OLD-SCHOOL ESSENTIALS

ADVANCED FANTASY



Referee's Tome

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Referee's Tome *v1.2*



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Table of Contents

Introduction 3
- Advanced Fantasy 3
- In This Book 3
- Required Books 3

Running Adventures 4
- The Referee's Role 4
- Handling PCs 5
- Running the Game 6
- Monsters and NPCs 7
- Adventure Scenarios 8
- Designing a Dungeon 12
- Designing a Wilderness 14
- Designing a Base Town 15
- Awarding XP 16

Monsters 18
- Game Statistics 18
- General Notes 19
- Combat Tables 20
- Monster Descriptions 22

Encounter Tables 130
- Dungeons 132
- Wilderness 134

NPC Encounters 140
- Adventuring Parties 140
- Strongholds 142

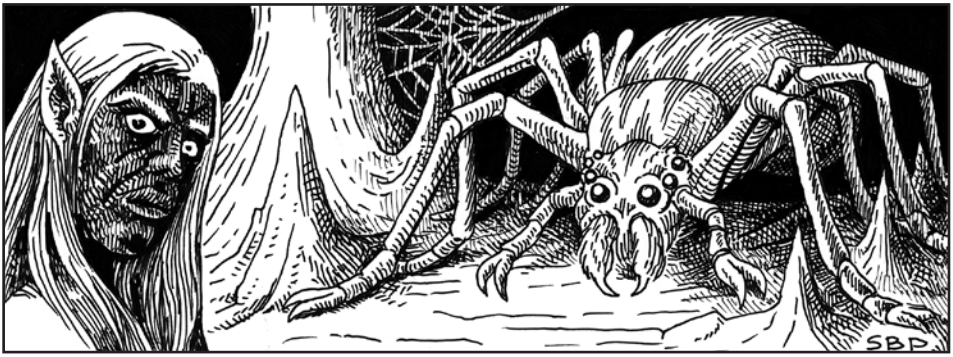
Treasures 144
- Placing Treasure 144
- Items of Value 145
- Treasure Types 146
- Magic Items 148
- Gems and Jewellery 150

Magic Items 152
- Armour and Shields 152
- Miscellaneous Items 154
- Potions 196
- Rings 200
- Rods, Staves, Wands 206
- Scrolls and Maps 216
- Swords 222
- Weapons 228

Sentient Swords 234
- Extraordinary Powers 236
- Sensory Powers 238
- Special Purpose 239

Indexes 240
- Index of Tables 240
- Index of Monsters 242
- Index of Magic Items 244

Open Game License 246



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Introduction

Advanced Fantasy

Old-School Essentials Advanced Fantasy consists of a heady mixture of the best of 1970s and 1980s fantasy gaming:

► Streamlined core rules, founded in the tradition of the 1980s Basic/Expert sets, beloved for their robustness, simplicity, and extensibility.

► Extra classes, options, monsters, and magic inspired by the wondrous flavour of the 1970s Advanced 1st edition game.

► The combination of these influences results in a fantasy gaming best of both worlds!

In This Book

This book is a complete referee's reference tome for running ***Old-School Essentials Advanced Fantasy*** games.

► **Referee's guidelines:** Advice on designing dungeons and wilderness areas, running adventures, handling PCs and NPCs, and awarding experience points.

► **Over 300 monsters:** Including the complete set of Basic/Expert monsters plus 120 monsters inspired by the Advanced 1st edition game.

► **Over 300 magic items:** Including the complete set of Basic/Expert magic items plus 150 items inspired by the Advanced 1st edition game.

Thanks

To the fearless proofreaders who have helped make this book shine: John Anthony, Chris Barnes, Adam Baulderstone, Kevin Brennan, Alistair Caunt, Caleb Collins, Ian Engleback, Ryan Frans, Cory Gahsman, Chuck Glisson, Noah Green, Keith Hann, Daniel Harkins, Ian Helmke, Michael Julius, John Allan Large, Robert Mackie, David Marsh, Dave McAlister, Matt Morrissette, Frederick Münch, Jordan Navarrette, Eric Nieudan, Ray Otus, Alexander Parker, Michael Ramoneda, Glenn Robinson, Stuart A. Roe, Tim Scott, Kordell Stewart, Thorin Thompson, Perttu Vedenoja, Shawn Witham.

Required Books

Advanced Fantasy Player's Tome

This book is a companion to the *Advanced Fantasy Player's Tome*, which describes the core rules of the game, as well as the full complement of character classes, equipment, and spells.



Running Adventures

The Referee's Role

Facilitator of Fun and Adventure

The referee should bring to life exciting adventures for the enjoyment of the group.

Preparation: Before the game begins, the adventure should be planned out and required maps drawn. Advice on adventure design is found later in this section.

Improvisation: In spite of the referee's preparation, it is impossible to predict every possible player action. Players will come up with ideas that the referee has not even considered. It is thus important for the referee to remain flexible and to roll with any unexpected turns the adventure might take!

Procedures: The game's rules provide procedures for many common adventuring situations. These exist in order to aid the referee in running the game. However, the referee should feel free to adapt and add to these procedures during play, in order to keep the game moving.

Balance: The referee must maintain a fun balance of risk and reward.

Neutral Judge

The referee must remain neutral in all things—neither on the side of the players nor against them.

Non-competitive: The game is not a competition, with the players attempting to defeat the referee, or vice versa.

Fairness: The rules of the game should be applied equally to player characters, monsters, and NPCs.

Arbiter of Rules

The referee must decide when and how to apply the rules of the game.

Rulings: The rules of the game—including descriptions of magic items, spells, or monsters' special abilities—do not cover all possible scenarios, so the referee must be ready to apply judgement to resolve any unexpected situations which arise.

Resolving actions: When a player wishes to do something not covered by a standard rule, the referee must consider how to determine the outcome. Sometimes, the situation can be dealt with simply by deciding what would happen. Sometimes, the referee may require the player to make an ability check or a saving throw (see the *Advanced Fantasy Player's Tome*) to determine what happens. Other times, the referee may judge the likelihood of the action succeeding (e.g. expressed as a percentage or X-in-6 chance), tell the player the chances, and let them decide whether to take the risk or not.

Disagreements: The players may not always agree with the referee's application of the rules of the game. When this happens, the group should (briefly!) discuss the point of disagreement and come to a decision. The referee is always the final arbiter in such cases and should ensure that the game does not get bogged down in long discussions about the rules.

Randomness: The referee should make judicious use of die rolls, random tables, etc. While these can add an element of fun and unpredictability to the game, overuse of randomness can also spoil an adventure by derailing it too much.

Handling PCs

Rate of Advancement

Each group will have its own preferences as to how quickly player characters gain experience points and increase in level.

Standard: After three to four sessions, it is normal for at least one PC to have reached 2nd level. If this has not happened, the referee may wish to increase the amount of treasure. If, on the other hand, most PCs have reached 3rd level in this time-frame, the referee might place less treasure or make monsters tougher.

Fast: For groups who prefer a game where characters advance quickly, the referee should place large treasure hoards. These should, however, be guarded by appropriately challenging monsters.

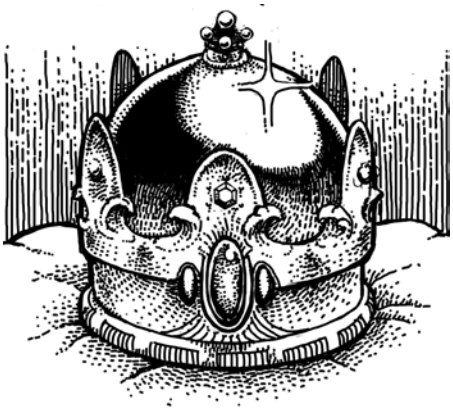
Slow: For groups who prefer the game to focus on character development rather than high risk, the rate of advancement and the danger presented by monsters may be reduced.

Character Knowledge

Attention must be paid to the distinction between what a player knows and what their PC knows. Players may at times act on information that their PC could not know. The referee may occasionally need to remind players of this and may even need to forbid certain actions.

Grudges

Player characters may, through the course of play, naturally develop grudges or rivalries. This is especially a possibility when characters of opposite alignments adventure together. This is a natural and fun part of good role-playing. However, the referee should ensure that such grudges do not dominate play and spoil the adventure for others.



Maintaining Challenge

It is important that the referee keep the game challenging, even when player characters have reached high levels and amassed great wealth and power.

Magical research: Spell-casting characters may attempt to create new spells and magic items. When this happens, the referee should pay very careful attention to game balance. Magic that is permanent, may be used without limit, does not allow a saving throw, or that increases in power with level can easily become imbalanced. If in doubt, one option is to allow a new spell or item to be tested for a period, under the proviso that it may need to be altered if it proves to imbalance play.

Special abilities: Players may sometimes try to find ways to gain special abilities and powers beyond their characters' normal class abilities. The referee should be very careful when allowing this, as it can lead to imbalance. The guidelines for magical research, above, should be used.

Excess wealth: If the level of PC wealth has gotten out of hand, the referee may wish to find ways to take excess money away from characters. This should always be done in such a way as to present the player with a choice, for example: pay a local tax or become an outlaw?

Running the Game

Describing the Unknown

When describing what player characters experience during an adventure, the referee should be careful to keep an air of mystery. The best way of achieving this is to only describe what characters see, hear, smell, and so on, without providing the players any additional information.

Monsters: Should be described, rather than referred to by name. Players will come to recognise different types of monsters by their descriptions and behaviours.

Surprise attacks: When characters are attacked by surprise, the referee should simply describe the attack itself, rather than giving players the complete description of the attacking monster. For example, a character may just see a clawed hand reaching out of the shadows. Only in subsequent combat rounds should a more detailed description of the monster be provided.

Monster and NPC game stats: The game statistics (e.g. hit points, level) of monsters and NPCs should never be revealed to players. In combat, the referee should describe the effects of damage on a monster, rather than telling the players how many hit points it has remaining.

Magic items: Should be described, rather than referred to by name. Only by experimentation can players find out what powers a magic item has (and indeed whether an item is magical at all!).

Describing Explored Areas

The usual procedure is for the players to draw maps of areas being explored, based on the referee's descriptions.

Squares: One way to speed up mapping is to specify dimensions (e.g. the width and length of rooms in a dungeon) in terms of map squares, rather than in feet. Of course, the referee and the players must agree on the size of one map square.

Known areas: Sometimes, characters may already know the shape of an area being explored. In this case, the referee may draw the parts of the map which are already known.

Complex areas: In the case of extremely complicated areas, the referee may draw directly on the players' map. This is not generally to be encouraged, however, as this does not help the players to improve their own mapping skills.

Using Miniatures

Some groups like to use miniatures along with a gridded tabletop surface to track exploration and combat.

Play surface: The most convenient type of surface is something on which maps can be drawn with erasable pens. The surface should be gridded for ease of tracking the movements of characters.

Scale: The typical scale used is 1" on the play surface = 5' in the game world (or 5 yards for outdoor encounters).

Miniatures: Miniature figures are available to purchase from many different companies. Alternatively, simple tokens like dice or beads can be used.

Monsters and NPCs

The referee is responsible for deciding how monsters and NPCs react when encountered, but also what schemes and tactics they follow when the PCs are elsewhere.

Intelligence and Tactics

When deciding how a monster or NPC acts, the referee should bear its level of intelligence in mind. Intelligent monsters might use any of the following tactics.

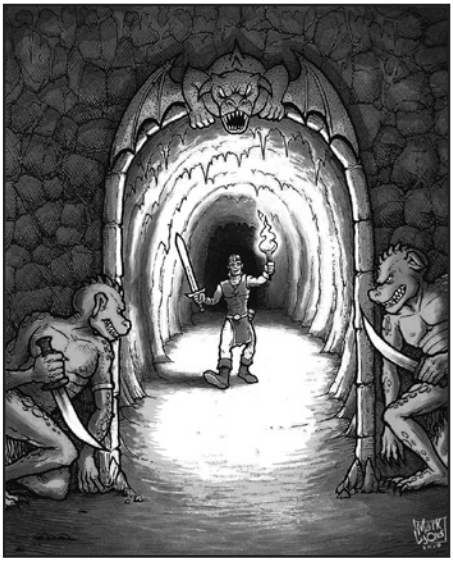
Traps and stealth: Monsters which are cunning but not physically powerful might lay traps or ambushes and may favour attacking PCs from a distance with missile weapons.

Guards: Monsters may make use of guards or pets to weaken PCs or to protect important escape routes.

Magic items: Monsters will use any magic items in their lair to thwart the PCs.

Learning and preparation: If PCs encounter but do not defeat monsters, the monsters will learn from the experience and prepare for a repeat attack. They may build defensive structures, call for reinforcements, relocate their base of operations, and so on.

Adaptation: Monsters may copy or adapt tactics successfully used by PCs and may plan specific counter-manoeuvres.



Teamwork

When designing encounters, the referee should bear in mind that—like player characters—monsters and NPCs will join forces in order to increase their chance of survival.

Combined forces: Monsters skilled in melee, missile attacks, and magic may join forces.

Leaders: May have special abilities, maximum hit points, or additional Hit Dice.

Motivation

The same as player characters, intelligent monsters and NPCs have their own interests and motivations.

Role-playing: The referee should consider the monster's reaction to negotiations with PCs, bearing in mind its alignment and personality. Monsters should not always cooperate with PCs' wishes!

Allies: Monsters and NPCs may be encountered with friends, minions, or retainers. These will come to the aid of the monster, or may avenge it, if it is defeated.



Adventure Scenarios

The first step in designing an adventure of any kind is to decide on the type of scenario. This is the hook that draws the player characters to the adventure site, and provides a background theme that the referee can use to tie the location together. The scenario drives the referee's choices of specific traps, treasures, and monsters to be placed in the location. The following examples may be used for inspiration.

1. Banishing Ancient Evil

An evil presence (e.g. a monster or NPC) must be banished or destroyed. It may have been dormant for many years, and have only recently been awakened (perhaps as a result of another party's meddling).

2. Clearing Ruins

Settlers plan to move into an abandoned settlement or stronghold. Before they arrive, the PCs need to scout the area and clear out any monsters or other dangers that are present. The ruins need not be in a remote area—they could even be within (or beneath) a major settlement.

3. Contacting a Lost Civilisation

The PCs discover a long-lost race in a fantastic location. They may have once been human, but are now adapted to their strange environment. For example, they may have reverted to bestial behaviour or may be adapted to subterranean life, with pale skin and infravision.

4. Escaping from Captivity

The PCs have been taken prisoner by an enemy and begin the adventure in captivity, possibly with a grisly fate awaiting them in the near future. They must regain their freedom.

5. Exploring Unknown Territory

An NPC hires the party to explore and map an unknown region. This may be a previously uncharted area or may be a recent alteration to a familiar region (e.g. a magic castle appears in an empty plain).

6. Performing a Quest

A deity or powerful NPC (e.g. a king) sends the PCs on a quest. This may involve recovering holy or magical items.

7. Rescuing Captives

Important NPCs have been kidnapped by bandits, wicked monsters, or an evil wizard. The PCs attempt to rescue the prisoners, either seeking a reward or due to a personal connection with the unfortunate captives. It is also possible that the PCs may be hired as bodyguards to NPCs who are negotiating with the kidnappers.

8. Scouting an Enemy Outpost

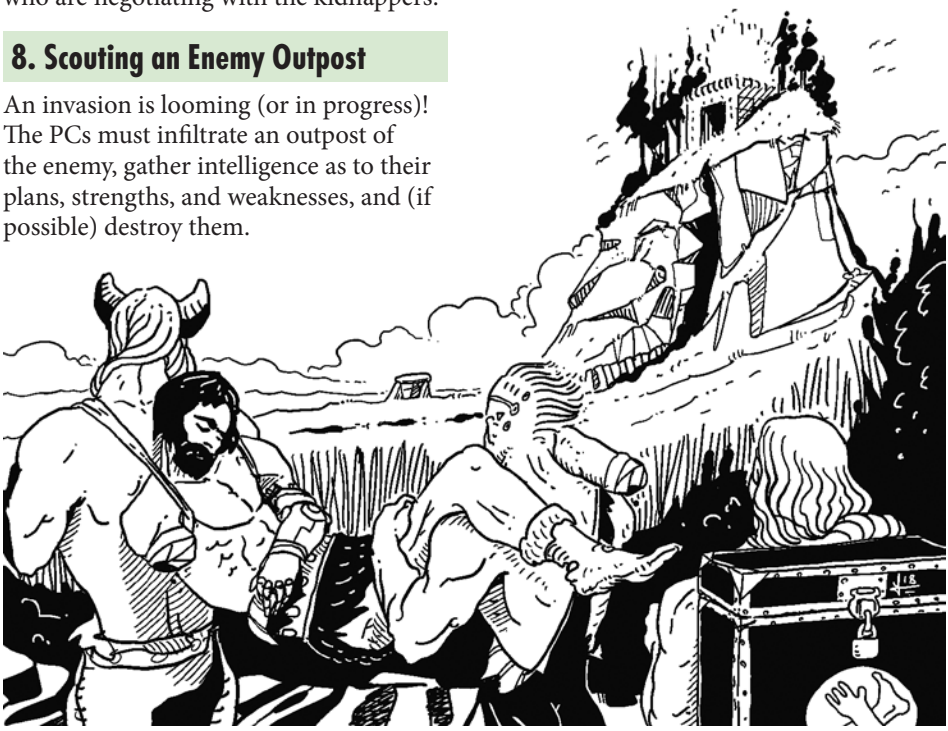
An invasion is looming (or in progress)! The PCs must infiltrate an outpost of the enemy, gather intelligence as to their plans, strengths, and weaknesses, and (if possible) destroy them.

9. Seeking a Magical Doorway

A gateway exists that allows magical travel (either one-way or bidirectional) between distant locations or even other worlds. The PCs may be tasked with locating a lost portal or closing a portal used by enemies. The portal may also be the only means of travel to a fantastic destination that the PCs must visit.

10. Visiting a Sacred Site

In order to consult with an oracle, remove a curse, or find a holy relic, the PCs must journey to a sacred site (e.g. a shrine or temple). The exact location of the site is usually a matter of conjecture.







Designing a Dungeon

1. Choose the Setting

Decide on the basic form and structure of the dungeon (the table below may be used) and begin to consider ideas for the main rooms or areas.

Dungeon Setting

d6	Setting
1	Crypt or tomb complex
2	Natural caverns
3	Settlement (e.g. stronghold, city)
4	Subterranean delving (e.g. mine)
5	Temple
6	Tower or fortification

2. Choose Monsters

Based on the selected adventure scenario and dungeon setting, decide what types of monsters inhabit the dungeon, choosing from any monster books that are available, creating new monsters specially for the dungeon, or tailoring standard monsters to the location.

3. Map the Dungeon

Overall shape: The structure of the rooms and connecting passages will be determined by the dungeon setting (e.g. rough cavern walls, carefully laid-out defensive structures, etc.).

Mapping scale: Typically, dungeon maps are drawn on graph paper with a scale of 10' per square. (Larger or smaller scales may be used as appropriate.)

Numbering: Give each area (e.g. room or cave) of the dungeon a number, so that the area on the map can easily be cross-referenced with the description of its contents (see step 4).

4. Stock the Dungeon

Make notes describing each area on the map that was given a number. Monsters or areas that play an important role in the adventure should be noted first. Areas of less importance may then be stocked (using the guidelines to the right if desired).

Important details: Monsters (including the possibility of patrols in the area), traps, tricks, treasures, or special magical effects that are present should be noted.

Secondary details: Additional descriptive details for each area may also be noted: furnishings, everyday items, smells, sounds, lights, etc.

Dungeon Levels

Dungeons often consist of a series of deeper and deeper floors—known as ***levels***—accessible by stairways, trap doors, chutes, pits, etc. PCs enter the 1st level of a dungeon initially and may discover entrances to deeper levels.

Danger and Reward

Generally, the level of danger and the amount of treasure in a dungeon should be suitable to the level of the PCs.

It is usual for lower levels of the dungeon to have greater risks and rewards. Normally, 1 HD monsters live in the 1st level of a dungeon, 2 HD monsters in the 2nd level, and so on.

Unguarded Treasure

Treasure is usually guarded by monsters or traps, but sometimes an unguarded cache of loot may be found.

Experienced players: When designing dungeons for experienced players, the referee should consider placing only very few completely unguarded treasures.

Deep dungeon levels: The referee may wish to not place any unguarded treasures in the 9th or deeper dungeon levels.

Random Room Stocking

Random Dungeon Room Contents

d6	Contents	Chance of Treasure
1–2	Empty	1-in-6
3–4	Monster	3-in-6
5	Special	None
6	Trap	2-in-6

Monsters: May be selected by hand or rolled on an encounter table.

Specials: Weird or magical features of an area, including tricks or puzzles.

Traps: If treasure is present, the trap may be set so that it is triggered when the treasure is tampered with (a ***treasure trap***). Otherwise, the trap may be triggered by simply entering the room or a certain area of it (a ***room trap***).

Treasure: If a monster is in the room, roll the treasure type indicated in its description. Otherwise, the treasure depends on the dungeon level (see right).

Example Room Traps

1. **Falling block:** Inflicts 1d10 damage (save versus petrification to avoid).
2. **Gas:** Poisonous gas fills the room (save versus poison or die).
3. **Mist:** Harmless; looks like poison gas.
4. **Pit:** Opens up beneath characters' feet, inflicting falling damage on any who fall in (see ***Falling*** in the *Advanced Fantasy Player's Tome*).
5. **Scything blade:** Swings from the ceiling, attacking for 1d8 damage.
6. **Slide:** Opens up beneath characters' feet, sending them to a lower level.

Example Treasure Traps

1. **Darts:** 1d6 spring-loaded darts fire at the character, doing 1d4 damage each.
2. **Flash of light:** Causes blindness for 1d8 turns (save versus spells).
3. **Hidden monster:** e.g. a snake. Released when the treasure is disturbed.
4. **Illusion:** Typically of a monster. The monster has AC 9 [10] and vanishes if hit in combat. Its attacks do not inflict real damage: a PC who appears to die just falls unconscious for 1d4 turns.
5. **Spray:** A mysterious liquid covers the character. Monsters are attracted to the smell: the chance of wandering monsters is doubled for 1d6 hours.
6. **Sprung needle:** A needle coated with poison jabs out (save vs poison or die).

Example Specials

1. **Alarms:** Entry alarm that attracts nearby guardians.
2. **Animating objects:** Inanimate objects that attack if disturbed.
3. **Falling blocks:** Stone block falls to prevent passage.
4. **Illusions:** Illusionary passages, doors, or stairways.
5. **Shifting architecture:** Doors lock and the room rotates, rises, or falls.
6. **Strange waters:** Pool or fountain with weird, magical effects.
7. **Teleports:** Magical portal or teleporter to another area of the dungeon.
8. **Trapdoors:** Leading to a hidden area.
9. **Voices:** Walls or architectural features speak or moan (e.g. a talking statue).

Treasure

Level 1: 1d6 × 100sp; 50%: 1d6 × 10gp; 5%: 1d6 gems; 2%: 1d6 pieces of jewellery; 2%: 1 magic item.

Level 2–3: 1d12 × 100sp; 50%: 1d6 × 100gp; 10%: 1d6 gems; 5%: 1d6 pieces of jewellery; 8%: 1 magic item.

Level 4–5: 1d6 × 1,000sp; 1d6 × 200gp; 20%: 1d6 gems; 10%: 1d6 pieces of jewellery; 10%: 1 magic item.

Level 6–7: 1d6 × 2,000sp; 1d6 × 500gp; 30%: 1d6 gems; 15%: 1d6 pieces of jewellery; 15%: 1 magic item.

Level 8–9: 1d6 × 5,000sp; 1d6 × 1,000gp; 40%: 1d12 gems; 20%: 1d12 pieces of jewellery; 20%: 1 magic item.

Designing a Wilderness

1. Choose the Setting

Basic geography: Decide on the basic geography and climate of the region to be described: whether it primarily consists of mountains, forest, desert, etc. The size of the region should also be determined.

Milieu: At this stage, the nature of the milieu being detailed should also be considered: the general level of technology, availability of magic, presence of different monsters and intelligent races, and so on.

New campaigns: When starting a new campaign, it is recommended to begin by detailing a small, self-contained area that can be expanded upon over time.

2. Map the Region

Major terrain features: Using graph or hex paper, create a map of the wilderness area, marking on the major terrain features such as mountain ranges, rivers, seas, lakes, islands, forests, swamps, and so on. Real world maps may serve as inspiration as to the natural structure and relationship of terrain features.

Scale: Typically, a large scale map (24 miles per hex) is drawn first, followed by smaller scale maps (6 miles per hex) of certain areas, adding more detail.

3. Locate Human Realms

Mark the areas that are controlled by humans, bearing in mind the needs of human civilisation (rivers, farmland, etc.).

Government: Also note the ruler of each human-controlled area: a petty lord, a mighty king, a league of merchants, etc.

Base town (see step 5): Is typically placed in one of these regions.

4. Locate Non-Human Realms

Mark regions that are controlled by other intelligent species that exist in the setting (e.g. demihumans, monstrous races, and so on), taking their preferred environment and way of life into account.

Nomads: Some intelligent species may keep domains with well-defined boundaries while others may move around—hunting or raiding—within a more vaguely defined area.

Monsters: The territories of significant, non-intelligent monsters may also be marked on the map at this stage.

5. Place the Base Town

Locate a base town for player characters on the map, typically close to a river or road near the centre of the map. This is where play will begin. The guidelines to the right may be used to help flesh out the base town.

6. Place Dungeons

Place one or more dungeons on the map, somewhere in the vicinity of the base town.

Distance: Dungeons are normally located around a day's journey from the base town—close enough that travel between the town and the dungeon is convenient, but not so close that the town is plagued by monsters from the dungeon.

7. Create Regional Encounter Tables

Standard tables: The standard encounter tables (see ***p134***) may be suited to some areas of the campaign map.

Custom tables: For other areas, the referee may prefer to create new tables, with a selection of monsters customised to the area. Special encounter tables should take account of the intelligent and monstrous species marked on the map.

Designing a Base Town

1. Determine Size

Decide how large the base town is and roughly how many inhabitants it has. The size of settlements generally depends on the level of technology available in the setting. For medieval or similar settings, the following may be used as a guide.

Base Town Population

Town Size	Inhabitants
Village	50–999
Small Town	1,000–4,999
Large Town	5,000–14,999
City	15,000+



2. Note Services

Make some notes on the presence of the following services that adventurers may require:

► **Black market:** For selling treasure and contacting thieves or smugglers.

► **Guard:** A town militia or police force to keep the peace and protect the town. It may be useful to note whether the guards are open to bribery and how frequently they patrol various areas of the town.

► **Healing:** Some means for characters to cure their wounds (and possibly more advanced services such as curing diseases or even raising the dead). In settings where magical healing exists, such services may be available at a temple, church, or shrine.

► **Lodgings:** Rooms to rent, inns, etc.

► **Rumours:** Places where notices are posted and gossip spreads.

3. Detail Ruler

Decide how the town is ruled: whether by a local sheriff or mayor appointed by a lord, an elected council, a confederacy of merchants, etc. It is also possible that a high-level NPC adventurer (with attendant guards and magic) may rule the town.

4. Detail Other NPCs

Other important NPCs in the town should be noted, especially those associated with one of the services mentioned above or those who might wish to hire the PCs to undertake missions.

5. Create Rumours

A few local rumours may be noted, to provide hooks for the player characters to start exploring the local area and possibly find their way to one of the placed dungeons.

Awarding XP

All characters who return from an adventure alive receive experience points (XP). XP is gained from two sources: treasure recovered and monsters defeated.

Recovered Treasure

Treasure that PCs bring back from an adventure is the primary means by which they gain XP—usually accounting for ¾ or more of the total XP earned.

Non-magical treasure: Characters gain 1 XP per 1 gold piece (gp) value of the treasure.

Magical treasure: Does not grant XP.

Defeated Monsters

All monsters defeated by the party (i.e. slain, outsmarted, captured, scared away, etc.) grant XP based on how powerful they are. See the table to the right.

Base XP: The XP value of a monster is determined by its Hit Dice.

Bonus XP / ability: A monster's XP value is increased for each special ability it has. Special abilities are indicated by asterisks following the monster's HD rating.

Monsters with bonus hit points: Monsters whose HD are notated as a number of dice plus a fixed hit point bonus (e.g. HD 4+2) are more powerful and are listed separately in the table. For example, a monster with 2 HD is worth 20 XP, but a monster with 2+2 HD is worth 25 XP.

Higher HD monsters: For each HD above 21, add 250 XP to the Base and Bonus amounts.

Extraordinary peril bonus: A monster defeated under especially dangerous circumstances may be treated as one Hit Dice category higher on the table.

XP Awards for Defeated Monsters

Monster HD	Base XP	Bonus XP / Ability
Less than 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7–7+	450	400
8–8+	650	550
9–10+	900	700
11–12+	1,100	800
13–16+	1,350	950
17–20+	2,000	1,150
21–21+	2,500	2,000

Division of Experience

The XP awards for treasures recovered and monsters defeated are totalled and divided evenly between all characters who survived the adventure—this includes retainers.

Awarded XP is always divided evenly, irrespective of how the players decide to divide the treasure.

Bonuses and Penalties

The referee may optionally grant XP bonuses to players who did particularly well. Likewise, players who did not do their share of the work may be penalised.



Monsters

Game Statistics

Monsters are described by the following statistics.

Armour Class (AC)

The monster's ability to avoid damage in combat.

Ascending AC: The optional AAC score is listed afterwards in square brackets.

Hit Dice (HD)

The number of d8s rolled to determine an individual's hit points.

Asterisks: One or more asterisks after the HD number indicate the number of special abilities the monster has, for the purpose of XP calculation (see ***p16***).

Hit point modifiers: Modifiers to the HD (e.g. +3, –1) are applied to the hp total after rolling the specified number of d8s. Monsters with a hit point modifier are treated specially by some spells.

Fractional Hit Dice: Some monsters are listed as having less than one HD, either as ½ (roll 1d4) or as a fixed number of hp.

Average hit points: The average hit point value is listed in parentheses.

Attacks Usable Per Round (Att)

The attacks that the monster can use each round, with the inflicted damage in parentheses. (Note that monsters' attack and damage rolls are not modified by STR or DEX, unless specified.)

Alternative attack routines: Are noted with "or" or square brackets.

Saving Throw Values (SV)

The monster's saving throw values:

- **D:** Death/poison.
- **W:** Wands.
- **P:** Paralysis/petrification.
- **B:** Breath attacks.
- **S:** Spells/rods/staves.

Save as HD: The HD at which the monster saves is listed in parentheses (with NH indicating that it saves as a normal human). This is usually the monster's HD rating, but sometimes differs:

- **Unintelligent monsters:** Typically save at half their HD rating.
- **Magical monsters:** May save at a higher HD rating.
- **Character classes:** Some monsters save as a character class. In this case, the class and level are listed.

Attack Roll "to Hit AC 0" (THAC0)

The monster's ability to hit foes in combat, determined by its Hit Dice (see ***Attack Matrix, p21***).

Attack bonus: The monster's attack bonus (required when using the optional rule for Ascending AC) is listed afterwards in square brackets.

Movement Rate (MV)

The speed at which the monster can move. Every monster has a ***base movement rate*** and an ***encounter movement rate*** (noted in parentheses, one third of the base movement rate).

Modes of movement: If the monster has multiple modes of movement (e.g. walking, flying, climbing), they are listed individually, separated by slashes.

Morale Rating (ML)

The monster's likelihood to persist in battle. See ***Morale*** in the *Advanced Fantasy Player's Tome*.

Alignment (AL)

The monster's affiliation to Law, Neutrality, or Chaos. If "any" is listed, the referee may roll randomly or choose the creature's alignment.

XP Award (XP)

Pre-calculated XP award for defeating the monster.

Number Appearing (NA)

Listed as two values, the second in parentheses.

Zeros: If the first value is a zero, monsters of this type are not usually encountered in dungeons. If the second value is a zero, monsters of this type are not usually encountered in the wilderness and do not usually have lairs.

Usage: The use of these values depends on the situation in which monsters are encountered:

- **Wandering monsters in a dungeon:** The first value determines the number of monsters encountered roaming in a dungeon level equal to their HD. If the monster is encountered on a level greater than its HD, the number appearing may be increased; if encountered on a level less than its HD, the number appearing should be reduced.
- **Monster lair in a dungeon:** The second value lists the number of monsters found in a lair in a dungeon.
- **Wandering monsters in the wilderness:** The second value indicates the number of monsters encountered roaming in the wilderness.
- **Monster lair in the wilderness:** The second value multiplied by 5 indicates the number of monsters found in a lair in the wilderness.

Treasure Type (TT)

The letter used to determine the amount and type of treasure possessed by the monster(s) (see ***Treasure Types, p146***). The letters listed are used as follows:

- **A to O:** Indicate a hoard: the sum wealth of a large monster or a community of smaller monsters, usually hidden in the lair. For monsters with a lair encounter size (see ***Number Appearing***) of greater than 1d4, the amount of treasure in the hoard may be reduced, if the number of monsters is below average.
- **P to V:** If listed for an intelligent monster, indicate treasure carried by individuals (P to T) or a group (U, V). If listed for an unintelligent monster, indicate treasure from the bodies of its victims.

General Notes

Infravision

All non-human monsters have infravision (see ***Darkness*** in the *Advanced Fantasy Player's Tome*). Unless specified in a monster's description, this allows monsters to see in the dark up to 60'.

Languages

20% of intelligent monsters speak Common (see ***Languages*** in the *Advanced Fantasy Player's Tome*), unless the monster description states otherwise. Many intelligent monster species also have their own tongue.

Persons

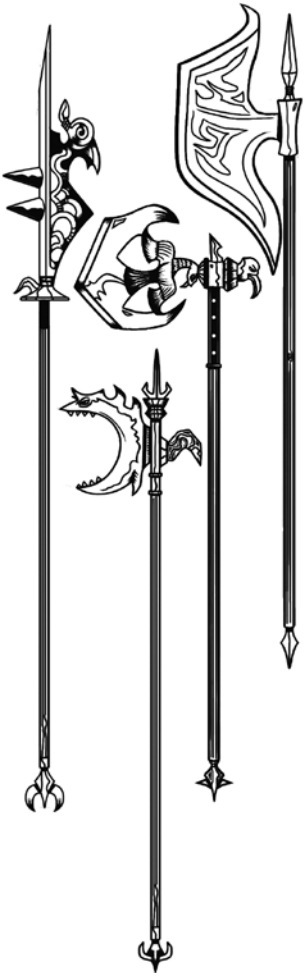
Some spells or magical effects only affect creatures classified as "persons". This includes all humans and demihumans, as well as human-like monsters of up to 4+1 HD. The referee should decide which monsters are affected (a suggested list is given overleaf).

Combat Tables

These tables list the attack probabilities for all monsters and characters and the saving throw values used by monsters and normal humans.

Normal Humans

All humans who are not a member of an adventuring class are classified as ***normal humans***. They are treated as having less than 1 Hit Die and have their own saving throw and attack probabilities (the table rows labelled NH).



Persons

The following monsters in this book are classified as "persons", for the sake of magical effects: acolyte, bandit, berserker, brigand, brownie, buccaneer, bugbear, dark creeper, deep one, dervish, drow, duergar, dwarf, elf, gnoll, gnome, goblin, gullygug, halfling, hobgoblin, homunculus, kobold, leprechaun, lizard man, medium, merchant, merman, mutoid, mycelian, neanderthal, nixie, noble, nomad, normal human, ogre, orc, pirate, pixie, sahuagin, sea hag, sprite, svirfneblin, trader, triton, troglodyte, veteran.

Attack Rolls Using THAC0 (Optional Rule)

Instead of referring to the attack matrix, attacks may be resolved using THAC0 directly. A THAC0 score denotes the attack roll required to hit AC 0. The attack roll required to hit opponents of other AC scores can be calculated by subtracting the target AC from the THAC0. For example, a character with a THAC0 of 19 could hit an opponent with AC 5 on a roll of 14 or greater (19 – 5 = 14).

Note: Using THAC0 to resolve attack rolls results in very slightly different attack probabilities than when using the traditional approach of referring to the attack matrix.

Attack Matrix

		Attack Roll to Hit AC												
Monster HD	**THAC0**	**–3**	**–2**	**–1**	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
NH	20 [–1]	20	20	20	20	19	18	17	16	15	14	13	12	11
Up to 1	19 [0]	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ to 2	18 [+1]	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ to 3	17 [+2]	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ to 4	16 [+3]	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ to 5	15 [+4]	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ to 6	14 [+5]	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ to 7	13 [+6]	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	12 [+7]	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	11 [+8]	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	10 [+9]	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	9 [+10]	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	8 [+11]	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	7 [+12]	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	6 [+13]	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ or more	5 [+14]	8	7	6	5	4	3	2	2	2	2	2	2	2

Monsters: Use the attack matrix row for their Hit Dice (see monster description).
Monsters with bonus hit points: Monsters whose Hit Dice are notated as a number of dice plus a fixed hit point bonus (e.g. HD 2+1—see ***Hit point modifiers, p18***) are more powerful and attack as if they were 1 HD higher. For example, a monster with 2 HD uses the THAC0 18 [+1] row, but a monster with 2+1 HD uses the THAC0 17 [+2] row.
Characters: Use the attack matrix row for their THAC0 score (see class description).
Normal humans: Use the attack matrix row labelled NH.

Monster Saving Throws

Hit Dice	Death	Wands	Paralysis	Breath	Spells
NH	14	15	16	17	18
1–3	12	13	14	15	16
4–6	10	11	12	13	14
7–9	8	9	10	10	12
10–12	6	7	8	8	10
13–15	4	5	6	5	8
16–18	2	3	4	3	6
19–21	2	2	2	2	4
22 or more	2	2	2	2	2

Monsters: Use the saving throw table row noted in the monster description.
Characters: Do not use this table. See the saving throw table in the class description.
Normal humans: Use the saving throw table row labelled NH.



Monster Descriptions

Acolyte

1st level clerics on a quest for their deity.

AC 2 [17], **HD** 1 (4hp), **Att** 1 × mace (1d6), **THAC0** 19 [0], **MV** 60' (20'), **SV** D11 W12 P14 B16 S15 (Cleric 1), **ML** 7, **AL** Any, **XP** 10, **NA** 1d8 (1d20), **TT** U

► **Leader:** Groups of 4+ are led by a higher level cleric (1d10: 1–4: 2nd level, 5–7: 3rd level, 8–9: 4th level, 10: 5th level). Choose or roll the leader's spells.

Amphisbaena

8' long giant snakes with a head at each end of their body. Dwell in all but the most extreme climes. Will usually only attack if cornered or surprised.

AC 3 [16], **HD** 6* (27hp), **Att** 2 × bite (1d3 + poison), **THAC0** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (6), **ML** 8, **AL** Neutral, **XP** 500, **NA** 1d3 (1d3), **TT** None

► **Poison:** Causes death (**save vs poison**).

► **Cold immunity:** Unharmed by cold-based attacks.

Ankheg

10'–20' long, many-legged, burrowing insects with tough shells and shiny black eyes. Consume soil but also enjoy fresh meat. Dwell in forests and fertile lands.

AC 2 [17], **HD** 3** to 8** (13/18/22/27/31/36hp), **Att** 1 × bite (3d6 + acid) or 1 × acid squirt (4d8), **THAC0** By HD (17 [+2] to 12 [+7]), **MV** 120' (40') / 60' (20') burrowing, **SV** By HD, **ML** 9, **AL** Neutral, **XP** 65/175/425/725/1,250/1,750, **NA** 1d6 (1d6), **TT** C

► **Ambush:** Hide just beneath the surface of the ground and burst out when something walks above.

► **Acid:** Inflicts 1d4 damage per round until washed off or the victim dies.

► **Acid squirt:** Once per day, may squirt digestive acid at a target up to 30' away. **Save versus breath** for half damage.

Ape, White

Albino, herbivorous, gorilla-like apes. Live in caves and emerge at night to forage.

AC 6 [13], **HD** 4 (18hp), **Att** 2 × claw (1d4) or 1 × thrown rock (1d6), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 75, **NA** 1d6 (2d4), **TT** None

► **Territorial:** Defend their lair with threats and, if this is ignored, violence.

Bandit

NPC thieves who live by robbery.

AC 6 [13], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (Thief 1), **ML** 8, **AL** Neutral or Chaotic, **XP** 10, **NA** 1d8 (3d10), **TT** U (A)

► **Trickery:** Use disguise or trickery to surprise victims.

► **Leader:** May have a leader of 2nd level or higher (any human class).

► **Hoard:** Only have treasure type A when encountered in their wilderness lair.

Banshee

Incorporeal female spirits that linger after death in order to cause suffering to the living. Haunt desolate moors.

AC 0 [19], **HD** 7* (31hp), **Att** 1 × touch (1d8) or 1 × wail (death), **THAC0** 13 [+6], **MV** 150' (50'), **SV** D8 W9 P10 B10 S12 (7), **ML** 12, **AL** Chaotic, **XP** 850, **NA** 1 (1), **TT** D

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Energy immunity:** Unharmed by cold-based or electrical attacks.

► **Wail:** All within 30' must **save versus death** or die. Usable once per day and only during the hours of darkness.

► **Origin:** Legends say that banshees are the spirits of wicked female elves.



Basilisk

10' long, serpentine lizards. Unintelligent, but highly magical. Dwell in caverns and twisted brambles.

AC 4 [15], **HD** 6+1** (28hp), **Att** 1 × bite (1d10 + petrification), 1 × gaze (petrification), **THAC0** 13 [+6], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (6), **ML** 9, **AL** Neutral, **XP** 950, **NA** 1d6 (1d6), **TT** F

► **Surprise:** Characters surprised by a basilisk meet its gaze.

► **Petrifying touch:** Anyone touched by a basilisk is turned to stone (**save vs petrify**).

► **Petrifying gaze:** Anyone meeting a basilisk's gaze is turned to stone (**save versus petrify**). Unless averting eyes or using a mirror, characters in melee are affected each round.

► **Averting eyes:** –4 penalty to hit; the basilisk gains a +2 bonus to attack.

► **Mirrors:** The reflection of a basilisk is harmless. Fighting by looking in a mirror incurs a –1 penalty to attack. If a basilisk sees its own reflection (2-in-6 chance), it must save or be petrified.



Bat

Nocturnal, flying mammals that roost in caves or ruins.

► **Echolocation:** Unaffected by effects that impair, modify, or rely on sight. Blinded by magical silence.

Giant Bat

Carnivorous bats that may attack adventurers, if hungry. 1-in-20 groups of giant bats are vampiric (see ***Giant Vampire Bat***).

AC 6 [13], **HD** 2 (9hp), **Att** 1 × bite (1d4), **THAC0** 18 [+1], **MV** 30' (10') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d10 (1d10), **TT** None

► **Echolocation:** See main entry.



Giant Vampire Bat

AC 6 [13], **HD** 2 (9hp), **Att** 1 × bite (1d4 + unconsciousness), **THAC0** 18 [+1], **MV** 30' (10') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d10 (1d10), **TT** None

► **Echolocation:** See main entry.

► **Unconsciousness:** For 1d10 rounds (**save versus paralysis**).

► **Blood drain:** A vampire bat may drain blood from an unconscious victim: 1d4 hit points automatic damage per round. A victim killed by blood drain becomes undead (possibly a vampire) after 24 hours (**save versus spells**).

Normal Bat

AC 6 [13], **HD** 1hp, **Att** 1 × swarm (confusion), **THAC0** 20 [–1], **MV** 9' (3') / 120' (40') flying, **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Neutral, **XP** 5, **NA** 1d100 (1d100), **TT** None

► **Echolocation:** See main entry.

► **Swarm:** 10 bats can swarm around a target's head, causing confusion: –2 to attack rolls and saves; unable to cast spells.

► **Attacks:** As normal human.

► **Flighty:** Unless magically summoned or controlled, normal bats check morale every round.

Bear

► **Bear hug:** If a victim is hit by both claw attacks in the same round, the bear hugs for an extra 2d8 automatic damage.

Black Bear

6' tall; favour eating berries and roots.

AC 6 [13], **HD** 4 (18hp), **Att** 2 × claw (1d3), 1 × bite (1d6), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 75, **NA** 1d4 (1d4), **TT** U

► **Bear hug:** See main entry.

► **Defensive:** Adults will protect their young with their lives, but otherwise only attack if cornered.

► **Camp raids:** Sometimes raid camps, for food (especially fish and sweet treats).

Cave Bear

Ferocious, 15' tall grizzly bears found in caves and Lost World settings. Omnivorous, but prefer meat, including humans.

AC 5 [14], **HD** 7 (31hp), **Att** 2 × claw (1d8), 1 × bite (2d6), **THAC0** 13 [+6], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral, **XP** 450, **NA** 1d2 (1d2), **TT** V

► **Bear hug:** See main entry.

► **Sense of smell:** Poor eyesight, but keen sense of smell. When hungry, will follow a track of blood by scent.

Grizzly Bear

Aggressive, 9' tall. Silver-tipped fur, brown or reddish brown in colour. Live in forests and mountains. Favour eating meat.

AC 6 [13], **HD** 5 (22hp), **Att** 2 × claw (1d4), 1 × bite (1d8), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 175, **NA** 1 (1d4), **TT** U

► **Bear hug:** See main entry.



Polar Bear

Aggressive, white-furred bears that stand 11' tall and live in cold regions. Favour eating fish.

AC 6 [13], **HD** 6 (27hp), **Att** 2 × claw (1d6), 1 × bite (1d10), **THAC0** 14 [+5], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 275, **NA** 1 (1d2), **TT** U

► **Bear hug:** See main entry.

► **Swimming:** Excellent swimmers.

► **Snow walk:** Wide paws allow running on the surface of snow without sinking.

Beetle, Giant

Fire Beetle

2½' long. Commonly found underground.

AC 4 [15], **HD** 1+2 (6hp), **Att** 1 × bite (2d4), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 15, **NA** 1d8 (2d6), **TT** None

► **Glowing nodules:** Three glowing glands (two above the eyes, one on the abdomen) cast light in a 10' radius. If removed, keep glowing for 1d6 days.

Oil Beetle

3' long, burrowing beetles sometimes encountered below ground.

AC 4 [15], **HD** 2* (9hp), **Att** 1 × bite (1d6), 1 × oil spray (blistering), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 25, **NA** 1d8 (2d6), **TT** None

► **Oil spray:** Use when attacked. Targets one opponent within 5'. A hit causes painful blistering: –2 to attack rolls for 24 hours. *Cure light wounds* can be used to cure this, instead of restoring hit points.



Tiger Beetle

Carnivorous, 4' long, tiger-striped beetles with powerful, crushing mandibles. Hunt robber flies, but sometimes eat humans.

AC 3 [16], **HD** 3+1 (14hp), **Att** 1 × bite (2d6), **THAC0** 16 [+3], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 50, **NA** 1d6 (2d4), **TT** U

Berserker

Fighters who enter a rage in battle. They never take prisoners.

AC 7 [12], **HD** 1+1* (5hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 19, **NA** 1d6 (3d10), **TT** P (B)

► **Battle rage:** +2 to hit humans and similar humanoids (e.g. orcs, goblins). Rage sometimes makes them attack their allies.

► **Hoard:** Only have treasure type B when encountered in the wilderness.

Black Pudding

Huge (5'–30' across), mindless blobs of amorphous black jelly. Driven by ravenous hunger.

AC 6 [13], **HD** 10* (45hp), **Att** 1 × touch (3d8), **THAC0** 11 [+8], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Neutral, **XP** 1,600, **NA** 1 (0), **TT** None

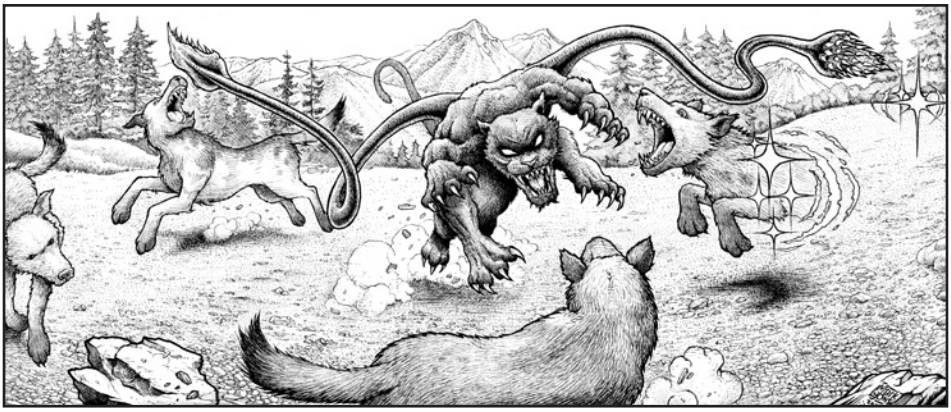
► **Immunity:** Only harmed by fire-based attacks.

► **Division:** Non-fire attacks (including spells) cause the pudding to divide. Each hit creates a 2HD pudding that does 1d8 damage.

► **Erode wood and metal:** Can dissolve wood or metal in one turn.

► **Cling:** Can move across walls and ceilings.

► **Seep:** Can squeeze through small holes and cracks.



Blink Dog

Highly intelligent, dingo-like dogs that live in packs. Have the innate ability to blink in and out of existence.

AC 5 [14], **HD** 4* (18hp), **Att** 1 × bite (1d6), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 6, **AL** Lawful, **XP** 125, **NA** 1d6 (1d6), **TT** C

► **Blink:** In combat, teleport close to an enemy, attack, then reappear 1d4 × 10' away. If they have initiative, can blink away without the opponent being able to counter-attack.

► **Disappear:** If in serious danger, the pack can flee by entirely disappearing.

► **Hate warp beasts:** Always attack.

Boar

Omnivorous wild boars that dwell primarily in forests. Can be irascible and dangerous, if disturbed.

AC 7 [12], **HD** 3 (13hp), **Att** 1 × tusk (2d4), **THAC0** 17 [+2], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 35, **NA** 1d6 (1d6), **TT** None

Brigand

Outlaws and mercenaries who make a living by raiding settlements and attacking travellers.

AC 6 [13], 4 [15], or 3 [16], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 0 (1d4 × 10), **TT** A

► **Footmen:** Half the group has: leather armour, shield, sword, shortbow.

► **Cavalry:** The other half is mounted on riding horses and has: chainmail, shield, sword.

► **Leaders and commanders:** For every 20 brigands, there is a leader (2nd level fighter). For every 40 brigands, there is a commander (4th level fighter). Leaders ride war horses (with barding) and have: plate mail, sword, lance.

► **Fortified camps:** Bands commonly combine and live in a camp of 5d6 × 10 brigands.

► **Camp leaders:** Combined camps are led by a 9th level fighter, plus a 5th level fighter for every 50 brigands. Also 50% chance of a magic-user (level 1d3 + 8); 30% chance of a cleric (8th level).

Brownie

1½' tall humanoids, related to pixies and halflings. They are shy, but friendly with other lawful creatures. Dwell in peaceful meadows.

AC 3 [16], **HD** ½ (2hp), **Att** 1 × knife (1d3), **THAC0** 19 [0], **MV** 120' (40'), **SV** D6 W7 P9 B11 S9 (Cleric 9), **ML** 7, **AL** Lawful, **XP** 5, **NA** 3d6 (5d8), **TT** S

► **Surprise:** Never surprised.

► **Dimension door:** Once per day, can teleport to a known location within 360'.

► **Ventriloquism:** Can cause voice to appear to come from any location or source (e.g. a statue or animal) within 60'.

► **Dancing lights:** Can conjure bobbing lights within 60'.

Brown Mould

Deadly fungus that covers walls, ceilings, and other surfaces. Drains heat from any source.

AC No hit roll required, **HD** 2* (9hp), **Att** None, **THAC0** 18 [+1], **MV** 0' (0'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 25, **NA** 1d8 (1d4), **TT** None

► **Cold aura:** The area around a brown mould is noticeably cooler than average.

► **Area:** Each 10 square feet (e.g. 2' × 5') covered in brown mould is treated as one "individual". (A 10' × 10' area would consist of 10 individual moulds.)

► **Immunity:** Unharmed by all attacks but magical cold.

► **Heat drain:** Any creature within 5' of the mould suffers 1d8 damage per round.

► **Multiplication:** Fire within 5' causes the mould to grow rapidly. Burning torch: 2 × size, burning oil: 4 × size, *fire ball*: 8 × size. Multiplication takes one round.

Buccaneer

Sailors who make a living by raiding coastal settlements and robbing other ships. Typically ply rivers, lakes, and coastal waters; occasionally oceans.

AC 7 [12] or 5 [14], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Neutral, **XP** 10, **NA** 0 (see below), **TT** A

► **Ships and crew:** Depends where encountered. Rivers or lakes: 1d8 river boats (1d2 × 10 buccaneers each); coastal waters: 1d6 small galleys (1d3+1 × 10 buccaneers each); any: 1d4 longships (1d3+2 × 10 buccaneers each); ocean: 1d3 small warships (1d5+3 × 10 buccaneers each). (See the *Advanced Fantasy Player's Tome* for details on ships.)

► **Arms:** 60% of group have: leather armour, sword; 30% have: leather armour, sword, crossbow; 10% have: chainmail, sword, crossbow.

► **Leaders and captains:** For every 30 buccaneers, there is a 4th level fighter. Each ship has a captain (7th level fighter).

► **Fleet commander:** 9th level fighter. 30% chance of a magic-user (level 1d2 + 9); 25% chance of a cleric (8th level).

► **Treasure:** Divided between vessels. Instead of carrying aboard, may have a map to where it is buried.

► **Havens:** Lawless, fortified, coastal towns may act as a haven for buccaneers and pirates.

Bugbear

Large, hairy goblins with an ungainly gait. Favour attacking by surprise.

AC 5 [14], **HD** 3+1 (14hp), **Att** 1 × weapon (2d4 or by weapon +1), **THAC0** 16 [+3], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Chaotic, **XP** 50, **NA** 2d4 (5d4), **TT** B

► **Surprise:** On a 1–3, due to stealth.

Bulette

15' long, hard-shelled reptiles with huge maws, tiny eyes, and a shark-like crest upon the back. Have a ravenous appetite for the flesh of horses and humanoids (except elves). Love to dig halflings and gnomes out of their burrows.

AC 0 [19], **HD** 9* (40hp), **Att** 1 × bite (4d12), 2 × claw (3d6), **THAC0** 12 [+7], **MV** 150' (50') / 30' (10') burrowing, **SV** D8 W9 P10 B10 S12 (9), **ML** 11, **AL** Neutral, **XP** 1,600, **NA** 0 (1d2), **TT** None

► **Ravenous:** Will attack anything living.

► **Leap:** If cornered, can leap forward 20', attacking with all 4 claws.

► **Armour plates:** Neck plates can be fashioned into magical shields.

► **Origin:** Rumoured to be the result of a wizard's experiments in cross-breeding turtles, armadillos, and demons.

Caecilia

Gigantic (30' long), grey, worm-like amphibians, with huge, toothed maws.

AC 6 [13], **HD** 6* (27hp), **Att** 1 × bite (1d8), **THAC0** 14 [+5], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral, **XP** 500, **NA** 1d3 (1d3), **TT** B

► **Swallow whole:** On a natural 19 or 20 attack roll. Inside the monster's belly: suffer 1d8 damage per round (until the caecilia dies); may attack with a dagger at –4 to hit; body digested in 6 turns after death.

Camel

Irascible animals that are adapted to life in dry climates. Often used for transportation in deserts.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × bite (1), 1 × hoof (1d4), **THAC0** 18 [+1], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20, **NA** 0 (2d4), **TT** None

► **Ill-tempered:** Bite or kick creatures in their way, including owners.

► **Water:** After drinking well, can survive 2 weeks without water.

► **Desert travel:** Move at full speed through broken lands and deserts.

► **Beast of burden:** Carry up to 3,000 coins unencumbered; up to 6,000 at half speed.

► **Charge attacks:** Are not possible, when mounted on a camel.

Carcass Crawler

9' long, 3' high, many-legged, segmented worms with a ring of 2' long tentacles around their mouths.

AC 7 [12], **HD** 3+1* (14hp), **Att** 8 × tentacle (paralysis), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 75, **NA** 1d3 (1d3), **TT** B

► **Paralysis:** A hit by a tentacle causes paralysis for 2d4 turns (**save versus paralysis**). Paralysed victims will be devoured, if the crawler is left in peace.

► **Cling:** Can walk on walls and ceilings.

Caryatid Column

7’ tall stone pillars carved in the likeness of female warriors. Created by powerful spell casters to defend an object or area.

AC 4 [15], **HD** 5 (22hp), **Att** 1 × sword (2d4), **THAC0** 15 [+4], **MV** 60’ (20’), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Neutral, **XP** 175, **NA** 1d12 (1d12), **TT** None

► **Surprise:** On a 1–4, due to appearing like a normal stone pillar.

► **Activation:** Come to life when a pre-ordained condition happens. Return to the form of a pillar when killed or when defensive function is fulfilled.

► **Damage reduction:** Half damage from non-magical weapons.

► **Shatter weapons:** 25% chance of weapons shattering if they hit. Chance reduced by 5% per magical “plus”.

Cat, Great

Cautious hunters that usually avoid combat with humans unless starving or cornered. Great cats may be playful, but are quick to anger. They remain outdoors, rarely venturing deep underground.

► **Pursuit:** Always pursue prey that flees.

► **Favoured prey:** Often develop a taste for a certain type of meat (this may include humans!), hunting that creature with preference.

► **Curious:** May follow PCs.

Lion

Hunt in groups called “prides”. Live in hot regions, typically in savannah or scrublands close to deserts.

AC 6 [13], **HD** 5 (22hp), **Att** 2 × claw (1d4+1), 1 × bite (1d10), **THAC0** 15 [+4], **MV** 150’ (50’), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral, **XP** 175, **NA** 1d4 (1d8), **TT** U

► **Pursuit:** See main entry.

Mountain Lion

Have yellow-brown fur and favour mountains, deserts, and forests. Will occasionally venture into dungeons.

AC 6 [13], **HD** 3+2 (15hp), **Att** 2 × claw (1d3), 1 × bite (1d6), **THAC0** 16 [+3], **MV** 150’ (50’), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 50, **NA** 1d4 (1d4), **TT** U

► **Pursuit:** See main entry.

Panther

High-speed hunters that live in plains and forests.

AC 4 [15], **HD** 4 (18hp), **Att** 2 × claw (1d4), 1 × bite (1d8), **THAC0** 16 [+3], **MV** 210’ (70’), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 75, **NA** 1d2 (1d6), **TT** U

► **Pursuit:** See main entry.

Sabre-Toothed Tiger

Huge, aggressive cats with foot-long fangs. Normally only found in Lost World regions.

AC 6 [13], **HD** 8 (36hp), **Att** 2 × claw (1d8), 1 × bite (2d8), **THAC0** 12 [+7], **MV** 150’ (50’), **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Neutral, **XP** 650, **NA** 1d4 (1d4), **TT** V

► **Pursuit:** See main entry.

Tiger

Large, solitary hunters with striped camouflage markings. Favour woodlands and cooler regions.

AC 6 [13], **HD** 6 (27hp), **Att** 2 × claw (1d6), 1 × bite (2d6), **THAC0** 14 [+5], **MV** 150’ (50’), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral, **XP** 275, **NA** 1 (1d3), **TT** U

► **Pursuit:** See main entry.

► **Surprise:** On a 1–4, in woodland, due to camouflage.

Catoblepas

Nightmarish creatures with a long, bone-tipped tail, a bloated buffalo-like body, stumpy legs, a long, thin neck, and a hideous, boar-like head. Dwell in swamps.

AC 7 [12], **HD** 7** (31hp), **Att** 1 × tail (1d6 + stun), 1 × gaze (death), **THAC0** 13 [+6], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 1,250, **NA** 0 (1d3), **TT** C

► **Surprise:** On a roll of 1, a random character meets the catoblepas' gaze.

► **Stunning blows:** A character hit by the tail must **save versus paralysis (with a +4 bonus)** or be knocked over and stunned (unable to move or act) for 1d6 rounds.

► **Deadly gaze:** 1-in-4 chance of raising head to use gaze each combat round, looking at a character within 60', who must **save versus death** or die.

► **Meeting gaze:** Causes instant death, without a saving throw.

Cave Locust

2–3' long, herbivorous, giant crickets that dwell in caverns.

AC 4 [15], **HD** 2 (9hp), **Att** 1 × bite (1d2) or 1 × jump (1d4) or 1 × spit (stench), **THAC0** 18 [+1], **MV** 60' (20') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 5, **AL** Neutral, **XP** 20, **NA** 2d10 (1d10), **TT** None

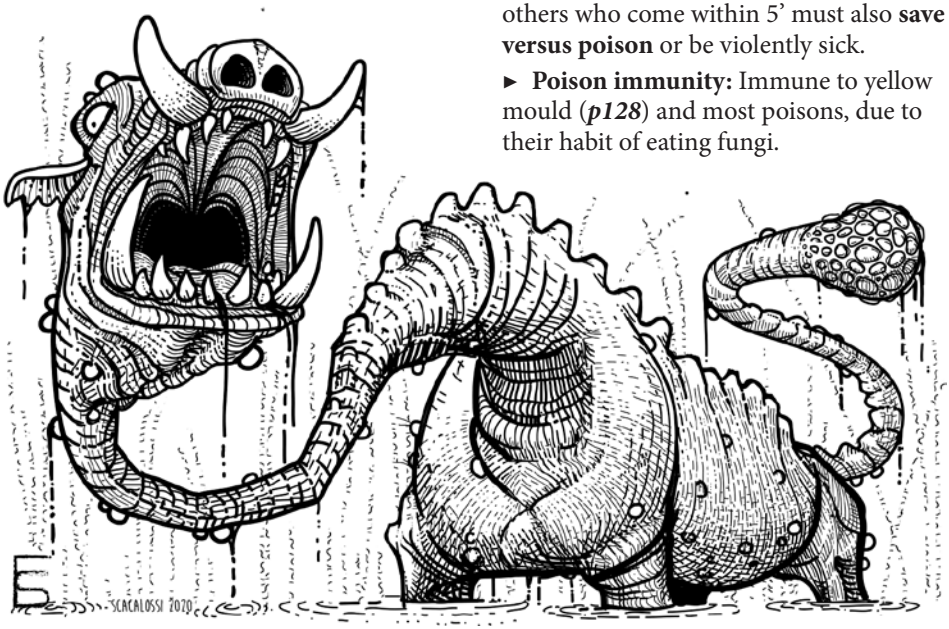
► **Blend in with stone:** May be overlooked or mistaken for statues, due to their stony colouration.

► **Shriek:** If attacked or frightened, shriek to warn others. 20% chance per round of attracting wandering monsters.

► **Jump:** Very skittish. If attacked, usually flee by jumping up to 60' then flying away. 50% chance of jumping at a random opponent—treat as an attack.

► **Spit:** Used defensively. 10' range. Target treated as AC 9 [10]. The affected character is covered in stinking spittle: unable to act for 1 turn (**save versus poison**). Until the goo is washed off, others who come within 5' must also **save versus poison** or be violently sick.

► **Poison immunity:** Immune to yellow mould (***p128***) and most poisons, due to their habit of eating fungi.



Centaur

Fantastic creatures with the legs and body of a horse, and the upper body and head of a human. Live in small family or tribal groups, in wild meadows and isolated forests.

AC 5 [14], **HD** 4 (18hp), **Att** 2 × hoof (1d6), 1 × weapon (1d6 or by weapon), **THAC0** 16 [+3], **MV** 180' (60'), **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 75, **NA** 0 (2d10), **TT** A

► **Weapons:** Bows, clubs, lances.

► **Lair:** Hidden in dense woods, along twisting, guarded paths.

► **Females and young:** Normally remain in the lair. Flee if attacked. Young have 2HD and make 2 hoof attacks (1d2) and 1 weapon attack (1d4 or by weapon).

Centipede, Giant

1' long centipedes that dwell in dark, damp locations.

AC 9 [10], **HD** ½* (2hp), **Att** 1 × bite (poison), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7, **AL** Neutral, **XP** 6, **NA** 2d4 (1d8), **TT** None

► **Poison:** Causes victims to become horribly sick for ten days (**save versus poison**): no physical activity possible except half speed movement.

Chimera

Horrific, hybrid monstrosities with the forequarters of a lion, the hindquarters of a goat, the wings of a dragon, and three heads: goat, lion, and dragon. Dwell in wild, hilly areas or sometimes dungeons.

AC 4 [15], **HD** 9** (40hp), **Att** 2 × claw (1d3), goat: 1 × gore (2d4), lion: 1 × bite (2d4), dragon: 1 × bite (3d4) or 1 × breath (3d6), **THAC0** 12 [+7], **MV** 120' (40') / 180' (60') flying, **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Chaotic, **XP** 2,300, **NA** 1d2 (1d4), **TT** F

► **Attack pattern:** Dragon head: 50% chance of breath attack, otherwise bites.

► **Breath weapon:** Cone of fire: end 10' wide, 50' long. Can be used up to three times per day.

Cockatrice

Small, magical, bird / reptile hybrids with long serpent tails and the head, legs, and wings of a cockerel. Live in all environments.

AC 6 [13], **HD** 5** (22hp), **Att** 1 × beak (1d6 + petrification), **THAC0** 15 [+4], **MV** 90' (30') / 180' (60') flying, **SV** D10 W11 P12 B13 S14 (5), **ML** 7, **AL** Neutral, **XP** 425, **NA** 1d4 (1d8), **TT** D

► **Petrification:** Anyone touched is turned to stone (**save versus petrify**).





Coffer Corpse

Decaying corpses whose hateful spirits remain stranded in the interred body.

AC 7 [12], **HD** 2** (9hp), **Att** 1 × grasp (1d6 + throttle), **THAC0** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 30, **NA** 1 (1), **TT** B

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Turning:** Treated as a 4 HD monster.

► **Throttle:** On a successful grasp attack, the corpse's hands lock around the victim's throat, inflicting 1d6 automatic damage each subsequent round.

► **Mundane weapons:** Seem to damage but do not. (Can only be harmed by magical attacks.) A mundane attack with "damage" of 4 or more causes the coffer corpse to drop to the ground as if dead, rising again next round. Any characters who were in melee with it must **save versus spells** or flee.

► **Fleeing characters:** Run away at maximum speed for 4 rounds. There is also a 50% chance of dropping held items.

Couatl

12' long, winged, feathered serpents of great intelligence and magical power. Dwell in hot jungles. Considered divine by native people.

AC 4 [15], **HD** 9**** (40hp), **Att** 1 × bite (1d3 + poison + constriction), **THAC0** 12 [+7], **MV** 60' (20') / 180' (60') flying, **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Lawful, **XP** 3,700, **NA** 1d4 (1d4), **TT** B, I

► **Poison:** Causes death (**save vs poison**).

► **Constriction:** When a bite attack is successful, the couatl wraps around the victim and begins to squeeze, inflicting 2d4 automatic damage immediately and on each subsequent round.

► **Shape changing:** May take on the form of a person or animal.

► **Spell casting:** Roll 1d10. 1–4: spells as a 5th level magic-user; 5–8: spells as a 7th level cleric; 9–10: both. (See the *Advanced Fantasy Player's Tome*.)

► **Speech:** Common, plus languages of birds and serpents.

Crab, Giant

Unintelligent crustaceans that lurk in coastal waters and creep along beaches. Cannot swim.

AC 2 [17], **HD** 3 (13hp), **Att** 2 × pincer (2d6), **THAC0** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 35, **NA** 1d2 (1d6), **TT** None

► **Ravenous:** Attack any moving creature.

Crocodile

Large reptiles that are ungainly on land and live primarily in water, lurking just beneath the surface of subtropical swamps and lazy rivers. If hungry, attack any creatures that venture into the water.

► **Feeding frenzy:** Attracted to the scent of blood or violent movement in the water.

Giant Crocodile

More than 50' long. Usually encountered in Lost World regions. Will attack small ships.

AC 1 [18], **HD** 15 (67hp), **Att** 1 × bite (3d8), **THAC0** 9 [+10], **MV** 90' (30') / 90' (30') swimming, **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Neutral, **XP** 1,350, **NA** 0 (1d3), **TT** None

Large Crocodile

20' or more long. May attack small watercraft (canoes, rafts).

AC 3 [16], **HD** 6 (27hp), **Att** 1 × bite (2d8), **THAC0** 14 [+5], **MV** 90' (30') / 90' (30') swimming, **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 275, **NA** 0 (1d4), **TT** None

Normal Crocodile

AC 5 [14], **HD** 2 (9hp), **Att** 1 × bite (1d8), **THAC0** 18 [+1], **MV** 90' (30') / 90' (30') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20, **NA** 0 (1d8), **TT** None





Cyclops

20’ tall humanoids with a single, central eye. Dwell in caves, alone or in small groups. Cultivate grapes and raise sheep.

AC 5 [14], **HD** 13* (58hp), **Att** 1 × club (3d10) or 1 × rock (3d6), **THAC0** 10 [+9], **MV** 90’ (30’), **SV** D4 W5 P6 B5 S8 (13), **ML** 9, **AL** Chaotic, **XP** 2,300, **NA** 1 (1d4), **TT** E + 5,000gp

► **Attack penalty:** −2 penalty on all hit rolls, due to limited depth perception.

► **Rock throwing:** Up to 200’.

► **Slow-witted:** Can be tricked by clever PCs.

► **Curse:** 1-in-20 cyclops can place a curse on a character once a week. **Save versus spells** or be afflicted by a curse of the referee’s choosing. (Maximum possible effects: –2 penalty to saves, –4 penalty to hit, an ability score reduced by 50%.)

Dark Creeper

Scrawny, pale-skinned humanoids (4’ tall), who dress in dark cloaks and dwell deep underground. Covet and attempt to steal magic items.

AC 7 [12] (0 [19] in darkness), **HD** 1+1* (5hp), **Att** 1 × dagger (1d4), **THAC0** 18 [+1], **MV** 90’ (30’), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Chaotic, **XP** 19 (leader: 45), **NA** 1 (2d4 × 10), **TT** C, U, V

► **Surprise:** On a 1–3, due to stealth.

► **Extinguish light:** 3 times per day. All light sources within 50’ are extinguished and cannot be relit for 1 hour. Magical light sources have a 50% chance of remaining active.

► **Pick pockets:** 35% chance per round. On a roll of 70+, the target notices.

► **Detect magic items:** Up to 15’ away.

► **Infravision:** 90’.

► **Upon death:** The creeper’s body spontaneously combusts. All within 10’ must **save versus spells** or be blinded for 1d6 turns. Non-metal gear in the creeper’s possession is destroyed. (Non-metal magic items have a 50% chance of surviving the combustion.)

► **Leader:** A 6’ tall, 2+1 HD leader (with 10hp) is present for every 25 dark creepers. Leaders are known as *dark stalkers*. The leader can conjure a wall of fog twice per day, blocking vision in a 20’ cube for 1 turn. If a leader is killed, characters within 10’ also suffer 3d6 damage (half damage if the save succeeds).

Deep One

Scaly, fish-headed, amphibious humanoids with long, webbed fingers and toes. Once dwelt in coastal regions and warred with humans. Now only encountered in the Underworld, in deep caverns and around subterranean seas.

AC 5 [14], **HD** 3 (13hp), **Att** 2 × claw (1d4+1) or 1 × weapon (1d6 or by weapon), **THAC0** 17 [+2], **MV** 90' (30') / 180' (60') swimming, **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 35 (leader: 175, cleric: 125, priest-king: 1,750), **NA** 2d12 (4d10 × 10), **TT** M, S

- **Infravision:** 90'.
- **Hate the sun:** –1 to hit in full daylight.
- **Poison immunity:** Unharmed by any form of poison.
- **Magic resistance:** Unaffected by illusions, *sleep*, *charm*, and *hold* spells.
- **Leader:** Groups are led by a 5 HD deep one (with 22hp).
- **Clerics:** A 4 HD sea priest(ess) is present for every 25 deep ones encountered. This creature has the abilities of a 4th level chaotic cleric.
- **Priest-king:** A deep one community with over 200 individuals will be led by a priest-king with 8 HD and the abilities of a 10th level chaotic cleric.
- **Hate mind lashers:** Attack on sight.
- **Slaves and sacrifices:** Enslave other humanoids (especially humans) and sacrifice them to alien gods.
- **Trade:** Will occasionally come to the surface on moonlit nights to trade with coastal settlements. They offer rare metals and gems, but demand human sacrifices or deep one/human unions.

Demonic Knight

Holy warriors who were seduced by dark powers and now exist as undead monsters of great power and evil. Dwell in the haunted stronghold they built in life or in the service of their dark master.

AC 0 [19], **HD** 10*** (45hp), **Att** 1 × magic sword (1d8 + 6) or 1 × magic, **THAC0** 11 [+8], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (10), **ML** 12, **AL** Chaotic, **XP** 3,000, **NA** 1 (1), **TT** None

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).
- **Aura of fear:** Any who come within 5' must **save versus spells** or flee at maximum speed for 10 rounds, with a 50% chance of dropping held items.
- **Detect invisible creatures:** Within 60'.
- **Command undead:** Can command mindless undead to do their bidding.
- **Magic powers:** Once per day each:
  a. **Dispel magic:** Ends spells of non-instantaneous duration within a 20' cube area.
  b. **Fireball:** 14d6 damage to all in a 20' radius area up to 240' away. **Save versus spells** for half damage.
  c. **Wall of ice:** Up to 1,200 sq ft, lasting 12 turns. Blocks creatures with less than 4 HD. Creatures with 4+ HD can break through but suffer 1d6 damage.
- **Magic resistance:** +4 bonus to all saving throws against magic.
- **Spell turning:** 10% chance of reflecting spells back onto the caster.
- **Steed:** Usually riding a nightmare (see ***p90***).
- **Magic sword:** Harms creatures which are invulnerable to mundane attacks. Sword carries a curse that affects any non-chaotic being who holds it.

Dervish

Fanatically religious, nomadic people who wander steppes and desert regions, living in tents.

AC 6 [13] or 4 [15], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Lawful, **XP** 10, **NA** 0 (1d6+1 × 10), **TT** A

- **Mounted:** On warhorses.
- **Arms:** 50% of group have: leather armour, shield, lance; 25% have: leather armour, shield, shortbow, sword; 25% have: chainmail, shield, lance.
- **Camps:** Groups commonly combine and live in a camp or tribe of up to 300 dervishes, plus women, children, and animals. 25% chance of a wood or brick enclosure.
- **Camp leaders:** Led by 10th level cleric.
- **Intolerant:** Of other religious views.
- **Holy war:** Occasionally wage war against other religious factions. Will slay people of different faith, or take them prisoner. Prisoners must convert; otherwise killed or used as slaves. Characters of Lawful alignment may be asked to join the holy war. Dervishes are highly suspicious of those who refuse (without good reason).





Disenchanter

Pale blue, intelligent, partially transparent, dromedary-like creatures with long, flexible snouts. Feed on magical energy.

AC 5 [14], **HD** 5* (22hp), **Att** 1 × probing snout (disenchantment), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (5), **ML** 7, **AL** Neutral, **XP** 300, **NA** 1d2 (0), **TT** None

- **Detect magic items:** Up to 60'. Can differentiate items by power level.
- **Attack magic items:** Attack the most powerful magic item nearby. Small or concealed items (e.g. a ring or a potion in a backpack) incur a –4 penalty to attack.
- **Disenchantment:** A magic item hit by the proboscis is drained of all magic.
- **Mundane damage immunity:** Can only be harmed by magical attacks.

Djinni

Highly magical, free-willed, intelligent beings from the elemental plane of air. Tall humanoids wreathed in clouds.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Magic powers:**

a. **Gaseous form**
b. **Invisibility**
c. **Illusion:** Visual and audial. No concentration required. Remains until touched or dispelled.
d. **Create food and drink:** For 12 humans and mounts for one day.
e. **Conjure metallic objects:** Up to 1,000 coins weight. Temporary: hardness determines duration (gold: 1 day; iron: 1 round).
f. **Conjure soft goods / wooden objects:** Up to 1,000 coins weight. Permanent.

► **If killed:** Return to the plane of air.

Djinni (Lesser)

AC 5 [14], **HD** 7+1* (32hp), **Att** 1 × fists (2d8), magic, **THAC0** 12 [+7], **MV** 90' (30') / 240' (80') flying, **SV** D4 W5 P6 B5 S8 (14), **ML** 12, **AL** Neutral, **XP** 850, **NA** 1 (1), **TT** None

► **Magic powers:** Each can be used three times per day.

► **Whirlwind form:** Up to three times per day. 5 rounds to transform (or change back). 70' tall, 20' wide at top, 10' wide at base. Moves at 120' (40'). 2d6 damage to all in path. Creatures with less than 2HD swept aside (**save versus death**).

► **Carrying capacity:** 6,000 coins without fatigue. Up to 12,000 coins for 3 turns walking / 1 turn flying. Must rest 1 turn afterwards.

Djinni (Greater)

Mighty rulers (sometimes called pashas) of the race of djinn.

AC –2 [21], **HD** 15** (67hp), **Att** 2 × fists (3d10), magic, **THAC0** 9 [+10], **MV** 120' (40') / 360' (120') flying, **SV** D2 W2 P2 B2 S2 (30), **ML** 11, **AL** Neutral, **XP** 3,250, **NA** 1 (1), **TT** None

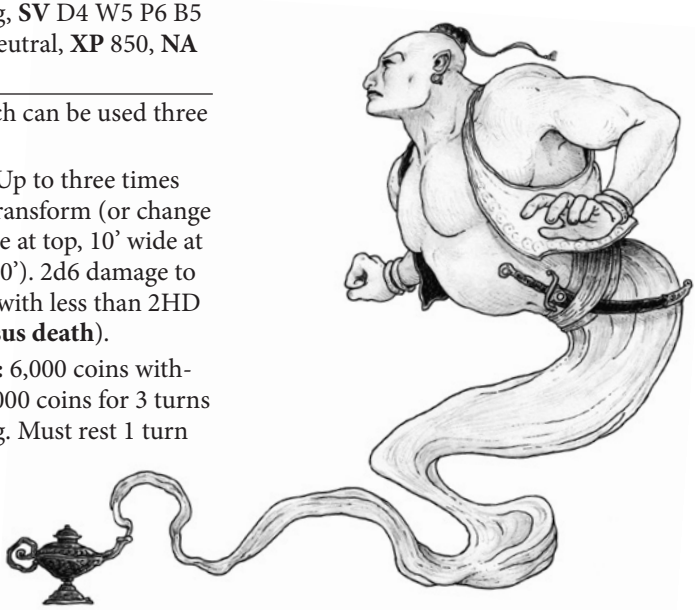
► **Regeneration:** A damaged greater djinni gains 3hp at the start of each round, if it is alive.

► **Magic powers:** May use one power each round, without limit:

► **Whirlwind form:** 1 round to transform (or change back). 120' tall, 40' wide at top, 10' wide at base. Moves at 240' (80'). 3d12 damage to all in path. Creatures with less than 5 HD are slain (**save versus death**).

► **Wishes:** At most once per day, may grant another's wish. (See ***Wishes, p149***.)

► **Carrying capacity:** 10,000 coins without fatigue. Up to 20,000 coins for 3 turns walking / 1 turn flying. Must rest 1 turn afterwards.



Dog

Carnivorous pack hunters. Many domesticated breeds exist.

Hunting Dog

Domestic breeds selected for their intelligence and excellent sense of smell.

AC 7 [12], **HD** 1+2 (6hp), **Att** 1 × bite (1d6), **THAC0** 18 [+1], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Neutral, **XP** 15, **NA** 0 (0), **TT** None

► **Tracking:** By scent. Once started, very difficult to put off the trail.

► **Command:** Trained to attack on owner's command.

► **Domestic:** Not encountered in the wild. Typically cost 17gp.

War Dog

Large domestic breeds selected for their bulk and ferocious nature.

AC 6 [13], **HD** 2+2 (11hp), **Att** 1 × bite (2d4), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 11, **AL** Neutral, **XP** 25, **NA** 0 (0), **TT** None

► **Armour:** Typically wear a spiked collar and light leather armour. AC reduced to 8 [11] if unarmoured.

► **Command:** Trained to attack on owner's command.

► **Domestic:** Not encountered in the wild. Typically cost 25gp (50gp with armour).

Wild Dog

Packs of wild dogs roam the wilderness or may, rarely, be encountered in caves.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × bite (1d6), **THAC0** 18 [+1], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6 (8 in larger packs), **AL** Neutral, **XP** 20, **NA** 2d6 (3d6), **TT** None

► **Strength in numbers:** Packs of 4 or more wild dogs have morale 8. If the pack is reduced to less than 50% of its original size, this morale bonus is lost.



Doppelgänger

Intelligent, human-sized shape-shifters of wicked character and highly magical nature.

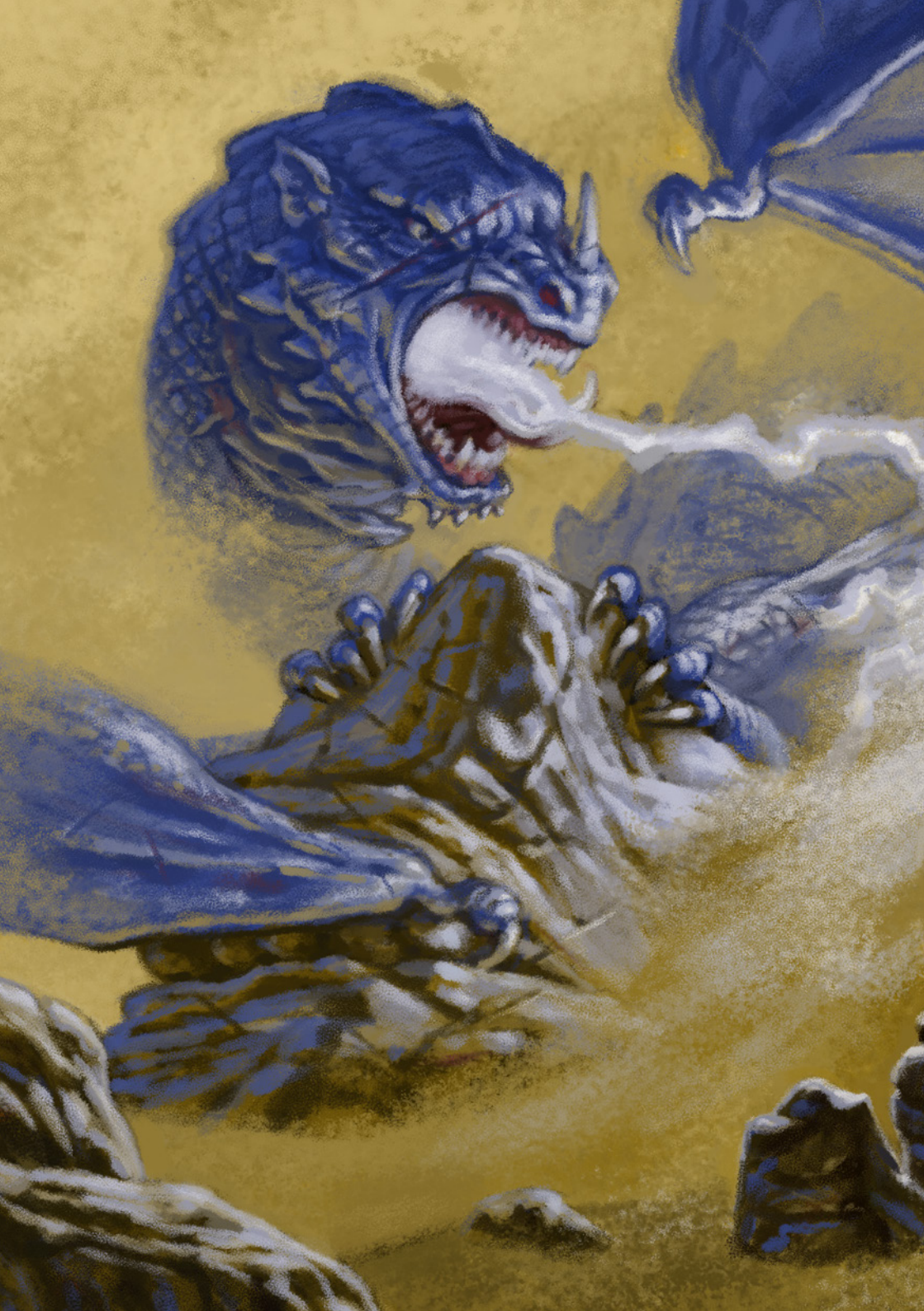
AC 5 [14], **HD** 4* (18hp), **Att** 1 × bite (1d12), **THAC0** 16 [+3], **MV** 90' (30'), **SV** D6 W7 P8 B8 S10 (10), **ML** 10, **AL** Chaotic, **XP** 125, **NA** 1d6 (1d6), **TT** E

► **Shape stealing:** Can adopt the form of any human-like creature (7' tall or less) observed. Then proceed to attack the person mimicked.

► **Trickery:** Will attempt to kill a PC, take on their role, then attack the party by surprise (e.g. during a battle).

► **Reversion:** If killed, reverts to its original form.

► **Spell immunity:** Unaffected by *sleep* and *charm* spells.





Dragon

A proud, ancient race of gigantic, carnivorous, winged reptiles. There are many subspecies of dragon, many of which are distinguished by the colour of their scales. All dragons are egg-layers and hoard treasure in their lairs, far from areas of human civilisation.

► **Behaviour:** Chaotic dragons usually try to eat humans, but may sometimes capture them. Neutral dragons may attack or ignore humans. Lawful dragons may aid parties worthy of the honour.

► **Pride:** Dragons are immensely proud creatures and will always listen to flattery.

► **Attack pattern:** A dragon always attacks first with its breath weapon, then either breathes again or makes melee attacks (equal chance of either).

► **Breath weapon:** Can be used up to three times per day. Unless noted otherwise, all caught in the area suffer damage equal to the dragon's current hit points (**save versus breath** for half). Shapes:

a. **Cloud:** 50' long, 40' wide, 20' high.
b. **Cone:** 2' wide at the mouth, 30' wide at far end.
c. **Line:** 5' wide along whole length.

► **Energy immunity:** Unharmed by their own breath weapon or lesser versions thereof. Automatically save versus similar attack forms. (For example, a red dragon is immune to flaming oil and suffers half damage from *fire ball* spells.)

► **Language and spells:** Some dragons are able to speak (their own tongue plus Common). The chance is listed by subspecies. Those that can speak can also cast randomly selected magic-user spells (the listed number and level of spells).

► **Sleeping:** The chance of a dragon being asleep when encountered on the ground is listed by subspecies. A sleeping dragon may be attacked for one round with a +2 bonus to hit. Dragons may sometimes pretend to be asleep!

► **Subduing:** Will surrender if reduced to 0hp by non-lethal attacks (see ***Subduing***, under ***Other Combat Issues*** in the *Advanced Fantasy Player's Tome*), admitting that it has been defeated. (Subdual damage does not reduce the damage done by the breath weapon.) A subdued dragon will attempt to escape or attack its captors, if the opportunity presents itself or if given a suicidal command. A subdued dragon may be sold for up to 1,000gp per hp.

► **Age:** The following stats describe dragons of average size. Younger dragons may have up to 3 HD less and ¼ or ½ as much treasure. Older dragons may have up to 3 HD more and twice as much treasure.

► **Lairs:** A dragon's treasure is always kept in its well-hidden lair and is seldom unguarded.

Black Dragon

Dwell in swamps and marshes.

AC 2 [17], **HD** 7** (31hp), **Att** [2 × claw (1d4 + 1), 1 × bite (2d10)] or breath, **THAC0** 13 [+6], **MV** 90' (30') / 240' (80') flying, **SV** D8 W9 P10 B10 S12 (7), **ML** 8, **AL** Chaotic, **XP** 1,250, **NA** 1d4 (1d4), **TT** H

► **Breath weapon:** 60' long line of acid.
► **Language & spells:** 20%; 4 × 1st level.
► **Sleeping:** 40%.

Blue Dragon

Favour open plains and deserts.

AC 0 [19], **HD** 9** (40hp), **Att** [2 × claw (1d6 + 1), 1 × bite (3d10)] or breath, **THAC0** 12 [+7], **MV** 90' (30') / 240' (80') flying, **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Neutral, **XP** 2,300, **NA** 1d4 (1d4), **TT** H

► **Breath weapon:** 100' long line of lightning.
► **Language and spells:** 40%; 4 × 1st level, 4 × 2nd level.
► **Sleeping:** 20%.



Brass Dragon

Dwell in deserts and sandy regions.

AC 1 [18], **HD** 7** (31hp), **Att** [2 × claw (1d4 + 1), 1 × bite (3d6)] or breath, **THAC0** 13 [+6], **MV** 90' (30') / 240' (80') flying, **SV** D8 W9 P10 B10 S12 (7), **ML** 8, **AL** Neutral, **XP** 1,250, **NA** 1d4 (1d4), **TT** H

► **Breath weapon:** 70' long cone of sleep gas (**save versus breath** or fall asleep for 4d4 turns) or cloud of fear gas (**save versus breath** or flee for 2 turns).

► **Language & spells:** 20%; 4 × 1st level.

► **Sleeping:** 40%.

Bronze Dragon

Dwell near great lakes and seas.

AC 0 [19], **HD** 9** (40hp), **Att** [2 × claw (1d6 + 1), 1 × bite (3d8)] or breath, **THAC0** 12 [+7], **MV** 90' (30') / 240' (80') flying, **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Lawful, **XP** 2,300, **NA** 1d4 (1d4), **TT** H

► **Breath weapon:** 100' long line of lightning (all caught in the area suffer damage equal to the dragon's current hit points—**save versus breath** for half) or cloud of repulsion gas (**save versus breath** or pushed 60' away per round for 6 rounds).

► **Language & spells:** 40%; 4 × 1st level, 4 × 2nd level.

► **Sleeping:** 20%.

► **Shape changing:** May take on the form of an animal.

Copper Dragon

Lair in warm, dry, rocky regions.

AC 0 [19], **HD** 8** (36hp), **Att** [2 × claw (1d4), 1 × bite (3d6)] or breath, **THAC0** 12 [+7], **MV** 90' (30') / 240' (80') flying, **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Neutral, **XP** 1,750, **NA** 1d4 (1d4), **TT** H

► **Breath weapon:** 60' long line of acid (all caught in the area suffer damage equal to the dragon's current hit points—**save vs breath** for half) or cloud of slow gas (**save vs breath** or move at half speed and act every 2nd round for 6 rounds).

► **Language & spells:** 30%; 3 × 1st level, 3 × 2nd level.

► **Sleeping:** 30%.

Gold Dragon

May be encountered in any terrain, often in the guise of a person or animal.

AC –2 [21], **HD** 11** (49hp), **Att** [2 × claw (2d4), 1 × bite (6d6)] or breath, **THAC0** 11 [+8], **MV** 90' (30') / 240' (80') flying, **SV** D6 W7 P8 B8 S10 (11), **ML** 10, **AL** Lawful, **XP** 2,700, **NA** 1d4 (1d4), **TT** H

► **Breath weapon:** 90' long cone of fire or cloud of chlorine gas.

► **Language and spells:** 100%; 4 × 1st level, 4 × 2nd level, 4 × 3rd level.

► **Sleeping:** 5%.

► **Shape changing:** May take on the form of a person or animal.

Dragons continued overleaf...

Green Dragon

Lair in jungles and forests.

AC 1 [18], **HD** 8** (36hp), **Att** [2 × claw (1d6), 1 × bite (3d8)] or breath, **THAC0** 12 [+7], **MV** 90' (30') / 240' (80') flying, **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Chaotic, **XP** 1,750, **NA** 1d4 (1d4), **TT** H

- **Breath weapon:** Cloud of chlorine gas.
- **Language and spells:** 30%; 3 × 1st level, 3 × 2nd level.
- **Sleeping:** 30%.

Red Dragon

Dwell in hills and mountains.

AC –1 [20], **HD** 10** (45hp), **Att** [2 × claw (1d8), 1 × bite (4d8)] or breath, **THAC0** 11 [+8], **MV** 90' (30') / 240' (80') flying, **SV** D6 W7 P8 B8 S10 (10), **ML** 10, **AL** Chaotic, **XP** 2,300, **NA** 1d4 (1d4), **TT** H

- **Breath weapon:** 90' long cone of fire.
- **Language and spells:** 50%; 3 × 1st level, 3 × 2nd level, 3 × 3rd level.
- **Sleeping:** 10%.

Sea Dragon

Intelligent, aquatic dragons with green scales, fin-like wings, and a yellowish crest. Dwell in the depths of the ocean, inhabiting caverns or shipwrecks. Sometimes attack vessels to steal their treasure and eat the crew.

AC 1 [18], **HD** 8** (36hp), **Att** 1 × bite (3d8) or breath, **THAC0** 12 [+7], **MV** 180' (60') swimming / 180' (60') gliding, **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Neutral, **XP** 1,750, **NA** 0 (1d4), **TT** H

- **Breath weapon:** Poison spittle, 100' range, 20' diameter. **Save versus breath** or die. (Poison is harmless after 1 round.)
- **Language and spells:** 20%; 3 × 1st level, 3 × 2nd level.
- **Sleeping:** 30%.
- **Gliding:** Leap out of the water and glide for up to 6 rounds.



Silver Dragon

Dwell in clouds or on mountain peaks.

AC –1 [20], **HD** 10** (45hp), **Att** [2 × claw (1d6), 1 × bite (4d8)] or breath, **THAC0** 11 [+8], **MV** 90' (30') / 240' (80') flying, **SV** D6 W7 P8 B8 S10 (10), **ML** 10, **AL** Lawful, **XP** 2,300, **NA** 1d4 (1d4), **TT** H

- **Breath weapon:** 80' long cone of cold (all caught in the area suffer damage equal to the dragon's current hit points—**save versus breath** for half) or cloud of paralysing gas (**save versus breath** or paralysed for 9 turns).
- **Language & spells:** 50%; 3 × 1st level, 3 × 2nd level, 3 × 3rd level.
- **Sleeping:** 10%.
- **Shape changing:** May take on the form of a person or animal.

White Dragon

Found in cold regions.

AC 3 [16], **HD** 6** (27hp), **Att** [2 × claw (1d4), 1 × bite (2d8)] or breath, **THAC0** 14 [+5], **MV** 90' (30') / 240' (80') flying, **SV** D10 W11 P12 B13 S14 (6), **ML** 8, **AL** Neutral, **XP** 725, **NA** 1d4 (1d4), **TT** H

- **Breath weapon:** 80' long cone of cold.
- **Language & spells:** 10%; 3 × 1st level.
- **Sleeping:** 50%.

Dragon, Multichromatic

Giant, thoroughly evil, female dragons with five heads of different colours. Dwell in deep dungeon lairs.

AC –1 [20], **HD** 16*** (72hp), **Att** 5 × bite (damage by head colour) or breath, 1 × tail sting (1d6 + poison), **THAC0** 8 [+11], **MV** 60' (20') / 180' (60') flying, **SV** D2 W3 P4 B3 S6 (16), **ML** 11, **AL** Chaotic, **XP** 4,200, **NA** 1 (1), **TT** H × 2

- **Poison:** Causes death (**save vs poison**).
- **White head:** Bite: 2d8 damage. Breath: 80' long cone of cold, 2' wide at the mouth, 30' at far end.
- **Black head:** Bite: 2d10 damage. Breath: 60' long line of acid, 5' wide.
- **Green head:** Bite: 3d8 damage. Breath: Cloud of chlorine gas, 50' long, 40' wide, 20' high.
- **Blue head:** Bite: 3d10 damage. Breath: 100' long line of lightning, 5' wide.
- **Red head:** Bite: 4d8 damage. Breath: 90' long cone of fire, 2' wide at the mouth, 30' at far end.
- **Breath weapons:** Each head can breathe once per day. All caught in the area suffer damage equal to the dragon's current hp (**save versus breath** for half).
- **Languages:** Common and dragon.
- **Magic-user spells:** White head: 2 × 1st level, black head: 2 × 2nd level, green head: 2 × 3rd level, blue head: 2 × 4th level, red head: 2 × 5th level.
- **Disabling heads:** Heads may be targeted individually. An attack that inflicts 10 or more damage disables a head (unable to attack, breathe, or cast spells).
- **Head regeneration:** Disabled heads regenerate in one day.
- **Sleeping:** 10%. If sleeping, may be attacked for 1 round with a +2 bonus to hit.
- **Unique:** There is rumoured to be but a single multichromatic dragon—the ruler of all coloured dragons.



Dragonne

Small (5' tall at the shoulder) dragons with brass-coloured scales, small wings, and the head of a lion. Dreaded for their fearsome roar.

AC 3 [16], **HD** 8* (36hp), **Att** 2 × claw (1d6), [1 × bite (4d6) or 1 × roar], **THAC0** 12 [+7], **MV** 150' (50') / 90' (30') flying, **SV** D8 W9 P10 B10 S12 (8), **ML** 8, **AL** Neutral, **XP** 1,200, **NA** 1 (1d4), **TT** E

- **Roar:** All within 120' must **save versus paralysis** or be weakened (–2 penalty to attack rolls) for 2d6 rounds. Characters within 30' who fail the save are also deafened for the same duration.
- **Roar frequency:** May be used at most every 3 rounds.
- **Limited flight:** Small wings allow flight for at most 3 turns.
- **Languages:** Dragon and sphinx.



Dragon Turtle

Gargantuan sea monsters with the body and hard shell of a turtle and the head, tail, and legs of a dragon. Lurk in huge caves in the depths of the ocean, only rarely coming to the surface.

AC –2 [21], **HD** 30* (135hp), **Att** [2 × claw (1d8), 1 × bite (1d6 × 10)] or breath, **THAC0** 5 [+14], **MV** 30' (10') / 90' (30') swimming, **SV** D4 W5 P6 B5 S8 (15), **ML** 10, **AL** Chaotic, **XP** 9,000, **NA** 0 (1), **TT** H

► **Breath weapon:** 90' long, 30' wide cloud of steam. Can be used up to three times per day. All caught in the area suffer damage equal to the dragon turtle's current hit points (**save versus breath** for half).

► **Mistaken for island:** When floating, can be mistaken for a small island.

► **Attack ships:** Sometimes try to destroy ships and eat the crew by surfacing below.

► **Treasure:** From sunken ships.

Drider

Hybrid monstrosities with the 8 legs of a giant spider and the hideously bloated upper body and head of a drow. Drider are drow who have undergone a ritual of transformation into bound servants of their spider deity. Hunt in the caverns of the Underworld. Consume the blood of paralysed victims.

AC 3 [16], **HD** 6*** (27hp), **Att** 1 × weapon (1d6 or by weapon) or 1 × bite (1d4 + poison), **THAC0** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P11 B13 S10 (Drow 6), **ML** 9, **AL** Neutral, **XP** 950, **NA** 1d4 (1d4), **TT** L

► **Stalking:** Often stalk prey and strike at an opportune moment.

► **Weapons:** Swords, axes, bows.

► **Poison:** Causes paralysis for 1d2 turns (**save versus poison with a –2 penalty**).

► **Divine spells:** Cast spells as a 6th level drow (see the *Advanced Fantasy Player's Tome*).

► **Spiders:** 1-in-10 chance of being accompanied by 2d6 giant spiders.

Driver Ant

Giant (6' long), omnivorous, black ants.

AC 3 [16], **HD** 4* (18hp), **Att** 1 × bite (2d6), **THAC0** 16 [+3], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7 (12 in melee), **AL** Neutral, **XP** 125, **NA** 2d4 (4d6), **TT** U (see below)

► **Rapacious:** Consume everything in their path, when hungry.

► **Morale:** Attack relentlessly, once they are engaged in melee (morale 12). Will even pursue through flames.

► **Lair treasure:** 30% chance of 1d10 × 1,000gp worth of gold nuggets, mined by the ants.

Drow

Slender, fey demihumans with pointed ears, jet black skin, and hair of silver or white. Also known as *dark elves*. Live in the deep places of the Underworld and worship strange, subterranean deities.

AC 5 [14], **HD** 1+1* (5hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P13 B15 S12 (Drow 1), **ML** 8 (10 with leader), **AL** Neutral, **XP** 19, **NA** 1d4 (2d12), **TT** E

► **Infravision:** 90'.

► **Light sensitivity:** Suffer a –2 penalty to attack rolls and a –1 penalty to AC when in bright light (daylight, *continual light*).

► **Divine spells:** Each drow has either *light* or its reverse, *darkness*, memorized.

► **Spiders:** 1-in-4 chance of being accompanied by 1d4 giant spiders.

► **Leader:** Groups of 15+ are led by a drow of level 1d6 + 1 (see the *Advanced Fantasy Player's Tome*). The leader may have magical items: 5% chance per level for each magic item table (see ***Magic Items, p148***).





Dryad

Shy, peaceful, yet wary tree spirits that can manifest as beautiful female humanoids. Live in deep forests.

AC 5 [14], **HD** 2* (9hp), **Att** 1 × magic (charm), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 6, **AL** Neutral, **XP** 25, **NA** 0 (1d6), **TT** D

► **Bound with tree:** Spiritually connected with a single tree. Dryad dies if the tree dies, or if separated by more than 240'.

► **Meld with tree:** Can disappear by joining with her tree.

► **Defensive:** Distrustful of strangers. Attempt to charm anyone who approaches or follows.

► **Charm:** Victim compelled to approach the tree, vanishes inside it (**save versus spells with a –2 penalty**). If not immediately rescued, the victim is lost forever.

► **Treasure:** Hidden in roots of the tree.

Duergar

Short, scrawny, bearded demihumans with grey skin and hair and ugly visages. Also known as *grey dwarves*. Renowned for their avaricious and xenophobic natures. Dwell in strongholds in the Underworld.

AC 4 [15], **HD** 1* (4hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 19 [0], **MV** 60' (20'), **SV** D8 W9 P10 B13 S12 (Duergar 1), **ML** 8 (10 with leader), **AL** Neutral, **XP** 13, **NA** 1d6 (5d8), **TT** G

► **Surprise:** On a 1–3, due to their ability to briefly become invisible.

► **Enlargement:** Once per day, may double in size for 1d4 rounds. While enlarged, inflict double damage in melee.

► **Infravision:** 90'.

► **Light sensitivity:** Suffer a –2 penalty to attack rolls and a –1 penalty to AC when in bright light (daylight, *continual light*).

► **Leader:** A leader of level 1d6 + 2 (see the *Advanced Fantasy Player's Tome*) is present for every 20 duergars. The leader may have magic items: 5% chance per level for each magic item table (except Scrolls and Wands/Staves/Rods—see ***Magic Items, p148***).

Dwarf

Short, stocky, bearded demihumans who dwell underground and in mountains.

AC 4 [15], **HD** 1 (4hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 19 [0], **MV** 60' (20'), **SV** D8 W9 P10 B13 S12 (Dwarf 1), **ML** 8 (10 with leader), **AL** Lawful or Neutral, **XP** 10, **NA** 1d6 (5d8), **TT** G

► **Leader:** A leader of level 1d6 + 2 is present for every 20 dwarves. The leader may have magic items: 5% chance per level for each magic item table (except Scrolls and Wands/Staves/Rods—see ***Magic Items, p148***).

► **Hate goblins:** Normally attack on sight.

Efreeti

Highly magical, free-willed, intelligent beings from the elemental plane of fire. Manifest as giant men with demonic faces and an aura of heat and smoke. Solidify out of billowing smoke clouds.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Magic powers:**

a. **Invisibility**
b. **Illusion:** Visual and audial. No concentration required. Remains until touched or dispelled.
c. **Create wall of fire**
d. **Create food and drink:** For 12 humans and mounts for one day.
e. **Conjure metallic objects:** Up to 1,000 coins weight. Temporary: hardness determines duration (gold: 1 day; iron: 1 round).
f. **Conjure soft goods / wooden objects:** Up to 1,000 coins weight. Permanent.

► **Hate djinn:** Attack on sight.

Efreeti (Lesser)

AC 3 [16], **HD** 10* (45hp), **Att** 1 × fists (2d8), magic, **THAC0** 11 [+8], **MV** 90' (30') / 240' (80') flying, **SV** D4 W5 P6 B5 S8 (15), **ML** 12, **AL** Chaotic, **XP** 1,600, **NA** 1 (1), **TT** None

► **Magic powers:** Each can be used three times per day.

► **Pillar of flame:** Up to 3 times a day, transform into a column of fire for up to 3 rounds. Flammable items within 5' are ignited. Attacks do additional 1d8 damage (3d8 total).

► **Max load:** Up to 10,000 coins (flying).

► **Bound servitor:** Efreet summoning spells can be researched by high-level magic-users. Can be bound to servitude for 101 days. Efreet are treacherous and will follow commands to the letter while subverting the intent.

Efreeti (Greater)

Mighty rulers (sometimes called amirs) of the race of efreet.

AC –2 [21], **HD** 20*** (90hp), **Att** 2 × fists (3d10), magic, **THAC0** 6 [+13], **MV** 120' (40') / 360' (120') flying, **SV** D2 W2 P2 B2 S2 (30), **ML** 11, **AL** Chaotic, **XP** 5,450, **NA** 1 (1), **TT** None

► **Regeneration:** A damaged greater efreeti gains 2hp at the start of each round, as long as it is alive.

► **Magic powers:** May use one power each round, without limit.

► **Pillar of flame:** Transform into a column of fire for as long as desired. Flammable items within 15' are ignited. Attacks do additional 2d8 damage (3d10 + 2d8 total).

► **Wishes:** At most once per day, may grant another's wish. (See ***Wishes, p149***.)

► **Max load:** Up to 20,000 coins (flying).





Elemental

Beings formed of pure, elemental matter (air, earth, fire, or water) that can be summoned from their plane of origin to serve a magic-user.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Power level:** There are three power levels of elemental. Each is typically summoned by different means:

a. **Lesser: AC** 2 [17], **HD** 8*, **Att** 1 × blow (1d8), **SV** D8 W9 P10 B10 S12 (8). (Summoned by magic staff.)
b. **Intermediate: AC** 0 [19], **HD** 12*, **Att** 1 × blow (2d8), **SV** D6 W7 P8 B8 S10 (12). (Summoned by magic device.)
c. **Greater: AC** –2 [21], **HD** 16*, **Att** 1 × blow (3d8), **SV** D2 W3 P4 B3 S6 (16). (Summoned by spell.)

Air Elemental

Huge vortexes of whirling air.

AC 2 [17] / 0 [19] / –2 [21], **HD** 8/12/16* (36/54/72hp), **Att** 1 × blow (1d8/2d8/3d8), **THAC0** 12 [+7] / 10 [+9] / 8 [+11], **MV** 360' (120') flying, **SV** See main entry (8/12/16), **ML** 10, **AL** Neutral, **XP** 1,200/1,900/2,300, **NA** 1 (1), **TT** None

► **Size:** 16' tall, 4' across / 24' tall, 6' across / 32' tall, 8' across.

► **Whirlwind:** Creatures with less than 2HD swept aside (**save versus death**).

► **Harm flying creatures:** Inflict extra 1d8 damage.

Earth Elemental

Huge humanoid figures of earth or stone.

AC 2 [17] / 0 [19] / –2 [21], **HD** 8/12/16* (36/54/72hp), **Att** 1 × blow (1d8/2d8/3d8), **THAC0** 12 [+7] / 10 [+9] / 8 [+11], **MV** 60' (20'), **SV** See main entry (8/12/16), **ML** 10, **AL** Neutral, **XP** 1,200/1,900/2,300, **NA** 1 (1), **TT** None

► **Size:** 8' tall / 12' tall / 16' tall.

► **Blocked by water:** Cannot cross a channel wider than own height.

► **Harm creatures on the ground:** Inflict extra 1d8 damage.

Fire Elemental

Whirling columns of fire.

AC 2 [17] / 0 [19] / –2 [21], **HD** 8/12/16* (36/54/72hp), **Att** 1 × blow (1d8/2d8/3d8), **THAC0** 12 [+7] / 10 [+9] / 8 [+11], **MV** 120' (40'), **SV** See main entry (8/12/16), **ML** 10, **AL** Neutral, **XP** 1,200/1,900/2,300, **NA** 1 (1), **TT** None

► **Size:** 8' tall, 8' across / 12' tall, 12' across / 16' tall, 16' across.

► **Blocked by water:** Cannot cross a channel wider than own diameter.

► **Harm cold-based creatures:** Inflict extra 1d8 damage.

Water Elemental

Huge waves of water.

AC 2 [17] / 0 [19] / –2 [21], **HD** 8/12/16* (36/54/72hp), **Att** 1 × blow (1d8/2d8/3d8), **THAC0** 12 [+7] / 10 [+9] / 8 [+11], **MV** 60' (20') / 180' (60') swimming, **SV** See main entry (8/12/16), **ML** 10, **AL** Neutral, **XP** 1,200/1,900/2,300, **NA** 1 (1), **TT** None

► **Size:** 4' tall, 16' across / 6' tall, 24' across / 8' tall, 32' across.

► **Water-bound:** Must remain within 60' of water.

► **Harm creatures in water:** Inflict extra 1d8 damage.

Elephant

Massive, tusked animals that dwell near subtropical forests. Wandering individuals or whole herds may be encountered.

AC 5 [14], **HD** 9 (40hp), **Att** 2 × tusk (2d4) or 1 × trample (4d8), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (5), **ML** 8, **AL** Neutral, **XP** 900, **NA** 0 (1d20), **TT** Tusks

► **Charge:** In first round of combat, when not in melee. Requires a clear run of at least 20 yards. Tusks inflict double damage.

► **Trample:** 3-in-4 chance of trampling each round. +4 to hit human-sized or smaller creatures.

► **Ivory:** Each tusk is worth 1d6 × 100gp.

Elf

Slender, fey demihumans with pointed ears. Live in harmony with nature, in beautiful natural settings.

AC 5 [14], **HD** 1+1* (5hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P13 B15 S15 (Elf 1), **ML** 8 (10 with leader), **AL** Neutral, **XP** 19, **NA** 1d4 (2d12), **TT** E

► **Spells:** Each individual has one random 1st level arcane spell.

► **Leader:** Groups of 15+ are led by an elf of level 1d6 + 1. The leader may have magical items: 5% chance per level for each magic item table (see ***Magic Items, p148***).



Ettin

Two-headed giants (13' tall) of low intelligence and brutal temperament, dressing in filthy animal skins. Lair underground and operate only in darkness.

AC 4 [15], **HD** 10 (45hp), **Att** 2 × spiked club (3d6), **THAC0** 11 [+8], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (10), **ML** 8, **AL** Chaotic, **XP** 900, **NA** 1d4 (1d4), **TT** C

► **Surprise:** Only surprised on a roll of 1, as both heads are vigilant.

► **Related to orcs:** Some sages claim that the two races are related.

Eye of Terror

Floating, scaled spheres (5' diameter) with a wide, toothy maw, a large central eye, and 10 smaller eyes on stalks. Hateful, scheming, and avaricious. Lair deep underground.

AC 0 [19], **HD** 11***** (49hp), **Att** 1 × bite (2d4), eye rays, **THAC0** 11 [+8], **MV** 30' (10'), **SV** D6 W7 P8 B8 S10 (11), **ML** 12, **AL** Chaotic, **XP** 5,100, **NA** 1 (0), **TT** L, N, O

► **Anti-magic ray:** The central eye dispels magic up to 60' in front. Spell casting fails and ongoing spells and magic items are temporarily disabled. Characters within the ray cannot be affected by the rays from the eye stalks (see below).

► **Attacking the central eye:** AC 2 [17], 20hp (separate hp pool). If reduced to 0hp, the anti-magic ray ceases to function.



► **Eye stalks:** Each stalk can shoot a magical ray up to once per round. Up to 4 stalks can fire in one direction at a time:

a. **Charm person:** Range 120'. **Save versus spells** or be charmed: move towards the eye of terror (resisting those who try to prevent it); obey the eye's commands (if understood); defend the eye; unable to cast spells or use magic items; unable to harm the eye. Killing the eye of terror breaks the charm.
b. **Charm monster:** As charm person, but affects any creature (except undead).
c. **Sleep:** Range 240'. One creature of 4+1 HD or 2d8 Hit Dice of creatures of 4 HD or less fall asleep for 4d4 turns.
d. **Telekinesis:** Range 120'. Move up to 5,000 coins of weight up to 20' per round. Creatures may **save vs spells**.
e. **Petrify:** Range 30'. **Save versus petrification** or turn to stone.
f. **Disintegrate:** Range 20'. **Save versus death** or be annihilated.
g. **Cause fear:** Range 120'. **Save versus spells** or flee for 2 turns.
h. **Slow:** Range 240'. **Save versus spells** or move and attack at half speed for 3 turns.
i. **Cause serious wounds:** Range 60'. Inflicts 2d6+2 damage.
j. **Death spell:** Range 40'. Up to 4d8 HD of creatures within a 60' cube area must **save versus death** or die instantly. Undead or creatures with greater than 7 HD are unaffected.

► **Attacking the eye stalks:** AC 7 [12], 12hp (separate hp pool each). Successful attacks damage a random eye stalk. If reduced to 0hp, a stalk's ray cannot function.

► **Eye regeneration:** Disabled eyes regenerate in 2d4 days.

Eye of the Deep

Floating, scaled spheres (5' diameter) with a wide, toothy maw, two lobster-like pincers, a large central eye, and two smaller eyes on stalks. Hateful, scheming, and avaricious. Lair in the depths of the ocean.

AC 5 [14], **HD** 13**** (58hp), **Att** 2 × claw (2d4), 1 × bite (2d10), eye rays, **THAC0** 10 [+9], **MV** 150' (50') swimming, **SV** D4 W5 P6 B5 S8 (13), **ML** 10, **AL** Chaotic, **XP** 5,150, **NA** 0 (1), **TT** C

► **Blinding ray:** The central eye emits a ray of blinding light up to 60' in front. Characters must **save versus death** or be paralysed for 1d10 rounds.

► **Blinding ray frequency:** May be used at most every 3 rounds.

► **Attacking the central eye:** AC 5 [14], 20hp (separate hp pool). If reduced to 0hp, the blinding ray ceases to function.

► **Eye stalks:** Each stalk can shoot a magical ray up to once per round:

a. **Hold person:** Range 120'. **Save versus spells** or be paralysed for 6 turns. May target 1d4 creatures in a group or an individual (–2 to the save). Affects persons of up to 4+1 HD.
b. **Hold monster:** As hold person, but affects any creature (except undead).

► **Illusion:** Instead of using its hold person/monster eye rays, both eye stalks may be used to create a convincing illusion affecting all senses.

► **Attacking the eye stalks:** AC 5 [14], 12hp (separate hp pool each). Successful attacks damage a random eye stalk. If reduced to 0hp, a stalk's magic ray cannot function.

► **Eye regeneration:** Disabled eyes regenerate in 1d4 days.

Ferret, Giant

3' long ferrets that hunt giant rats in their burrows. Sometimes kept by humans for this aptitude.

AC 5 [14], **HD** 1+1 (5hp), **Att** 1 × bite (1d8), **THAC0** 18 [+1], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 15, **NA** 1d8 (1d12), **TT** None

► **Volatile:** Unpredictable temper; may turn on trainers or other people.



Fish, Giant

Giant Bass

Shy; only attack when seeing a bite-size (halfling-size or smaller) morsel close by.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × bite (1d6), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 0 (2d4), **TT** None

Giant Catfish

15' long, pale white. Four feelers beside the mouth. Lurk in the mud at the bottom of rivers and lakes. Will attack creatures on the bottom or swimming above.

AC 4 [15], **HD** 8+3 (39hp), **Att** 1 × bite (2d8), 4 × feeler (1d4), **THAC0** 12 [+7], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 650, **NA** 0 (1d2), **TT** None

Giant Electric Eel

9' long eels that are able to emit an electric shock to kill prey. Live in fresh water in warm regions.

AC 9 [10], **HD** 2* (9hp), **Att** 1 × bite (1d4), electric shock, **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 25, **NA** 0 (1d3), **TT** None

► **Electric shock:** Characters within 5' suffer 3d8 damage; those within 5'–10' suffer 2d8 damage; those within 10'–15' suffer 1d8 damage. (No attack roll or saving throw.)

► **Electric shock frequency:** May be used at most once per hour.

► **Electrical immunity:** Unharmed by electrical attacks.



Giant Pike

Aggressive hunters 9–14' long. Attack anything nearby when hungry. Dwell in deep lakes.

AC 4 [15], **HD** 4 (18hp), **Att** 1 × bite (4d4), **THAC0** 16 [+3], **MV** 360' (120'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 75, **NA** 0 (1d4), **TT** None

► **Surprise:** On a 1–4, due to excellent vision and great speed.

Giant Piranha

5' long piranhas with black and green scales. Live in rivers (occasionally lakes) and attack anything in the water.

AC 6 [13], **HD** 3+3 (16hp), **Att** 1 × bite (1d8), **THAC0** 16 [+3], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 50, **NA** 0 (2d4), **TT** None

► **Surround opponents:** A target can be attacked by up to 8 giant piranhas.

► **Morale:** When blood is in the water, do not check morale.

Giant Rockfish

Spiny fish with lumpy, rock-like skin. Live in saltwater shallows. Normally passive, but highly aggressive if disturbed.

AC 7 [12], **HD** 5+5* (27hp), **Att** 4 × spine (1d4 + poison), **THAC0** 14 [+5], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 400, **NA** 0 (2d4), **TT** None

► **Camouflage:** 70% chance of being mistaken for a rock or coral formation.

► **Grasping:** If mistaken for a rock and grasped, all 4 spines automatically hit.

► **Poison:** Causes death (**save vs poison**).

Giant Sturgeon

Huge (nearly 30' long), aggressive fish with armour plating.

AC 0 [19], **HD** 10+2* (47hp), **Att** 1 × bite (2d10), **THAC0** 11 [+8], **MV** 180' (60'), **SV** D10 W11 P12 B13 S14 (5), **ML** 9, **AL** Neutral, **XP** 1,600, **NA** 0 (1), **TT** None

► **Swallow whole:** On a natural 18, 19, or 20 attack roll. Inside the fish's belly: suffer 2d6 damage per round (until the fish dies); **save versus death** or be paralysed; may attack with sharp weapons at –4 to hit (inside belly has AC 7 [12]); body digested in 6 turns after death.

Giant Swordfish

8' long saltwater fish with a bony sword on the snout. Typically non-aggressive.

AC 5 [14], **HD** 3+3 (16hp), **Att** 1 × sword (4d4), **THAC0** 16 [+3], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 50, **NA** 0 (1d4), **TT** None

Flail Snail

Huge (8' tall) snails with a cluster of flailing, club-like tentacles and a swirling, multi-coloured shell. Dwell underground.

AC 0 [19], **HD** 4* (18hp), **Att** 4 to 6 × club tentacle (1d8), **THAC0** 16 [+3], **MV** 30' (10'), **SV** D12 W13 P14 B15 S16 (2), **ML** 10 (7 in light), **AL** Neutral, **XP** 125, **NA** 1 (0), **TT** None

► **Club tentacles:** 1d3+3 tentacles; each can attack once per round.

► **Attacking the tentacles:** AC 3 [16], 8hp (separate hp pool each). If reduced to 0hp, the tentacle can no longer attack.

► **If all tentacles are killed:** Snail dies.

► **Upon death:** Withdraws into shell and shrieks for 1d3 turns. 50% chance per turn of attracting a wandering monster.

► **Hate light:** In bright light (daylight, *continual light*, etc.) morale reduced to 7.

► **Immunities:** Unharmed by poison and fire (including magical fire).



► **Magic reflection:** Shell protects against magic. Each time snail is targeted by magic, roll 1d6: 1: reflected back at caster; 2–3: cancelled; 4–6: normal effect.

► **Shell's properties:** Magic reflective properties remain for 1d6 months after the snail's death. Weighs 2,500 coins.



Frog, Giant

Giant Mutant Frog

Giant (2' long), mutant frogs with vicious talons and teeth. Highly aggressive, voraciously carnivorous (will even eat their own kind). Dwell underground or in forlorn swamps.

AC 7 [12], **HD** 1+4 (8hp), **Att** 2 × talons (1d2), 1 × bite (1d4+1), **THAC0** 18 [+1], **MV** 60' (20') / 120' (40') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 15, **NA** 3d6 (3d6), **TT** None

► **Origin:** Rumoured to have been specially bred by magical means.

Giant Poisonous Frog

Brightly coloured giant frogs (3' long) that lurk in warm pools or damp caverns.

AC 7 [12], **HD** 1** (4hp), **Att** 1 × bite (1d4 + poison), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 16, **NA** 1d6 (1d6), **TT** None

► **Sticky tongue:** Attack up to 15' away. On a hit, prey (up to dwarf size) is dragged to the mouth and bitten.

► **Poison: Save versus poison with a +4 bonus** or die in 1d6 turns.

Gargoyle

Magical monsters that look like hideous, horned, winged statues. Semi-intelligent and possessed of a great cunning.

AC 5 [14], **HD** 4 (18hp), **Att** 2 × claw (1d3), 1 × bite (1d6), 1 × horn (1d4), **THAC0** 16 [+3], **MV** 90' (30') / 150' (50') flying, **SV** D8 W9 P10 B10 S12 (8), **ML** 11, **AL** Chaotic, **XP** 75, **NA** 1d6 (2d4), **TT** C

► **Blend in with stone:** May be overlooked or mistaken for inanimate statues.

► **Guardians:** Almost always attack when approached.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Spell immunity:** Unaffected by *sleep* or *charm* spells.

Gas Spore

Mindless, floating fungi that appear almost exactly like an eye of terror (see ***p52***)—a scaled sphere (5' diameter) with a wide, toothy maw, a large central eye, and 10 smaller eyes on stalks. Drift around in caverns and ruins.

AC 9 [10], **HD** 1hp*, **Att** 1 × spore spray (infection), **THAC0** 19 [0], **MV** 30' (10'), **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 6, **NA** 1d3 (1), **TT** None

► **Distinguishing:** In dim light: 1-in-10 chance of noticing the fungal nature of a gas spore; 10' or closer: 1-in-4 chance.

► **Upon death:** The gas spore explodes. All within 20' suffer 6d6 damage (**save versus wands** for half).

► **Spore spray:** Affects all characters in a 20' cube area in front of the gas spore. **Save versus poison** or become infected with spores.

► **Spore infection:** 1d6 gas spores grow inside the victim, killing them in 24 hours. *Cure disease* removes the spores.

Gelatinous Cube

10’ cubes of transparent jelly. Move through dungeons, absorbing debris and living creatures they come across.

AC 8 [11], **HD** 4* (18hp), **Att** 1 × touch (2d4 + paralysis), **THAC0** 16 [+3], **MV** 60’ (20’), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 125, **NA** 1 (0), **TT** V

► **Surprise:** On a roll of 1–4, due to near-invisibility.

► **Paralysis:** For 2d4 turns (**save versus paralysis**).

► **Energy immunity:** Unharmed by cold or lightning.

► **Embedded items:** Indigestible items (e.g. gems, coins) are carried around inside the cube.

Ghast

Grotesque, animalistic, undead humans that crave the flesh of the living. Exude a nauseating carrion stench. Found among packs of ghouls (see ***p58***).

AC 3 [16], **HD** 4* (18hp), **Att** 2 × claw (1d4 + paralysis), 1 × bite (1d8 + paralysis), **THAC0** 16 [+3], **MV** 150’ (50’), **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Chaotic, **XP** 125, **NA** 1d3 (1d6), **TT** B

► **Carrion stench:** Those within 10’ must **save versus poison** or suffer –2 to hit, while in melee with ghasts.

► **Paralysis:** For 2d4 turns (**save versus paralysis**). Creatures larger than ogres are unaffected. After paralysing a target, ghasts will attack others.

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

Ghost

Incorporeal spirits of the restless dead, often carrying an ethereal lantern or candle.

AC 0 [19], **HD** 10*** (45hp), **Att** 1 × touch (life drain) or possession, **THAC0** 11 [+8], **MV** 90’ (30’), **SV** D6 W7 P8 B8 S10 (10), **ML** 10, **AL** Any, **XP** 3,000, **NA** 1 (1), **TT** E, N

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Mundane damage immunity:** Only harmed by silver weapons or magic.

► **Aura of fear:** All seeing a ghost must **save versus spells** or age 10 years and flee for 2d6 turns. Divine spell casters of 7th level or higher are immune.

► **Life draining touch:** Victim permanently loses 1d4 points of CON. If reduced to 0 CON, the victim dies. Someone killed in this way cannot be raised from the dead by any means short of a wish.

► **Possession:** A victim within 60’ must **save versus spells** or become possessed. When possessing a victim, the ghost disappears.

► **Possessed victims:** The ghost gains full control over the victim’s body, but is not able to make the victim cast spells.

► **Expelling:** A ghost is expelled from a possessed victim by *dispel evil* or if the victim dies.

► **Alignment:** Lawful ghosts may aid characters, leading them out of danger. Neutral ghosts may reveal their treasure hoard if their remains are consecrated, releasing them from undeath. Chaotic ghosts are hateful of all life.



Ghoul

Grotesque, animalistic, undead humans that crave the flesh of the living.

AC 6 [13], **HD** 2* (9hp), **Att** 2 × claw (1d3 + paralysis), 1 × bite (1d3 + paralysis), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 25, **NA** 1d6 (2d8), **TT** B

► **Paralysis:** For 2d4 turns (**save versus paralysis**). Elves and creatures larger than ogres are unaffected. After paralysing a target, ghouls will attack others.

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

Giant

Cloud Giant

Aggressive, 20' tall humanoids with skin and hair ranging from grey to white. Dress in pale robes.

AC 4 [15], **HD** 12+3 (57hp), **Att** 1 × weapon (6d6) or 1 × boulder (3d6), **THAC0** 10 [+9], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (12), **ML** 10, **AL** Neutral, **XP** 1,100, **NA** 1d2 (1d3), **TT** E + 5,000gp

► **Keen sight and smell:** Only surprised on a 1.

► **Boulder throwing:** Up to 200'.

► **Castle:** Built into mountain-sides or floating on cloud banks.

► **Guardians:** 3d6 giant hawks (***p66***) or (only in mountains) 6d6 dire wolves (***p126***).

► **Hate intruders:** May block mountain passes to ensure isolation.

Fire Giant

16' tall humanoids with black hair and red skin. Dress in armour fashioned from brass, bronze, or copper. Dwell in places of extreme heat (e.g. near volcanoes).

AC 4 [15], **HD** 11+2 (51hp), **Att** 1 × weapon (5d6) or 1 × boulder (3d6), **THAC0** 10 [+9], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (11), **ML** 9, **AL** Chaotic, **XP** 1,100, **NA** 1d2 (1d3), **TT** E + 5,000gp

- **Boulder throwing:** Up to 200'.
- **Fire immunity:** Unharmed by fire.
- **Castle:** Black, low-walled. Made of baked mud and raw iron.
- **Guardians:** 20% chance of 1d3 hydras (***p70***), otherwise 3d6 hellhounds (***p67***).

Frost Giant

18' tall humanoids with pale skin and pale hair (yellow or blue hued). Wear furs or iron armour. Males have long beards.

AC 4 [15], **HD** 10+1 (46hp), **Att** 1 × weapon (4d6) or 1 × boulder (3d6), **THAC0** 11 [+8], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (10), **ML** 9, **AL** Chaotic, **XP** 900, **NA** 1d2 (1d4), **TT** E + 5,000gp

- **Boulder throwing:** Up to 200'.
- **Cold immunity:** Unharmed by cold-based attacks.
- **Castle:** High upon snowy mountains.
- **Guardians:** 20% chance of 3d6 polar bears (***p25***), 6d6 wolves (***p126***) otherwise.

Hill Giant

Hairy, brutish, 12' tall humanoids of low intelligence. Dwell in foothills. Known to attack human settlements to steal food.

AC 4 [15], **HD** 8 (36hp), **Att** 1 × weapon (2d8), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (8), **ML** 8, **AL** Chaotic, **XP** 650, **NA** 1d4 (2d4), **TT** E + 5,000gp

- **Weapons:** Giant clubs and spears.

Stone Giant

14' tall humanoids with stone-like, grey skin. Dwell in natural caverns or primitive huts built of stone.

AC 4 [15], **HD** 9 (40hp), **Att** 1 × weapon (3d6) or 1 × boulder (3d6), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (9), **ML** 9, **AL** Neutral, **XP** 900, **NA** 1d2 (1d6), **TT** E + 5,000gp

- **Weapons:** Stone clubs made from huge stalactites.
- **Boulder throwing:** Up to 300'.
- **Guardians:** 50% chance of 1d4 cave bears (***p25***).

Storm Giant

22' tall humanoids with bronze-hued skin and garish hair (red or yellow).

AC 2 [17], **HD** 15 (67hp), **Att** 1 × weapon (8d6), 1 × lightning bolt, **THAC0** 9 [+10], **MV** 150' (50'), **SV** D4 W5 P6 B5 S8 (15), **ML** 10, **AL** Lawful, **XP** 1350, **NA** 1 (1d3), **TT** E + 5,000gp

- **Summon storm:** Takes 1 turn.
- **Lightning bolts:** In a storm, may throw lightning once per 5 rounds: 60' long, 5' wide; inflicts damage equal to the giant's current hit point total (**save versus spells** for half damage); will bounce off of hard surfaces in its path.
- **Lightning immunity:** Unharmed by lightning. Enjoy basking in storms.
- **Castle:** High among mountain peaks, atop banks of clouds, or in deep waters.
- **Guardians:** 2d4 griffons (***p65***). Underwater: 3d6 giant crabs (***p33***).





Gibbering Mouther

5’ mounds of rubbery jelly with hundreds of deranged eyes and mouths. Dwell in dark, cold, dank places. Consume all living matter they come across.

AC 0 [19], **HD** 4+3*** (21hp), **Att** 6 × bite (1hp + attach + slip) or gibbering, **THAC0** 15 [+4], **MV** 30’ (10’), **SV** D12 W13 P14 B15 S16 (2), **ML** 10, **AL** Neutral, **XP** 350, **NA** 1 (1), **TT** L

► **Surprise:** On a 1–5, if mouther remains motionless with eyes and mouths closed. Appears like a mound of earth.

► **Attaching:** On a successful bite attack, the mouth locks onto the victim and inflicts 1 damage in subsequent rounds.

► **Detach:** If mouther or victim dies.

► **Slip:** 1-in-6 chance of victim falling to the ground. The mouther then immediately oozes on top of the victim and attacks with 6 more mouths.

► **Gibbering:** All within 60’ who hear the babbling of dozens of mouths must **save versus spells** or be maddened. Victims behave randomly as long as the gibbering continues; roll 1d8 each round. 1: move randomly, 2–5: no action, 6–7: attack nearest creature, 8: flee.

Gnoll

Lazy, humanoid hyenas of low intelligence that live by intimidation and theft. Legends say that gnolls were magically created by a wizard who crossbred gnomes and trolls.

AC 5 [14], **HD** 2 (9hp), **Att** 1 × weapon (2d4 or by weapon + 1), **THAC0** 18 [+1], **MV** 90’ (30’), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Chaotic, **XP** 20 (leader: 35), **NA** 1d6 (3d6), **TT** D

► **Leader:** Groups of 20+ are led by a gnoll with 3HD (16hp).

Gnome

Short demihumans with long noses and beards. Smaller cousins of dwarves, whom they get along with. Prefer to live in burrows in non-mountainous country.

AC 5 [14], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 60’ (20’), **SV** D8 W9 P10 B14 S11 (Gnome 1), **ML** 8 (10 in sight of leader or chieftain), **AL** Lawful or Neutral, **XP** 10, (leader: 20, bodyguard: 35, chieftain: 75), **NA** 1d8 (5d8), **TT** C

► **Weapons:** Typically use war hammers and crossbows.

► **Infravision:** 90’.

► **Leader:** A 2HD (11hp) leader is present for every 20 gnomes.

► **Clan chieftain and bodyguards:** A 4HD (18hp) chieftain and 1d6 3HD (1d4 + 9hp) bodyguards live in the gnome lair. The chieftain gains a +1 bonus to damage.

► **Hate kobolds:** Normally attack on sight.

► **Mines and machines:** Love machinery, mining, gold, and gems. May make foolish decisions to obtain precious items. War with goblins and kobolds over precious metals.

Goblin

Small, grotesque humanoids with pallid, earth-coloured skin and glowing, red eyes. Dwell underground.

AC 6 [13], **HD** 1–1 (3hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 7 (9 with king), **AL** Chaotic, **XP** 5 (bodyguard: 20, king: 35), **NA** 2d4 (6d10), **TT** R (C)

- **Infravision:** 90'.
- **Hate the sun:** –1 to hit in full daylight.
- **Wolf riders:** 20% of goblin groups encountered have wolf riders: ¼ of the group mounted on dire wolves (see ***p126***).
- **Hate dwarves:** Attack on sight.
- **Goblin king and bodyguards:** A 3HD (15hp) king and 2d6 2HD (2d6hp) bodyguards live in the goblin lair. They do not suffer attack penalties in daylight. The king gains a +1 bonus to damage.
- **Hoard:** Only have treasure type C when encountered in the wilderness or in their lair.



Golem

Artificial beings constructed from different materials by mighty clerics or wizards.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Immunity:** Unharmed by gas; unaffected by *charm*, *hold*, and *sleep* spells.

► **Other materials:** Golems formed of other materials are also possible.

► **Constructing:** A very complex, expensive, and time-consuming process.

Amber Golem

Constructed in the form of giant cats (e.g. lions or tigers).

AC 6 [13], **HD** 10** (45hp), **Att** 2 × claw (2d6), 1 × bite (2d10), **THAC0** 11 [+8], **MV** 180' (60'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Neutral, **XP** 2,300, **NA** 1 (1), **TT** None

► **Mundane damage immunity; Immunity:** See main entry.

► **Tracking:** Without error.

► **Detect invisible creatures:** Within 60'.

Bone Golem

6' tall constructs of human bone, crafted into a humanoid shape. Have four arms, attached at different places on the torso.

AC 2 [17], **HD** 8 (36hp), **Att** 2 or 4 × weapon (1d6 or by weapon), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Neutral, **XP** 650, **NA** 1 (1), **TT** None

► **Mundane damage immunity; Immunity:** See main entry.

► **Weapons:** 4×1-handed or 2×2-handed.

► **Attack multiple opponents:** Up to 2 per round.

► **Energy immunity:** Unharmed by fire, cold, and electricity.

Bronze Golem

Bronze constructs that resemble fire giants, possessing a great internal heat.

AC 0 [19], **HD** 20** (90hp), **Att** 1 × fist (3d10 + 1d10 heat), **THAC0** 6 [+13], **MV** 240' (80'), **SV** D6 W7 P8 B8 S10 (10), **ML** 12, **AL** Neutral, **XP** 4,300, **NA** 1 (1), **TT** None

► **Mundane damage immunity; Immunity:** See main entry.

► **Flaming blood:** If damaged by an edged weapon, emits a spurt of liquid fire: attacker suffers 2d6 damage (**save versus death** to avoid).

► **Fire immunity:** Unharmed by fire.

Clay Golem

8' tall humanoid statues of baked clay.

AC 6 [13], **HD** 11* (49hp), **Att** 1 × fist (3d10 + curse), **THAC0** 11 [+8], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Neutral, **XP** 1,900, **NA** 1 (1), **TT** None

► **Mundane damage immunity; Immunity:** See main entry.

► **Magical weapon immunity:** Only harmed by blunt magical weapons.

► **Energy immunity:** Unharmed by fire and cold.

► **Curse:** Damage inflicted can only be healed by a divine spell caster of 9th level or higher.



Flesh Golem

7’ tall humanoids formed of stitched-together body parts.

AC 8 [11], **HD** 9 (40hp), **Att** 2 × fist (2d8), **THAC0** 12 [+7], **MV** 90’ (30’), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Neutral, **XP** 900, **NA** 1 (1), **TT** None

► **Mundane damage immunity; Immunity:** See main entry.

► **Energy immunity:** Unharmed by fire, cold, and electricity.

► **Healed by electricity:** Each die of damage an electrical attack deals restores 1hp to a flesh golem.

Iron Golem

12’ humanoid statues with great swords.

AC 2 [17], **HD** 18* (81hp), **Att** 1 × sword (4d10) or 1 × breath (poison), **THAC0** 7 [+12], **MV** 60’ (20’), **SV** D8 W9 P10 B10 S12 (9), **ML** 12, **AL** Neutral, **XP** 3,150, **NA** 1 (1), **TT** None

► **Mundane damage immunity; Immunity:** See main entry.

► **Poison breath:** Once per encounter, may breathe a 10’ cube cloud of poison gas directly in front. All in the cloud must **save versus poison** or die.

► **Energy immunity:** Unharmed by fire and cold.

► **Healed by fire:** Each hit point of damage a fire-based attack deals restores 1hp to an iron golem.

Stone Golem

10’ tall humanoid statues of solid stone.

AC 4 [15], **HD** 14* (63hp), **Att** 1 × fist (3d8), **THAC0** 9 [+10], **MV** 60’ (20’), **SV** D8 W9 P10 B10 S12 (7), **ML** 12, **AL** Neutral, **XP** 2,300, **NA** 1 (1), **TT** None

► **Mundane damage immunity; Immunity:** See main entry.

► **Slow aura:** Anyone within 10’ must **save versus spells** or be slowed for 1 turn (move at half normal speed, attack or cast spells only every second round).

► **Energy immunity:** Unharmed by fire, cold, and electricity.

Wood Golem

3’ tall, roughly constructed, humanoid figures of wood.

AC 7 [12], **HD** 2+2 (11hp), **Att** 1 × fist (1d8), **THAC0** 17 [+2], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 25, **NA** 1 (1), **TT** None

► **Mundane damage immunity; Immunity:** See main entry.

► **Initiative:** –1 penalty due to stiff movement.

► **Flammable:** –2 to saves against fire attacks; suffers one extra point of damage per die.



Gorgon

Magical monsters that resemble iron-scaled bulls. Dwell in plains or foothills.

AC 2 [17], **HD** 8* (36hp), **Att** 1 × gore (2d6) or 1 × breath (petrify), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (8), **ML** 8, **AL** Chaotic, **XP** 1,200, **NA** 1d2 (1d4), **TT** E

► **Charge:** When not in melee. Requires a clear run of at least 20 yards. Gore inflicts double damage.

► **Petrifying breath:** Cloud 60' long, 10' wide. All in the cloud are turned to stone (**save versus petrify** to avoid). Unharmed by own breath.

Gorilla

Large (6' tall), heavy-set apes that dwell in isolated jungles. Peaceful and shy.

AC 5 [14], **HD** 4+1* (19hp), **Att** 2 × fist (1d3 + rending), 1 × bite (1d6), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 200, **NA** 0 (1d4), **TT** None

► **Rending:** If a victim is hit by both fists in the same round, the gorilla rends for an extra 1d6 automatic damage.

Green Slime

Dripping, green slime that clings to walls and ceilings.

AC No hit roll required, **HD** 2* (9hp), **Att** 1 × touch (consume flesh), **THAC0** 18 [+1], **MV** 3' (1'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 25, **NA** 1 (0), **TT** None

► **Surprise:** Drops down on surprised characters from above.

► **Acid:** When in contact with a victim, sticks on and exudes acid. The acid destroys wood or metal (including armour) in 6 rounds, but cannot affect stone.

► **Consume flesh:** Once in contact with flesh for 6 rounds, the victim is turned into green slime in a further 1d4 rounds.

► **Removing:** Once stuck on a victim, can only be removed by fire. This inflicts half damage to the victim and half to the slime.

► **Immunity:** Unharmed by all attacks except cold or fire.

Grey Ooze

Slimy horrors that lurk on stone surfaces or among boulders.

AC 8 [11], **HD** 3* (13hp), **Att** 1 × touch (2d8), **THAC0** 17 [+2], **MV** 10' (3'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 50, **NA** 1 (1), **TT** None

► **Blend in with stone:** Difficult to tell apart from wet stone.

► **Acid:** After a successful attack, sticks to the victim and exudes acid. The acid destroys normal armour immediately and inflicts 2d8 damage per round. (Magic armour is dissolved in one turn.)

► **Energy immunity:** Unharmed by cold or fire.

Griffon

Large, rapacious predators combining the features of an eagle (head, wings, front claws) and a lion. Prey on horses.

AC 5 [14], **HD** 7 (31hp), **Att** 2 × claw (1d4), 1 × bite (2d8), **THAC0** 13 [+6], **MV** 120' (40') / 360' (120') flying, **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 450, **NA** 0 (2d8), **TT** E

► **Attack horses:** Within 120', unless a morale check is passed.

► **Defend nest:** Attack if it is approached.

► **Taming:** Captured young can be trained as loyal mounts. Their fierce nature cannot be trained out: they still instinctively attack horses.

Gullygug

Barbaric, tribal, frog-like humanoids. Dwell in damp, dark places.

AC 5 [14], **HD** 1* (4hp), **Att** 1 × weapon (1d6 or by weapon) or [2 × claw (1d2), 1 × bite (1d4 + 1)], **THAC0** 19 [0], **MV** 30' (10') / 150' (50') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Chaotic, **XP** 13 (leader: 13, chieftain: 125), **NA** 2d6 (1d8 × 10), **TT** D

► **Surprise:** On a 1–3, due to chameleon-like skin.

► **Hopping attack:** Jump up to 30' forwards and gain +1 to attack. If wielding an impaling weapon (e.g. spear), this counts as a charge and inflicts double damage on a successful hit.

► **Leader:** Groups are led by a gullygug with 8 hit points. The leader gains a +1 bonus to damage rolls.

► **Chieftain:** A 4 HD chieftain (with 15hp) rules a gullygug tribe. The chieftain gains a +2 bonus to damage rolls.

► **Hybrids:** Rumours of human-gullygug hybrids are sometimes heard.

Hag

Black Hag

Hideous crones, 8' tall, with blue-black skin and iron-like talons and teeth. Dwell in desolate forests and swamps. Ravenously carnivorous, love human flesh.

AC 0 [19], **HD** 8* (36hp), **Att** 2 × talon (1d8 + 3), 1 × bite (1d8 + 3), **THAC0** 12 [+7], **MV** 150' (50'), **SV** D8 W9 P10 B10 S12 (8), **ML** 10, **AL** Chaotic, **XP** 1,200, **NA** 1 (1), **TT** D

► **Illusion immunity:** Completely unaffected by illusions and phantasms.

► **Grapple:** If a victim is hit by all three of a hag's attacks in the same round, they are seized and suffer automatic damage (3d8 + 9) each subsequent round.

► **Cloak true form:** Can cloak true appearance with an illusory form.

Sea Hag

Ghastly, green-skinned, weed-festooned crones who crave humanoid flesh. Dwell in seaweed forests in warm shallows.

AC 6 [13], **HD** 3** (13hp), **Att** 1 × dagger (1d4) or 1 × gaze (death), **THAC0** 17 [+2], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (3), **ML** 10, **AL** Chaotic, **XP** 65, **NA** 0 (1d4), **TT** C

► **Hideous visage:** Anyone who looks at a sea hag must **save versus spells** or be weakened (–2 penalty to attacks and damage) for 1d6 turns.

► **Deadly gaze:** Three times per day, may gaze at a character within 30'. The target must **save versus death** or die instantly.

► **Magic resistance:** +2 bonus to all saving throws against magic.

► **Freshwater hag:** A very rare subspecies of sea hag dwells in freshwater pools.



Halfling

Little, furry-footed demihumans who dwell in small villages (30–300 occupants).

AC 7 [12], **HD** 1–1 (3hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 90' (30'), **SV** D8 W9 P10 B13 S12 (Halfling 1), **ML** 7, **AL** Lawful, **XP** 5 (guard: 20), **NA** 3d6 (5d8), **TT** V (B)

► **Leader and militia:** Villages are led by a halfling of level 1d6 + 1. A militia of 5d4 2HD guards is also present.

► **Hoard:** Only have treasure type B when encountered in the wilderness.

Harpy

Hideous hags with the wings and lower bodies of giant eagles. Use their song to lure victims to their doom.

AC 7 [12], **HD** 3* (13hp), **Att** 2 × claw (1d4), 1 × weapon (1d6 or by weapon), 1 × song (charm), **THAC0** 17 [+2], **MV** 60' (20') / 150' (50') flying, **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Chaotic, **XP** 50, **NA** 1d6 (2d4), **TT** C

► **Charm:** Anyone who hears the song of a group of harpies must **save versus spells** or be charmed: move towards the harpies (resisting those who try to prevent it); defend the harpies; obey the harpies' commands (if understood); unable to cast spells or use magic items; unable to harm the harpies. A character who saves is unaffected for the rest of the encounter. Killing the harpies breaks the charm.

► **Magic resistance:** +2 to all saves.

Hawk

Birds of prey that drift on high currents of air and hunt prey on the ground.

► **Swoop:** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size).

► **Trainable:** Can be trained as guards or hunting animals.

Giant Hawk

As big as a great dog. If hungry, may attack humans or similar-sized creatures.

AC 6 [13], **HD** 3+3 (16hp), **Att** 1 × talons or beak (1d6), **THAC0** 16 [+3], **MV** 450' (150') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 50, **NA** 0 (1d3), **TT** None

► **Swoop:** See main entry.

► **Carry prey:** Up to halfling-sized.

Normal Hawk

Small birds of prey. Will only attack humans if they appear defenceless.

AC 8 [11], **HD** ½ (2hp), **Att** 1 × talons or beak (1d2), **THAC0** 19 [0], **MV** 480' (160') flying, **SV** D14 W15 P16 B17 S18 (NH), **ML** 7, **AL** Neutral, **XP** 5, **NA** 0 (1d6), **TT** None

► **Swoop:** See main entry.

Hellhound

Monstrous, cunning, and very intelligent hounds, the size of a small pony. Breathe fire and love heat. Dwell in dungeons or near volcanoes.

AC 4 [15], **HD** 3 to 7* (13/18/22/27/31hp), **Att** 1 × bite (1d6) or 1 × breath (1d6 per HD), **THAC0** By HD (17 [+2] to 13 [+6]), **MV** 120' (40'), **SV** By HD, **ML** 9, **AL** Chaotic, **XP** 50/125/300/500/850, **NA** 2d4 (2d4), **TT** C

► **Fire breath:** 2-in-6 chance per round of breathing fire. One target. **Save versus breath** for half damage.

► **Fire immunity:** Unharmed by non-magical fire.

► **Detect invisible:** 75% chance per round. 60' range.

► **Pets:** Sometimes found with other creatures with an affinity for fire.

Herd Animal

Wild animals that live in large, grazing herds. The exact type depends on the terrain.

► **Stampede:** Herds of 20 or more can trample those in their path. 3-in-4 chance each round. +4 to hit human-sized or smaller creatures. 1d20 damage.

► **Males:** In groups of 3 or more, only 1-in-4 are males. These have 1d4 extra hit points and protect the herd.

► **Females and young:** Flee from danger. Females do not have a butt attack. Young have half normal hit points.

Large Herd Animal

For example: elk or moose.

AC 7 [12], **HD** 4 (18hp), **Att** 1 × butt (1d8), **THAC0** 16 [+3], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (2), **ML** 5, **AL** Neutral, **XP** 75, **NA** 0 (3d10), **TT** None

► **Stampede:** See main entry.

Medium Herd Animal

For example: caribou or oxen.

AC 7 [12], **HD** 3 (13hp), **Att** 1 × butt (1d6), **THAC0** 17 [+2], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (2), **ML** 5, **AL** Neutral, **XP** 35, **NA** 0 (3d10), **TT** None

► **Stampede:** See main entry.

Small Herd Animal

For example: antelope, deer, goats.

AC 7 [12], **HD** 1 to 2 (4/9hp), **Att** 1 × butt (1d4), **THAC0** 19 [0]/18 [+1], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (1), **ML** 5, **AL** Neutral, **XP** 10/20, **NA** 0 (3d10), **TT** None

► **Stampede:** See main entry.

Hippocampus

Intelligent aquatic horses with two finned forelegs and a long, fish-like tail.

AC 4 [15], **HD** 4 (18hp), **Att** 1 × tail (1d4), **THAC0** 16 [+3], **MV** 240' (80'), **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Lawful, **XP** 75, **NA** 0 (2d4), **TT** None

► **Mounts:** Used as mounts by aquatic humanoids.

Hippogriff

Fantastic creatures combining the features of a giant eagle (head and forequarters) and a horse. Nest among craggy rocks.

AC 5 [14], **HD** 3+1 (14hp), **Att** 2 × claw (1d6), 1 × bite (1d10), **THAC0** 16 [+3], **MV** 180' (60') / 360' (120') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 50, **NA** 0 (2d8), **TT** None

► **Hate pegasi:** Will usually attack.

► **Mount:** Can carry a human-sized rider.

► **Taming:** Can be trained as mounts.

Hippopotamus

Massive, thick-skinned pachyderms that live in tropical rivers and lakes. Herbivorous but aggressively territorial.

► **Males:** ¼ of animals are males, whose bite does extra damage.

► **Tip boats:** 50% likely to emerge under canoes or small boats, tipping them over.

Behemoth

Gargantuan (20' long) hippos, found in Lost World settings.

AC 3 [16], **HD** 10 (45hp), **Att** 1 × bite (2d8—males 3d8), **THAC0** 11 [+8], **MV** 60' (20') / 120' (40') swimming, **SV** D10 W11 P12 B13 S14 (5), **ML** 9, **AL** Neutral, **XP** 900, **NA** 0 (1d4), **TT** None

► **Submersion:** Lurk underwater. Can remain submerged for up to 30 minutes.

Normal

Common hippos, 12' long.

AC 5 [14], **HD** 8 (36hp), **Att** 1 × bite (2d6—males 3d6), **THAC0** 12 [+7], **MV** 90' (30') / 120' (40') swimming, **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Neutral, **XP** 650, **NA** 0 (2d6), **TT** None

► **Submersion:** Lurk underwater. Can remain submerged for up to 15 minutes.



Hobgoblin

Larger and nastier relatives of goblins. Dwell underground, but commonly seek prey above ground.

AC 6 [13], **HD** 1+1 (5hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8 (10 with king), **AL** Chaotic, **XP** 15 (bodyguard: 75, king: 175), **NA** 1d6 (4d6), **TT** D

► **Hobgoblin king and bodyguards:** A 5HD (22hp) king and 1d4 4HD (3d6hp) bodyguards live in the hobgoblin lair. The king gains a +2 bonus to damage rolls. A thoul may sometimes be found among the king's bodyguards.

Homunculus

Miniature (18" tall), scaly-skinned humanoids with bat-like wings and fangs. Created by powerful magic-users.

AC 5 [14], **HD** 2* (9hp), **Att** 1 × bite (1d3 + poison), **THAC0** 18 [+1], **MV** 60' (20') / 180' (60') flying, **SV** D11 W12 P11 B14 S12 (Magic-User 9), **ML** 9, **AL** As creator, **XP** 25, **NA** 1 (1), **TT** None

► **Poison:** Victim must **save versus spells** or fall deep asleep for 1d3 turns.

► **Telepathic link:** The creator can telepathically control the homunculus and can see/hear through its eyes/ears.

► **Control range:** 480'. Will never deliberately move further away from creator.

► **Upon death:** The creator suffers 2d10 damage.

► **Constructing:** Formed by an alchemical process on a quantity of the creator's blood. Requires hiring an alchemist.

Hook Beast

Tall (9') bipedal monsters with vulture-like beaks, a tough, plated carapace, and arms that end in horrid hooks. Voraciously hunt in packs, deep underground.

AC 2 [17], **HD** 5 (22hp), **Att** 2 × claw (1d8), **THAC0** 15 [+4], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (5), **ML** 8, **AL** Chaotic, **XP** 175, **NA** 2d6 (0), **TT** K

- **Keen hearing:** Only surprised on a 1.
- **Language:** Cannot speak. Communicate among themselves with eerily echoing carapace clicks.

Horse

Herd animals that are often used for transportation. Many different domesticated breeds exist.

Draft Horse

Bred for great strength and endurance. Used to pull vehicles and ploughs or as beasts of burden.

AC 7 [12], **HD** 3 (13hp), **Att** None, **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 6, **AL** Neutral, **XP** 35, **NA** 0 (0), **TT** None

- **Non-combatant:** Will flee, if attacked.
- **Domestic:** Not found in the wild.
- **Max load:** Carry up to 4,500 coins unencumbered; up to 9,000 at half speed.

Riding Horse

Lightly built horses adapted to run at high speed. Can survive purely on grass, wherever available.

AC 7 [12], **HD** 2 (9hp), **Att** 2 × hoof (1d4), **THAC0** 18 [+1], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20, **NA** 0 (0), **TT** None

- **Domestic:** Not found in the wild.
- **Max load:** Carry up to 3,000 coins unencumbered; up to 6,000 at half speed.



War Horse

Bred for strength and courage in battle. Adapted to short bursts of speed; not suited to long-distance riding.

AC 7 [12], **HD** 3 (13hp), **Att** 2 × hoof (1d6), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 35, **NA** 0 (0), **TT** None

- **Charge:** When not in melee. Requires a clear run of at least 20 yards. Rider's lance inflicts double damage. Horse cannot attack when charging.
- **Melee:** When in melee, both rider and horse can attack.
- **Domestic:** Not found in the wild.
- **Max load:** Carry up to 4,000 coins unencumbered; up to 8,000 at half speed.

Wild Horse

Lightly built horses adapted to run at high speed. Can survive purely on grass, wherever available.

AC 7 [12], **HD** 2 (9hp), **Att** 2 × hoof (1d4), **THAC0** 18 [+1], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20, **NA** 0 (1d10 × 10), **TT** None

- **Stampede:** Herds of 20 or more can trample those in their path. 3-in-4 chance each round. +4 to hit human-sized or smaller creatures. 1d20 damage.
- **Taming:** Wild horses can be trained as mounts (riding horses).

Hulker

Hulking (9’ tall, 5’ wide), bipedal monsters with claws of iron, wicked mandibles, and four eyes (two insectoid, two human-like). Hunt for fresh meat in caverns, tunnels, and dungeons.

AC 2 [17], **HD** 10* (45hp), **Att** 2 × claw (3d4), 1 × mandibles (2d8), 1 × gaze (confusion), **THAC0** 11 [+8], **MV** 60’ (20’), **SV** D6 W7 P8 B8 S10 (10), **ML** 10, **AL** Chaotic, **XP** 1,600, **NA** 1d4 (0), **TT** G

► **Burrowing:** Can burrow through solid stone at 10’ (3’) or soft earth at 60’ (20’).

► **Surprise:** Characters surprised by a hulker meet its gaze.

► **Confusing gaze:** Anyone meeting a hulker’s gaze is confused for 3d4 rounds (**save versus spells**). Unless averting eyes or using a mirror, characters in melee are affected each round.

► **Confusion:** Victims behave randomly; roll 1d8 each round. 1: move randomly, 2–5: no action, 6–7: attack nearest creature, 8: flee.

► **Averting eyes:** –4 penalty to hit; the hulker gains a +2 bonus to attack.

► **Mirrors:** The reflection of a hulker is harmless. Fighting by looking in a mirror incurs a –1 penalty to attack.

Hydra

Large, dragon-like creatures with multiple, serpentine heads. Sea hydras (adapted to water, with fins) also exist.

AC 5 [14], **HD** 5 to 12 (8hp per HD), **Att** 5 to 12 × bite (1d10), **THAC0** By HD (15 [+4] to 10 [+9]), **MV** 120’ (40’), **SV** By HD, **ML** 9, **AL** Neutral, **XP** 175/275/450/650/900/900/1,100/1,100, **NA** 1 (1), **TT** B

► **Heads:** 1d8+4 heads; 1HD per head.

► **Disabling heads:** For every 8hp damage taken, one head is disabled (cannot attack).

► **Variants:** Special hydras sometimes found with venom, fiery breath, etc.



Insect Swarm

Swarms of many tiny insects that may be encountered protecting their nest. May also be drawn to light or unusual smells.

AC 7 [12], **HD** 2 to 4 (9/13/18hp), **Att** 1 × swarm (2 or 4hp), **THAC0** 18 [+1]/17 [+2]/16 [+3], **MV** 30' (10') / 60' (20') flying, **SV** D14 W15 P16 B17 S18 (NH), **ML** 11, **AL** Neutral, **XP** 20/35/75, **NA** 1 (1d3), **TT** None

► **Type and locomotion:** A swarm may be composed of creepers (e.g. spiders, ants, centipedes) or flyers (e.g. bees, hornets). Some swarms are capable of both types of movement (e.g. beetles, locusts).

► **Size:** 10' × 30' area, typically.

► **Immunity:** Only harmed by fire, extreme cold, *sleep* spells (affect the whole swarm), smoke (drives off), or other attacks as the referee wishes.

► **Swarm attack:** Automatically damages characters within swarm area: 2hp if wearing armour, 4hp without.

► **Warding off:** Characters inside the swarm who defend themselves by brandishing a weapon (or similar) suffer half damage from the swarm. A brandished torch damages the swarm.

► **Escaping:** On exiting the swarm, characters continue to suffer half damage until 3 rounds are spent swatting the attached insects.

► **Diving into water:** Suffer damage for one round, then attached insects drown.

► **Pursuit:** An angry (i.e. damaged) swarm will pursue characters until they are out of sight or inaccessible.

Invisible Stalker

Highly intelligent, magical creatures summoned from another plane of existence to perform tasks for powerful magic-users.

AC 3 [16], **HD** 8* (36hp), **Att** 1 × blow (4d4), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (8), **ML** 12, **AL** Neutral, **XP** 1,200, **NA** 1 (1), **TT** None

► **Tracking:** Without fault.

► **Surprise:** On a 1–5, unless target can detect invisibility.

► **If killed:** Returns to plane of origin.

Jackalwere

Evil shapeshifters which can take on the form of a normal jackal or a jackal-headed humanoid. Roam borderland areas looking for human victims to rob and eat.

AC 3 [16], **HD** 4* (18hp), **Att** 1 × bite (2d4) or 1 × weapon (1d6 or by weapon), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 7, **AL** Chaotic, **XP** 125, **NA** 0 (1d4), **TT** C

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Sleep gaze:** Anyone meeting a jackalwere's gaze must **save versus spells** or fall deep asleep for 4d4 turns. This ability may not be used in combat.

► **Pack:** 2-in-10 chance of being encountered with 2d6 normal jackals (treat as wild dogs, see ***Dog, p39***).

Jellyfish, Giant

Huge, transparent sea creatures which float near the surface of warm seas. Have 40 tentacles (each 100' long) which drift through the surrounding waters, seeking prey.

AC 9 [10], **HD** 4** (18hp), **Att** 1–40 × tentacle (1d10 + paralysis), **THAC0** 16 [+3], **MV** 15' (5'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 175, **NA** 0 (1d10), **TT** None

► **Surprise:** On a 1–5, due to near-invisibility.

► **Tentacles:** Each target within 100' of the jellyfish can be attacked with 1d4 tentacles each round.

► **Paralysis:** Lasts for 1d10 rounds (**save versus paralysis** to resist).

► **Killed victims:** Will be drawn to the body and digested over 3d4 turns.

► **Severing tentacles:** Any attack that inflicts 1 or more damage severs a tentacle.

Killer Bee

Giant (1' long) bees of aggressive temperament. Build hives underground.

AC 7 [12], **HD** ½* (2hp), **Att** 1 × sting (1d3 + poison + lodged stinger), **THAC0** 19 [0], **MV** 150' (50') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 6 (guard: 13, queen: 25), **NA** 1d6 (5d6), **TT** Honey

► **Aggressive:** Usually attack on sight. Always attack intruders within 30' of their hive.

► **Die after attacking:** On a successful sting attack, a killer bee dies.

► **Poison:** Causes death (**save vs poison**).

► **Lodged stinger:** Inflicts 1 damage per round, as the stinger works its way in. A round can be spent to remove it.

► **Queen:** A 2HD queen lives in the hive. The queen does not die when she stings.

► **Guards:** At least 10 bees (4 or more of which have 1HD) remain in or near the hive to protect the queen.

► **Honey:** Magical honey (around 2 pints) may be found in the hive. It heals 1d4 hit points if eaten (in its entirety).





Kobold

Small, wicked, hairless, canine humanoids with scaly, rust-coloured skin. Dwell underground.

AC 7 [12], **HD** ½ (2hp), **Att** 1 × weapon (1d4 or by weapon – 1), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6 (8 with chieftain), **AL** Chaotic, **XP** 5 (bodyguard: 15, chieftain: 20), **NA** 4d4 (6d10), **TT** P (J)

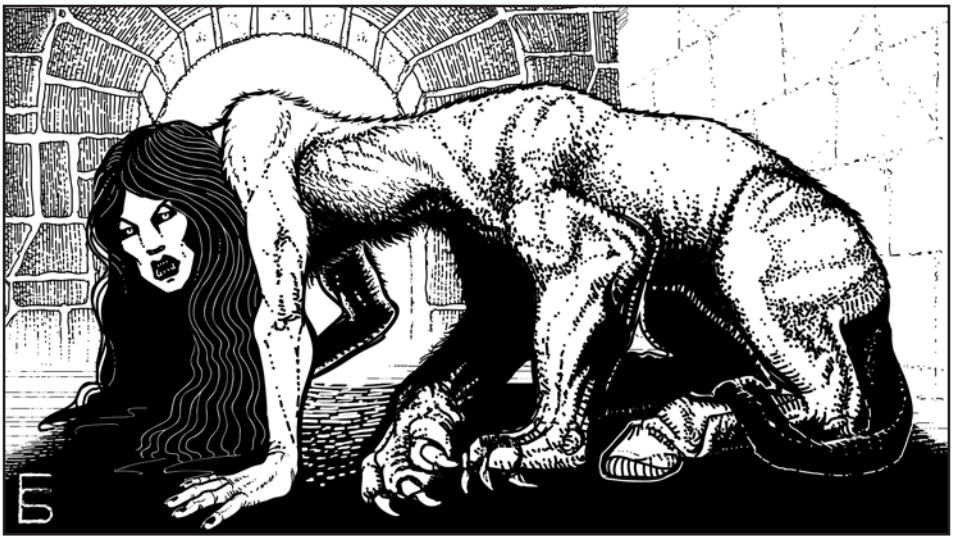
- **Ambush:** Set up surprise attacks.
- **Infravision:** 90'.
- **Hate gnomes:** Attack on sight.
- **Chieftain and bodyguards:** A 2HD (9hp) chieftain and 1d6 1+1HD (6hp) bodyguards live in the kobold lair.
- **Hoard:** Only have treasure type J when encountered in the wilderness or in their lair.

Krell

Hovering brains (5' across) with an octopus-like beak and a cluster of 10 spiny, 6'-long tentacles hanging below. Dwell in dungeons and ruins.

AC 3 [16], **HD** 5** (22hp), **Att** 1 × beak (1d6), 10 × tentacle (1d4 + paralysis), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (5), **ML** 8, **AL** Chaotic, **XP** 425, **NA** 1 (0), **TT** None

- **Ambush:** Prefer to ambush victims by dropping on them from above.
- **Tentacle attacks:** All 10 tentacles attack a single target.
- **Paralysis:** Lasts 1 turn (**save versus paralysis with a +4 bonus**).
- **Paralysed victims:** Two tentacles wrap around the victim; the other tentacles and beak inflict automatic damage.
- **Attacking the tentacles:** A successful attack targeted at the tentacles disables one (that tentacle can no longer attack).
- **Lightning immunity:** Unharmed by lightning.



Lamia

Centaur-like monsters with the legs and body of a beast and the upper body and head of a woman. Dwell in ruins and deserts. Prey on humanoids, draining their blood and consuming their flesh.

AC 2 [17], **HD** 9** (40hp), **Att** 1 × touch (1d4 + WIS drain), **THAC0** 12 [+7], **MV** 240' (80'), **SV** D8 W9 P10 B10 S12 (9), **ML** 8, **AL** Chaotic, **XP** 2,300, **NA** 1 (1), **TT** D

► **WIS drain:** Touch drains 1 point of WIS. If reduced to below 3 WIS, victim mindlessly obeys the lamia's commands.

► **Charm person:** Once per day. **Save versus spells** or be charmed: move towards the lamia (resisting those who try to prevent it); obey the lamia's commands (if understood); defend the lamia; unable to cast spells or use magic items; unable to harm the lamia. Killing the lamia breaks the charm.

► **Illusion:** Once per day. Visual and audial. No concentration required. Remains until touched or dispelled.

Lamprey, Giant

8' long eels with horrid sphincter mouths lined with barbed teeth. Dwell in deep waters (both salt and fresh).

AC 5 [14], **HD** 5* (22hp), **Att** 1 × bite (1d6 + blood drain), **THAC0** 15 [+4], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 300, **NA** 0 (1d4), **TT** None

► **Blood drain:** Attaches to victim on a successful hit, doing 10 automatic damage per round.

Leech, Giant

Horrid, 3–4' long, slug-like creatures with sucker mouths. Lurk in swamps.

AC 7 [12], **HD** 6 (27hp), **Att** 1 × bite (1d6 + blood drain), **THAC0** 14 [+5], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 10, **AL** Neutral, **XP** 275, **NA** 0 (1d4), **TT** None

► **Blood drain:** Attaches to victim on a successful hit, doing 1d6 automatic damage per round.

► **Detaching:** Must be killed.

► **If victim dies:** Leech detaches and finds a hidden place to digest.

Leprechaun

Diminutive (2' tall) magical humanoids who delight in mischief and theft. Dwell in lush, green lands.

AC 7 [12], **HD** ½* (2hp), **Att** None, **THAC0** 19 [0], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 6, **NA** 1 (1d20), **TT** F

► **Surprise:** Acute hearing prevents surprise. Always surprise others, if invisible.

► **Magic resistance:** +4 to saving throws.

► **Magic powers:** Usable without limit:

a. **Illusion:** Visual and audial. No concentration required. Remains until touched or dispelled.
b. **Invisibility:** In combat: cannot be attacked in the first round; in subsequent rounds, may be attacked at –2 to hit (locatable by faint shadows).
c. **Polymorph objects:** Turn a non-living object into another object of similar size.
d. **Ventriloquism:** Throw voice 60'.

► **Theft:** Sneak up on PCs, snatch valuable objects, and run away. 1-in-4 chance per round of dropping object if chased.

► **Hoard:** If captured, will use trickery to avoid revealing location of hoard.

► **Wine:** Their love of wine may be used to outwit them.

Leucrocotta

Weird monsters with a stag-like body, a lion-like tail, and a badger-like head. Have jagged ridges of bone in place of teeth. Dwell in ruins and desolate wilds.

AC 3 [16], **HD** 6+1 (28hp), **Att** 1 × bite (3d6), **THAC0** 13 [+6], **MV** 180' (60'), **SV** D10 W11 P12 B13 S14 (6), **ML** 8, **AL** Chaotic, **XP** 350, **NA** 0 (1d4), **TT** D

► **Mimicry:** Can mimic human voices to lure prey to approach. Speak Common.

► **Retreat attack:** If retreating from melee, can make a kick attack (inflicts 1d6 damage on a successful attack roll).





Lich

Mighty magic-users whose evil magic has rendered them immortal in undeath, their souls stored in a phylactery. Appear as a skeletal figure dressed in decaying finery. A cold fire burns in their eyes. Ruthlessly pursue their arcane research in vast dungeons or ruined palaces.

AC 0 [19], **HD** 11**** (49hp), **Att** 1 × touch (1d10 + paralysis), **THAC0** 11 [+8], **MV** 60' (20'), **SV** D8 W9 P8 B11 S8 (Magic-user 14), **ML** 10, **AL** Chaotic, **XP** 4,300, **NA** 1 (1), **TT** A

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Aura of fear:** All seeing a lich must **save versus spells** or flee for 2d6 turns. Characters above 4th level are immune.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Energy immunity:** Unharmed by electrical- and cold-based attacks.

► **Magic immunity:** Immune to magic causing polymorph, insanity, or death.

► **Arcane spells:** Cast spells as a 14th level magic-user.

► **Paralysing touch:** Chill touch causes paralysis for 6 turns (**save vs paralysis**).

► **Divine liches:** Rumours are occasionally heard of powerful divine spell casters becoming liches. These liches cast spells as a 14th level cleric.

Living Statue

Animated statues of any size and material (three types described below; others may be invented by the referee).

► **Immunity:** Unaffected by *sleep* spells.

► **Magical origins:** Created by powerful wizards.

Crystal Living Statue

Formed of crystals. Often human in form.

AC 4 [15], **HD** 3 (13hp), **Att** 2 × blow (1d6), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 11, **AL** Lawful, **XP** 35, **NA** 1d6 (1d6), **TT** None

► **Immunity:** See main entry.

► **Attacks:** Depend on form of statue (humanoid statues may use weapons, animal statues use claws, etc.).

Iron Living Statue

AC 2 [17], **HD** 4 (18hp), **Att** 2 × blow (1d8), **THAC0** 16 [+3], **MV** 30' (10'), **SV** D10 W11 P12 B13 S14 (4), **ML** 11, **AL** Neutral, **XP** 75, **NA** 1d4 (1d4), **TT** None

► **Immunity:** See main entry.

► **Absorb metals:** Hits with non-magical, metal weapons cause damage, but the weapon may become stuck in the statue (**save versus spells**). Stuck weapons can be removed if the statue is killed.

► **Attacks:** Depend on form of statue (humanoid statues may use weapons, animal statues use claws, etc.).

Rock Living Statue

Stony crust filled with magma which they shoot from their fingertips.

AC 4 [15], **HD** 5** (22hp), **Att** 2 × magma jet (2d6), **THAC0** 15 [+4], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 11, **AL** Chaotic, **XP** 425, **NA** 1d3 (1d3), **TT** None

► **Immunity:** See main entry.



Lizard, Giant

Draco

6' long, carnivorous lizards with skin flaps between legs that enable gliding. Usually dwell above ground, but sometimes shelter in caves. Sometimes attack humans.

AC 5 [14], **HD** 4+2 (20hp), **Att** 1 × bite (1d10), **THAC0** 15 [+4], **MV** 120' (40') / 210' (70') gliding, **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 125, **NA** 1d4 (1d8), **TT** U

Flame Lizard

30' long, mottled grey and red lizards which are sometimes mistaken for dragons. Lair underground and emerge periodically to hunt. Covet shiny objects.

AC 2 [17], **HD** 7* (31hp), **Att** [2 × claw (1d8), 1 × bite (2d8)] or 1 × breath (2d6), **THAC0** 13 [+6], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 850, **NA** 1d4 (1d4), **TT** B, L

► **Breath weapon:** Once per day. 15' long cone of fire, 2' wide at the mouth, 15' wide at the far end. **Save versus breath** for half damage.

► **Fire immunity:** Unharmed by fire.

► **Sleeping:** 50% likely to be asleep when encountered. May be attacked with a +2 to hit bonus for one round.

► **Eggs:** 1-in-10 chance of 1d4 eggs in lair. Each is worth up to 5,000gp.

Gecko

5' long, carnivorous, nocturnal lizards. Light blue scales with orange spots.

AC 5 [14], **HD** 3+1 (14hp), **Att** 1 × bite (1d8), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 50, **NA** 1d6 (1d10), **TT** U

► **Cling:** Climb walls, trees, etc. and drop on victims.

Horned Chameleon

7' long lizards whose scales change colour as camouflage.

AC 2 [17], **HD** 5* (22hp), **Att** 1 × tongue/bite (2d4), 1 × horn (1d6), 1 × tail (knock down), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 300, **NA** 1d3 (1d6), **TT** U

► **Surprise:** On a 1–5, due to camouflage.

► **Sticky tongue:** Can attack targets up to 5' away. If the attack succeeds, the victim is dragged to the mouth and bitten (2d4 damage).

► **Tail:** Causes no damage, but knocks opponent down: cannot attack that round.

Monitor Lizard

Truly gargantuan (40' long) lizards with long teeth and claws. Aggressive predators which drag prey back to their lair. Dwell in warm climes.

AC 4 [15], **HD** 8* (36hp), **Att** 2 × claw (2d6), 1 × bite (3d6 + rending), **THAC0** 12 [+7], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Neutral, **XP** 1,200, **NA** 0 (1d8), **TT** U

► **Surprise:** On a 1–4 due to lunging suddenly from hiding.

► **Rending:** On an attack roll of 20, a victim of human size or smaller is held in the mouth and suffers automatic damage (3d6) in the following round.

Subterranean Lizard

20' long, highly aggressive lizards that dwell exclusively underground.

AC 4 [15], **HD** 6* (27hp), **Att** 1 × bite (2d6 + jaw clamp), **THAC0** 14 [+5], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral, **XP** 500, **NA** 1d6 (1d6), **TT** U

► **Cling:** Can walk on walls and ceilings.

► **Jaw clamp:** Inflicts double damage on an attack roll of 20.

Tuatara

8’ long, iguana-like, carnivorous lizards with olive scales and a ridge of white spikes along the back. Have been known to attack humans.

AC 4 [15], **HD** 6 (27hp), **Att** 2 × claw (1d4), 1 × bite (2d6), **THAC0** 14 [+5], **MV** 90’ (30’), **SV** D10 W11 P12 B13 S14 (4), **ML** 6, **AL** Neutral, **XP** 275, **NA** 1d2 (1d4), **TT** V

► **Infravision:** 90’. Granted by retractable eye membranes.



Lizard Man

Semi-intelligent, tribal, aquatic humanoids with reptilian heads and tails. Often encountered in swamps and dungeons, or along rivers and coastlines.

AC 5 [14], **HD** 2+1 (10hp), **Att** 1 × weapon (1d6+1 or by weapon + 1), **THAC0** 17 [+2], **MV** 60’ (20’) / 120’ (40’) in water, **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 25, **NA** 2d4 (6d6), **TT** D

► **Weapons:** Favour spears or large clubs.

► **Man-eaters:** Kidnap humans and demihumans, whose flesh they regard as a delicacy.

Locathah

Nomadic humanoid fish-people with pale yellow scales, fanned ears, and large eyes. Forage and hunt in warm shallows. Lair in caves carved into great undersea rocks.

AC 5 [14], **HD** 2 (9hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 18 [+1], **MV** 120’ (40’), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 20 (guards: 35, leader: 75, chieftain: 175), **NA** 0 (1d20), **TT** A

► **Weapons:** Crossbows and lances.

► **Mounted:** On giant eels. (Use the electric eel stats, without the electric shock ability. See ***Fish, Giant, p54***.)

► **Leader:** Groups of 40+ are led by a 4 HD locathah (with 18hp) and four 3 HD guards (with 14hp).

► **Chieftain:** A 5 HD chieftain (with 22hp) rules locathah groups of 100+.

► **Pets:** Keep electric eels (***Fish, Giant, p54***) and giant jellyfish (***Jellyfish, Giant, p58***) as lair guardians.

Lurker Above

Mindless, carnivorous, ray-like monstrosities that cling to ceilings and drop on prey below. Glide through the air with gas-filled pockets in body. Dwell exclusively underground.

AC 5 [14], **HD** 10* (45hp), **Att** 1 × smother (1d6), **THAC0** 11 [+8], **MV** 10' (3') / 90' (30') gliding, **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Neutral, **XP** 1,600, **NA** 1 (0), **TT** C

► **Surprise:** On a 1–4, due to stone-like appearance of underbelly.

► **Cling:** Can creep on walls and ceilings.

► **Smother:** Affects all within the 20' square area the lurker drops onto. A single attack roll is made and compared against the AC of all targets.

► **Trapped victims:** Cannot move, automatically suffer 1d6 damage per round. Can attack the lurker only if they had a short weapon (e.g. dagger, short sword) in hand when trapped.

Lycanthrope

Shapechangers with a human and an animal form.

► **Human form:** Have physical characteristics reminiscent of the associated animal type.

► **Mundane damage immunity:** In animal form, can only be harmed by silver weapons or magic.

► **Languages:** In human form, can speak normally. In animal form, can only speak with animals of the associated type.

► **Armour:** Not used because it hinders shape-changing.

► **Summon animals:** Can summon 1–2 animals of the associated type from the surrounding area (wererats summon giant rats—see ***Giant Rat, p97***). These arrive in 1d4 rounds.

► **Wolfsbane:** If hit, must save versus poison or flee in terror.

► **Reversion:** If killed, a lycanthrope reverts to its human form.

► **Scent:** Horses and some other animals can smell lycanthropes and will become afraid.

► **Infection:** A character who loses more than half their hit points from the natural attacks of lycanthropes (i.e. bites, claws) contracts lycanthropy. Humans become were-creatures of the same type (run by the referee, henceforth); non-humans die. The disease takes full effect in 2d12 days, showing signs of infection after half the time.

Devil Swine

Corpulent humans who can change into huge swine. Love to eat human flesh. Lurk in isolated human settlements close to forests or marshes.

AC 3 [16] (9 [10] in human form), **HD** 9* (40hp), **Att** 1 × gore (2d6) or 1 × weapon (1d6 or by weapon) or 1 × magic (charm), **THAC0** 12 [+7], **MV** 180' (60') / 120' (40') in human form, **SV** D8 W9 P10 B10 S12 (9), **ML** 10, **AL** Chaotic, **XP** 1,600, **NA** 1d3 (1d4), **TT** C

► **Shapechange:** Only at night.

► **Ambush:** Prefer to attack by surprise.

► **Charm person:** 3 times a day. **Save versus spells at –2** or be charmed: move towards the devil swine (resisting those who try to prevent it); obey the devil swine's commands (if understood); defend the devil swine; unable to cast spells or use magic items; unable to harm the devil swine. Killing the devil swine breaks the charm.

► **Charmed victims:** 1d4–1 accompany a devil swine.

Werebear

Highly intelligent, also in bear form. Dwell alone or among normal bears.

AC 2 [17] (8 [11] in human form), **HD** 6* (27hp), **Att** 2 × claw (2d4), 1 × bite (2d8), **THAC0** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (6), **ML** 10, **AL** Neutral, **XP** 500, **NA** 1d4 (1d4), **TT** C

► **Amiable:** May be friendly, if approached peacefully.

► **Bear hug:** If a victim is hit by both claw attacks in the same round, the werebear can hug for an extra 2d8 automatic damage.

Wereboar

Semi-intelligent and irascible. In human form, often appear like berserkers.

AC 4 [15] (9 [10] in human form), **HD** 4+1* (19hp), **Att** 1 × tusk/bite (2d6), **THAC0** 15 [+4], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Neutral, **XP** 200, **NA** 1d4 (2d4), **TT** C

► **Battle rage:** In human form, may enter a berserk rage: +2 to hit; fight to the death. Rage sometimes causes them to attack their allies.

Wererat

Intelligent, humanoid rats who can change into normal humans.

AC 7 [12] (9 [10] in human form), **HD** 3* (13hp), **Att** 1 × bite (1d4) or 1 × weapon (1d6 or by weapon), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 50, **NA** 1d8 (2d8), **TT** C

► **Surprise:** On a 1–4; set ambushes.

► **Languages:** Can speak Common in both forms.

► **Weapons:** May also use weapons in animal form.



Weretiger

Exhibit feline behaviour: curious, but dangerous when cornered. Talented swimmers and trackers.

AC 3 [16] (9 [10] in human form), **HD** 5* (22hp), **Att** 2 × claw (1d6), 1 × bite (2d6), **THAC0** 15 [+4], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (5), **ML** 9, **AL** Neutral, **XP** 300, **NA** 1d4 (1d4), **TT** C

► **Surprise:** On a 1–4, due to stealth.

Werewolf

Semi-intelligent pack hunters.

AC 5 [14] (9 [10] in human form), **HD** 4* (18hp), **Att** 1 × bite (2d4), **THAC0** 16 [+3], **MV** 180' (60'), **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Chaotic, **XP** 125 (leader: 300), **NA** 1d6 (2d6), **TT** C

► **Leader:** Groups of 5+ are led by a werewolf with 5HD (30hp). The leader gains a +2 bonus to damage rolls.

Malfyr

Nightmarish extra-dimensional monsters with an obese, humanoid physique, an elephantine head with a fanged mouth, arms ending in wicked pincers, and a belly writhing with slimy tentacles. Sometimes summoned by powerful magic.

AC 3 [16], **HD** 9** (40hp), **Att** 2 × pincer (1d10), 1 × bite (1d6 + poisonous breath), **THAC0** 12 [+7], **MV** 60' (20'), **SV** D4 W5 P6 B5 S8 (13), **ML** 11, **AL** Chaotic, **XP** 2,300, **NA** 1 (1d2), **TT** E

► **Grab:** If a victim is hit by both pincers in the same round, they are trapped in the malfyr's tentacles and suffer 2d6 acid damage each round. The victim can only escape if the malfyr is slain.

► **Poisonous breath:** Victims of the bite must **save versus poison (with a +3 bonus)** or die.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Acid immunity:** Unharmed by acid.

► **Detect invisible:** Within 60'.

► **Open doors:** Can bypass locks and wards, both mundane and magical.

Manticore

Monstrosities with the face of a man, the body of a lion, bat-like wings, and a tail bristling with spikes. Love eating humans. Dwell in wild, mountainous regions.

AC 4 [15], **HD** 6+1 (28hp), **Att** [2 × claw (1d4), 1 × bite (2d4)] or 6 × tail spike (1d6), **THAC0** 13 [+6], **MV** 120' (40') / 180' (60') flying, **SV** D10 W11 P12 B13 S14 (6), **ML** 9, **AL** Chaotic, **XP** 350, **NA** 1d2 (1d4), **TT** D

► **Tail spikes:** 180' range. 24 in total; 2 regrow each day.

► **Track and ambush:** Follow humans and attack with tail spikes when they stop to rest.

Mantid

Highly intelligent, 4-armed insectoid warriors who hunt and consume humanoids. Dwell in burrows in arid regions.

AC 4 [15], **HD** 6+3 (30hp), **Att** [4 × claw (1d4), 1 × bite (1d4+1)] or 1 × pole arm (1d10) or 2 × crystal disc (1d4+1), **THAC0** 13 [+6], **MV** 180' (60'), **SV** D10 W11 P12 B13 S14 (6), **ML** 10, **AL** Neutral, **XP** 350, **NA** 0 (2d6), **TT** L

► **Leap:** Can jump up to 20' high and 50' forward to attack.

► **Crystal disc:** Range 90'. If attack misses, returns to mantid's hand. Typically carry 10 discs.

► **Dodge missiles:** AC 0 [19] vs missiles.

Mantis, Giant

12' long, predatory insects with vicious clawed forelimbs and slicing mandibles. Green colouration acts as camouflage. Dwell in forests and jungles. Hunt any living prey, favouring giant insects.

AC 2 [17], **HD** 10* (45hp), **Att** 2 × claw (1d6), **THAC0** 11 [+8], **MV** 60' (20') / 120' (40') flying, **SV** D10 W11 P12 B13 S14 (5), **ML** 10, **AL** Neutral, **XP** 1,600, **NA** 0 (1), **TT** None

► **Surprise:** On a 1–4, due to camouflage. Will not attack obviously more powerful creatures, staying motionless and hidden.

► **Grab:** If a victim is hit by both claws in the same round, they are trapped and attacked each subsequent round with the mandibles (+2 bonus to attack roll, 3d4 damage).

Mastodon

Shaggy elephants with large tusks. Live in icy or Lost World regions.

AC 3 [16], **HD** 15 (67hp), **Att** 2 × tusk (2d6) or 1 × trample (4d8), **THAC0** 9 [+10], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (8), **ML** 8, **AL** Neutral, **XP** 1,350, **NA** 0 (2d8), **TT** Tusks

► **Charge:** In first round of combat, when not in melee. Requires a clear run of at least 20 yards. Tusks inflict double damage.

► **Trample:** 3-in-4 chance of trampling each round. +4 to hit human-sized or smaller creatures.

► **Ivory:** 2d4 × 100gp per tusk.

Medium

1st level NPC magic-users.

AC 9 [10], **HD** 1** (4hp), **Att** 1 × dagger (1d4) or 1 × spell, **THAC0** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (Magic-user 1), **ML** 7, **AL** Any, **XP** 16, **NA** 1d4 (1d12), **TT** V

► **Spells:** Each individual has one 1st level arcane spell memorized. (Choose or select at random.)

► **Master:** 50% of groups are led by a magic-user of 3rd level. The master has two 1st level spells and one 2nd level spell. (Choose or select at random.)



Medusa

Deadly creatures of a magical nature that look like women with writhing snakes in place of hair.

AC 8 [11], **HD** 4** (18hp), **Att** 1 × snake-bites (1d6 + poison), **THAC0** 16 [+3], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Chaotic, **XP** 175, **NA** 1d3 (1d4), **TT** F

► **Disguise:** Use hooded cloaks to lure victims close before revealing their true form.

► **Petrification:** Anyone who looks at an undisguised medusa will be turned to stone (**save versus petrify**).

► **Averting eyes:** –4 penalty to hit; the medusa gains a +2 bonus to attack.

► **Mirrors:** The reflection of a medusa is harmless. If a medusa sees her own reflection, she must save or be petrified.

► **Poison:** The snakes' bites are venomous: **save versus poison** or die in 1 turn.

► **Magic resistance:** +2 bonus to saves versus spells.

Merchant

Organized traders who travel between settlements in well-armed caravans, buying and selling trade goods (e.g. gold, jewels, silk, spices, wine, etc.).

AC 5 [14], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** Varies, **AL** Neutral, **XP** 10, **NA** 0 (1d20), **TT** A

- **Weapons:** Sword and dagger.
- **Mounted:** On horse, camel, or mule (by terrain).
- **Wagons:** 2 per merchant. Pulled by horses, mules, or camels (by terrain).
- **Caravan guards:** For every merchant, 4 guards are present (1st level fighters). AC 4 [15], with crossbows, swords, daggers.
- **Guard lieutenants:** For every 5 merchants, 2 lieutenants are present (2nd–3rd level fighters). AC 4 [15]. Equipped as guards.
- **Guard captain:** Guards are led by a 5th level fighter. AC 4 [15]. Equipped as guards.
- **Pack animals:** 1d12 extra horses, mules, or camels.
- **Treasure:** Should be reduced, if less than 10 merchants are in the group.







Merman

Aquatic humanoids with fish tails in place of legs. Live in coastal waters, farming seaweed and hunting fish.

AC 6 [13], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 10 (leader: 20/75), **NA** 0 (1d20), **TT** A

- **Weapons:** Spears, tridents, or daggers.
- **Leaders:** For every 10 in a group, there is a 2HD leader. For every 50, there is a 4HD leader (saves: D10 W11 P12 B13 S14 (4)).
- **Underwater villages:** Home to 1d3 × 100 individuals.
- **Guardians:** Use trained sea creatures or monsters to guard their homes.

Merrow

Frightful humanoids, 9' tall, with green scales, shaggy, weed-like hair, and webbed hands and feet. Sometimes called *aquatic ogres*. Dwell in shallow waters, lairing in underwater caves.

AC 3 [16], **HD** 4+4 (22hp), **Att** 1 × spear (2d6) or [2 × claw (1d6), 1 × bite (2d4)], **THAC0** 15 [+4], **MV** 60' (20') / 120' (40') swimming, **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Chaotic, **XP** 125, **NA** 0 (2d6), **TT** A

► **Surprise:** On a 1–4, due to camouflage.

► **Air breathing:** Can breathe out of water for up to 2 hours.

Mimic

Semi-intelligent monstrous shape-shifters that take on the form of inanimate objects (e.g. chests, doors, statues). Dwell exclusively underground.

AC 6 [13], **HD** 9* (40hp), **Att** 1 × pseudopod (3d4), **THAC0** 12 [+7], **MV** 30' (10'), **SV** D10 W11 P12 B13 S14 (5), **ML** 9, **AL** Neutral, **XP** 1,600, **NA** 1 (0), **TT** None

► **Mimicry:** Can change form to appear like any object of stone or wood.

► **Attack if touched:** Remain motionless; only attack if touched, lashing out with a pseudopod.

► **Contact glue:** Anything that touches a mimic is stuck fast by the glue it exudes. Released only by killing the mimic.

► **Light sensitivity:** Suffer a –2 penalty to attack rolls and a –1 penalty to AC when in bright light (daylight, *continual light*).

► **Intelligent mimics:** There is rumoured to be a subspecies of intelligent mimics which can speak and which may help adventurers if fed.

Mind Lasher

Evil, ultra-intelligent, octopus-headed humanoids with slimy, purple-black skin and pupilless eyes. Dwell in the deep Underworld, where they hatefully plot to enslave humanity. Feed on the brains of humanoids.

AC 4 [15], **HD** 8*** (36hp), **Att** 1 × mental power (see below) or 4 × tentacle (1d2 + brain probe), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (8), **ML** 7, **AL** Chaotic, **XP** 2,300, **NA** 1d4 (1d4), **TT** B, N, O

► **Brain probe:** When a tentacle hits, it latches onto the victim, who is unable to escape. After 1d4 rounds, the tentacle works its way to the victim's brain and rips it out of the skull, killing the victim. The lasher instantly consumes the brain.

► **Mental powers:** May use each of the following powers three times per day:

a. **Mind control:** A target within 30' must **save versus paralysis** or come under the lasher's mental control for 1d6 rounds. Forced acts that are self-destructive or against the victim's alignment allow another save to break the mind control.
b. **Mind blast:** Targets in a 60' cone (20' at the end) must **save versus paralysis** or be paralysed for 1 turn.
c. **Mind thrust:** A target within 60' must **save versus spells** or suffer 3d6 damage.

► **Mental defence:** +4 bonus to all saving throws against mental powers.

► **Levitation:** Can move vertically at will, up to 20' per round.

► **ESP:** Can read thoughts of any within 90'. Obstructed by a thin layer of lead or by rock of 2' thick or greater.

► **Magic resistance:** +2 bonus to all saving throws against magic, +4 against mind-affecting magic.





Minotaur

Large, brutish, bull-headed men with a craving for human flesh. Dwell in mazes and labyrinths.

AC 6 [13], **HD** 6 (27hp), **Att** [1 × gore (1d6), 1 × bite (1d6)] or 1 × weapon (1d6 + 2 or by weapon + 2), **THAC0** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (6), **ML** 12, **AL** Chaotic, **XP** 275, **NA** 1d6 (1d8), **TT** C

► **Weapons:** Prefer axes, clubs, or spears.

► **Aggressive:** Attack same size or smaller creatures on sight. Pursue until the victims are out of sight.

Mule

Stubborn horse/donkey cross-breeds used as beasts of burden.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × kick (1d4) or 1 × bite (1d3), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d8 (2d6), **TT** None

► **Tenacious:** Can be taken underground, if the referee allows it.

► **Defensive:** May attack if threatened, but cannot be trained to attack on command.

► **Beast of burden:** Carry up to 2,000 coins unencumbered; up to 4,000 at half speed.

Mummy

Undead humanoids wrapped in funerary bandages. Haunt ruins and tombs.

AC 3 [16], **HD** 5+1* (23hp), **Att** 1 × touch (1d12 + disease), **THAC0** 14 [+5], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Chaotic, **XP** 400, **NA** 1d4 (1d12), **TT** D

► **Paralyse with terror:** Anyone seeing a mummy must **save versus paralysis** or be paralysed with terror. Paralysis is broken if the mummy attacks or goes out of sight.

► **Disease:** Anyone hit contracts a horrible rotting disease. Magical healing is ineffective; natural healing is ten times slower. The disease can only be removed by magic.

► **Damage immunity:** Only harmed by fire or magic. All damage reduced by half.

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

Mutoid

Humanoids with mismatched body parts of many different creatures (e.g. reptiles, crustaceans, birds, mammals, etc.). Each individual has a unique appearance. Shunned by other species, they live in hiding within large settlements or band together and dwell in ruins.

AC 6 [13], **HD** 1+1 (5hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 15 (leader: 20, chieftain: 75), **NA** 1d8 (1d100), **TT** C

► **Surprise:** On a 1–3, due to great skill at hiding and camouflage. Requires 1 turn of preparation.

► **Mimicry:** Can mimic the sound of any monster or animal.

► **Pick pockets:** 70% chance of success, penalised by 5% for every level of the victim above 5th. A roll of more than twice the percentage required for success means that the attempted theft is noticed.

► **Leader:** Groups of 10+ are led by an individual with 2 HD (with 9hp).

► **Chieftain:** A 4 HD chieftain (with 18hp) rules groups of 40+.

► **Origin:** Rumoured to have been created by magic (possibly an accident).

Mycelian

Mycelians are 4' tall humanoid mushrooms, with tall stems, wide, flat caps, and beady eyes amid their gills. They have no mouths, but communicate telepathically. They dwell in lightless caverns deep underground.

AC 9 [10], **HD** 1 (4hp), **Att** 1 × clubbing hands (1d4), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Lawful, **XP** 10 (leader: 50, king: 725), **NA** 1d12 (2d10 × 10), **TT** N × 2

► **Telepathy:** Can communicate non-verbally with any sentient being within 120'.

► **Light sensitivity:** Suffer a –2 penalty to attack rolls and a –1 penalty to AC when in bright light (daylight, *continual light*).

► **Leader:** Groups of 10+ are led by a 6' tall mycelian with 3 HD (13hp). Three times per day, a leader can spray a spore cloud onto a target within 20', which must **save versus poison** or become completely passive, unable to act or move for 3 rounds.

► **King:** A mycelian lair is ruled by a 10' tall king with 6 HD (27hp). Six times per day, the king can spray a spore cloud onto a target within 20', which must **save versus poison**. The king's spore cloud has the effect either of pacifying the target (unable to move or act for 6 rounds) or of causing hallucinations for 6 turns (roll 1d3, 1: flee in terror, 2. cower and babble, 3: attempt to kill nearest creature).

► **Fungal zombies:** Lair is guarded by 1d6 fungal zombies animated by the king. These behave as normal zombies (see ***p129***), but are not undead and cannot be turned.



Neanderthal (Caveman)

Squat, powerful, primitive demihumans with ape-like faces. Dwell in caverns and hunt cave bears. Shy of contact with humans (with whom they are related), but friendly with dwarves and gnomes.

AC 8 [11], **HD** 2 (9hp), **Att** 1 × weapon (2d4 or by weapon + 1), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Lawful, **XP** 20, **NA** 1d10 (1d4 × 10), **TT** C

► **Weapons:** Prefer stone axes, stone hammers, clubs, or spears.

► **Leaders:** Two 6HD leaders (one male, one female) live in the neanderthal lair. They are 10' tall and of a related but distinct race.

► **Racial animosity:** Attack ogres on sight. Hate goblins and kobolds.

► **Pets:** Sometimes keep white apes as pets (see ***Ape, White, p22***).

Necrophidius

Giant snake skeletons (10' long) with a snake-fanged human skull for a head. Created by powerful magic-users or clerics for a specific purpose (e.g. to guard treasures or to assassinate a victim).

AC 1 [18], **HD** 2** (9hp), **Att** 1 × bite (1d8 + paralysis), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 30, **NA** 1 (0), **TT** None

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Surprise:** If a necrophidius surprises enemies, it begins to sway hypnotically. All who observe must **save versus spells** or be hypnotised for 1d4 rounds, unable to move or act. The necrophidius attacks hypnotised victims.

► **Paralysing bite:** Victim must **save versus paralysis** or be paralysed for 1d4 turns.

Nightmare

Intelligent, demonic horses with glowing red eyes, flaming nostrils, and hooves like smouldering embers.

AC –3 [22], **HD** 6* (27hp), **Att** 2 × flaming hoof (2d4 + 2), 1 × bite (2d4), **THAC0** 14 [+5], **MV** 150' (50') / 360' (120') flying, **SV** D10 W11 P12 B13 S14 (6), **ML** 10, **AL** Chaotic, **XP** 500, **NA** 0 (1), **TT** None

► **Burning smoke:** Breathe out a choking cloud of burning smoke. Anyone in melee with a nightmare must **save versus poison** or suffer –2 to attack and damage rolls against the monster.

► **Steed:** Sometimes act as a steed for powerful undead (e.g. demonic knight, lich, spectre, vampire).

Nixie

3' tall sprites that appear as attractive women with blueish, greenish, or greyish skin. Lair in the deepest parts of rivers and lakes.

AC 7 [12], **HD** 1 (4hp), **Att** 1 × weapon (1d4) or 1 × group spell (charm), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P13 B15 S15 (Elf 1), **ML** 6, **AL** Neutral, **XP** 10, **NA** 0 (2d20), **TT** B

► **Shy:** Will try to charm intruders, rather than entering combat.

► **Weapons:** Daggers and small tridents (as spears).

► **Charm:** 10 nixies together can cast a charm to enchant a victim to serve them for one year. **Save versus spells** or be charmed: move towards the nixies (resisting those who try to prevent it); defend the nixies; obey the nixies' commands (if understood); unable to cast spells or use magic items; unable to harm the nixies. Killing the nixies breaks the charm.

► **Summon giant bass:** Each nixie can summon one fish to aid in combat (see ***Giant Bass, p54***).

► **Bestow water breathing:** Can cast upon charmed slaves. Lasts for one day, then must be refreshed.

Noble

Powerful humans with noble titles (e.g. Count, Duke, Knight, etc.). Dwell in castles.

AC 2 [17], **HD** 3 (13hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Any, **XP** 35, **NA** 2d6 (2d6), **TT** V × 3

► **Class:** Usually treated as 3rd level fighters, but may be of any class and level.

► **Squire and retainers:** Accompanied by a 2nd level fighter (a squire) and up to ten 1st level fighters (retainers).

Nomad

Superstitious tribes who wander steppes and desert regions, living in tents or temporary huts. Demeanour depends on the tribe: some are warlike, others peaceful.

AC 7 [12] to 4, **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Any, **XP** 10, **NA** 0 (1d4 × 10), **TT** A

► **Mounted:** On riding horses or (in the desert) on camels.

► **Arms (desert):** 50% of group have: leather armour, shield, lance; 30% have: chainmail, shield, lance; 20% have: leather armour, shortbow.

► **Arms (steppes):** 50% of group have: leather armour, shortbow; 20% have: leather armour, shield, lance; 20% have: chainmail, shortbow; 10% have: chainmail, shield, lance, and may be mounted on a war horse.

► **Leaders:** For every 25 nomads, there is a 2nd level fighter. For every 40 nomads, there is a 4th level fighter.

► **Camps:** Hunting / foraging groups commonly combine and live in a tribe of up to 300 nomad warriors.

► **Camp leaders:** Tribal chief (8th level fighter), plus a 5th level fighter for every 100 nomads. 50% chance of a cleric (9th level); 25% chance of a magic-user (8th level).

► **Hoard:** Only have treasure type A in the camp.

► **Traders:** Often carry trade route tales of faraway lands.

Normal Human

Non-adventuring humans without a character class. Artists, beggars, children, craftspeople, farmers, fishermen, housewives, scholars, slaves.

AC 9 [10], **HD** ½ (2hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 20 [–1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Any, usually Lawful, **XP** 5, **NA** 1d4 (1d20), **TT** U

► **Gaining XP:** Must select a character class after gaining XP on an adventure.



Ochre Jelly

Giant, ochre amoeboids.

AC 8 [11], **HD** 5* (22hp), **Att** 1 × touch (2d6), **THAC0** 15 [+4], **MV** 30' (10'), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Neutral, **XP** 300, **NA** 1 (0), **TT** None

► **Immunity:** Unharmed by all attacks except cold or fire.

► **Division:** Lightning or attacks with weapons cause the jelly to divide into 1d4+1 2HD jellies that do half damage.

► **Acid:** After a successful attack, sticks to the victim and exudes acid. The acid inflicts 2d6 damage per round to flesh and destroys cloth, leather, or wood in one round. (Stone and metal are unaffected.)

► **Seep:** Can squeeze through small holes and cracks.

Octopus, Giant

Giant, eight-armed cephalopods. Lurk in coastal waters, close to settlements.

AC 7 [12], **HD** 8 (36hp), **Att** 8 × tentacle (1d3 + constriction), 1 × bite (1d6), **THAC0** 12 [+7], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (4), **ML** 7, **AL** Neutral, **XP** 650, **NA** 0 (1d2), **TT** None

► **Constriction:** Tentacles grab and constrict after a hit. Each constricting tentacle inflicts: 1d3 automatic damage per round, plus a –1 penalty to attacks.

► **Severing tentacles:** Requires a hit with a cutting weapon inflicting 6 or more damage.

► **Ink cloud:** When escaping, can emit a cloud of black ink (80' diameter) and jet away at 3 times normal speed.



Ogre

Frightful humanoids, 8–10' tall, dressed in animal hides. Often dwell in caves.

AC 5 [14], **HD** 4+1 (19hp), **Att** 1 × club (1d10), **THAC0** 15 [+4], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Chaotic, **XP** 125, **NA** 1d6 (2d6), **TT** C + 1,000gp

► **Sack:** Outside of the lair, carry a sack containing 1d6 × 100gp.

► **Hate neanderthals:** Attack on sight.

Orc

Ugly, bad-tempered, animalistic humanoids who live underground and are active at night. Sadistic bullies who hate other living creatures and delight in killing.

AC 6 [13], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6 (8 with leader), **AL** Chaotic, **XP** 10 (leader: 10, chieftain: 75), **NA** 2d4 (1d6 × 10), **TT** D

► **Hate the sun:** –1 to hit in full daylight.

► **Weapons:** Prefer axes, clubs, spears, or swords. Only leaders can use mechanical weapons (e.g. crossbows, catapults).

► **Craven:** Afraid of larger or stronger-looking creatures, though leaders may force them to fight.

► **Leader:** Groups are led by an orc with 8 hit points. The leader gains a +1 bonus to damage rolls. Leaders have defeated other orcs in combat to gain their position.

► **Orc chieftain:** A 4HD (15hp) chieftain rules an orc tribe. The chieftain gains a +2 bonus to damage rolls.

► **Giant companions:** For every 20 orcs, there is a 1-in-6 chance of an ogre (see left). accompanying them. There is a 1-in-10 chance of a troll (***Troll, p120***) living in the lair.

► **Tribal:** Orcs of different tribes may fight among themselves, unless their leaders command them not to. Each tribe has its own lair and has as many females as males, and two whelps per two adults.

► **Mercenaries:** Orcs may be hired to fight in Chaotic armies. They delight in wanton killing and razing of settlements.

Otyugh

Aggressive, semi-intelligent, hulking (8' around) monstrosities with three stumpy legs, eyes on a long tentacle stalk, a sphincter-like mouth lined with fangs, and two razor-edged tentacles. Lurk underground in piles of dung or carrion, which they consume. Crave fresh meat.

AC 2 [17], **HD** 6* to 8* (27/31/36hp), **Att** 2 × tentacle (1d8), 1 × bite (1d4+1 + disease), **THAC0** By HD (14 [+5] to 12 [+7]), **MV** 60' (20'), **SV** By HD, **ML** 9, **AL** Neutral, **XP** 500/850/1,200, **NA** 1 (1d2), **TT** None

► **Disease:** Victims must **save versus poison** or contract a disease that is fatal in 1d12 days.

► **Light sensitivity:** Suffer a –2 penalty to attack rolls and a –1 penalty to AC when in bright light (daylight, *continual light*).

► **Telepathic:** Can communicate non-verbally with any sentient creature.

► **Symbiotic:** Often live in partnership with a powerful monster, living off its dung and the carcasses of its victims.

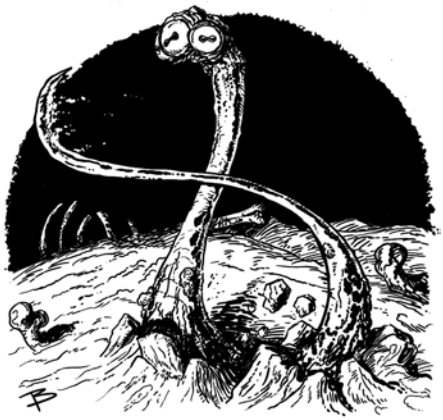
► **Predatory otyughs:** Rumours tell of rare, highly intelligent, predatory otyughs.

Owl Bear

Huge (8' tall, 1,500 pounds), ill-tempered, carnivorous bear-like creature with the face of an owl. Owl bears are found in dense forests and underground.

AC 5 [14], **HD** 5 (22hp), **Att** 2 × claw (1d8), 1 × bite (1d8), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Neutral, **XP** 175, **NA** 1d4 (1d4), **TT** C

► **Bear hug:** If a victim is hit by both paws in the same round, the owl bear hugs for an extra 2d8 automatic damage.



Pegasus

Semi-intelligent winged horses that are wilful and timid.

AC 6 [13], **HD** 2+2 (11hp), **Att** 2 × hoof (1d6), **THAC0** 17 [+2], **MV** 240' (80') / 480' (160') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Lawful, **XP** 25, **NA** 0 (1d12), **TT** None

► **Hate hippogriffs:** Natural enemies.

► **Mount:** Can carry a human-sized rider.

► **Training:** If captured when young, will serve Lawful characters.

Peryton

Weird monsters with the body, talons, and wings of a giant eagle, the head and great antlers of a stag, and the fangs of a wolf. Dwell in mountains. Prey upon humans and their ilk.

AC 6 [13], **HD** 4 (18hp), **Att** 1 × antlers (4d4), **THAC0** 16 [+3], **MV** 120' (40') / 210' (70') flying, **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Chaotic, **XP** 75, **NA** 0 (2d4), **TT** B

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Killing a victim:** When a victim is killed, the peryton rips out their heart and flies away.

Phoenix

Highly magical giant orange-red eagles (20' wingspan) wreathed in searing flame. Dwell in remote areas guarding magical shrines, portals, tombs, etc. Only violent if attacked.

AC –2 [21], **HD** 20** (90hp), **Att** 2 × talon (2d6), 1 × bite (4d6), **THAC0** 6 [+13], **MV** 150' (50') / 450' (150') flying, **SV** D2 W2 P2 B2 S4 (20), **ML** 10, **AL** Lawful, **XP** 4,300, **NA** 0 (1d2), **TT** V × 2

► **Fiery aura:** All within 20' suffer 6d6 damage per round. Phoenix fire is of such intensity that magical protection from fire is ineffective.

► **Magic resistance:** +2 to saving throws.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Fire immunity:** Unharmed by magical and non-magical fire.

► **Spell immunity:** Unaffected by *charm* and *hold* spells.

► **Upon death:** Disappear in a 20' radius ball of ash and fire, inflicting 1d10 × 10 damage (**save versus breath** for half). Phoenix fire is of such intensity that magical protection from fire is ineffective.

► **Resurrection:** 1 round after death, returns to life from its ashes and flees.

► **Feathers:** Phoenix feathers are highly magical. Each is worth up to 25,000gp.



Piercer

Non-intelligent, carnivorous monsters that hang from cavern ceilings, resembling stalactites. 2' to 6' long.

AC 3 [16], **HD** 1 to 4 (4/9/13/18hp), **Att** 1 × drop (1d6 per HD), **THAC0** By HD (19 [0] to 16 [+3]), **MV** 10' (3'), **SV** D12 W13 P14 B15 S16 (1 to 2), **ML** 12, **AL** Neutral, **XP** 10/20/35/75, **NA** 3d6 (0), **TT** None

► **Blend in with stone:** Indistinguishable from normal stalactites.

► **Drop:** Sensitive to sound and heat. Attack a victim directly below by dropping from the ceiling. Creep back up to the ceiling if the attack misses.

Pirate

Sailors who make a living by raiding coastal settlements, robbing other ships, and illegal slaving. Typically ply the open seas. Renowned for their ruthless and evil ways.

AC 7 [12] or 5 [14], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Chaotic, **XP** 10, **NA** 0 (see below), **TT** A

► **Ships and crew:** Depends where encountered. Rivers or lakes: 1d8 river boats (1d2 × 10 pirates each); coastal waters: 1d6 small galleys (1d3+1 × 10 pirates each); any: 1d4 longships (1d3+2 × 10 pirates each); ocean: 1d3 small warships (1d5+3 × 10 pirates each). (See ***Water Vessels*** in the *Advanced Fantasy Player's Tome* for details on ships.)

► **Arms:** 50% of group have: leather armour, sword; 35% have: leather armour, sword, crossbow; 15% have: chainmail, sword.

► **Leaders:** For every 30 pirates, there is a 4th level fighter. For every 50 pirates, and for each ship, there is a 5th level fighter. For every 100 pirates, and per fleet, there is an 8th level fighter.

► **Fleet commander:** Fleets of 300 or more pirates are led by a pirate lord (11th level fighter). 75% chance of a magic-user (level 1d2+8).

► **Treacherous:** Will attack other pirates, if they can profit from it.

► **Prisoners:** 25% chance of 1d3 prisoners to be ransomed.

► **Treasure:** Divided between vessels. Instead of carrying with them, may have a map to where it is buried.

► **Havens:** Lawless, fortified, coastal towns may act as a haven for pirates.

Pixie

1–2' tall humanoids with insectoid wings. Distant relatives of elves.

AC 3 [16], **HD** 1* (4hp), **Att** 1 × dagger (1d4), **THAC0** 19 [0], **MV** 90' (30') / 180' (60') flying, **SV** D12 W13 P13 B15 S15 (Elf 1), **ML** 7, **AL** Neutral, **XP** 13, **NA** 2d4 (1d4 × 10), **TT** R + S

► **Invisible:** Naturally invisible, but may choose to reveal themselves. May remain invisible when attacking: cannot be attacked in the first round; in subsequent rounds, may be attacked at –2 to hit (locatable by faint shadows and air movement).

► **Surprise:** Always surprise, if invisible.

► **Limited flight:** Small wings only allow 3 turns of flight. Must rest 1 turn after flying.

Poltergeist

Invisible, incorporeal spirits which haunt the place of their death. Lift small objects and hurl them at intruders.

AC 9 [10], **HD** 2 (9hp), **Att** 2 × hurled object (1d4), **THAC0** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 20, **NA** 1d8 (0), **TT** None

► **Undead:** Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Surprise:** Always surprise, unless PCs can see invisible.

► **Hurled objects:** Range 30'. Can only throw objects which are nearby.

► **Mundane damage immunity:** Only harmed by silver weapons or magic.

► **Attacking a poltergeist:** Location can be deduced from source of thrown objects. Attack rolls suffer a –4 penalty.

Pseudo-Dragon

Intelligent, miniature (1–2' long), winged dragons with a sting-tipped tail and rusty red scales. Dwell in small caves or hollowed out trees.

AC 2 [17], **HD** 2* (9hp), **Att** 1 × bite (1d3), 1 × tail sting (1d3 + poison), **THAC0** 18 [+1], **MV** 60' (20') / 240' (80') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Lawful, **XP** 25, **NA** 1 (1), **TT** L × 10

► **Surprise:** On a 1–4, due to chameleon-like ability to blend in with surroundings.

► **Poison:** Induces a comatose, near-death state for 1d6 days (**save versus poison**). Victim appears dead, except to very close inspection.

► **Magic resistance:** +2 bonus to all saving throws against magic.

► **Telepathy:** Communicate telepathically within 30'.

► **Companion:** Sometimes become a companion for a lawful adventurer. Able to telepathically transmit senses to the companion, up to 240' distant.



Pterosaur

Predatory, winged reptiles that live in warm climes, hunting creatures on the ground by gliding on air currents. Often found in Lost World regions.

Pteranodon

Wingspan of up to 50'. Highly aggressive; often prey on humanoids.

AC 6 [13], **HD** 5 (22hp), **Att** 1 × bite (1d12), **THAC0** 15 [+4], **MV** 240' (80') flying, **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 175, **NA** 0 (1d4), **TT** V

Pterodactyl

8–10' wingspan. Prey on small to medium animals, but will attack humanoids, if very hungry.

AC 7 [12], **HD** 1 (4hp), **Att** 1 × bite (1d3), **THAC0** 19 [0], **MV** 180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 10, **NA** 0 (2d4), **TT** None

Purple Worm

Gigantic, slimy worms with bodies 100' long and 8–10' thick. Bore tunnels through the earth and come to the surface to eat other creatures.

AC 6 [13], **HD** 15* (67hp), **Att** 1 × bite (2d8), 1 × sting (1d8 + poison), **THAC0** 9 [+10], **MV** 60' (20'), **SV** D8 W9 P10 B10 S12 (8), **ML** 10, **AL** Neutral, **XP** 2,300, **NA** 1d2 (1d4), **TT** D

► **Swallow whole:** A bite attack roll of natural 20, or 4 or more than the target number required, indicates that a human-sized (or smaller) victim is swallowed. Inside the worm's belly: suffer 3d6 damage per round (until the worm dies); may attack with sharp weapons at –4 to hit; body digested in 6 turns after death.

► **Poison:** Causes death (**save vs poison**).

► **In restricted spaces:** May not always be able to bite and sting at once.

Rakshasa

Highly intelligent evil spirits that take the form of feline humanoids, with the head of a great cat (e.g. tiger, panther), eerie reversed hands, and cruel claws. Prefer a diet of human flesh. Use their powers of illusion to gain the trust of people, then attack. Dwell in hot climes.

AC 0 [19], **HD** 7** (31hp), **Att** 2 × claw (1d3), 1 × bite (1d4+1), **THAC0** 13 [+6], **MV** 150' (50'), **SV** D4 W5 P6 B5 S8 (14), **ML** 9, **AL** Chaotic, **XP** 1,250, **NA** 1d4 (1d4), **TT** F

► **Cloak true form:** Can read the minds of those they encounter then cloak their true form with an illusion of a creature or type of person deemed friendly.

► **Spell immunity:** Immune to all spells of 1st to 3rd level.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Spell casting:** Cast spells as a 5th level magic-user and a 3rd level cleric.

► **Vulnerability:** A hit by a blessed crossbow bolt kills a rakshasa.

► **Groups:** A single male will often be encountered with multiple females.

Rat

Multitudinous, disease-ridden rodents that will eat anything. Avoid contact with humans, but may attack if defending their nest or if summoned and commanded by magic (e.g. see ***Wererat, p81***).

► **Disease:** Bite has a 1-in-20 chance of infecting the target (**save versus poison**). The disease has a 1-in-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is sick and bedridden for one month.

► **Afraid of fire:** Will flee fire, unless forced to fight by summoner.

► **Attacking in water:** May attack without penalty; excellent swimmers.



Giant Rat

3' long (or larger), with black or grey fur. Often live in dark, dungeon areas and close to undead monsters.

AC 7 [12], **HD** ½ (2hp), **Att** 1 × bite (1d3 + disease), **THAC0** 19 [0], **MV** 120' (40') / 60' (20') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 5, **NA** 3d6 (3d10), **TT** C

► **Disease; Afraid of fire; Attacking in water:** See main entry.

Normal Rat

Swarming packs of 6" to 2' long individuals, with brown or grey fur.

AC 9 [10], **HD** 1hp, **Att** 1 × bite per pack (1d6 + disease), **THAC0** 19 [0], **MV** 60' (20') / 30' (10') swimming, **SV** D14 W15 P16 B17 S18 (NH), **ML** 5, **AL** Neutral, **XP** 5, **NA** 5d10 (2d10), **TT** L

► **Disease; Afraid of fire; Attacking in water:** See main entry.

► **Pack:** Each group of 5–10 rats attacks as a pack. Each pack makes a single attack roll against one creature.

► **Engulf:** The creature attacked must **save versus death** or fall prone, unable to attack until able to stand up again.

Remorhaz

Predatory, many-legged worm-like monsters with long necks, horrid, crushing mandibles, and compound eyes. Icy blue in colour, with scaly plates along the back which glow red hot. Dwell in frozen wastes, sustained by the heat of their internal fires.

AC 0 [19], **HD** 7* to 14* (31/36/40/45/49/54/58/63hp), **Att** 1 × bite (6d6), **THAC0** By HD (13 [+6] to 9 [+10]), **MV** 120' (40'), **SV** By HD (7 to 14), **ML** 10, **AL** Neutral, **XP** 850/1,200/1,600/1,600/1,900/1,900/2,300/2,300, **NA** 1 (1), **TT** F

► **Swallow whole:** A bite attack roll of natural 20 indicates that a human-sized (or smaller) victim is swallowed. This is instantly fatal, due to the internal fires.

► **Melt weapons:** A weapon that hits has a 1-in-4 chance of contacting the red hot back and instantly melting. Magical weapons are unaffected.

► **Avoiding the back:** Trying not to hit the red hot back incurs a –2 penalty to attack rolls.

► **Nests:** A pair of remorhaz is occasionally encountered in their lair with a clutch of 1d2 eggs. Each egg is worth 5,000gp.

Revenant

The corpse of a person who was murdered, reanimated by the desperate need for revenge. Only the most obsessive individuals return from death in this way.

AC 9 [10], **HD** 8* (36hp), **Att** 1 × grasp (2d8 + throttle), **THAC0** 12 [+7], **MV** 90' (30'), **SV** D8 W9 P10 B10 S12 (8), **ML** 12, **AL** Neutral, **XP** 1,200, **NA** 1 (1), **TT** None

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Throttle:** On a successful grasp attack, the revenant's hands lock around the victim's throat, inflicting 2d8 automatic damage each subsequent round.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Regeneration:** 3 rounds after being damaged, start regaining 3hp per round. Severed limbs reattach.

► **Return from death:** If killed (0hp), will regenerate and fight again in 2d6 rounds.

► **Fire:** Cannot regenerate damage caused by fire. The only way to permanently kill a revenant.

► **Purpose:** Seek out and slay killer (and accomplices). Once this purpose has been accomplished, dissipate into dust.

► **Class abilities:** If the revenant was an adventurer in life, it retains all class abilities, including spell casting.

Rhagodessa

Huge, hairy, nocturnal arachnid carnivores with large heads and mandibles and 10 legs. Yellow head and abdomen, dark brown thorax. Dwell in caves, hunt voraciously.

AC 5 [14], **HD** 4+2 (20hp), **Att** 1 × sucker (grab), 1 × bite (2d8), **THAC0** 15 [+4], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 125, **NA** 1d4 (1d6), **TT** U

► **Suckers:** Front legs equipped with suckers for grabbing prey.

► **Grab:** When hit with a sucker, the victim is stuck and will be bitten automatically next round.

► **Cling:** Can walk on walls.



Rhinoceros

Dim, armoured, herbivorous mammals.

► **Charge:** If disturbed or threatened, will charge in a random direction. Requires a clear run of at least 20 yards. Make a horn attack on all in the path: inflicts double damage.

► **Trample:** 3-in-4 chance of trampling each round. +4 to hit human-sized or smaller creatures.

Normal Rhinoceros

AC 5 [14], **HD** 6 (27hp), **Att** 1 × horn (2d4) or 1 × trample (2d8), **THAC0** 14 [+5], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 6, **AL** Neutral, **XP** 275, **NA** 0 (1d12), **TT** None

► **Charge; Trample:** See main entry.

Woolly Rhinoceros

Giant rhinoceroses adapted for cold climates: their bodies covered with shaggy, white fur. Live in herds, in cold Lost World areas.

AC 4 [15], **HD** 8 (36hp), **Att** 1 × horn (2d6) or 1 × trample (2d12), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 6, **AL** Neutral, **XP** 650, **NA** 0 (1d8), **TT** None

► **Charge; Trample:** See main entry.

Robber Fly

3' long, carnivorous flies with yellow and black stripes. Look similar to killer bees, which they hunt. May attack humans.

AC 6 [13], **HD** 2 (9hp), **Att** 1 × bite (1d8), **THAC0** 18 [+1], **MV** 90' (30') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d6 (2d6), **TT** U

► **Surprise:** Hunt patiently. Surprise on a 1–4, when waiting in shadows for prey.

► **Poison immunity:** Unharmed by killer bees' poison.

► **Leap:** Can leap up to 30' and attack.

Roc

Gigantic birds of prey that nest in the highest peaks of isolated mountain ranges. Will attack intruders, if approached carelessly.

► **Alignment reaction:** –1 to reaction rolls versus Neutral characters; –2 versus Chaotic characters.

► **Swoop:** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size).

► **Eggs:** 1d6 eggs or chicks in 50% of nests.

► **Trainable:** Can be trained, if captured when young.

Giant Roc

AC 0 [19], **HD** 36 (162hp), **Att** 2 × claw (3d6), 1 × bite (8d6), **THAC0** 5 [+14], **MV** 60' (20') / 480' (160') flying, **SV** D2 W3 P4 B3 S6 (18), **ML** 10 (12 in lair), **AL** Lawful, **XP** 6,250, **NA** 0 (1), **TT** I

► **Alignment reaction; Swoop:** See main entry.

Large Roc

AC 2 [17], **HD** 12 (54hp), **Att** 2 × claw (1d8), 1 × bite (2d10), **THAC0** 10 [+9], **MV** 60' (20') / 480' (160') flying, **SV** D10 W11 P12 B13 S14 (6), **ML** 9 (12 in lair), **AL** Lawful, **XP** 1,100, **NA** 0 (1d8), **TT** I

► **Alignment reaction; Swoop:** See main entry.

Small Roc

AC 4 [15], **HD** 6 (27hp), **Att** 2 × claw (1d4+1), 1 × bite (2d6), **THAC0** 14 [+5], **MV** 60' (20') / 480' (160') flying, **SV** D12 W13 P14 B15 S16 (3), **ML** 8 (12 in lair), **AL** Lawful, **XP** 275, **NA** 0 (1d12), **TT** I

► **Alignment reaction; Swoop:** See main entry.

Rock Baboon

Large, ferocious, semi-intelligent baboons that live in packs led by a powerful male. Communicate with screams. Omnivorous, but prefer flesh.

AC 6 [13], **HD** 2 (9hp), **Att** 1 × club (1d6), 1 × bite (1d3), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 20, **NA** 2d6 (5d6), **TT** U

► **Weapons:** Wield bones or branches as clubs. (Do not use other tools.)

Roper

Horrible, amorphous monstrosities that form their bodies into the shape of a stalagmite or pillar (9' tall, 3' across). Carnivorous, but lust most of all after human flesh. Dwell in caverns or forests.

AC 0 [19], **HD** 12** (54hp), **Att** 1 × bite (5d6) or 6 × tentacle (grab + weakness), **THAC0** 10 [+9], **MV** 30' (10'), **SV** D6 W7 P8 B8 S10 (12), **ML** 10, **AL** Chaotic, **XP** 2,700, **NA** 1d3 (1d4+1), **TT** L × 5

► **Tentacles:** Can attack up to 50' away.

► **Weakness:** Victim suffers a –3 penalty to attack and damage rolls for 3 turns.

► **Grab:** A victim hit by a tentacle is grabbed and dragged toward the monster's mouth (10' per round). The victim can only be freed by severing the tentacle.

► **Severing tentacles:** Requires a hit with a magical cutting weapon inflicting 5 or more damage.

► **Magic resistance:** +2 to saving throws.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Energy immunity:** Unharmed by cold or lightning.

► **Spell immunity:** Immune to all spells of 1st to 3rd level.

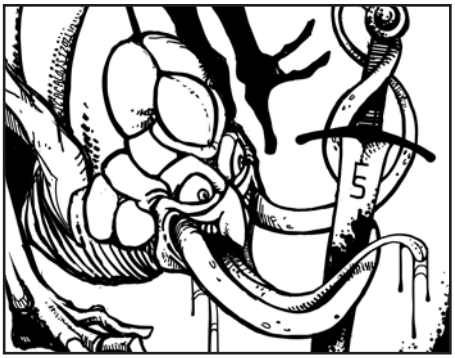
Rot Grub

Tiny (2" long) maggots that consume living flesh. Lurk in heaps of dung or rubble, waiting to be touched.

AC 9 [10], **HD** 1hp*, **Att** None, **THAC0** 20 [–1], **MV** 10' (3'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 12, **AL** Neutral, **XP** 6, **NA** 5d4 (5d4), **TT** None

► **If touched:** Burrow rapidly into flesh, seeking the heart. Cause death in 1d3 turns.

► **Killing:** Applying fire in the first 2 rounds after contact kills the grubs. This inflicts 1d6 damage on the victim. *Cure disease* is also effective.



Rust Monster

Magical, armadillo-like creatures with long tails and two long, antennae-like feelers. Feed on rusted metal.

AC 2 [17], **HD** 5 (22hp), **Att** 1 × feeler (rusting), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 175, **NA** 1d4 (1d4), **TT** None

► **Rusting:** Metal that touches a rust monster (e.g. weapons that hit it, or armour struck by a feeler) crumbles instantly to rust. Magic items have a 10% chance per "plus", to be unaffected on each successful hit. Each time a magic item is affected, it loses one "plus".

► **Smell metal:** Attracted by the scent.

Sahuagin

Predatory, sadistic aquatic humanoids with black-green scales and deep black eyes. Sometimes known as "sea devils". Worship evil deities and delight in the killing, enslaving, and torture of other sentient species. Dwell in warm salt water, but make nighttime raids onto land.

AC 5 [14], **HD** 2+2 (11hp), **Att** 1 × weapon (1d6 or by weapon) or [2 × claw (1d2), 1 × bite (1d4)], **THAC0** 17 [+2], **MV** 120' (40') / 240' (80') swimming, **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Chaotic, **XP** 25 (lieutenant: 50, chieftain: 125, baron: 350), **NA** 0 (2d4 × 10), **TT** A

► **Light sensitivity:** Suffer a –2 penalty to attack rolls and a –1 penalty to AC when in bright light (daylight, *continual light*).

► **Breathe air:** For up to 4 hours.

► **Underwater hearing:** Can hear boats at a range of up to 1 mile away.

► **Chieftain and lieutenants:** Groups are led by a sahuagin with 4+4 HD plus one 3+3 HD lieutenant for every 10 members of the group.

► **Underwater villages:** Domed stone buildings concealed with seaweed. Home to 1d3 × 100 individuals.

► **Barons:** Villages are ruled by a 6+6 HD sahuagin baron.

► **Priestesses:** For every 100 sahuagin in a village, there will be a priestess (a cleric of 3rd to 5th level).

► **Guardians:** 2d4 sharks (see ***p104***) guard the lair. Obey simple commands from sahuagin.

Salamander

Giant, magical reptiles with an affinity for extreme heat or cold.

Flame Salamander

12'–16' long, intelligent serpents with lizard-like heads and legs. Bright orange/yellow/red scales. Natives of the plane of elemental fire, but also live in volcanoes and scorching deserts.

AC 2 [17], **HD** 8* (36hp), **Att** 2 × claw (1d4), 1 × bite (1d8), 1 × heat aura (1d8), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (8), **ML** 8, **AL** Neutral, **XP** 1,200, **NA** 1d4+1 (2d4), **TT** F

► **Heat aura:** All creatures within 20' suffer 1d8 damage per round.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Fire immunity:** Unharmed by fire.

► **Hate frost salamanders:** Will attack on sight.

Frost Salamander

Giant, 6-legged lizards with blue/white scales. Dwell in icy, wilderness regions.

AC 3 [16], **HD** 12* (54hp), **Att** 4 × claw (1d6), 1 × bite (2d6), 1 × cold aura (1d8), **THAC0** 10 [+9], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (12), **ML** 9, **AL** Chaotic, **XP** 1,900, **NA** 1d3 (1d3), **TT** E

► **Cold aura:** All creatures within 20' suffer 1d8 damage per round.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Cold immunity:** Unharmed by cold-based attacks.

► **Hate flame salamanders:** Will attack on sight.

Satyr

Magical humanoids with the legs and horns of goats. Love dance, drink, and debauchery. Dwell in deep, isolated forests.

AC 5 [14], **HD** 5 (22hp), **Att** 1 × horns (2d4) or magic pipes, **THAC0** 15 [+4], **MV** 180' (60'), **SV** D6 W7 P8 B8 S10 (10), **ML** 9, **AL** Neutral, **XP** 175 (piper: 300), **NA** 0 (2d4), **TT** I, N

► **Surprise:** Only surprised on a 1.

► **Hide in woods:** 90% undetectable when hiding.

► **Magic pipes:** One satyr in a group has magic pipes and may play them when encountered for one of the following effects:

a. **Charm:** Used on attractive individuals. Anyone within 60' who hears the song must **save versus spells** or be charmed: move towards the satyr (resisting those who try to prevent it); defend the satyr; obey the satyr's commands (if understood); unable to cast spells or use magic items; unable to harm the satyr. A character who saves is unaffected for the rest of the encounter. Killing the satyr breaks the charm.
b. **Fear:** Used on powerful enemies. All within 60' must **save versus spells** or flee for 2 turns.
c. **Sleep:** Used against intruders not deemed dangerous. All within 60' must **save versus spells** or fall asleep for 4d4 turns. Satyrs will rob sleeping victims.

Scorpion, Giant

Huge arachnids, as big as a small horse, with pincers and deadly stingers. Dwell in caverns, ruins, and deserts.

AC 2 [17], **HD** 4* (18hp), **Att** 2 × claw (1d10), 1 × sting (1d4 + poison), **THAC0** 16 [+3], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (2), **ML** 11, **AL** Chaotic, **XP** 125, **NA** 1d6 (1d6), **TT** V

- **Aggressive:** Normally attack on sight.
- **Poison:** Causes death (**save vs poison**).
- **Grab and sting:** +2 bonus to sting attack, if a claw hits.

Scorpionoid

Hideous, 12' tall monsters with the legs, body, and stinging tail of a giant scorpion, and a humanoid upper body and head. Ruthless hunters who hate all other sentient species. Dwell in warm climates in caverns, deserts, and mountains.

AC 1 [18], **HD** 8* (36hp), **Att** 1 × giant weapon (3d6) or 1 × tail sting (1d10 + poison), **THAC0** 12 [+7], **MV** 240' (80'), **SV** D8 W9 P10 B10 S12 (8), **ML** 10, **AL** Chaotic, **XP** 1,200, **NA** 1d8 (1d10), **TT** J, K, M

- **Weapons:** Typically use pole arms or long bows.
- **Poison:** Causes death (**save versus poison**). Even if the save succeeds, the victim is paralysed and convulsing for 1d8–1 rounds.
- **Pets:** Often keep giant scorpions (see above) as pets.

Seahorse, Giant

15' long seahorses that graze marine plants in small herds. Timid and easily scared. Dwell in all but very cold waters.

AC 7 [12], **HD** 3 (13hp), **Att** 1 × butt (1d4+1), **THAC0** 17 [+2], **MV** 210' (70'), **SV** D12 W13 P14 B15 S16 (2), **ML** 5 (8 with rider), **AL** Neutral, **XP** 35, **NA** 0 (1d20), **TT** None

- **Flee:** Can flee at double speed for up to 10 rounds.
- **Mount:** Often used as mounts by locathah (***p79***), mermen (see ***p84***), and tritons (***p119***).

Sea Serpent

Serpent-like sea monsters with rows of many fins.

Sea Serpent (Lesser)

20'–30' long.

AC 5 [14], **HD** 6 (27hp), **Att** 1 × bite (2d6) or 1 × squeeze (1d10 hull damage), **THAC0** 14 [+5], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 275, **NA** 0 (2d6), **TT** None

- **Lunge:** Up to 20' out of water to use bite attack.
- **Squeeze:** Coil around and crush a vessel (of equal size or smaller).

Sea Serpent (Greater)

80' long.

AC 3 [16], **HD** 14 (63hp), **Att** 1 × bite (3d6) or 1 × squeeze (2d10 hull damage), **THAC0** 9 [+10], **MV** 240' (80'), **SV** D8 W9 P10 B10 S12 (7), **ML** 9, **AL** Neutral, **XP** 1,350, **NA** 0 (1d4), **TT** None

- **Lunge:** Up to 40' out of water to use bite attack.
- **Squeeze:** Coil around and crush a vessel (of equal size or smaller).

Shadow

Intelligent, incorporeal (but not undead) monsters that look like shadows. Able to slightly change their shape.

AC 7 [12], **HD** 2+2* (11hp), **Att** 1 × touch (1d4 + strength drain), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Chaotic, **XP** 35, **NA** 1d8 (1d12), **TT** F

► **Surprise:** On a 1–5.

► **Strength drain:** Victims lose 1 STR per hit. Recovers after 8 turns. If reduced to 0 STR, the victim becomes a shadow.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Spell immunity:** Unaffected by *charm* and *sleep* spells.

Shambling Mound

Sentient, semi-intelligent plant monsters with the shape of a roughly humanoid (9' tall), slime-soaked mound of vegetation. Dwell in forlorn swamps and damp underground locales.

AC 3 [16], **HD** 9* (40hp), **Att** 2 × clubbing fist (2d8), **THAC0** 12 [+7], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Neutral, **XP** 1,600, **NA** 1d3 (1d3), **TT** B

► **Suffocation:** If a victim is hit by both fists in the same round, they are entangled in the shambler's roots and tendrils and suffocate in 2d4 rounds. The victim can only be freed if the shambler is killed.

► **Weapon damage reduction:** All weapon damage reduced by half.

► **Fire immunity:** Unharmed by fire, due to being soaked with slime.

► **Lightning growth:** If damaged by lightning, gains one Hit Die.

► **Seep:** Can flatten body to squeeze through small holes.

Shark

Aggressive, predatory fish of low intelligence and unpredictable behaviour. Live in saltwater.

► **Blood scent:** Can detect blood in water up to 300' away.

► **Feeding frenzy:** Triggered by the scent of blood: always attack; no morale checks.

Bull Shark

8' long; brown colouration. Attack by ramming, then biting the stunned prey.

AC 4 [15], **HD** 2 (9hp), **Att** 1 × bite (2d4) or 1 × ram (stun), **THAC0** 18 [+1], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20, **NA** 0 (3d6), **TT** None

► **Blood scent; Feeding frenzy:** See main entry.

► **Ram:** Stunned for 3 rounds (**save versus paralysis**).

Great White Shark

30' long (or bigger!); grey colouration with white belly. Sometimes attack small boats.

AC 4 [15], **HD** 8 (36hp), **Att** 1 × bite (2d10), **THAC0** 12 [+7], **MV** 180' (60'), **SV** D10 W11 P12 B13 S14 (4), **ML** 7, **AL** Neutral, **XP** 650, **NA** 0 (1d4), **TT** None

► **Blood scent; Feeding frenzy:** See main entry.

Mako Shark

15' long; bluish-grey or tan colouration.

AC 4 [15], **HD** 4 (18hp), **Att** 1 × bite (2d6), **THAC0** 16 [+3], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 75, **NA** 0 (2d6), **TT** None

► **Blood scent; Feeding frenzy:** See main entry.

► **Unpredictable:** May ignore other creatures, only to attack moments later.

Shrew, Giant

Brown-furred, mole-like, insectivores with long snouts. Dwell underground; skilled burrowers.

AC 4 [15], **HD** 1 (4hp), **Att** 2 × bite (1d6), **THAC0** 19 [0], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Neutral, **XP** 10, **NA** 1d4 (1d8), **TT** None

► **Initiative:** Always win initiative in the round of their first attack. +1 to initiative in the round of their second attack.

► **Ferocity:** Attack targets' heads. Targets with 3 HD or less must **save versus death** or flee.

► **Climbing:** Skilled climbers; can jump up to 5'.

► **Territorial:** Ferociously defend their hunting area from all intruders.

► **Echolocation:** Perceive their surroundings up to 60'. Unaffected by lack of light. If unable to hear (e.g. *silence, 15' radius*): AC reduced to 8 [11], –4 penalty to attacks.

Shrieker

Giant, subterranean mushrooms that can creep around slowly.

AC 7 [12], **HD** 3 (13hp), **Att** None, **THAC0** 17 [+2], **MV** 9' (3'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 35, **NA** 1d8 (0), **TT** None

► **Shriek:** Triggered by light (up to 60' away) or movement (up to 30' away). Shriek lasts for 1d3 rounds. Each round of the shriek, there is a 50% chance of a wandering monster being attracted (will arrive in 2d6 rounds).



Skeleton

Skeletal remains of humanoids, reanimated as guardians by powerful magic-users or clerics. Often encountered in cemeteries, crypts, or other forlorn places.

AC 7 [12], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 10, **NA** 3d4 (3d10), **TT** None

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

Slithering Tracker

Transparent, intelligent oozes that subsist on the blood plasma of sentient creatures. Dwell in gloomy ruins and dungeons.

AC 5 [14], **HD** 5* (22hp), **Att** 1 × touch (paralysis), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (5), **ML** 6, **AL** Neutral, **XP** 300, **NA** 1 (0), **TT** C

► **Surprise:** On a 1–5, unless target can detect invisibility.

► **Tracking:** Do not attack directly, but follow a single victim until they sleep.

► **Detecting:** Victim has a 1-in-20 chance of noticing that they are being followed by the slithering tracker.

► **Paralysis:** For 6 turns (**save versus paralysis**). Paralysis continues indefinitely if the tracker maintains physical contact. Once a victim is paralysed, the tracker extracts their blood plasma at a rate of 2d6 hit points per turn.

► **Seep:** Can squeeze through small holes and cracks.

Slug, Giant

Gargantuan (30' long) grey slugs with rasp-like tongues and acidic spit. Voracious predators that dwell underground.

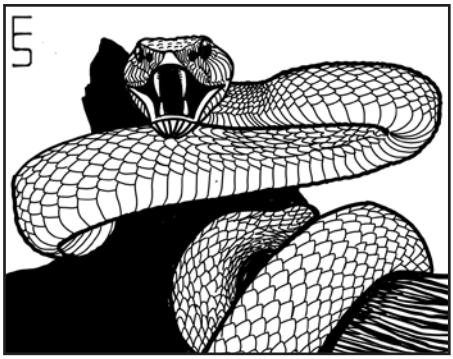
AC 8 [11], **HD** 12* (54hp), **Att** 1 × bite (1d12) or 1 × acid spit (4d6), **THAC0** 10 [+9], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (6), **ML** 10, **AL** Neutral, **XP** 1,900, **NA** 1 (0), **TT** None

► **Acid spit:** Range 60'. Victim may **save versus breath** for half damage.

► **Damage immunity:** Unharmed by non-magical blunt weapons.

► **Squeeze:** Can squeeze through small holes.

► **Break down doors:** Can easily smash through doors.



Snake

Dwell in all but the most extreme climes. Will usually only attack if cornered or surprised.

Giant Rattler

10' long snakes with brown and white diamond patterns on their scales, and a rattle of rasping scales on their tails.

AC 5 [14], **HD** 4* (18hp), **Att** 2 × bite (1d4 + poison), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 125, **NA** 1d4 (1d4), **TT** U

► **Rattle:** Shaken to warn off creatures the snake does not wish to attack.

► **Poison:** Causes death in 1d6 turns (**save versus poison**).

► **Speed:** Attack twice per round. Second attack at the end of each round.

Pit Viper

5' long snakes with grey/green scales.

AC 6 [13], **HD** 2* (9hp), **Att** 1 × bite (1d4 + poison), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 25, **NA** 1d8 (1d8), **TT** None

► **Infravision:** 60'. (Pits in the head allow heat sense.)

► **Initiative:** Always gains initiative (no roll), due to special senses.

► **Poison:** Causes death (**save vs poison**).

Rock Python

20' long snakes with spiralling brown and yellow patterns on their scales.

AC 6 [13], **HD** 5* (22hp), **Att** 1 × bite (1d4 + constriction), **THAC0** 15 [+4], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 300, **NA** 1d3 (1d3), **TT** U

► **Constriction:** When a bite attack is successful, the python wraps around the victim and begins to squeeze, inflicting 2d4 automatic damage immediately and on each subsequent round.

Sea Snake

6' long snakes that live underwater, coming up for breath only once per hour. Will prey on humans.

AC 6 [13], **HD** 3* (13hp), **Att** 1 × bite (1hp + poison), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 50, **NA** 1d8 (1d8), **TT** None

► **Pinprick bite:** 50% chance of going unnoticed.

► **Poison:** Slow acting: effects felt after 1d4+2 turns. **Save vs poison** or die 1 turn later. At this point, the *neutralize poison* spell has a 25% chance of not working.

► **Larger individuals:** Sea snakes with more than 3 HD may be encountered. They are 6' long for every 3 HD.

Spitting Cobra

3' long snakes with grey/white scales. Prefer to attack from a distance with spit.

AC 7 [12], **HD** 1* (4hp), **Att** 1 × spit (blindness) or 1 × bite (1d3 + poison), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 13, **NA** 1d6 (1d6), **TT** None

► **Blinding spit:** Range: 6'. A hit causes permanent blindness (**save vs poison**).

► **Poison:** Causes death in 1d10 turns (**save versus poison**).



Snake Person

Depraved monsters with the sinuous body, tail, and head of a giant snake and scaly humanoid torso and arms. Capture other sentients to be eaten or sacrificed in obscene rituals praising their demonic masters. Dwell in hot jungles.

AC 4 [15], **HD** 6* (27hp), **Att** 1 × bite (1d10 + poison) or 1 × weapon (1d6 or by weapon), **THAC0** 14 [+5], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (6), **ML** 8, **AL** Chaotic, **XP** 500 (priests: 725), **NA** 1d4 (2d10), **TT** C

► **Poison:** Causes death in 1d6 turns (**save versus poison**).

► **Magic resistance:** +4 bonus to all saving throws against magic.

► **Priests:** For every 10 snake people in the lair, there will be 1 priest with the ability to cast spells as a 5th level cleric.

► **Cults:** Sometimes found among human cults that worship snakes.

► **Crossbreeds:** Human/snake person hybrids are said to be possible. Such creatures appear as humans, except for their snake-like eyes and forked tongues.

Spawn of the Worm

Grotesque, animated human corpses in an advanced state of rot. Brains have been entirely devoured by vile worms, which fill the skull cavity and writhe out of the eyes and mouth. Dwell in dungeons, tomb complexes, and swamps.

AC 9 [10], **HD** 4*** (18hp), **Att** 1 × fist (1d8 + disease), 1 × worm (burrow), **THAC0** 16 [+3], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Chaotic, **XP** 225, **NA** 1d3 (1d6), **TT** None

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Aura of fear:** All coming within 30' must **save versus spells** or flee for 1 turn.

► **Disease:** Anyone hit contracts a horrible rotting disease (**save versus poison with a +4 bonus**). Permanently lose 2 points of CHA per month (death if CHA reaches 0); magical healing is ineffective; natural healing is ten times slower. The disease can only be removed by magic.

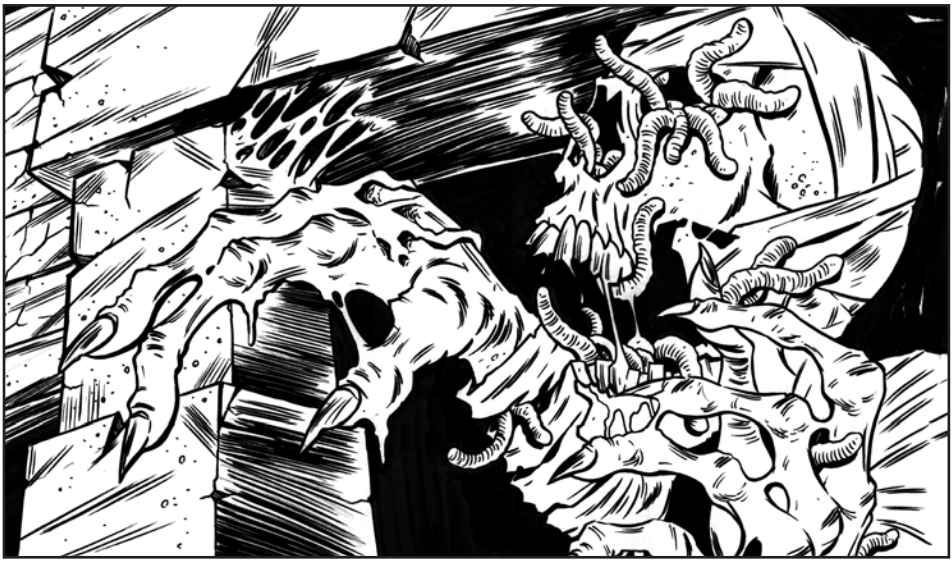
► **Burrowing worms:** A worm leaps from the spawn's skull at a character in melee. This requires an attack roll. If the worm hits, it starts to burrow into the victim's flesh. In 1d4 rounds, it reaches the brain, killing the victim, who becomes a spawn of the worm in 6 turns.

► **Killing worms:** The first round after a worm hits, it can be killed by contact with steel, holy water, or a blessed object. Subsequently, only magic (e.g. *cure disease*) will work.

► **Regeneration:** Regain 2hp per round. Severed limbs reattach.

► **Return from death:** If killed (0hp), regenerate and fight again in 2d6 rounds.

► **Fire, acid, holy water:** Cannot regenerate damage from these sources. The only way to permanently kill.





Spectre

Incorporeal phantoms; one of the most powerful undead monsters.

AC 2 [17], **HD** 6** (27hp), **Att** 1 × touch (1d8 + energy drain), **THAC0** 14 [+5], **MV** 150' (50') / 300' (100') flying, **SV** D10 W11 P12 B13 S14 (6), **ML** 11, **AL** Chaotic, **XP** 725, **NA** 1d4 (1d8), **TT** E

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Energy drain:** A successfully hit target permanently loses two experience levels (or Hit Dice). This incurs a loss of two Hit Dice of hit points, as well as all other benefits due to the drained levels (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels becomes a spectre next night, under the control of the spectre that killed them.

Sphinx

Large (8' tall) monsters with bird-like wings, the body of a lion, and a human head. Collect riddles, puzzles, and obscure lore. May pose riddles to those they meet, attacking and consuming any who cannot give the correct answer. Dwell in warm climes in ruins and wild areas.

AC 0 [19], **HD** 12*** (54hp), **Att** 2 × claw (3d6), [1 × roar or magic], **THAC0** 10 [+9], **MV** 180' (60') / 360' (120') flying, **SV** D2 W2 P2 B2 S2 (24), **ML** 10, **AL** Neutral, **XP** 3,500, **NA** 1 (1), **TT** M

► **Roar:** All within 120' must **save versus spells with a –4 penalty** or flee in terror for 1d6 turns. Characters within 60' who fail the save are stunned (unable to move or act) for 1d6 rounds and then flee. Characters within 10' also suffer 6d6 damage and are deafened for 1 turn.

► **Roar frequency:** May be used at most twice per day.

► **Magic:** Cast magic-user spells, once per day each: *detect magic*, *read languages*, *read magic*, *detect invisible*, *locate object*, *clairvoyance*, *dispel magic*, *remove curse*. (See ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*.)

► **Mundane damage immunity:** Can only be harmed by magical attacks.

Spider, Giant

Aquatic Spider

4' long spiders that dwell in large bodies of fresh water. Build air-filled nests in aquatic vegetation.

AC 5 [14], **HD** 3+3* (16hp), **Att** 1 × bite (1d4 + poison), **THAC0** 16 [+3], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 75, **NA** 0 (2d10), **TT** U

► **Surprise:** On a 1–3, lurking just below the water's surface.

► **Poison:** Causes paralysis followed by death in 1d4 turns (**save versus poison**).

► **Prey:** Drag paralysed victims back to lair to be devoured in peace.

Aranea

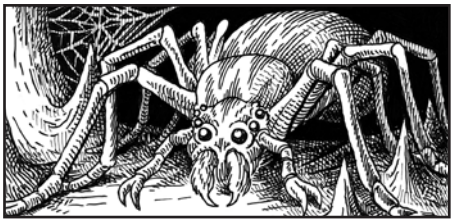
6' long, intelligent, magical spiders of greenish-black colouration. Have an odd lump on the back, housing the large brain. Two front legs have digits, allowing an aranea to grasp tools. Dwell in web-filled lairs where they conduct magical research.

AC 7 [12], **HD** 3** (13hp), **Att** 1 × bite (1d6 + poison), **THAC0** 17 [+2], **MV** 180' (60') / 150' (50') in webs, **SV** D13 W14 P13 B16 S15 (Magic-user 3), **ML** 7, **AL** Neutral, **XP** 65, **NA** 1d3 (1d6), **TT** D

► **Poison:** Causes death in 1 turn (**save versus poison with a –2 penalty**).

► **Arcane spells:** Can cast spells as a 3rd level magic-user. Avoid using fire-based magic.

► **Webs:** Creatures caught in webs become entangled and unable to move. Breaking free depends on Strength: 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. The webs can be destroyed by fire in two rounds. All creatures in a flaming web suffer 1d6 points of damage.



Black Widow

6' long, black spiders with a red hourglass pattern on their abdomens. Dwell in web-filled lairs and sometimes prey on humans.

AC 6 [13], **HD** 3* (13hp), **Att** 1 × bite (2d6 + poison), **THAC0** 17 [+2], **MV** 60' (20') / 120' (40') in webs, **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 50, **NA** 1d3 (1d3), **TT** U

► **Poison:** Causes death in 1 turn (**save versus poison**).

► **Webs:** Creatures caught in webs become entangled and unable to move. Breaking free depends on Strength: 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. The webs can be destroyed by fire in two rounds. All creatures in a flaming web suffer 1d6 points of damage.

Crab Spider

5' long hunting spiders that can change their colour to match their surroundings.

AC 7 [12], **HD** 2* (9hp), **Att** 1 × bite (1d8 + poison), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 25, **NA** 1d4 (1d4), **TT** U

► **Ambush:** Attack by dropping on victims from above.

► **Surprise:** On a 1–4, due to camouflage.

► **Cling:** Can walk on walls and ceilings.

► **Poison:** Causes death in 1d4 turns (**save versus poison with a +2 bonus**).

Phase Spider

8' long, black spiders that have the ability to become intangible. Dwell in web-filled lairs and sometimes prey on humans.

AC 6 [13], **HD** 5* (22hp), **Att** 1 × bite (1d6 + poison), **THAC0** 15 [+4], **MV** 60' (20') / 150' (50') in webs, **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 300, **NA** 1d4 (2d6), **TT** E

► **Poison:** Causes death in 1 turn (**save versus poison with a –2 penalty**).

► **Phasing:** Can shift out of phase with surroundings, becoming intangible. Attack by briefly phasing back in. In a round when the spider attacks, characters who win initiative may attack it as it phases in. Otherwise, the spider can only be harmed by magical attacks.

► **Webs:** Creatures caught in webs become entangled and unable to move. Breaking free depends on Strength: 2d4 turns for strength in the normal human range; 4 rounds for strength above 18; 2 rounds for creatures with giant strength. The webs can be destroyed by fire in two rounds. All creatures in a flaming web suffer 1d6 points of damage.

► **Intelligent phase spiders:** There is rumoured to be an intelligent subspecies of phase spider that originates in another dimension and travels throughout the multiverse. These spiders speak many languages (including Common) and are said to use magic.

Tarantella

7' long, hairy hunting spiders that resemble tarantulas. Magical in nature.

AC 5 [14], **HD** 4* (18hp), **Att** 1 × bite (1d8 + poison), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 125, **NA** 1d3 (1d3), **TT** U

► **Poison: Save vs poison** or dance for 2d6 turns (suffering from painful, jerking spasms that resemble a macabre dance).

► **Onlookers:** Viewers of one affected by the poison must **save versus spells** or begin dancing in the same fashion, for as long as the poisoned victim.

► **Dancing:** Those affected suffer a –4 penalty to attack rolls and AC. After 5 turns of dancing, they become exhausted: fall to the ground, helpless.

Sprite

1' tall, winged humanoids, related to pixies and elves. They are shy, but driven by curiosity and their odd sense of humour.

AC 5 [14], **HD** ½* (2hp), **Att** 1 × spell (curse), **THAC0** 19 [0], **MV** 60' (20') / 180' (60') flying, **SV** D12 W13 P13 B15 S15 (Elf 1), **ML** 7, **AL** Neutral, **XP** 6, **NA** 3d6 (5d8), **TT** S

► **Curse:** Five sprites can collectively curse a target (no attack roll; **save versus spells**). The effect is determined by the referee, but will always be used to comical effect (e.g. target trips, target's nose grows).

► **Pranksters:** Even if attacked, sprites have no interest in killing, merely in making practical jokes.



Squid, Giant

Giant, ten-armed cephalopods. Two of the ten arms are larger, and may be used to attack ships. Dwell in the depths of the sea, only surface to find prey.

AC 7 [12], **HD** 6 (27hp), **Att** 8 × small tentacle (1d4 + constriction), 2 × large tentacle (1d4 + constriction or 1d10 hull damage), 1 × beak (1d10 or 2 hull damage), **THAC0** 14 [+5], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 275, **NA** 0 (1d4), **TT** V

► **Crush boats:** 25% likely to wrap the 2 large tentacles around a boat, doing 1d10 hull damage per tentacle. When the large tentacles are grappling a boat, in subsequent rounds, the beak inflicts 2 points of hull damage automatically.

► **Grab crew:** 75% likely to grab crew from the deck and drag them underwater to be eaten.

► **Constriction:** Tentacles grab and constrict after a hit. 1d4 automatic damage per round.

► **Severing tentacles:** Requires a hit that inflicts 6 or more damage (8 small tentacles) or 10 or more damage (2 large tentacles).

► **Ink cloud:** When escaping, can emit a cloud of black ink (60' diameter) and jet away at 3 times normal speed. Maximum twice a day.

► **Gargantuan specimens:** Two or three times larger can be encountered.

Stegosaurus

Stocky, herbivorous dinosaurs with a ridge of plates along their backs, and a tail studded with spikes (used to deter attackers). Dwell in sub-tropical Lost World environments.

AC 3 [16], **HD** 11 (49hp), **Att** 1 × tail (2d8) or 1 × trample (2d8), **THAC0** 11 [+8], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (6), **ML** 7, **AL** Neutral, **XP** 1,100, **NA** 0 (1d4), **TT** None

► **Trample:** 3-in-4 chance of trampling each round. +4 to hit human-sized or smaller creatures.

Stirge

Feathered, bird-like creatures with long, sharp beaks.

AC 7 [12], **HD** 1* (4hp), **Att** 1 × beak (1d3 + blood sucking), **THAC0** 19 [0], **MV** 30' (10') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 13, **NA** 1d10 (3d12), **TT** L

► **Dive attack:** First attack is at +2 to hit.

► **Blood sucking:** Upon a successful attack, attaches and drains victim's blood: 1d3 automatic damage per round.

► **Detach:** If stirge or victim dies.

Strangle Weed

10' long fronds of rubbery seaweed that seek out living prey. Dwell in warm seas.

AC 5 [14], **HD** 3* (13hp), **Att** 1 × grab (1d4 + entangle), **THAC0** 17 [+2], **MV** 0' (0'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 50, **NA** 0 (3d4), **TT** U

► **Entangle:** A victim hit by a frond is entangled and suffers 1d4 automatic damage on each subsequent round. May make a STR check each round to escape.

► **Clusters:** Each frond is treated as an individual monster, but clusters of multiple fronds are controlled by a single semi-intelligent "brain" in the seabed.





Svirfneblin

Short, thickset demihumans with long noses and gnarled, hairless, grey skin. Also known as *deep gnomes*. Dwell deep in the Underworld in labyrinthine lairs riddled with cunning secret passages and chambers.

AC 5 [14], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 60' (20'), **SV** D8 W9 P10 B14 S11 (Svirfneblin 1), **ML** 8 (10 in sight of leader or chieftain), **AL** Neutral, **XP** 10, (leader: 20, bodyguard: 35, chieftain: 75), **NA** 1d8 (5d8), **TT** C

► **Surprise:** On a 1–4 underground, due to ability to blend into stone.

► **Infravision:** 90'.

► **Light sensitivity:** Suffer a –2 penalty to attack rolls and a –1 penalty to AC when in bright light (daylight, *continual light*).

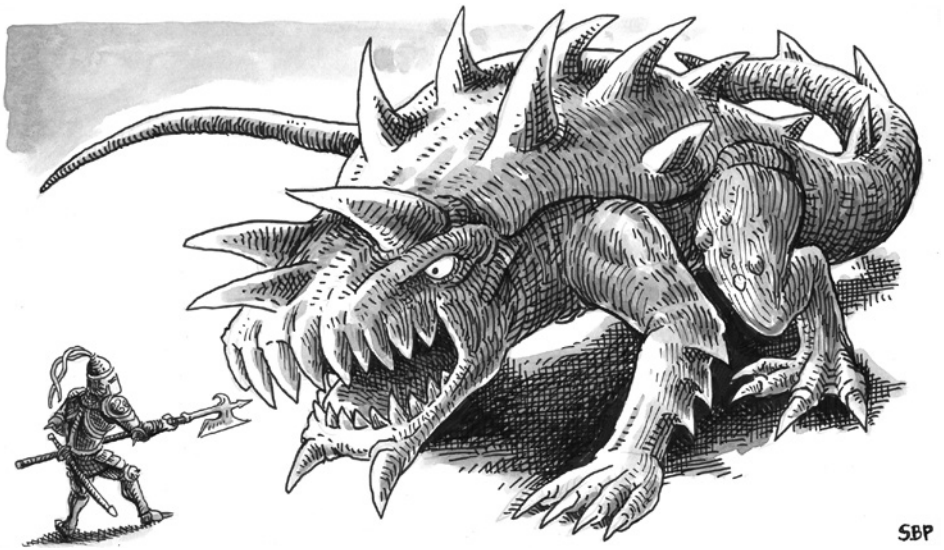
► **Leader:** A 2 HD leader (with 11hp) is present for every 20 svirfneblins.

► **Clan chieftain and bodyguards:** A 4 HD chieftain (with 18hp) and 1d6 3 HD bodyguards (with 1d4 + 9hp) live in the lair. The chieftain gains a +1 bonus to damage.

► **Summon earth elemental:** Once per day, leaders and chieftains can summon an 8 HD earth elemental (see ***p50***) for 1d6 turns.

► **Hate deep ones and mind lashers:** Normally attack on sight.

► **Mines and machines:** Love machinery, mining, and gems.



Tarrasque

Legendary, gargantuan (50' long) reptilian monstrosities dreaded throughout all lands. Spend most of their time sleeping in their underground lairs. Emerge periodically and ravage vast swaths of land, consuming all plants and animals in the path. Tarrasques are quite possibly the most feared monster of all.

AC –3 [22], **HD** 36** (162hp), **Att** 2 × claw (1d12), 1 × bite (5d10 + severing), 1 × tail (2d12), 2 × horn (1d10), **THAC0** 5 [+14], **MV** 90' (30'), **SV** D2 W3 P4 B3 S6 (18), **ML** 10, **AL** Neutral, **XP** 17,750, **NA** 0 (1), **TT** Carapace

► **Aura of terror:** Creatures of under 3 HD who behold a tarrasque are paralysed with terror until it is out of sight. Creatures of more than 3 HD will instead flee in terror for 6 turns. Creatures of 7 HD or higher may **save vs paralysis** to resist.

► **Charge:** In first round of combat, when not in melee. Requires a clear run of at least 20 yards. Horns inflict double damage.

► **Severing:** A bite attack roll of 18 or higher indicates that one of the target's extremities (determined randomly, e.g. 1–2: leg, 3–4: arm, 5–6: head) is severed.

► **Regeneration:** A damaged tarrasque gains 1hp at the start of each round.

► **Return from death:** If killed (0hp), will regenerate, reforming completely from even only a tiny piece.

► **Killing permanently:** Only possible by reducing to 0hp then using a wish.

► **Energy reflection:** Immune to energy rays, cones, and bolts (lighting, cold, *magic missiles*, etc.). 1-in-6 chance of the attack being reflected back at its origin.

► **Fire immunity:** Unharmed by fire.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Carapace:** 10d10 diamonds (1,000gp value each) can be extracted from the carapace. It is also possible to craft magic shields from the plates.

► **Sleeping:** Sleep in lair for months or years, before emerging for 1–2 weeks of voracious feeding.

► **Unique:** It is rumoured that there may only be a single tarrasque.

Thoul

Magical monstrosities that look like hobgoblins (except on close inspection), but combine the powers of ghouls and trolls. Sometimes live among hobgoblins.

AC 6 [13], **HD** 3** (13hp), **Att** 2 × claw (1d3 + paralysis) or 1 × weapon (1d6 or by weapon), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 10, **AL** Chaotic, **XP** 65, **NA** 1d6 (1d10), **TT** C

► **Paralysis:** Successful attacks cause paralysis for 2d4 turns (**save versus paralysis** negates). Elves and creatures larger than ogres are unaffected. After paralysing a target, thouls will attack others.

► **Regeneration:** A damaged thoul gains 1 hit point at the start of each round, as long as it is alive.



Titan

Gargantuan (22' tall) humanoids of radiant beauty and athletic build. Beneficent of character, but prone to megalomania. Natives of higher planes, but sometimes have strongholds in the mortal world.

AC 0 [19], **HD** 20*** (90hp), **Att** 1 × giant weapon (8d6) or spells, **THAC0** 6 [+13], **MV** 150' (50'), **SV** D2 W2 P2 B2 S4 (20), **ML** 10, **AL** Lawful, **XP** 5,450, **NA** 1 (1d2), **TT** E, L × 10, M

► **Invisibility:** At will. Become visible when attacking or casting spells.

► **Levitation:** At will. Move vertically up to 20' per round.

► **Spell casting:** Know how to cast 2 cleric spells of each level (1st to 5th) and 2 magic-user spells of each level (1st to 6th). Each spell known may be cast once per day. See ***Cleric Spells*** and ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*.

► **Language:** Speak the tongues of all giants.

► **Giant companions:** 2-in-10 chance of a storm giant being encountered with titans. (See ***p59***.)

Titanothere

Giant (12' at the shoulder), ancient relatives of the rhinoceros, with massive, blunt horns. Eat grass and tree leaves. Dwell in small herds in Lost World grasslands.

AC 5 [14], **HD** 12 (54hp), **Att** 1 × butt (2d6) or 1 × trample (3d8), **THAC0** 10 [+9], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (6), **ML** 7, **AL** Neutral, **XP** 1,100, **NA** 0 (1d6), **TT** None

► **Peaceful grazers:** Will not attack if left alone.

► **Trample:** 3-in-4 chance of trampling each round. +4 to hit human-sized or smaller creatures.





Toad, Giant

Chameleon Toad

Warty amphibians with long, sticky tongues. As large as a great hound, weighing 150 to 250 pounds.

AC 7 [12], **HD** 2+2 (11hp), **Att** 1 × bite (1d4+1), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Neutral, **XP** 25, **NA** 1d4 (1d4), **TT** None

► **Surprise:** On a 1–3, in forests or dark dungeons, due to the ability to change colour to match their surrounding.

► **Sticky tongue:** Attack up to 15' away. On a hit, prey (up to dwarf size) is dragged to the mouth and bitten.

► **Swallow whole:** A natural 20 attack roll indicates a small victim is swallowed. Inside the toad's belly: suffer 1d6 damage per round (until the toad dies); may attack with sharp weapons at –4 to hit; body digested in 6 turns after death.

Frost Toad

Intelligent giant (8' long) toads with warty, frost-rimed skin. Dwell in icy climes or deep underground.

AC 3 [16], **HD** 5* (22hp), **Att** 1 × bite (3d4), **THAC0** 15 [+4], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (5), **ML** 8, **AL** Neutral, **XP** 300, **NA** 1d4 (3d6), **TT** C

► **Cold aura:** All creatures within 10' suffer 3d6 damage per round.

► **Language:** Speak own strange tongue.

Poisonous Toad

Warty amphibians with bright orange or red markings. As large as a great hound, weighing 150 to 250 pounds.

AC 7 [12], **HD** 2* (9hp), **Att** 1 × bite (1d4+1 + poison), **THAC0** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6, **AL** Neutral, **XP** 25, **NA** 1d8 (1d8), **TT** None

► **Poison:** Causes death (**save vs poison**).

Trader

1st level fighters who live by trading in borderland areas.

AC 6 [13], **HD** 1 (4hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Any, **XP** 10, **NA** 1d8 (3d6), **TT** U + V

► **Arms:** Usually carry: hand-axe, sword, shield, furs (equivalent to leather armour).

► **Mules:** In the wilderness, have 1d4 mules loaded with trade goods (e.g. carved wooden items, furs, spices).

Trapper

Intelligent, cunning predators that stretch their stony, amorphous bodies flat across large areas of floor. Wait for victims to walk across, then fold up, trapping the victims. Typically cover a 20' square area (though larger specimens are occasionally encountered). Dwell underground.

AC 3 [16], **HD** 12* (54hp), **Att** 1 × trap (1d8), **THAC0** 10 [+9], **MV** 30' (10'), **SV** D6 W7 P8 B8 S10 (12), **ML** 11, **AL** Neutral, **XP** 1,900, **NA** 1 (0), **TT** G

► **Lure:** Often form a protrusion resembling a chest near centre to lure prey.

► **Surprise:** On a 1–5, due to camouflaged appearance.

► **Trap:** Affects all within the 20' square area the trapper covers. A single attack roll is made and compared against the AC of all targets.

► **Trapped victims:** Cannot move, automatically suffer 1d8 damage per round. Can attack the trapper only if they had a short weapon (e.g. dagger, short sword) in hand when trapped.

► **Suffocation:** Trapped victims die after 6 rounds due to suffocation.

► **Damage reduction:** Half damage from fire and cold-based attacks.

Treant

Giant (18' tall) humanoids that look like trees. Dwell in forests. Are concerned only with protecting the plants of their home. Speak their own long-winded and circuitous language.

AC 2 [17], **HD** 8 (36hp), **Att** 2 × fist (2d6), **THAC0** 12 [+7], **MV** 60' (20'), **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Lawful, **XP** 650, **NA** 0 (1d8), **TT** C

► **Distrust fire:** And those who wield it.

► **Surprise:** On a 1–3, in a forest, due to being mistaken for a tree. Encounter occurs at 30 yards or less.

► **Animate trees:** Each individual can animate 2 trees (within 60'; may switch trees at will). These fight as treants with movement rate 30' (10').

Triceratops

Massive (12' to the shoulder, almost 40' long), aggressive, herbivorous dinosaurs with a protective crest behind the head, and three long horns. Dwell in Lost World grasslands.

AC 2 [17], **HD** 11 (49hp), **Att** 1 × gore (3d6) or 1 × trample (3d6), **THAC0** 11 [+8], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (6), **ML** 8, **AL** Neutral, **XP** 1,100, **NA** 0 (1d4), **TT** None

► **Aggressive:** Normally attack on sight.

► **Charge:** In first round of combat, when not in melee. Requires a clear run of at least 20 yards. Horns inflict double damage.

► **Trample:** 3-in-4 chance of trampling each round. +4 to hit human-sized or smaller creatures.

Triton

Aquatic humanoids with silvery skin, blue-green hair, and scaled legs ending in fins. Dwell in warm waters both in shallows and at great depths.

AC 5 [14], **HD** 3 (13hp), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 17 [+2], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Lawful, **XP** 35 (leader: 175, king: 900), **NA** 0 (1d6 × 10), **TT** F

► **Magic resistance:** +4 bonus to all saving throws against magic.

► **Weapons:** Tridents (1d6 damage), crossbows, daggers.

► **Mounts:** Roving bands are usually mounted on hippocampi (***p67***) or giant seahorses (***p103***).

► **Leaders:** For every 10 in a group, there is a 5 HD leader.

► **Lairs:** Beautiful castles on the seabed or caverns sculpted into undersea rocks. Lairs are lavishly decorated with coral.

► **Triton king:** A 9 HD triton rules the lair. The king has a magical conch shell which he can blow to calm rough seas, to summon 6d6 hippocampi (***p67***) or giant seahorses (***p103***), or to cause marine animals within 240' to flee (**save versus spells**).

► **Priests:** In the lair, there is a high priest (with the abilities of a 10th level cleric) and 1d4 priests (4th level clerics).

► **Magic-users:** In the lair, there is a 75% chance of a triton with the abilities of a magic-user (level 1d6+4).

► **Guardians:** Use trained sea creatures to guard their homes.

► **Divine purpose:** According to legend, tritons were brought to the mortal world from the plane of elemental water for some special purpose which will be revealed when the time is right.

Troglodyte

Intelligent, reptilian humanoids with agile hands, long legs, short tails, and spiky combs on their heads and arms.

AC 5 [14], **HD** 2* (9hp), **Att** 2 × claw (1d4), 1 × bite (1d4), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 25, **NA** 1d8 (5d8), **TT** A

► **Hateful:** Attempt to kill any creatures they encounter.

► **Surprise:** On a 1–4, due to the ability to change colour to match their surroundings. Lurk by rock walls and await victims.

► **Nauseating stench:** Oils on the skin have a smell that sickens humans and demihumans: **save versus poison** or suffer –2 to hit, while in melee with troglodytes.

Troll

Intelligent, wicked, 8' tall humanoids with emaciated, rubbery bodies. Consume the flesh of other humanoids. Dwell underground, in barren wilderness, and in the ruined homes of former victims.

AC 4 [15], **HD** 6+3* (30hp), **Att** 2 × talon (1d6), 1 × bite (1d10), **THAC0** 13 [+6], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (6), **ML** 10 (8 fear of fire), **AL** Chaotic, **XP** 650, **NA** 1d8 (1d8), **TT** D

► **Regeneration:** 3 rounds after being damaged, start regaining 3hp per round. Severed limbs reattach.

► **Return from death:** If killed (0hp), will regenerate and fight again in 2d6 rounds.

► **Fire and acid:** Cannot regenerate damage from these sources. The only way to permanently kill a troll.

► **Fear of fire:** Morale 8 when attacked with fire or acid.



Turtle, Giant

Sea Turtle

Giant (20' long), peaceful marine reptiles that drift in warm oceans, eating sea plants. Dangerous if threatened.

AC 3 [16], **HD** 15 (67hp), **Att** 1 × bite (4d4), **THAC0** 9 [+10], **MV** 10' (3') / 150' (50') swimming, **SV** D8 W9 P10 B10 S12 (8), **ML** 7, **AL** Neutral, **XP** 1,350, **NA** 0 (1d3), **TT** None

► **Tip boats:** 50% likely to emerge under canoes or small boats, tipping them over.

Snapping Turtle

Giant (10' long), aggressive predatory turtles that lurk in the shallows of lakes and large rivers.

AC 3 [16], **HD** 10 (45hp), **Att** 1 × bite (6d4), **THAC0** 11 [+8], **MV** 30' (10'), **SV** D10 W11 P12 B13 S14 (5), **ML** 8, **AL** Neutral, **XP** 900, **NA** 0 (1d4), **TT** None

► **Surprise:** On a 1–4, due to hiding motionless underwater.

► **Long neck:** Can bite up to 10' away.

Tyrannosaurus Rex

Great (over 20' tall), two-legged, predatory dinosaurs with huge jaws. Hunt human-sized or larger prey. Dwell in Lost World regions.

AC 3 [16], **HD** 20 (90hp), **Att** 1 × bite (6d6), **THAC0** 6 [+13], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (10), **ML** 11, **AL** Neutral, **XP** 2,000, **NA** 0 (1), **TT** V × 3

► **Large prey:** Attack largest target first.

Unicorn

Fantastic creatures that appear as elegant horses with a long horn. Unicorns are timid, but proud and wilful.

AC 2 [17], **HD** 4* (18hp), **Att** 2 × hoof (1d8), 1 × horn (1d8), **THAC0** 16 [+3], **MV** 240' (80'), **SV** D8 W9 P10 B10 S12 (8), **ML** 7, **AL** Lawful, **XP** 125, **NA** 1d6 (1d8), **TT** None

► **Empathy with maidens:** A pure-hearted maiden can communicate with and ride a unicorn.

► **Teleport:** Once per day, up to 360' (including rider).



Vampire

Greatly feared undead monsters that live by drinking the blood of mortals. Dwell in ruins, tombs, and deserted locales.

AC 2 [17], **HD** 7 to 9** (31/36/40hp) **Att** 1 × touch (1d10 + energy drain) or 1 × gaze (charm), **THAC0** 13 [+6]/12 [+7]/12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (7 to 9), **ML** 11, **AL** Chaotic, **XP** 1,250/1,750/2,300, **NA** 1d4 (1d6), **TT** F

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Energy drain:** A successfully touched target permanently loses two experience levels (or Hit Dice). This incurs a loss of two Hit Dice of hit points, as well as all other benefits due to the drained levels (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels becomes a vampire in 3 days.

► **Charming gaze: Save versus spells at –2** or be charmed: move towards the vampire (resisting those who try to prevent it); defend the vampire; obey the vampire's commands (if understood); unable to cast spells or use magic items; unable to harm the vampire. Killing the vampire breaks the charm.

► **Regeneration:** A damaged vampire gains 3hp at the start of each round, as long as it is alive.

► **At 0hp:** Change into gaseous form; flee to coffin.

► **Change form:** At will; takes 1 round:

a. **Humanoid:** Standard form.
b. **Dire wolf: Att** 1 × bite (2d4), **MV** 150' (50'). AC, HD, morale, saves as vampire.
c. **Giant bat: Att** 1 × bite (1d4), **MV** 30' (10') / 180' (60') flying. AC, HD, morale, saves as vampire.
d. **Gaseous cloud: MV** 180' (60') flying. Immune to all weapons. Cannot attack.

► **Summon beasts:** In human form only. Creatures from the surrounding area: 1d10 × 10 rats (***p97***), 5d4 giant rats (***p97***), 1d10 × 10 bats (***p24***), 3d6 giant bats (***p24***), 3d6 wolves (***p126***), or 2d4 dire wolves (***p126***).

► **Coffins:** Must rest in a coffin during the day or lose 2d6hp (only regenerated by resting a full day). Cannot rest in a blessed coffin. Always keep multiple coffins in hidden locations.

► **Vulnerabilities:**

e. **Garlic:** Odour repels: save vs poison or unable to attack this round.
f. **Holy symbols:** If presented, will keep a vampire at bay (10'). May attack wielder from another direction.
g. **Running water:** Cannot cross (in any form), except by a bridge or carried inside a coffin.
h. **Mirrors:** Avoid; do not cast a reflection.
i. **Continual light:** Partly blinded by the light from this spell (–4 to attacks).

► **Destroying:**

j. **Sunlight:** Save versus death each round or be disintegrated.
k. **Stake through the heart:** Permanently kills.
l. **Immersion in water:** For 1 turn permanently kills.
m. **Destroying coffins:** Permanently killed if all hit points lost when unable to rest (see ***coffins***).

Veteran

Low level fighters, often on their way to or from war.

AC 2 [17], **HD** 1 to 3 (4/9/13hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (Fighter 1 to Fighter 3), **ML** 9, **AL** Any, **XP** 10/20/35, **NA** 2d4 (2d6), **TT** V

► **Level and alignment:** A group may all be of the same level and alignment, or these may be determined randomly, per individual.

Violet Fungus

Giant (5' tall), carnivorous mushrooms that can creep around slowly. Live underground, among shriekers (see ***p105***), which they resemble. Feed on the rotting remains of living creatures which stray too close.

AC 7 [12], **HD** 3* (13hp), **Att** 2 × tentacle (2d4 + rot), **THAC0** 17 [+2], **MV** 10' (3'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 50, **NA** 1d4 (0), **TT** None

► **Rot:** Tentacles rot flesh. **Save versus poison** to avoid. If the save fails, the damage inflicted by the hit can only be healed by magic.

Warp Beast

Large, black, six-legged, semi-intelligent monsters. Look similar to panthers with a tentacle growing from each front shoulder. Tentacles ridged with razor-sharp edges.

AC 4 [15], **HD** 6* (27hp), **Att** 2 × tentacle (2d4), **THAC0** 14 [+5], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (6), **ML** 8, **AL** Neutral, **XP** 500, **NA** 1d4 (1d4), **TT** D

► **Displacement:** Appear 3' from actual location: attackers suffer –2 to hit.

► **Save bonus:** +2 to all saves.

► **Hate blink dogs:** Always attack them and their companions.



Wasp, Giant

5' long, highly aggressive, carnivorous insects. Paralyse creatures with their sting then lay eggs in the victim, which is then devoured by the larvae as they hatch. Dwell in warm and temperate climates.

AC 4 [15], **HD** 4* (18hp), **Att** 1 × bite (2d4), 1 × sting (1d4 + poison), **THAC0** 16 [+3], **MV** 60' (20') / 210' (70') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 10, **AL** Neutral, **XP** 125, **NA** 0 (1d20), **TT** L × 20

► **Poison:** Causes permanent paralysis and death after 1d4 days (**save vs poison**).

► **Vulnerable to fire:** If a wasp is damaged with fire (e.g. burning oil, torches), its wings are burned off.

► **Nests:** Some giant wasps build nests of wood pulp. These lairs house 2d20 wasps.



Water Fiend

Evil spirits that inhabit pools. Take a serpent-like form and lash out at approaching creatures.

AC 4 [15], **HD** 3+3* (16hp), **Att** 1 × strike (grab), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (6), **ML** 9, **AL** Chaotic, **XP** 75, **NA** 1d3 (1d3), **TT** I

► **Formation:** Takes 2 rounds to form.

► **Grab:** The victim must **save versus paralysis** or be dragged underwater.

► **Submerged victims:** Each round: suffer 1d4 automatic damage and must **save versus death** or become unconscious. An unconscious victim dies after 3 rounds.

► **Resistance to sharp weapons:** Only suffer 1 point of damage.

► **Return from death:** If killed (0hp), will reform with full hp in 2 rounds.

► **Energy resistance:** Cold attacks paralyse for 1d3 rounds (no damage). Half damage from fire attacks.

► **Killing permanently:** Only by magic (e.g. *dispel evil*, *purify food and water*).

► **Water-bound:** Must remain in water.

► **Command water elemental:** 50% chance of being able to take over command of a water elemental that is within 30'.

Water Termite

Giant (1'–5' long), wood-eating, aquatic insects with a sack to take in and jet out water. Prone to feeding on passing ships. Only attack creatures if cornered.

► **Irritant spray:** Above water; maximum once a turn. Can spray one target: **save versus poison** or stunned for 1 turn.

► **Ink cloud:** Underwater; maximum once a turn. When escaping, can emit a cloud of black ink to confuse attackers.

► **Eat ships:** Cling to bottom of vessel. Each individual inflicts 1d3 hull damage then drops off.

► **Noticing ship damage:** 50% chance per round of spotting leaks.

Freshwater Termite

AC 6 [13], **HD** 2+1 (10hp), **Att** 1 × bite (1d4) or 1 × spray (stun), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 25, **NA** 0 (1d3), **TT** None

Saltwater Termite

AC 5 [14], **HD** 4 (18hp), **Att** 1 × bite (1d6) or 1 × spray (stun), **THAC0** 16 [+3], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (3), **ML** 11, **AL** Neutral, **XP** 75, **NA** 0 (1d6+1), **TT** None

Swamp Termite

AC 4 [15], **HD** 1+1 (5hp), **Att** 1 × bite (1d3) or 1 × spray (stun), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Neutral, **XP** 15, **NA** 0 (1d4), **TT** None



Weasel, Giant

8' to 9' long, vicious, predatory mammals with rich fur of brown, gold, or white. Dwell in subterranean tunnels, hunting alone or in small groups.

AC 7 [12], **HD** 4+4 (22hp), **Att** 1 × bite (2d4 + blood sucking), **THAC0** 15 [+4], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 125, **NA** 1d4 (1d6), **TT** V

► **Infravision:** 30'.

► **Blood sucking:** Upon a successful attack, locks onto the victim and drains its blood: 2d4 automatic damage per round.

► **Detaching:** If weasel or victim dies.

► **Tracking:** By scent, favouring wounded prey.

► **Treasure:** Found in lair on bodies of victims.

Whale

Killer Whale

25' long, carnivorous whales. Dwell in cold waters and hunt sea creatures (including other whales).

AC 6 [13], **HD** 6 (27hp), **Att** 1 × bite (1d20), **THAC0** 14 [+5], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (3), **ML** 10, **AL** Neutral, **XP** 275, **NA** 0 (1d6), **TT** V

► **Swallow whole:** A natural 20 attack roll indicates a halfling-sized (or smaller) victim is swallowed. Inside the whale's belly: suffer 1d6 damage per round (until the whale dies); may attack with sharp weapons at –4 to hit; drown after 10 rounds; body digested in 6 turns after death.

Narwhal

15' long, intelligent, magical whales with grey to white skin and an 8' long, spiralling horn on their nose. Live independent and secretive lives in arctic waters.

AC 7 [12], **HD** 12 (54hp), **Att** 1 × bite (1d8), 1 × horn (2d6), **THAC0** 10 [+9], **MV** 180' (60'), **SV** D6 W7 P8 B8 S10 (12), **ML** 8, **AL** Lawful, **XP** 1,100, **NA** 0 (1d4), **TT** Horn

► **Horn:** Is worth 1d6 × 1,000gp. Rumours say a narwhal's horn vibrates when evil is near.

Sperm Whale

Gargantuan whales up to 60' long. Dwell in open oceans and hunt deep sea monsters (e.g. giant squids).

AC 6 [13], **HD** 36 (162hp), **Att** 1 × bite (3d20) or 1 × ram (6d6 hull damage), **THAC0** 5 [+14], **MV** 180' (60'), **SV** D4 W5 P6 B5 S8 (15), **ML** 7, **AL** Neutral, **XP** 6,250, **NA** 0 (1d3), **TT** V

► **Swallow whole:** An attack roll of 4 or more than the target number required indicates a human-sized (or smaller) victim is swallowed. Inside the whale's belly: suffer 3d6 damage per round (until the whale dies); may attack with sharp weapons at –4 to hit; body digested in 6 turns after death.

► **Ram ships:** 10% likely to attack vessels.



Wight

Corpses of humans or demihumans, possessed by malevolent spirits.

AC 5 [14], **HD** 3* (13hp), **Att** 1 × touch (energy drain), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Chaotic, **XP** 50, **NA** 1d6 (1d8), **TT** B

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Mundane damage immunity:** Only harmed by silver weapons or magic.

► **Energy drain:** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to halfway between the former and new levels. A person drained of all levels becomes a wight in 1d4 days, under the control of the wight that killed them.

Will-o'-the-Wisp

1' spheres of bobbing, torch-like light that lure people to their doom in bogs or traps. Feed on the energy of dying souls.

AC 0 [19], **HD** 6 (27hp), **Att** 1 × lightning (1d10), **THAC0** 14 [+5], **MV** 180' (60'), **SV** D10 W11 P12 B13 S14 (6), **ML** 11, **AL** Chaotic, **XP** 275, **NA** 1d3 (1d6), **TT** G

► **Invisibility:** At will. Cannot attack while invisible.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Energy immunity:** Unharmed by electrical attacks. Minimum damage from fire.

► **If reduced to 5 or less hp:** Will reveal location of treasure hoard.

Wolf

Carnivorous relatives of dogs that hunt in packs.

Dire Wolf

Large, savage, semi-intelligent wolves. Dwell in caves, mountains, and forests.

AC 6 [13], **HD** 4+1 (19hp), **Att** 1 × bite (2d4), **THAC0** 15 [+4], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 125, **NA** 1d4 (2d4), **TT** None

► **Training:** At the referee's discretion, captured cubs may be trained like dogs. Dire wolves are ferocious and extremely difficult to train.

► **Mounts:** Sometimes trained as mounts by goblins (***p61***).

Normal Wolf

Dwell primarily in wild lands, but occasionally lair in caves.

AC 7 [12], **HD** 2+2 (11hp), **Att** 1 × bite (1d6), **THAC0** 17 [+2], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (1), **ML** 6 (8 in larger packs), **AL** Neutral, **XP** 25, **NA** 2d6 (3d6), **TT** None

► **Training:** At the referee's discretion, captured cubs may be trained like dogs. Wolves are difficult to train.

► **Strength in numbers:** Packs of 4 or more wolves have morale 8. If the pack is reduced to less than 50% of its original size, this morale bonus is lost.



Winter Wolf

Large (8' long), intelligent wolves of an evil disposition. Scintillating, silvery-white fur and pale blue eyes. Dwell in cold climates.

AC 5 [14], **HD** 6* (27hp), **Att** 1 × bite (2d4) or 1 × frost breath (6d4), **THAC0** 14 [+5], **MV** 180' (60'), **SV** D10 W11 P12 B13 S14 (6), **ML** 9, **AL** Chaotic, **XP** 500, **NA** 0 (2d4), **TT** I + pelt

► **Frost breath:** All within 10' of mouth suffer damage (**save vs breath** for half).

► **Breath frequency:** Every 10 rounds.

► **Cold immunity:** Unharmed by cold-based attacks.

► **Vulnerable to fire:** Suffer an extra point of damage per die of fire damage.

► **Pelt:** Worth up to 5,000gp intact.

Wraith

Incorporeal, undead monsters that appear as pale, human-like forms of coalescing mist. Dwell in deserted regions or in the homes of former victims.

AC 3 [16], **HD** 4** (18hp), **Att** 1 × touch (1d6 + energy drain), **THAC0** 16 [+3], **MV** 120' (40') / 240' (80') flying, **SV** D10 W11 P12 B13 S14 (4), **ML** 12, **AL** Chaotic, **XP** 175, **NA** 1d4 (1d6), **TT** E

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Mundane damage immunity:** Only harmed by silver weapons or magic.

► **Damage reduction:** Half damage from silver weapons.

► **Energy drain:** A successfully hit target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels becomes a wraith in one day, under the control of the wraith that killed them.

Wyvern

Winged, two-legged, dragon-like monsters with a long tail tipped with a venomous stinger. Dwell in any terrain, but favour cliffs and forests.

AC 3 [16], **HD** 7* (31hp), **Att** 1 × bite (2d8), 1 × sting (1d6 + poison), **THAC0** 13 [+6], **MV** 90' (30') / 240' (80') flying, **SV** D10 W11 P12 B13 S14 (4), **ML** 9, **AL** Chaotic, **XP** 850, **NA** 1d2 (1d6), **TT** E

► **Poison:** Causes death (**save vs poison**).



Xorn

5’ tall, radially symmetric monsters with powerful jaws atop their body and a clawed arm, a stumpy leg, and an eye on each of their 3 sides. Eat rare minerals. Natives of the plane of elemental earth who venture to the material plane on occasion in search of food.

AC –2 [21], **HD** 7 (31hp), **Att** 1 × bite (6d4), 3 × claw (1d3), **THAC0** 13 [+6], **MV** 90’ (30’), **SV** D8 W9 P10 B10 S12 (7), **ML** 8, **AL** Neutral, **XP** 450, **NA** 1d4 (0), **TT** J, L × 5

► **Surprise:** On a 1–5, due to blending in with stone.

► **Move through stone:** Can meld into stone and earth, moving at full speed.

► **Smell metals:** Up to 20’ away.

► **Demand metals:** Will leave characters alone if fed on precious metals. Otherwise, 90% likely to attack.

► **Energy immunity:** Unharmed by fire or cold-based attacks. Half damage from electrical attacks.

► **Earth spells:** *Move earth* pushes 30’ and stuns for 1 round (cannot move or act), *stone to flesh* or *transmute rock to mud* reduces AC to 9 [10] for 1 round, *pass-wall* inflicts 1d10+10 damage.

Yellow Mould

Deadly fungus that covers walls, ceilings, and other surfaces.

AC No hit roll required, **HD** 2* (9hp), **Att** 1 × spores (1d6 + choking), **THAC0** 18 [+1], **MV** 0’ (0’), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 25, **NA** 1d8 (1d4), **TT** None

► **Area:** Each 10 square feet (e.g. 2’ × 5’) covered in yellow mould is treated as one “individual”. (A 10’ × 10’ area would consist of 10 individual moulds.)

► **Immunity:** Unharmed by all attacks but fire (a burning torch does 1d4 damage).

► **Spore cloud:** 50% chance of attacking if touched (or damaged): releases a cloud of spores affecting all within a 10’ cube area.

► **Choking: Save versus death** or die within 6 rounds.

► **Erosion:** Wood or leather in contact with the mould will be eaten away.

Yeti

Large (8' tall), shaggy ape-like monsters with vicious claws and a taste for human flesh. Dwell in isolated, icy regions.

AC 5 [14], **HD** 4+4** (22hp), **Att** 2 × claw (1d6 + icy squeeze), **THAC0** 15 [+4], **MV** 150' (50'), **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 275, **NA** 1d6 (1d6), **TT** D

► **Surprise:** On a 1–4, due to camouflage in snow and ice.

► **Icy squeeze:** On an attack roll of 20, victim is squeezed for 2d8 extra damage.

► **Paralysing gaze:** Any who are surprised must **save versus paralysis** or be frozen still for 3 rounds.

► **Paralysed victims:** Can be struck automatically with both claws and squeezed for an additional 2d8 damage.

► **Vulnerable to fire:** 50% extra damage.

Zombie

Listless, humanoid corpses, reanimated as guardians by powerful clerics or wizards.

AC 8 [11], **HD** 2 (9hp), **Att** 1 × weapon (1d8 or by weapon), **THAC0** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Chaotic, **XP** 20, **NA** 2d4 (4d6), **TT** None

► **Guardians:** Always attack on sight.

► **Initiative:** Always lose (no roll).

► **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).



Encounter Tables

This section provides encounter tables by dungeon level and wilderness terrain type, using the monsters found in this book.

Special tables may also be created to reflect the different balance of monsters inhabiting a specific dungeon or wilderness region.

Rolling a Dungeon Encounter

Roll 1d4 and 1d10 and look up the results on the column in the table overleaf for the dungeon level being explored. The result indicates the monster encountered, with the number appearing in parentheses.



Number Appearing

The values listed in the tables for some monsters do not match the values listed in the monster description. If desired, the referee may use the number appearing value listed in the monster description, for consistency.

Rolling a Wilderness Encounter

1. **Roll 1d8:** Look up the result on the column in the table on ***p134*** for the terrain being explored. The result indicates which sub-table to consult.
2. **Roll 1d20:** Look up the result in the sub-table indicated.

Lost World Encounters

In Lost World or prehistoric settings, any Animal result may be rolled on the ***Prehistoric Animal*** table, in sub-table 2 (see ***p135***).

Aerial Encounters

Always use the ***Flyer*** table, in sub-table 1 (see ***p134***).

NPC Adventurers

Encounters with NPC adventuring parties are listed in the tables as "Basic Adventurers", "Expert Adventurers", "High-Level Cleric", "High-Level Fighter", or "High-Level Magic-User". Guidelines for generating NPC adventurers can be found under ***Adventuring Parties, p140***.



Dungeons

Dungeon Encounter By Level: 1–3			
d4/d10	**Level 1**	**Level 2**	**Level 3**
1/0	Acolyte (1d8)	Ankheg 3 HD (1d2)	Ankheg 3 HD (1d6)
1/1	Bandit (1d8)	Beetle, Oil (1d8)	Ape, White (1d6)
1/2	Beetle, Fire (1d8)	Berserker (1d6)	Basic Adv. (1d4+4)
1/3	Beetle, Oil (1d3)	Brown Mould (1d8)	Beetle, Tiger (1d6)
1/4	Berserker (1d4)	Cat, Mntn. Lion (1d4)	Brown Mould (1d10)
1/5	Brown Mould (1d3)	Coffer Corpse (1)	Bugbear (2d4)
1/6	Brownie (3d6)	Dark Creeper (1)	Carcass Crawler (1d3)
1/7	Dark Creeper (1)	Dog, Wild (2d6)	Coffer Corpse (1d3)
1/8	Dog, Wild (2d6)	Elf (1d4)	Dark Creeper (1d4)
1/9	Dwarf (1d6)	Frog, Poisonous (1d6)	Deep One (2d12)
2/0	Frog, Mutant (3d6)	Gas Spore (1d3)	Doppelgänger (1d6)
2/1	Gas Spore (1d3)	Ghoul (1d6)	Driver Ant (2d4)
2/2	Gnome (1d6)	Gnoll (1d6)	Drow (2d4)
2/3	Goblin (2d4)	Grey Ooze (1)	Duergar (2d6)
2/4	Green Slime (1d4)	Gullygug (2d6)	Flail Snail (1)
2/5	Gullygug (2d6)	Hobgoblin (1d6)	Gargoyle (1d6)
2/6	Halfling (3d6)	Homunculus (1)	Gas Spore (1d3)
2/7	Homunculus (1)	Lizard Man (2d4)	Gelatinous Cube (1)
2/8	Killer Bee (1d10)	Lizard, Draco (1d4)	Ghast (1)
2/9	Kobold (4d4)	Lycan., Wererat (1d4)	Harpy (1d6)
3/0	Leprechaun (1)	Mutoid (2d6)	Lvng. Stat., Crystal (1d6)
3/1	Lizard, Gecko (1d3)	Mycelian (1d12)	Lycan., Wererat (1d8)
3/2	Mutoid (1d8)	Neanderthal (1d10)	Medium (1d4)
3/3	Necrophidius (1)	Necrophidius (1)	Medusa (1d3)
3/4	Orc (2d4)	Noble (2d6)	Mutoid (2d8)
3/5	Piercer 1 HD (3d6)	Piercer 2 HD (3d8)	Mycelian (2d8)
3/6	Poltergeist (1d3)	Pixie (2d4)	Necrophidius (1d3)
3/7	Robber Fly (1d3)	Poltergeist (1d8)	Ochre Jelly (1)
3/8	Rot Grub (5d4)	Pseudo-Dragon (1)	Ogre (1d6)
3/9	Shrew, Giant (1d10)	Robber Fly (1d6)	Piercer 3 HD (4d6)
4/0	Skeleton (3d4)	Rock Baboon (2d6)	Poltergeist (2d6)
4/1	Snake, Cobra (1d6)	Rot Grub (5d6)	Rot Grub (5d6)
4/2	Spider, Crab (1d4)	Snake, Pit Viper (1d8)	Shadow (1d8)
4/3	Sprite (3d6)	Spider, Bl. Widow (1d3)	Spider, Tarantella (1d3)
4/4	Stirge (1d10)	Toad, Poisonous (1d8)	Svirfneblin (2d8)
4/5	Toad, Poisonous (1d4)	Troglodyte (1d8)	Thoul (1d6)
4/6	Trader (1d8)	Veteran (2d4)	Toad, Poisonous (2d6)
4/7	Troglodyte (1d4)	Violet Fungus (1d2)	Violet Fungus (1d4)
4/8	Wolf (2d6)	Water Fiend (1)	Water Fiend (1d3)
4/9	Zombie (1d4)	Zombie (2d4)	Wight (1d6)

Dungeon Encounter By Level: 4+			
d4/d10	**Level 4–5**	**Level 6–7**	**Level 8+**
1/0	Ankheg 5 HD (1d6)	Amphisbaena (1d3)	Black Pudding (1)
1/1	Bear, Cave (1d2)	Banshee (1)	Chimera (1d2)
1/2	Blink Dog (1d6)	Basilisk (1d6)	Dragon, Black (1d4)
1/3	Caecilia (1d3)	Bear, Cave (1d2)	Dragon, Blue (1d4)
1/4	Caryatid Column (1d12)	Black Pudding (1)	Dragon, Brass (1d4)
1/5	Cockatrice (1d4)	Caecilia (1d3)	Dragon, Bronze (1d4)
1/6	Deep One (3d12)	Caryatid Column (3d6)	Dragon, Copper (1d4)
1/7	Disenchanter (1d2)	Dragon, White (1d4)	Dragon, Gold (1d4)
1/8	Doppelgänger (1d6)	Drider (1d4)	Dragon, Green (1d4)
1/9	Drow (3d6)	Expert Adv. (1d6+3)	Dragon, Red (1d4)
2/0	Duergar (3d6)	Flail Snail (1d4)	Dragon, Silver (1d4)
2/1	Expert Adv. (1d6+3)	Ghast (2d4)	Dragonne (1)
2/2	Flail Snail (1)	Gibbering Mouther (1d3)	Expert Adv. (1d6+3)
2/3	Ghast (1d3)	Gorgon (1d2)	Eye of Terror (1)
2/4	Gibbering Mouther (1)	Hellhound (2d4)	Ghost (1)
2/5	Grey Ooze (1)	Hook Beast (3d6)	Giant, Hill (1d4)
2/6	Hellhound (2d4)	Hydra, 1d4+4HD (1)	Giant, Stone (1d2)
2/7	Hook Beast (2d6)	Krell (1d3)	Golem, Amber (1)
2/8	Krell (1)	Lizard, Flame (1d4)	Golem, Bone (1)
2/9	Lizard, Tuatara (1d2)	Lizard, Subterr. (1d6)	Golem, Iron (1)
3/0	Lycan., Wereboar (1d4)	Lycan., Weretiger (1d4)	Golem, Stone (1)
3/1	Lycan., Werewolf (1d6)	Mind Lasher (1d4)	Hag, Black (1)
3/2	Minotaur (1d6)	Minotaur (1d6)	Hulker (1d4)
3/3	Ochre Jelly (1)	Mummy (1d4)	Hydra, 1d4+8HD (1)
3/4	Otyugh 6 HD (1)	Ochre Jelly (1)	Lamia (1)
3/5	Owl Bear (1d4)	Otyugh 6 HD (1d3)	Lurker Above (1)
3/6	Rhagodessa (1d4)	Owl Bear (1d4)	Lycan., Devil Swine (1d3)
3/7	Rust Monster (1d4)	Rakshasa (1d4)	Lycan., Werebear (1d4)
3/8	Slithering Tracker (1)	Remorhaz 7 HD (1)	Manticore (1d2)
3/9	Snake Person (1d3)	Revenant (1)	Mimic (1)
4/0	Sp. of the Worm (1d3)	Rust Monster (1d4)	Mind Lasher (1d8)
4/1	Spectre (1d4)	Salam., Flame (1d4+1)	Purple Worm (1d2)
4/2	Spider, Phase (1d4)	Scorpion, Giant (1d6)	Revenant (1)
4/3	Toad, Frost (1d4)	Slithering Tracker (1)	Roper (1d2)
4/4	Troll (1d8)	Snake Person (1d6)	Salam., Flame (1d4+1)
4/5	Violet Fungus (2d4)	Spectre (1d4)	Salamander, Frost (1d3)
4/6	Water Fiend (1d4)	Troll (1d8)	Shambling Mound (1d3)
4/7	Weasel, Giant (1d4)	Warp Beast (1d4)	Slug, Giant (1)
4/8	Will-o'-the-Wisp (1)	Will-o'-the-Wisp (1d3)	Trapper (1)
4/9	Wraith (1d4)	Xorn (1d4)	Vampire (1d4)

Wilderness

Wilderness Encounter By Terrain

d8	Barren, Hills, Mountains	City	Clear, Grasslands	Desert	Forest
1	B—Animal	C—Human	G—Animal	D—Animal	F—Animal
2	1—Dragon	C—Human	1—Dragon	D—Animal	1—Dragon
3	1—Dragon	C—Human	1—Flyer	1—Dragon	1—Flyer
4	B—Human	C—Human	G—Human	D—Human	F—Human
5	B—Humanoid	C—Human	G—Humanoid	D—Human	F—Humanoid
6	B—Humanoid	C—Human	1—Insect	D—Humanoid	1—Insect
7	B—Monster	C—Humanoid	G—Monster	D—Monster	F—Monster
8	2—Unusual	2—Undead	2—Unusual	2—Undead	2—Unusual

d8	Jungle	Lake, River	Ocean, Sea	Settled	Swamp
1	J—Animal	L—Animal	1—Dragon*	C—Animal	1—Dragon
2	1—Dragon	1—Dragon	1—Flyer	1—Dragon	1—Flyer
3	1—Flyer	1—Flyer	O—Human	1—Flyer	S—Human
4	J—Human	L—Human	O—Swimmer	C—Human	S—Humanoid
5	J—Humanoid	L—Humanoid	O—Swimmer	C—Human	1—Insect
6	1—Insect	1—Insect	O—Swimmer	C—Human	S—Swimmer
7	1—Insect	L—Swimmer	O—Swimmer	C—Humanoid	S—Monster
8	J—Monster	L—Swimmer	O—Swimmer	1—Insect	2—Undead

Wilderness Encounter Sub-Table 1

d20	Dragon	Flyer	Insect
1	Chimera	Cockatrice	Ankheg
2	Dragon, Black	Couatl	Beetle, Fire
3	Dragon, Blue	Gargoyle	Beetle, Oil
4	Dragon, Brass	Griffon	Beetle, Tiger
5	Dragon, Bronze	Hawk, Giant	Centipede, Giant
6	Dragon, Copper	Hippogriff	Driver Ant
7	Dragon, Gold	Killer Bee	Driver Ant
8	Dragon, Green	Mantis, Giant	Flail Snail
9	Dragon, Red	Nightmare	Killer Bee
10	Dragon, Silver	Pegasus	Mantis, Giant
11	Dragon, White	Peryton	Rhagodessa
12	Hydra (or Sea Hydra)	Phoenix	Robber Fly
13	Hydra (or Sea Hydra)	Pixie	Rot Grub
14	Pseudo-Dragon	Pseudo-Dragon	Scorpion, Giant
15	Wyvern	Robber Fly	Slug, Giant
16	Amphisbaena*	Roc, Small	Spider, Black Widow
17	Basilisk*	Sphinx	Spider, Crab
18	Dragonne*	Sprite	Spider, Phase
19	Lizard, Flame*	Stirge	Spider, Tarantella
20	Salamander*	Wasp, Giant	Wasp, Giant

* Re-roll at sea.

Wilderness Encounter Sub-Table 2			
d20	**Prehistoric Animal**	**Undead**	**Unusual**
1	Bear, Cave	Banshee	Basilisk
2	Bear, Cave	Coffer Corpse	Blink Dog
3	Cat, Sabre-Toothed	Coffer Corpse	Bulette
4	Cat, Sabre-Toothed	Ghast	Catoblepas
5	Crocodile, Giant	Ghost	Centaur
6	Crocodile, Giant	Ghost	Gorgon
7	Gorilla	Ghoul	Jackalwere
8	Hippo, Behemoth	Ghoul	Lamia
9	Mastodon	Mummy	Leucrocotta
10	Pterosaur, Pteranodon	Necrophidius	Lycanthrope, Werebear
11	Pterosaur, Pterodactyl	Poltergeist	Lycanthrope, Wereboar
12	Rhino, Woolly	Revenant	Lycanthrope, Wererat
13	Rhino, Woolly	Skeleton	Lycanthrope, Weretiger
14	Snake, Pit Viper	Skeleton	Lycanthrope, Werewolf
15	Stegosaurus	Spectre	Medusa
16	Titanothere	Vampire	Otyugh
17	Triceratops	Wight	Roper
18	Tyrannosaurus Rex	Wraith	Shambling Mound
19	Wolf, Dire	Zombie	Treant
20	Yeti	Zombie	Warp Beast

Wilderness Encounter Sub-Table B: Barren, Hills, Mountains				
d20	**Animal**	**Human**	**Humanoid**	**Monster**
1	Ape, White	Bandit	Dwarf	Gargoyle
2	Ape, White	Bandit	Ettin	Griffon
3	Bear, Cave	Berserker	Giant, Cloud	Harpy
4	Cat, Mntn. Lion	Berserker	Giant, Frost	Hawk
5	Dog, Wild	Berserker	Giant, Hill	Hawk, Giant
6	Dragonne	Brigand	Giant, Stone	Hippogriff
7	Gorilla	Brigand	Giant, Storm	Lamia
8	Hawk	Brigand	Gnome	Leucrocotta
9	Herd Animal	Exp. Adventurers	Goblin	Manticore
10	Lizard, Flame	Exp. Adventurers	Hag, Black	Manticore
11	Lizard, Subterr.	High-Level Cleric	Jackalwere	Nightmare
12	Mule	High-Level Fighter	Kobold	Pegasus
13	Rock Baboon	High-Level Fighter	Mutoid	Peryton
14	Snake, Pit Viper	High-Level MU	Orc	Peryton
15	Snake, Rattler	High-Level MU	Scorpionoid	Roc, Giant
16	Spider, Phase	Merchant	Svirfneblin	Roc, Large
17	Wasp, Giant	Merchant	Titan	Roc, Small
18	Wolf	Neanderthal	Troglodyte	Sphinx
19	Wolf, Dire	Neanderthal	Troll	Will-o'-the-Wisp
20	Wolf, Winter	Neanderthal	Yeti	Xorn

Wilderness Encounter Sub-Table C: City, Settled

d20	Animal	Human, City	Human, Settled	Humanoid
1	Boar	Acolyte	Acolyte	Brownie
2	Boar	Acolyte	Acolyte	Dwarf
3	Cat, Tiger	Bandit	Bandit	Dwarf
4	Dog, Hunting	Bandit	Bandit	Elf
5	Dog, Hunting	Bandit	Bandit	Elf
6	Dog, War	Basic Adventurers	Basic Adventurers	Giant, Hill
7	Ferret, Giant	Basic Adventurers	Basic Adventurers	Gnoll
8	Hawk	Exp. Adventurers	Exp. Adventurers	Gnome
9	Hawk	High-Level Fighter	High-Level Cleric	Gnome
10	Herd Animal	High-Level Fighter	High-Level Cleric	Goblin
11	Herd Animal	Medium	High-Level Fighter	Gullygug
12	Herd Animal	Merchant	High-Level MU	Halfling
13	Rat, Giant	Merchant	Medium	Halfling
14	Rat, Giant	Noble	Merchant	Hobgoblin
15	Shrew, Giant	Noble	Merchant	Leprechaun
16	Snake, Pit Viper	Trader	Noble	Mutoid
17	Spider, Tarantella	Trader	Noble	Ogre
18	Weasel, Giant	Trader	Trader	Orc
19	Wolf	Trader	Trader	Pixie
20	Wolf	Veteran	Veteran	Sprite

Wilderness Encounter Sub-Table D: Desert

d20	Animal	Human	Humanoid	Monster
1	Camel	Dervish	Giant, Fire	Amphisbaena
2	Camel	Dervish	Goblin	Bulette
3	Camel	Dervish	Goblin	Dragonne
4	Cat, Lion	Exp. Adventurers	Hobgoblin	Gargoyle
5	Cat, Lion	Exp. Adventurers	Hobgoblin	Gargoyle
6	Cat, Lion	High-Level Cleric	Jackalwere	Griffon
7	Dog, Wild Dog	High-Level Cleric	Mantid	Hawk
8	Hawk	High-Level Fighter	Mutoid	Hawk, Giant
9	Herd Animal	High-Level Fighter	Mutoid	Hawk, Giant
10	Herd Animal	High-Level MU	Ogre	Lamia
11	Herd Animal	Merchant	Ogre	Leucrocotta
12	Lizard, Gecko	Merchant	Ogre	Manticore
13	Lizard, Monitor	Noble	Orc	Manticore
14	Lizard, Tuatara	Noble	Orc	Manticore
15	Mantis, Giant	Nomad	Pixie	Roc, Giant
16	Snake, Pit Viper	Nomad	Rakshasa	Roc, Large
17	Snake, Rattler	Nomad	Scorpionoid	Roc, Small
18	Snake, Rattler	Nomad	Snake Person	Sphinx
19	Spider, Tarantella	Nomad	Sprite	Sphinx
20	Spider, Tarantella	Nomad	Thoul	Wasp, Giant

Wilderness Encounter Sub-Table F: Forest				
d20	**Animal**	**Human**	**Humanoid**	**Monster**
1	Bear, Grizzly	Bandit	Brownie	Catoblepas
2	Boar	Bandit	Bugbear	Centaur
3	Cat, Panther	Bandit	Cyclops	Cockatrice
4	Cat, Tiger	Basic Adventurers	Dryad	Gas Spore
5	Dog, Wild Dog	Basic Adventurers	Elf	Ghost
6	Frog, Mutant	Berserker	Ettin	Gibbering Mouther
7	Frog, Poisonous	Berserker	Giant, Hill	Manticore
8	Hawk	Brigand	Gnoll	Otyugh
9	Herd Animal	Brigand	Goblin	Owl Bear
10	Lizard, Gecko	Brigand	Gullygug	Peryton
11	Lizard, Tuatara	Brigand	Hag, Black	Poltergeist
12	Snake, Pit Viper	Expert Adventurers	Hobgoblin	Pseudo-Dragon
13	Spider, Crab	Expert Adventurers	Leprechaun	Roper
14	Spider, Crab	High-Level Cleric	Mutoid	Shambling Mound
15	Spider, Phase	High-Level Fighter	Ogre	Slithering Tracker
16	Toad, Poisonous	High-Level MU	Ogre	Spider, Aranea
17	Unicorn	Merchant	Orc	Treant
18	Wolf	Merchant	Satyr	Violet Fungus
19	Wolf	Trader	Thoul	Will-o'-the-Wisp
20	Wolf, Dire	Trader	Troll	Wyvern

Wilderness Encounter Sub-Table G: Clear, Grasslands				
d20	**Animal**	**Human**	**Humanoid**	**Monster**
1	Ankheg	Bandit	Brownie	Amphisbaena
2	Boar	Bandit	Bugbear	Amphisbaena
3	Cat, Lion	Bandit	Elf	Blink Dog
4	Dog, Wild	Berserker	Giant, Hill	Blink Dog
5	Elephant	Berserker	Gnoll	Bulette
6	Ferret, Giant	Brigand	Goblin	Bulette
7	Hawk, Giant	Brigand	Halfling	Dragonne
8	Herd Animal	Expert Adventurers	Hobgoblin	Dragonne
9	Herd Animal	Expert Adventurers	Jackalwere	Gorgon
10	Hippo, Normal	High-Level Cleric	Leprechaun	Griffon
11	Horse, Wild	High-Level Fighter	Mantid	Griffon
12	Lizard, Flame	High-Level MU	Mutoid	Harpy
13	Mantis, Giant	Merchant	Ogre	Hippogriff
14	Mule	Merchant	Orc	Leucrocotta
15	Rock Baboon	Merchant	Pixie	Manticore
16	Snake, Pit Viper	Noble	Rakshasa	Minotaur
17	Snake, Rattler	Noble	Snake Person	Nightmare
18	Spider, Phase	Nomad	Thoul	Pegasus
19	Wasp, Giant	Nomad	Titan	Warp Beast
20	Weasel, Giant	Trader	Troll	Wyvern

Wilderness Encounter Sub-Table J: Jungle

d20	Animal	Human	Humanoid	Monster
1	Boar	Bandit	Bugbear	Amphisbaena
2	Cat, Panther	Bandit	Cyclops	Basilisk
3	Elephant	Berserker	Elf	Caecilia
4	Frog, Poisonous	Berserker	Ettin	Couatl
5	Gorilla	Brigand	Giant, Fire	Couatl
6	Herd Animal	Brigand	Giant, Hill	Flail Snail
7	Hippo, Behemoth	Brigand	Gnoll	Ghost
8	Hippo, Normal	Brigand	Goblin	Gibbering Mouther
9	Lizard, Draco	Expert Adventurers	Gullygug	Leech, Giant
10	Lizard, Gecko	Expert Adventurers	Gullygug	Nightmare
11	Lizard, Monitor	Expert Adventurers	Hag, Black	Otyugh
12	Lzd., H. Chameleon	High-Level Cleric	Lizard Man	Otyugh
13	Rat, Giant	High-Level Fighter	Mantid	Pseudo-Dragon
14	Shrew, Giant	High-Level Fighter	Mutoid	Roper
15	Slug, Giant	High-Level MU	Ogre	Roper
16	Snake, Pit Viper	High-Level MU	Orc	Sphinx
17	Snake, Rock Python	Merchant	Rakshasa	Spider, Phase
18	Snake, Sp. Cobra	Neanderthal	Snake Person	Violet Fungus
19	Spider, Crab	Neanderthal	Troglodyte	Violet Fungus
20	Toad, Poisonous	Trader	Troll	Warp Beast

Wilderness Encounter Sub-Table L: Lake, River

d20	Animal	Human	Humanoid	Swimmer
1	Boar	Bandit	Brownie	Crab, Giant
2	Cat, Panther	Bandit	Brownie	Crocodile
3	Cat, Tiger	Basic Adventurers	Bugbear	Crocodile, Large
4	Crab, Giant	Basic Adventurers	Elf	Fish, Catfish
5	Crocodile	Brigand	Gnoll	Fish, Electric Eel
6	Crocodile	Buccaneer	Gullygug	Fish, Electric Eel
7	Crocodile, Large	Buccaneer	Gullygug	Fish, Pike
8	Fish, Piranha	Buccaneer	Hobgoblin	Fish, Pike
9	Frog, Mutant	Buccaneer	Leprechaun	Fish, Piranha
10	Herd Animal	Exp. Adventurers	Lizard Man	Fish, Sturgeon
11	Herd Animal	Exp. Adventurers	Lizard Man	Frog, Mutant
12	Hippo, Behemoth	High-Level Cleric	Merrow	Frog, Mutant
13	Hippo, Normal	High-Level Cleric	Merrow	Gullygug
14	Lamprey, Giant	High-Level Fighter	Mutoid	Hippo, Normal
15	Leech, Giant	High-Level Fighter	Nixie	Leech, Giant
16	Leech, Giant	High-Level MU	Ogre	Lizard Man
17	Rat, Giant	Merchant	Orc	Nixie
18	Shrew, Giant	Merchant	Sprite	Spider, Aquatic
19	Toad, Giant	Merchant	Thoul	Termite, Water
20	Toad, Giant	Trader	Troll	Turtle, Snapping

Wilderness Sub-Table O: Ocean, Sea

d20	Human	Swimmer
1	Buccaneer	Dragon Turtle
2	Buccaneer	Fish, Swordfish
3	Buccaneer	Hag, Sea
4	Buccaneer	Hippocampus
5	Ex. Adventurers	Hydra, Sea
6	Ex. Adventurers	Jellyfish, Giant
7	Merchant	Locathah
8	Merchant	Merman
9	Merchant	Merrow
10	Merchant	Octopus, Giant
11	Merchant	Sahuagin
12	Merchant	Sea Dragon
13	Merchant	Sea Serpent
14	Pirate	Shark
15	Pirate	Snake, Sea
16	Pirate	Squid, Giant
17	Pirate	Termite, Water
18	Pirate	Triton
19	Pirate	Turtle, Sea
20	Pirate	Whale



Wilderness Encounter Sub-Table S: Swamp

d20	Human	Humanoid	Monster	Swimmer
1	Bandit	Ettin	Banshee	Crab, Giant
2	Bandit	Gnoll	Carcass Crawler	Crocodile
3	Bandit	Goblin	Catoblepas	Crocodile, Giant
4	Basic Adventurers	Gullygug	Frog, Mutant	Crocodile, Large
5	Berserker	Gullygug	Frog, Poisonous	Fish, Catfish
6	Berserker	Gullygug	Ghost	Fish, Electric Eel
7	Brigand	Hag, Black	Ghoul	Fish, Pike
8	Brigand	Hobgoblin	Hydra	Gullygug
9	Expert Adventurers	Lizard Man	Leucrocotta	Gullygug
10	Expert Adventurers	Lizard Man	Merrow	Insect Swarm
11	Expert Adventurers	Lizard Man	Merrow	Insect Swarm
12	High-Level Cleric	Merrow	Otyugh	Lamprey, Giant
13	High-Level Cleric	Mutoid	Rot Grub	Lamprey, Giant
14	High-Level Fighter	Nixie	Shambling Mound	Leech, Giant
15	High-Level Fighter	Ogre	Spawn of the Worm	Leech, Giant
16	High-Level MU	Orc	Toad, Poisonous	Lizard Man
17	High-Level MU	Snake Person	Water Fiend	Lizard Man
18	Merchant	Troglodyte	Will-o'-the-Wisp	Spider, Aquatic
19	Trader	Troll	Will-o'-the-Wisp	Termite, Water
20	Trader	Troll	Wraith	Turtle, Snapping

NPC Encounters

Adventuring Parties

This procedure generates parties of NPC adventurers. As the procedure is fairly involved, referees may wish to pre-generate some NPC parties for use in random encounters.

General Details

The following general details apply to all types of NPC parties described:

- **Spells:** If spell casters are present, choose or roll their memorized spells.
- **Equipment:** Normal adventuring gear.
- **Treasure:** Treasure types U+V, shared among the group.
- **Marching order:** Decided by referee.

If the classes presented in the *Advanced Fantasy Player's Tome* are not in use, the referee should replace the listed classes by equivalents in use in the campaign.

NPC Adventurer Class and Level

		Level	
d20	Class	Basic	Expert
1	Acrobat	1d3	1d6+4
2	Assassin	1d3	1d6+4
3	Barbarian	1d3	1d6+3
4	Bard	1d3	1d6+3
5	Cleric	1d3	1d6+3
6	Druid	1d3	1d6+3
7	Dwarf *	1d3	1d6+6
8	Elf *	1d3	1d6+2
9	Fighter	1d3	1d6+3
10	Fighter	1d3	1d6+5
11	Gnome *	1d3	1d6+2
12	Half-Elf	1d3	1d6+2
13	Halfling	1d3	1d6+2
14	Half-Orc	1d3	1d6+4
15	Illusionist	1d3	1d6+3
16	Knight	1d3	1d6+3
17	Magic-User	1d3	1d6+3
18	Paladin	1d3	1d6+3
19	Ranger	1d3	1d6+3
20	Thief	1d3	1d6+4

* In campaigns where Underworld races are common, a duergar, drow, or svirfneblin may be encountered in place of a dwarf, elf, or gnome.

NPC Adventurer Alignment

d6	Alignment
1–2	Lawful
3–4	Neutral
5–6	Chaotic



Basic Adventurers

► **Composition:** 1d4+4 characters of random class and level (see opposite).

► **Alignment:** Either roll the alignment of each NPC or roll once for the party.

Expert Adventurers

► **Composition:** 1d6+3 characters of random class and level (see opposite).

► **Alignment:** Either roll the alignment of each NPC or roll once for the party.

► **Mounts:** 75% chance of being mounted, in the wilderness.

► **Magic items:** Per individual: there is a chance of the NPC having a magic item from each suitable magic item sub-table (see ***Magic Items, p148***). The chance per sub-table is 5% per level of the NPC. Rolled items that cannot be used by the NPC should be ignored (no re-roll).

High-Level Cleric

A high-level cleric and party. (Mounts and magic items as per ***Expert Adventurers***.)

► **Composition:** Leader (cleric of level 1d6+6), 1d4 clerics (level 1d4+1), 1d3 fighters (level 1d6).

► **Alignment:** Roll for the whole party.

Alternatives

The party may alternatively be led by a high-level bard, druid, or paladin.

High-Level Fighter

A high-level fighter and a group of retainers, often on their way to or from war. (Mounts and magic items as per ***Expert Adventurers***.)

► **Composition:** Leader (fighter of level 1d4+6), 2d4 retainers (level 1d4+2, any class).

► **Alignment:** Roll for the whole party.

Alternatives

The party may alternatively be led by a high-level barbarian, knight, paladin, or ranger.

High-Level Magic-User

A high-level magic-user, accompanied by their apprentices and a group of hired guards, often on a quest for arcane lore. (Mounts and magic items as per ***Expert Adventurers***.)

► **Composition:** Leader (magic-user of level 1d4+6), 1d4 apprentices (magic-users of level 1d3), 1d4 mercenaries (fighters of level 1d4+1).

► **Alignment:** Roll the leader's alignment. The apprentices have the same alignment as the leader, but the mercenaries may be of different alignment.

Alternatives

The party may alternatively be led by a high-level illusionist with apprentices of the same class.

Strongholds

When PCs wander into the vicinity of the wilderness stronghold of a high-level NPC, a warm reception is not always guaranteed. These guidelines may be used if the referee does not have specific notes on a stronghold's ruler and guard patrols.

Ruler

The referee should decide what class of NPC claims ownership of the stronghold and the surrounding lands:

- **Arcane spell caster:** Of level 1d4+10. (e.g. illusionist, magic-user.)
- **Divine spell caster:** Of level 1d8+6. (e.g. cleric, paladin.)
- **Martial character:** Of level 1d6+8. (e.g. fighter, knight.)

Demihuman Rulers

Demihuman strongholds are unusual cases, and should be detailed in advance by the referee. Typically, they will attempt to avoid all contact with travellers.

Patrols

Strangers in the lands around a stronghold will typically be spotted by mercenary groups hired to patrol the lands. The type of troops depends on the ruler's class:

- **Arcane spell caster:** 2d6 heavy footmen. Equipped with chainmail + shield (AC 4 [15]) and swords. Morale 8.
- **Divine spell caster:** 2d6 medium horsemen. Equipped with chainmail (AC 5 [14]) and lances. Morale 9.
- **Martial character:** 2d6 heavy horsemen. Equipped with plate mail (AC 3 [16]), lances, and swords. Morale 9.

Garrison

Patrols such as those described are only a small part of the ruler's garrison. Further forces may include magical monsters or humans mounted on flying creatures.

Reaction to Travellers

The reaction of the ruler to travellers in their domain depends on the class of the ruler and can be determined by rolling 1d6 and consulting this table:

Ruler Reaction By Class

d6	Arcane	Divine	Martial
1	Chase	Chase	Chase
2	Ignore	Chase	Chase
3	Ignore	Ignore	Chase
4	Ignore	Ignore	Ignore
5	Ignore	Invite	Ignore
6	Invite	Invite	Invite

Chase: The patrol is instructed to chase intruders out of the domain. Alternatively, they may demand a toll from travellers passing through. The exact price demanded depends on the ruler's character, the apparent wealth of the PCs, etc. If the PCs refuse to pay the toll, the patrol may attack them, drive them away, or attempt to take them prisoner.

Ignore: The patrol leaves the PCs to go about their business.

Invite: The patrol brings a message from the domain's ruler, inviting the PCs to stay in the stronghold. The ruler's exact motive for doing so will depend on their personality—it is not necessarily benign.



Treasures

Placing Treasure

There are two methods of deciding what treasure is in the possession of monsters: rolling randomly and referee choice.

Method 1: Rolling Randomly

Monster listings note which treasure type is present in the creature's lair and which it may carry on its person. See ***Treasure Types, p146*** for details on how to roll treasure according to a treasure type letter code.

Manual Adjustments

If the value of the randomly generated treasure is significantly above or below the average value of the treasure type, the referee may adjust the results manually.

Method 2: Referee Choice

The referee may wish to choose treasures appropriate to the monsters and the PC party. As treasure is the main source of XP (see ***Awarding XP, p16***), the referee should carefully consider treasure placement. The following procedure is recommended:

1. Consider the size of the adventuring party, the levels of the characters, and the XP they need to go up in level.
2. Decide how many experience points the treasure hoard should provide if the party successfully acquires it.
3. Place treasures whose total value matches the determined XP total.

Balance of Reward Versus Danger

When using this approach, the referee should ensure that the treasure is guarded by sufficiently powerful monsters. Adventurers should have to earn this reward!





Items of Value

Common Treasures

The treasure tables (see overleaf) describe methods for generating hoards of coins, gems, jewellery, and magic items.

Unusual Treasures

Adventures may also include valuable items of other kinds, whose worth may not always be obvious:

- **Artwork:** Paintings, statuary.
- **Books:** Rare tomes or scrolls.
- **Foodstuffs:** Spices, valuable wines.
- **Furnishings:** Rugs, tapestries.
- **Utensils:** Silver cutlery, unusual kitchen or laboratory implements.
- **Valuables:** Furs, ivory, ores, silks.

Value and Weight

For each unusual item placed, the referee should note its value (in gold pieces) and (if using the optional rules for encumbrance) its weight.

Treasure Types

Rolling Treasure

Each treasure type lists one or more types of coins or items. For each entry in the list:

1. If a percentage is given, first roll d100 to see whether this item is present.
2. If a range of values is given (e.g. 1d6 × 1,000cp, 6d6 gems), roll the specified dice to determine the quantity of this item that is present.
3. For gems, jewellery, and magic items, the procedures for determining the value and properties of the items in the hoard are found in later sections.

Manual Adjustments

If the value of randomly rolled treasure is significantly above or below the average value of the treasure type, the referee may adjust the results manually.

Hoards: A–O

These treasure types indicate the sum wealth of a large monster or a community of smaller monsters. Such hoards are usually hidden in the monsters' lair.

Small lairs: Monster listings note the number of individuals found in a lair. If the number rolled is below average and the lair encounter size is at least 1d4, the amount of treasure in the hoard may be reduced accordingly.

Type A (18,000gp average)

- 25%: 1d6 × 1,000cp.
- 30%: 1d6 × 1,000sp.
- 20%: 1d4 × 1,000ep.
- 35%: 2d6 × 1,000gp.
- 25%: 1d2 × 1,000pp.
- 50%: 6d6 gems.
- 50%: 6d6 pieces of jewellery.
- 30%: 3 magic items.

Average Values

The average results of gems, jewellery, and all types of coins, excluding magic items (which have no fixed sale value).

Type B (2,000gp average)

- 50%: 1d8 × 1,000cp.
- 25%: 1d6 × 1,000sp.
- 25%: 1d4 × 1,000ep.
- 25%: 1d3 × 1,000gp.
- 25%: 1d6 gems.
- 25%: 1d6 pieces of jewellery.
- 10%: 1 magic sword, suit of armour, or weapon.

Type C (1,000gp average)

- 20%: 1d12 × 1,000cp.
- 30%: 1d4 × 1,000sp.
- 10%: 1d4 × 1,000ep.
- 25%: 1d4 gems.
- 25%: 1d4 pieces of jewellery.
- 10%: 2 magic items.

Type D (3,900gp average)

- 10%: 1d8 × 1,000cp.
- 15%: 1d12 × 1,000sp.
- 60%: 1d6 × 1,000gp.
- 30%: 1d8 gems.
- 30%: 1d8 pieces of jewellery.
- 15%: 2 magic items plus 1 potion.

Type E (2,300gp average)

- 5%: 1d10 × 1,000cp.
- 30%: 1d12 × 1,000sp.
- 25%: 1d4 × 1,000ep.
- 25%: 1d8 × 1,000gp.
- 10%: 1d10 gems.
- 10%: 1d10 pieces of jewellery.
- 25%: 3 magic items plus 1 scroll.

Type F (7,700gp average)

- 10%: 2d10 × 1,000sp.
- 20%: 1d8 × 1,000ep.
- 45%: 1d12 × 1,000gp.
- 30%: 1d3 × 1,000pp.
- 20%: 2d12 gems.
- 10%: 1d12 pieces of jewellery.
- 30%: 3 magic items (not weapons), plus 1 potion, plus 1 scroll.

Type G (23,000gp average)
- 50%: 1d4 × 10,000gp.
- 50%: 1d6 × 1,000pp.
- 25%: 3d6 gems.
- 25%: 1d10 pieces of jewellery.
- 35%: 4 magic items plus 1 scroll.

Type H (60,000gp average)
- 25%: 3d8 × 1,000cp.
- 50%: 1d100 × 1,000sp.
- 50%: 1d4 × 10,000ep.
- 50%: 1d6 × 10,000gp.
- 25%: 5d4 × 1,000pp.
- 50%: 1d100 gems.
- 50%: 1d4 × 10 pieces of jewellery.
- 15%: 4 magic items, plus 1 potion, plus 1 scroll.

Type I (11,000gp average)
- 30%: 1d8 × 1,000pp.
- 50%: 2d6 gems.
- 50%: 2d6 pieces of jewellery.
- 15%: 1 magic item.

Type J (25gp average)
- 25%: 1d4 × 1,000cp.
- 10%: 1d3 × 1,000sp.

Type K (180gp average)
- 30%: 1d6 × 1,000sp.
- 10%: 1d2 × 1,000ep.

Type L (240gp average)
- 50%: 1d4 gems.

Type M (50,000gp average)
- 40%: 2d4 × 1,000gp.
- 50%: 5d6 × 1,000pp.
- 55%: 5d4 gems.
- 45%: 2d6 pieces of jewellery.

Type N (0gp average)
- 40%: 2d4 potions.

Type O (0gp average)
- 50%: 1d4 scrolls.

Coin Conversion Rates

1pp = 5gp	1gp = 2ep
1gp = 10sp	1gp = 100cp

Individual Treasure: P–T

Intelligent monsters: Each individual carries this much treasure.

Unintelligent monsters: The treasure is from the bodies of the monsters' victims.

Type P (0.1gp average)
- 3d8cp.

Type Q (1gp average)
- 3d6sp.

Type R (3gp average)
- 2d6ep.

Type S (5gp average)
- 2d4gp.

Type T (17gp average)
- 1d6pp.

Group Treasure: U–V

Intelligent monsters: The group carries this much treasure between them.

Unintelligent monsters: The treasure is from the bodies of the monsters' victims.

Type U (160gp average)
- 10%: 1d100cp.
- 10%: 1d100sp.
- 5%: 1d100gp.
- 5%: 1d4 gems.
- 5%: 1d4 pieces of jewellery.
- 2%: 1 magic item.

Type V (330gp average)
- 10%: 1d100sp.
- 5%: 1d100ep.
- 10%: 1d100gp.
- 5%: 1d100pp.
- 10%: 1d4 gems.
- 10%: 1d4 pieces of jewellery.
- 5%: 1 magic item.



Magic Items

Magic items are usually classified according to one of the following categories:

► **Armour and shields:** Grant protective benefits to the user.

► **Miscellaneous items:** Enchanted items that do not fit into any other category.

► **Potions:** Magical liquids stored in glass vials.

► **Rings:** Plain or bejewelled rings that place an enchantment about the wearer.

► **Rods / staves / wands:** Magical lengths of wood, metal, crystal, etc. Used by spell casters to unleash magical effects.

► **Scrolls and maps:** Aged sheets of parchment or paper inscribed with either magical script or instructions leading to a treasure hoard. Note that treasure maps are rolled on the magic items table, although they are not usually magical.

► **Swords:** Grant bonuses to hit and damage in combat. May also be enchanted with additional powers.

► **Weapons:** All enchanted weapons other than swords. Grant bonuses to hit and damage in combat. May also be enchanted with additional powers.

Rolling Magic Items

When a treasure type indicates that a magic item is present, the following procedure is used to determine its nature:

► **Specific type of item:** If the treasure type indicates a specific type of magic item (e.g. 3 potions), roll on the table for that type of item (found in the following pages).

► **Type of item not specified:** Otherwise, first roll on the table below to determine the type of the item, then roll on the table for that type (found in the following pages).

Basic and Expert Magic Items

Separate probabilities are listed in the table for Basic and Expert level characters (i.e. characters of 1st to 3rd level and characters of 4th level or higher). The Basic probabilities are listed in the B column, and the Expert probabilities in the X column.

It is recommended that the probabilities appropriate to the group's experience level be used. Alternatively, if the referee prefers to have an even distribution of magic items, irrespective of player character level, the Expert probabilities may always be used.

Magic Item Type

B: d%	X: d%	Type of Item
01–10	01–10	Armour or Shield
11–15	11–15	Misc. Item
16–40	16–35	Potion
41–45	36–40	Ring
46–50	41–45	Rod / Staff / Wand
51–70	46–75	Scroll or Map
71–90	76–95	Sword
91–00	96–00	Weapon

Identifying Magic Items

Testing: The most common way of identifying magic items is by trial and error—sipping a potion, donning a suit of armour, using a weapon in battle, etc.

Retainers: Players may wish to use retainers as "guinea pigs" to test magic items of unknown properties. Retainers may agree to do this, but only if allowed to keep the item in question.

By magic: High-level NPC magic-users may also be able to identify magic items. They will always require payment or a service in kind. The process takes time: possibly several weeks.

Using Magic Items

Appropriate use: To be effective, a magic item must be used, held, or worn after the normal fashion for that type of object.

Concentration: To activate an item's magic, the user must concentrate on its effect. When using a magic item in this way, the character cannot take any other actions.

Items that are always active: The following items do not require concentration, and are always active: magic swords, weapons, armour, and protective items (e.g. rings of protection).

Actions per round: Unless a magic item's description states otherwise, it can only be used once per round.

Command Words

Some magic items are activated by the speaking of a ***command word***, which must be known by the character in order to use the item. Discovering command words for a magic item may not be easy:

- **Guesswork:** Sometimes, characters may be able to guess a command word, perhaps using previous clues as to the nature of a magic item or its creator.
- **Inscribed on item:** A command word may simply be written on the item.
- **Recorded elsewhere:** A command word may be written on another object (e.g. in a book), which may be found together with the magic item or may be in an entirely different location.
- **Obfuscation:** Command words may be written in obscure (even dead) languages, in code, in the form of a riddle, as script that can only be read by magic, or in invisible script.
- **Lost command words:** Sometimes a command word has simply been lost. In this case, characters may need to hire the services of a sage or employ divination magic to discover the command word.

Wishes

Some magic items grant ***wishes***, the powerful ability for a character to change the nature of reality in any conceivable way that they desire. Wishes are generally regarded as the most powerful magic in the game and have the potential to greatly upset the balance of play if not handled carefully by the referee.

Adjudication Guidelines

Wording: The player and referee must pay great attention to the precise wording of a wish.

Fundamental changes: A wish that would alter some fundamental aspect of the game or the campaign world will have no effect. For example, a wish that altered the abilities of all monsters of a particular type would fail.

Greedy wishes: A wish that the referee judges to be unreasonable or overly greedy may come to pass, but with its intent twisted in some way. For example, a wish for a very powerful magic item may cause the item to appear, but in the possession of a dangerous enemy.

Wishing for more wishes: This will result in an infinite time loop, putting the character out of play.

Example Wishes

Some examples of reasonable wishes:

- Wishing for a weapon to help fight magical monsters. The wish may grant a +1 sword that vanishes when the combat ends.
- Wishing that a monster had not attacked. The wish may place the characters back in time and change the reaction of the monster.
- Wishing that a deadly blow had not occurred. The affected character may return to life, wounded but not dead.

Gems and Jewellery

Gems

The value of each gem in a treasure hoard is determined by the following table:

Gem Values

d20	Gem Value
1–4	10gp
5–9	50gp
10–15	100gp
16–19	500gp
20	1,000gp

Jewellery

Each piece of jewellery indicated by a treasure type is worth 3d6 × 100gp (or more, if the referee wishes, for characters above 3rd level).

Damaged Jewellery

Rough treatment of jewellery (e.g. crushing, intense heat or fire, lightning) can damage it, reducing its value by 50%.

Combining Values

When a treasure type indicates the presence of multiple gems or pieces of jewellery, the referee may combine the values, as desired. For example, a roll of five 50gp value gems may be placed as a single 250gp gem, a 100gp gem and three 50gp gems, or any other combination.







Magic Items

Armour and Shields

Magic Armour and Shields

d%	Item
01–15	Armour +1
16–25	Armour +1, Shield +1
26–27	Armour +1, Shield +2
28	Armour +1, Shield +3
29–33	Armour +2
34–36	Armour +2, Shield +1
37–41	Armour +2, Shield +2
42	Armour +2, Shield +3
43–45	Armour +3
46	Armour +3, Shield +1
47	Armour +3, Shield +2
48	Armour +3, Shield +3
49–51	Cursed Armour –1
52–53	Cursed Armour –2
54	Cursed Armour –2, Shield +1
55–56	Cursed Armour, AC 9 [10]
57–62	Cursed Shield –2
63–65	Cursed Shield, AC 9 [10]
66–85	Shield +1
86–95	Shield +2
96–00	Shield +3

Usage

Per normal class restrictions.

Cursed Armour and Shields

AC penalty: Some types of cursed armour specify an Armour Class penalty. This modifier worsens the wearer's Armour Class score. For example, a cursed suit of chainmail –1 grants a base AC of 6 [13], one point worse than the AC 5 [14] of non-magical chainmail.

AC 9 [10]: Some types of cursed armour give the wearer a base Armour Class of 9 [10] (before modifiers due to Dexterity).

Testing: All types of tests indicate that a cursed shield or suit of armour is enchanted with a +1 bonus. It is only when the armour is used in deadly combat that the curse is revealed.

Removing: Once a cursed shield or suit of armour has been used, the character comes under the curse and is not able to discard the item. It can only be removed with magic.

Enchanted Armour and Shields

AC bonus: Enchanted armour and shields specify a protective bonus that improves the wearer's Armour Class score. For example, a suit of chainmail +1 grants a base Armour Class of 4 [15], one point better than the AC 5 [14] of non-magical chainmail.

Weight: If using the optional rules for detailed encumbrance (see the *Advanced Fantasy Player's Tome*), the enchanted armour's encumbrance value is 50% less than that of normal armour.

Type of Armour

The referee may choose the type of armour in a treasure hoard, or may roll on the following table:

Magic Armour Type

d8	Type of Armour
1–2	Leather
3–6	Chainmail
7–8	Plate mail



Miscellaneous Items

Rolling Miscellaneous Magic Items

1. **Roll 1d4:** This determines which miscellaneous magic item table to consult.
2. **Roll d%:** This determines the item.

Usage

Usage: All characters (unless noted).

Activating: Unless an item's description states otherwise, it may be used any number of times per day and is activated by concentration.

Miscellaneous Magic Items I

d%	Item
01–02	Alchemist's Beaker
03	Amulet of Prot. Against Possession
04–06	Amulet of Prot. Against Scrying
07–08	Apparatus of the Crab
09–11	Arrow of Location
12	Bag of Devouring
13–17	Bag of Holding
18	Bag of Transformation
19	Book of Foul Corruption
20	Book of Infinite Spells
21	Book of Sublime Holiness
22	Boots of Dancing
23–27	Boots of Levitation
28–31	Boots of Speed
32–35	Boots of Travelling and Leaping
36–50	Bracers of Armour
51–52	Bracers of Defencelessness
53–59	Brooch of Shielding
60–64	Broom of Flying
65–70	Candle of Invocation
71–72	Chime of Opening
73	Chime of Ravening
74–85	Cloak of Defence
86–95	Cloak of Flight
96–97	Cloak of Poison
98–00	Cloak of the Manta Ray

Miscellaneous Magic Items II

d%	Item
01–05	Crystal Ball
06–07	Crystal Ball with Clairaudience
08	Crystal Ball with ESP
09	Crystal Hypnosis Ball
10–11	Cube of Force
12–13	Cube of Frost Resistance
14–16	Decanter of Endless Water
17–20	Deck of Many Things
21–24	Displacer Cloak
25–26	Drums of Panic
27	Drums of Thunder
28–33	Dust of Appearance
34–39	Dust of Disappearance
40	Dust of Sneezing and Choking
41	Efreeti Bottle
42–43	Elem. Summoning Device: Air
44–45	Elem. Summoning Device: Earth
46–47	Elem. Summoning Device: Fire
48–49	Elem. Summoning Device: Water
50–59	Elven Cloak and Boots
60	Eyes of Charming
61–62	Eyes of Minuscule Sight
63	Eyes of Petrification
64–65	Eyes of the Eagle
66–80	Feather Token
81–95	Figurine of Wondrous Power
96–97	Flying Carpet
98	Folding Boat
99–00	Gauntlets of Ogre Power

Miscellaneous Magic Items III

d%	Item
01	Gem of Brightness
02	Gem of Monster Attraction
03	Gem of Pristine Faceting
04	Gem of Seeing
05	Girdle of Giant Strength
06–07	Gloves of Dexterity
08–10	Gloves of Swimming and Climbing
11–12	Helm of Alignment Changing
13–17	Helm of Read Languages and Magic
18–19	Helm of Telepathy
20	Helm of Teleportation
21	Horn of Blasting
22	Horn of Cave-Ins
23–24	Horn of Frothing
25–28	Horn of the Tritons
29–35	Horn of Valhalla
36–37	Horseshoes of a Zephyr
38–40	Horseshoes of Speed
41–45	Incense of Meditation
46	Incense of Obsession
47–48	Instant Fortress
49	Ioun Stones
50–51	Iron Flask
52–53	Jug of Endless Liquids
54	Libram of Arcane Power
55–56	Loadstone
57–58	Luckstone
59	Lyre of Building
60–61	Marvellous Pigments
62–64	Medallion of ESP 30’
65–66	Medallion of ESP 90’
67–68	Medallion of Thought Projection
69	Mirror of Life Trapping
70	Mirror of Mental Prowess
71	Mirror of Opposition
72–74	Necklace of Adaptation
75–78	Necklace of Fireballs
79–80	Necklace of Strangulation
81–84	Net of Aquatic Snaring
85–87	Net of Snaring
88–90	Oil of Insubstantiality
91–93	Oil of Slipperiness
94–95	Pearl of Power
96–97	Pearl of Wisdom
98–00	Periapt of Foul Rotting

Miscellaneous Magic Items IV

d%	Item
01–02	Periapt of Health
03–09	Periapt of Proof Against Poison
10–13	Periapt of Wound Closure
14–15	Phylactery of Betrayal
16–21	Phylactery of Faithfulness
22–25	Phylactery of Longevity
26–33	Pipes of the Sewers
34	Portable Hole
35–36	Purse of Plentiful Coin
37–44	Restorative Ointment
45–51	Robe of Blending
52	Robe of Eyes
53	Robe of Powerlessness
54	Robe of Scintillating Colours
55	Robe of the Archmagi
56–63	Robe of Useful Items
64–69	Rope of Climbing
70–73	Rope of Entanglement
74–75	Rope of Strangulation
76	Rug of Suffocation
77	Saw of Felling
78–79	Scarab of Chaos
80	Scarab of Death
81–86	Scarab of Protection
87–89	Scarab of Rage
90	Spade of Mighty Digging
91	Sphere of Annihilation
92–94	Sweet Water
95	Talisman of the Sphere
96–97	Vacuous Grimoire
98–00	Well of Many Worlds



Alchemist's Beaker

A glass beaker containing a liquid with 1d4+1 different layers. Each layer has the effects of a magic potion.

► **Potion types:** The referee randomly selects the 1d4+1 potion types. (Duplicates and detrimental potions are possible.)

► **Pouring:** Potions are always poured out in the order of the layers.

► **Mixing potions:** Is dangerous. See ***Mixing Potions, p196***.

► **Replenishing:** Once all layers have been poured out, the liquid replenishes after a number of days equal to the number of potions in the beaker.

► **Expiration:** Every month, the beaker stops being able to produce the lowest layer of the liquid, eventually losing its magical power altogether.

Amulet of Protection Against Possession

An amulet that prevents disembodied spirits from entering and possessing the wearer's body.

► **Magic jar:** The magic-user spell *magic jar* cannot affect the wearer. (See ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*.)

► **Ghostly possession:** The possession attack of a ghost is ineffective against the wearer. (See ***p57***.)

Amulet of Protection Against Scrying

An amulet that provides protection from remote viewing and mind-reading.

► **Crystal balls:** The person wearing this amulet cannot be viewed in a crystal ball.

► **ESP:** The wearer is immune to all forms of ESP.

Apparatus of the Crab

A large (6' tall, 4' around) iron barrel which acts as a mechanical aquatic vehicle. Appears like a giant crab when in use.

► **Secret entry hatch:** A secret entry hatch in one side allows entry to the apparatus.

► **Levers:** Inside the apparatus are a series of levers with the following effects:

a. **Extend/retract legs and tail:** With legs and tail extended, the apparatus can move at a rate of 60' (20') on land or in water.
b. **Uncover/cover forward porthole**
c. **Uncover/cover side portholes**
d. **Extend/retract pincers:** When extended, the apparatus can attack.
e. **Snap pincers:** Two attacks per round, THAC0 19 [0], 2d6 damage.
f. **Move forward/backward**
g. **Turn left/right**
h. **Rise/sink in water**
i. **Open/close eyes:** Project light in a 30' radius around the apparatus.
j. **Open/close secret hatch:** When closed, the apparatus is watertight.

► **Combat stats:** The apparatus is treated as a vehicle (see ***Vehicles*** in the *Advanced Fantasy Player's Tome*) with AC 0 [19] and 40 hull points.

► **Crew:** Up to 2 human-sized people can fit inside the apparatus.

► **Air:** Once sealed, there is air sufficient for 1d4+1 hours (twice that if only a single person is inside).

Arrow of Location

A normal-looking arrow with the power to point the way to certain dungeon features.

► **Activating:** The arrow must be thrown into the air and the type of feature to be located stated out loud. The arrow falls onto the ground pointing in the direction of the nearest feature of the named type.

► **Types of features:** Dungeon entrance/exit, stairway up, stairway down.

► **Usage frequency:** The direction to a dungeon feature may be requested only once per day. Once the nearest feature has been indicated, the arrow may be thrown up to 7 additional times (at 1 turn intervals) and will indicate the direction to the previously located feature.

Bag of Devouring

A normal-looking, small sack that devours objects placed inside it.

► **Objects:** Anything placed inside the bag vanishes from existence after 1d6+6 turns.

► **Living creatures:** May be affected, but only if the entire creature fits inside the bag.

Bag of Holding

A normal-looking small sack that can magically hold large objects and weights.

► **Size:** Objects of up to 10'×5'×3' can fit inside the bag.

► **Weight:** Up to 10,000 coins of weight can be placed in the bag.

► **When full:** The bag weighs 600 coins.

Bag of Transformation

A normal-looking small sack that can magically hold large objects and weights. Its magic is unstable and after some time will transmute objects placed inside.

► **Size:** Objects of up to 10'×5'×3' can fit inside the bag.

► **Weight:** Up to 10,000 coins of weight can be placed in the bag.

► **When full:** The bag weighs 600 coins.

► **Unstable magic:** After 1d6 days of use, the bag becomes cursed.

► **Curse:** When the curse is active, precious items in the bag are transmuted into worthless items (e.g. precious metals into lead, gems into rocks, magic items into normal items, etc.).

Book of Foul Corruption

An unremarkable book with a powerful, unholy enchantment. Opening the book produces an effect dependent on the class and alignment of the character.

► **Divine casters (lawful):** Must **save versus death** or die.

► **Divine casters (neutral):** Change alignment to chaotic.

► **Divine casters (chaotic):** Sense the book's foulness and may study it (requires 1 week) to gain one experience level and one point of WIS. A character can only gain this benefit once, even if another book of foul corruption is discovered.

► **Arcane casters:** Must **save versus spells** or lose 1 point of INT.

► **Other classes (lawful):** Suffer 4d10 damage.

► **Other classes (neutral):** Change alignment to chaotic.

► **Other classes (chaotic):** Unaffected.

► **Vanishes after use:** Once the book's magical effect has occurred, it vanishes.



Book of Infinite Spells

A tome of great magical power with 1d8 + 12 pages. Each page grants the owner the ability to cast a spell.

► **Non-spell casters:** Suffer 5d4 damage and are paralysed for 5d4 turns upon first opening the book. Thereafter, they may benefit as normal from its powers.

► **Reading a page:** The owner gains the ability to cast the associated spell. Spells are of level 1–5 and may be of any type (e.g. cleric, druid, magic-user). Level and type are determined randomly per page.

► **Turning to another page:** The spell on the previous page disappears forever and the owner loses the ability to cast it. Once all pages have been read, the book is empty.

► **Casting spells:** The owner may cast the spell on the last page read once per day. If the spell is one that the character could normally cast (according to class and level), they can cast it 4 times a day.

► **Each time a spell is cast:** There is a 1-in-6 chance of the spell disappearing from its page in the book. The owner loses the ability to cast the spell and must turn to another page.

► **Storing the book:** The owner benefits from the book's power even if it is not on their person. It may thus be stored.

Book of Sublime Holiness

An unremarkable book with a powerful, holy enchantment. The effects of opening the book depend on the class and alignment of the character.

► **Divine casters (lawful):** Sense that the book is holy and may study it (requires 1 week) to gain one experience level and one point of WIS. A character can only gain this benefit once, even if another book of sublime holiness is discovered.

► **Divine casters (neutral or chaotic):** Lose one experience level. This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the lost level (e.g. spells, saving throws, etc.). The character's XP is reduced to halfway between the former and new levels. If this would reduce the character below 1st level, they are either unaffected (neutral alignment) or die (chaotic).

► **Arcane casters:** Must **save versus spells** or lose 1 point of INT.

► **Other classes (lawful or neutral):** Unaffected.

► **Other classes (chaotic):** Suffer 4d10 damage.

► **Vanishes after use:** Once the book's magical effect has occurred, it vanishes.

Boots of Dancing

Cursed boots which cause the wearer to dance uncontrollably.

► **Melee or evasion:** The curse takes effect when the character is in melee or evading an encounter.

► **Effects of dancing:** Cannot attack or move, –4 penalty to AC, –4 penalty to all saving throws.

► **Removing:** Once the curse is active, the character cannot remove the boots. The curse can only be removed with magic (e.g. *remove curse*).

Boots of Levitation

The wearer is able to move up and down through the air at will.

► **Vertical:** The caster mentally directs vertical movement at up to 20' per round.

► **Horizontal:** The caster can push against solid objects to move laterally.

► **Weight:** A normal amount of weight can be carried while levitating.

► **Usage:** The enchantment may be used without limit of frequency or duration.

Boots of Speed

The wearer is able to move at up to 240' (80')—the speed of a riding horse.

► **Duration:** This can be maintained for up to 12 hours.

► **Rest:** Afterwards, the wearer must rest for 1 day.

Boots of Travelling and Leaping

The wearer is able to travel without tiring and leap great distances.

► **Tirelessness:** The normal need for rest when travelling may be ignored (see ***Wilderness Adventuring*** in the *Advanced Fantasy Player's Tome*).

► **Jumping:** The wearer can leap up to 10' high and 30' horizontally.

Bracers of Armour

Enchanted wrist-guards which grant the wearer protection as if wearing armour.

► **AC granted:** The bracers grant an AC of 8 – 1d4 [11 + 1d4]. (The AC granted by each pair of bracers is fixed.)

► **Wearing along with armour:** The bracers grant no benefit.

Bracers of Defencelessness

Cursed wrist-guards which seem to grant the wearer protection as if they were wearing armour, but actually render them defenceless.

► **When initially worn:** The bracers grant an AC of 5 [14], as long as the character wears no armour.

► **Dangerous combat:** Once the wearer is in a dangerous combat situation, the bracers' curse activates.

► **Curse of defencelessness:** Once the curse is activated, the wearer's AC is 9 [10]. Any bonuses due to DEX or other magical protections are negated.

► **Removing:** Once the curse is active, the character cannot remove the bracers. The curse can only be removed by magic (e.g. *remove curse*).

Brooch of Shielding

A clasp of silver or gold (usually without jewels) which protects the wearer from *magic missiles* (from spells, wands, etc.).

► **Absorbing damage:** *Magic missiles* target and hit the character normally, but the brooch absorbs the damage inflicted.

► **Limited protection:** Once the brooch has negated 101 hit points of damage from *magic missiles*, its power is spent.

► **Once spent:** The brooch dissolves, becoming utterly useless.

Broom of Flying

A broom that can be commanded to fly, carrying the owner aloft.

► **Speed:** The broom flies at 240' (80').

► **Passengers:** An additional passenger may be carried. When carrying two people, the broom's speed is 180' (60').

Candle of Invocation

Specially consecrated candles associated with a specific alignment (determined randomly). Characters of that alignment gain benefits when lighting the candle.

► **If lit by a divine caster:** The character is able to memorize and cast spells as if they were two experience levels higher, as long as the candle burns. When the candle goes out, any memorized spells beyond those the character may normally have are lost.

► **If lit by another character:** The character gains a +1 bonus to attack rolls and saving throws, as long as the candle burns.

► **Duration:** The candle burns for a total of 4 hours. It can be extinguished and relit.



Chime of Opening

A 1' long, hollow metal tube which has the power to open bonds, locks, portals, etc. when sounded.

► **Opening:** Each time the chime is sounded and left to ring for one minute, one portal, lock, lid, bar, etc. (as selected by the user), is caused to open.

► **Noise:** There is a 1-in-6 chance of wandering monsters being attracted each time the chime is sounded.

► **Magical locks:** *Hold portal* and *wizard lock* spells are negated (the latter only if cast by a character below 9th level).

► **Charges:** After being sounded 4d20 times, the chime shatters.

Chime of Ravening

A 1' long, hollow metal tube which brings about maddening hunger when sounded.

► **Affected creatures:** All within 60'.

► **Creatures with food:** Will drop anything in their hands and immediately consume the available food for 1d6 rounds.

► **Creatures without food:** Will move as fast as possible to the location where the chime was sounded. Once there, they will attempt to kill and eat anyone present.

► **Sating hunger:** Each round a creature eats, it may **save versus spells** to end the ravenous hunger.

Cloak of Defence

A cloak of any possible appearance or material which magically protects the wearer from harm.

► **Protection:** The wearer gains a bonus to AC and all saving throws.

► **Bonus:** When the cloak is found, roll 1d8: 1–4: +1, 5–6: +2, 7–8: +3.

► **Wearing with armour:** If the character uses a shield, wears armour heavier than leather, or wears magical armour, the cloak has no effect.

Cloak of Flight

A plain-looking black cloak which can grant the power of flight to the wearer.

► **Command word:** Upon speaking the correct command word, the cloak transforms into a pair of great bat wings (20' wingspan), allowing the wearer to fly for a limited period.

► **Movement rate:** 360' (120') for up to 2 turns, 180' (60') for up to 4 turns, or 120' (40') for up to 8 turns.

► **Load:** The character can fly with up to their normal maximum load.

► **Rest:** Following a flight of the maximum number of turns listed above, the character must lay down and rest for 6 turns. Shorter flights require the character to rest proportionally less (e.g. a flight at the fastest rate for 1 turn requires 3 turns of rest).

► **Usage frequency:** Up to once per day.



Cloak of Poison

A woollen cloak which instantly slays anyone who dons it.

► **Handling:** The cloak can be handled safely.

► **Reviving the victim:** As long as the cloak remains in place, the victim cannot be restored to life.

► **Removing:** Once donned, can only be removed by magic (e.g. *remove curse*). The victim may then be revived by other magic (first to neutralize the poison and then to restore life).

Cloak of the Manta Ray

A leather cloak which wraps around the wearer when submerged in salt water, granting them abilities like those of a manta ray.

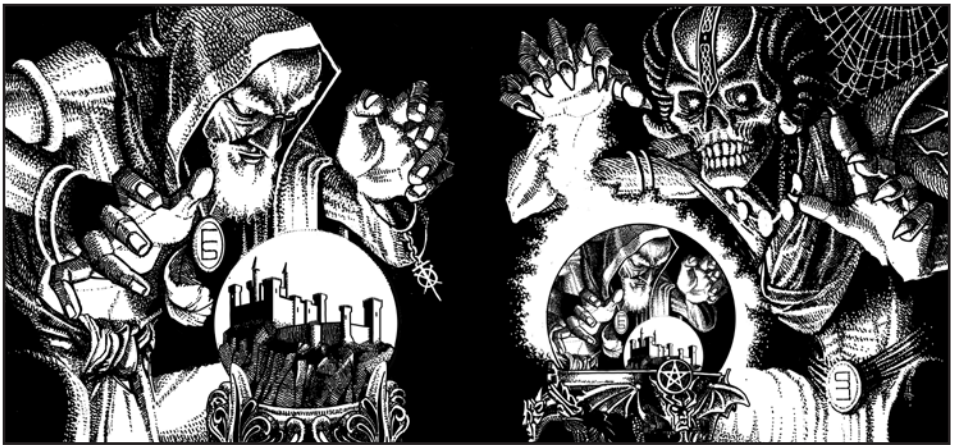
► **Breathing water:** The wearer can breathe underwater.

► **Movement:** The wearer can swim at 180' (60') with ray-like wings.

► **Armour Class:** The wearer's AC is 6 [13], unless improved by magical armour or protective devices.

► **Attacks:** The wearer can attack once a round with a tail barb (for 1d6 damage) and may also free their arms from the cloak to make other attacks.

► **Disguise:** While wearing the cloak underwater, the wearer is 90% indistinguishable from a real manta ray.



Crystal Ball

Allows an arcane spell caster to view any place or object that is brought to mind:

► **Duration:** The vision lasts for one turn.

► **Clarity:** The clarity of the vision is dependant on the scryer's familiarity with the subject.

► **Usage frequency:** A crystal ball may be used at most 3 times a day.

► **Casting spells:** It is not possible to cast spells through a crystal ball into the viewed scene.

Crystal Ball With Clairaudience

The scryer can hear, as well as see, the desired scene.

Crystal Ball With ESP

Allows the scryer to spy on the thoughts of creatures viewed in the crystal ball:

► **Reading thoughts:** The thoughts of a single creature viewed through the crystal ball may be read.

► **Meaning:** The scryer understands the meaning of all thoughts even if they do not share the creature's language.

► **Obstructions:** The ability to perceive thoughts is obstructed by a thin layer of lead or by rock of 2' thick or greater.

Crystal Hypnosis Ball

Grants an arcane spell caster false visions of any place or object that is brought to mind, while in reality bringing the user under the sway of a baleful intelligence.

► **False visions:** The user sees the desired place or object in the crystal ball for up to 1 turn, but all impressions are false.

► **Usage frequency:** Grants visions at most 3 times a day.

► **Malign contact:** In reality, the user comes into mental contact with the creator of the crystal ball—a malignant magic-user, lich, extra-planar entity, etc. The visions are fabricated by that being.

► **Mind control:** Following each use of the crystal ball, a suggestion is telepathically implanted in the mind of the user. These suggestions cause the user to gradually come under the influence of the remote intelligence, eventually coming to do its bidding.

Cube of Force

A ¾ inch cube of bone, ivory, or stone. Pressing the faces of the cube activates a 10' cubic force field around the character.

► **Pressing faces:** Each face of the cube activates or deactivates the force field, with the effects shown in the table below.

► **Charges:** The cube has 36 charges per day. Activating the force field consumes a number of charges per turn (see table).

► **Blocking other effects:** Effects other than those listed in the table can be blocked, but cost additional charges: catapult shot / thrown boulders: 1 charge; *wall of fire* / non-magical inferno: 2; *fire ball* / *pass-wall*: 3; *lightning bolt*: 4; *horn of blasting* / *disintegrate*: 6.

Cube of Force: Effects by Side

#	Charges	Move	Keeps Out
1	1	120' (40')	Gases, wind
2	2	90' (30')	Nonliving matter
3	3	60' (20')	Living things
4	4	30' (10')	Magic
5	6	30' (10')	All things
6	0	Normal	Deactivates

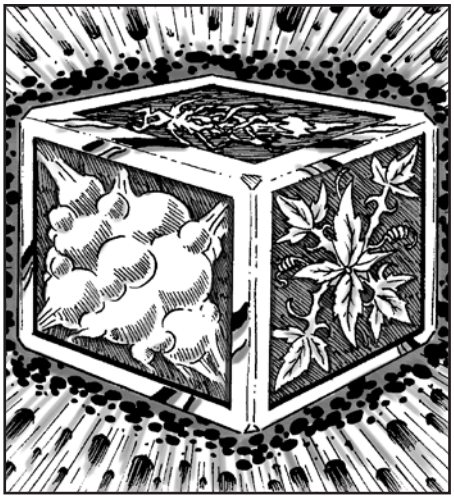
Charges: Charges expended per turn.
Move: Maximum movement rate while force field of this type is active.

Cube of Frost Resistance

A ¾ inch cube of bone, ivory, or stone. Pressing a face activates a 10' cubic field of protection around the character.

► **Inside the field:** A pleasant ambient temperature is maintained even if external conditions are much colder.

► **Cold-based attacks:** Are absorbed by the field. If more than 50 hit points of damage are absorbed in the space of 1 turn, the field collapses and cannot be reactivated for 1 hour.



Decanter of Endless Water

A stoppered flask which, upon speaking the proper command word, pours forth fresh or salt water at three different rates of flow.

► **Stream:** A trickle of 1 gallon (8 pints) per round.

► **Fountain:** A 5' high fountain of 5 gallons per round.

► **Geyser:** A 20' long jet of 30 gallons per round. Anyone holding the decanter must make a STR check each round or be knocked down by the force of the geyser.

► **Attacking:** The geyser can be used as a missile attack (20' range), inflicting 1d2 damage per hit.

► **Filling spaces:** The geyser will fill a 10' cubic space every 4 turns.

► **Stopping the flow:** A command word stops the water flowing, allowing the stopper to be put back in.

Deck of Many Things

A deck of 22 ivory or vellum cards stored in a box or leather pouch. Each card is inscribed with an image and a set of magical glyphs.

► **Cards in the deck:** The deck of many things may be simulated with 22 normal playing cards (indicated alongside the name of each card, below).

► **Drawing cards:** A character may elect to draw up to 4 cards from the deck, being affected by the magical effects of each card (see below). Drawn cards magically return to the deck.

► **Once only:** Each character may only draw once (1–4 cards) from a deck of many things.

Sun (King of Diamonds)

Gain 50,000 XP and one beneficial miscellaneous magic item. (Roll for the magic item until something beneficial to the character comes up.)

Moon (Queen of Diamonds)

1d4 wishes, which must be used within 1 turn per wish received.

Star (Jack of Diamonds)

Prime requisite increases by 2 points. If this would raise the score above 18, the points are instead allocated to random ability scores.

Vizier (Ace of Diamonds)

Grants the true and thorough answer to one question or problem. The question may be posed immediately or at any time in the future.

Comet (2 of Diamonds)

Single-handedly defeat the next hostile monster(s) encountered to gain a level.

Throne (King of Hearts)

CHA increases to 18 and the character gains possession of a small keep.

Key (Queen of Hearts)

Gain a random treasure map plus a random magic weapon, staff, or wand (as appropriate to the character).

Knight (Jack of Hearts)

Gain the loyal service of a 4th level fighter.

Fates (Ace of Hearts)

Allows the character to avoid one situation or the effects of one event, usable at any point in the future. The character's companions do not gain the same benefit.

Gem (2 of Hearts)

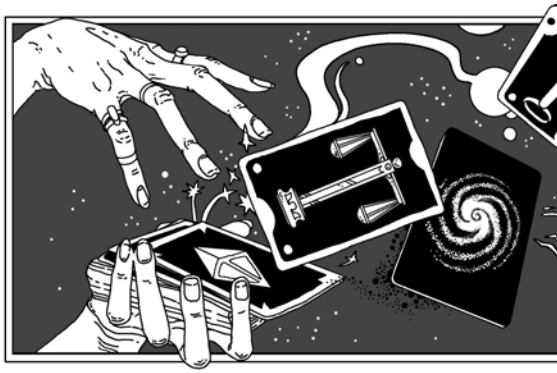
Gain 20 random gems or 20 random pieces of jewellery.

The Void (King of Clubs)

The character becomes a mindless automaton, their soul trapped in a prison on another world or plane of existence. The soul can only be retrieved by questing (even a wish cannot retrieve it). When this card is drawn, the deck of many things disappears —no further cards can be drawn.

Flames (Queen of Clubs)

A powerful chaotic monster from another plane of existence becomes aware of the character and schemes to destroy them.



Skull (Jack of Clubs)

A lesser grim reaper appears and attacks the character, who must defeat it alone. If the character is slain, they can never be returned to life. If other characters help in the battle, lesser grim reapers appear to fight them as well.

Lesser Grim Reaper: AC –3 [22], **HD** 10** (45hp), **Att** 1 × scythe (2d8), **THAC0** 11 [+8], **MV** 120' (40'), **SV** D6 W7 P8 B8 S10 (10), **ML** 12, **AL** Neutral, **XP** 2,300

► **Undead:** Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

► **Initiative:** Always wins.

► **Attacks:** Always hits.

► **Energy immunity:** Unharmed by cold, fire, and electricity.

Idiot (Ace of Clubs)

Lose 1d4 points of INT. The character may choose to draw another card.

Talons (2 of Clubs)

All magic items owned by the character vanish instantly and permanently.

Ruin (King of Spades)

All money, valuables, and property owned by the character vanish instantly and permanently.

Medusa (Queen of Spades)

Suffer a permanent –3 penalty to saves vs petrification.

Rogue (Jack of Spades)

A friendly NPC (a retainer, if the character has any) becomes utterly and permanently hostile toward the character. The hatred is initially secret and will only be revealed at a devastating moment.

Donjon (Ace of Spades)

The character is stripped of all equipment and spells and is imprisoned, either magically or physically. When this card is drawn, the deck of many things disappears—no further cards can be drawn.

Balance (2 of Spades)

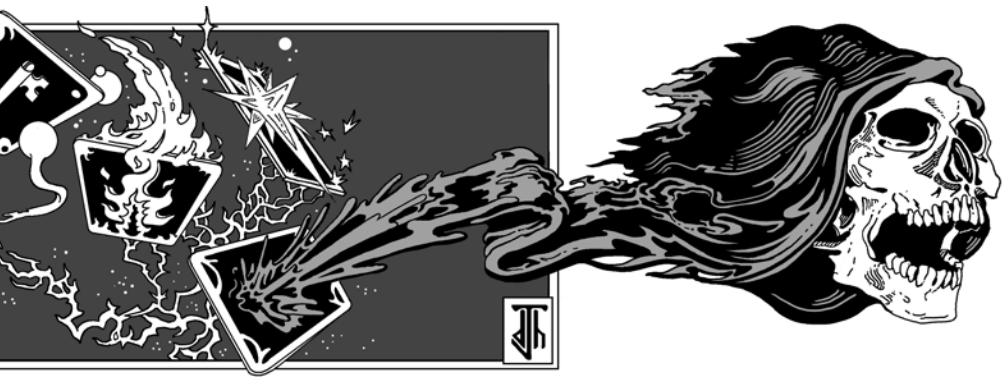
Change alignment (lawful becomes chaotic, chaotic becomes lawful, neutral becomes lawful or chaotic). If the character fails to behave according to their new alignment, they will be judged by higher powers and risk annihilation.

Jester (Jester without Trademark)

Gain 10,000 XP or draw two more cards. After being drawn, the Jester card disappears forever.

Fool (Jester with Trademark)

Lose 10,000 XP (to a minimum of 0 XP) and draw another card. After being drawn, the Fool card disappears forever.



Displacer Cloak

A cloak that bends light, making one who wears it appear to be 5' away from their true location.

► **Save bonus:** The wearer gains a +2 bonus to saving throws against petrification, rods, spells, staves, and wands.

► **Melee attacks:** Against the wearer are penalised by –2.

Drums of Panic

Large war drums that induce panic in those who hear their sound.

► **Range:** Creatures up to 240' away, are affected, when the drums are played. Those within 10' of the drums are not affected.

► **Affected creatures:** Are afflicted by the drums' enchantment of fear: they must **save versus spells** or make a morale check with a –2 penalty (if the optional morale rules are being used—see ***Morale*** in the *Advanced Fantasy Player's Tome*).

► **Effects:** Creatures that fail the saving throw or morale check flee from the sound of the drums at full running speed for 30 rounds.

Drums of Thunder

A pair of kettle drums which, when both struck together, unleash a deafening thunder.

► **All within 60':** Are permanently deafened by the noise. The deafness can only be cured by powerful magic (e.g. *cure serious wounds* cast expressly for the purpose).

► **All within 10':** Are also stunned and unable to move or act for 2d4 rounds.

Dust of Appearance

Silk-wrapped parcels of ultra-fine, metallic dust which can reveal invisible things. Usually 5d10 parcels are found together.

► **Throwing into the air:** The dust coats everything in a 10' radius.

► **Blowing through a tube:** The dust coats everything in a 20' long cone, 15' wide at the end.

► **Effect:** Anything coated in the dust is rendered visible for 2d10 turns, negating magic of invisibility, camouflage, displacement, and mirror imaging.

Dust of Disappearance

Silk-wrapped parcels of ultra-fine, metallic dust which renders anything it touches invisible. Usually 5d10 parcels are found together.

► **Throwing into the air:** The dust coats everything in a 10' radius.

► **Blowing through a tube:** The dust coats everything in a 20' long cone, 15' wide at the end.

► **Effect:** Anything coated in the dust is rendered invisible for 2d10 turns.

► **Invisible creatures:** Always surprise others and gain a +4 bonus to AC. (These benefits do not apply with enemies who can detect invisible.)



Dust of Sneezing and Choking

Silk-wrapped parcels of ultra-fine, metallic dust which acts as a deadly poison when cast into the air. Usually 5d10 parcels are found together.

► **Throwing into the air:** The dust fills a 20' radius.

► **Blowing through a tube:** The dust fills a 20' long cone, 15' wide at the end.

► **Effect:** Any creatures in the area of the dust are overcome with fits of coughing and sneezing and must **save versus poison** or die. Those that make the save are unable to act or move for 5d4 rounds.

Efreeti Bottle

A 3' tall, weighty jug with a sealed stopper. Breaking the seal and removing the stopper releases a trapped lesser efreeti (see ***p49***), who will serve the character.

► **Frequency of service:** The efreeti will serve the one who freed it (and only that character) once per day.

► **Duration:** After 101 days, its service ends. The creature then returns to its home—the legendary City of Brass.

► **If the efreeti is killed:** Its service ends.



Elemental Summoning Device

Ritual items enchanted with the power to summon beings from the elemental planes. Each elemental plane has a different type of device:

► **Air:** A censer.

► **Earth:** A 6" diameter stone.

► **Fire:** A brazier.

► **Water:** A 3' diameter bowl.

Usage: The items may be used as follows:

► **Frequency:** The summoning power may only be used once per day.

► **Before use:** The device must be prepared. This takes one turn.

► **Activation:** Once prepared, activating the device takes one round.

► **Summoned elemental:** A 12 HD elemental (see ***p50***) is conjured to do the summoner's bidding.

► **Command over the elemental:** Works as described in the magic-user spell *conjure elemental* (see ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*).

Elven Cloak and Boots

A set of enchanted boots and a matching cloak, of elven origin.

► **Stealth:** The wearer of the boots is able to move silently.

► **Near invisibility:** The wearer of the cloak is rendered almost invisible: there is only a 1-in-6 chance of them being spotted.

► **Attacking:** The cloak's power of invisibility is nullified for one turn, if the wearer attacks.



Eyes of Charming

A pair of crystal lenses that fit over the eyes. The wearer gains the power to charm persons who meet their gaze.

► **Usage:** A charm may be placed upon a person within 60'. One target may be charmed per round.

► **Resisting:** The subject may **save versus spells** to resist, with a +2 bonus if only one of the lenses is worn.

► **Charmed individuals:** Regard the character as a trusted friend, and will come to their defence. Subjects will obey the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment.

► **Duration:** The charm lasts until dispelled or until the eyes are removed.

Eyes of Minuscule Sight

A pair of crystal lenses that fit over the eyes, granting the ability to see minuscule details at close range (1' or less).

► **Wearing only one lens:** Causes intense dizziness, unless the other eye is closed.

Eyes of Petrification

A pair of crystal lenses that fit over the eyes. The wearer is instantly turned to stone, without a saving throw.

Eyes of the Eagle

A pair of crystal lenses that fit over the eyes, enhancing long range vision by 100 times (e.g. the wearer can see details at a distance of 2,000' that would normally be visible at 20').

► **Wearing only one lens:** Causes intense dizziness, unless the other eye is closed.

Feather Token

A small feather which produces a magical effect when thrown.

► **Type of token:** When found, roll 1d20 on the table below to determine the token's power.

► **Once only:** A feather token disappears after use.

Feather Token: Type

d20	Token Type
1–4	Anchor
5–7	Bird
8–10	Fan
11–13	Swan boat
14–18	Tree
19–20	Whip

Anchor Token

Causes a water vessel to remain moored in the location where the token is used for one day (or until released).

Bird Token

Summons a gargantuan bird for 24 hours. The bird can be commanded to chase aggressive avian creatures away or to transport the character.

► **Movement rate:** 480' (160') flying.

► **Carrying:** The bird is powerful enough to carry a huge animal (e.g. a mammoth) or a combination of smaller creatures.

► **Attacking:** The bird cannot be commanded to attack.

Fan Token

At sea, conjures a huge flapping fan which can be commanded to do one of the following for up to 8 hours:

1. **Propel:** A single sailing vessel is propelled by high winds, increasing its sailing speed by one half.
2. **Calm:** In a storm, gale, or near gale, can create an area of calm or lighter winds. (This does not affect wave size in a storm, however.)

(See ***Waterborne Adventuring*** in the *Advanced Fantasy Player's Tome* for details on sailing and wind.)

Swan Boat Token

Conjures a swan-like boat for 24 hours. It can swim without crew or wind, moving at 240' (80'). The boat can hold up to 32 people and has AC 7 [12] and 1d6+3 × 10 hull points.

Tree Token

Causes a great oak to spring into being (6' diameter trunk, 60' high, 40' top diameter).

Whip Token

Conjures a huge leather whip which attacks on its own for up to 6 turns, at the character's command.

► **Attacks:** THAC0 13 [+6]. Can hit opponents that can only be harmed by magic.

► **Damage:** 1d6+1. **Save versus spells** or be entangled (unable to move or act) for 1d6+1 rounds.



Figurine of Wondrous Power

A miniature (around 1" tall) statuette carved in the form of an animal. Speaking the correct command word and casting the figurine onto the ground causes it to transform into a living animal which obeys the character's commands.

► **Returning to figurine:** Repeating the command word returns the animal to its figurine form.

► **If an animal is slain:** It returns to its figurine form.

► **If a figurine is destroyed:** Its magical power is lost irrevocably.

► **Type:** When a figurine is found, determine its type at random using the following table.

Figurine of Wondrous Power: Type

d20	Type of Figurine
1–3	Ebony fly
4–6	Pair of golden lions
7–8	Trio of ivory goats (travelling, travail, and terror)
9–11	Marble elephant
12–13	Obsidian steed
14–17	Onyx dog
18–20	Serpentine owl

Ebony Fly

A fly the size of a pony which may be ridden as a mount.

AC 4 [15], **HD** 4+4 (22hp), **Att** None, **THAC0** 15 [+4], **MV** 480' (160') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 125

► **Carrying loads:** Moves at 360' (120') with a rider.

► **Usage frequency:** 3 times a week, for at most 12 hours a day.

Golden Lion

A male lion with formidable combat prowess.

AC 6 [13], **HD** 5 (22hp), **Att** 2 × claw (1d4+1), 1 × bite (1d10), **THAC0** 15 [+4], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Neutral, **XP** 175

► **Usage frequency:** Once a day, for up to 1 hour.

► **If slain:** Cannot be brought back from statuette form for one full week.

Ivory Goat of Travelling

A large goat which can be ridden.

AC 6 [13], **HD** 4 (24hp), **Att** 2 × horn (1d8), **THAC0** 16 [+3], **MV** 480' (160'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 75

► **Carrying loads:** Moves at 360' (120') with a rider.

► **Usage frequency:** At most 24 hours in the space of a week. After 24 hours of use, the goat cannot be used again for at least 1 day. After 3 uses in total, the goat loses its magic forever.

Ivory Goat of Travail

A monstrous goat, larger than a bull.

AC 0 [19], **HD** 16 (96hp), **Att** 1 × bite (2d4), 2 × hoof (2d4+2), 2 × horn (2d6), **THAC0** 8 [+11], **MV** 240' (80'), **SV** D8 W9 P10 B10 S12 (8), **ML** 12, **AL** Neutral, **XP** 1,350

► **Charge:** When not in melee. Requires a clear run of at least 20 yards. Horns inflict double damage. May not make bite or hoof attacks when charging.

► **Usage frequency:** Once per month for up to 12 hours. After 3 uses in total, the goat loses its magic forever.

Ivory Goat of Terror

A giant goat, as large as a warhorse, which may be ridden. The goat's horns become weapons which the rider may wield.

AC 2 [17], **HD** 8* (48hp), **Att** None, **THAC0** 12 [+7], **MV** 360' (120'), **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 1,200

► **Horns:** One horn may be wielded as a lance +3, the other as a sword +3.

► **Charge:** When not in melee. Requires a clear run of at least 20 yards. Rider's lance inflicts double damage.

► **Aura of terror:** In battle, opponents within 30' must **save versus spells** or suffer a –3 penalty to attack rolls while the battle lasts.

► **Usage frequency:** Once every 2 weeks for up to 3 hours. After 3 uses in total, the goat loses its magic forever.

Marble Elephant

A large, tusked elephant that can be used as a beast of burden or commanded to attack.

AC 5 [14], **HD** 9 (40hp), **Att** 2 × tusk (2d4) or 1 × trample (4d8), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Neutral, **XP** 900

► **Charge:** In first round of combat, when not in melee. Requires a clear run of at least 20 yards. Tusks inflict double damage.

► **Trample:** 3-in-4 chance of trampling each round. +4 to hit human-sized or smaller creatures.

► **Usage frequency:** At most 4 times a month, for up to 24 hours at a time.

Obsidian Steed

In figurine form, a vaguely quadruped lump of obsidian. Transforms into a nightmare—an intelligent, demonic horse with glowing red eyes, flaming nostrils, and hooves like smouldering embers.

AC –3 [22], **HD** 6* (27hp), **Att** 2 × flaming hoof (2d4 + 2), 1 × bite (2d4), **THAC0** 14 [+5], **MV** 150' (50') / 360' (120') flying, **SV** D10 W11 P12 B13 S14 (6), **ML** 10, **AL** Chaotic, **XP** 500

► **Burning smoke:** Breathe out a choking cloud of burning smoke. Anyone in melee with a nightmare must **save versus poison** or suffer –2 to attack and damage rolls against the monster.

► **Usage frequency:** Once per week, for up to 24 hours.

Onyx Dog

A hunting dog with exceptional senses.

AC 6 [13], **HD** 2+2 (11hp), **Att** 1 × bite (2d4), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 11, **AL** Neutral, **XP** 25

► **Tracking:** By scent. Once started, very difficult to put off the trail.

► **Infravision:** 90'.

► **Detect invisible:** 65% chance.

► **Intelligent:** Speaks Common.

► **Usage frequency:** Once per week, for up to 6 hours.

Serpentine Owl

A horned owl with telepathic powers.

AC 7 [12], **HD** ½ (3hp), **Att** 2 × claw (1d2), **THAC0** 19 [0], **MV** 240' (80') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 5

► **Surprise:** On a 1–5, due to silent flight.

► **Telepathy:** Can inform owner of what it sees and hears.

► **Usage frequency:** Once per day, for up to 8 hours.

Flying Carpet

An enchanted carpet that can fly through the air, carrying up to three passengers (and their gear). The movement rate depends on the number of passengers:

- **1 passenger:** 300' (100').
- **2 passengers:** 240' (80').
- **3 passengers:** 180' (60').

Folding Boat

A normal-seeming wooden box (about 1' cube) which magically unfolds into a boat or ship when the correct command word is spoken.

- **Boat:** One command word causes the box to unfold into a small river boat (length 10', beam 4', draft 2'), with oars, a sail, and an anchor. The boat can hold up to 4 human-sized characters and up to 5,000 coins of cargo. It has a movement rate of 150' (50') rowed and 240' (80') sailed, AC 8 [11], and 1d10 + 10 hull points.
- **Ship:** Another command word causes the box to unfold into a small sailing ship (length 24', beam 8', draft 6'), with 5 sets of oars, a sail, a cabin, and an anchor. The ship can hold up to 15 human-sized characters and up to 15,000 coins of cargo. It has a movement rate of 180' (60') rowed and 360' (180') sailed, AC 8 [11], and 1d20 + 20 hull points.
- **Folding down:** The boat or ship folds back down into a box when a third command word is uttered.

Gauntlets of Ogre Power

A character who wears these gauntlets has a Strength score of 18. This grants all the usual bonuses, including:

- **Melee attacks:** +3 bonus to attack and damage rolls, in melee.
- **Unarmed attacks:** Deal 1d2+3 damage.

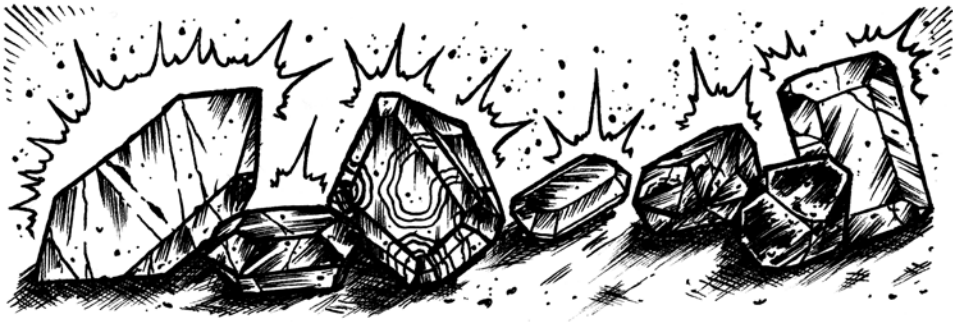
Encumbrance: If using the optional rules for detailed encumbrance (see ***Time, Weight, and Movement*** in the *Advanced Fantasy Player's Tome*):

- **Extra weight:** The character's ability to carry weight is increased by 1,000 coins. (i.e. the character can carry 1,400 coins without becoming encumbered.)

Gem of Brightness

A crystal in the shape of a long, rough prism. Three command words cause the crystal to emit three different types of light.

- **Charges:** The gem has 50 charges.
- **Beam:** A beam of pale light, 10' long and 2' wide. Consumes no charges.
- **Ray:** A momentary ray of bright light, 50' long and 1' wide to be directed at the eyes of a creature. The target must **save versus spells** or be blinded for 1d4 rounds. Expends 1 charge.
- **Flash:** A momentary cone of blinding light, 30' long and 5' wide at the end. All creatures in the cone must **save versus spells** or be blinded for 1d4 rounds and suffer a permanent penalty to attack rolls equal to the number of rounds of blindness. The attack penalty can only be cured by powerful magic (e.g. *cure serious wounds* cast expressly for the purpose). Expends 5 charges.
- **Magical darkness:** Negates the effects of the gem.



Gem of Monster Attraction

A shining, very valuable-looking gem. A character who takes the gem comes under a curse.

► **Wandering monsters:** Each time the referee checks for wandering monsters, the chance of an encounter is doubled.

► **Pursuit:** If the referee rolls to determine whether monsters pursue the character, the chance of pursuit is doubled.

► **Discarding the gem:** The jewel reappears, hidden somewhere on the character's person, unless the curse is removed by magic (e.g. *remove curse*).

Gem of Pristine Faceting

A magical gem which has the power to increase the value of other gems.

► **Usage:** The gem must be placed with one or more other (non-magical) gems.

► **Effect:** There is a 20% chance of each of the other gems being magically polished, faceted, or otherwise perfected in form. Affected gems increase in value by 50%.

► **Charges:** The gem has 10d10 charges. One charge is used each time it transforms another gem.

► **Facets:** The gem has as many facets as it has charges. Each time a charge is spent, it loses one facet. When all charges have been spent, it becomes a worthless stone sphere.

Gem of Seeing

A finely cut, clear gem. Gazing through the gem reveals hidden, enchanted, and invisible things.

► **Secret doors and traps:** Are revealed.

► **Invisibility:** Invisible objects and creatures are perceived.

► **Illusions:** Are seen through.

► **Enchantments:** Enchanted objects and creatures are made apparent.

► **Range:** Up to 30'.

► **Scanning speed:** An area of 100 square feet (e.g. ten × 10' squares) can be scanned in one round.

► **Chance of error:** Per usage, there is a 5% chance that the gem will provide false information—a hallucination of something which is not really there.

Girdle of Giant Strength

A character who wears this girdle gains the strength of a hill giant.

► **Combat ability:** The wearer's ability in combat is augmented: the character attacks as an 8 Hit Dice monster. (If the character already has better attack probabilities, the girdle does not alter these.)

► **Damage:** The wearer inflicts 2d8 damage in combat, or twice normal damage, if using the optional variable weapon damage rules (see ***Combat*** in the *Advanced Fantasy Player's Tome*).

Gloves of Dexterity

A pair of soft leather gloves which bestow remarkable manual dexterity.

► **DEX increase:** The wearer's DEX increases by a number of points, depending on their normal DEX: 6 or less: +4, 7–13: +2, 14–17: +1.

► **Pick pockets:** The wearer may pick pockets, with a 35% chance of success (or a +10% bonus if already able to pick pockets). If the victim is above 5th level, the roll is penalised by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim (possibly using the reaction table under ***Encounters*** in the *Advanced Fantasy Player's Tome*).

► **Open locks:** The wearer may pick locks, with a 30% chance of success (or a +10% bonus if already able to open locks). This requires thieves' tools. The character can only try this skill once per lock. If the roll fails, the character may not try the same lock again before gaining an experience level.

Gloves of Swimming and Climbing

A pair of soft leather gloves which bestow remarkable swimming and climbing skill.

► **Swimming:** 180' (60') on the surface, 150' (50') underwater. (The ability to breath water is not conferred, however.)

► **Climbing sheer surfaces:** With a 95% chance of success (or 99% if the character can already climb sheer surfaces). A roll is required for each 100' to be climbed. If the roll fails, the character falls at the halfway point, suffering falling damage.

Helm of Alignment Changing

A beautifully crafted but cursed helmet.

► **Putting on the helmet:** Instantly causes the wearer's alignment to change. The new alignment is determined at random.

► **Removing:** The curse is such that the wearer cannot remove the helmet, once in place, and will resist attempts to remove it.

► **Dispelling:** The curse can be removed by magic (e.g. *remove curse*), or (at the referee's option) by performing a special quest.

Helm of Reading Languages and Magic

A fragile helmet that grants the wearer the ability to read writing of all kinds.

► **Normal text:** Text in any language can be understood.

► **Magical text:** Even magical writing is comprehensible. (This does not grant the ability to cast spells, however.)

► **Fragility:** Each time the wearer is hit, there is a 1-in-10 chance of the helm being destroyed. If the wearer is killed, the helm is destroyed.

Helm of Telepathy

A beautifully crafted helmet that grants the magical ability of telepathy: reading and sending thoughts.

► **Range:** The range of the power is 90'.

► **Concentration:** To read a creature's thoughts, the wearer must remain still and concentrate on that creature.

► **Comprehension:** The creature's thoughts are made comprehensible to the wearer of the helm.

► **Bidirectional communication:** The wearer may initiate bidirectional, telepathic communication, though the creature is not compelled to respond.

Helm of Teleportation

A magical helm that gives an arcane spell caster the ability to cast the *teleport* spell (see ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*).

► **Subject:** The wearer may teleport themselves, another creature, or an object.

► **Resisting:** If used on another creature or object, a **save versus spells** is allowed to resist being teleported.

► **When first found:** The helm's power is usable only once.

► **Recharging:** To be used again, a *teleport* spell must be cast upon the helm.

► **Once recharged:** The wearer may use the helm an unlimited number of times (at most once per round). If the helm is used on an unwilling subject, it once again loses its power and must be recharged, as above, to be used again.

Horn of Blasting

A horn that can be blown to release a blast of destructive noise.

► **Creatures:** Within a 100' long cone (20' wide at the end) suffer 2d6 damage.

► **Deafness:** Affected creatures are also deafened for one turn (**save versus spells** to avoid).

► **Buildings:** At the referee's discretion, the horn may also be able to damage objects and buildings (e.g. a single blast might be enough to destroy a simple cottage; a 10' section of castle wall might require three blasts).

► **Frequency:** The horn may be used once per turn.

Horn of Cave-Ins

A bugle or hunting horn with the power to cause cave-ins when sounded.

► **Without command word:** A cave-in occurs directly above the character.

► **With command word:** The character may aim at a section of roof within 60'. There is a 90% chance that a cave-in occurs in the desired area and a 10% chance that it occurs directly above the character.

► **Outdoors:** Only if blown without speaking the command word: a hail of 2d6 stones cascades onto the character. Each causes 1d6 damage.

► **Indoors / underground:** The ceiling collapses, causing 6d6 damage to all in a 10' radius. (**Save vs paralysis** for half.)



Horn of Frothing

A normal-looking musical instrument which is cursed to hamper the owner if blown in perilous circumstances.

► **Under normal circumstances:** Blowing the horn has no special effect.

► **In perilous circumstances:** (e.g. in the presence of hostile monsters.) Blowing the horn causes a mass of bubbles to froth out and cover the character's head. This causes blindness for 2d10 rounds.

Horn of the Tritons

A large conch shell which has power over marine animals and the seas. Each time it is sounded, one of the following effects may be invoked.

► **Calm rough seas:** In a 1-mile radius.

► **Summon mounts:** 6d6 hippocampi (***p67***) or giant sea horses (***p103***) arrive to obey the character's commands. (Only functions in waters where such animals live.)

► **Panic:** Causes marine animals within 240' to flee for 3d6 turns (**save versus spells**).

► **Usage frequency:** Once per day. (Tritons may blow the horn up to 3 times per day.)

► **Tritons alerted:** All tritons within 3 miles hear the sounding of the horn.

Horn of Valhalla

An engraved metal hunting horn which summons berserkers to fight for the character.

► **Usage frequency:** Once per week.

► **Type of horn:** When found, roll d% on the table below to determine the exact powers of the horn.

► **Berserkers:** The number of berserkers summoned and their Hit Dice are shown in the table below.

► **Duration:** The berserkers remain until they are slain, have slain their opponents, or 1 hour has passed.

► **Class limitations:** Any character can use the silver horn, but only clerics, fighters, and thieves can use the other types, as indicated in the table below.

► **Characters of other classes:** If a character of a restricted class blows the horn, the summoned berserkers attack them.

Horn of Valhalla: Type

		Berserkers		
d%	Type	Number	HD	Classes
01–40	Silver	2d4+2	2	Any
41–75	Brass	2d4+1	3	C, F, T
76–90	Bronze	2d4	4	C, F
91–00	Iron	1d4+1	5	F

Berserker: AC 4 [15], **HD** 2 to 5 (6hp per HD), **Att** 1 × weapon (1d6 or by weapon), **THAC0** 19 [0] (HD 1–3) or 18 [+1] (HD 4–5), **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (HD 1–3) or D10 W11 P12 B13 S14 (HD 4–5), **ML** 12, **AL** Neutral, **XP** 10/20/35/75/175

► **Weapons:** 50% have sword and spear, 50% have battle axe and spear.

Horseshoes of a Zephyr

Iron shoes which, when affixed, allow a horse to float slightly above the ground.

► **Water:** The horse can move across water as if it were solid ground.

► **Tracks:** The horse leaves no tracks.

► **Missing shoes:** The magic of the shoes is only effective if all 4 are worn.

Horseshoes of Speed

Iron horseshoes which, when affixed, double a horse's movement rate.

► **Missing shoes:** The magic of the shoes is only effective if all 4 are worn.



Incense of Meditation

Small blocks of incense which grant boons to a divine spell caster when burned. 2d4 blocks are usually found together.

► **Burning:** When lit, a distinctive pearly-hued smoke and sweet fragrance are produced. A block burns for 8 hours.

► **Meditation:** If the divine spell caster who lit the block prays and meditates for 8 hours in the vicinity of the incense, they gain the following boons for 24 hours:

a. **Maximised spells:** Any variable qualities of spells cast have their maximum value. (e.g. *cure light wounds* heals the maximum: 7hp).
b. **Save penalty:** Saving throws against the character's spells are penalised by –1.
c. **Raising the dead:** If using the optional rule for returning from death (see ***Damage, Healing, and Death*** in the *Advanced Fantasy Player's Tome*), resurrection magic used by the character has an increased chance of success. For the sake of the survival roll, the subject's CON is increased by 4.

► **Recognising:** The unique aroma and smoke can be recognised by divine spell casters of 5th level or higher.

Incense of Obsession

Small rectangular blocks of sweet-smelling incense. 2d4 blocks are usually found together. Burning this incense causes a divine spell caster to suffer the delusion that their spell casting ability is greatly enhanced.

► **Burning:** When lit, the incense produces a distinctive pearly-hued smoke and fragrance, identical to that of *incense of meditation*. A block burns for 1 hour.

► **Meditation:** If the divine spell caster who lit the block prays and meditates in the vicinity of the incense, they become obsessed with spell casting.

► **Obsession:** The character is determined to use their spells at every opportunity, especially when not needed or when useless. The obsession remains until all spells have been cast or until 24 hours have elapsed.

Instant Fortress

A small metal cube which can transform into a metal tower 30' tall and 20' square.

► **Command words:** One command word activates the tower and another returns it to the form of a small metal cube.

► **When activated:** The tower springs up in 1 round. Any (except the owner) within 20' must **save versus paralysis** or suffer 10d6 damage.

► **Exterior:** The fortress has 3 storeys, arrow slits on all 4 sides, a single entrance door at ground level, and a crenellated battlement atop it.

► **Entering:** The door only opens at the owner's command. *Knock* spells cannot open it.

► **Inside:** Stairs lead to each of the 2 upper storeys and the battlement.

► **Damaging:** The tower is treated as a vehicle (see ***Vehicles*** in the *Advanced Fantasy Player's Tome*) with AC 5 [14] and 40 hull points. Only a wish can repair it (2 hull points per wish).

► **Deactivating:** The fortress can only be deactivated when it is empty.

Ioun Stones

Small, floating stones of different forms and hues. 1d10 are usually found together.

► **Type of stone:** When found, roll 1d20 on the table opposite to determine the type of each stone. Duplicate rolls in a single cache of stones indicate a burned out, dull grey stone.

► **Activating:** A stone's power is activated when held then released beside the character's head, whereupon it takes up a circling orbit 1d3 feet around the head.

► **Stealing:** Stones may be grasped or netted to separate them from their owner.

► **Attacking stones:** AC 0 [19] and 10hp.

► **Storing:** The character may grasp an orbiting stone to store it, deactivating its power temporarily.

Iron Flask

A flask of iron, decorated with silver runes and sealed with a sigil-engraved brass plug. The flask—if the appropriate command word is used—has the power to trap an extra-planar being and force it into servitude.

► **When found:** There is a 50% chance that a creature (e.g. an elemental, djinni, efreeti, invisible stalker, or other creature of extra-planar origin) is already trapped in the flask.

► **Removing the plug:** Frees the trapped creature (if any). If the character speaks the command word, the creature is forced to serve for 1 turn. If the command word is not spoken, the creature's reaction should be determined randomly (see ***Monster Reactions*** under ***Encounters*** in the *Advanced Fantasy Player's Tome*).

► **Trapping creatures:** If the flask is empty, an extra-planar creature within 60' can be trapped by removing the plug and speaking the command word. The creature may **save versus spells** to resist. If the creature was previously trapped in the flask, it gains a +2 bonus to the save and becomes utterly hostile.



Jug of Endless Liquids

A glass or ceramic jug which can pour forth different liquids on command.

► **Naming a liquid:** If the name of one of the following liquids is spoken out loud and the jug tipped, the liquid will pour forth up to the quantities listed:

a. **Acid:** Up to 1 vial. Enough to dissolve 1 square foot of wood or metal over 1 turn.
b. **Ale:** Up to 32 pints.
c. **Fresh water:** Up to 64 pints.
d. **Oil:** Up to 1 pint.
e. **Poison:** Up to 1 vial. If ingested, the victim suffers 40hp of damage (**save versus poison** for half). There is a 40% chance of the poison being detected by scent before drinking.
f. **Salt water:** Up to 128 pints.
g. **Vinegar:** Up to 16 pints.
h. **Wine:** Up to 8 pints.

► **Rate of pouring:** Up to 1 pint per round.

► **Usage frequency:** Each type of liquid may be poured at most once per day.



Ioun Stones: Type

d20	Colour	Shape	Power
1	Pale blue	Rhomboid	+1 STR (maximum 18)
2	Scarlet and blue	Sphere	+1 INT (maximum 18)
3	Incandescent blue	Sphere	+1 WIS (maximum 18)
4	Deep red	Sphere	+1 DEX (maximum 18)
5	Pink	Rhomboid	+1 CON (maximum 18)
6	Pink and green	Sphere	+1 CHA (maximum 18)
7	Pale green	Prism	+1 experience level
8	Clear	Spindle	Sustains character without food or water
9	Iridescent	Spindle	Sustains character without air
10	Pearly white	Spindle	Heals 1 hit point of damage per turn
11	Pale lavender	Ellipsoid	Absorbs spells of 3rd level or lower. After absorbing 1d3 × 10 spell levels, burns out and turns to dull grey, forever useless.
12	Lavender and green	Ellipsoid	Absorbs spells of 5th level or lower. After absorbing 2d3 × 10 spell levels, burns out and turns to dull grey, forever useless.
13	Vibrant purple	Prism	Can store 2d4 levels of spells, which must be cast directly onto the stone. The character can trigger stored spells at will (up to one spell per round).
14	Dusty rose	Prism	+1 bonus to AC and saving throws
15+	Dull grey	Ellipsoid	None; burned out

Libram of Arcane Power

A tome of arcane knowledge affiliated with a specific alignment. The effects of opening the tome depend on the class and alignment of the character.

► **Libram's alignment:** Determined by rolling 1d6: 1–2: Lawful, 3–4: Neutral, 5–6: Chaotic.

► **Vanishes after use:** Once the book's magical effect has occurred, it vanishes.

► **Arcane casters (same alignment):** May study the tome for 1 week to gain one experience level. A character can only gain this benefit once, even if another such libram is discovered.

► **Arcane casters (other alignment):** Suffer 5d4 damage, fall unconscious for 5d4 turns, and become unable to gain experience points unless a quest of atonement is performed.

► **Other classes:** Must **save versus spells** or become permanently insane. This insanity can only be removed by magic.



Loadstone

A polished, roughly hewn piece of decorative stone (e.g. agate) which afflicts the owner with a curse of slow movement.

► **Flight:** The curse takes effect when the character attempts to flee from an enemy (whether in combat or in pursuit).

► **Effect:** The character's movement rate is halved and they can only attack or cast spells every second round.

► **Discarding the stone:** The stone reappears, hidden somewhere on the character's person, unless the curse is removed by magic (e.g. *remove curse*).

Luckstone

A polished, roughly hewn piece of decorative stone (e.g. agate) which grants its owner good luck.

► **Bonus:** The character gains a +1 (or +5%, as applicable) bonus to saving throws, ability checks, and similar rolls.

Lyre of Building

A beautifully crafted musical instrument which, when played by a skilled musician, has magical abilities of construction.

► **Protecting buildings:** Once per day, playing the proper chords (treat as a command word) negates the effects of attacks made against a building or construction. This can, for example, negate the powers of a *horn of blasting* (see ***p59***) or the effects of siege weapons.

► **Construction:** Once per week, playing the proper chords (treat as a command word) allows buildings to be magically constructed. Construction work equivalent to that of 100 humans over 3 days occurs in merely 3 turns.

► **If disturbed while playing:** There is a 50% chance of the effects of the lyre being negated.

Marvellous Pigments

Pots of magical paint which can be applied to a flat surface to conjure a real, three-dimensional object. 1d4 pots of pigment are usually found together, along with a brush.

► **Applying:** The object to be conjured must be painted onto a flat surface (e.g. wall, door, floor, ceiling). The artistic skill of the character has no bearing—the object magically flows from the paint brush, guided by the character's imagination alone.

► **Time:** Painting an object takes 1 turn.

► **Dimensions:** Each pot of the pigments is sufficient to cover a 10' × 10' surface, conjuring an object of up to 1,000 cubic feet (e.g. 10' × 10' × 10').

► **Type of objects:** Only non-magical, inanimate things may be conjured, for example: rooms, portals, armour, equipment, trees, flowers, pits, passages, etc.

► **Valuable objects:** May be conjured. These appear valuable, but are actually constructed of low value materials (e.g. tin, glass, etc.).

► **Duration:** Conjured objects are permanent and real in every sense.



Medallion of ESP 30'

A medallion on a chain, enchanted with the power of reading thoughts.

► **Focus:** By concentrating for 1 round, the wearer may target a creature within 30'.

► **Resisting:** At the referee's option, the target may **save versus spells** to resist.

► **Concentration:** While reading thoughts, the wearer may move, but cannot cast spells or attack.

► **Misfires:** The medallion is not entirely reliable. Per usage, there is a 1-in-6 chance of it misfiring, instead sending the wearer's thoughts to all within 30'.

Medallion of ESP 90'

A medallion on a chain, enchanted with the power of reading thoughts. This works in the same way as the magic-user spell *ESP* (see ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*).

Medallion of Thought Projection

A medallion on a chain, enchanted with the power of reading thoughts, but cursed such that it also projects the wearer's thoughts to others.

► **Focus:** By concentrating for 1 round, the wearer may target a creature within 30'.

► **Resisting:** At the referee's option, the target may **save versus spells** to resist.

► **Concentration:** While reading thoughts, the wearer may move, but cannot cast spells or attack.

► **Thought projection:** When used, there is a 5-in-6 chance that the curse of the medallion will project the wearer's thoughts to all within 30', alerting them to the wearer's presence nearby.



Mirror of Life Trapping

A mirror with the ability to magically trap living creatures behind its pane.

► **Gazing into the mirror:** Any creature of human size or smaller who gazes into the mirror is sucked inside (**save versus spells** to resist), with all its belongings.

► **Capacity:** Up to 20 creatures can be trapped in the mirror. When this number is reached, it becomes safe to look into the mirror.

► **Inside the mirror:** A creature will live indefinitely, without the need for air or sustenance, and unaffected by ageing.

► **Communication:** Trapped creatures may converse with those outside, but are utterly powerless.

► **Breaking the mirror:** Releases those trapped.

Mirror of Mental Prowess

A large looking glass, 5' tall and 2' wide, which bestows several magical powers on the character who possesses it.

► **Thought reading:** The character can read the thoughts of anyone whose reflection is viewed in the mirror, even if the thoughts are in an unknown language.

► **Scrying:** Up to 3 times per day, gain a vision (accompanied with sound) of a place or object that is brought to mind. The clarity of the vision is dependant on the scryer's familiarity with the subject. It is not possible to cast spells through the mirror into the viewed scene.

► **Dimensional travel:** When scrying, the character may choose to step into the mirror, appearing in the observed location. This works the same as the 6th level illusionist spell *through the looking glass*. (See the *Advanced Fantasy Player's Tome*.)

► **Questions:** Once per week, a short question about a creature whose reflection is viewed in the mirror. The answer will be true but brief.

Mirror of Opposition

A looking glass, 4' tall and 3' wide, which brings to life a double of anyone reflected in its surface.

► **Reflections of creatures:** Will step out of the mirror, magically brought to life, and attack the original.

► **Mirror opposites:** Have the same statistics, abilities (including spells), and equipment as the original.

► **Defeat:** If the mirror opposite or the original is killed, the mirror opposite disappears with all its equipment.



Necklace of Adaptation

A heavy chain with a medallion, which grants the wearer the ability to survive without breathing.

► **Gases:** Do not affect the wearer.

► **Water or vacuum:** The wearer can survive underwater, in a vacuum, or any other airless environment.

Necklace of Fireballs

A cheap-looking medallion which allows one who wears it to throw fireballs.

► **Type of necklace:** When found, roll 1d20 on the table below to determine the powers of the necklace.

► **Wearing:** One who wears the necklace can perceive its true form: a golden chain hung with small golden spheres.

► **Throwing spheres:** The golden spheres can be detached and thrown up to 70', exploding in a fireball.

► **Size of spheres:** Golden spheres which explode into higher damage fireballs are larger.

► **Fireballs:** Inflict the listed damage on all in a 20' radius (**save versus spells** for half damage).

► **If wearer is harmed by magical fire:** They must save versus spells. If the save fails, all remaining golden spheres explode immediately.

Necklace of Fireballs: Type

d20	Fireballs and Damage
1–4	1 × 5d6, 2 × 3d6
5–8	1 × 6d6, 2 × 4d6, 2 × 2d6
9–12	1 × 7d6, 2 × 5d6, 4 × 3d6
13–16	1 × 8d6, 2 × 6d6, 2 × 4d6, 4 × 2d6
17–18	1 × 9d6, 2 × 8d6, 2 × 5d6, 2 × 3d6
19	1 × 10d6, 2 × 8d6, 2 × 6d6, 4 × 4d6
20	1 × 11d6, 2 × 9d6, 2 × 7d6, 2 × 5d6, 2 × 3d6

Necklace of Strangulation

A fabulous jewelled necklace which is cursed to strangle anyone who wears it.

► **Wearing:** The necklace constricts around the character's neck, inflicting 6 points of damage per round.

► **Removing:** The necklace can only be removed by magic (e.g. *remove curse*).

► **If the character dies:** The necklace remains constricted in place until the corpse has rotted away (about 1 month). It then loosens, ready for another victim.

Net of Snaring

A 10' square net of meshed rope with the power to ensnare creatures.

► **Throwing:** Can be thrown up to 20'. Creatures must **save versus spells** or be trapped.

► **Suspending from above:** A command word causes the net to drop.

► **Placing on the ground:** A command word can cause the net to close upwards.

► **Escaping:** Only creatures of giant strength can escape ensnarement. The strands of the net cannot be cut or damaged by mundane means.

Net of Aquatic Snaring

Only functions underwater.

Oil of Insubstantiality

A flask of thin oil which has the power to make characters or objects insubstantial.

► **Applying:** The oil must be rubbed onto the character or object to be affected. A flask is sufficient for one human-sized character and their gear.

► **Insubstantiality:** The subject becomes insubstantial—able to move through physical objects like a ghost. The subject can only be harmed by magic.

► **Duration:** 1d4+4 turns.

Oil of Slipperiness

A flask of thin oil which can make characters or objects impossible to grasp.

► **Applying:** The oil must be rubbed onto the character or object to be affected. A flask is sufficient for one human-sized character and their gear.

► **Slipperiness:** The subject becomes impossible to grasp or restrain, making them immune to constriction attacks and able to instantly slip out of webs, rope bonds, chains, and so forth.

► **Applying to a floor:** A flask can cover a 10' square area. Creatures walking through the area have a 95% chance per round of slipping over.

► **Duration:** 8 hours.

Pearl of Power

A magical pearl which grants an arcane spell caster the ability to recall cast spells.

► **Effect:** The character may instantly re-memorize one spell which has already been cast. The spell must be among those which the character most recently memorized.

► **Maximum spell level:** When found, roll 1d20 on the table below to determine the maximum level of spell which may be recalled.

► **Usage frequency:** The pearl's power may be used once per day.

Pearl of Power: Maximum Spell Level

d20	Maximum Spell Level
1–5	1st
6–10	2nd
11–14	3rd
15–17	4th
18–19	5th
20	6th

Pearl of Wisdom

A normal-looking pearl which increases the Wisdom of a divine spell caster who keeps it on their person.

► **Effect:** The character's WIS increases by 1 (maximum of 18) as long as the pearl is on their person.

► **Delayed onset:** The character must keep the pearl on their person for 30 days in order for it to take effect.

Periapt of Foul Rotting

A small gem of apparently inconsequential value which curses its possessor with a horrible rotting disease.

► **Curse:** The character loses 1 point of CHA, CON, and DEX per week, beginning one week after coming into possession of the gem.

► **Death:** If any afflicted ability score reaches 0, the character dies.

► **Curing:** The curse must first be removed (e.g. with *remove curse*) before the disease may be cured (e.g. *cure disease*).

► **Invisible sigils:** The gem is engraved with magical sigils which can only be seen by magic.

Periapt of Health

A small gem of apparently inconsequential value which protects its possessor against disease.

► **Effect:** While the gem is on the character's person, they are immune to all forms of disease (including magical disease), *except* the disease caused by the cursed *periapt of foul rotting*.

Periapt of Proof Against Poison

A small gem of apparently inconsequential value which protects its possessor against poison.

► **Power:** When found, roll 1d10 on the table below to determine the magnitude of the periapt's power.

► **Effect:** The periapt protects its owner against poisons. The effect depends on the type of saving throw allowed by the poison:

a. **No save:** The character has a percentage chance of resisting the poison.
b. **Save with penalty:** The character rolls the save without the penalty.
c. **Normal save:** The character gains a bonus to the saving throw.

Periapt of Proof Against Poison: Bonuses

d10	No Save %	Save Bonus
1–4	10%	+1
5–7	20%	+2
8–9	30%	+3
10	40%	+4

Periapt of Wound Closure

A small gem of apparently inconsequential value which protects its possessor against wounding.

► **Bleeding:** The character is immune to effects which cause damage by bleeding.

► **Natural healing:** The character regains hit points from rest at twice the normal rate (2d3hp per day of rest).

► **Non-healable damage:** The character can heal magically non-healable damage normally.

Phylactery of Betrayal

A small box containing strips of parchment inscribed with holy text. Carries a curse which attracts enemies of a divine spell caster's religion.

► **Wearing:** The phylactery must be strapped to the arm.

► **Effect:** Once strapped on, the phylactery's curse is activated. Enemies of the character's religion (e.g. powerful monsters of the opposite alignment, priests of opposing religions, etc.) are alerted to the character's presence when within 120'.

► **Removing:** Once the curse is active, the character cannot remove the phylactery. The curse can only be removed with magic (e.g. *remove curse*).

Phylactery of Faithfulness

A small box containing strips of parchment inscribed with holy text. Can forewarn a divine spell caster of actions or items which could cause deity disfavour.

► **Wearing:** The phylactery must be strapped to the arm.

► **Usage:** The character must briefly contemplate a course of action or item.

► **Forewarning:** The phylactery forewarns the character if the contemplated course of action or item would cause the character to change alignment or otherwise bring about deity disfavour.

Phylactery of Longevity

A small box containing strips of parchment inscribed with holy text. Has the power to slow a divine spell caster's ageing process.

► **Wearing:** The phylactery must be strapped to the arm.

► **Effect:** The character ages at ¾ of the normal rate. For example, after 4 years wearing the phylactery, the character is only 3 years older.

Pipes of the Sewers

A set of wooden musical pipes with the power to summon and control rats.

► **Playing:** The magical effect is only activated by playing a specific melody, which must be learned (treat as a command word).

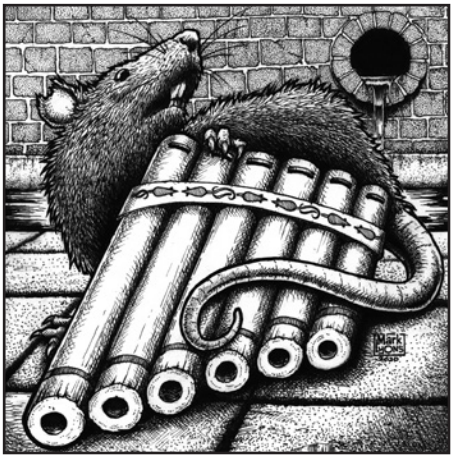
► **Summons:** If rats are within 400', playing the correct melody summons either 1d6 × 10 giant rats or 3d6 × 10 normal rats (see ***p97***).

► **Arrival:** Summoned rats travel towards the character's location at a rate of 50' per round.

► **Controlling:** Summoned rats have a 95% chance of obeying the character's mental commands, as long as they keep playing the pipes.

► **Stopping playing:** Summoned rats leave immediately. If playing is resumed, there is a 70% chance of the rats obeying the character once more and a 30% chance of them attacking the character.

► **Controlled rats:** The pipes can also be played to take over control of rats controlled by another (e.g. by a vampire or wererat). There is a 30% chance of success per round. If successful, the other creature may attempt to reassert control, also with a 30% chance per round.





Portable Hole

A 6' diameter circle of fine black cloth, often found folded down to the size of a handkerchief. The cloth can be placed upon a surface (floor, wall, ceiling, etc.) to conjure an extra-dimensional hole.

► **Placing on a surface:** Creates a 6' diameter, 10' deep hole in the surface.

► **Picking up:** When placed upon a surface, the cloth can be picked up by a creature inside or outside of the hole. The hole then disappears from the surface it was placed on.

► **Anything inside the hole:** Remains in an extra-dimensional space when the cloth is picked up.

► **Living creatures in the hole:** Can unfold the cloth (if they have it) to recreate the hole at its last location. The hole contains enough air for one turn.

Purse of Plentiful Coin

A small leather pouch which can magically duplicate coins placed inside it.

► **When found:** Filled with 26 coins of each type (cp, sp, ep, gp, pp).

► **Refilling:** Each morning, duplicates any coins left in it, producing up to 25 coins of each type it contains. (e.g. if a single gold piece is left in the pouch, the following day it will contain 26gp.)

► **If completely emptied:** The purse permanently loses its magical power.

Restorative Ointment

A jar of magical unguent which can cure wounds, disease, and poisons. 1d3 jars are usually found together. Each jar contains 5 doses.

► **Wounds:** A dose cures 1d4 + 8 hp.

► **Disease:** A dose cures any disease.

► **Poison:** A dose cures any poison.

Robe of Blending

A normal-looking robe with powers of disguise and camouflage.

► **Camouflage:** The character can blend into natural environments (e.g. rock walls, undergrowth).

► **Disguise:** When among creatures of another type, the character can choose to appear as one of them. The other type of creature may not be larger than twice the character's normal size or smaller than half their normal size.

► **Spotting the character:** Observers of high intelligence (e.g. INT 15 or more) or with 10 or more Hit Dice have a 1-in-6 chance per turn of spotting the character.

► Allies: Can see the character normally.

Robe of Eyes

A luxurious robe adorned with dozens of eye motifs. Donning the robe grants the following magical visual powers:

► **Surprise:** The robe's visual powers prevent the character from being surprised.

► **Infravision:** To 120'.

► **Multi-directional sight:** The character can see in all directions at once.

► **See invisible:** Within 120'.

► **See displacement:** The character sees creatures using displacement effects (e.g. a displacer cloak) in their true location.

► **Detect camouflage and hiding:** The character can plainly see anyone hiding or using camouflage.

► **Targeting with *light*:** A *light* spell cast directly on the robe causes the character to be blinded for 1d3 rounds. *Continual light* causes blindness for 2d4 rounds.

Robe of Powerlessness

A cursed robe which weakens one who dons it.

► **Strength loss:** Reduced to STR 3.

► **Intelligence loss:** Reduced to INT 3.

► **Loss of magic:** The character loses all magical ability and cannot cast spells.

► **Removing the robe:** Does not remove the curse. This must be removed by magic (e.g. *remove curse*).

Robe of Scintillating Colours

A normal-looking robe that can conjure a hypnotic pattern of incredible hues.

► **Minimum INT and WIS:** Only a character with at least 15 INT and 13 WIS can use the robe's magic.

► **Activating:** The colours on the robe begin flowing in the round following the activation of its magic.

► **Hypnotism:** Creatures within 40' that see the hypnotic pattern must **save versus spells** or stand transfixed for 1d4+1 rounds (unable to move or act). Following this period, another save is allowed.

► **Protection:** The character gains a +1 AC bonus per round the pattern is active (to a maximum bonus of +5, after 5 rounds).

► **Concentration:** In order to maintain the pattern, the character must not move more than 10' per round. Casting spells and other actions are possible.

Robe of the Archmagi

A normal-looking robe which grants a variety of magical boons to an arcane spell caster of suitable alignment.

► **Robe's alignment:** When found, roll 1d20 to determine the robe's alignment: 1–9: lawful, 10–15: neutral, 16–20: chaotic.

► **Character's alignment:** Upon donning the robe, an arcane spell caster whose alignment differs from that of the robe suffers 6d4 damage and changes alignment to that of the robe.

► **Arcane casters:** Donning a robe grants the following powers:

a. **Protection:** AC 5 [14].
b. **Saves:** +1 bonus to all saves.
c. **Spell empowerment:** When the character casts *charm*, *hold*, or *polymorph* spells, the target suffers a –4 penalty to the saving throw.



Robe of Useful Items

A plain-looking robe with the power to conjure objects out of thin air.

► **Arcane spell casters:** After donning the robe, they notice a series of cloth patches sewn into it, shaped like items.

► **Other characters:** Cannot perceive or use the powers of this robe.

► **Removing a patch:** Takes 1 round. The patch permanently turns into the corresponding item.

► **Types of patches:** The robe has the following patches when found:

a. Two daggers.
b. Two 10' poles.
c. Two lanterns, lit and filled with oil.
d. Two large sacks.
e. Two steel, hand-sized mirrors.
f. Two 50' ropes.
g. 4d4 items rolled on the table below.

Robe of Useful Items: Item Type

d%	Item
01–08	Bag of 100gp
09–15	Small silver box (worth 500gp)
16–22	Iron door with a bar on one side; may be attached to a wall
23–30	10 gems (worth 100gp each)
31–44	Wooden ladder, 24' long
45–51	Mule with saddle bags
52–59	10' deep pit
60–68	Potion that heals 2d6+2 hp
69–75	Rowing boat (12' long, movement rate 30' (10'), AC 9 [10], 10 hull points)
76–83	Scroll of a random arcane spell
84–90	Two war dogs (see below)
91–00	Window (2' × 4', 2' deep)

War dogs: **AC** 6 [13], **HD** 2+2 (11hp), **Att** 1 × bite (2d4), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 11, **AL** Neutral, **XP** 25



Rope of Climbing

A coil of thin, strong rope, 50’ in length.

► **Commanding:** The owner may command it to climb in any direction.

► **Attaching:** The rope can also be commanded to attach to a surface.

► **Load:** Up to 10,000 coins of weight can be suspended from the rope.

Rope of Entanglement

A 50’ length of rope with the power to entangle enemies.

► **Commanding:** The owner can command the rope to entangle up to 8 human-sized creatures (or a number of larger or smaller creatures equivalent to 8 humans).

► **Range:** Up to 20’ forward or 10’ up.

► **Saving throw:** Each target may **save versus spells** to avoid being entangled.

► **Entangled creatures:** Are fully restrained: unable to move, cast spells, or free themselves in any way.

► **Cutting the rope:** It has AC –2 [21] and 22 hit points. If cut through, the rope becomes non-magical.

► **Regeneration:** The rope repairs any damage to itself in 6 turns.

Rope of Strangulation

A cursed 50’ rope which strangles any who attempt to activate its magic.

► **Commanding:** Any command issued to the rope by a character holding it activates its curse.

► **When activated:** The rope springs to life and attempts to strangle the character holding it plus 1d4 others within 10’.

► **Saving throw:** Each victim may **save versus spells** to avoid being strangled.

► **Strangled creatures:** Suffer 2d6 damage per round, cannot cast spells, and are unable to free themselves in any way.

► **Freeing victims:** *Dispel magic* causes the rope to release the victims, as does severing it.

► **Severing the rope:** It has AC –2 [21] and 22 hit points. If cut through, the rope becomes non-magical.

Rug of Suffocation

A high quality, woven carpet which is cursed to smother any who attempt to activate its magic.

► **Commanding:** Any command issued to the rug by a character sitting on it activates its curse.

► **When activated:** The rug rolls up tightly around the character and attempts to suffocate them.

► **Saving throw:** The victim may **save versus spells** to avoid being suffocated.

► **Suffocating:** The character suffocates in 1d4+2 rounds.

► **Freeing the victim:** *Dispel magic* causes the rug to release the victim.

Saw of Felling

A magical saw-blade of adamantine, 12' long and 1' wide, with the power to saw through trunks at a fantastic speed.

► **Minimum STR:** A character of STR 18 can operate the saw alone. Two characters of STR 17 can operate it together.

► **Cutting speed:** The saw can cut through a 4' thick trunk in 3 turns, a 2' trunk in 1 turn, and a 1' trunk in 3 rounds.

► **Resting:** After 6 turns of sawing, a character must rest for 6 turns.

Scarab of Chaos

A small, scarab-shaped amulet with the power to drive those who see it temporarily insane.

► **Charges:** 1d8+8 charges.

► **Command word:** The owner must present the scarab and utter a command word to activate its magic.

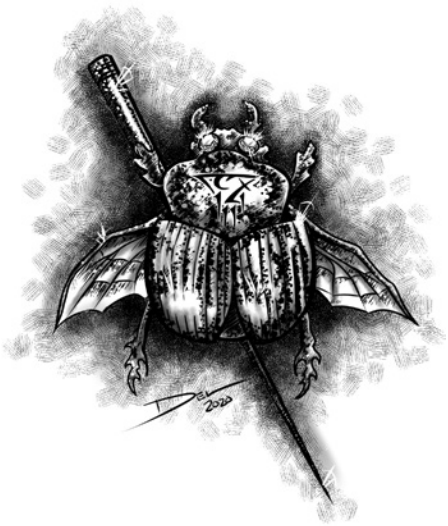
► **When activated:** Creatures within 20' must **save versus spells (with a –2 penalty)** or become temporarily insane.

► **Insanity:** Affected creatures cannot cast spells and act completely irrationally. Each round, roll for the behaviour of each subject on the table below.

► **Duration:** 1d4+8 rounds.

Scarab of Chaos: Subject Behaviour

2d6	Behaviour
2–5	Attack scarab owner's group
6–8	No action
9–12	Attack subject's group



Scarab of Death

A small, scarab-shaped brooch which carries a curse to kill anyone who possesses it.

► **Activating:** The scarab's curse is activated when a character holds it for more than 1 round or when a character carries it on their person for more than 1 turn.

► **When activated:** The scarab comes to life and tears through leather, cloth, and flesh, seeking the character's heart. This takes one round and causes death.

► **Blocking / containing:** The scarab cannot tear through wood, ceramic, bone, ivory, or metal. If placed in a container of one of those materials, it remains inert even when carried.

Scarab of Protection

Protects the bearer from baleful magic.

► **Curses:** Of all kinds are nullified.

► ***Finger of death:*** (see the *Advanced Fantasy Player's Tome*) is nullified.

► **Charges:** The scarab's enchantment works 2d6 times before it is spent.

Scarab of Rage

A small, scarab-shaped amulet with the power to instil a blood rage in those who see it.

► **Charges:** 1d6+18 charges.

► **Command word:** The owner must present the scarab and utter a command word to activate its magic.

► **When activated:** Intelligent enemies within 40' are stricken with blood rage (**save versus spells** to avoid).

► **Blood rage:** Affected creatures immediately attack the closest creature, whether it is friend or foe. If the creature is killed, the stricken creature attacks the next nearest. The rage causes a +1 bonus to attack rolls, a +2 bonus to damage rolls, and a –3 AC penalty.

► **Duration:** 1d6+6 rounds.

Spade of Mighty Digging

A magical spade with an 8' long handle and a 3' long head. The spade has the power to excavate earth at a fantastic speed.

► **Minimum STR:** Only a character of STR 18 or greater can use the spade.

► **Digging speed:** The spade can excavate a cubic yard of hard clay in 2 rounds, a cubic yard of normal earth in 1 round, and a 2 cubic yards of loose soil in 1 round.

► **Resting:** After 10 rounds of digging, the character must rest for 5 rounds.

Sphere of Annihilation

A rift in the fabric of the multiverse which manifests as a static 2' globe of absolute blackness. Anything it touches is utterly destroyed.

► **Touching:** Any matter which touches the sphere is instantly and permanently annihilated. Restoration is impossible, even with a wish.

► **Moving:** An arcane spell caster may try to move the sphere with their mind. The character must be at most 10' per level away from the sphere. Any attempt to move the sphere sets it in motion.

► **Control check:** A control check is required each round. The chance of success depends on the character's level, as shown in the table below.

► **If a check succeeds:** The character can move the sphere in any direction for 1 round, at the rate shown in the table.

► **If a check fails:** The sphere slides towards the character at a rate of 10' for 1d4 rounds. Control cannot be reattempted during this time.

► **Vying for control:** If multiple arcane spell casters vie for control of the sphere, each must make a control check per round, with the highest level character rolling first. If all characters fail to control the sphere, it slides towards the highest level character as per ***if a check fails***, above.

Sphere of Annihilation: Control

Level	Move/Round	Control Chance
1–5	8'	15%
6–7	10'	30%
8–9	12'	50%
10–11	14'	60%
12–13	16'	70%
14	18'	80%

Sweet Water

A vial of scintillating liquid with the power to transmute liquids into pure, drinkable water.

► **Usage:** The vial of sweet water must be poured into the liquid to be purified. The volume transmuted depends on the type of the other liquid.

► **Salt or impure water:** Up to 100,000 cubic feet.

► **Acid:** Up to 1,000 cubic feet.

► **Potions:** One potion. (Rendered non-magical.)

► **Poisoned liquid:** Up to 6 quarts.

Talisman of the Sphere

An adamantine loop and handle which can increase an arcane spell caster's control over a *sphere of annihilation*.

► **Arcane spell casters:** Using the talisman when attempting to control a *sphere of annihilation* allows the character to add their INT score to the control chance. If a control check succeeds, the character can then move the sphere for 2 rounds before having to make another control check.

► **Other characters:** Suffer 5d6 damage when touching the talisman.



Vacuous Grimoire

A cursed tome which can diminish a character's mental faculties.

► **Appearance:** The tome adapts its appearance to blend in with any other books in its vicinity.

► **Reading:** Opening the book and reading so much as a single word of the text afflicts the character with the baleful magic.

► **Afflicted characters:** Lose 1 point of INT (**save vs spells** to avoid) and 2 points of WIS (**save vs spells** to avoid).

► **Destroying:** The grimoire is impervious to physical harm, except if *remove curse* is cast upon it first.

Well of Many Worlds

A 6' diameter circle of fine black cloth, often found folded down to the size of a handkerchief. The cloth can be placed upon a surface to conjure a gateway to another world.

► **Placing on a surface:** Creates a 6' diameter hole in the surface.

► **Anything placed in the hole:** Is transported to another world, plane, or dimension (as determined by the referee).

► **Returning:** An identical hole exists at the destination location in the other world, allowing transit back and forth.

► **Picking up:** When placed upon a surface, picking up the cloth causes the hole to disappear. The cloth can be picked up from either world.

► **Moving the hole:** Picking up the hole and placing it in a different location opens a gateway to a different world, plane, or dimension.







Potions

Magic Potions	
d%	Potion
01–03	Clairaudience
04–07	Clairvoyance
08–10	Control Animal
11–13	Control Dragon
14–16	Control Giant
17–19	Control Human
20–22	Control Plant
23–25	Control Undead
26–32	Delusion
33–35	Diminution
36–39	ESP
40–43	Fire Resistance
44–47	Flying
48–51	Gaseous Form
52–55	Giant Strength
56–59	Growth
60–63	Healing
64–68	Heroism
69–72	Invisibility
73–76	Invulnerability
77–80	Levitation
81–84	Longevity
85–86	Poison
87–89	Polymorph Self
90–97	Speed
98–00	Treasure Finding

Usage

Usage: All characters (unless noted).

Identifying: A potion may be identified by sipping a small amount. It is difficult to identify potions purely by smell or taste, as even potions with the same effect are not alike.

Drinking: Drinking a full dose of a potion takes one round.

Duration: The magical effect of a full dose of a potion lasts for 1d6+6 turns. The referee should roll for and track this duration, and not tell the player how long the potion will last for.

Mixing Potions

Drinking a potion while already under the effects of another potion is dangerous:

- **Sickness:** The character is completely disabled for 3 turns, due to sickness.
- **Cancellation:** The effects of both potions are cancelled.

This rule does not apply to potions with instantaneous or permanent duration.

Potion of Clairaudience

Enables the character to hear through the ears of another creature.

- **Range:** The other creature must be within 60'.
- **Obstructions:** Lead blocks the effect.

Potion of Clairvoyance

Enables the character to see through the eyes of another creature.

- **Range:** The other creature must be within 60'.
- **Obstructions:** Lead blocks the effect.

Potion of Control

A potion of this type allows the one who drinks it to control the actions of creatures of a certain type.

► **Concentration:** Exercising control requires concentration.

► **Visual range:** The character can only control creatures that they can see.

► **Suicidal commands:** Controlled creatures will resist commands that are deadly to themselves.

Control Animal

► **Affects:** Up to 3d6 Hit Dice of normal or giant (but not magical) animals.

► **When the potion's effect ends:** Affected animals will move away.

Control Dragon

► **Affects:** 1–3 dragons of a specific type. (The referee should determine which type of dragon the potion affects.)

► **Spell casting:** It is not possible to command a dragon to cast spells.

► **When the potion's effect ends:** Affected dragons have a hostile reaction.

Control Giant

► **Affects:** 1–4 giants of a specific type. (The referee should determine which type of giant the potion affects.)

Control Human

► **Usage:** A charm may be placed upon a human within 60'. One target may be charmed per round.

► **Resisting:** The subject may **save versus spells** to resist the charm.

► **Maximum subjects:** Up to 6 Hit Dice of humans may be charmed in this way. Normal humans count as ½ HD.

► **Charmed individuals:** Regard the character as a trusted friend, and will come to their defence. They will obey the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment.

Control Plant

► **Affects:** All plants (including plant monsters) in a 30' square area up to 60' distant.

► **Commands:** Affected plants may be commanded to move around as the character wishes, and may be used to entangle creatures in the area.

Control Undead

► **Affects:** Up to 3d6 Hit Dice of undead.

► **When the potion's effect ends:** Affected undead have a hostile reaction.

Potion of Delusion

A character who drinks this potion believes is under the effects of another type of potion.

► **Type:** The other type of potion should be determined by the referee.

► **Describing:** The referee should try to trick the player into believing that the character is under the effects of the other potion, only revealing the truth at some vital juncture.

Potion of Diminution

The character shrinks to 6" high.

► **Combat effectiveness:** While shrunk, the character is unable to harm creatures larger than 1' tall.

► **Narrow spaces:** The character can slip through narrow spaces.

► **Remaining motionless:** The character only has a 10% chance of being spotted.

Potion of ESP

Grants the power of reading thoughts. This works in the same way as the magic-user spell *ESP* (see ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*). The standard potion duration applies.

Potion of Fire Resistance

Grants protection against fire:

► **Normal heat:** Unharmed by non-magical heat or fire.

► **Save bonus:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.

► **Fire-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

Potion of Flying

Grants the ability to fly through the air.

► **Movement rate:** Up to 360' (120').

► **Free movement:** Is possible in any direction, including the ability to levitate and to hover in mid-air.

Potion of Gaseous Form

The character's body becomes a cloud of vapour. This has the following effects:

► **Equipment and clothing:** Drops to the floor.

► **Movement:** The character may move, as a cloud of gas, through small cracks in stone walls, wooden objects, etc.

► **Attacking:** Is not possible, while in gaseous form.

► **Invulnerability:** The character's AC is –2 [21]. Non-magical weapons cannot harm the character.

Potion of Giant Strength

Grants the strength of a frost giant.

► **Attacks with weapons:** Inflict double damage.

► **Throw boulders:** The character may throw boulders for 3d6 damage, with a range of up to 200'.

► **Non-cumulative:** The effects of this potion are not cumulative with other magic items that augment strength (e.g. a *girdle of giant strength*).

Potion of Growth

The character doubles in size.

► **Melee attacks:** The character's increased strength means that their melee attacks deal double damage.

Potion of Healing

Has one of two effects on the character who drinks it:

1. **Healing a living subject:** Restores 1d6+1 hit points of damage. This cannot grant more hit points than the subject's normal maximum.
2. **Curing paralysis:** Paralysing effects are negated.

Potion of Heroism

Normal humans and characters of a combat-focused, non-magic using class (e.g. dwarf, fighter, halfling) who drink a *potion of heroism* temporarily gain additional levels. The number of levels gained depends on the character's normal experience level:

► **Normal human:** Gain the abilities of a 4th level fighter.

► **1st–3rd level:** Gain 3 levels.

► **4th–7th level:** Gain 2 levels.

► **8th–10th level:** Gain 1 level.

► **11th level+:** No effect.

Effects: All abilities of the additional levels are gained, including extra hit points.

Damage: Damage suffered while under the effects of this potion is first deducted from the pool of additional hit points granted.

Potion of Invisibility

Drinking this potion, the character becomes invisible. This works the same as the magic-user spell *invisibility* (see ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*). The standard potion duration applies.

► **Small doses:** At the referee's discretion, a *potion of invisibility* may be consumed in six smaller doses, each with a reduced duration.

Potion of Invulnerability

The character is magically protected from harm, gaining the following benefits:

► **Armour Class:** A +2 AC bonus.

► **Saving throws:** A +2 bonus to all saves.

► **Usage frequency:** If a character consumes more than one *potion of invulnerability* in the space of a week, the effects are inverted (a –2 penalty to AC and saves).

Potion of Levitation

The character gains the ability to move up and down through the air at will.

► **Vertical:** The character mentally directs vertical movement at up to 60' per round.

► **Horizontal:** The character can push against solid objects to move laterally.

► **Weight:** A normal amount of weight can be carried while levitating.

Potion of Longevity

Instantly and permanently causes the character to become 10 years younger.

Potion of Poison

Appears the same as any other potion.

► **Effect:** Causes death (**save vs poison**).

► **Sipping:** Even a sip has the full effect.



Potion of Polymorph Self

Upon drinking this potion, the character transforms into another being (of their choice). This works in the same way as the magic-user spell *polymorph self* (see ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*). The standard potion duration applies.

Potion of Speed

The character's movements and actions are magically accelerated.

► **Movement:** Movement rate is doubled.

► **Attacks:** The number of attacks per round the character can make is doubled.

► **Other actions:** May be performed at double speed.

Potion of Treasure Finding

Grants the ability to sense treasure.

► **Range:** Treasure up to 360' away can be detected.

► **Direction and distance:** The character gains an awareness of the direction and distance of treasure.

► **Concentration:** The character must concentrate in order to sense this information.

► **Multiple hoards:** The largest treasure hoard within range is sensed.

► **Obstructions:** The magic is blocked by lead.

Rings

Magic Rings	
d%	Ring
01–05	Control Animals
06–10	Control Humans
11–16	Control Plants
17–26	Delusion
27–29	Djinni Summoning
30–39	Fire Resistance
40–50	Invisibility
51–55	Protection +1, 5' radius
56–70	Protection +1
71–72	Regeneration
73–74	Spell Storing
75–80	Spell Turning
81–82	Telekinesis
83–88	Water Walking
89–94	Weakness
95–96	Wishes, 1–2
97	Wishes, 1–3
98	Wishes, 2–4
99–00	X-Ray Vision

Usage

Usage: All characters (unless noted).

Activating: A ring's magical effect is activated by placing it on a finger or thumb. Unless noted otherwise, a magical ring's effect is continuously active and ends if the ring is removed.

Multiple rings: A character can wear two magic rings—one on each hand. If more are worn, their magical effects do not function.

Cursed rings: Cannot be "deactivated" by wearing more magical rings.

Ring of Controlling Animals

Grants the power to control the actions of animals.

- **Affects:** 1d6 normal animals or 1 giant animal (not magical or intelligent animals).
- **Resisting:** No saving throw is allowed.
- **Visual range:** The character can only control animals that they can see.
- **Concentration:** Control is broken if the user of the ring moves or attacks.
- **When concentration ends:** The referee should make a reaction roll with a –1 penalty (see ***Encounters*** in the *Advanced Fantasy Player's Tome*) to determine the animals' behaviour.
- **Usage frequency:** May be used up to once per turn.

Ring of Controlling Humans

Grants the power to charm humans.

- **Usage:** A charm may be placed upon a human within 60'. One target may be charmed per round.
- **Resisting:** The subject may **save versus spells (with a –2 penalty)** to resist.
- **Maximum subjects:** Up to 6 Hit Dice of humans may be charmed in this way. Normal humans count as ½ HD.
- **Charmed individuals:** Regard the character as a trusted friend, and will come to their defence. They will obey the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment.
- **Duration:** The charm lasts until dispelled, until the ring is removed, or until the wearer cancels it.



Ring of Controlling Plants

Grants the power to control plants.

► **Affects:** All plants (including plant monsters) in a 10' square area.

► **Range:** The area may be up to 60' distant.

► **Commands:** Affected plants may be commanded to move around as the character wishes.

► **Concentration:** The effect lasts as long as the wearer of the ring concentrates.

Ring of Delusion

The wearer believes is under the effects of another type of magic ring.

► **Type:** The other type of ring should be determined by the referee (e.g. a ring of protection or a ring of spell turning).

► **Describing:** The referee should try to trick the player into believing that the character is under the effects of the other ring, only revealing the truth at some vital juncture.

Ring of Djinni Summoning

This ring grants the power to summon a lesser djinni (see ***p38***).

► **Duration of service:** The djinni will serve the character who summoned it for up to 24 hours.

► **Commands:** The djinni only obeys the one who summoned it—another character who takes the ring has no power over the djinni.

► **Usage frequency:** The ring may be used up to once per day.

Ring of Fire Resistance

Grants the wearer protection against fire.

► **Normal fire:** Unharmed by non-magical fire.

► **Save bonus:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.

► **Fire-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

Ring of Invisibility

The wearer of this ring becomes invisible.

► **Attacking:** If the character attacks or casts a spell, the invisibility is broken.

► **Usage frequency:** May be used up to once per turn.

Ring of Protection

Grants a measure of protection from harm:

► **Armour Class:** A +1 AC bonus.

► **Saving throws:** A +1 bonus to all saves.

Ring of Protection, 5' Radius

Allies within 5' of the wearer also benefit from the ring's protective power. For example, two characters fighting beside the wearer of the ring would gain the protective benefit.

Ring of Regeneration

The wearer heals at an accelerated rate.

► **Rate:** The wearer regains 1 hit point per round.

► **Severed limbs:** Will also regrow. The rate depends on the size of the limb (e.g. a finger may regrow in one day, while a whole limb may take a week).

► **Fire or acid damage:** Cannot be regenerated.

► **Death:** The ring does not function if the wearer is reduced to 0 or less hit points.

Ring of Spell Storing

Stores a number of magical spells that the wearer can release on command.

► **Capacity:** The ring contains 1d6 spells. (The spells can be triggered and recharged, but cannot be changed.)

► **Type of magic:** There is a 20% chance of divine spells, otherwise they are arcane spells.

► **Knowledge:** The wearer of the ring knows which spells it contains.

► **Triggering:** The wearer of the ring can trigger the spells at will (up to one spell per round).

► **Caster level:** For spells whose effects vary by the level of the caster, the wearer of the ring is treated as a caster of the lowest level required to cast the spell.

► **Recharging:** Once a spell is triggered, it may not be reused until it is recharged—the expired spell must be cast directly onto the ring.



Ring of Spell Turning

Spells cast on the wearer of this ring are reflected back onto the caster.

► **Charges:** After 2d6 spells are reflected, the ring loses its power.



Ring of Telekinesis

Grants the power to move objects or creatures within 120' by concentrating.

► **Weight:** Up to 2,000 coins of weight may be targeted.

► **Movement:** The target may be moved up to 20' per round, in whatever direction the wearer of the ring wishes (including vertically).

► **Resisting:** A targeted creature may **save versus spells** to resist.

► **Concentration:** If concentration is broken, the target falls.

Ring of Water Walking

Grants the power to walk on the surface of water, without sinking.

Ring of Weakness

A cursed ring that weakens the wearer.

► **Effect:** Within 6 rounds of putting the ring on, the wearer's STR is reduced to 3.

► **Removing:** The ring cannot be removed, once worn.

► **Dispelling:** The curse can be removed by magic (e.g. *remove curse*), or (at the referee's option) by performing a special quest.

Ring of Wishes

Grants the wearer's wishes (see ***p149***).

► **Charges:** The number of wishes granted is noted in the ***Rings*** table. Once all wishes have been used, the ring's magic is spent.

Ring of X-Ray Vision

Grants the power to see through solid objects.

► **Through dense materials:** Sight up to 60' through less dense materials (cloth, water, wood) is possible.

► **Through stone:** Sight up to 30' through stone is possible.

► **Obstructions:** Sight through gold or lead is blocked.

► **Searching:** When used for the purpose of searching (see ***Dungeon Adventuring*** in the *Advanced Fantasy Player's Tome*), the wearer is guaranteed to notice secret doors or traps in the 10' square area being examined.

► **Concentration:** Using the ring requires concentration (the wearer cannot move).

► **Usage frequency:** May be used at most once per turn.




PH19

Rods, Staves, Wands

Charges

Rods, staves, and wands have a limited number of uses, called "charges".

Number of charges: The number of charges in an item when discovered is determined by the referee, and depends on the type of the item. It is not possible for characters to discover the number of charges in an item.

Usage: Each use of the item takes one round and consumes one charge.

Consuming the last charge: The item loses its magical potency.

Recharging: Is not possible.

Rods

Usage: All characters (unless noted).

Dimensions: Thin, 3' long.

Charges: Unless noted, magic rods contain 1d10 charges when found.

Staves

Usage: Spell casters. Some staves may only be used by either arcane or divine spell casters (this is noted in the item's description).

Dimensions: 2" thick, 6' long.

Charges: Unless noted, magic staves contain 3d10 charges when found.

Wands

Usage: Arcane spell casters.

Dimensions: Thin, 1½' long.

Charges: Unless noted, magic wands contain 2d10 charges when found.

Magic Rods, Staves, and Wands

d%	Item
01–02	Immovable Rod
03–05	Rod of Absorption
06–11	Rod of Cancellation
12	Rod of Captivation
13–14	Rod of Lordly Might
15	Rod of Parrying
16	Rod of Resurrection
17	Rod of Striking
18	Staff of Commanding
19–20	Staff of Dispelling
21–26	Staff of Healing
27	Staff of Power
28–30	Staff of Snakes
31–33	Staff of Striking
34–36	Staff of Swarming Insects
37–38	Staff of the Healer
39–40	Staff of Withering
41	Staff of Wizardry
42–44	Staff of the Woodlands
45–47	Wand of Cold
48–51	Wand of Enemy Detection
52–54	Wand of Fear
55–57	Wand of Fire Balls
58–61	Wand of Illusion
62–64	Wand of Lightning Bolts
65–69	Wand of Magic Detection
70–74	Wand of Magic Missiles
75–79	Wand of Metal Detection
80–84	Wand of Negation
85–87	Wand of Paralysation
88–90	Wand of Polymorph
91–94	Wand of Radiance
95–97	Wand of Secret Door Detection
98	Wand of Summoning
99–00	Wand of Trap Detection

Immovable Rod

A 4' length of metal which has the power to anchor itself to a point in space.

► **In combat:** The rod attacks as a +2 magic item, doing 1d6 damage. It can be hurled (range: 5'–20' / 21'–40' / 41'–60').

► **Anchoring:** A command word causes the rod to anchor itself to its current position in space. Once anchored, it can only be moved by a wish. (Even gravity does not move the rod.)

► **Releasing:** A second command word unanchors the rod.

► **Momentum:** If the rod is in motion when anchored, it continues its previous direction and speed of movement.

► **No charges:** Does not use charges; may be used an unlimited number of times.

Rod of Absorption

Absorbs spells cast at the character and uses the absorbed energy to cast the character's own spells.

► **Usage restriction:** Only usable by spell casters (divine or arcane).

► **Spell absorption:** When a spell is cast at the character, the rod absorbs its energy, negating its effect. This uses one charge per level of the spell. The rod gains an equal number of stored energy levels.

► **Stored energy:** May be used to cast spells which the character has memorized. When doing so, a number of stored energy levels are expended equal to the level of the spell cast. Spells cast in this way are *not* lost from the character's memory.

► **Charges:** The rod has 50 charges.

Rod of Cancellation

Drains the enchantment from a magic item that is touched.

► **In combat:** Usage requires an attack roll against AC 9 [10] (adjusted by the referee, if the target item is being actively used).

► **Effect:** The item that is touched becomes utterly non-magical.

► **One use only:** The rod may only be used once: it has but a single charge.



Rod of Captivation

Beguiles creatures of all kinds.

► **Effect:** All intelligent creatures (including those of animal intelligence) within 20' are charmed.

► **Resisting:** Creatures of human-level intelligence may **save versus spells (with a –2 penalty)** to resist.

► **Charmed creatures:** Regard the character as their trusted friend and ally and will come to the character's defence.

► **Commands:** If they share a language, the character may give the charmed creatures commands, which they will obey.

► **Subject's nature:** Commands that contradict a charmed creature's nature or alignment may be ignored.

► **Suicidal commands:** An affected creature never obeys suicidal or obviously harmful orders.

► **Duration:** 1 turn.

Rod of Lordly Might

A thick metal rod with a spherical head and a set of 8 studs along the shaft. Pressing the studs activates a variety of magical and mundane effects.

► **Usage restriction:** Only usable by non-spell casting martial characters (e.g. fighters).

► **In combat:** The rod may be wielded as a mace +2. If the wielder has a STR of less than 16, they suffer a –2 penalty to attack rolls, due to the rod's weight.

► **Studs:** Have the following effects:

a. **Paralysis:** A creature touched must **save vs spells** or be paralysed for 6 turns. This consumes one charge.
b. **Fear:** Creatures within a 60' cone (30' wide at the end) must **save versus spells** or flee in terror for 10 rounds. This consumes one charge.
c. **Life drain:** A creature hit with the rod in melee (requiring an attack roll) suffers 2d4 damage. The wielder gains the same number of hit points (up to their normal maximum). This consumes one charge.
d. **Flaming sword +1:** A flaming sword blade springs from the sphere, while the rod shortens to become the hilt. The sword casts light in a 30' radius and may be used to set things on fire (treat as a torch). Against fire-vulnerable foes, its attack bonuses increases: +2 vs bird-like creatures and creatures which cannot regenerate fire damage; +3 vs plant-creatures and undead.
e. **Battle axe +3:** An axe blade springs from the sphere, while the rod lengthens to become the handle.
f. **Spear +2:** A blade springs from the sphere, while the rod lengthens into a 6' long shaft.
g. **Ladder:** The rod lengthens to up to 50' long, with horizontal climbing bars along both sides and spikes at either end. Attached to a solid surface at each end, the rod can support up to 40,000 coins of weight.
h. **Orientation:** The wielder gains immediate knowledge of their elevation above/below ground and which direction is north.

► **When all charges are expended:** Studs a, b, c, d, and e no longer function.

Rod of Parrying

A 5' metal rod which provides offensive and defensive capabilities in melee.

► **Attacking:** The rod attacks as a +2 magic item, doing 1d8 damage.

► **Parrying:** Instead of attacking, the character may use the rod to parry, gaining a +4 bonus to AC versus melee attacks for one round. It is not possible to parry with the rod when retreating from melee (see ***Movement*** under ***Combat*** in the *Advanced Fantasy Player's Tome*).

► **No charges:** Does not use charges; may be used an unlimited number of times.

Rod of Resurrection

Has the power to return the dead to life.

► **Usage restriction:** Usable by divine spell casters only.

► **Effect:** A deceased person within 120' is restored to life with full hit points. A person who has been dead for up to 100 years may be resurrected. The number of charges expended depends on the race of the person (see table below).

► **Usage frequency:** The rod can be used at most once per day.

Rod of Resurrection: Charges per Use

Subject's Race	Charges
Dwarf (incl. duergar)	3
Elf (incl. drow)	4
Gnome (incl. svirfneblin)	3
Half-elf	2
Halfling	2
Half-orc	4
Human	1
Other	4

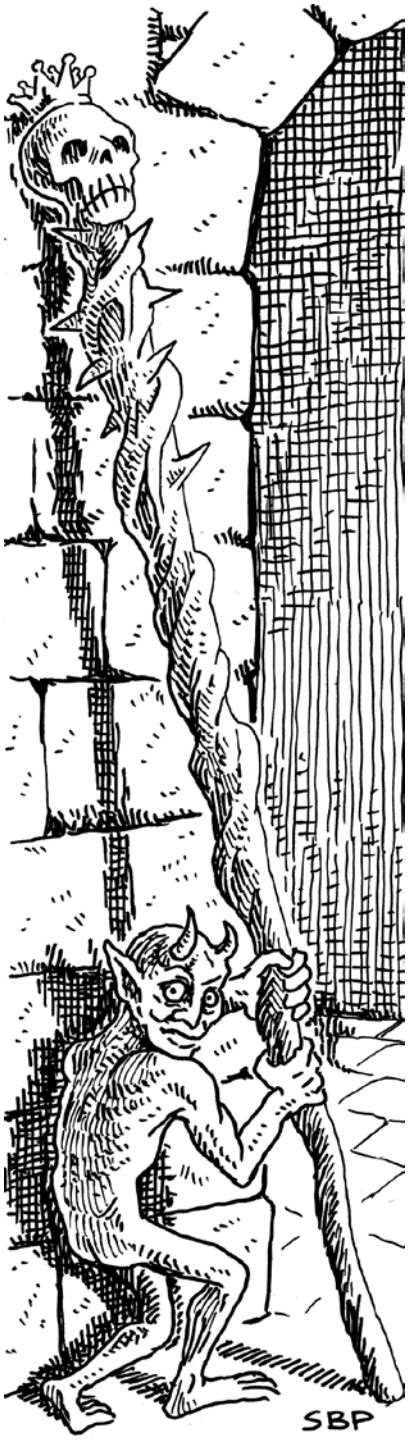
Rod of Striking

A rod which can be used as a weapon and is especially potent against constructs and chaotic extra-planar monsters.

► **Attacking:** The rod attacks as a +3 magic item, doing 1d8 damage.

► **Used against constructs:** (For example golems.) Each hit expends one charge and inflicts double damage. On a natural 20 attack roll, the construct is instantly destroyed.

► **Used against chaotic extra-planar monsters:** On a natural 20 attack roll, one charge is expended and triple damage is inflicted.



Staff of Commanding

Grants the power to control animals, humans, and plants.

Commanding Animals

► **Affects:** 1d6 normal animals or 1 giant animal (but not magical or intelligent animals).

► **Resisting:** No saving throw is allowed.

► **Visual range:** The character can only control animals that they can see.

► **Concentration:** Control is broken if the user of the staff moves or attacks.

► **When concentration ends:** The referee should make a reaction roll with a –1 penalty (see ***Monster Reactions*** in the *Advanced Fantasy Player's Tome*) to determine the animals' behaviour.

► **Usage frequency:** This power of the staff may be used up to once per turn.

Commanding Humans

► **Usage:** A charm may be placed upon a human within 60'. One target may be charmed per round.

► **Resisting:** The subject may **save versus spells (with a –2 penalty)** to resist.

► **Maximum subjects:** Up to 6 Hit Dice of humans may be charmed in this way. Normal humans count as ½ HD.

► **Charmed individuals:** Regard the character as a trusted friend, and will come to their defence. Subjects will obey the character's commands, as long as these are not obviously harmful and do not contradict the subject's alignment.

► **Duration:** The charm lasts indefinitely, but ends if cancelled by the wielder of the staff, or when dispelled.

Commanding Plants

► **Affects:** All plants (including plant monsters) in a 10' square area.

► **Range:** The area may be up to 60' distant.

► **Commands:** Affected plants may be commanded to move around as the character wishes.

► **Concentration:** The effect lasts as long as the wielder of the staff concentrates.

Staff of Dispelling

Dispels any magical effect which is touched.

► **Spells:** If the caster of the spell effect to be dispelled is higher than 9th level, there is a 5% chance per level difference that the attempt to dispel will fail.

► **Magic items:** One-use magic items (e.g. potions, scrolls) are destroyed utterly. Permanent items (e.g. armour, weapons, wands) are rendered non-magical for 1d4 rounds.

Staff of Healing

Has the power to heal those touched.

► **Divine magic:** Usable by divine spell casters only.

► **Effect:** Heals 1d6+1 hit points with each usage.

► **Usage limit:** Is effective on any individual at most once per day.

► **No charges:** Does not use charges; may be used an unlimited number of times.



Staff of Power

An item of great wizardly power, this staff may be used as a weapon in melee, and may evoke five different magical effects.

► **Arcane magic:** Usable by arcane spell casters only.

► **Melee:** Expending one charge, inflicts 2d6 damage on a successful hit.

► **Cone of cold:** Conjures a cone of freezing energy, 60' long and 30' wide at the far end. Creatures caught in the cone suffer 8d6 damage (**save versus spells** for half damage).

► **Spells:** Can cast: *continual light*, *fire ball* (8d6 damage), *lightning bolt* (8d6 damage), *telekinesis* (up to 2,400 coins of weight). (See ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*.)

Staff of Snakes

A magical staff that has the power to transform into a snake, on command.

► **Divine magic:** Usable by divine spell casters only.

► **In melee:** Treated as a staff with a +1 magic bonus to attacks and damage.

► **On a successful hit:** Upon a human-sized (or smaller) creature, the wielder of the staff may speak the command word, causing it to transform into a serpent and coil around the victim.

► **Victims:** Must **save versus spells** or be immobilised in the coils of the snake. Victims are completely helpless while held by the snake (1d4 turns, or released as the wielder of the staff commands).

► **Snake:** Has AC 5 [14], HD 3 (20hp), and a movement rate of 60' (20').

► **When the victim is released:** The snake returns to the owner and transforms back into a staff. (At this point, it is healed of any damage it has suffered.)

► **If the snake is killed:** It does not return to its staff form, becoming non-magical.

► **No charges:** Does not use charges; may be used any number of times.

Staff of Striking

Used as a magical melee weapon.

► **Expending one charge:** Inflicts 2d6 damage on a successful hit.

► **Usage frequency:** Only one charge may be spent per strike.

Staff of Swarming Insects

Has the power to summon a swarm of biting insects.

► **Divine magic:** Usable by divine spell casters only.

► **Summon swarm:** A target within 60' + 10' per level of the wielder is covered with biting insects. The target cannot act for 1 round and suffers 6 damage + 1 per level of the wielder. The insect swarm then dissipates.

► **Restrictions:** Creatures larger than human-sized or which have a natural AC better than 5 [14] are unaffected.

Staff of the Healer

Has the power to heal those touched.

► **Divine magic:** Usable by divine spell casters only.

► **Healing:** Each usage has one of the following effects:

a. **Cure wounds:** 3d6+3 hit points.
b. **Cure disease**
c. **Cure blindness**

► **Usage frequency:** Each function can be used up to twice per day. A single subject can only be affected once per day.

Staff of Withering

Creatures hit by the staff are magically aged:

► **Divine magic:** Usable by divine spell casters only.

► **Effect:** The target is aged 10 years. Living creatures die upon reaching their natural lifespan.

► **Especially long-lived species:** Ignore the effects of a certain amount of ageing. (For example, elves may ignore up to 200 years of ageing, dwarves ignore up to 50 years, and so on.)

► **Undead creatures:** Are unaffected by the power of this staff.

Staff of Wizardry

An item of supreme wizardly power, this staff may be used as a weapon in melee, and may evoke a dozen different magical effects.

► **Arcane magic:** Usable by arcane spell casters only.

► **In melee:** Treated as a staff with a +1 magic bonus to attack and damage rolls.

► **Striking:** Expending one charge, inflicts 2d6 damage on a successful hit.

► **Cone of cold:** Conjures a cone of freezing energy, 60' long and 30' wide at the far end. Creatures caught in the cone suffer 8d6 damage, with a successful **save versus spells** indicating half damage.

► **Paralysation:** Conjures a cone of magical energy, 60' long and 30' wide at the far end. Creatures caught in the cone are paralysed for 6 turns (**save versus spells** to avoid).

► **Spells:** Can cast: *conjure elemental* (8 HD), *continual light*, *fire ball* (8d6 damage), *invisibility*, *lightning bolt* (8d6 damage), *pass-wall*, *telekinesis* (up to 2,400 coins of weight), *web*. (See ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*.)

► **Whirlwind:** Conjures a whirlwind 70' tall, 20' wide at the top, and 10' wide at the base. The whirlwind lasts for 3 rounds, and moves at 120' (40'), as the wielder of the staff directs. All in its path suffer 2d6 damage. Creatures with less than 2HD are swept aside (**save versus death** to avoid).

► **Sacrifice:** The wielder may sacrifice the staff by breaking it in two. Doing so unleashes a 30' radius fireball that inflicts 8 points of damage per remaining charge in the staff. The wielder of the staff also suffers this damage.

Staff of the Woodlands

An item of great druidic power, this staff may be used in melee and may evoke a number of different magical effects.

► **Druidic magic:** Usable by divine spell casters with access to druidic magic only.

► **Melee:** Acts as a +2 staff.

► **Animate tree:** Causes a large tree within 30' to come alive under the control of the wielder of the staff.

► **Spells:** Can cast: *animal friendship*, *speak with animals*, *wall of thorns*. (See the *Advanced Fantasy Player's Tome*.)

Animated tree: **AC** 2 [17], **HD** 8 (36hp), **Att** 2 × fist (2d6), **THAC0** 12 [+7], **MV** 30' (10'), **SV** D8 W9 P10 B10 S12 (8), **ML** 9, **AL** Lawful, **XP** 650

Wand of Cold

Conjures a cone of freezing energy.

► **Area:** The cone is 60' long and 30' wide at the far end.

► **Creatures caught in the cone:** Suffer 6d6 damage, with a successful **save versus wands** indicating half damage.

Wand of Enemy Detection

Grants the power to detect nearby enemies.

► **Expending a charge:** Causes enemies within 60' to be haloed in a fiery glow.

► **Hidden enemies:** Even enemies that are concealed or invisible are affected.



Wand of Fear

Conjures a cone of magical energy that terrifies those within it.

► **Area:** The cone is 60' long and 30' wide at the far end.

► **Creatures in the cone:** Are struck with terror, and will flee from the wielder of the wand at maximum speed for 30 rounds. (A **save versus wands** negates the effect).

Wand of Fire Balls

Conjures fire balls:

► **Range:** A streak of flame shoots towards an area up to 240' distant.

► **Area:** The flame detonates in a 40' diameter sphere of fire.

► **Creatures caught in the fire ball:** Suffer 6d6 damage, with a successful **save versus wands** indicating half damage.

Wand of Illusion

Expending a charge, an illusion of the character's choosing manifests. This works in the same way as the magic-user spell *phantasmal force* (see ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*), except:

► **Concentration:** Is required to maintain the illusion. The wielder of the wand may move at up to half normal movement rate while concentrating. Concentration is broken if the wielder attacks, casts a spell, or is successfully attacked (damaged, targeted by a malicious spell, etc.).

Wand of Lightning Bolts

Conjures strokes of powerful electricity:

► **Point of origin:** A lightning bolt may emanate from a point up to 180' distant.

► **Area:** The bolt is 60' long and 5' wide.

► **Creatures caught in the lightning bolt:** Suffer 6d6 damage, with a successful **save versus wands** indicating half damage.

► **Bouncing:** If the lightning bolt hits a solid barrier before its full length is reached, it is reflected and travels for any remaining distance of its full length in the direction of the wielder of the wand.

Wand of Magic Detection

Grants the power to detect magic nearby.

► **Expending a charge:** Causes magic items within 20' to be haloed with light.

► **Concealed items:** Also glow, but the light might not be seen.

Wand of Magic Missiles

Shoots magic missiles which hit their mark unerringly.

► **Missiles:** Each charge conjures a missile that unerringly hits a foe within 150', inflicting 1d6+1 damage.

► **Charges per round:** Up to 2 charges may be expended in a single round.

Wand of Metal Detection

Grants the power to detect masses of metal of any type.

► **Expending a charge:** Causes the wand to point towards metal within 20'.

► **Type:** The type of metal is revealed.

► **Minimum mass:** Only masses of metal of at least 1,000 coins in weight are detected.

Wand of Negation

Has the power to negate the effects of other wands or staves.

► **Declare intent:** Before rolling initiative, the wielder of the wand must declare the intention to use it.

► **Target:** Another wand or staff must be targeted.

► **Effect:** The effects of the targeted item are negated for one round.

Wand of Paralysation

Conjures a cone of paralysing energy.

► **Area:** The cone is 60' long and 30' wide at the far end.

► **Creatures caught in the cone:** Are paralysed for 6 turns, with a successful **save versus wands** negating the effect.

Wand of Polymorph

By expending a charge, the wielder of the wand or another creature within 60' changes into another type of creature, as selected by the wielder. This works in the same way as the magic-user spells *polymorph self* and *polymorph others* (see ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*).

► **Resisting:** An unwilling subject may make a **saving throw versus wands** to negate the effect.

Wand of Radiance

Has three different light-bringing effects.

► **Light:** Expending one charge conjures light in a 15' radius, lasting for 6 turns. The light may be caused to emanate from a location or object within 120'.

► **Continual light:** Expending 2 charges conjures permanent light with a 30' radius. The light may be caused to emanate from a location or object within 120'.

► **Burst of sunlight:** Expending 3 charges conjures a momentary flash of blazing golden light rays, emanating from a point within 120'. Undead creatures within 40' of the flash suffer 6d6 damage. Creatures viewing the flash must **save versus wands** or be blinded for 1 round.

Wand of Secret Door Detection

Reveals the location of any secret door within 20'.



Wand of Summoning

Summons monsters to do the character's bidding.

► **1st level monsters:** Expending a charge summons 2d4 1st level monsters.

► **2nd level monsters:** Expending 2 charges summons 1d6 2nd level monsters.

► **3rd level monsters:** Expending 3 charges summons 1d4 3rd level monsters.

► **Type of monsters:** The referee should randomly determine the type of monsters which are summoned, for example using dungeon wandering monster tables.

► **Arrival time:** Summoned monsters arrive at the character's location in 1d4 rounds.

► **Commanding:** Monsters will attack enemies as directed or, if the character can communicate with them, be given other tasks.

► **Duration:** The monsters disappear after 1 round per level of the character.

Wand of Trap Detection

Reveals the location of all traps within 20'.

Scrolls and Maps

Magic Scrolls and Maps	
d%	Scroll
01–15	1 Spell
16–25	2 Spells
26–31	3 Spells
32–34	5 Spells
35	7 Spells
36–40	Cursed Scroll
41–50	Protection from Elementals
51–60	Protection from Lycanthropes
61–65	Protection from Magic
66–75	Protection from Undead
76–78	Treasure Map: I
79–80	Treasure Map: II
81–82	Treasure Map: III
83	Treasure Map: IV
84	Treasure Map: V
85	Treasure Map: VI
86	Treasure Map: VII
87–90	Treasure Map: VIII
91–95	Treasure Map: IX
96	Treasure Map: X
97–98	Treasure Map: XI
99–00	Treasure Map: XII

Usage

Scrolls are aged sheets of parchment or paper on which magical words have been written by a high-level spell caster.

One use only: When a scroll is read, the words disappear.

Light: A scroll can only be used if there is enough light to read by.

Cursed Scroll

Usage: All characters (unless noted).

Activation: Merely looking at the baneful script on the scroll curses the character. The referee should determine the nature of the curse (see examples below).

Removing: A curse can be removed by magic, or (at the referee's option) by performing a special quest.

Example Curses

► **Transformation:** The reader changes into a harmless creature (e.g. a frog).

► **Summoning:** A wandering monster appears next to the reader and attacks (gaining surprise). The monster is of equal level to the reader.

► **Lost item:** A magic item in the reader's possession vanishes. The referee may select the item or choose it at random.

► **Energy drain:** The reader permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the lost level (e.g. spells, saving throws, etc.). A character's XP is reduced to halfway between the former and new levels. A person who loses all levels dies.

► **Ability score re-roll:** The player must re-roll the character's prime requisite.

► **Slow healing:** The reader's healing capacity is reduced. Natural healing takes double the normal amount of time, and healing spells only cure half the normal number of hit points.

Protection Scroll

Usage: All characters (unless noted). (Written in non-magical languages—usually Common.)

Activation: Reading the script aloud conjures a circle of protection against a specific type of monster or energy.

Area of protection: When used, conjures a 10' radius circle of protection around the reader. If the reader moves, the circle of protection follows them.

Protection against monsters: For scrolls of protection against monsters, the circle does not prevent affected monsters from using magic or missile attacks against those within it. If anyone within the circle attacks an affected monster in melee, the circle is broken.

Protection from Elementals

When used, conjures a 10' radius circle of protection around the reader.

- **Effect:** No elemental may enter the circle.
- **Moving:** If the reader moves, the circle of protection follows them.
- **Ranged attacks:** The circle does not prevent elementals from using magic or missile attacks against those within it.
- **Breaking:** If anyone within the circle attacks an affected elemental in melee, the circle is broken.
- **Duration:** 2 turns, unless broken.

Protection from Lycanthropes

When used, conjures a 10' radius circle of protection around the reader.

- **Effect:** A number of lycanthropes are barred from entering the circle. The number depends on their Hit Dice: 1–3 HD: 1d10 lycanthropes affected, 4–5 HD: 1d8 affected, 6+ HD: 1d4 affected.
- **Moving:** If the reader moves, the circle of protection follows them.
- **Ranged attacks:** The circle does not prevent lycanthropes from using magic or missile attacks against those within it.
- **Breaking:** If anyone within the circle attacks an affected lycanthrope in melee, the circle is broken.
- **Duration:** 6 turns, unless broken.

Protection from Magic

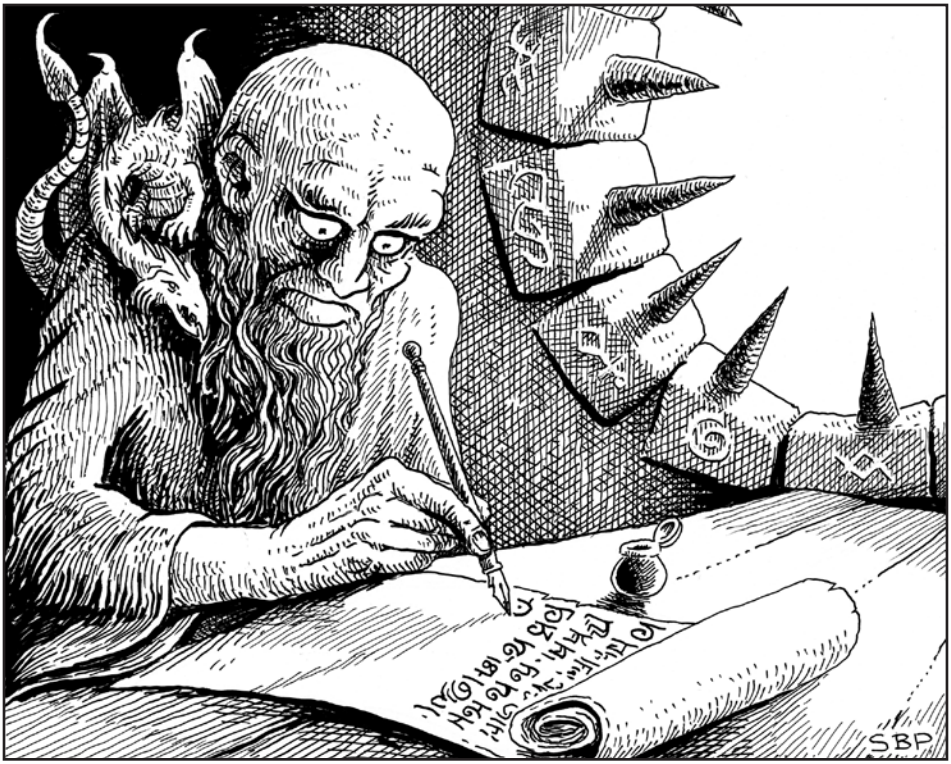
Conjures a barrier that spells and spell-like effects (e.g. from magic items) cannot cross.

- **Effect:** The barrier prevents magic from entering the circle, but also from leaving it.
- **Duration:** 1d4 turns.
- **Dispelling:** Only by a wish.

Protection from Undead

When used, conjures a 10' radius circle of protection around the reader.

- **Effect:** A number of undead monsters are barred from entering the circle of protection. The number depends on their Hit Dice: 1–3 HD: 2d12 undead affected, 4–5 HD: 2d6 undead affected, 6+ HD: 1d6 undead affected.
- **Moving:** If the reader moves, the circle of protection follows them.
- **Ranged attacks:** The circle does not prevent undead from using magic or missile attacks against those within it.
- **Breaking:** If anyone within the circle attacks an affected undead monster in melee, the circle is broken.
- **Duration:** 6 turns, unless broken.



Spell Scroll

Usage: Spell casters.

Type of magic: 1-in-4 scrolls contain divine spells; the rest contain arcane spells.

Activation: Reading the script aloud conjures the effect of a specific spell. Only arcane spell casters can use scrolls of arcane spells. Only divine spell casters can use scrolls of divine spells.

Arcane spell scrolls: Are written in magical script that can only be read by magic.

Divine spell scrolls: Are written in normal languages (usually Common), but can only be used by divine spell casters.

Scrolls of multiple spells: If a scroll contains multiple spells, only the spell cast disappears from the scroll.

Spells on a Scroll

The referee may choose the spells or may roll for them randomly. The table below may be used to select the level of each spell on a scroll.

Random Scroll Spell Level

	Spell Level	
d%	Arcane	Divine
01–25	1st	1st
26–50	2nd	2nd
51–70	3rd	3rd
71–85	4th	4th
86–95	5th	5th
96–00	6th	5th



Treasure Map

Usage: All characters (unless noted).

A map that indicates the route to a valuable treasure, located in a dungeon or wilderness.

Interpreting: Treasure maps may not always be easy to interpret: a map may be incomplete, worded in riddles, or written in an obscure language.

Preparing in advance: The referee should prepare treasure maps in advance.

Treasures

The following list of treasure map types may be used to determine the nature of the treasure that a map leads to.

- **I:** 1 magic item.
- **II:** 1d6 × 10 gems and 2d10 pieces of jewellery.
- **III:** 2 magic items.
- **IV:** 3 magic items (no swords).
- **V:** 3 magic items and 1 potion.
- **VI:** 3 magic items, 1 scroll, 1 potion.
- **VII:** 5d6 gems and 2 magic items.
- **VIII:** Hoard worth 1d4 × 1,000gp.
- **IX:** Hoard worth 5d6 × 1,000gp.
- **X:** Hoard worth 5d6 × 1,000gp and 1 magic item.
- **XI:** Hoard worth 5d6 × 1,000gp and 5d6 gems.
- **XII:** Hoard worth 6d6 × 1,000gp.

Hoard Value

For treasure hoards with a listed gold piece value, the referee may choose what type of treasure is in the hoard. (For example, it may be coins, but could also consist of valuable art objects or jewels.)

Guardians

The treasure is normally guarded by enchantments, traps, or monsters (e.g. a monster from the dungeon encounter tables of levels 5–6, or higher).





Swords

Magic Swords

d%	Sword
01–03	Short Sword +2, Quickness
04–06	Sword –1, Berserker (Cursed)
07–09	Sword –1, Cursed
10–12	Sword –2, Cursed
13–28	Sword +1
29–31	Sword +1, +2 vs Lycanthropes
32–34	Sword +1, +2 vs Spell Users
35–37	Sword +1, +3 vs Dragons
38–40	Sword +1, +3 vs Enchanted Creatures
41–43	Sword +1, +3 vs Regenerating Creatures
44–46	Sword +1, +3 vs Reptiles
47–49	Sword +1, +3 vs Shape Changers
50–52	Sword +1, +3 vs Undead
53–55	Sword +1, Dragon Slayer
56	Sword +1, Energy Drain
57–59	Sword +1, Flaming
60–61	Sword +1, Frost Brand
62–64	Sword +1, Giant Slayer
65–69	Sword +1, Light
70–71	Sword +1, Locate Objects
72	Sword +1, Luck Blade
73	Sword +1, Sharpness
74–78	Sword +1, Sun Blade
79	Sword +1, Wishes
80	Sword +1, Wounding
81–85	Sword +2
86–87	Sword +2, Charm Person
88	Sword +2, Dancing
89	Sword +2, Nine Lives Stealer
90–94	Sword +2, Venger
95	Sword +2, Vorpal
96–98	Sword +3
99	Sword +3, Defender
00	Sword +3, Holy Avenger

Bonus vs enchanted creatures: Magically created or animated monsters, and those summoned by spells or magic items.

Usage

Per normal class restrictions.

Cursed Swords

Penalty: Cursed swords specify a penalty that is applied to both attack rolls and damage rolls made with the weapon.

Discarding: Once the sword has been used in combat, the character comes under the curse and is not able to discard the item. In fact, they will favour the sword and use it whenever possible. The curse can only be removed with magic.

Enchanted Swords

Bonus: Enchanted swords specify a bonus that is applied to both attack rolls and damage rolls made with the weapon.

Bonus vs creature type: Some swords have a special bonus when used against a certain type of creature.

Sentient Swords

Some magic swords have an innate intelligence and personality, along with other special powers. See ***Sentient Swords, p234***, for rules for determining the special powers of a sentient sword.

Probability: If the referee wishes to randomly determine whether a magic sword is intelligent, the probability is 30%.

Swords With a Special Purpose

Some magic swords are imbued with a special purpose. Such swords are extremely powerful and are always sentient. See ***Sentient Swords, p234***, for rules for determining the powers of a sword with a special purpose.

Probability: There is a 1-in-20 chance of a magic sword having a special purpose. The referee may choose to only place such swords by design, rather than rolling this chance randomly.

Type of Sword

Unless a rolled sword indicates that it is of a specific type (e.g. short sword, normal sword, or two-handed sword), the referee may choose its type or may roll on the following table:

Magic Sword Type

d6	Type of Sword
1–2	Short sword
3–5	Normal sword
6	Two-handed sword



Short Sword +2, Quickness

Enables the bearer to strike with great speed.

► **Initiative:** When attacking with the sword, the wielder always strikes first in the round, as if they had won initiative.

Sword –1, Berserker (Cursed)

When used in battle, causes the wielder to go into a berserk rage.

► **Indiscriminate attack:** The wielder attacks the closest creature, whether it is friend or foe. If the creature is killed, the wielder attacks the next nearest.

► **Ending the rage:** Only if the wielder dies or slays all within 60'.

Sword +1, Dragon Slayer

Deadly to dragons, especially those of a specific type.

► **Dragon type:** Chosen randomly (e.g. red dragons, white dragons, etc.).

► **Used against specific type:** Acts as a +3 sword and inflicts double damage.

► **Used against other dragons:** Acts as a +3 sword.

Sword +1, Energy Drain

Drains the life energy of its victims.

► **On a successful hit:** The wielder may command the sword to drain the victim's life energy.

► **Energy drain:** In addition to suffering normal damage, the target permanently loses one experience level (or Hit Die). This incurs a loss of one Hit Die of hit points, as well as all other benefits due to the drained level (e.g. spells, saving throws, etc.). A character's XP is reduced to the lowest amount for the new level. A person drained of all levels dies.

► **Charges:** The sword may drain a total of 1d4+4 levels. Once this many levels have been drained, it becomes a normal magical sword +1.



Sword +1, Flaming

Bursts into flames, on command. When flaming:

► **Casts light:** In 30' radius.

► **Can set things alight:** Treated as a torch, for purposes of setting things on fire (e.g. a *web* spell).

► **Inflicts fire damage:** Which may have special effects on certain creatures.

► **Grants an attack bonus:** Against certain types of creatures:

- **a.** +2 vs trolls (or other creatures that cannot regenerate fire damage).
- **b.** +2 vs pegasi, hippogriffs, and rocs (or other bird-like creatures).
- **c.** +3 vs treants (or other plant-based creatures).
- **d.** +3 vs undead.

► **Duration:** The sword blazes until commanded to cease.

Sword +1, Frost Brand

Grants special benefits against fire and creatures with an affinity for fire.

► **In extreme cold, casts light:** 30' radius.

► **Grants an attack bonus:** +3 against fire-using or fire-dwelling creatures.

► **Can extinguish fire:** 50% chance of extinguishing a 10' radius area when thrust into fire. This also affects magical fire (but not instantaneous effects).

► **Protects against fire:** The wielder gains the following benefits:

- **e. Normal fire:** Unharmed by non-magical fire.
- **f. Save bonus:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.
- **g. Fire-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

Sword +1, Giant Slayer

Deadly to giants and giant-kin (e.g. ogres, ettins, etc.).

► **Used against giant-kin:** Acts as a +3 sword.

► **Used against true giants:** Acts as a +3 sword and inflicts double damage.

Sword +1, Light

On command, produces light in a 30' radius.

Sword +1, Locate Objects

Grants the wielder the ability to detect the presence of objects within 120'.

► **Effect:** This works in the same way as the magic-user spell *locate object* (see ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*).

► **Usage frequency:** The power may be used once per day.

Sword +1, Luck Blade

Grants the wielder protection and a number of wishes (see ***Wishes, p149***).

► **Protection:** +1 bonus to all saves.

► **Charges:** The sword grants a total of 1d4 wishes.

► **Wishing:** The wish must be spoken out loud by the wielder of the sword.

Sword +1, Sharpness

An incredibly sharp blade which can sever extremities.

► **Severing:** On a natural 18, 19, or 20 attack roll, one of the target's extremities is severed. Against larger than human-sized targets, only a natural 19 or 20 severs, and against targets of solid stone or metal, only a natural 20.

► **Severed extremity:** Determined randomly, depending on the target (e.g. arm, leg, tail, tentacle, neck, etc.).

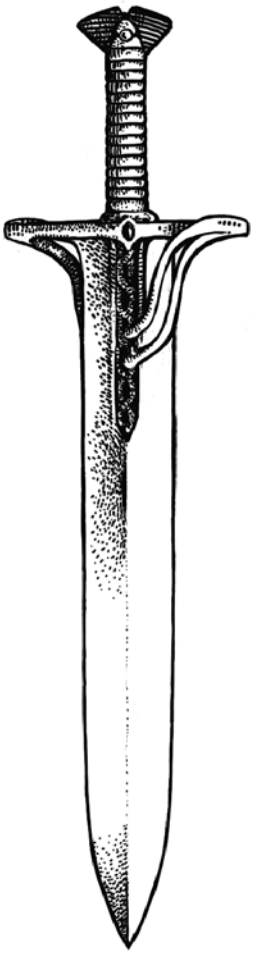
Sword +1, Sun Blade

A sword of pristine, shining silver with an enchantment effective against the powers of darkness.

► **Used against shades:** Acts as a +3 sword against incorporeal creatures of shadow (e.g. spectres, shadows).

► **Whirling the blade:** Once per day, the wielder may whirl the blade above their head. This conjures a 60' radius globe of golden light which lasts for 1 turn.

► **Creatures affected by daylight:** Are affected by the globe of light as if it were full daylight.



Sword +1, Wishes

Has the power to grant the wielder's wishes (see ***Wishes, p149***).

► **Charges:** The sword grants a total of 1d4 wishes.

► **Wishing:** The wish must be spoken out loud by the wielder of the sword.

Sword +1, Wounding

Inflicts vicious, bleeding wounds.

► **Bleeding:** After being hit, the target suffers 1 additional point of damage per round (up to a maximum of 10 rounds).

► **Multiple wounds:** Each deal additional damage per round.

► **Stopping bleeding:** Bandaging a wound stops it bleeding and negates further damage.

► **Healing:** Damage from the sword cannot be healed by magic or regeneration.

► **Restrictions:** Constructs and creatures without blood are unaffected by the sword's wounding effect.

Sword +2, Charm Person

Grants the wielder the ability to charm other people.

► **Effect:** This works in the same way as the magic-user spell *charm person* (see the ***Advanced Fantasy Player's Tome***).

► **Usage frequency:** The power may be used up to three times a week.

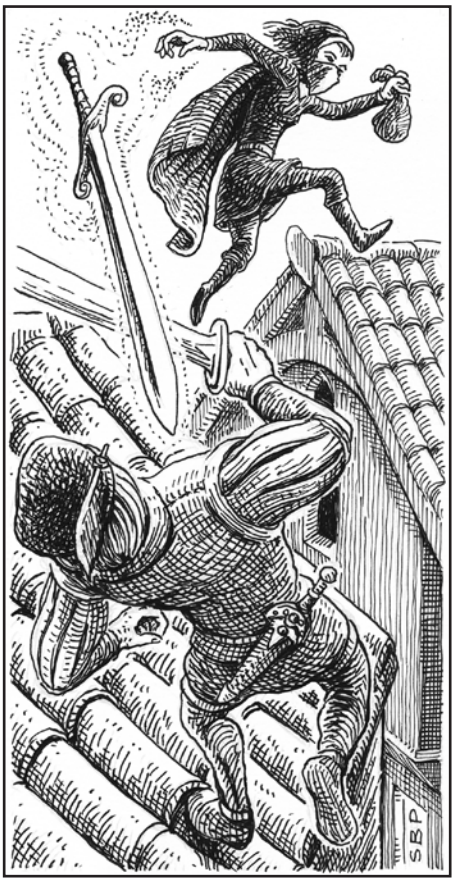
Sword +2, Dancing

A sword with the power to attack of its own accord, dancing out of its owner's hand.

► **Activating:** Before the sword may be released to attack independently (called "dancing"), the wielder must attack with it for 4 consecutive rounds.

► **Dancing:** The sword attacks for 4 rounds, using the owner's THAC0. After 4 rounds it returns to its owner's hand.

► **Range:** The sword can dance within 30' of its owner. If the two are separated more than 30', the sword ceases to dance, falling to the ground.



Sword +2, Nine Lives Stealer

Has the power to suck the soul out of living creatures.

► **Natural 20:** On a natural 20 attack roll, the target must **save versus spells** or have their soul sucked out (instant death). If the save succeeds, the sword inflicts normal damage.

► **Charges:** The sword can steal nine souls in total. Once this many souls have been drained, it becomes a normal magical sword +2.

► **Restrictions:** Non-living creatures are unaffected.

Sword +2, Venger

Magically attacks any opponent that attacked the wielder.

► **Initiative:** When wielding this sword in combat, the character always attacks last in the round, as if they had lost initiative.

► **Revenge attacks:** In addition to the character's normal attack, they may make an extra attack with the sword against any opponent who attacked them in melee this round. Each revenge attack requires an attack roll and, if it hits, inflicts normal damage.

Sword +2, Vorpal

An incredibly sharp blade which can decapitate enemies.

► **Severing:** On an attack roll of natural 18, 19, or 20, the target is decapitated. Against larger than human-sized targets, only a natural 19 or 20 decapitates, and against targets of solid stone or metal, only a natural 20.

► **Restrictions:** Creatures without a head are unaffected. Some creatures with heads (e.g. constructs, elementals) are not killed by decapitation.



Sword +3, Defender

Can grant a bonus to attack or to defence, determined by the wielder each round.

► **Defence:** At the start of each combat round, the wielder may choose to transfer all or part of the sword's +3 bonus to an AC bonus against melee attacks. The bonus lasts until the end of the round.

Sword +3, Holy Avenger

A holy sword which grants special bonuses to lawful characters of classes which can cast clerical spells.

► **Save bonus:** The wielder gains a +4 bonus to saves against magic.

► **Used against chaotic creatures:** Inflicts double damage.

► **Used by other lawful characters:** The sword functions as a +1 sword, without the other advantages described above.

► **Touched by a non-lawful character:** The sword inflicts 1d6 damage per round to neutral characters and 2d6 per round to chaotic characters.

Weapons

Usage

Per normal class restrictions.

Enchanted Weapons

Bonus: Enchanted weapons specify a bonus that is applied to both attack rolls and damage rolls made with the weapon.

Bonus vs creature type: Some weapons have a special bonus when used against a certain type of creature.

Cursed Weapons

Penalty: Cursed weapons specify a penalty that is applied to both attack rolls and damage rolls made with the weapon.

Discarding: Once the weapon has been used in combat, the character comes under the curse and is not able to discard the item. In fact, they will favour the weapon and use it whenever possible. The curse can only be removed with magic.

Magic Weapons

d%	Weapon
01	Arrow +1, Slaying
02–10	Arrows +1 (2d6 arrows)
11–12	Arrows +1 (3d10 arrows)
13–15	Arrows +2 (1d6 arrows)
16–19	Axe +1
20–21	Axe +2
22–24	Bow +1
25	Crossbow +1, Distance
26	Crossbow +1, Speed
27	Crossbow +2, Accuracy
28–29	Crossbow Bolts +1 (2d6 bolts)
30–31	Crossbow Bolts +1 (3d10 bolts)
32–36	Crossbow Bolts +2 (1d6 bolts)
37–39	Dagger +1
40	Dagger +1, Buckle
41	Dagger +1, Throwing
42	Dagger +1, Venomous
43–45	Dagger +2, +3 vs orcs, goblins, and kobolds
46	Dagger +2, Biter
47–50	Javelin of Lightning (1d4+1 javelins)
51–54	Javelin of Seeking (2d4 javelins)
55–58	Mace +1
59	Mace +1, Disrupting
60–62	Mace +2
63	Mace +3
64–68	Sling +1
69	Sling Bullet +1, Impact (1d4 bullets)
70–71	Spear –1, Backbiter (Cursed)
72–75	Spear +1
76–77	Spear +2
78	Spear +3
79–80	Staff +1, Growing
81–82	Trident –2, Yearning (Cursed)
83–87	Trident +1, Fish Command
88–89	Trident +1, Submission
90–93	Trident +2, Warning
94–96	War Hammer +1
97–98	War Hammer +2
99	War Hammer +3, Dwarven Thrower
00	War Hammer +3, Thunderbolts

Arrow +1, Slaying

An arrow specially enchanted to kill a certain type of foe. The arrow has an unusual appearance that indicates its special nature and purpose.

► **Type of foe:** Should be selected by the referee. (e.g. birds, spiders, dragons, magic-users, mammals, undead, etc.).

► **Fired against a foe creature:** Acts as a +3 arrow. If the attack hits, the foe is instantly slain.

Crossbow +1, Distance

An enchanted crossbow which can fire up to double the normal range.

► **Ranges:** 5'–160' / 161'–320' / 321'–480'.

Crossbow +1, Speed

An enchanted crossbow which can fire with great rapidity.

► **If using the optional reload rule:** (See ***Weapons and Armour*** in the *Advanced Fantasy Player's Tome*.) The crossbow can be reloaded so rapidly that it may fire every round in combat.

► **Otherwise:** The crossbow always attacks first in the round, as if the wielder had won initiative.

Crossbow +2, Accuracy

An enchanted crossbow which can fire with precision, even at long range.

► **Attack rolls at long range:** The normal –1 range modifier does not apply.

► **Maximum range:** Is not increased by the enchantment.

Dagger +1, Buckle

An ornamental belt buckle which can transform into a magical dagger.

► **Activating:** The owner must simply grasp the buckle and will it to become a dagger.

► **Returning:** After use, the blade may be returned to its buckle form by touching it to the belt and willing it to transform.

Dagger +1, Throwing

A finely balanced dagger ideal for use as a missile weapon.

► **Range:** The dagger has double the normal throwing range: 5'–20' / 21'–40' / 41'–60'.

► **Damage:** When used as a missile weapon, the dagger inflicts double damage on a successful hit.

Dagger +1, Venomous

A dagger that magically injects venom into the victim when it strikes true.

► **Natural 20:** If the wielder rolls an attack roll of natural 20, the dagger injects venom into the victim (**save versus death** or die instantly).

Dagger +2, Biter

A broad-bladed dagger which has special properties in the hands of a demihuman of smaller than human size.

► **Length:** The blade lengthens to that of a short sword, inflicting 1d6+2 damage.

► **Against wood or stone:** On a successful hit against a foe composed of wood or stone, the blade inflicts maximum damage.



Javelin of Lightning

A magical javelin which explodes in a stroke of lightning when it hits.

► **On a successful hit:** The javelin explodes in a stroke of lightning 5' wide and 30' long (leading from the target 30' back towards the character who hurled the javelin). All within the area (including the target who was hit) suffer electrical damage.

► **Electrical damage:** 20 points (**save versus spells** for half). The target hit by the javelin may not make a saving throw.

► **Javelin consumed:** When it explodes into lightning, the javelin is destroyed.

Javelin of Seeking

A magical javelin which can launch itself at a target on command.

► **Command word:** Speaking the correct command word causes the javelin to fly out of the character's hands to seek the indicated target (up to 90' distant).

► **Seeking:** The javelin can fly in any direction to reach its target, including around obstacles or corners. The character must make an attack roll with a +6 bonus to determine if the javelin hits.

► **On a successful hit:** The javelin inflicts 1d4+6 damage.

► **Once only:** The javelin may only be commanded to launch itself once. Afterwards, it is a normal, non-magical javelin.

Mace +1, Disrupting

A mace enchanted as a powerful bane against undead monsters.

► **Touched by a chaotic character:** The mace inflicts 5d4 damage.

► **Used against undead:** On a successful hit, the mace inflicts double damage and has a chance of destroying the monster (**save versus death** or be instantly annihilated).

Sling Bullet +1, Impact

A cast metal sling bullet which inflicts additional damage on an accurate hit.

► **Examining:** The bullet is engraved with fine runes.

► **On a successful hit:** If the attack roll was higher than the minimum roll required to hit the target, the bullet inflicts additional damage. The additional damage is equal to the actual attack roll minus the minimum required to hit the target. For example, if an attack roll of 12 or more is required to hit a target and a 16 is rolled, the bullet inflicts 4 additional points of damage to the target.

Spear –1, Backbiter (Cursed)

A cursed spear which attacks its wielder.

► **Natural 1:** On an attack roll of natural 1, the spear inflicts damage on its wielder.

Staff +1, Growing

A staff of sturdy wood, banded with iron at each tip. The staff has the power to grow and shrink on command.

► **Size:** The staff can be any length between 6' and 12'

► **Reach:** The wielder can attack foes at up to the staff's length distant.

Trident –2, Yearning (Cursed)

A cursed trident which causes one who touches it to be overcome with a yearning to immerse themselves in deep water.

► **Curse:** The wielder is instantly compelled to seek out the nearest body of water sufficient to fully submerge themselves in.

► **Breathing:** The trident does not grant any special ability to breathe underwater.

Trident +1, Fish Command

A trident enchanted with the power to empathically control fish.

► **Commanding fish:** Speaking a command word causes all fish within 60' to **save versus spells** or be charmed. This consumes one charge.

► **Failed save:** The fish obeys empathic commands from the wielder, who can control its movement and behavioural state (e.g. anger, fear, hunger, etc.). The charm lasts as long as the fish can see the trident and the one who wields it.

► **Successful save:** The fish is not charmed, but will not approach closer than 10' to the wielder of the trident.

► **Schools of fish:** May be treated as a single entity, rather than making a save for each individual fish.

► **Charges:** 1d4+16.

Trident +1, Submission

A trident enchanted with the power to demoralise foes.

► **Successful hits:** The target must **save versus spells** or be demoralised. This consumes one charge.

► **Demoralised targets:** Must make a morale check or surrender. The demoralisation lasts for 2d4 rounds.

► **Charges:** 1d4+16.

Tridents

Tridents are treated as spears, for combat purposes (1d6 damage). They cannot be thrown.

Trident +2, Warning

An enchanted trident which can warn the wielder of marine predators.

► **Detecting:** On command, the trident can detect all hostile marine predators within 240' (including those which are hunting). The scan takes one round and consumes one charge.

► **Charges:** 1d6+18.

War Hammer +3, Dwarven Thrower

In the hands of a dwarf, this weapon may function as a thrown missile weapon.

► **Range:** 60'.

► **After being thrown:** It returns to its wielder's hands.

War Hammer +3, Thunderbolts

A war hammer of unusually large size and weight. In the hands of a very strong character, it has several magical powers.

► **Minimum STR:** Only characters of 17 STR or higher can wield the hammer.

► **Hurling:** The hammer may be hurled as a missile weapon, with a range of 60'.

► **Successful hits when hurled:** A great clap of thunder rings out, stunning all within 30' (**save versus paralysis** or be unable to move or act for 3 rounds).

► **After being hurled:** The hammer returns to the wielder's hands.

► **Frequency of hurling:** The hammer may be hurled at most 3 times in the space of 1 turn (i.e. 3 times per combat).







Sentient Swords

If a magic sword possesses sentience (see ***Swords, p222*** for the likelihood), the procedure on this page may be used to determine its powers. (Alternatively, the referee may select its qualities as desired.)

Rolling a Sentient Sword

1. **Special purpose:** If the sword has a special purpose, see ***Special Purpose, p239*** to determine what it is.
2. **Intelligence and personality:** The sword's INT is 1d6+6. (Swords imbued with a special purpose always have INT 12.) The sword has its own personality and should be played as an NPC.
3. **Communication:** The sword's INT determines the means by which it can communicate. See the table to the right.
   a. **Empathy:** The sword cannot communicate directly, but empathically informs the wielder of its powers and how to use them.
   b. **Speech:** The sword speaks out loud. The number of languages it knows is indicated by rolling on the languages table, to the right. Languages should be selected by the referee.
   c. **Reading:** The sword can read all languages it can speak, as well as magical inscriptions.
4. **Alignment:** See the table to the right.
5. **Powers:** The sword's INT determines the number of powers it has. See the table to the right. Powers are described in the following pages.
6. **Ego:** Sentient swords have an *Ego* rating—a measure of their force of personality. This is rolled on 1d12. Swords imbued with a special purpose always have an Ego of 12.

Sentient Sword Communication

INT	Reading	Communication
7	No	Empathy
8	No	Empathy
9	No	Empathy
10	No	Speech
11	Yes	Speech
12	Yes	Speech

Sentient Sword Languages

d100	Languages
01–50	Alignment tongue + 1
51–70	Alignment tongue + 2
71–85	Alignment tongue + 3
86–95	Alignment tongue + 4
96–99	Alignment tongue + 5
00	Roll twice again, adding results

Sentient Sword Alignment

d20	Alignment
1–13	Lawful
14–18	Neutral
19–20	Chaotic

Sentient Sword Powers

INT	Powers
7	1 sensory power
8	2 sensory powers
9	3 sensory powers
10	3 sensory powers
11	3 sensory powers
12	3 sensory + 1 extraordinary

Using a Sentient Sword

Sentient swords grant the wielder special powers beyond those of a normal magic sword, but using one also carries risks.

Activating Powers

► **In hand:** To use a power, the sword must be in the wielder's hand.

► **Concentration:** The wielder must concentrate to activate a power.

Alignment

The alignment of the sword can only be determined by touching it. Doing so may incur damage if the character is of a different alignment to the sword:

► **Lawful swords:** Inflict 1d6 damage per round to neutral characters and 2d6 per round to chaotic characters.

► **Neutral swords:** Inflict 1d6 damage per round to non-neutral characters.

► **Chaotic swords:** Inflict 1d6 damage per round to neutral characters and 2d6 per round to lawful characters.

Control

A sentient sword has its own personality and can, at times, attempt to exercise control over the person who wields it. A control check (see below) is triggered in any of the following circumstances:

► **First contact:** Upon the character first touching the sword.

► **Wounded:** When the character is reduced to half hit points or less.

► **Jealousy:** When another magic weapon comes into the character's possession.

► **Alignment difference:** Upon every use, if the sword and the character are of different alignments.

► **Special purpose:** If the sword has a special purpose: every time the special purpose is applicable. (e.g. when encountering a character or creature of the type the sword is designed to slay.)

Control Checks

When one of the aforementioned circumstances occurs, a control check is required:

1. Determine the sword's Will score:
   a. The sum of its INT and Ego.
   b. Add one for each extraordinary power the sword has.
   c. Add 1d10 if the sword and the wielder of are different alignments.
2. Determine the wielder's Will score:
   a. The sum of STR and WIS scores.
   b. If the character has less than full hit points, Will is reduced by 1d4 (or 2d4 if the character has less than half hit points).
3. Compare the Will scores. If the sword's Will score is higher, it takes control of the character's actions.

When the Sword Takes Control

The referee determines the behaviour of the character, via the sword, for example:

► **Jealousy:** Discarding other weapons, or ignoring newly discovered magic weapons.

► **Glory:** Charging into battle, in order to gain glory for the sword.

► **Surrender:** To a foe whom the sword deems either more worthy of possessing it or more susceptible to being controlled.

► **Indulgence:** Making lavish expenditures for the sword. Purchasing expensive sheaths, having jewels fitted, having enchantments and wards applied, etc. The sword may force the character to spend most of their money on such things!

Ending Control

Once in control, the sword will only release the character when the circumstance that triggered the control check is over or when the sword is otherwise satisfied.

Extraordinary Powers

Each power should be rolled on the table below. Duplicates should be re-rolled, unless noted.

Usage frequency: Unless a power's description notes otherwise, it may be used at most three times a day.

Sentient Sword Extraordinary Powers

d100	Power
01–10	Clairaudience
11–20	Clairvoyance
21–30	ESP
31–35	Extra damage (dups. allowed)
36–40	Flying
41–45	Healing (duplicates allowed)
46–54	Illusion
55–59	Levitation
60–69	Telekinesis
70–79	Telepathy
80–88	Teleportation
89–97	X-ray vision
98–99	Roll twice again on this table
00	Roll 3 times again on this table

Clairaudience

Enables the wielder to hear through the ears of another creature.

► **Activation:** The wielder must concentrate for one turn to activate this power.

► **Range:** The other creature must be within 60'.

► **Obstruction:** Lead blocks this power.

Clairvoyance

Enables the wielder to see through the eyes of another creature.

► **Activation:** The wielder must concentrate for one turn to activate this power.

► **Range:** The other creature must be within 60'.

► **Obstruction:** Lead blocks this power.

ESP

Enables the wielder to read the thoughts of another living creature.

► **Activation:** The wielder must concentrate in a specific direction to activate this power.

► **Range:** The other creature must be within 60'.

► **Comprehension:** The wielder gains an empathic understanding of the creature's thoughts.

► **Obstruction:** Lead blocks this power.

Extra Damage

Increases the wielder's strength for 1d10 rounds. While the power is active, damage inflicted by the wielder is multiplied by 4.

Duplicates

If this power is rolled more than once, the damage multiplier is increased by one for each duplicate roll.

Flying

The wielder is able to fly for up to 3 turns.

► **Movement rate:** A speed of up to 360' (120') is possible.

► **Free movement:** Is possible in any direction, including the ability to levitate and to hover in mid-air.

Healing

The sword heals damage.

► **Effect:** One point of damage is healed per round, for six rounds.

► **Usage frequency:** This power may only be activated once a day.

Duplicates

If this power is rolled more than once, the duration of the power is increased by 6 rounds for each duplicate.

Illusion

An illusion of the wielder's choosing manifests. This works in the same way as the magic-user spell *phantasmal force* (see ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*).

Levitation

Grants the wielder the ability to move up and down through the air for up to 3 turns:

► **Vertical:** The wielder mentally directs vertical movement at up to 20' per round.

► **Horizontal:** The character can push against solid objects to move laterally.

Weight: A normal amount of weight can be carried while levitating.

Telekinesis

By concentrating, the wielder is able to move objects or creatures within 120' by the power of thought.

► **Weight:** Up to 2,000 coins of weight may be targeted.

► **Movement:** The target may be moved up to 20' per round, in whatever direction the wielder wishes (including vertically).

► **Resisting:** A targeted creature may **save versus spells** to resist.

► **Duration:** Up to 6 rounds.

► **Concentration:** If concentration is broken, the target falls.

Telepathy

Enables the wielder to read the thoughts of another living creature.

► **Concentration:** The wielder must concentrate in a specific direction to activate this power.

► **Range:** The other creature must be within 60'.

► **Comprehension:** The wielder gains an empathic understanding of the creature's thoughts.

► **Bidirectional communication:** The wielder may also initiate a bidirectional telepathic communication with the creature, though it is not compelled to respond.

► **Obstruction:** Lead blocks this power.

Teleportation

The wielder is able to teleport, per the magic-user spell (see ***Magic-User Spells*** in the *Advanced Fantasy Player's Tome*).

X-Ray Vision

Allows the wielder to see through solid objects.

► **Through stone:** Sight up to 30' through stone is possible.

► **Through softer materials:** Sight up to 60' through less dense materials (cloth, water, wood) is possible. **Obstructions:** Sight through gold or lead is blocked.

► **Searching:** When used for the purpose of searching (see ***Dungeon Adventuring*** in the *Advanced Fantasy Player's Tome*), the wielder is guaranteed to notice secret doors or traps in the 10' square area being examined.

► **Concentration:** Usage requires concentration (the wielder cannot move).

► **Usage frequency:** This power may not be activated more frequently than once per turn.

Sensory Powers

Each sensory power should be rolled on the table below, with duplicates re-rolled.

Usage frequency: Unless a power's description notes otherwise, it may be used without limit.

Sentient Sword Sensory Powers

d100	Power
01–10	Detect evil or good
11–15	Detect gems
16–25	Detect magic
26–35	Detect metals
36–50	Detect shifting architecture
51–65	Detect slopes
66–75	Detect traps
76–85	Locate secret doors
86–95	See invisible objects
96–99	Roll an extraordinary power
00	Roll twice again on this table

Detect Evil or Good

The wielder can sense the intention to do evil or good within 20'. (Note: some potentially harmful things—e.g. animals, traps—are not evil.)

Detect Gems

The sword will point in the direction of any gems within 60'.

- **Count:** The wielder is also informed of the number of gems present.
- **Obstruction:** Lead blocks this power.

Detect Magic

Up to three times a day, the sword can detect magic within 20'. On command, the magic may be caused to glow.

Detect Metals

The sword will point in the direction of metal of a named type within 60'.

- **Obstruction:** Lead blocks this power.

Detect Shifting Architecture

The wielder can locate shifting walls or rooms up to 10' distant.

Detect Slopes

The wielder can sense sloped floors within 10'.

Detect Traps

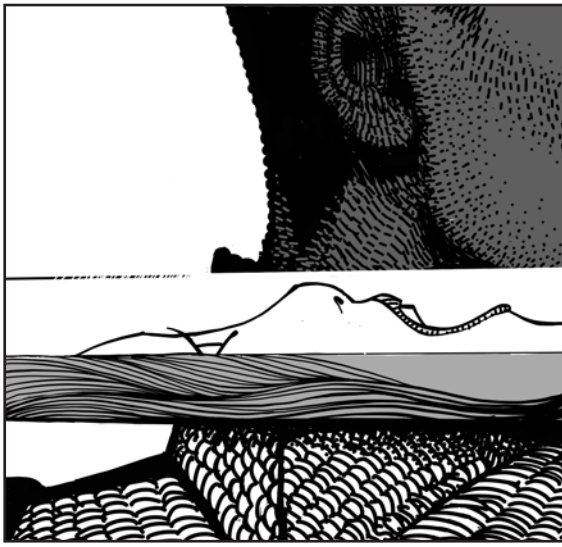
Up to three times a day, the wielder can sense traps within 10'.

Locate Secret Doors

Up to three times a day, the wielder can find all secret doors within 10'.

See Invisible Objects

The wielder can see invisible or concealed objects up to 20' distant. (This power does not reveal secret doors.)

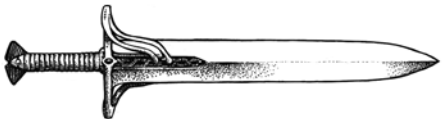


Special Purpose

Some sentient swords are also imbued with a special purpose. The purpose of such swords is typically to slay a certain type of character or creature. The purpose may be rolled on the table below, or the referee may invent others.

Sentient Sword Special Purpose

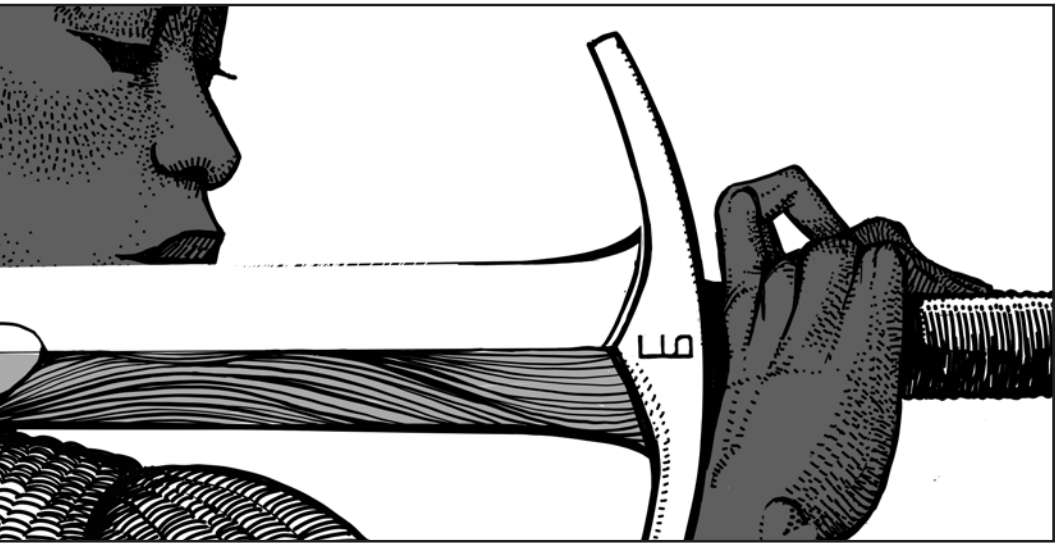
d6	Type of Target to be Slain
1	Arcane spell casters
2	Divine spell casters
3	Warriors (e.g. fighters or other primarily combat-oriented, non-spell casting classes, including non-spell casting demihumans)
4	Specific type of monster (determine randomly)
5	Lawful creatures (or chaotic creatures if the sword is lawful)
6	Chaotic creatures (or lawful creatures if the sword is chaotic)



Alignment Power

In addition to their sensory and extraordinary powers, swords of special purpose have an extra power when used to achieve their designated purpose (e.g. when attacking the enemy the sword was designed to slay). This power depends on the sword's alignment:

- **Lawful:** Chaotic foes hit by the sword must **save versus spells** or be paralysed.
- **Neutral:** The wielder gains a +1 bonus to all saving throws.
- **Chaotic:** Lawful foes hit by the sword must **save versus spells** or be turned to stone.





Indexes

Index of Tables

Attack Matrix 20
Base Town Population 15
Cube of Force: Effects by Side 163
Dungeon Encounter By Level: 1–3 132
Dungeon Encounter By Level: 4+ 133
Dungeon Setting 12
Feather Token: Type 169
Figurine of Wondrous Power: Type 170
Gem Values 150
Horn of Valhalla: Type 176
Ioun Stones: Type 179
Magic Armour and Shields 152
Magic Armour Type 153
Magic Item Type 148
Magic Potions 196
Magic Rings 200
Magic Rods, Staves, and Wands 206
Magic Scrolls and Maps 216
Magic Swords 222
Magic Sword Type 223
Magic Weapons 228
Miscellaneous Magic Items I 154
Miscellaneous Magic Items II 154
Miscellaneous Magic Items III 155
Miscellaneous Magic Items IV 155
Monster Saving Throws 20
Necklace of Fireballs: Type 183
NPC Adventurer Alignment 140
NPC Adventurer Class and Level 140
Pearl of Power: Maximum Spell Level 184
Periapt of Proof vs Poison: Bonuses 185
Random Dungeon Room Contents 13
Random Scroll Spell Level 218
Robe of Useful Items: Item Type 189
Rod of Resurrection: Charges per Use 209
Ruler Reaction By Class 142
Scarab of Chaos: Subject Behaviour 191
Sentient Sword Alignment 234
Sentient Sword Communication 234
Sentient Sword Extraordinary Powers 236
Sentient Sword Languages 234
Sentient Sword Powers 234
Sentient Sword Sensory Powers 238
Sentient Sword Special Purpose 239
Sphere of Annihilation: Control 192
Wilderness Encounter By Terrain 134
Wilderness Sub-Table 1 134
Wilderness Sub-Table 2 135
Wilderness Sub-Table B: Mountains 135
Wilderness Sub-Table C: City, Settled 136
Wilderness Sub-Table D: Desert 136
Wilderness Sub-Table F: Forest 137
Wilderness Sub-Table G: Grasslands 137
Wilderness Sub-Table J: Jungle 138
Wilderness Sub-Table L: Lake, River 138
Wilderness Sub-Table S: Swamp 139
Wilderness Sub-Table O: Ocean, Sea 139
XP Awards for Defeated Monsters 16



Index of Monsters

Acolyte 22
Amphisbaena 22
Ankheg 22
Ape, White 22
Bandit 23
Banshee 23
Basilisk 23
Bat 24
Bear 25
Beetle, Giant 26
Berserker 26
Black Pudding 26
Blink Dog 27
Boar 27
Brigand 27
Brownie 28
Brown Mould 28
Buccaneer 28
Bugbear 29
Bulette 29
Caecilia 29
Camel 29
Carcass Crawler 29
Caryatid Column 30
Cat, Great 30
Catoblepas 31
Cave Locust 31
Centaur 32
Centipede, Giant 32
Chimera 32
Cockatrice 32
Coffer Corpse 33
Couatl 33
Crab, Giant 33
Crocodile 34
Cyclops 35
Dark Creeper 35
Deep One 36
Demonic Knight 36
Dervish 37
Disenchanter 37
Djinni 38
Dog 39
Doppelgänger 39
Dragon 42
Dragon, Multichr. 45
Dragonne 45
Dragon Turtle 46
Drider 46
Driver Ant 47
Drow 47
Dryad 48
Duergar 48
Dwarf 48
Efreeti 49
Elemental 50
Elephant 51
Elf 51
Ettin 51
Eye of Terror 52
Eye of the Deep 53
Ferret, Giant 53
Fish, Giant 54
Flail Snail 55
Frog, Giant 56
Gargoyle 56
Gas Spore 56
Gelatinous Cube 57
Ghast 57
Ghost 57
Ghoul 58
Giant 58
Gibbering Mouther 60
Gnoll 60
Gnome 60
Goblin 61
Golem 62
Gorgon 64
Gorilla 64
Green Slime 64
Grey Ooze 64
Griffon 65
Gullygug 65
Hag 65
Halfling 66
Harpy 66
Hawk 66
Hellhound 67
Herd Animal 67
Hippocampus 67
Hippogriff 67
Hippopotamus 68
Hobgoblin 68
Homunculus 68
Hook Beast 69
Horse 69
Hulker 70
Hydra 70
Insect Swarm 71
Invisible Stalker 71
Jackalwere 71
Jellyfish, Giant 72
Killer Bee 72
Kobold 73
Krell 73
Lamia 74
Lamprey, Giant 74
Leech, Giant 74
Leprechaun 75
Leucrocotta 75
Lich 76
Living Statue 77

Lizard, Giant 78
Lizard Man 79
Locathah 79
Lurker Above 80
Lycanthrope 80
Malfyr 82
Manticore 82
Mantid 82
Mantis, Giant 82
Mastodon 83
Medium 83
Medusa 83
Merchant 84
Merman 84
Merrow 85
Mimic 85
Mind Lasher 85
Minotaur 88
Mule 88
Mummy 88
Mutoid 88
Mycelian 89
Neanderthal 89
Necrophidius 90
Nightmare 90
Nixie 90
Noble 90
Nomad 91
Normal Human 91
Ochre Jelly 91
Octopus, Giant 92
Ogre 92
Orc 92
Otyugh 93
Owl Bear 93
Pegasus 93
Peryton 93
Phoenix 94
Piercer 94
Pirate 95
Pixie 95
Poltergeist 95
Pseudo-Dragon 96
Pterosaur 96
Purple Worm 96
Rakshasa 97
Rat 97
Remorhaz 98
Revenant 98
Rhagodessa 99
Rhinoceros 99
Robber Fly 99
Roc 100
Rock Baboon 100
Roper 100
Rot Grub 101
Rust Monster 101
Sahuagin 101
Salamander 102
Satyr 102
Scorpion, Giant 103
Scorpionoid 103
Seahorse, Giant 103
Sea Serpent 103
Shadow 104
Shambling Mound 104
Shark 104
Shrew, Giant 105
Shrieker 105
Skeleton 105
Slithering Tracker 106
Slug, Giant 106
Snake 106
Snake Person 107
Spawn of the Worm 108
Spectre 109
Sphinx 109
Spider, Giant 110
Sprite 111
Squid, Giant 112
Stegosaurus 112
Stirge 112
Strangle Weed 113
Svirfneblin 113
Tarrasque 114
Thoul 115
Titan 115
Titanothere 115
Toad, Giant 118
Trader 118
Trapper 118
Treant 119
Triceratops 119
Triton 119
Troglodyte 120
Troll 120
Turtle, Giant 120
Tyrannosaurus Rex 121
Unicorn 121
Vampire 122
Veteran 123
Violet Fungus 123
Warp Beast 123
Wasp, Giant 123
Water Fiend 124
Water Termite 124
Weasel, Giant 125
Whale 125
Wight 126
Will-o'-the-Wisp 126
Wolf 126
Wraith 127
Wyvern 127
Xorn 128
Yellow Mould 128
Yeti 129
Zombie 129

Index of Magic Items

Alchemist's Beaker 156
Amulet Prot. vs Possess. 156
Amulet Prot. vs Scrying 156
Apparatus of the Crab 156
Arrow +1, Slaying 229
Arrow of Location 157
Bag of Devouring 157
Bag of Holding 157
Bag of Transformation 157
Book of Foul Corruption 157
Book of Infinite Spells 158
Book of Subl. Holiness 158
Boots of Dancing 158
Boots of Levitation 159
Boots of Speed 159
Boots of Tr. and Leaping 159
Bracers of Armour 159
Bracers of Defenceless. 159
Brooch of Shielding 159
Broom of Flying 159
Candle of Invocation 160
Chime of Opening 160
Chime of Ravening 160
Cloak of Defence 160
Cloak of Flight 161
Cloak of Poison 161
Cloak of the Manta Ray 161
Crossbow +1, Distance 229
Crossbow +1, Speed 229
Crossbow +2, Accuracy 229
Crystal Ball 162
Crystal Hypnosis Ball 162
Cube of Force 163
Cube of Frost Resistance 163
Cursed Scroll 216
Dagger +1, Buckle 229
Dagger +1, Throwing 229
Dagger +1, Venomous 229
Dagger +2, Biter 229
Dec. of Endless Water 163
Deck of Many Things 164
Displacer Cloak 166
Drums of Panic 166
Drums of Thunder 166
Dust of Appearance 166
Dust of Disappearance 166
Dust of Sn. and Choking 167
Efreeti Bottle 167
Elem. Summ. Device 167
Elven Cloak and Boots 167
Eyes of Charming 168
Eyes of Minuscule Sight 168
Eyes of Petrification 168
Eyes of the Eagle 168
Feather Token 169
Fig. of Wondrous Power 170
Flying Carpet 172
Folding Boat 172
Gauntlets of Ogre Power 172
Gem of Brightness 172
Gem of Monster Attr. 173
Gem of Pristine Faceting 173
Gem of Seeing 173
Girdle of Giant Strength 173
Gloves of Dexterity 174
Gloves of Sw. and Cl. 174
Helm of Align. Changing 174
Helm of Reading L. & M. 174
Helm of Telepathy 174
Helm of Teleportation 175
Horn of Blasting 175
Horn of Cave-Ins 175
Horn of Frothing 175
Horn of the Tritons 176
Horn of Valhalla 176
Horseshoes of a Zephyr 176
Horseshoes of Speed 176
Immovable Rod 207
Incense of Meditation 177
Incense of Obsession 177
Instant Fortress 178
Ioun Stones 178
Iron Flask 178
Javelin of Lightning 230
Javelin of Seeking 230
Jug of Endless Liquids 179
Libram of Arcane Power 180
Loadstone 180
Luckstone 180
Lyre of Building 180
Mace +1, Disrupting 230
Marvellous Pigments 181
Medallion of ESP 30' 181
Medallion of ESP 90' 181
Med. of Thought Proj. 181
Mirror of Life Trapping 182
Mirror of Mental Prow. 182
Mirror of Opposition 182
Necklace of Adaptation 183
Necklace of Fireballs 183
Necklace of Strang. 184
Net of Snaring 184
Oil of Insubstantiality 184
Oil of Slipperiness 184
Pearl of Power 184
Pearl of Wisdom 185
Periapt of Foul Rotting 185
Periapt of Health 185
Per. of Proof vs Poison 185
Per. of Wound Closure 185
Phylactery of Betrayal 186
Phyl. of Faithfulness 186
Phylactery of Longevity 186
Pipes of the Sewers 186
Portable Hole 187
Potion of Clairaudience 196
Potion of Clairvoyance 196
Potion of Control 197
Potion of Delusion 197

Potion of Diminution 197
Potion of ESP 197
Potion of Fire Resistance 198
Potion of Flying 198
Potion of Gaseous Form 198
Potion of Giant Strength 198
Potion of Growth 198
Potion of Healing 198
Potion of Heroism 198
Potion of Invisibility 199
Potion of Invulnerability 199
Potion of Levitation 199
Potion of Longevity 199
Potion of Poison 199
Potion of Polymorph Self 199
Potion of Speed 199
Potion of Treas. Finding 199
Protection Scroll 217
Purse of Plentiful Coin 187
Restorative Ointment 187
Ring of Contr. Animals 200
Ring of Contr. Humans 200
Ring of Contr. Plants 201
Ring of Delusion 201
Ring of Djinni Summ. 201
Ring of Fire Resistance 201
Ring of Invisibility 202
Ring of Protection 202
Ring of Regeneration 202
Ring of Spell Storing 202
Ring of Spell Turning 202
Ring of Telekinesis 203
Ring of Water Walking 203
Ring of Weakness 203
Ring of Wishes 203
Ring of X-Ray Vision 203
Robe of Blending 188
Robe of Eyes 188
Robe of Powerlessness 188
Robe of Scint. Colours 188
Robe of the Archmagi 189
Robe of Useful Items 189
Rod of Absorption 207
Rod of Cancellation 207
Rod of Captivation 207
Rod of Lordly Might 208
Rod of Parrying 208
Rod of Resurrection 209
Rod of Striking 209
Rope of Climbing 190
Rope of Entanglement 190
Rope of Strangulation 190
Rug of Suffocation 190
Saw of Felling 191
Scarab of Chaos 191
Scarab of Death 191
Scarab of Protection 191
Scarab of Rage 192
Sh. Sword +2, Quickness 223
Sling Bullet +1, Impact 230
Spade of Mighty Digging 192
Spear –1, Backbiter 230
Spell Scroll 218
Sphere of Annihilation 192
Staff +1, Growing 230
Staff of Commanding 210
Staff of Dispelling 210
Staff of Healing 210
Staff of Power 211
Staff of Snakes 211
Staff of Striking 211
Staff of Swarming Insects 212
Staff of the Healer 212
Staff of the Woodlands 213
Staff of Withering 212
Staff of Wizardry 212
Sweet Water 193
Sword +1, Dragon Slayer 223
Sword +1, Energy Drain 223
Sword +1, Flaming 224
Sword +1, Frost Brand 224
Sword +1, Giant Slayer 225
Sword +1, Light 225
Sword +1, Locate Objects 225
Sword +1, Luck Blade 225
Sword +1, Sharpness 225
Sword +1, Sun Blade 225
Sword +1, Wishes 226
Sword +1, Wounding 226
Sword +2, Charm Person 226
Sword +2, Dancing 226
Sword +2, 9 Lives Stealer 227
Sword +2, Venger 227
Sword +2, Vorpal 227
Sword +3, Defender 227
Sword +3, Holy Avenger 227
Sword –1, Berserker 223
Talisman of the Sphere 193
Treasure Map 219
Trident +1, Fish Comm. 231
Trident +1, Submission 231
Trident +2, Warning 231
Trident –2, Yearning (Cursed) 231
Vacuous Grimoire 193
Wand of Cold 213
Wand of Enemy Detect. 213
Wand of Fear 213
Wand of Fire Balls 214
Wand of Illusion 214
Wand of Lightning Bolts 214
Wand of Magic Detect. 214
Wand of Magic Missiles 214
Wand of Metal Detection 214
Wand of Negation 214
Wand of Paralysation 215
Wand of Polymorph 215
Wand of Radiance 215
Wand of S. Door Detect. 215
Wand of Summoning 215
Wand of Trap Detection 215
War Ham. +3, Thrower 231
War Ham. +3, Thunder. 231
Well of Many Worlds 193



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Adventuring

Ability Checks: Roll 1d20

Result: Lower or equal = success.

Difficulty: –4 (easy) to +4 (very difficult).

1s and 20s: 1s always pass, 20s always fail.

Falling

Falling from a height onto a hard surface inflicts 1d6 damage per 10' fallen.

Healing

Natural: 1d3hp per day of complete rest

Magical: Takes effect instantaneously. May be combined with natural healing.

Hiring Retainers: Roll 2d6

CHA modifier: Of hiring PC applies.

Generosity: –2 to +2, based on offer.

Bad reputation: –1 or –2.

Retainer Hiring Reactions

2d6	Result
2 or less	Ill will (–1 to further rolls)
3–5	Offer refused
6–8	Roll again
9–11	Offer accepted
12 or more	Offer accepted, +1 loyalty

Saving Throws: Roll 1d20

Result: Higher or equal = save succeeds.

Encumbrance

Treasure Encumbrance in Coins

Treasure	Weight in Coins
Coin (any type)	1
Gem	1
Jewellery (1 piece)	10
Potion	10
Rod	20
Scroll	1
Staff	40
Wand	10

Basic Encumbrance

	Movement Rate	
Armour Worn	Without Treasure	Carrying Treasure
Unarmoured	120' (40')	90' (30')
Light armour	90' (30')	60' (20')
Heavy armour	60' (20')	30' (10')

Detailed Encumbrance

Encumbrance	Movement Rate
Up to 400 coins	120' (40')
Up to 600 coins	90' (30')
Up to 800 coins	60' (20')
Up to 1,600 coins	30' (10')

Coin Conversion Rates

	1 pp	1 gp	1 ep	1 sp	1 cp
Value in pp	1	1/5	1/10	1/50	1/500
Value in gp	5	1	1/2	1/10	1/100
Value in ep	10	2	1	1/5	1/50
Value in sp	50	10	5	1	1/10
Value in cp	500	100	50	10	1

Dungeons

Sequence Per Dungeon Turn (10m)

1. **Wandering monsters**
2. **Party decides course of actions**
3. **Description:** The referee describes what happens.
4. **End of turn:** Update time records, checking light sources, spell durations, rest.

Wandering Monsters

Chance: Typically 1-in-6 every 2 turns.

Doors

Listening: Base 1-in-6 chance of success.

Shutting: Doors may close after PCs pass.

Stuck: Chance of forcing depends on STR. Failed attempt alerts monsters.

Movement

Exploring the unknown: Characters move their movement rate per turn.

In familiar areas: Referee may allow a faster movement rate.

Resting

Frequency of rest: One turn every hour.

Penalty: –1 to hit and damage rolls.

Searching: 1-in-6 Chance

Area: Particular 10' × 10' area.

Time: Searching takes one turn.

Traps

Chance of triggering: 2-in-6 chance when PC makes action that could trigger.

Types: Room trap, treasure trap. PCs can find room traps by searching.

Wilderness

Sequence Per Wilderness Day

1. **Party decides course of travel**
2. **Losing direction**
3. **Weather:** When waterborne.
4. **Wandering monsters**
5. **Description:** The referee describes the regions passed through and any sites of interest, asking players for their actions as required.
6. **End of day:** Update time records, checking rations, spell durations, rest.

Losing Direction: Roll 1d6

Clear, grasslands: 1-in-6.

Barren, hills, mountains, woods: 2-in-6.

Desert, jungle, swamp: 3-in-6.

Wandering Monsters

Frequency: Typically rolled once per day.

City, clear, grasslands, settled: 1-in-6.

Air, barren, desert, forest, hills: 2-in-6.

Jungle, mountains, swamp: 3-in-6.

Finding Food

Foraging: Performed alongside travel. 1-in-6 chance of food for 1d6 humans.

Hunting: Sole activity of day. 1-in-6 chance of encountering animals.

Movement

Miles/day: Base movement rate ÷ 5.

Broken, desert, forest, hills: 33% slower.

Jungle, mountains, swamp: 50% slower.

Maintained roads: 50% faster.

Forced march: 50% faster, rest 1 day after.

Resting

Frequency of rest: One day out of seven.

Penalty: –1 to hit and damage rolls.

Encounters

Encounter Sequence

1. **Surprise**
2. **Determine encounter distance**
3. **Initiative:** Unsurprised sides only.
4. **Actions:** Any sides that are not surprised decide how they will respond to the encounter. The encounter is played out accordingly.
5. **Conclusion:** One turn has passed.

Surprise: Each Side Rolls 1d6

Result: 1 or 2 = surprised.

Encounter Distance

Dungeon: 2d6 × 10 feet.

Wilderness or waterborne: 4d6 × 10 yards (1d4 × 10 yards with surprise).

Initiative: Each Side Rolls 1d6

Result: Highest acts first.

Ties: Either roll again or resolve actions on both sides simultaneously.

Slow weapons: Always act last in round.

Monster Reactions: Roll 2d6

CHA modifier: Of interacting PC applies.

Monster Reaction Roll

2d6	Result
2 or less	Hostile, attacks
3–5	Unfriendly, may attack
6–8	Neutral, uncertain
9–11	Indifferent, uninterested
12 or more	Friendly, helpful

Combat

Sequence Per Combat Round (10s)

1. **Declare spells and melee movement**
2. **Initiative:** Each side rolls 1d6.
3. **Winning side acts:**
   a. **Monster morale**
   b. **Movement**
   c. **Missile attacks**
   d. **Spell casting**
   e. **Melee attacks**
4. **Other sides act:** In initiative order.

Morale: Roll 2d6

Result: Higher than morale score: monster surrenders or flees.

When to check: First death on side; side half incapacitated.

Morale scores of 2 or 12: Score of 2: Never fights (unless cornered). Score of 12: Never checks morale.

Movement in Melee

Fighting withdrawal: Move backwards at up to half encounter movement rate.

Retreat: Flee at full encounter movement rate. Cannot attack, opponent gains +2 bonus to hit, ignoring shield bonus to AC.

Missile Attacks (>5′ Away)

Range: Short: +1 to hit; Long: –1 to hit.

Partial cover: –1 to –4 to hit.

Spell Casting

Sole action: No move or other action.

Disrupting: If caster is hit or fails a save, the spell being cast is lost.

Attacking: Roll 1d20

Modifiers: Melee: STR modifies attack and damage. Missile: DEX modifies attack.

1s and 20s: 1s always miss, 20s always hit.

Attack Matrix

		Attack Roll to Hit AC												
Monster HD	**THAC0**	**–3**	**–2**	**–1**	**0**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
Normal H	20 [–1]	20	20	20	20	19	18	17	16	15	14	13	12	11
Up to 1	19 [0]	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ to 2	18 [+1]	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ to 3	17 [+2]	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ to 4	16 [+3]	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ to 5	15 [+4]	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ to 6	14 [+5]	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ to 7	13 [+6]	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	12 [+7]	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	11 [+8]	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	10 [+9]	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	9 [+10]	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	8 [+11]	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	7 [+12]	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	6 [+13]	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ or >	5 [+14]	8	7	6	5	4	3	2	2	2	2	2	2	2

Monster Saving Throws

Hit Dice	Death	Wands	Paralysis	Breath	Spells
Normal Human	14	15	16	17	18
1–3	12	13	14	15	16
4–6	10	11	12	13	14
7–9	8	9	10	10	12
10–12	6	7	8	8	10
13–15	4	5	6	5	8
16–18	2	3	4	3	6
19–21	2	2	2	2	4
22 or more	2	2	2	2	2

Damage

PCs: 1d6 (optional rule: by weapon).

Melee: STR modifies damage.

Monsters: Indicated in description.

Minimum damage: At least 1.

Death: At 0 hit points or less.

Common Combat Situations

Attacks from behind: Ignore shield AC.

Blind characters: Cannot attack.

Paralysed characters: Can be automatically hit (just roll damage).

Unarmed attacks: 1d2 damage, modified by STR.