sleep, before pouncing. They have such a low metabolic rate that Detect Life spells fail, but Detect Magic shows them up quite clearly as they are a magical. They eat their petrified victims by secreting saliva that unpetrifies a mouthful at a time, so it can be bitten off and swallowed.</p>
<p>Liches - AC: 0 [19], HD: 12–18, Attacks: +12-18 touch (1d6+paralysis), Special: See Below, Move: 6. Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magics gone awry). A lich has the same spell-casting powers as the original Wizard (the same level and Mana Points as the lich had in life). A lich's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. Liches are highly malign and intelligent.</p>
<p>Lightning Bugs - AC: 7 [12], HD: 1 point, Attacks: See below, Move: 12 (air only), Khaas Lightning Bugs are identical to the earthly lightning bug that flickers with a pale light on warm autumn nights. They flock to body heat, settling by the dozens to get warm. Their touch causes acute itching that can be really painful after a while. However, when swatted or stuck, they die by discharging 1D6 electricity.</p>
<p>Lightning Spider - AC: 7 [12], HD: 4, Attacks: One +4 bite (1D6), Move: 12, Lightning Spiders are bright blue with a yellow lightning flash down its abdomen. This spider smells like ozone and hums. They are semi-intelligent and tamable. It throws its 10 square web net up to 30 then pumps a charge of electricity through it (2D6).</p>
<p>Lion - AC: 6 [13], HD 5, Attacks: Two +5 claws (1d3), +5 bite (1d6), Move 12", A lioness has an AC of 7 [12], but is otherwise similar to the male lion.</p>
<p>Maggoth - %AC: 6 [13], HD: 12, Attacks: One +12 acid spit (up to 90 in range and covering a 10 area) of 3D6, or one +12 swallowing bite for 2D6. A roll two better than score needed to hit swallows the target where stomach acid dissolves the victim at 3D6 per turn, Special: Normal weaponry does only 1/4 damage. Acid, venoms, and poison harm it not at all. They are highly susceptible to fire, taking double damage from it. Move: 9 to 18, Huge, grey white and yellow mottled slugs with quivering black tipped eyestalks. They stink like a cesspool.</p>
<p>Manster - AC: varies, HD: varies, Attacks: varies, Special: Immune to Level Drain, fear, confusion, paralysis, Move: varies. A Manster regenerates as a Troll, though twice as rapidly. Manster are essentially free willed flesh golems, but must imbibe at least four quarts of human blood each day in order to continue functioning with free will. They have all the attributes of flesh golems.</p>
<p>Manticore - AC: 4 [15], HD: 6+1, Attacks: +6 bite (1d6) or tail spikes, Special: Flight. Move: 12, These strange creatures have the face of a man, the body of a lion, and a spike tipped tail. They can hurl up to six spikes per day as a single attack. Each spike inflicts 1d6 damage if the spikes hit.</p>
<p>Mantrap - AC: 2 [17], HD: 7, Attacks: One +7 bite (initially 1D6+3); Move: 0. Mantraps are giant land clams. They hide in the ground, and grab all who tread on them. It pulls in the leg as it eats. Once in the stomach, victims suffer a steady 2D6 points of damage from digestive acid.</p>
<p>Medusa - AC: 5 [14], HD: 6, Attacks: +6 weapon (1d6), Special: Petrifying gaze, Move: 9. Medusae are horrid creatures from Greek mythology with a female face but hair of writhing snakes; they have no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but lethally poisonous with a successful hit (saving throw applies).</p>

<p>Minotaurs - AC: 6 [13], HD: 6, Attacks: +6 weapon (1D6+3), Special: Never lost in labyrinths Move: 12. The minotaur is a man-eating predator from Greek mythology, with the head of a bull and the body of a massive human, covered in shaggy hair. Sometimes they wield large axes. Most are not particularly intelligent.</p>
<p>Moondogs - AC: 5 [14], HD: 3, Attacks: Moondogs attack with a wailing howl (causes up to 4 HD beings to save versus fear within 90) and 1 venomous bite, Move: 12. These dog like animals palely glow with a sickly yellowish-white aura. Their eyes are like emerald-green lamps, and their tongue and teeth are a foul black, and steam in the air. They travel in packs, driving their prey before them until it drops from exhaustion. Their bite is venomous, causing confusion on a failed saving throw vs poison. These beasts frequently accompany vampires on their nightly hunts, herding the victims to the vampire, and eating the body that it leaves.</p>
<p>Morghoul - AC: 3 [16], HD: 4, Attacks: Two +4 claws for 1D6 each and one +4 bite for 1D6. All hit are paralyzed and rot 1 point per turn thereafter. Those bitten rot 1D6+3 immediately and 1 point per turn thereafter, Special: Immune to fear and paralysis, Undead, Move: 9 (12 fly) Morghouls are shadowy green yellow man like shapes that smell like rotted flesh. They get +3 save versus clerical Turn Undead.</p>
<p>Morq - AC: 5 [15], HD: 4, Attacks: +4 large weapon (1d6+2), Special: Immune to confusion and fear, Move: 9, Morqs are featureless, eyeless androids built by a long dead alien race. They are dull tan and sexless, with rough shark like skin. They use sound to track targets. They regenerate like Trolls.</p>
<p>Mummies - AC: 3 [16], HD: 6, Attacks: +6 touch (1d6+special), Special: Rot, hit only by magic weapons, Move: 6. Mummies cannot be hit by normal weapons, and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A disease curative spell can increase healing rate to half normal, but removing the curse is required to completely lift the mummy's curse.</p>
<p>Nightwings - AC: 7 [13], HD: 2, Attacks: One +2 bite (1D3) and one +2 claw (1D3) or two wing buffets (1D3 each), Move: 12 20, Night Wings are light blue-grey to coal black giant bats with red or green eyes. They have a strong chance of being rabid. Bites cause 1 point of infection per hour. They are susceptible to all forms of sonic attack.</p>
<p>Ninthla - AC: 9 [10], HD: 1 hit point, Attacks: One +10 bite (1 point of damage plus poison), Special: poison, teleport, Move: 3 (it can leap 5), A Ninthla is a 12 legged mutated spider. They are usually plum colored with orange eyes. It attacks like a 10 dice monster, and can teleport thrice daily up to 1 mile away. Ninthlas are timid unless cornered. Its poison is fatal and those who result in the victim becoming catatonic for d20 days.</p>
<p>Ogre - AC: 5 [14], HD: 4, Attacks: +4 large weapon (1d6+2), Move: 9. Large and stupid giant-kin who love gold and eating villagers.</p>
<p>Orc - AC: 6 [13], HD: 2, Attacks: +2 weapon (1d6), Move: 12. Brutish humanoids that gather in tribes to ravage civilizations.</p>
<p>Orn - AC: 6 [13], HD: 3, Attacks: Two +3 kicks (1D6+1), Move: 20 turn (30 charge for 20 melees), Orns are like large prehistoric birds approximately 7 tall. They are straw camouflage colored with green eyes. They are rideable by Humans, and are trainable if raised from birth.</p>
<p>Oront - AC: 5 [14], HD: 8, Attacks: One +8 tri-horn attack (1D6+3), Special: Immune to fear, Stomp (See below), Move: 10 (15 charge), Oronts are tri-horned rhinoid form of Minotaurs. Should an Oront charge during a melee, a successful strike will do 2D6 damage, forcing a saving throw to remain standing. They can Stomp those knocked down for an extra 1D6+3 points.</p>
<p>Perrinites - AC: 4 [15], HD: 2, Attacks: See Below, Special: Magic, Paralysis, Magic Resistance, Immune to Poison/Venom, Move: 18, Perrinites never use weapons. They can use all druidical magic and all illusionist spells with NO need for Mana Points. If really pressed, they can hit for 1D3 with a paralyzing sap exuded from their thorn claws that will stay effective for 2D6 days. They appear as humanoids but with flowers or plants growing where hair would normally be. They are pale green and have pupil-less eyes of the deepest brown. They can speak and control all plants that have no will of their own within a 120 radius. They can also call up a swarm of bees to do their bidding, and are the friends of all the animals in the forest. They seldom stray from the deepest of forests, and shun Human and Elf alike. They sing like birds, and, in fact, they use the birds of the forest much as a Wizard uses a Crystal Ball. Perrinites take double damage from fire. In sunlight, they regenerate at 2D6 per day, They cannot be seen by anyone with less than an Elf s ability unless they desire it or as long as they are in their beloved woods.</p>
<p>Phandelyon - AC: 4 [15], HD: 5, Attacks: Two +5 claws (1D6) or One bite (1D6+1), Special: Can Phase Ethereally (Limited Immunity to Normal Weapons), Move: 9 (12 charge)Phandelyons are phasing lions, bright blue with silver claws and teeth. They can phase in and out, and while phased, cannot be struck by normal means.</p>

<p>Phraint - AC: 2 [18], HD: 6, Attacks: +6 by weapon type or +6 claw, sting or bite (plus Venom) for 1D3, Special: Venom, Leaping, Move: 9 to 15, A 9 to 9 tall bright metallic blue, green, or silver grey insect warriors standing erect. The Phraint resembles a cross between a mantis and an ant, but with only 2 legs and 2 arms. They usually carry javelins and two-handed swords. They can leap 15 to 30, and do so in battle throwing their javelins at the top of their arc and landing with sword in hand to strike. They are cold, emotionless, and logical.</p>
<p>Pybra - AC: 6 [13], HD: 6, Attacks: (See Below), Special: Venom, Move: 6 to 12, A large python like serpent with a scorpion tail stinger, they are usually a beautiful bronze color with silver and gold crosshatching. Their eyes are a pair of real star rubies worth 500 gp. Pybra have 1 bite for 1D6+2 with venom and 1 sting for 1D3 with identical venom. However, they can elect to spit their venom at an opponents eyes at +4 to hit, which will cause immediate and permanent blindness if it hits (as well as terrible pain). It can also wrap about its victim on any turn where any of its other attacks connect.</p>
<p>Quarl - AC: 4 [15], HD: 5, Attacks: Four +5 claws (1D6 each) or one bite (1D6+3), Move: 12 (18 charge), Quarl are a ebon, six legged, cat like beast with one red eye and black tusks. They are cunning and evil.</p>
<p>Rat, Giant - AC: 7 [12], HD: 1, Attacks: +1 bite (1d6-1), Move: 12. Aggressive rats about the size of a small dog.</p>
<p>Razor Snake - AC: 3 [16], HD: 4, Attacks: +4 See Below, Special: Impervious to all edged attacks, Move: 6. A Razor Snake is a silver, flat snake that has razor sharp edges. It is always curled so it always cuts. It wraps about its victim doing 2D6 points damage per melee round, slicing it into pieces small enough to eat.</p>
<p>Razor Vine - AC: 5 [14], HD: 7, Attacks: See Below, Special: Immune to fire, Vulnerable to cold, Move: N/A Razor Vines have a continuous razor blade in their core. They are virtually indistinguishable from normal vines. When someone comes within 3 feet of them, they lash out. They have a 1-2/D6 chance of entangling, but do no initial damage. If the escape roll is failed, they contract, doing 6d6 cutting damage per melee. They can reach up to 10'.</p>
<p>Red Fangs - AC: 6 [15], HD: 5, Attacks: Two +5 legs hits (1D6) each, 1 bite (1D6 plus Venom), Special: Leaping, Venom - See Below, Move: 15 to 18, A Red Fang is a red, velvet furred tarantula with 6 star sapphire like eyes and yellow fangs. They can leap 20 to 40, and move on any surface. Their venom only paralyzes Elves (-4 save).</p>
<p>Rockworm - AC: 2 [17], HD: 10, Attacks: See Below, Move: 6", Rockworms are 9 15 long, warty brown, worm like beasts with a 3 wide mouth that acts like a rotating diamond drill that sprays acid. It sores through rock at 50 per minute. Its acid will do 3D6, and is a spray 25 long by 10 wide. They cannot enter water.</p>
<p>Salamanders - AC: 5 [14], 3 [16], HD: 7, Attacks: +7 touch or constrict (1d6), Special: Heat, constrict, Move: 9. Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human (AC 5 [14]) and the lower body of a snake (AC 3 [16]), and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 1d6 points of crushing damage per round. Salamanders cannot be enslaved in the same manner djinn and efreet might be.</p>
<p>Saurig - AC: 7 [12], HD: 4, Attacks: Two +4 claws (1D6) each or Bite (1D6+1) or Tail (1D6+1) or by weapon type, Special: Immune to slowing magic, Move: 6 (9 in water for Swamp Saurigs), Saurigs are a 5 to 7 tall reptile warrior race of two types: green bodied, yellow belly, tailed swamp ones; and tan bodied, grey belly, tailless desert ones. They use a weapon called Jhang which is akin to Aztec or pacific islander swords of ironwood with jagged obsidian edges all around. They are highly susceptible to sleep spells.</p>
<p>Sea Serpents - AC: 2 [17], HD: 30, Attacks: +30 (?) bite (4d6), Special: Swallow, Move: 18 (Swim). The size and nature of sea serpents is a matter for the Referee to determine. The sea serpent depicted here would be about middle size, about sixty feet in length, with smaller ones being half that size (with adjusted statistics, of course), and large ones being about 50% larger than the one described here. A sea serpent would undoubtedly be capable of swallowing a human whole, probably on a natural attack roll of no more than 14. A character swallowed whole would be digested within, perhaps, three hours.</p>
<p>Shadow - AC: 7 [12], HD: 2+2, Attacks: +2 Touch, Move: 12, Special: Ability Drain, Undead, Immune to Normal Weapons. Identical to their namesake. Those touched by a Shadow must make a Save or permanently lose 1 point of Strength. Shadows surprise their foes on 1-5 on 1d6.</p>
<p>Shock Bone - AC: 5 [14], HD: 3, Attacks: Two +3 (1D6) each. If they get two consecutive hits, they will grapple and then self-destruct in a 5 diameter ball of lightning of d20 power. Move: 15, They are the skeletons of those slain, wired together and electrically animated. Should Detect Life, Detect Magic, or Detect Undead be used, nothing shall be detected as Shock Bones are technological constructs.</p>
<p>Skeleton - AC: 8 [11], HD: 1, Attacks: +1 weapon (1d6), Move: 12", Special: Undead, Take half damage from edged weapons. Bones of the dead, animated by vile necromancy.</p>

<p>Skorpadillos - AC: 5 [14], HD: 5, Attacks: Two +5 claws (1D6); 1 bite for (1D6+1); 1 sting (1D3 plus poison) Move: 9 to 12 Skorpadillos are giant armadillos with a wicked, scorpion like tail. The stinger poison causes blindness.</p>
<p>Skorpoorn - AC: 6 [13], HD: 7, Attacks: Two +7 claws (1D6+1), 1 bite (1D6+1), 1 sting (1D3) plus venom, Special: Immune to fear, Move: 10/turn, A Skorpoorn is 6 foot baboon-like creature with bright green fur. They have a tan to yellow belly and tail. The beasts have blood red fangs, claws, and eyes. This beast is nearly as intelligent as a Human.</p>
<p>Skyray - AC: 5 [14], HD: 6, Attacks: +10 tail slash (1D6+2) plus a paralyzing poison, Special: Immune to hypnosis, sleep, paralysis, confusion, and fear, Move: 24 (air only), Skyrays have a Grey blue manta ray like shape with wickedly barbed tails and one golden, pupil-less eye. Their eye is more akin to radar (all attacks are +4). They are actually fungoid, not animal in nature. Upon death, they send out a spore cloud 30 in diameter. All breathing it become host to its seed with predictable results in about 3 months.</p>
<p>Sky Scorpion - AC: 2 [17], HD: 7, Attacks: Two +7 claws (1D6+1), one bite (1D3), one poisonous sting, Special: Magic Resistant; Immune to fear, confusion, and acid, Regeneration (see Below), Move: 15 to 18, A Sky Scorpion is a golden scorpion with silver claws, stinger, and jaws. It also has an extra pair of legs, and the stinger tail is forked with two stingers. It can move in the air as if on land. It has is 10 to 18 long. Lightning regenerates it point for point. It is intelligent.</p>
<p>Slime, Black - %AC: 5 [14], HD: 10, Attacks: With a single touch or envelopment, it can dissolve flesh at 4d6 per melee round, wood at 3d6 per round, and metal at 2d6 per round. Special: Immune to all except lightning, disintegrating, or petrification. Move: 12, A Black Slime is a thick puddle of shiny black tar like slime. It smells like licorice, and homes in on its target by detecting the magnetic fields around it and checking for movement that disturbs them. Its detection range is 60.</p>
<p>Slime, Blue - AC: 5 [14], HD: 3, Attacks: See Below, Special: Immune to all mundane weapon attacks (cuts, bashes, cuts, etc.) and most magic (See Below), Move: 6, A Blue Slime corrodes wood and metal, and does 2 dice of damage per turn to flesh. Only lightning, fireballs, Efreets, and dragon fire kills it. It homes on heat auras and body heat.</p>
<p>Slime, Gold - AC: 2 [17], HD: 7, Attacks: See Below, Special: Drain Life Levels, Immune to fire, cold, and edged weapons; Magic Resistant, Move: 12, A Gold Slime looks like molten gold. It glows in the dark. It is 3d6 across. This creature does 1D6 points of acid damage as well as Level Drain. It homes in on the magnetic fields of living things.</p>
<p>Slime, Green - Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of Disease curative magic.</p>
<p>Slime, Silver - AC: 2 [17], HD: 7, Attacks: One touch or envelopment (2D6), Special: Immune to fire, cold and edged weapons, Vulnerable to paralysis and petrification, Move: 10, Silver Slime appears to be like a pool of liquid mercury or quicksilver. It affects flesh only, and lightning or electricity add to its HD on a 1 for 1 basis. It senses its victims by body heat.</p>
<p>Slime, White - AC: 2 [17], HD: 7, Attacks: See Below, Special: Cause Paralysis, Immune to acid, poison, and venom, Move: 10, The White Slime appears to be a puddle of what looks like liquid cream-of-wheat. Its 3 across to 20 across. It dissolves 3D6 points per turn and paralyzes its victims. It can extrude d20 12 pseudopods in an encounter.</p>
<p>Slug, Giant - AC: 8 [11], HD: 12, Attacks: +12 bite (1d6), Special: Spits acid (1D6+2), Move: 6. These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The base range for spitting is 60 ft.</p>
<p>Sluggoth - AC: 7 [12] body / 4 [13] head, HD: 6, Attacks: See Below, Special: Hypnosis, Acid, Level Drain, Move: 12, Sluggoths have pasty white slug or maggot like bodies, Human heads that are extremely beautiful or handsome, long flowing hair, and voices like songbirds that are melodious. They are the result of demon and Human crossbreeding in the distant past. They smell like rotten fish, and can command up to as many as 7HD insects (unintelligent types only). They have 1 vampire like hypnosis type attack or 1 spit of fuming green acid like venom (it is a thin stream up to 5 long). Finally, they can bite for 1D6, and will drain 1D3 life levels per melee round much like a vampire, although they are not undead type creatures. They are frequently accompanied by a writhing mass of large bloodsucking leeches or some other similar abomination.</p>

<p>Snow Ghost - AC: 2 [17], HD: 6, Attacks: Two +6 claws (1D6+1) each and 1 breathe (See Below), Special: Immune to cold, petrification, paralysis, fear, and confusion, Move: 33 (fly), Snow Ghosts are man shaped snowstorms that wail and moan. This creatures cold, howling breath forms a cone 18 long by 6 wide that does 2D6 points of cold damage.</p>
<p>Snow Snake - AC: 3 [16], HD: 6, Attacks: One +6 bite (1D6) plus venom; constriction (2D6), Special: Immune to cold and paralysis, Freezing Venom, Move: 10, Snow Snakes are pale, translucent, blue-white snakes that look like icicles. If a poison save is failed, victim is frozen solid.</p>
<p>Snow Spider - AC: 4 [15], HD: 4, Attacks: Two +4 legs (1D6) each and 1 bite (1D6) plus a venom that causes permanent blindness. Special: Immune to cold and petrification, Vulnerable to fire, Move: 9 to 18, Furry white and tarantula like, Snow Spiders have real blue star sapphires for eyes (8) worth 100 gp each. These spiders are nearly invisible on the snow, and tend to dig burrows in the snow and leap out at passers-by.</p>
<p>Specter - AC: 2 [17], HD: 7, Attacks: touch (1d6+level drain), Special: Drains 2 levels per hit, Move: 15 (30 when flying), Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a specter. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a specter becomes a specter himself—a pitiful thrall to its creator.</p>
<p>Spider, Giant - AC: 6 [13], HD: 2+2, Attacks: +2 bite (1d6), Move: 18, Special: Web once per day as per spell, Hide in Shadows. Large carnivorous spiders who spin traps that function like the Web spell. They are stealthy and can successfully Hide in Shadows like a Burglar with a 1-5 on a D6.</p>
<p>Spiga - AC: 2 [17], HD: 10, Attacks: Two +10 legs hits (1D6+3), one bite (1D6) plus paralyzing venom or one web (a 25 to 90 long by 15 to 45 wide cone). Special: Magic Resistant and Immune to lightning, fire, poison, and paralysis, Vulnerable to cold, Move: 16 to 36, Spigas are metallic silver, gold, or blue giant armored spiders. They are cruel and intelligent and hate humans.</p>
<p>Star Beast - AC: 2 [17] (arms), 5 [14] (body), 7 [12] (eye), HD: 9, Attacks: Six +9 tentacles (1D6+1), Special: Immune to fear, hypnosis, and confusion, Move: 12 , A Star Beast has 6 tentacles, a fanged mouth, and a bright metallic red surface. It has a single huge, golden, glaring eye. Tends to drool, snarl, and make sounds like hungry baby animals.</p>
<p>Storm Bird - AC: 5 [14], HD: 7, Attacks: Two +7 wing buffets (1D6) each, two +7 claws (1D6) each, one +7 beak (1D6+1), electrical damage (1D6), Special: Immune to lightning, half damage from sonic and cold, Move: 48 (fly), 96 (dive), Storm Birds are like brilliant blue eagles with electric blue feathers. They can fan a wind like a Djinn at double the Djinn winds strength.</p>
<p>Sun Bug - AC: 9 [10],HD: 1 hit, Attacks: See Below, Move: 8 (air), 3 (ground), The Sun Bug is a small, ruby colored beetle that flies in swarms. When hit, it explodes in a 1D6+3 dice, 5 diameter fireball. Also, all within that burst must save versus blindness (flash).</p>
<p>Sword Bird - AC: 7 [12], HD: 2, Attacks: +2 Beak (1D6). Special: Immune to all sonic attacks and cannot be paralyzed or slowed, Life Level Drain, Move: 24 air/3 ground, They resemble brightly plumaged giant hummingbirds with silver beaks and a single purple eye. These birds live on blood, and it will drain one Life Level per strike. Brownies have been known to ride these birds (up to 30 pound carry capacity) occasionally.</p>
<p>Tarakk - AC: 3 [16], HD: 6, Attacks: Two +6 claws (1D6) each, one bite for (1D6+2), or 1 breath of fire (a cone 30 to 90 long and 5 to 15 wide) that is 6D6. Once per day, it can shoot its spiny scales in all directions, each hitting like a light catapult shot – Save vs 2D6 damage within 10". Special: Immune to fire, Move: 9 (12 charge), A cross between a dragon and a giant horned toad (lizard), it is wingless, and can change color like a chameleon. Its fiery breath is usable 4 times daily, but only every 3rd melee turn.</p>
<p>Ta’Vreen - AC: 8 [11], HD: 5, Attacks: +5 by weapon, Special: They are totally impervious to this dimensions magic, Move: 6, Tavreen look like tall (6 to 7), blue skinned, hairless Humans. They are aliens from another dimension and each has technological weapons (favoring blasters). They hate Thaelastra.</p>
<p>Teleport Rose - AC: 2 [17], HD: 7, Attacks: +7 thorns (1D6), Move: non-mobile, The Teleport Rose is a 5 tall, very intelligent, black rose. The thorns can be fired up to 20 away. They have the ability to teleport any person or object, anywhere up to 300 miles. It is a magical creation usually conjured by a Wizard for a special reason.</p>
<p>Thaelastra - AC: 8 [11] (but wears a jumpsuit AC 5 [14] equivalent), HD: 1+1, Attacks: +1 technological weapon, Special: Immune to confusion, Move: 8/turn, Thaelastra are 7 tall, hairless, milky skinned humanoids, with green double pupiled eyes and Buddha like ears. They were alien slavers, formerly starfaring and now stranded. The Thaelastra use tangles, which project 10 wide, double strength webs out to 60. They also use lasers that do 40 points of damage out to 100 yards. They do not believe in magic, and so vivisect all captured Wizards to look for their hidden technological devices.</p>

<p>Thorg - AC: 6 [13], HD: 6, Attacks: One +6 bite (1D6+3), 4 claws (1D6+1) each, Move: 12 (18 on charge), Thorg are a golden, 6 legged, cross between lions and tigers. They can pursue prey at a steady run for 8 hours.</p>
<p>Thrall - AC: varies, HD: varies, Attacks: varies, Special: N/A, Move: varies DEX: varies, Thrall are the trained body guards and gladiators of the Thaelastra. They can be anyone. Used to hunt down the aliens quarry, they wear a gold Collar of Obedience that will strangle its wearer upon the aliens command.</p>
<p>Throon - AC: 4 [15], HD: 7, Attacks: Four +7 (1D6+3) each, or by weapon type, Special: Immune to fear, Move: 12/turn (18/turn charge), Throon are blue-black, four armed, fanged humanoids standing 8 to 12 tall, with yellow eyes. They wear yellow loin wrappings and cross chest belts of dragon hide with silver studs. These beings are fierce nomadic warriors with low intelligence in every area excepting warfare, in which they are excelled only by Phraints and Saurigs. While crude at tactics, Throon have tenacity and ferocity unsurpassed. They usually eat captives. If it grapples, it can bite for 1D6+3.</p>
<p>Thrukk - AC: 6 [13], HD: 6, Attacks: +6 by technological weapon (1D6+3), Special: Immune to all Arduin based magic, Move: 7, Thrukk resemble bears with hands. They dress as Tavreen. They were the convict slave labor of the Tavreen until they escaped.</p>
<p>Thunder Bug - AC: 9 [10], HD: 1 hit, Attacks: See Below, Move: 8 (air), 3 (ground), Thunder Bug look like Sun Bugs, but have a bright blue color with yellow wings. When hit, it explodes in a 1D6+3 dice, 5 diameter lightning blast.</p>
<p>Tiger - AC: 6 [13], HD 6, Attacks: Two +6 claws (1d3+1), +6 bite (1d6), Special: Rear claws, Move 15" (Swim 6"), If a tiger hits the same target with both fore claws, it can rake with its rear claws as well, gaining two more claw attacks. Yes, tigers swim, which can be a nasty surprise for fleeing adventurers.</p>
<p>Tiger, Sabre-Tooth - AC: 6 [13], HD 7, Attacks: two +7 claws (1d3+1), +7 bite (2d6), Special: Rear claws, Move 12" (Swim 6"), Sabre-tooth tigers are larger than normal tigers and have huge, curving, front fangs. Like normal tigers, if they hit with both fore claws, they can pull up to rake with their rear claws (2 additional attacks).</p>
<p>Tiger, White Snow - AC: 3 [16], HD: 6, Attacks: Two +6 claws (1D6+2), a +6 bite (if one or more claws hit – 1D6+2), Special: +5 save versus fear and confusion. Immune to cold and paralysis, Vulnerability to fire and heat does double damage, Move: 15 (20 charge), White Snow Tigers look like large tigers with translucent blue claws and fangs and blue sapphire eyes. Their fur is protective from cold, and is very valuable.</p>
<p>Treants - AC: 2 [17], HD: 10, Attacks: +10 strike (1D6+2, 3d6, 4d6), Special: Control trees, Move: 12. Treants are tree-like protectors and "shepherds" of forest trees. All treants can "wake" trees within 60 ft, allowing them to walk at a rate of 3, and possibly to attack (no more than two trees at a time can be awake at the behest of a single treant).</p>
<p>Trelves - AC: 5 [14], HD: 2, Attacks: +2 Javelin of Lightning (1D6+3) or +2 weapon type (usually a scimitar), Special: None, Move: 12", Trelves are dull silver grey humanoids, with metallic blue, pupilless eyes. They stand 6 to 7 tall. They hate all Humans. They are Elves of an alternate universe, and are Chaotic Evil.</p>
<p>Troll - AC: 4 [15], HD: 6, Attacks: +6 claw (1d6), Move: 12", Special: Regeneration. Trolls are large, lanky monsters who can only be permanently slain by fire or acid. They heal 3 hit points every round, even when reduced below 0.</p>
<p>Tunch - AC: 6 [13], HD: 5, Attacks: +5 special that drains 2 life levels, Special: Immune to acid, Move: 15 (air), 3 (ground), A Tunch has a 6 to 9 wingspan. They are usually a sick bilious yellow color or a brown hue.</p>
<p>Tryvern - AC: 2 [17], HD: 10, Attacks: Three +10 bites (1D6+3) each, one kick (1D6+3) and 3 stings (1D3) plus venom, Special: Non-edged weapons do half damage, Move: 10 (12 at charge) A bright blue three headed and tailed wyvern.</p>
<p>Uruk-Hia - AC: 5 [14], HD: 5, Attack: +5 weapon (1d6), Move: 9, The great, black, epitome of Orcdom - unafraid of light.</p>
<p>Valpyr - AC: 2 [17], HD: 5, Attacks: +5 by weapons or two +5 claws (1D6+3) each plus life drain and fire damage each and one bite (1D6) which drains two Life Levels, Special: Level Drain, Magic Use, Immolation, Move: 10 ground/30 air, Valpyr are silver-grey Greater Demons with pale violet flames and eyes as black as space. They are occasionally accompanied by 4d6 Moondogs. Since they also burn in the ethereal and astral planes, they will burn even things that are Immune to fire. Valpyr are able to prepare and cast Wizard spells with NO need for Mana Points. Unaffected by spells from casters lower than 4th level. They favor double-headed spears (12 20 long) and triple lashes (18 30 long), both used single-handed.</p>

<p>Vampires - AC: 2 [17], HD: 8, Attacks: +8 bite (1d6+level drain,) Special: See Below, Move: 12" (18" when flying). Vampires can only be hit with magic weapons, and when "killed" in this way they change into a gaseous form, returning to their coffins. They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves. Looking into a vampire's eyes necessitates a saving throw at -2, or the character is charmed (as per the spell Hypnosis). Most terrifyingly, a vampire's bite drains two levels from the victim. Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of "good" holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator.</p>
<p>Vampusa - AC: 2 [17], HD: 10, Attacks: Two +10 claws (1D6+3) each and one bite (1D6) plus life level drains two levels, Special: Petrification gaze, Level Drain, Move: 9 ground / 18 air This creature can have any aspect of normal vampires with the exception of having snakes for hair. These are nothing more than vampire medusae (usually male). They occasionally have 2d6 Moondogs with them and will almost always have one or two magic items.</p>
<p>Voloe - AC: 6 [13], HD: 2, Attacks: +2 bite (1D3) plus a poison blinds, Special: Venom, Move: 6 (4 in water) A Voloe is a pearl grey snake with one golden eye. They are cunning and evil.</p>
<p>Vroat - AC: 5 [14], HD: 5, Attacks: +5 bite (1D6+3), Special; Leaping, Immune to fear and take half damage from acid, venom/poison, Move: 12, Vroats are a mutational cross between giant toads and crocodiles. They can leap 50.</p>
<p>Werewolf - AC: 5 [14], HD: 5, Attacks: +5 bite (1d6+2), Move: 12, Special: Regenerate. These legendary monsters are able to transform into a wolf-man hybrid under the full moon. They regenerate 3 hit points per round even if reduced to 0 hit points, unless damaged with silver or magical weapons.</p>
<p>Wight - AC: 5 [14]. HD: 3, Attacks: +3 Claw (1d6-1), Move: 9, Special: Level Drain, Immune to Normal Weapons, Undead, Corpses haunting tombs and barrows. Anyone damaged by their claws loses one Life Level.</p>
<p>Whisper Wasp - AC: 3 [16], HD: 2, Attacks: See Below, Move: 36 air/3 ground, Whisper Wasps are metallic yellow with metallic green body stripes and rainbow-hued wings. These wasps are so silent that even Elves only have 1/D6 chance of hearing them in flight. They will lay eggs in their victims, which will hatch in 20d6 days, devouring their host body. A Whisper Wasp has a +2 bite for 1D3 and a +2 sting for 1D3 plus a venom that causes its victim to fall immediately asleep for 6D6 days. If a save versus poison is made, the victim will still feel drowsy for 2D6 melee turns with an attendant -2 on all attacks and defenses for that period.</p>
<p>Wolf - AC: 7 [12], HD 2, Attacks: +2 bite (1d3+1), Move 18", Wolves are pack hunters, and may be found in large numbers. Male wolves weigh from 80 to 100 pounds.</p>
<p>Winter Wolf - AC: 5 [14], HD 5, Attacks: +5 bite (1d6+1), Special: Breathe frost (1/turn), Move 18", Winter wolves are as intelligent as humans, and many packs or their leaders are not friendly to humankind. Some, indeed, are actively malevolent and hostile, hunting humans as prey and stalking arctic villages for lone victims. Winter wolves can breathe frost at a range of 10ft, blasting anything in front of them in a wide area for 4d6 points of damage (save for half). This ability can only be used once per turn (10 rounds). Winter wolf pelts are very valuable (1d3+2 x1000gp).</p>
<p>Wraiths - AC: 3 [16], HD: 4, Attacks: +4 touch (1d6+level drain,) Special: See Below, Move: 9. Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. They drain 1 level per hit.</p>
<p>Wyvern - AC: 3 [16], HD: 8, Attacks: +6 sting (1d6), Move: 6, Special: Flight, Poison. Two-legged winged reptiles distantly related to dragons. A wyvern has a barbed tail which injects a deadly poison. Save or die if hit.</p>
<p>Wyvern, Wraith - AC: 2 [16], HD:8, Attacks: Two +8 wing buffets (1D6+2) each, +8 bite for (1D6+3) plus life level drain, and +8 sting (1D6) plus 1D3 life levels drained. Special: Level Drain, Flight, Move: 12 ground/24 air, These are translucent, silvery-grey wyverns have stingers that glow like laser rubies. This creature is the usual mount for some of the more terrible of the greater demons, and even an occasional Valpyr has been encountered astride one.</p>
<p>Wyvergon - AC: 2 [17], HD: 8, Attacks: +8 bite (1D6+3) or 1 breath (45 by 15 cone) that petrifies all hit, Special: Petrification breath weapon, Immune to Paralysis, Slowing, and Petrification, Move: 9 (12 at charge) A Wyvergon is a silver and brass colored, wingless wyvern.</p>

X - AC: 9 [10] (brain), 3 [16] (tentacles), HD: 8+1, Attacks: 13 +8 tentacles (paralyzes all and crushes for 1D6), Special: Intelligence Drain, Immune to fear, confusion, paralysis, and Missile Weapons, Magic Resistant, Move: 18, This beast is a glowing, blue-green brain with 13 tentacles that floats in the air. It is 6 across, and has 18 tentacles. The tentacles have a 15 reach. It lives on brain power, life energy, and intelligence. X can mind blast (save or die) If the save roll is made, the victim becomes confused. Those it catches it drains of intelligence each turn. It eats 1D3 Intelligence points per melee round.
Yaanth - AC: 5 [14], HD: 6, Attacks: Two +6 claws (1D6+1) each and a +6 bite for 2d6 plus a special saliva that causes paralysis, Special: Paralysis, Move: 9 land(12 charge)/6 water, A golden furred cross between a grizzly bear and a giant otter, it has three emerald green eyes and silver claws and fangs. Its fur is worth about 1,000 gp.
Yellow Peril - AC: 5 [14], HD: 5, Attacks: +5 bite (1D6), Special: They take half damage from venoms/poisons. Poison, Immune to Acid, Acid Spray (15 x 15 to 30 x 10 cone) 2D6 and snake like constriction for 1D6+2, Move: 15 to 18 , Bright yellow, green eyed, and black fanged giant centipedes. They smell like burnt almonds. They can move on any surface.
Yeti - AC: 6 [13], HD 5; Attacks: Two +5 fists (1d6), Special: Immune to cold, hug, fear, Move 14. Yetis are the "Bigfoot" of the arctic and the high mountains. If a yeti strikes the same opponent with both fists, it bear-hugs for an additional 1D6+2 points of damage. Anyone caught in the yeti's arms like this must make a saving throw or be paralyzed with fear for 1d3 rounds (during which time the yeti hits automatically). Yetis are very intelligent, and can be quite malevolent. They are immune to magical cold.
Zombie - AC: 8 [11], HD: 2, Attacks: +2 slam (1d6), Move: 6, Special: Undead. Shambling corpses who crave the blood and brains of the living.

SPECIAL MONSTER TRAITS

Some monsters have special abilities that mimic Priest or Wizard spells. This will be listed in the stat block. Other Special Traits are described below.

Aquatic - Monster can swim at twice its listed Move and breathe water.
Flight - Monster may naturally fly, traveling at twice its listed Move when airborne.
Level Drain - Monster drains Experience Levels by it's attack.
Magic Resistant - Monster has +4 to all saves against spells.
Paralysis - Monster has an attack which prevents victim from acting at all for the duration of this effect.
Poison/Venom - Monster has a special attack which injects a deadly poison, requiring victim to make a saving throw or die.
Regeneration - Monster heals a listed number of hit points each round and in must be reduced to 0 HP and slain by a specific means to stay permanently dead.
Immune to Normal Weapons - Monster can only be damaged by spells and magic weapons.
Undead - Monster can be Turned by a Priest, but is immune to Charm Person, Sleep, and Illusion spells.
Statistic Drain - Permanent loss of an ability point or permanent negative adjustment to saving throw.

CRAFTING ITEMS

As a character gains levels, these chances improve by 1 per Two Levels (15+ at 1st Level, 13+ at 3rd Level, 11+ at 5th Level, and so on.). A roll of 1 always fails, but the cost is still spent. The material costs of crafted items will vary, but for convenience sake $\frac{3}{4}$ (.75) of the finished item's cost plus 1D6 days can be used as a base cost.

Craft	Saving Throw
Smithing	15
Enchantment/Arcane	17
Counterfeiting	14
Stone-working/Masonry	13
Woodworking/Carpentry	12
Jeweler	15
Alchemy	15
Herbalist	14

Alchemical Concoctions

For the following concoctions, should the details of time to create and material costs not be listed, use the following method:

Small Batch (one usage) - 1D6 days, 2D6x100 gp in materials.

Medium Batch (1D6 usages) - 1D6x10 days, 3D6x100 gp in materials.

Large Batch (1D20 usage) - 1D6 months, 2D6x1000 gp in materials.

Alchemist's Eyes - These colorful, pea-sized pills give whomever swallows one 2D6 hours of "True Seeing". While as many as desired can be made in one batch, the cost per each finished pill is always close to 2,500 gp in rare materials. The making of them requires 1,000 hours of very closely supervised work. Very rare and exceedingly expensive.

Antidote - This concoction is keyed to the type of poison or venom it is to alleviate, but once administered, neutralizes that particular type of toxin.

Calamity Coins - Each of these has the exact look, size and weight of any type of coin the maker wishes but this is because a corresponding amount of each metal is used in the alchemical process that makes them. If the maker wants a dozen gp look-alikes, he'll have to use 12 ounces of gold (plus other materials) to do so. Assassins prize them very highly and will pay premium prices for them. Seconds after they touch bare flesh, the suddenly glow an unearthly blue and they have just been absorbed into the flesh touching them. They convert into a highly potent blood poison with a -5 to save versus poison. Their real danger lies in the fact that in "coin" form, they do not register as toxic/poison by any known means, mystik or scientific. Each "coin" (and they may only be made separately/singly) requires 1,245 gp (plus the value of the coins' metal content) worth of materials and a complicated 13 hour process to manufacture. Once made they last forever....or until touched by bare flesh.

Chameleon Paint - This clear liquid has the amazing property of letting whatever is coated with it assume the exact coloration and patterns of its surroundings. One ounce will permanently coat 4 square inches and once dry will remain potent and effective forever so long as it is not worn or scratched away. It is waterproof but needs a hard surface on which to set (it won't work on cloth or other porous materials). It needs approximately 100 hours to completely set/dry in a normal climate and a damp atmosphere can lengthen this time considerably. Each 100 ounces costs 1,185 gp in materials and regardless of amount needs 12 days work to complete. The maker needs only to be present during the first 4 and last 2 days of the process.

Crawling Horror - This utterly harmless stuff can be manufactured in any color. It is something that seems to have a life all its own as it will crawl, shudder, quiver and wander about, leaving slimy trails everywhere. It is attracted to "life" and will always head towards the focus of the most life first. It moves about 3' per second/18' per melee round and, having no real life, cannot itself be killed. If you bash it or chop it up, the little pieces simply continue crawling towards the life source, eventually merging back together. However, water will dissolve it and fire will dry it out into a non-functioning powder. One pound of it is about the size of a softball or small cantaloupe but the materials for its manufacture are so common that once an Alchemist has figured out the formula, they usually produce it in 100 pound, "man-sized" batches. Such a batch costs 100 gp in materials and 2 day's time to make, but the alchemist must stay awake and monitor the entire process lest the stuff attempt to crawl away at the wrong time and destroy itself. This material and the learning of its manufacture is part and parcel of the learning process inherent in figuring out how to make Golems. Please Note: There is no control over the material and it will remain active for about 3 years if kept in a sealed container or about 3 days if left out to roam about on its own. When it dies it turns into a stinking pus-like mass practically instantaneously.

Ectoplasmic Replacer Potion - Unnaturally cold at all times, this smoky grey liquid smells like honeysuckle blossoms and tastes like burnt tar. Each 12 ounce dose will cause any living being who has lost a Life Level within the last 5 minutes to regain it. Please note: No more than 4 such doses of this potion may be drunk in any 25 hour period without running the risk of fatal convulsions. Each dose needs 1,750 gp worth of moderately rare materials and 11 days' time to complete. The maker needs be there only on the first three and last ½ days of manufacture and up to thirteen such doses may be made at once in a single batch. The potion retains its potency for up to 12 Arduinian years.

Elixir of Inestimable Value - Each 10 ounce dose will render the imbiber immune to all forms of insanity and confusion lasting 51-100 hours but instantly negated if any alcohol of any kind gets into the drinker's system - even a sip of weak beer will do it. It must be made in batches of no more and no less than seven doses (at a cost per dose of 1,415 gp in materials, thus a 9,905 gp total). The process takes seven days of closely watched work and, once it has been completed, the potion has a shelf life of exactly seven years if kept tightly sealed in brass containers.

Elixir of Restorative Goodness - This pale violet liquid, smelling faintly of lemon blossoms, is drunk in single 4 ounce doses only. Each dose will cause any living being to immediately begin to cast off all their tiredness and exhaustion. All fatigue, sleepiness and physical weakness is banished. It doesn't give extra strength, stamina or in any way increase a living creature's own natural ability to function. However it does allow them to become as if they had just awakened from a good night's sleep/rest. Made from uncommon materials at a 98 gp per dose cost, it has nonetheless been the pick-me-up of choice for over 2,000 years of everyone from military men to magicians - if they could afford it. Batches of any size can be made and it always takes 18 hours to do so regardless of the amount involved. Once concocted it has an indefinite shelf life if kept in airtight containers of the purest silver.

Ever Wax - Any candle made from this purple hued wax will burn for twenty times the normal duration and at triple the brightness of an ordinary one. The ingredients needed to make this special wax are very common and easily obtainable. It normally costs no more than 1 gp per pound to make, and once the actual two hour mixing is completed the maker need not bother with it again at all until it has properly set 23 days later. Once set, it will last for unlimited time without losing its efficacy.

Extinguisher's Fog - This material is concocted inside sealed glass containers at a cost of 98 gp per each 6" diameter jar or sphere. The container holds enough "fog" to saturate an area 15' in diameter by 3' thick. The strongly cinnamon-scented lavender fog. The fog put out all fires of a non-magical nature. Retail price is 330 gp per 6" sphere. It takes 1,050 gp. worth of materials but once made it has an indefinite shelf life so long as it is kept totally sealed.

Flash Powder – Causes temporary blindness in creatures that lasts only 1D3 melee round – all failing their save, attack and defend at -4 penalty for the duration.

Food Preservative - Will extend the shelf life of any rations by 2D6 Days.

Glass Gulp - A brilliant phosphorescent-blue, viscous liquid that has a very strong odor of rotted fish. Each three ounce dose will cause any living being to become totally transparent. Duration of this effect is one hour per dosage taken. Each dose needs 80 gp in fairly common materials and 6 hours to make. It can be made in any amount desired and has a shelf life of up to 7 years if properly stored in airtight ceramic jars. Retail price is 300 gp per dose.

Glue - Completely mends broken materials.

Last Gasp - These dark, maroon-colored, pea-sized "pills", when swallowed by a live being of generally man-size proportions, provide him with all the air he may need for ten hours. Each pill requires about 2 days time and some 1,235 gp in materials to manufacture. Each pill retains its potency for approximately one Arduinian year after manufacture.

Liquid of Lasting Luminescence - This yellow-gold liquid glows brightly and continually for up to 20 Arduinian years after its manufacture. Anything soaked in it will also glow for so long as the liquid, which is water soluble, is not washed away. A torch-head sized object will have the luminescence of a 15 watt lightbulb. It takes some 6 ounces to thoroughly wet such an object. The larger the area, and the more liquid used, the brighter the results; but only up to a maximum point equivalency of a 60 watt lightbulb (on an area the size of a basketball). If larger areas are covered, there is no increase in the intensity in the area shedding the light. Each 100 ounce batch (which is the largest practical amount that can be manufactured at one time) has a cost of 145 gp in materials and 2 full days (50 hours) in time to complete. The materials are some of the most common available to the alchemist.

Liquid of Potent Allure - A clear, though somewhat sticky liquid with an odd smell of crushed violets and oregano. Each single one ounce dose needs 40 hours and materials worth 450 gp to produce. However, batches of any size may be made. Once finished, it has a shelf life of 600 years if properly stored in airtight ceramic containers. What this liquid does is to attract and compel any and all warm blooded animal life. It will do this over about a 100' radius or downwind for up to a mile or more. While prized very highly by poachers, it is truly hated by foresters, rangers, and Elves.

Liquid Wind Potion - This mildly fruity smelling, pale lavender liquid will become air after its airtight container is opened. The air will be of sufficient force to blow leaves and other similar light materials about easily, up to 30' distant from the container's exit per each one ounce dose thus used. The air is of sufficient volume to totally fill a 10' diameter balloon with 15 pounds per square inch pressure. The air exists immediately once it has been catalyzed and mixes with the surrounding atmosphere. Each ounce would cost 15 gp in materials and 100 hours time to distill the air, regardless of the amount involved. The alchemist needs to be present throughout the entire process. Once produced, the liquid (if kept tightly sealed) will retain its full potency indefinitely.

Lotion of Fantastic Effect - A clear, gel-like substance with minute specks of real gold dust suspended throughout. When rubbed into living flesh, it becomes utterly immune to any and all petrification effects. This defense will last approximately 25 hours. It takes 20 ounces of the lotion to cover an average sized human being and said amount requires 4,045 gp worth of materials and 62 days of continuously watched work to make. The materials for this (except for the gold) are extremely rare and very little of this lotion is ever available for any price. One of its nicer side effects is that the flesh rubbed with its alchemical potency will become equivalent to AC 2 [17] for the duration of the effect. Finally, it retains its potency indefinitely.

Memory Enhancer - A sweet smelling, rose colored liquid that tastes like mint tea and causes any living drinker to immediately remember whatever it is that they used to know or wanted to remember but had forgotten or couldn't. The effects last just as long as needed for the full memory to surface but cannot go beyond three minutes in any case. Each 5 ounce dose needs but 45 gp in materials to make and requires but 2 hours of continuous mixing to do so. Its efficacy and potency will last up to 20 Arduinian years without any loss.

Mind-Expander Potion - This pale purple liquid has the consistency of maple syrup, the aroma of dried oak leaves and a flavor reminiscent of lemonade. Each 4 ounce dose will, when drunk, add 1D6 Intelligence points, up to a maximum of 18, to the drinker's mind for 1D6 days. Mana should be adjusted accordingly to the new, yet temporary, Intelligence value. Each dose costs 185 gp in moderately available materials and 12 hours of time to concoct. Batches of any size can be made and once completed have a 100 year shelf life if stored in airtight silver containers.

Nausea Gas - This stomach churning gas of foul and poisonous vapors boil from the thin air, forming a cloud 15 ft in radius. Creatures affected can do little but flee from this noxious substance. The cloud moves directly forward at a rate of 6 ft per minute unless its direction or Move is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path.

Needful Light - A slow-burning, much brighter lantern fuel that looks like wine, smells like roast beef, and which will last 7 times longer than normal lamp oil while giving off twice as much luminescence. This fuel will not float on top of water, sinking to the bottom, and is 3 times as hard to smother/extinguish as regular lantern fuel. However, the fuel is only 1/2 as hot. Its components are easily obtainable and in most any quantity needed. Once produced, it remains usable indefinitely. The average cost to make the fuel is about 45 gp per pint and the time to do so regardless of amount involved is always 3 days (72 hours) during which time the alchemist need be present only at the first and last two hours.

Panic Buttons - These dime-sized-and-shaped small orange buttons are extremely sensitive to pressure directly applied to them and, when so agitated, will explode. The explosion is a five-fold effect within a 13' diameter area some 7'-9' in height. The first and most notable effect is the very loud boom. The second is the flash. The last three effects are: A horrid stench so intense as to cause all normal humanoids to immediately gasp, gag and suffer stomach convulsions; an intense itching that affects all living flesh as if it were covered by thousands of crawling insects; and lastly, the effect of the illusion that everybody in the blast area is melting. Each button requires some 1,235 gp in materials and 9 days time to manufacture. The maker must be there the entire time and no more than 3 such buttons may be made in any single batch without the danger of their exploding all on their own. Once made they will last indefinitely if handled carefully. The materials are not common but can usually be found by diligent and persistent alchemists.

Perfume of Perfect Defense - Due to the personalized nature of this alchemical essence, it requires close cooperation between the buyer and the creator to produce. Each dose costs 3,918 gp worth of exceedingly rare materials to manufacture and it will not work for anyone except the one who has provided a drop of his or her own blood, a drop of their perspiration and a drop of their saliva. The perfume is rubbed on the body (about one ounce worth) and within 1D3 minutes is in full operation. It will last until the wearer bathes or for 12-24 hours. It gives the wearer an aura of AC 3 [16]. It can be made in any sized batch desired over a 10 day period and, once concocted, lasts indefinitely so long as it is kept tightly sealed in iron containers.

Polar Dust - When tossed into any water, each dose will cause 10 cubic feet of it to freeze solid. Note that to have 10 cubic feet of ice, one must have at least 10 cubic feet of water for it to work. Each one ounce dose has a cost of 5,600 gp in materials over a 10 day period production. No more than 7 doses may be made in any single batch. Kept absolutely dry, it has a shelf life of 1000 years. Retail price is 12,500 gp per ounce.

Potion of Absolute Astral Passage - This vile smelling crimson liquid of oily aspect will cause any living drinker to become Astral for a period of time equal to their own Constitution score multiplied by 3 minutes. This potion requires 6 days time (during which the maker must be physically present always) and 1,345 gp worth of materials to manufacture. It retains its potency for at least 45 Arduinian months (1,350 days) and is perfectly safe in all ways to use.

Potion of Animal Control - Results as per the spell.
Potion of Diminution - Imbiber shrinks to 6 inches tall for 2d6 hours.
Potion of Ethereality - The imbiber of this potion can move through solid objects but cannot attack. Equipment also becomes ethereal.
Potion of Extra Healing - Cures 3d6+3 HP of damage.
Potion of Fire Resistance - Grants immunity to normal fire, +2 saving throws against fire attacks, half damage to magic fire attacks that do not permit saving throws.
Potion of Gaseous Form - The user's body turns to a mist that he controls, allowing him to access any place that isn't airtight. Equipment is left behind; only the body becomes gaseous.
Potion of Giant Strength - Character gains strength above and beyond 18. Gains an additional 1d6 to damage rolls and +4 to-hit.
Potion of Growth - Character grows to 30 ft in height.
Potion of Heroism - +2 to attacks and damage.
Potion of Inestimable Ethereal Passage - The potion is a muddy brownish color, smells like raw sewage and each ounce costs 1,510 gp in materials and 9 days time to produce. The potion will cause any living drinker to become Ethereal for a period of time equal to their own Constitution score multiplied by 3 minutes. However, the maker needs only be present during the first three and last one day of manufacture to do it right. The materials are a bit rarer than those required for the Astral potion but not over much. Finally, this potion has one possible side effect that, with each taking, has a chance of causing the drinker to remain permanently and forever in the Ethereal state.
Potion of Inestimable Power - This syrupy and semi -viscous liquid has a salmon-pink color and an aroma of strong, hot coffee. Each potent 1 ounce dose requires an intricate 100 day long production process which costs 4,798 gp. Its shelf life, if stored in airtight containers of the purest silver (the only substance it cannot affect), is indefinite. Any solid material spread with the liquid becomes totally Ethereal and passable by any who dare. Each ounce affects a 1 square foot area up to 13" deep/thick. Only silver is immune to this effect.
Potion of Invisibility - Results as per the spell.
Potion of Invulnerability - +2 saving throws, opponents attack at -2.
Potion of Levitation - Results as per the spell.
Potion of Massive Growth - An amber colored, apple blossom-fragrance liquid that cost 235 gp per each 10 ounce dose to produce. The alchemical process takes 40 hours of closely supervised work to complete, but amounts of any quantity may thus be made. Any living, non-sentient thing that is bathed in this potion will grow by 81-100% in size and mass. This potion takes ten months and 10,000 gp in materials to learn. Once done though, you can create "mile high trees" or "twenty foot long ladybugs" if you like. It has a 100 month shelf life after being concocted, so long as it is kept sealed in airtight, brass containers.
Potion of Plant Control - Results as per the spell.
Potion of Slipperiness - Except for the soles of the feet and the palms of the hands, the character has a virtually frictionless surface.
Potion of the Mists of Panic - This pale green, aromatic, ripe olive-scented liquid will, when exposed to open air, erupts into billowing clouds of a pale green mist some 30' around and in globular form. This mist will cause all creatures within itself to save versus poison or suffer immediate panic and mind numbing fear. The cloud will last approximately 1 hour in an enclosed and windless area and about 10 minutes in the open on a windless day. Each dose requires some 450 gp in materials and 28 days of time to produce (though the maker needs only be physically present during the first three days and the last 20 hours of its making). The ingredients are sufficiently rare as to make it reasonably difficult to make more than 1D6 one quart doses each year.
Potion of Undead Control - 2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber's control as per the control animals spell.
Quick Seal Salve - This faintly banana-smelling, pale purple salve has an ingredient cost of 310 gp per one ounce dose. Six seconds after exposure to air it forms a translucent and flesh-like membrane that is permanently bonded to whatever surface it was smeared on. Each ounce can cover up to 18 square inches. This membrane has all the properties of human flesh and is most often used to seal bleeding wounds or to cover burns. Any alcohol will cause it to dissolve. It can be stored in any manner so long as it stays dry. In such a state, it has an indefinite shelf life. Any size batch may be made from the common materials needed to make it. It has a retail price of 700 gp per ounce.

Sentry Sand - This stuff has the look, color, and feel of ordinary sand but is, in fact, very remarkable. When stepped upon it “snaps, pops, and bangs” while giving off flashbulb-equivalent flashes of blue-white light. The noise is louder than a barking dog and is guaranteed to wake even those deeply asleep. It can be made in any sized batch, each pound being able to cover 10' square and using 18 gp of very common materials. Each batch takes 2 hours to make and has an indefinite shelf life. Note however that once activated, it used up and should be replaced.

Silver Screammers - About the size and weight of steel marbles, these silver-colored goodies detonate when sharply struck, thrown onto hard ground, etc. They then ignite and take off in random and crazy flight patterns trailing sparks and grey metallic smoke, all the while screaming and wailing. They fly for 1D6 seconds at about the Move of a thrown rock (doing 1 HP damage per impact) but if they hit something, they just ricochet off in another direction. Batches containing as many as 100 can be mixed at one time (this takes 2 hours and 30 gp in materials per pellet).

Slumber Drops - The drinker of the liquid these drops are placed in will within 1D6 minutes fall into a deep slumber lasting for 1D20 minutes, during which time they are unawakeable by any mystik or mundane means known. 10 drops weigh one half ounce and each half ounce needs 500 gp worth of materials and 20 hours time to manufacture. The alchemist must continually monitor the manufacturing process to insure their successful creation. They will retain their full potency for up to 6 Arduinian months (180 days), but are very susceptible to the least amounts of moisture - even the sweat from a hand can cause them to liquefy.

Smoke Bomb - Creates an opaque wall of smoke that blocks vision with a circular wall with a 15 ft. radius, also 20 ft. in height.

Spasmodic Horror - This opaque, metallic orange gas is generally carried in softball-sized glass or ceramic globes weighing about 13 ounces. Each contains enough gas to cover approximately a 30' spherical area in 1D20 seconds with a 3 second minimum spread time. It has a duration of about 5 minutes if there is no wind. This gas has the effect of causing random nerve impulses and loss of muscular control in all living creatures. This total loss of control results in complete dysfunction of the body in question. Each dose requires 2,000 gp in materials of moderate rarity and 7 days time to prepare. Each must be separately made, and retain their potency up to 20 years if kept sealed airtight in metallic containers.

Special Potion #9 - This aromatic, lemon scented, brilliant yellow potion causes any living drinker to immediately become enamored with the first person of the opposite sex that they set eyes upon/see so long as this person be of their own race or one very similar. This “love potion” has a duration of some 25 hours and is marked by the drinker's continual efforts to make love to the object of their desire. The manufacture of this potion is generally considered illegal in most civilized nations, even possession of it being a crime in many places. Each half ounce dose requires 555 gp in materials and 19 hours time to manufacture. The maker must carefully watch over the cooking process continually or it will fail to set correctly. The potion will last up to one Arduinian year (455 days) without losing its potency if kept in a tightly sealed silver container; otherwise, it lasts only 3 hours.

Sticky Mist - An ugly, vomit-looking-and-smelling, quasi-lumpy, viscous liquid that will, after exposure to normal air, erupt into a nauseating cloud of “nasty-colored” mist some 10' across its globular area per each 4 ounces used. This mist will persist for 1D6 melee rounds, coating everything inside its area with a sticky film. When the mist disappears, everything that was covered with the sticky film is now stuck together. Boots stuck to floors, clothes to clothes, armor glued tightly into place and so on. The duration of the effect is 31-60 hours, then it will commence to unset, finally dissolving into a smelly smoke leaving no trace of itself behind. Each 4 ounce dose requires 4,455 gp in materials and a complex manufacturing process lasting 220 hours. No more than twelve ounces can be created in any single batch.

SuperMove Liquid - This alchemical liquid looks, feels, and weighs like quicksilver but has a taste like fresh carrots, but no smell at all. Each 12 ounce dose, when taken orally by any living being, causes them to have all physical movement increased by 1D6 times their normal Move! This effect lasts for 1D20 hours. The liquid requires 1,500 gp per dose to manufacture and any amount may be made at one time during this 2 day (50 hour) process, during which the maker must always be present. The materials are easily had and once made remains potent up to 7 years if kept sealed in a silver container.

Swamp Tea - This inky black, sewer smelling thick liquid, once imbibed, roils and foams in the stomach for about 1D20 minutes. If he doesn't throw up, he is immune to all poisons and venom for one hour per each Constitution point he has. Each single pint needs 981 gp in materials, most of which are extremely rare, and 16 hours to produce. Any amount can be made at one time and once done it has a shelf life of 11-20 years if kept tightly sealed (no light!) in ceramic or glass crocks. Any light at all of more than 30 seconds duration causes the stuff to spoil and become poison.

Thunder Dust - An alchemical equivalent to gun powder, each ounce of this granular powder can explode with 10 HP of force in a 3' radius. Each additional ounce only increases the blast radius by one foot but does still add 10 HP damage potency. For example, 13 ounces would explode in a 15' radius with a total blast force of 130 HP. The unique thing about the powder is that there are absolutely no fire or heat effects as there are for normal black powder explosions. Note also that nothing will cause this to detonate save for arcane lightning/electricity of 13 HP potency or greater. The process takes 13 days and allows for any amount to be made. However, each ounce costs 3,000 gp in materials to produce.

Twofold Liquid of Terrible Effect - This grey-green potion smells like orange peels and has a slippery or soapy feel. When exposed to normal air, it will erupt (first) into an intense fire of 1D6 potency per ounce used/square foot covered, and then (one melee round after ignition) the fire will simply disappear instantly and the burned over areas will immediately frost over with intense cold of 1D6 intensity per ounce used/square foot covered. Each ounce covers 1 square foot of surface and costs 2,000 gp in materials to create during a 99 hour manufacturing operation in which the maker must constantly participate.

Ultimate Makeup - This flesh colored, putty-like substance can be formed into any shape, dyed, etc., and once set onto a face or other part of a living body, will be indistinguishable from the real, living thing. It will move naturally, feel natural, warm and lifelike, is not affected by water or other common liquids and, in all ways will appear real. This material costs 855 gp per pound to produce and needs about 3 days of continually watched work to do so. Once done it will last indefinitely or until used. The materials are fairly common and easily obtained in reasonable amounts.

Unguent of Urgent Healing of Burns and Acid - This dark blue, cold-cream-like unguent, when spread upon areas of living flesh that have been burned by fire or acid, heals these areas at the rate of 1 HP of damage per melee round to a maximum of 5 HP worth of such damage per ounce used. The area healed will be totally free from all scar tissue but any flesh already "gone" cannot be replaced or regenerated by this unguent. This sweet basil smelling stuff requires 155 gp in materials and three days time to manufacture 10 ounces (the alchemist need only be present during the first and last two hours of said preparation). It will retain its healing potency indefinitely as far as is known (it has been observed that unguents of this type over 1,600 years old have still performed without any loss in efficacy).

Vigor Potion - This mud-looking, semi-viscous liquid smells like sweaty feet and has a taste reminiscent of half-ripe persimmons. Each 6 ounce dose, when ingested by a living being causes said being to immediately have double their normal HP for 25 hours. Note that it won't raise the dead. Each dose needs 1,205 gp worth of materials and 11 days time to concoct. It can be made in any sized batch and will remain potent if tightly sealed away from light up to ten Arduinian years (4,555 days). The materials are readily available in moderate amounts.

Water Purification Pellets - Enough water for up to a dozen people is made pure, removing spoilage and poisons.

Yellow Mellowness - Of such ancient lineage, it is not now known who actually first invented this creamy yellow liquid that smells and tastes like over-ripe pumpkin. The stuff, when ingested by any living creature, causes them to become exceedingly receptive to most any suggestion for the 3D6 melee round duration of its effects. Each ounce costs 1,240 gp worth of materials to manufacture and the process of doing so, regardless of the amount, takes 130 hours from start to finish. The maker must be present at the first thirty and last five hours of this time to successfully finish the product. The materials are, while not really rare, not overly abundant within Arduin either. Once made it lasts up to 1,000 years without any loss of potency.

Herbal Recipes

All-Purpose Skin Lotion - Clears up minor skin inflammations of all sorts, from poison ivy to insect bites to hives. Takes about 15 minutes to work.

Angeric Potion - This potion, taken once a day, slows the rate of physical aging in the user by half. Multiple doses accomplish nothing more. If use of the potion is ceased at any time, the user reverts to the normal Move of aging, but the potion will be ineffective on him thereafter.

Bandha-Jhak - This aqua blue liquid is well-known world-wide because of its efficacy. What it does is to lower the drinker's body temperature to its normal level. It takes effect in 1-3 minutes and is permanent in duration. Used for breaking killing fevers fast and for relieving (not curing) the dreaded "Brain Burn Fever", each 4 ounce dose costs about 6 sp to concoct and only takes 45 minutes to do so. Figure market price at about 10-12 sp per dose.

Basic Tincture for Wounds - This is an all-purpose disinfectant; used within an hour on any shallow wound or sore, it prevents infection and blood poisoning, though it does not protect against venom or poison. It stings when administered.

Brighteyes Soap - This liquid soap, applied to the skin with very cold water and rubbed vigorously, wakes up anybody from sleep or light unconsciousness. The person comes to consciousness fully refreshed and alert, and will be able to function without further sleep for 8 hours.
Brucher - Each 1 ounce dose takes 2 days to ferment properly before it can be used and must be used within 2 hours of its finished creation. Each 1/10 of an ounce, very carefully dripped onto a single tooth will, in 31-90 seconds, utterly and totally dissolve it out of the gums without harming the surrounding area. In fact it cauterizes the hole after the tooth is gone. Each ounce is good for up to 10 teeth, and costs 8-10 sp to make but will cost 4-6 gp on the open market, or more if in short supply.
Cure for Colic - This potion is used to cure colic in horses. It has no other use.
Denvee - This pale grey-blue powder, when put into water, has an odor reminiscent of barbecued beef. Each 2 ounce packet will work in up to 1 gallon of water. Once in the water it fizzes and foams mightily for 3-4 minutes. During this time only it is capable of neutralizing most glues and acids. It also causes such things as webs to become unsticky. Each 2 ounces can be concocted with easily obtainable materials in about 45 minutes for a cost of 8-10 sp. Market price usually runs about 1 gp per packet.
Eye Balm - This externally-applied balm restores the function and appearance of any eye that has suffered traumatic injury, so long as the eye is still in place. This balm will do nothing for eyes that have been torn out.
Feverbalm - Reduces a fever towards normal at the rate of 1°F for every Constitution point of the character over 10, with a minimum reduction of 3°F. Effects take 15 minutes and last 4 hours. Does nothing for the underlying cause of the fever.
Golden Smoke - This paste looks and feels like earthly, white library paste. Formerly made only by the Shamen of the southern deserts, it has become fairly common in the last 30 or so years. Each 4 ounce dose takes 8 hours to make and is made from relatively common materials (worth about 8-10 C.P.). Market price for one dose will run about 1 sp. It is still much easier to find in areas surrounding that desert region so the cost elsewhere is 1-3 times normal, depending on supply/demand. The paste is set out in a room, up to 13' x 13' x 13', its crock or tin opened, then it is lit. It burns for 4 hours or so, with a bright golden glow, giving off a mist-like golden smoke. All lice, fleas etc., are killed as are their eggs. All small rodents such as mice, rats, bats, etc., are also killed.
Greenlick - This solid green stuff is most often seen in soap-bar-sized/weight units. It even has a texture close to a bar of soap. It only takes 20-30 minutes to mix up but then requires about 40 hours to properly set. Each such bar costs 3 sp to make from easy to find ingredients and has a shelf life of up to 30 years if kept dry. What the material does is it prevents most fevers. This is done by sucking on it or licking it for about 30 seconds each day. It tastes like sour green apples and is quite astringent. Each bar will last for about 30 days and has a market price of 6-10 sp depending on availability.
Healing Salve for Burns of the First Degree - Eliminates 1D6 HP of flame or caustic burns of the first degree, in 1D6 hours. The victim must be kept in a cool dark place and be at complete rest during the entire curative regime.
Healing Salve for Burns of the Second Degree - Reduces the severity of 1D6+1 HP of flame or caustic burns from second degree to first degree, in 1D6+6 hours, less one hour per 8 Constitution points of the victim. The victim must be kept in a cool dark place and be at complete rest during the entire curative regime.
Healing Salve for Burns of the Third Degree - Reduces the severity of 1D6+2 HP of flame or caustic burns from third degree to second degree, in 2D6+6 hours, less one hour for every 4 Constitution points of the victim. The victim must be kept in a dark cool place and be at complete rest during the entire curative regime.
Horse Liniment - Cures minor injuries, such as lameness or spavins, to horses, donkeys, mules, burros, cows, and most other four-legged herbivores, but ineffective on dogs, cats, monkeys and large predators.
Instant Healer - A single dose of this potion will instantly regenerate up to 8 points of any injury that does not kill the user, and also limits progressive damage infliction, such as from slimes.
Nerveknit Potion - This potion regenerates damaged nerve fibers; a single dose will completely regenerate damaged nerve fibers.
Numbness Salve - A local anesthetic, lasting about 30 minutes per application. Must be applied with protection for the hands, or else they'll go numb too. One dose covers one square foot of skin. Toxic if used internally.
Ointment for Farmers - An aromatic compound used to soothe aching muscles. Effects include a warm sensation, and last about 4 hours.
Potion of Extra Healing - Cures 3d6+3 HP of damage.
Potion of Dexterity - Adds 4 Dexterity per dose for 6 hours.
Potion of Flying - Gain the ability to Fly at twice normal Move for 1 hour.

Potion of Greater Truths - A truth serum. The person to whom this is administered will always tell the truth as he sees it, no matter what the consequences may be for him or his loved ones. A save versus psychic attack is allowed at -2; if the save is made, the potion is absolutely ineffective. Phraints are always poisoned by this potion in any of its forms (no save), and Deodanths are completely immune to its effects! Takes effect within 5 minutes and lasts for 1 hour.
Potion of Healing - Heal 1d6+1 HP.
Potion of Heroism - +2 bonus to Armor Class, to-hit and damage rolls for one hour.
Potion of Perception - Increases all perception roll parameters for the next full day by 2 on a D20.
Potion of Protection Against Poisons and Venoms - Adds a bonus equal to the user's Constitution to the existing save chance.
Potion of Strength - Adds 4 Strength per dose for 6 hours.
Potion of Soundsleep - Puts anyone into a state of normal sleep for 2D6 hours.
Potion for Tummy Rumbles - Eliminates heartburn, simple indigestion, and lower tract distress arising from stomach flu or colitis. Ineffective where the causative agent is more virulent, as for example, cholera.
Poultice for Hangovers - This cold poultice, applied to the forehead, eliminates the unpleasant effects of a hangover. However, the victim must lie still in a cool dark place for the same amount of time he would otherwise have been affected by the hangover. Failure to do so results in the return of the hangover within 2 minutes.
Poultice for Sniffles - This poultice, placed warm on the bare chest, is a cure for the common cold. It usually has a variety of aromatic ingredients, and takes full effect after one hour, plus one hour for each Constitution point less than 12. This is one of the most popular herbalist wares, but must be prepared fresh to be effective.
Ruby Relief - Originally an Elven herbal remedy, this is drunk in 12 ounce liquid doses over an 11-20 day period and is effective +3 vs most ailments with a pleasant mint aroma and taste, making it a very popular cure - at least for those who can afford its stiff market price of 1-2 gp per dose. Made from fairly easy to find ingredients, each dose costs some 5-7 sp to make in a 2 hour process.
Toothnumb - Used to temporarily remedy toothache. One batch of this salve will treat up to 6 teeth, for about 2 hours. Will make teeth so numb they can be removed without pain. Can be used continually for up to 2 days, after which there is a serious risk of liver damage.
Unhappy Baby Ointment - One application cures colic and other mysterious discomforts in very young infants, inducing a deep sleep lasting up to 4 hours. May be used once every 12 hours without adverse effect.
Wartbane Salve - Eliminates warts within 24 hours, less one hour per Constitution point over 11.
Yanoosh - This yellow-white powder is used to quiet upset stomachs, seasickness, flatulence and general queasiness. Unlike other remedies for such ailments, it is also a preventative medicine with a 21-30 hour duration per each 8 ounce dose drunk. Up to 3 doses may be taken in any 100 hour period, but more than that will make you sick. Each dose is concocted of readily available ingredients in about 20 minutes and at a cost of some 25-30 C.P. market price is usually double that. It has a pleasant rosy odor and tastes faintly of coffee. If the user is already ill when taking it, it takes effect in 11-20 minutes. Originally used by wild tribal Shaman, it is now known almost world-wide.

TREASURE & MAGICAL REWARDS

During an adventure, it is likely that the player characters will recover some loot ? both mundane and magical. As a general guideline, most monsters carry valuables as determined by the chart below (the value is in GP but the treasure may be in silver, copper, jewelry, gems, etc.). The referee should also roll 1d20 for every HD of the monster defeated. If a 20 is rolled, then a magic item of the referee's choosing has been recovered.

Monster HD	Valuables Recovered
1 HD or less	1d6 gold pieces
1+1 HD - 2 HD	3d6 gold pieces
2+1 HD - 4 HD	6d6 gold pieces
4+1 HD - 6 HD	1d6x10 gold pieces
6+1 HD - 8 HD	1d6x25 gold pieces
8+1 HD - 10 HD	1d6x100 gold pieces
10+1 or greater	1d6x250 gold pieces

MAGIC ITEMS

Enchanted items are rare. They fall into four broad categories. Consumable items are scrolls or potions which, once used, are expended. Scrolls are parchments inscribed with Priest or Wizard spells, which can be used by their respective classes to cast the inscribed spell without having it prepared. Wizards may instead choose to expend the scroll to inscribe it in their spellbook to be prepared and cast later. Potions are created by Alchemists and can be drunk by anyone. If drunk during combat the character may not attack in the same round. Weapons give a bonus to all to-hit and damage rolls per their specified bonus when used. Armor provides the specified bonus to the wearer's armor class on top of the armor's normal bonus. Miscellaneous items have various effects defined below.

Weapons

Magical weapons are ranked as +1, +2, or +3. This bonus is added to all to-hit and damage rolls when using that weapon. Any melee or missile or thrown weapon can become a magic weapon.

Armor

Magical Armor and Shields have a +1 bonus, which is a beneficial modifier to the user's Armor Class. Any type of armor or shield can be magical.

Rings

Fire Resistance - +5 to saving throws versus magical fire, immune to normal fire
Poison Resistance - +5 to saving throws vs. poison.
Djinni Summoning - The wearer of the ring can summon a djinni, who will do his bidding.
Human Control - Allows the wearer to cast Hypnosis once per day, and maintain the effect on up to 3 individuals at a time.
Invisibility - Wearer can cast Invisibility on self once per day.
Regeneration - The wearer regenerates one hit point per combat round, and thus cannot die unless the ring is removed or his body is burned.
Shooting Stars - Once per day this ring can summon d6 flaming meteors from the depths of space. Each meteor can target a separate enemy and does 3d6 damage. If used underground or indoors the meteors will strike whatever is directly above their target.
Spell Storing, Wizardry - The ring contains 1d6 Wizard spells. The wearer (if he is a Wizard) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the wearer has rested for 8 hours.
Spell Storing, Priestly - The ring contains 1d6 clerical spells. The wearer (if he is a priest) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the wearer has rested for 8 hours.
Spell Turning - Any spell (other than from a wand or other item) directly aimed at the wearer of the ring is partially reflected back at the caster. The exact determination of what happens is up to the referee.
Telekinesis - The wearer can mentally lift and move 200 pounds of weight at a range of 120 ft.
Three Wishes - Grants the wearer three wishes. Beware of outrageous wishes; they backfire.
X-ray Vision - Permits the wearer to see through solid objects unless the object is blocked by lead.

Miscellaneous

Bag of Holding - A small belt pouch capable of holding up to 100 lbs.
Boots of Silence - Wearer is perfectly silent when moving.
Carpet of Flying - The carpet can carry as many as three people, and travels at a Move of 18 when it has more than one passenger. With only one rider, the carpet moves at a rate of 30. Usable by: All Classes.
Censer, Bowl, Brazier, or Stone of Controlling Elementals - Censers control air elementals, Bowls (when filled) control water elementals, braziers control fire elementals, and Stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Wizards.
Chime of Opening - Sounding this small chime opens any door, even if the door is barred or wizard locked. Usable by: All Classes.
Climber's Rope - A 100' long rope that can hold 500 lbs and can be commanded to knot itself.

Cloak of Displacement - The wearer appears to be in a slightly different location than he really is. His armor class improves by 2, and he gains a -2 saving throw against any targeted attack upon him. Usable by: All Classes.
Cloak of Elvenkind - The wearer is almost, but not quite, invisible. Usable by: All Classes.
Cloak of Protection, +1, +2, or +3 - This cloak improves the wearer's armor class by 1, 2, or 3, and grants a bonus of +1, +2, or +3 on saving throws. Usable by: All but Fighters.
Crystal Ball - Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. Usable by: Wizards.
Decanter of Endless Water - This jug pours out one gallon of water per minute when unstopped. Usable by: All Classes.
Dust of Appearance - Is tossed in a radius of 10 ft around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. Usable by: All Classes.
Dust of Disappearance - Works in the opposite way: when it is sprinkled in a 10 ft radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a Detect Invisibility spell) are not strong enough to work against the dust's powerful enchantment. Usable by: All Classes.
Dust of Sneezing and Choking - Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10 ft, the dust causes all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. Usable by: All Classes.
Efrete Bottle - The efreeti of the bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. Usable by: All Classes.
Endless Torch - Radiates a non-flammable fire that never goes out, even under water.
Figurine of the Golden Lions - A small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner's orders. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more. Usable by: All Classes.
Figurine of the Onyx Dog - This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It may detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. Usable by: All Classes.
Gauntlets of Dexterity - When worn, these gloves grant a bonus of +2 to the wearer's dexterity (to a maximum of 18). Usable by: All Classes.
Gauntlets of Ogre Power - These gauntlets raise the wearer's strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +6 (not cumulative with the wearer's existing strength bonus, if any). Usable by: all but Wizards.
Gauntlets of Swimming and Climbing - These gloves permit the wearer to swim at a rate of 18, and climb sheer walls. Usable by: All but Wizards.
Gem of Seeing - A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. Usable by: All Classes.
Girdle of Giant Strength - This wide belt grants the wearer the strength of a hill giant (+8 strength damage, not cumulative with any existing strength bonuses). The girdle does not increase to-hit probability. Usable by: All Classes.
Goggles of Dark Sight - Wearer can see perfectly in real or magical darkness.
Helm of Fiery Brilliance - This prodigiously powerful helm grants many benefits to the wearer. He gains a +10 on saving throws against fire damage, and can create a wall of fire himself. Warriors wearing the helm may command a weapon in hand to flame (+1d6 damage). Wizards wearing the helm can add +1 to each die of damage. Priests wearing the helm can ignite objects within 30 ft at will, and may cast two light based spells for each one actually prepared. Usable by: All Classes.
Helm of Reading Magic and Languages - The wearer can read all languages, including magic script. Usable by: All Classes.
Helm of Teleportation - When the wearer casts a teleportation spell on himself, while wearing the helm, he may teleport himself without error, anywhere he desires. The helm does not permit the casting of a teleportation spell on anyone other than the wearer. Usable by: Wizards.

Hole, Portable - A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10 ft deep - items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired - hence the name "portable." Usable by: All Classes.
Horn of Blasting - This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 ft long, and widens to a base of 20 ft (the "point" of the cone, at the horn's mouth, is 10 ft wide). Usable by: All Classes.
Horn of Valhalla, Bronze - Summons 2d4 berserk warriors (3 HD) to assist the one who winded the horn. Usable by: Warriors and Priests.
Horn of Valhalla, Iron - Summons 2d4 berserk warriors (4 HD) to assist the one who winded the horn. Usable by: Warriors.
Horn of Valhalla, Silver - Summons 2d4 berserk warriors (2 HD) to assist the one who winded the horn. Usable by: All Classes.
Horseshoes of Move - These double a horse's movement rate. Usable by: horses.
Jug of Alchemy - This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than seven times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids. Usable by: All Classes.
Lenses of Charming - These lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes (as per the spell Hypnosis). The saving throw against the power of the lenses is made at-2. Usable by: All Classes.
Libram, Magical (level gain) - Magical librums grant a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written. Usable by: Varies.
Luckstone - This stone grants +1 to saving throws and attack rolls. Usable by: All Classes.
Magic Wand - Cast one 1st level Wizard spell (chosen by referee), 3 times per day.
Manual of Beneficial Exercise - Reading this tome increases the reader's strength by 1 point (to a maximum of 18). Usable by: All Classes.
Manual of Golems - This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the original owner, from the touch of anyone not of the Wizard class, enchanted to inflict damage or even the loss of a level. Usable by: Wizards only.
Manual of Intelligence - Reading this tome increases the reader's intelligence by 1 point (to a maximum of 18). Usable by: All Classes.
Manual of Quickness - Reading this tome increases the reader's dexterity by 1 point (to a maximum of 18). Usable by: All Classes.
Manual of Wisdom - Reading this tome increases the reader's wisdom by 1 point (to a maximum of 18). Usable by: All Classes.
Medallion of Detect Thoughts - Functions as a Detect Thoughts spell within 30 ft. Usable by: All Classes.
Mirror of Mental Scrying - This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast Crystal Ball or Detect Thoughts with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be cryptic), but only one question per week is possible. Usable by: All Classes.
Necklace of Firebaubles - This necklace is hung with 3d6 little baubles. When thrown, the baubles explode into 6d6 fireballs. Usable by: All Classes.
Pipes of the Sewers - These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1D3x10 minutes), but it is wise to do so. When the rats arrive, there is a chance that they will not obey him, and if he ceases to concentrate on his tune there is a chance that he will lose control of them. Usable by: All Classes.
Robe of Blending - These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a chance to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: All Classes.

Robe of Eyes - Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 ft, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. Usable by: Wizards only.
Robe of Wizardry - This robe grants the wearer the ability to cast Hypnosis, shapechange, and Paralysis. The robes may be tied to specific alignments. Usable by: Wizards only.
Rope of Climbing - A 50 ft length of rope that leaps magically upward and can tie and untie itself upon command. Usable by: All Classes.
Rope of Entanglement - This rope, on command, twines itself around as many as 2d6+1 human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless. Usable by: All Classes.
Spade of Excavation - This ordinary-looking spade digs by itself when commanded, shoveling out one cubic yard (27 cu ft.) per ten minutes (1 turn). Usable by: Warriors only.
Symbol - Scarab of Insanity - This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30 ft, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1 in 6 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. Usable by: All Classes.
Treasure Hunter's Tools - Usable by Burglar only. +1 to all d6 skills.
Wizard's Staff - Usable by Wizard only. Detect Magic at will, prepare 1 extra First Order of Power Spell per day at no Mana Cost.

Cursed Items

Bag of Devouring - Functions as a bag of holding, but devours any item placed into it within 1D6+1 hours.
Censer of Hostile Elementals - A censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner's control.
Cloak of Poison - Upon donning this cloak, the wearer's body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.
Crystal Ball of Suggestion - Does not function as a crystal ball, but implants a suggestion (Referee interpretation) in the viewer's mind. Powerful versions of this item might even implant a Quest.
Flask of Stoppered Curses - This flask releases a curse of some kind when its seal is broken.
Horn of Collapse - When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.
Medallion of Projecting Thoughts - The wearer's thoughts can be "heard" by all nearby.
Robe of Feeble-mindedness - Anyone donning this cloak has his intelligence reduced to that of a garden snail.

CONVERTING SWORDS & WIZARDRY RESOURCES

There is a large amount of resources for Swords & Wizardry, the bulk of which is written for Swords & Wizardry Complete (SWC). The good news is, converting from SWC to SWCL is a snap if you follow these basic guidelines.

- Note: Armor Class (AC) remains unchanged.
- Remember that SWCL defaults to a d6 for HP and basic weapon damage whereas SWC defaults to a d8. Therefore, do the following:
- Hit Dice / Hit Points - Decrease HP of SWC monsters by 1 HP per HD in published adventures.
- Damage Rolls / Dice Conversion - Use the following Chart:

SWC Dice	SWCL Dice
1d12	1d6+2
1d10	1d6+1
1d8	1d6
1d6	1d6-1
1d4	1d3
1d3	1d2

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