



Simulacrum

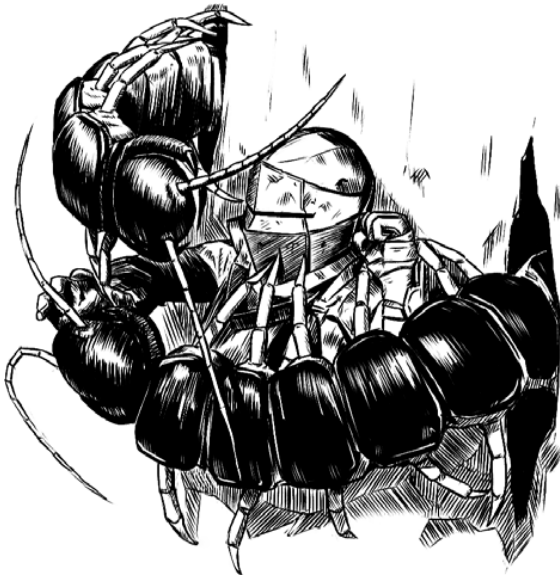
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INTRODUCTION

The *GM's Manual* is designed as a supplement to the *Simulacrum Player's Manual (SPM)* specifically for gamemasters. Nothing here need be referenced by players. The book assumes that you're familiar with the rules in the *Player's Manual* and provides material for a GM to add on to that book.

- ❖ Chapter I provides commentary on many of the rules in the *Player's Manual*, explaining the assumptions behind them so that you can use them to their best effect.
- ❖ Chapters II and III are your classic GM's material: treasure and monsters, respectively.
- ❖ Chapter IV provides a general grab-bag of GM-centred rules that didn't belong in the *Player's Manual*.
- ❖ Chapter V provides the material needed to properly run encounters—especially outdoor encounters—and to make them more varied.
- ❖ Chapter VI gives you the tools needed to convert material from most other old-school editions and their offshoot systems.



What this book doesn't provide is more general material on how to run an old-school campaign. That's because it's an enormous and varied topic, and there's no way that the space I have available can do it justice: you could fill a book this size with only that and still be woefully short. As such, the game largely assumes that you already understand the broad principles of old-school play.

For those of you interested in more specific, rules-agnostic analysis of the style of play that the Old-School Renaissance (OSR) attempts to recapture, there are three major “primers” in the field, free to download:

- ❖ Chris Gonnerman's *The Role-Playing Game Primer and Old School Playbook* (very introductory)
- ❖ David Perry, ed., *Principia Apocrypha* (broad principles)
- ❖ Matthew Finch's *A Quick Primer for Old-School Gaming* (compares old and newer playstyles)

These all differ on matters of emphasis, and are by no means all-encompassing. You may feel that some of the advice is outright wrong, or at least not suitable for the campaign you have in mind. And as with any game, the personality and goals of the GM and players both will have a major effect on how a campaign is run, over and above any broad principles and the ruleset chosen.

Furthermore, there are several solid webposts that provide good foundational advice on some core OSR concepts:

- ❖ **Bryce Lynch's Adventure Design Tips Summarized and Explained (Mark 2)**
<https://into-the-dark-rpg.blogspot.com/2016/07/bryce-lynchs-adventure-design-tips.html>
- ❖ **C is for Choices, Context, and Consequence**
<https://ravencrowking.blogspot.com/2011/05/c-is-for-choices-context-and.html>
- ❖ **Combat as Sport vs. Combat as War**
<https://www.enworld.org/threads/very-long-combat-as-sport-vs-combat-as-war-a-key-difference-in-d-d-play-styles.317715/>
- ❖ **Don't Prep Plots**
<https://thealexandrian.net/wordpress/4147/roleplaying-games/dont-prep-plots>
- ❖ **Fixing the Quantum Ogre**
<https://dreamsinthelichhouse.blogspot.com/2011/09/fixing-quantum-ogre.html>
- ❖ **Jaquaying the Dungeon**
<https://thealexandrian.net/wordpress/13085/roleplaying-games/jaquaying-the-dungeon>
- ❖ **On the Oracular Power of Dice**
<https://grogardia.blogspot.com/2008/04/on-oracular-power-of-dice.html>
- ❖ **Thoughts Regarding Character Mortality and Old School Dungeons and Dragons**
<https://dungeonofsigns.blogspot.com/2013/04/thoughts-regarding-character-mortality.html>
- ❖ **XP for Loot in D&D**
<https://talesoftheramblingbumblers.com/2012/05/26/xp-for-loot-in-dd/>

CHAPTER I: SYSTEM ASSUMPTIONS

In this chapter we'll look at some of the assumptions *Simulacrum* makes and why, so that you can understand not just how the rules work, but what they're trying to do. That way, if you're tempted to change anything you'll be armed with an understanding of underlying goals and issues.

ALIGNMENT

It is common to run alignment as a personal ethical compass, with good and evil being equated with modern equivalents. This approach is the easiest to relate to and thus roleplay, but tends to encourage anachronistic behaviour and can easily break down when closely scrutinized. The approach also tends to minimize the larger “cosmic forces” aspect that alignment is actually meant to represent.

Unaligned serves to separate the uncommitted masses from the fervent true believers. It is also a good choice for players who find the concept of alignment tedious. A GM will need to determine which races enjoy free will (i.e. can choose a variety of alignments) and which are made in their creator's image and so are unable to stray from that (i.e. a fixed alignment for all members of that race, without exception).

To capture the feeling of the literature that old-school games drew upon—primarily Poul Anderson's *Three Hearts & Three Lions* and Michael Moorcock's *Elric of Melniboné* saga—it is suggested that you work to ensure Law and Chaos are the equal of Good and Evil. In other words, they should be valid choices in and of themselves (which is why the system has them as selectable on their own). Law is not a synonym for good, but for order, while Chaos is not a synonym for evil, but for change everlasting. Each may utilize good or evil to achieve its ends. Each is a powerful, independent force on its own.

ARCHETYPES

Classic fantasy RPG archetypes can be created using the following abilities:

- ❖ **Arcanist (warrior style):** Ranger, Paladin
- ❖ **Anointed (feat):** Cleric, Paladin
- ❖ **Fieldcraft (feat):** Druid, Ranger
- ❖ **Lockpicking (feat / skill):** Thief
- ❖ **Martial Artist (feat):** Monk

DOORS

The system doesn't mandate a default difficulty for forcing a door, but traditionally doors were always Hard (14+) to force.

Remember when choosing a default difficulty for opening doors that a crowbar lowers the difficulty by one level.

DYING

PCs are tougher in *Simulacrum*. This is meant to compensate for lower numbers of PCs, rather than just being a boost. But all the same, the assumption is that some characters will die, though this is not so much seen in the ruleset as in the wider culture of old-school play.

It's important to note that the higher lethality of old-school play comes not from GMs determined to see the party dead (which is just bad GMing), but from the removal of any determination to keep the party *alive*, coupled with an understanding that PC death is not a thing that only bad GMs allow. That PC death is acceptable is not the same thing as the GM being out to get you. The GM is presumed to be neutral, letting the dice fall where they may.

RISE FROM YOUR GRAVE

There are no spells that raise the dead in the default spell list. This is part of a general preference for low fantasy on my part, but also because the list in general tries to avoid the most world-changing of spells in the interests of setting neutrality. Nonetheless, the result is much harsher than tradition, where if death was common, at least it was solvable, presuming you had the large sums of coin required or a PC cleric of at least 7th level or so (and the intact corpse—not always a given).

Campaign Matter: To return to a traditional playstyle, GMs may wish to re-add *Raise Dead* as a 5th (or even 6th) level necromantic spell. Alternatively, the spell can be cast by NPC mages (for a hefty sum), but is never learnable by PCs. Regardless of the source of any resurrection, each instance should permanently drain either a Con point or a Will point.

REJOINING THE GAME

If a character dies permanently, their replacement character can begin at whatever level the GM desires. There is no universally agreed upon practice here: some mandate level 1 without exception, others allow a new PC to start with half the XP of the character it is replacing, and still others make its level equal to the lowest-level surviving PC in the party.

Note that, as XP requirements scale markedly by level, it is relatively easy to close large level gaps. For example, a level 1 PC could easily gain enough XP to reach 2nd level after a single session of play with a group of 4th level or higher.

How new characters join the party is up to the GM as well. A common tradition is elevating a retainer to PC status, as that gives a plausible reason for a hardened adventurer to be immediately on-hand and for the rest of the party to have established at least a modicum of trust with the character. If a retainer is promoted to PC status, their PC level should be the same level they had before promotion.

ENCOUNTERS & COMBAT

Here we'll take a closer look at some of the subsystems that make up combat, so that you can better present challenges to the party.

REACTION & MORALE

The Reaction (see p. 93) and Morale rules can't be emphasized enough. Encounters using these rules are radically different (and better) than those without.

Modern games often assume that every combat is one meant to occur, and meant to be won. Old-school games do not share this attitude. The Reaction rules ensure that not every encounter will be a battle, and the Morale rules ensure that not every battle will be a fight to the finish. Old-school play is notorious for its higher levels of lethality, but these mechanics together help mitigate some of these aspects, and if you ignore them you're making things harsher than they were ever intended to be.

In terms of the Reaction rules, just because an encounter occurs doesn't mean that it will automatically be hostile. There is a 42% chance of encountering something immediately hostile or most likely to be hostile, rising to 72% if the creatures are evil. But even if the encounter is with an evil, combative creature, there is no guarantee that this particular creature doesn't have something else on its mind, reflected by a non-hostile result on the Reaction Table. It's assumed that such results are roleplayed out, giving a GM the opportunity to establish relationships between characters and an area's denizens. Player actions matter here: if they want to be friendly with orcs or gnolls, it's possible and even potentially beneficial beyond the immediate gain of avoiding a combat.

In terms of the Morale rules, a key effect beyond reducing lethality is reducing potential tedium, by making it likely that a party that's sure to win an encounter doesn't have to slog through every last round of it. Just as important, however, is how the Morale rules reward clever tactics, and so encourage players to come up with them. A GM should trigger Morale checks for enemies if players can think of something especially shocking, horrifying, or threatening. For example, a sudden use of fire is excellent for driving off wild animals; a desperate drive to kill the orcish warband leader could put the entire band to flight if it succeeds. All this is much more interesting than lining up and slugging it out to the death yet again.

ATTACK BONUSES VS. ARMOUR CLASS

Melee-focused characters (i.e. all warriors, as well as mages who took the battlemage option) gain a +1 attack bonus every level. Other than the offensive stance, this is it for attack bonuses outside of situational modifiers and magical gear. Having few attack bonus sources is deliberate: juggling too many modifiers bogs a game down, and attack bonuses coming from many different sources make it harder to assume

an average party baseline. This means that every attack bonus a weapon or other piece of gear gives is a meaningful one, so (random treasure aside) these should be distributed carefully.

While a GM can make pre-placed encounters as easy or as difficult as they like, they should be careful not to choose opponents that are extremely difficult to hit. Once in a while this can be memorable, but rolling misses all combat is dull: you can find much better ways to make an enemy interesting besides making them nigh-unhittable (e.g. minions, special abilities, interesting gear). If you just want to improve the statistical time a creature will survive in combat, Hit Point increases are the better path, since the result is effectively the same but being able to hit means that the players will at least have the feeling that they're accomplishing something.

Below is a table that shows you what AC an attacker will hit 60% of the time (8+) and 40% of the time (12+) for any given attack bonus, to help you plan your fixed encounters. Assuming target AC 0, the equivalent Fighter level from the two biggest old-school editions—B/X (with Mentzer for levels above 13) and 1st ed Advanced—for any given *Simulacrum* attack bonus is also provided, to help convert older material.

Attack Bonus	AC: 60% Success	AC: 40% Success	Equiv. Basic / Adv. Fighter Lvl
+1	9	13	1st / —
+2	10	14	— / 3rd
+3	11	15	4th / —
+4	12	16	— / 5th
+5	13	17	
+6	14	18	7th / 7th
+7	15	19	
+8	16	20	10th / 9th
+9	17	21	
+10	18	22	13th / 11th
+11	19	23	16th / —
+12	20	24	— / 13th
+13	21	25	19th / —
+14	22	26	— / 15th
+15	23	27	22nd / —
+16	24	28	— / 17th
+17	25	29	25th / —
+18	26	30	28th / —
+19	27	31	
+20	28	32	

A +20 attack bonus would only be possible by the greatest of combatants, armed with the greatest of weaponry (a warrior or battlemage of 15th level or higher, armed with a +3 weapon, and taking an offensive stance or other situational modifiers). For monsters, a creature would have to have 30 Hit Dice, a value held by only the greatest of demon princes.

WARRIOR DAMAGE SCALING

Remember that PC damage scales as they climb in levels. At each name level a warrior gains an extra weapon damage die. The table below gives the average damage per round dealt by a warrior, again using the same 60% / 40% chance to hit split as with the section prior. The number to the left of the slash is for a medium weapon, while to the right is for a large weapon.

Warrior Level	Damage: 60% Success	Damage: 40% Success
1-4	2.7 / 5.1	1.8 / 3
5-9	4.8 / 7.2	3.2 / 4.8
10-14	6.9 / 9.9	4.6 / 6.6
15-19	9 / 12.6	6 / 8.4
20	11.1 / 15.3	7.4 / 10.2

This doesn't account for the offensive combat stance, potential shield bashes from being a brawler, or lost damage from overkill attacks. But it should serve to give GMs a rough idea of player damage capacities, and so help them plan their fixed encounters accordingly.

ENVIRONMENT VS. NARRATIVE

In general, OSR combat is heavily abstracted. Hit Points are a vague agglomeration of physical hardiness, luck and divine favour—sometimes “meat points”, sometimes not—while Armour Class is at once physical protection and nimbleness and magic. As such, it is suggested you resist the siren song of “realism”, as attempting to graft realistic combat elements onto an abstracted core often winds up with an ugly, unsatisfying slurry of the two. It's better to accept that you're dealing with an abstraction and use that to your advantage, rather than fight against the system's fundamental nature.

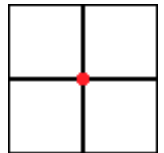
Along those lines, in combat situations it is heavily encouraged to let players take advantage of the environment. Just because there's no rule formally allowing something does not mean it can't be done: quite the opposite. The Task system in particular is there to allow you adjudicate such things. If one wants to pick up a table and charge a tightly packed group of foes in the hopes of bowling them over, allow it: make up the AC (or Task difficulty) to be rolled against, and apply any penalties you feel are necessary (though not to excess, or you'll make such tactics feel pointless). You may even want to prod your players into trying such, just to reinforce that such things are possible. Forcing Morale rolls on the enemy as the result of clever tactics is one good means of encouragement.

However, it is strongly suggested that you don't let players take advantage of the narrative. That is to say, things like “I want to make a called shot at his head” or “I want to trip / disarm them”: tactics that come not from manipulating the environment but from manipulating the story. Part of the nature of abstracted combat is that you're already doing your

best to defeat the enemy, which the loss of their last Hit Points represents. Getting there, though, could take a hundred forms (such as, say, landing that shot to the head you've been angling for all combat, or managing to disarm or trip your foe and run him through). Narrative-based tactics are usually just a way of saying “I want a shortcut to victory”. Some GMs permit this, applying what they feel are appropriate penalties. However, this is very difficult to get right, as if it works it often short-circuits the entire combat process by leading to quick victory; applying sufficient penalties to not make it the go-to tactic while at the same time not making it impossible is no easy thing, and getting it wrong can derail your whole game.

SMALL NOTES

Area-Effect Attacks: It's up to the GM whether a missed attack of this sort (other than fire oil) has no effect, or instead scatters to a new location and goes off there. To resolve a scatter, roll 1D8, with “1” indicating the next grid intersection point north (at 12 o'clock), and proceeding clockwise from that point.



Blinded: The blinded penalty also applies when without light. Creatures that rely on non-visual senses only suffer the penalty if their primary sense is “blinded”.

Escaping an Encounter: The abstracted nature of these rules means that the GM need not track exact movement and locations on a round-by-round basis. However, once a pursuit is over (especially in a closed environment like a dungeon), the GM must decide where the party winds up at the end of it.

If the players are being pursued and throw down food, in the original edition monsters were distracted by this 90% of the time if unintelligent (Nil or Animal), 50% if semi-intelligent (Semi or Low), and only 10% if intelligent. Halve these rates if using iron rations, which are less appealing than fresh ones.

Sleeping in Armour: The rules give time to don armour, but by the book there's no penalty for sleeping in it, since night attacks are relatively common and so it would be very easy to discourage overland travel by applying such penalties. It can be assumed that while sleeping in armour is not the most restful, for relatively short bursts of adventuring a character is fine. Even applying light fatigue for sleeping in heavy armour winds up being a special penalty applied just to the warrior.

Space Restrictions: A GM may penalize or even forbid the use of a weapon without the space to properly wield it. Indoors, polearms and especially pikes often suffer from this.

Two-Weapon Fighting: Yes, this is worded correctly—like a shield, but worse. Its presence is meant to cover the possibility of dual-wielding rather than intended to make it a key fighting tactic. However, it has clear use in situations where a combatant wants to wield two weapons due to their differing properties, has lost their shield, or finds it impractical to carry a shield around or at the ready (such as in many urban settings).

EXPLORATION

The rules for exploration are intended to manage dungeon exploration specifically.

Cautious movement (i.e. the default rate) is incredibly slow—about 1/25th of a normal walking pace (which is 300 feet a minute on average). This is because it's assumed that the party is both mapping their progress and being careful—constantly looking around, listening for approaching danger, trying to minimize their own noise—knowing that they're in a hostile environment. For this reason, there's no need for the party to specify that they're trying to be quiet, are keeping an eye out for danger, are checking the ceiling for ambushes, are listening for loud noises, and other such basic cautions, all of which would be incredibly tedious to constantly state. The rules assume this is already being done. Only if the party specifies that they want to speed up is this no longer taken for granted—hence the host of penalties applied as a result.

MARCHING ORDER

If using a dungeon map made by someone else, you'll need to check its scale notes to see if it uses 5-foot squares or 10-foot squares, as this completely changes the marching order. With 10-foot squares, the marching order is in twos, while with 5-foot squares the party must march single-file if they want to be able to fight and react to threats properly.

THE 15-MINUTE ADVENTURING DAY

A common problem (and assumption) of dungeon exploration is the idea that a party should go in, use their renewable resources (primarily spells) as fast as possible in every fight, and stop for the day when these are close to depleted. The party then rests in safety, restores everything, and returns to the adventure when fully healed and all spells are back. There are several things that work to dissuade this style of play.

The most basic is remembering to run an area's inhabitants properly. If an intruder came into your home, beat up your family, stole your stuff, and then took a nap in the spare bedroom, you wouldn't ignore him until he came out! The heart of the 15-minute adventuring day problem is the assumption that a party can smash around a place, then hole up in a cleared room and rest safely when desired. Full-bore assaults can easily set an area on high alert, and if the players surrender their momentum by hunkering down, the affected denizens may assemble in force there to confront them.

Even if the players manage to be quiet, there are usually also wandering monsters. Checked for every half-hour on average, these are assumed to not just be wandering, but poking about, investigating, hunting, and otherwise leading their lives. For some creatures, especially unintelligent ones, a closed door is enough to ward them off (though slimes and such are happy to travel under doors, especially if they sense food on the other side). However, other creatures might want

to try and open that door. If the players have spiked it closed (a noisy process), that might deter the creatures, or it might make them curious enough to try and bash down the door; they might just be randomly exploring, or they might be familiar with the area and curious as to why this previously open door is now sealed. Intelligent creatures might even light a fire outside the room and try to smoke out what's inside.

With constant interruptions from the above, the players' chance of actually getting meaningful rest is low. It can be assumed that a night attack in the wilderness does not prevent getting adequate rest for spell prep purposes (since night rest in the wilderness is generally abstracted), but with dungeon exploration and its turn-by-turn tracking and multiple random encounter rolls they have about an 80% chance of being interrupted before the five hours of uninterrupted rest required to prepare spells has passed, and even one combat means no natural healing that day either.

As such, resting in a dungeon is typically a high-risk maneuver, and should be understood as such. It is assumed players will explore a dungeon until they feel they've gone as far as they can and then head back to town, leaving something in the tank for the often-dangerous trek through the wilderness back to civilization. They may choose otherwise, but this is a dangerous choice and the results are on them.



LEVEL PROGRESSION

To some degree the experience point advancement values given are arbitrary, since even with hard XP metrics the players can advance as fast or as slow as you like: you need only place the appropriate treasure required.

However, in terms of level progression, old-school games (an occasional Monty Haul campaign aside) were much slower than modern games. 1981's Basic recommended moving from 1st to 2nd level after three or four sessions. Gygax suggested a rough average of six sessions per level (*The Strategic Review* #7, April 1976): fewer early on, but more at the higher levels. As such, for an old-school experience, aim for a level every four to six sessions (about two to three years of weekly play to reach 20th level). You may wish the rate to be a bit quicker early on, before tapering off past the first name level, but the game should not power through the lower levels.

Remember that a character can gain no more than one level per session. If a character was close to levelling before striking the motherload or after leaving civilization for a long time and thus would go up two levels, they instead advance only one level, and then gain enough experience points to be 1 XP short of their next level; the leftover XP is lost.

LIGHT & DARKNESS

Light is extremely important in old-school games. The game is heavily directed towards dungeon-crawling, and exploring underground requires the ability to see where you're going.

In *Simulacrum*, carrying around light sources is even more important because no player race has infravision or darkvision, and because the *Continual Light* spell does not exist. Players must rely on readily exhaustible light sources to get by.

Torchbearers are a popular choice for parties looking to keep their hands free and item points low. There are two ways to handle them: as retainers, or as hired help. Retainers are willing to engage in combat and in general are more capable, but cost more and take XP from the party. Hired help costs very little, but players get what they pay for: these sorts of torchbearers will not fight, cannot defend themselves, and will generally do nothing but carry light. They also tend to have worse Morale thresholds (see *NPC Morale*, p. 88).

... AND FULL OF TERRORS

Player light sources may be temporarily extinguished by water hazards, enemy spellcasters with *Darkness*, and so on (intelligent enemies are quite fond of targeting the light sources of surface dwellers).

Combat in the dark is quite deadly. The attack penalty for fighting blind is -4, which is bad but manageable. At the same time, even moderately intelligent enemies will realize that the party is fighting blind and act accordingly, focusing on ranged attacks when possible. Players not only can't return fire, but cannot cast many spells, as many require being able to see a

target (even area of effect spells require you to be able to see a target point to centre the spell on). Since the players are blind, enemies can also disengage from combat whenever they feel like: they cannot be locked in melee unless surrounded. Players should also not be able to Guard anyone they're not directly next to, or in general make plans or use combat tactics that rely on knowledge of their surroundings.



Worse yet, due to disaster or poor planning, players may run out of light altogether. At that point further exploration is impossible; the only question at that point is whether or not the party can make it out alive. How a GM handles the party's attempts to navigate their way to safety is up to them, but no matter what, it should be dangerous.

One potential option is to automate the resulting escape attempt by rolling on a table, sometimes called a Table of Despair. This can be cruel in leaving the party's life to the whims of the dice, but does get across the difficulty and sheer horror of being utterly blind and surrounded by foes. Here is one such table; feel free to modify as desired:

2D6 Result	Party's Fate
2	Consumed by underworld denizens
3	Enslaved by dwellers below
4-6	Staggers to safety, but all spendable treasure carried is lost during the desperate flight
7-8	Staggers to safety, but the denizens below have their scent and refuse to give up the chase
9-10	Discover a stash of 3D6 torches
11	Somehow emerge unscathed
12	Emerge unscathed and clutching treasure

Alternately, you can run it as-is. This can easily be frustrating, as available options generally amount to "You are utterly blind; here are the directions you can stumble towards", with the only information available being sound and smell.

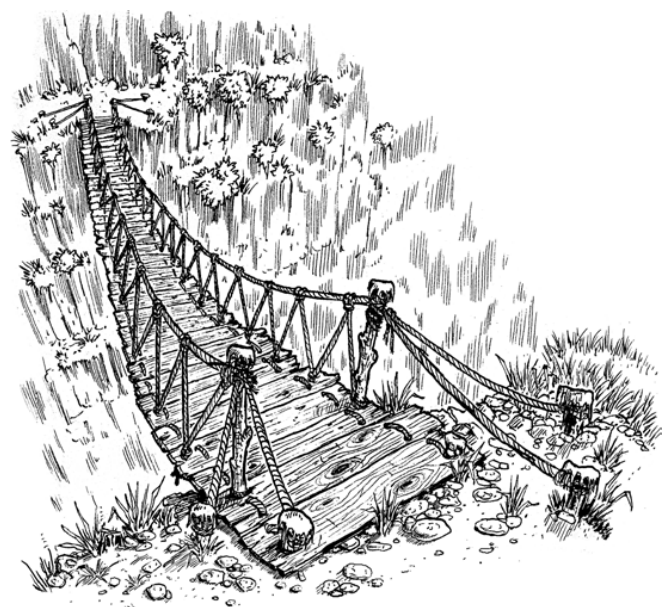
The standard exploration move rate is already extremely slow. However, the GM might wish to reduce this even further, by half (60 feet per turn). If mapping is being used, players should no longer be able to consult their map.

OVERLAND MOVEMENT

If you want to have travel matter, you'll need to ensure that points the players will wind up journeying to are at least a day's march away from the PC's base camp (i.e. 5 or more hex points distant). This ensures a decent amount of travel back and forth, and the necessity of camping out in the wilderness.

HEXCRAWL DESIGN

A six-mile hex is a big chunk of land: just over 31 square miles, or almost 20,000 acres. That's plenty of room for each hex to have a variety of interesting features, which is key, because running a hexcrawl requires that you have enough meaningful content in your hexes to give the players a land filled with adventure. Otherwise, they will rapidly grow bored and look for the familiar structured play of a dungeon.



However, wandering monsters are not such content. Just as no dungeon consists solely of rolls on a wandering monster table, a hexcrawl needs to have something more.

Similarly, survivalism—meaning weather, watches or other segmentation of the day, hunting, fishing, foraging, crafting, and natural disease—is also not content. The implementation and tracking of survival elements tends to become its own minigame but does not cause players (even those that like that sort of thing—not a given) to want to actually *do* something wilderness-related. And even if one finds the logistical and other challenges of survivalism interesting, you still need a reason for the players to deal with them in the first place. In other words, there must be something out there in the wilderness that's worth trying to survive to get to.

Hex features are actual hexcrawl content. These are the equivalent of rooms in a dungeon.

The most important question by far when designing a hex feature is “how do the players interact with it?” Avoid too many hex features that may be interesting to read, are more intriguing than standard set dressing, but are ultimately just descriptive. For example, “you come across a towering jet-black statue, 30 feet tall and covered in glowing green eldritch runes”. If that statue doesn't do anything, then it's likely to be puzzled over for many fruitless, frustrating minutes.

Another type of poor hex feature is the kind that can theoretically be interacted with, but only if the players possess absurdly obscure information or perform extremely unlikely actions (“*Any who dance around the statue for 1D4 hours will receive +2 on their next saving throw*”). That's fun on paper, but there's almost no chance a party will ever discover this on their own without you planting information as to such.

Investigation is the central pillar of old-school play, but if all it gets the players is a frustrating series of dull “no” answers, they'll either never acquire the habit, or quickly abandon it.

NAVIGATION & RANDOM ENCOUNTER ODDS

Both navigation and random encounter checks are based on a D12 roll, and both have several modifiers that could potentially be applied. A chart laying out every last probability listed in the rules for both check types would be enormous, and still wouldn't provide for improvised modifiers. As such, for each D12 result the following chart just gives the chance of rolling that result or less (“% Chance”), as well as the chances of rolling that same result or less at least once if you make two, three, or four rolls.

The latter two columns are for those times when you want to know the odds of, say, a party getting lost at least once when entering a hex and then searching it. For example. a party's chance of having at least one random encounter when making a normal march through four plains hexes (base 1 in 12 chance per hex) is 29.39%.

1D12 Result	% Chance	% Chance × 2	% Chance × 3	% Chance × 4
1	8.33	15.96	22.96	29.39
2	16.66	30.54	42.12	51.76
3	25	43.75	57.81	68.36
4	33.33	55.55	70.37	80.24
5	41.66	65.96	80.14	88.41
6	50	75	87.5	93.75
7	58.33	82.63	92.76	96.98
8	66.66	88.88	96.29	98.76
9	75	93.75	98.43	99.61
10	83.33	97.22	99.54	99.92
11	91.66	99.30	99.94	99.99
12	100	100	100	100

PERCEPTION CHECKS

Players having some systematic way of interacting with their environment is generally helpful. This is particularly true with detecting traps or secret doors, the two most common perception-based scenarios encountered in old-school fantasy games. In *Simulacrum*, Perception checks model these aspects.

EMPLOYING PERCEPTION CHECKS

The GM should keep a list of player Perception modifiers (and the group average) at hand to so avoid needing to gather them mid-game. This speeds things up, but also avoids tipping your hand when there is in fact something to notice. Along these lines, you'll also need to roll for player searches even if you know there's nothing there, again to avoid giving things away.

When a PC or party passes a check, you don't necessarily have to tell them the exact issue they've detected. Sometimes it can wind up being more interesting to frame their success as a sort of intuitional "gut feeling". For example:

GM: You reach for the door handle and ... something is bothering you.

Player: I stop and check the door.

GM: You notice an unobtrusive series of small holes set along the door frame.

Player: Hold up. Looks like this door is trapped.

SEARCHING FOR HIDDEN THINGS

A GM will have to decide how interactive they want their search procedures to be. Some are satisfied with a declaration of intent followed by a roll—abstracted and mechanical. Others prefer to have the environment dealt with directly, i.e. if there's a room with a table and a bookcase, the GM will ask players to frame their search efforts in terms of their specific interactions with these items, rather than just rolling the dice (e.g. "I look underneath the table, and start pulling books off the shelf").

If using the second method, if a player looks in the right place for something, they should automatically find it unless it's well-hidden, not be forced to wait while you add a Perception check to see if their eyes are working. Just because you *can* introduce a roll doesn't mean you *should*.

The second method usually doesn't work well when the players wish to search seemingly featureless lengths of wall or floor for secret doors and compartments (too little to work with), or rooms with a great number of things (too much to work with). For that reason, some GMs use the first method for featureless areas, and the second for typical rooms.

For exacting searches—such as looking for one book in a library or sorting through a pile of rubble—instead of calling for a Perception check, it's best to just tell the players how long they think it might take to go through it all (e.g. "you might need an hour") so that they can make an informed decision as to whether the cost in time is worth the possible reward.

DANGERS

The GM needs to be careful that they don't forget about the time factor involved in searches. Each deliberate search for traps or secret doors ends an exploration move, and thus effectively uses 10 minutes when performed. As such, every search brings a torch or lantern closer to exhaustion, and a wandering monster check that much nearer.

Another potential danger is placing vital adventure content behind a Perception check "wall" (similar to how this is often done with skill checks). For example, if the party fails to notice secret door X, they don't find the item or passage needed to continue. The adventure should almost never be reliant on a successful Perception check: this can bring everything to a screeching halt on the basis of a single failed roll. Fortunately, most old-school games don't have a universal Perception check mechanic, and so there will be no such checks in most modules you'll want to use with this system. Just ensure as a GM that you don't add checks of that type to your own work.



RACES

The system gives no racial mechanics because it aims for setting neutrality. For example, the traditional bonuses that reinforce elves as bow-wielding children of the forest fight against any attempt to make them ruthless mercantilists or flesh-eating cannibals.

That having been said, if you're not afraid of working up a few non-ability score modifiers that reinforce how you want a race to function in their world (or want to port over existing ones from other rulesets), you should feel free to implement such, if you think they're worth the added complexity. However, avoid any kind of ability to see in the dark, in order to preserve the resource management aspects of dungeons.

RETAINERS

While largely abandoned in modern play and optional in the base ruleset, I strongly encourage GMs to give these a try. Having retainers allows for deeper delves, thanks to the extra light and food they can pack in (and extra treasure they can pack out), and provides a good source of replacement PCs should a player character die. Be sure to give personality traits to retainers (see p. 88): the added inter-personal dynamics can be a great deal of fun as well.

Bear in mind that retainers are not meat shields or cannon fodder. A GM should not be shy in applying retainer Morale checks if the PCs begin to treat them as disposable Hit Point sinks or throw them (sometimes literally) to the wolves. At the same time, long-serving retainers can be given a Morale check bonus, to reflect bonds of comradery forged in battle.

If you're worried about the players being too strong as a result of having the extra combat power, remember that this comes at a cost: the XP half-share that must be paid out to each retainer. In that light, the players are choosing to hinder their own advancement rate in exchange for extra security, which is a fair trade.

SKILLS

As skill systems are quite common in modern games (though absent in most old-school ones), an examination of why *Simulacrum* keeps skills vague and optional is warranted.

BASIC HAZARDS

Even if well-designed, skill systems tend to lock down the world, giving most major actions a predefined game-mechanic “button” that covers both typical user cases and typical results.

Most notably, however, skills often result in players no longer feeling the need to describe or otherwise roleplay what they're doing, because having the skill (and accompanying roll) allows a shortcut. This is particularly noticeable with social skills. So, instead of “I approach the guard with a friendly look on my face. I sympathize with him about the cold and the job, then slip him a few silver and ask if he'll let us pass”, you tend to get, “I use my Bribery skill”. People are lazy: even with their being a caveat in the rules of “this shouldn't take the place of roleplaying or logic”, they will still tend to just shortcut to a roll as a solution itself, rather than the culmination of a solution.

As such, in *Simulacrum* the recommended skill list is tightly restricted, deliberately so, offering neither social skills nor much in the way of everyman abilities that “permit” you to do things anyone should be able to do. The lack of most anything in the way of predefined skill effects allows a GM to define their results on a case-by-case basis, rather than a fixed result regardless of applicability. Lastly, that players only receive two skills to start also eliminates the expectation that PCs should have a skill for every situation (and helps keep each PC distinct).

SKILLS & PLAYER ACTIONS

There is a fundamental principle to skill use in *Simulacrum*:

Skills are largely meant to measure a proficiency over and above what one could reasonably be expected to have, NOT to define what is possible!

To take a skill, then, is to help tilt the balance in a character's favour. At the same time, the GM should rarely deny a player the chance to attempt something just because the PC doesn't have some sort of skill related to the task at hand, unless the GM feels that the activity is too complicated for a layman. In other words, the general approach should be “how does a skill make it *easier* to do the thing?” rather than “do you have the skill that *allows* you to do the thing?”

SKILLS & SCENARIO DESIGN

Skills can be detrimental to GMing as well. It's all-too common to silo off adventure progress behind a skill check. For example, if the players don't make their Etiquette skill check, the key NPC won't help them, or will attack. No key material should ever rely on a successful skill check. The best adventure design has skills create further options for players, rather than making essential things possible in the first place: “roll to continue playing” is just bad design.

Skills should also not be used as a lazy way of providing challenge. For example, “players must pass a Knowledge: Carnivorous Plants check or automatically be ambushed by the strangling vine”. Why wouldn't a PC that has spent a lot of time outdoors in the area know about such plants? What about players who take appropriate precautions? A reflexive appeal to the dice should never override thoughtful preparation. To base challenges solely on the possession of a skill starts one down the road towards “what the ruleset does not expressly permit is forbidden”: one of the worst gaming hindrances.

Skill checks should also never be empty. That is, don't design a scenario that has the result of a successful skill check delivered even if the players fail. For example, “If the party fails the check, an NPC just points the fact out.” Either actually make the information contingent on passing, or just give the information to them if they need it and have earned it. Splitting it down the middle robs the players of agency, making their actions meaningless (“pass or fail: the result is the same”).

SUMMING UP

In short, if you plan to use the skill system in your game, be careful to ensure it doesn't begin to take the place of player description and roleplaying, and watch that it doesn't creep into your adventure design in harmful ways.

SPELLS

The default spell list has been carefully chosen. As there are literally thousands of published spells you can choose from to add to your game, and many modules will award these as treasure, an examination of what was selected versus what was left out—and why—is necessary, so as to guide your future tinkering, research allowances, and treasure placement. Spell selection had three main goals:



PRESERVING SCHOOL NICHES

The first goal was to make each school of magic largely unique. Many spells in the wider game treat the school system as the weakest of suggestions, allowing each school to perform tasks that would logically be considered foundational to one or more other schools. The worst culprit in this regard has been the Necromancy school, which has been permitted to do almost anything—illusions, summoning, divination, direct damage, and so on—as long as the designer added some skulls and the words “negative energy” to the spell’s flavour text. Similarly, Evocation, which has classically been the meta-school, has been permitted all sorts of things under the notion that shaping magic itself should let you do most anything.

This isn’t just an aesthetic concern: relatively firm school boundaries help keep each mage distinct, and make it so that the gain of an additional school is a significant boost in capabilities (and the trading away of one a real cost). As such, when adding a new spell, look past the flavour text and consider what it is that it actually does. If it grants capabilities the school normally lacks, reconsider—doubly so if it allows one to perform a task previously exclusive to another school.

This also means that if you add new spells from secondary sources, you ensure that they are divided evenly amongst the available schools. There are far more Evocation, Conjunction, and Transmutation spells out there than any others, while Abjuration and Divination spells are the least common. Unchecked additions will thus, on average, add more spells to certain schools, making those schools more valuable. Try to add new spells in batches of eight: one for each school.

PRESERVING GAMEPLAY

The second goal was to ensure that some aspects of play aren’t eliminated. Some spells invalidate many common adventure scenarios: *Detect Evil*, *Know Alignment*, *Detect Thoughts*, *ESP*, *Detect Lie*, and *Zone of Truth*. Others remove various aspects of resource management: *Rope Trick*, *Tiny Hut*, *Create Food & Water*, *Continual Light*, *Light* as a cantrip. And then there’s the small niche of spells that makes mages into capable warriors, like *Tenser’s Transformation*. Yes, it’s possible to work around these spells. However, over the long term, it’s difficult to avoid just arbitrarily negating them (the amulet that cancels X and which all opponents wear being a “classic” example): blatant and aggravating to players.

LOW MAGIC

The third goal was the most arbitrary, in that I wanted to make certain capabilities rarer simply due to my own preferences. No *Identify* spell means that magic is more mysterious overall. *Turn Undead* is much more precious as a limited spell than an ability that can be spammed every encounter. *Fly*—a world-altering effect—as a 5th-level spell lasting only 10 minutes is much rarer effect than a 3rd-level effect that lasts multiple hours; similarly, making *Speak With Dead* a level higher and only good for one question means much less interrogation of corpses for all the answers. Making *Animate Dead* temporary by default means no inexhaustible supply of labour. Summon spells being almost non-existent prevents the logistical headache that inevitably comes with tracking the mage’s summoned horde each battle. A lack of *Permanency* means fewer world-shaking magics about. No *Wish* or *Raise Dead* as standard spells keeps these miraculous in nature. *Stoneskin* is just obnoxious. GMs should feel free to alter any of these. In particular, many published modules assume a more reliable access to *Turn Undead*: a module with many undead should be carefully re-examined for balance if used with *Simulacrum*’s implementation of that effect as a spell.

STEALTH

Traditionally, hiding, moving silently, and other stealthy tasks were largely reserved to a specialist class, the only one able to reliably perform such. There is no thief class or the like in *Simulacrum*, and so anyone can be stealthy should they wish. As it is easy to find oneself outclassed or concerned about conserving one's resources, this is often a good idea.

There are no fixed difficulties given for the standard stealth actions (hiding and moving silently), because the baseline difficulty can be as easy or as hard as desired. For a *Thief*-like game where stealth is encouraged, the default difficulties can be kept low, whereas in others it can be more difficult—Hard (14+) is fine—especially campaigns using the skill system, as in that case it provides scope for the Stealth skill to stand out. If the Stealth skill is in play, a user should almost always know the difficulty of a potential stealth attempt, even if it would be otherwise hidden, reflecting the experience of a professional.

COMMON PITFALLS

One scenario often seen when adjudicating stealth is where a GM decides to make a sneak attempt more difficult because of the presence of guards or others that might notice. One should avoid this. After all, you're never sneaking in a vacuum: it's in the very nature of stealth that one is trying not to be seen and heard by something. As such, why treat the default situation as something unusual? Sentinels should only raise the difficulty (by one level) if they are unusually aware or making a deliberate, active effort to detect intruders at that moment.

Another issue is always requiring a roll. If the guard has no reason to check where the character is hiding and cannot see there, there's no need for a roll in the first place.

The rule that only one check is made for an entire party's collective attempt to sneak is deliberate. Resist the urge to require a separate check for each PC, as such an approach likely dooms a party to detection, since it only takes one failed roll for everyone to be noticed.



TASKS

In many ways the dangers inherent with Tasks are the same as those lurking with skill checks. For an old-school experience, GMs must fight to ensure whenever possible that players are trying to think things through and describe their actions rather than just calling for a “make the problem go away” roll. *Interaction with the world should primarily be through the players' plans and actions, rather than their dice.*

Of course, it's not just players that are guilty of this sin: many GMs like to call for checks whenever one conceivably could apply. The broad principle that the game works off of is *assume competence*. Adventurers know what they're doing: even at first level they have valuable skills and life experience. As such, it's often better not to call for a check at all.

PLAYING THE ODDS

Another issue with constant checks is that a roll introduces a point of failure, usually a significant one. Failure isn't innately bad, but many people when assigning some sort of roll seriously underestimate how likely failure is.

Consider a GM deciding that a check is required for some activity. The GM feels that this is a trivial matter, and so only requires a 5+ on D20 to succeed. But that still means failure on a 1-4, which is 20% of the time. There's nothing “Very Easy” about a 20% failure rate—imagine being told that you have a “mere” 1 in 5 chance of falling to your death.

Such odds are why the Task system's lowest rung of difficulty is 8+. The reason the easiest, bottom end of the range still has a 1/3rd chance of failure is to make it clear that a GM should only assign a Task if there's an appreciable chance of failure, without the illusion of “easy” tasks. The idea is to reduce the temptation to call many trivial checks, which are time consuming and also introduce another oft-misunderstood point of failure: the death of a thousand cuts-style approach where, with enough rolls, a failure is bound to occur eventually even with only a 5% chance per roll.

WHAT ABOUT ABILITY CHECKS?

One of the most common resolution methods is the ability check: asking a player to roll 1D20, with the goal of rolling equal to or under the ability score the GM deems relevant.

However, ability scores are randomly generated. As the average score is about 12, this means that the average success rate is only 60%. For those who roll poorly, success is even more unlikely, while the best rolls provide a constant 90% success rate. Neither is desirable, especially if you want to emphasize player skill over what's on the character sheet. The Task system leaves a role for ability scores (the score modifiers) without ensuring that the first few random rolls a player makes during character creation determines their success rate at almost every activity in the weeks or months of play ahead. As such, it is strongly suggested never to use ability checks.

OVERALL

When calling for a check, first ask yourself a) is the situation something an experienced adventurer should be able to handle trivially, b) do you have the odds of success correct, c) are you prepared for the consequences of failure, d) will the adventure come to a halt if the check is failed, and e) can the situation be handled by brief roleplaying instead—always the better choice.

TIME

An old-school game is, in part, an exercise in resource management, and one of the primary ways to implement and track this is through the passage of time.

The game runs on four main cycles:

- ❖ Encounters: per round (10 seconds)
- ❖ Exploration: per turn (10 minutes)
- ❖ Overland travel: per day
- ❖ Downtime: per week

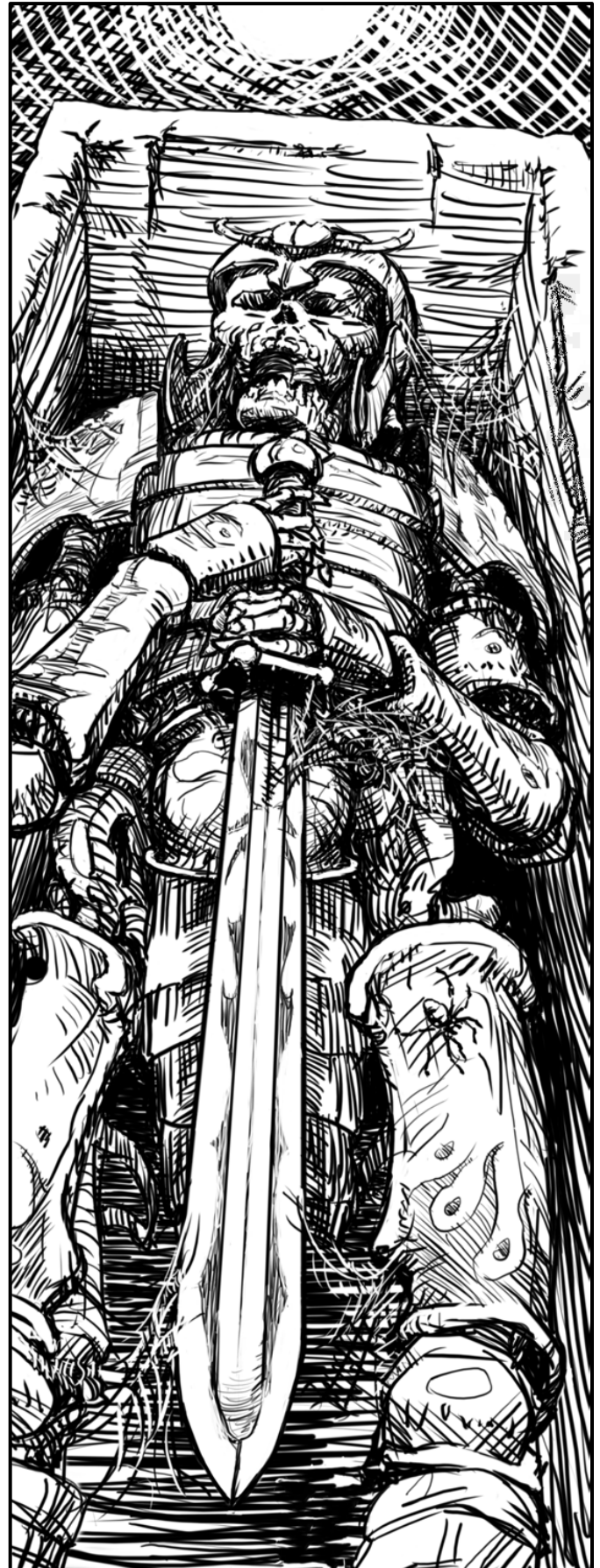
Tracking exploration and turns in particular is vital, as that measures how far a party can move, how many actions they take, many spell durations, and torch/lantern exhaustion. In terms of overland travel, it's food that will be depleted instead.

Downtime is more unusual, in that under most old-school games it does not operate under a fixed schedule. *Simulacrum*, on the other hand, presumes that time spent in civilization will usually pass in weekly stages, though this is not absolutely necessary. GMs will notice that retainers, specialists, lifestyles, and downtime are paid by the week. A week is usually enough for most parties to heal, with a base 7 Hit Points recovered per level of the character (assuming a Comfortable lifestyle).

TRAPS

Traps are a common element of dungeon design. At the same time, the default rules give no method for disarming traps. This is because traps are immensely varied in construction and potential effects and, unlike many old-school games, there is no default “remove traps” skill that players have access to. Traps are meant to be dealt with on an individual basis, and (if detected in time) more usually avoided rather than disarmed. If it is felt necessary to disarm a trap, the trap's construction should suggest the means by which it can be deactivated, something that should generally succeed automatically once a trap is noticed and the correct solution hit upon.

The exception is with the traps on locks, such as on door handles and treasure chests, the removal of which is covered in the *Lockpicking* section of the *Player's Manual* (SPM p. 24). Having such traps bypassed or disarmed automatically on a successful lockpicking roll keeps the number of rolls required down and the overall chance of success higher; if one instead required a detection roll, and a disarming roll, and only then a lockpicking roll, success overall would be quite unlikely.





CHAPTER II: TREASURE

Fantastic treasure is the primary motivator of adventuring parties. Money is not only used to purchase needed equipment and maintain a decent lifestyle, but each copper piece (cp) worth of treasure the players bring back to civilization is worth 1 experience point (XP), and so is the primary way in which characters advance in level. Magic items can grant bonuses and special abilities that can make the difference between survival and a gruesome death.

The standard coin of most realms is the silver piece (sp). Ten copper pieces (cp) equals one sp. Five silver pieces equals one electrum piece (ep—rather uncommon), while ten equals one gold piece (gp). Five gold pieces equals one extremely rare platinum piece (pp).

RANDOM TREASURE

When dealing with random encounters, many of the creatures have a **Treasure Type** (TT), indicated by a letter code from A to o in their statblock, which in turn indicates the sort of treasure it tends to have. The general composition and, if desired, precise amount of this treasure is randomly generated via the Treasure Type Table (see next page): such randomly determined treasure batches are known as **hoards**.

Treasure is either carried by the creature(s) directly, or stored in a lair. For carried treasure (any type in a creature's statblock not in parentheses), the total is typically divided amongst the entire creature group more or less evenly, though you may wish to give a leader a greater share.

Some creatures have multiple Treasure Types, and/or multiples of a single type (e.g. $j \times 2$).

LAIRS

If the treasure type is listed in parentheses in a creature's statblock, then it is found in the creature's lair—their home / nest. For intelligent monsters, such treasure is often hidden and/or trapped. For unintelligent monsters, the treasure is found strewn about on the ground, amongst the remains of its victims and/or buried under rubbish or overgrowth. Lairs of communal creatures (creatures with a larger, second Number Appearing—N/A—figure in parentheses) usually have from four to ten times the normal encounter numbers.

If a creature with lair treasure appears as a wandering monster in the wilderness, its lair should be placed in the hex (usually as a hidden feature; see *Searching*, SPM p. 27), unless you decide it is merely passing through the area.

Dungeon random encounters never have lairs for the purposes of Treasure Types unless specifically stated otherwise in a scenario: wandering monsters are essentially an incentive to keep players moving, rather than reliable sources of income. Lairs are primarily intended for wilderness encounters.

HOARD COMPOSITION

To determine the makeup of a Treasure Type, roll 1D20 on the Treasure Type Table (see next page). For example, if rolling for Type D treasure, a result of 10-14 means that the treasure consists of gold pieces—750 sp value resolves into a hoard of 75 gp (the number in parentheses underneath the roll result).

To increase hoard variety, you can break a Treasure Type down into subtypes: every Type except A and B can be reduced into multiples of a lower-quality Type. For example, a Type H hoard could instead be rolled as three Type F or six Type D hoards. However, magic items are always rolled just the once, using the values given for the original hoard.

Market Value: What the party manages to get for items sold is irrelevant to how much XP the items are worth. The XP value of any valuable is always fixed, ignoring any haggling or game-world market considerations.

Gems

This result means that the treasure is in the form of gemstones. Gems have an average value of 50 sp per stone and that flat value can be used if desired (making them essentially brightly-coloured platinum pieces). However, it is intended that the GM roll once on the Gems Table on the next page to determine the value of all gemstones in the hoard.

Encumbrance: For typical gems, treat each as a coin for encumbrance purposes unless stated otherwise. Gemstones of unusual size, such as those that might be found in the eyes of large statue, would occupy an item point.

Goods

This result means that the treasure takes the form of miscellaneous luxury goods. These can be almost anything: ornamental drinking vessels, fine crystal and glass, elaborate snuff boxes, statuary, carvings, tapestries, vases, paintings, rare tomes and the like, as well as raw luxury materials such as jade, ivory, furs, amber, silk, sandalwood, spices, perfumes, incense, and so on.

Encumbrance: For every 100 sp of value (or fraction thereof) of the hoard, small goods are 1 item point (noted as "ip" on the table) and large goods are 2 item points. This is a simple abstraction: objects such as tapestries, paintings, statues, enormous vases and the like can be much larger.

Magic

The presence of magic items is not guaranteed. For each Treasure Type, roll percentile to see if the hoard contains the items indicated. For example, there is a 30% chance that a Type E hoard has items. If so, it will always be 2 random items (see *Generating Magic Items*, p. 19) and 1 random potion.

- TREASURE TYPE TABLE -			D20 Result								
Treasure Type	Value	Equiv*	CP	SP	EP	GP	PP	Gems	Goods: Small	Goods: Large	Magic Items
A	150 sp	C	1-7 (1,500)	8-11	12-13 (30)	14-15 (15)	16 (3)	17 (3)	18-19 (2 ip)	20 (4 ip)	10% 1 armour or weapon
B	250 sp	E / B	1-5 (2,500)	6-11	12-13 (50)	14-15 (25)	16 (5)	17 (5)	18-19 (3 ip)	20 (6 ip)	20% 1 item
C	500 sp	D	1-3 (5,000)	4-9	10-11 (100)	12-14 (50)	15-16 (10)	17 (10)	18-19 (5 ip)	20 (10 ip)	20% 2 items
D	750 sp	F	1-2 (7,500)	3-7	8-9 (150)	10-14 (75)	15-16 (15)	17 (15)	18-19 (8 ip)	20 (16 ip)	20% 2 items, 1 potion
E	1,000 sp	I / Y×2	1 (10,000)	2-6	7-8 (200)	9-13 (100)	14-16 (20)	17 (20)	18-19 (10 ip)	20 (20 ip)	30% 2 items, 1 potion
F	1,500 sp	A / I or R	1 (15,000)	2-5	6-7 (300)	8-13 (150)	14-16 (30)	17 (30)	18-19 (15 ip)	20 (30 ip)	30% 3 items, 1 potion
G	3,000 sp	G / A or Z	1 (30,000)	2-4	5-6 (600)	7-12 (300)	13-16 (60)	17 (60)	18-19 (30 ip)	20 (60 ip)	30% 3 items, 1 potion, 1 scroll
H	4,500 sp	M / G×2	1 (45,000)	2-3	4-5 (900)	6-12 (450)	13-16 (90)	17 (90)	18-19 (45 ip)	20 (90 ip)	40% 3 items, 1 potion, 1 scroll

* The closest equivalent Treasure Types for B/X and 1st edition, respectively, with regards to raw wealth only (not magic items), for conversion purposes. If only one Type is given, the equivalent Type is the same for both editions.

HOARD VARIANCE

Old-school hoards varied a great deal in terms of value. For example, a Type H hoard in 1st edition averaged out to about 7,500 sp (in *Simulacrum* terms), but could be worth anywhere from absolutely nothing (the “hoard” was valueless) all the way to 16,000 sp, depending on how you rolled.

To capture some of this swinginess, feel free to roll on the following table for any given hoard to determine its true value. The table is slightly more likely to improve the result than it is to decrease it.

1D12 Result	Hoard Multiplier*
1	× 0.5
2-4	× 0.8
5-7	× 1.0
8-11	× 1.2
12	**

* This does not affect magic item distribution.

** The hoard's Treasure Type moves up one letter in value (e.g. G to H). For a Type H hoard, instead raise its value to 7,000 sp.

INDIVIDUAL TREASURES

Treasure is normally placed by a GM in fixed quantities, or randomly determined in large batches (hoards). However, sometimes smaller amounts are found (especially on individual weaker enemies, such as kobolds), or you might want to randomly determine the value of one or a handful of items outside of the hoard structure given above.

INDIVIDUAL TREASURE TYPES

These treasure types are supplemental to the hoards above.

Treasure Type	Contents
i	1D3 × 10 sp
j	1D4 gems
k	1D4 pieces of jewelry
l	1D4 luxury goods
m	50% 1D4 potions
n	50% 1D4 scrolls
o	50% 1 magic item

GEMS

Determine the value of a typical gem (or each gem in a hoard) by rolling on the following table (average value: 50 sp).

D100 Result	Gem Value (sp)
01-30	10
31-50	30
51-70	50
71-90	70
91-97	100
98-99	250
00	500

JEWELRY

The typical piece of jewelry is worth 3D6 × 10 sp. Alternately, the GM can roll on the Luxury Goods Table below to determine a piece's value.

LUXURY GOODS

This category covers goods of the type described on page 15 (average value: 105 sp). You can predetermine the item points of the goods, if you know what the goods are, or roll 1D6 to determine the number of points required.

D100 Result	Object Value (sp)
01-15	3D6
16-30	5D6
31-45	1D6 × 10
46-55	2D4 × 10
56-65	2D6 × 10
66-75	3D6 × 10
76-80	4D6 × 10
81-85	5D6 × 10
86-90	1D4 × 100
91-95	1D6 × 100
96-99	2D4 × 100
00	2D6 × 100

ADVANCED GEMSTONES

Optional. Gems are an aspect of treasure that some people greatly enjoy adding additional detail to. This can make the generation and tracking of treasure much more onerous, however, and so these rules are optional.

The first table simply provides specific gemstone types for each value category, to add a bit more flavour.

Value (sp)	Gem Type
10	Agate, jasper, moonstone, quartz, turquoise
30	Coral, crystal, jacinth, onyx, peridot
50	Amber, amethyst, carbuncle, garnet, opal
70	Aquamarine, jade, lapis lazuli, pearl, topaz
100	Black opal, fire opal, tourmaline
250	Diamond, emerald, ruby, sapphire
500	Coloured diamonds (blue, pink, red)

Gems of each of the seven available categories are presumed to be of average quality and size for that category, but the GM can vary their value and size as desired by using the table that follows. First roll 1D12:

- ❖ 1-5: roll again to modify the gem's Size
- ❖ 6-10: roll again to modify the gem's Quality
- ❖ 11-12: roll again twice (once to modify Size, and once to modify Quality)

If a gem has been modified by both size and quality, the size and quality value results are multiplied.

1D12 Result	Size	Quality	Value
1	Very small	Very poor	× 0.125
2-3	Small	Poor	× 0.25
4-6	Undersized	Flawed	× 0.5
7-9	Oversized	Fine	× 2
10-11	Large	Good	× 4
12	Very large*	Exceptional	× 8

* Requires a full item point to transport

For example, a roll generates a gem of 70 sp value. The GM decides that this is a pearl. The GM then rolls 1D12, and the result is a 11: the pearl must be modified in both Size and Quality. The 1D12 roll for Size results in a 4: undersized (×0.5 normal value). However, the die roll for Quality is a 12, meaning it is of exceptional quality (×8 normal value). The pearl, though small, is exquisite nonetheless, with a value of 280 sp (70 × 0.5 × 8 = 280).

The world's finest gemstone, then, would be a rare coloured diamond of some sort, very large and of exceptional quality. Larger than a man's fist, it would be worth (500 × 8 × 8) 32,000 sp. One in every 86,400 gems found would be of this type.

DAMAGED GEMS

A GM can also modify the value of gems subjected to harsh treatment after being found. For example, most gems shatter if struck. Gems may also shatter or crack because of normal fire or certain spells (fireball, lightning bolt, etc).

A cracked gem is worth 20-50% (1D4+1 × 10) of the original value. A shattered gem might leave a small piece worth 5-10% (1D6+4) of the original; however, the powdered remnants may still be of value to NPC mages, who may need gem powder for potions, scrolls, rare inks, etc.

Gems that fail an item saving throw brought on by players bashing open their container can, at the GM's discretion, be damaged rather than destroyed.

STREAMLINING

The GM should feel free to use the following when placing gems in treasure hoards.

Rearranging Gem Treasures: After finding the total value of all gems in a treasure, the GM may combine or split them into different numbers of gems adding up to the same sp values. For example, 5 gems worth 50 sp each could be changed to 1 diamond (worth 250 sp); 5 garnets (worth 50 sp each); or 2 amethysts (worth 50 sp apiece) and 15 pieces of turquoise (each worth 10 sp).

Groups of Gems: Even using these more in-depth rules, a GM can always choose to divide a gem trove into groups of five gems each for simplicity's sake, rolling once for the value of each such group.

ADVANCED TREASURE MAPS

Optional. Treasure maps appear on the magical scroll table (see p. 36) as a special exception, a non-magical guide to the location of a treasure hoard. (As a classic plot device, they are also regularly found on their own). The instructions leave the GM to work out most details of the map: how far away is the treasure, what sort of environment is it placed, and so on. If a GM would prefer additional guidance, detail, and flavour, feel free to consult any of the following tables.

1D12 Result	Map Category
1	False map
2-6	Map to monetary treasure
7-10	Map to magic treasure
11-12	Map to a combined hoard

Monetary Treasure: Roll 1D8 determine the hoard type (1 = Type A, 2 = B, 3 = C, 4 = D, 5 = E, 6 = F, 7 = G, 8 = H). Unlike normal hoards, monetary treasures from treasure maps are always entirely (roll 1D6: 1-3 copper, 4-6 silver) pieces, and never contain magic items.

Magic Treasure: Roll once on the Magic Treasure Table.

Combined Hoards: These consist of one monetary treasure (roll 1D6+2 for the Treasure Type instead of 1D8), plus two rolls on the Magic Treasure Table.

1D12 Result	Magic Treasure
1-2	1 item, 4 potions
3-4	2 items
5-6	2 weapons, 1 armour or shield
7	3 items (reroll weapons or potions)
8-9	6 potions, 6 scrolls
10	2 items, 1 ring, 1 rod/staff/wand
11	3 items, 1 misc item, 1 rod/staff/wand
12	Roll twice, rerolling further results of 12

1D12 Result	Map Construction
1	Magic item that creates an illusion depicting the way
2	A painting (1D3 item points in size)
3	A book
4	Clay/stone/wax tablet
5-9	Parchment/papyrus/vellum sheet/scroll
10	Inked on dead flesh
11	Tattooed on a living creature
12	Automaton/undead/created entity that will guide discoverer to the treasure

Note that the following tables can combine to produce results that are contradictory (e.g. you roll a swamp location 4 hexes away, where there is no swamp in your world).

1D12 Result	Distance to Treasure
1	Same hex
2-3	4 hexes
4-6	8 hexes
7-9	12 hexes
10-11	16 hexes
12	20 hexes

You may determine a random direction by rolling 1D6, where 1 = NE and proceeding clockwise from there.

1D12 Result	Treasure Location
1-2	Deep in a marsh/swamp
3-4	In a significant body of water
5-6	In a high mountain cave
7-8	In the ruins of a fort/castle/city
9-10	In a crypt
11	In an active town or city
12	In a crashed starship

1D12 Result	Treasure Complication
1-2	Path to treasure laden with enemies (reroll for same-hex treasures)
3	Treasure is fairly deep underwater
4-5	Treasure is in Tier I/Common lair
6	Treasure is in Tier II lair
7	Treasure is in Tier III/Rare lair
8	Another adventuring party has a map copy
9	Treasure is unusually well trapped
10	Treasure is unusually well concealed
11	Location is under siege
12	Location is within area of a natural disaster

1D12 Result	Map Reading Difficulties
1-2	Instructions are vague / unfinished
3-4	Instructions are in a dead language
5-6	Instructions are a riddle / series of riddles
7-8	Instructions are in a code or cipher
9-10	Instructions are <i>Invisible</i>
11	Map damaged by fire / water / mold / insects
12	Instructions require <i>True Seeing</i> to read

MAGICAL ITEMS

Magic items are rare and fabulous things, usually the product of long-dead artificers belonging to long-dead civilizations. Some are but trinkets, others artifacts of terrible power, perhaps not lost but deliberately buried away.

While players can certainly sell off items, there should absolutely be no such thing as a “magic shop”, and the GM should be careful not to use too many items when placing fixed treasure in their scenarios. Familiarity breeds contempt for everything, even arcane relics of a vanished age.

IDENTIFYING MAGICAL ITEMS

Characters do not automatically know that an item is magical, let alone its exact properties. There are two ways to identify the properties of a magical item: trial and error, and the hiring of a sage who specializes in the task.

Trial & Error

This consists of picking up the item and trying to use it as expected. For items of clothing, armour or jewelry, this means wearing them (sometimes this reveals their true nature: see *Worn Items* at right). For tools or weapons, this means wielding them. For potions, this means drinking at least a dose (and is thus usually not done for that reason).

Items that provide an obvious, automatic and active effect—one not needing an action to use (e.g. strength)—reveal such powers immediately to a wielder. For subtle or passive powers (e.g. protection versus fire), or powers requiring an action to activate, more work is needed. Concentration on the power’s use might be required, or the right trigger (e.g. being lit on fire). Other powers might need a command word spoken aloud to activate—which might be missing.

Cursed items usually reveal themselves as soon as they are tested or even touched, though some instead only do so under select circumstances (usually at the worst time possible).

Sages

Understanding the mysteries of arcane objects requires years of study, as well as access to immense libraries sometimes totalling as much as several dozen volumes. As such, sages specializing in identifying magical items are typically found only in large towns and cities.

Identification costs $1D4 \times 50$ sp per magical property that the item possesses (count an item’s total attack or AC bonus as one property). For example, identifying a +3 hammer with 3 properties would cost $4D4 \times 50$ sp. Normally a week of research time is required. Obscure items can increase the cost and/or time required.

Command Words: If an item’s command word is missing, discovering it counts as another property for cost purposes and adds a week to the research time. It is possible that only the location of the word is revealed, rather than the word itself.

Potions: These are identified by consulting an alchemist rather than a sage. The cost to identify a potion is $1D4 \times 10$ sp; this usually takes but an hour or so. A type of potion, when derived from different sources, might smell, taste, or look differently. As such, identifying one example of a given type does not identify all examples of that type.

USING MAGICAL ITEMS

An item can be used as desired, unless its description places a specific limit on its number of uses (usually on a per-day basis). Some magic items have a limited number of overall uses, known as **charges**. Charges are spent to trigger the item’s magical effect(s). A character or sage will not know how many charges an item has, and when its charges are all spent, any of its powers that require them can no longer be used.

Limited-use effects require an action to use. If the power directly affects the enemy, then this must be an attack action—Missile Phase for ranged effects, Melee Phase otherwise—even if it the activation is as simple as speaking a command word.

Worn Items: A magical item intended to be worn resizes itself automatically to fit any wearer of the size level it was crafted for (though sometimes the item must be first identified, or a command word spoken). For example, magical armour crafted for a humanoid Medium creature will fit any Medium humanoid. However, the base physiology must still match. For example, armour made for many-limbed insect people will not fit humanoids (and vice versa), even if both are Medium-sized.

GENERATING MAGICAL ITEMS

Some magical items are pre-constructed: their powers and the like are full described in their write-ups later in this chapter. Most, however, are generated randomly. The lists and tables that populate the next several pages allow you to create most of the traditional items usually seen in old-school games. However, through templated properties they allow the creation of tens of thousands more.

When creating items, the same property should not be stacked on an item multiple times. Additionally, avoid just tacking on a templated ability name to the item, as this makes an item sound very generic and mechanistic: “*Fear Wand*” is much less interesting than “*Wand of Terror*”.

To begin, roll to determine the base item type:

D100 Result	Magic Item Type
01-25	General Items (p. 20)
26-45	Weapons (p. 20)
46-55	Armour (p. 26)
56-65	Rods, Staves, and Wands (p. 27)
66-85	Potions (p. 32)
86-90	Scrolls (p. 36)
91-00	Miscellaneous Magic Items (p. 37)

GENERAL PROPERTIES

Magic items with these properties have a random number of them. Roll 1D10: 1-6 = 1, 7-9 = 2, 10 = 3. The GM can randomly assign them, or select ones towards a themed item with a flavourful name. For example, boots with trackless (snow), terrain (ice and snow), and cold resistance could be combined into *Boots of the North*. For properties that generate spell effects, assume they were cast by a 10th-level caster.

If you wish, you can randomly generate what sort of general item possesses the magical properties. Roll percentile (D100) and consult the following chart:

D100 Result	General Item
01-05	Amulet / Medallion / Pendant / Periapt / Talisman
06-10	Belt / Cincture / Girdle / Sash
11-20	Boots / Sandals / Shoes / Slippers
21-30	Bracelet / Bracers
31-40	Brooch / Scarab
41-50	Cape / Cloak / Mantle / Robe / Tabard / Tunic / Vest
51-55	Choker / Necklace / Torc
56-70	Circlet / Crown / Hat / Helmet / Hood / Shawl
71-75	Gauntlets / Gloves
76-80	Lens / Magnifying Glass / Spectacles
81-85	Mask / Veil
86-00	Ring

Generally, only the normal number of items expected can be equipped. For instance, only one magical belt can be worn, despite the fact that you could conceivably loop them all over your body. With rings, only two can be worn—one on each hand. If more than the allowed number of any item type is worn, none of that item type functions (except cursed items, which conveniently never count towards these limits).

To determine a random general property, roll percentile and consult the following list (or the table on p. 30). Some properties require additional subrolls, indicated in parentheses, to determine the type or degree of bonus the property gives: by default these are 1D6 rolls unless stated otherwise.

- Alertness:** When sleeping, the bearer is awakened in the presence of danger on a 1D6 roll of 2+. In surprise situations, the bearer can re-roll the Perception check for themselves / their party if they would be surprised.
- Animal Command:** Once per day, the bearer can control (1-2 = 1D4, 3-4 = 1D6, 5-6 = 2D4) animals of up to Medium size, or one of up to Huge size. Magical or intelligent animals (higher than Semi) are immune. Concentration is required for the power to work, and so the user can take no other actions.
- Animal Speech:** The item conveys the ability to speak with and understand animals. This does not compel the

animal to speech, though one will likely speak with the bearer unless starving or especially fearful.

- Animate Dead:** Once a week, the bearer can *Animate Dead* (SPM p. 52). The dead are animated (1-5 = for one day, 6 = permanently).
- Attraction:** Once per day, the bearer can force any number of enemies size (1-2 = Medium, 3-5 = Large, 6 = Huge) or less within 30 feet to make a (1-2 = Hard, 3-5 = Very Hard, 6 = Heroic) save or be pulled up to 1D6 × 5 feet towards the bearer.
- Attunement:** The item has (1-2 = 1, 3-5 = 2, 6 = 3) additional properties, but requires an investment to access them. If the bearer is anointed to the item's patron, that is sufficient. Otherwise, a wielder must either lose a spell slot (the slot becomes unavailable for spells; the precise level and school required varies depending on the item's strength and nature) or 8 Hit Points. Anything surrendered to the item is lost (1-2 = permanently, 3-6 = until after a month of not using the item). If the item only has one property, roll for another property.
- Balancing:** The item reduces the difficulty of any Tasks related to balancing oneself by two levels.
- Banishment:** The item allows the bearer to, once per day, banish creatures as per the spell *Banish Aligned* (SPM p. 54). Such items are always fixed to affect one specific alignment: it cannot be picked.
- Beguilement:** The item allows the bearer to *Charm* (1-3 = normally, 4-6 = as a 10th-level caster) as per the spell (SPM p. 46) once per day.
- Blinding:** The item can cause blindness unless a victim makes a Hard save. The effect is usually accomplished via light: dazzling colours or a powerful burst or ray. The effect lasts (1-2 = 1D4 rounds, 3-5 = 2D6 rounds, 6 = 1D4 turns). It affects (1-3 = one target, 4-6 = all in a 20-foot area) and (1-2 = is centred on the bearer, 3-6 = can be fired at a target or point up to 30 feet away).
- Blindsight:** The bearer can see perfectly in darkness (but not magical *Darkness*) out to 40 feet.
- Bolster:** The item permanently reduces the difficulty of all Tasks related to one specified ability score by one level. The same ability score cannot be affected by a *Bolster* effect (SPM p. 48) while this ability is in use.
- Bravery:** The item conveys immunity to all forms of fear. If the item is meant to be seen by many (e.g. a banner), all friendly creatures within 100 feet also benefit.
- Brawling:** The item conveys a (1-3 = 1-point, 4-5 = 2-point, 6 = 3-point) bonus to grappling checks, unarmed combat damage, and the critical hit range for the bearer's unarmed combat strikes.
- Breathing:** The item conveys immunity to all vapours and gases that are harmful when inhaled, and allows the bearer to survive without air for 1 week.

- 16. Charging:** If the bearer has at least a straight 40 feet to the target that they can cover under their own power in a single move, they can charge, dealing +1 weapon die of damage that round. This negates the Defensive or Guard stances, and applies a -2 AC penalty to the charger.
- 17. Clairvoyance:** Once per day, the bearer can utilize *Clairvoyance* (SPM p. 52).
- 18. Climbing:** The item reduces the difficulty of any Tasks related to climbing by (1-4 = one level, 5-6 = two levels), and doubles one's climb speed.
- 19. Cold Resistance:** The bearer is impervious to ordinary cold. Further, the item reduces damage from other kinds of cold (including magical cold) by -1 per die of damage (min. 1 HP damage per damage die), and cold-based saves are one difficulty level lower. Sometimes these items also create a vulnerability to fire, causing such attacks to deal 50% more damage.
- 20. Command:** Once per day, the bearer can issue a *Command* (SPM p. 46). Some variants only work on specific creature types.
- 21. Comprehend Languages:** The item conveys the ability to understand (1-5 = one or more, 6 = all) languages, and to read text in those languages. 50% of such items allow spoken communication those languages as well.
- 22. Comradery:** The bearer provides a (1-5 = +1, 6 = +2) bonus when rolling on the Reaction Table, including the Offer Reaction roll when hiring retainers. Some variants only work on specific creature types, or the bonus is higher or lower for a specific creature type.
- 23. Concentration:** Attacks dealing (1-3 = 3, 4-5 = 4, 6 = 5) or fewer points of damage do not break the bearer's concentration when casting or maintaining a spell.
- 24. Cursed:** Has a wide variety of potential effects, all of them bad. See the *Cursed Properties* section, on p. 28.
- 25. Darkness:** The item can create *Darkness* (1-4 = once, 5-6 = twice) per day, as per the spell (SPM p. 47).
- 26. Defense:** The item raises the bearer's AC by (1D20: 1 = +2, 2-3 = +3, 4-7 = +4, 8-10 = +5, 11-14 = +6, 15-17 = +7, 18-20 = +8). If any actual armour is worn then this bonus is negated, but the item's protection combines with other magical effects that alter AC.
- 27. Detection:** The item conveys the ability to detect any one thing or class of things (fire, secret doors, illusions, invisibility, traps, vampires, undead, gold, life, etc). The duration (if any), range, and limits on the number of uses (if any) should vary depending on how powerful the item is and how potent the ability to detect the thing is.
- 28. Dimension Door:** The item conveys the ability to, (1-3 = once, 4-6 = twice) per day, create a *Dimension Door* (SPM p. 52). Some variants only allow the dimension door to function in one type of environment, such as in shadows or from tree to tree.
- 29. Disarming:** The bearer's difficulty to detect and disarm traps is one level lower.
- 30. Disease Resistance:** The bearer either (1-3) lowers their saving throw difficulties versus all disease by one level, or (4-6) is completely immune to disease. This may (1-3) or may not (4-6) include magical disease.
- 31. Disguise:** The bearer can alter their appearance twice a day as per a (1-3 = *Disguise*, 4-6 = *Greater Disguise*) spell (SPM p. 46/50).
- 32. Djinni Calling:** The item conveys the ability to, once a month, summon a djinni that will do the bearer's bidding to the best of its ability for up to 12 hours. Some variants contain an efreeti instead.
- 33. Domination:** Once per (1-3 = week, 4-6 = day), the item can convey the effects of the *Domination* spell (SPM p. 54) on a target of the bearer's choice. Some variants only work on specific creature types.
- 34. Durable:** The item is immune to special effects that would automatically destroy the material it is constructed from (such as rust monsters vs. metal), and any item saving throws it must make are one difficulty level lower.
- 35. Endurance:** The bearer receives the benefits of the *Unflagging Endurance* spell (SPM p. 49).
- 36. Energy Immunity:** The item conveys an immunity to damage from one type of energy (fire, cold, electricity, necrotic, sonic, etc). Related but non-damage effects are not protected against (for example, a net made of fire still entangles even if it doesn't burn).
- 37. Expendable:** The item comes with a fixed number of charges, and is destroyed when the last is used. If the item only has one property, roll for another property.
- 38. Fear:** Once a day, a target creature in line of sight can be forced to make a Morale check at -2 at the end of the round or flee in terror for 1D6 rounds.
- 39. Feather Fall:** The item conveys the effect of the *Feather Fall* spell upon the bearer.
- 40. Fire Resistance:** The bearer is impervious to ordinary heat and flame. The item reduces damage from other kinds of fire (including magma and magical fire) by -1 per die of damage (minimum 1 HP damage per damage die), and flame-based saves are one difficulty level lower. Sometimes these items are paired with a vulnerability to cold, causing such attacks to deal 50% more damage.
- 41. Fleet:** As a free action, the bearer can choose to gain (1-4 = +5 feet, 5-6 = +10 feet) of base combat speed per move action (modified by burden level as normal). It has no effect on longer distances or other time scales. Some variants require the bearer to consume a ration after using this item or gain a level of fatigue.
- 42. Fog:** The item conveys the ability to, (1-4 = once, 5-6 = twice) per day, summon *Fog* (SPM p. 46).
- 43. Fortune:** Once per week, the bearer can choose to re-roll any saving throw they have just failed, with a +3 bonus.

- 44. Freedom:** The item conveys upon the bearer the effect of the *Free Action* spell (SPM p. 52).
- 45. Gaze Resistance:** The bearer is immune to gaze attacks.
- 46. Grave Shroud:** The item conveys upon the bearer the effect of the *Grave Shroud* spell (SPM p. 48).
- 47. Healing:** The item can *Cure* (1-2 = *Light*, 3-4 *Serious*, 5-6 *Critical*) *Wounds* (1-4 = once, 5-6 = twice) per day (SPM p. 46/50/54). This affects (1-3 = the bearer only, 4-6 = one creature as per the spell).
- 48. Hold Portal:** This item can (1-4 = once, 5-6 = twice) per day magically bar a door, gate, or valve of wood, metal or stone, just as if it were closed and locked. A *Knock* or successful *Dispel Magic* spell negates this. Held portals can also be physically battered down.
- 49. Holding:** The item contains an extra-dimensional space, larger inside than its outside dimensions. For every 500 sp / 1 item point that the item appears able to hold, it can actually hold double that, to a maximum of 5,000 / 10. The size of the item's opening still dictates what can be placed within it. A holding item cannot be placed inside another holding item without both being destroyed and the contents of each lost forever.
- 50. Illuminating:** The item provides light, in a (1-2 = 20-foot, 3-5 = 40-foot, 6 = 60-foot) area. This can either be (1-2) a constant effect whether desired or not, or (3-6) on command as an action. The light is either (1-5) magical or (6) natural sunlight.
- 51. Immutability:** The item provides proof against many effects that would change the bearer's form. Saves related to polymorph, petrification, and transformation are one difficulty level lower.
- 52. Inspiring:** All friendly creatures within line of sight automatically pass their first Morale check, and have a +2 bonus on any further checks in that encounter.
- 53. Invisibility:** The item conveys the ability to, (1-4 = once, 5-6 = twice) per day, turn invisible per the spell *Invisibility* (SPM p. 49). Some variants apply the invisibility versus only one type of creature or sense, or only in one type of environment, or only versus creatures more than a certain distance away.
- 54. Jumping:** The item conveys the ability to spring up to three times your current jump distance, and ignore the first (1-2 = 40, 3-5 = 60, 6 = 80) feet of fall distance with no negative effect to the bearer or what is landed on.
- 55. Lockpicking:** This item reduces the difficulty of the bearer's lockpicking attempts by (1-5 = one, 6 = two) levels.
- 56. Magic-Eating:** Whenever the bearer successfully saves versus a spell directly targeting them, this effect heals them of 2 HP per level of the spell saved against.
- 57. Majesty:** Once per (1-4 = week, 5-6 = day), the bearer can receive the effects of the *Awe* spell (SPM p. 54). Some variants only work on specific creature types.
- 58. Might:** The bearer receives a -3 bonus to Str-based Opposed Checks and +1 weapon die to their melee and thrown attacks.
- 59. Mirror Image:** Once per day the item can conjure *Mirror Images* (SPM p. 49).
- 60. Navigation:** The bearer always knows what direction they are travelling, and adds 1 to the result of any navigation check they are involved in.
- 61. Negative Plane Protection:** Undead abilities that would age the bearer or cause them to lose Strength or levels have no effect. Saves vs. necrotic damage and effects are one difficulty level lower.
- 62. Nine Lives:** If the bearer would be reduced to zero or fewer Hit Points, they ignore the normal death check and are instantly healed of 20 points of damage. The item has nine charges; each healing instance uses one charge.
- 63. Opening:** Once per day the item, in a selected 10-foot square, can magically open all conventional locks and dispel all *Arcane Lock* and *Hold Portal* spell effects.
- 64. Pathfinding:** The item can convey the effects of the *Find the Path* spell (SPM p. 54) on the bearer once per day.
- 65. Perceiving:** Once per day, the item can convey the effect of the *True Seeing* spell (SPM p. 55) on the bearer.
- 66. Plant Control:** Once a day the bearer can control plants or plant creatures within a 10-foot square area up to 60 feet away. This can make the plants move even if not normally mobile. The effect requires concentration—the wearer can take no other actions—and lasts for 1 turn.
- 67. Plant Growth:** Once per day, the bearer can cause *Plant Growth* (SPM p. 51).
- 68. Poison Resistance:** The bearer's poison-based saves are (1-4 = one, 5-6 = two) difficulty levels lower.
- 69. Protection:** The item conveys a (1D12: 1-8 = +1, 9-11 = +2, 12 = +3) bonus to the wearer's AC and all saving throws. Up to two Protection items can be worn; the type of item or overall bonus provided by the two is irrelevant to this. The item's protection combines with armour, as well as other magical effects that alter AC.
- 70. Quickcasting:** The item reduces the level of the bearer's spells for initiative purposes by (1-3 = 1, 4-5 = 2, 6 = 3).
- 71. Regeneration:** The bearer heals 1 HP per hour. Whole body parts can also regenerate. Small pieces, like fingers, take 1 day to grow back; larger pieces, such as a limb, take 1 week. However, damage caused by fire or acid is unaffected, and the effect cannot return the dead to life.
- 72. Repulsion:** Once a day, the bearer can force all enemies within 15 feet to make a (1-2 = Hard, 3-5 = Very Hard, 6 = Heroic) save or be pushed back 1D6 × 10 feet.
- 73. Restive:** The bearer need only sleep (1-4 = 4, 5-6 = 2) hours a day to count as rested, and can go twice as long without even this reduced amount of sleep before a level of fatigue sets in. The saving throw difficulty versus sleep effects is one level lower than normal.

- 74. Sacrifice:** You can take all damage inflicted onto a creature or object within 40 feet onto yourself. This is a free action, but must be performed at the moment the damage is dealt.
- 75. School Enhancement:** All spells of one school cast by the bearer have their difficulties either raised or lowered by one level—whatever is best for the caster at the time.
- 76. Scrye Resistance:** The bearer is undetectable by any divination magic.
- 77. Shapechange:** Once per day the bearer can transform into one specific, pre-set creature for up to one hour. The bearer's native intelligence is kept, but any ability to cast spells in the new form is nullified. The form's special abilities may or may not be granted as well.
- 78. Shrouded:** The item is not revealed to be magical by *Detect Magic*. A sage attempting to identify the item has a 20% of missing that it is magical; if they realize that it is magical, the cost to identify it is doubled.
- 79. Silent Spells:** Spells cast by the bearer of levels (1-2 = 1-2, 3-5 = 1-3, 6 = 1-4) require no vocal component.
- 80. Sizing:** Once per day, the item allows the bearer to alter their size by (1-5 = one level, 6 = two levels). The alteration (1-2 = is an increase, 3-4 is a decrease, 5-6 = could be either), and lasts up to 1 turn. Any worn clothing or armour alters along with the bearer.
- 81. Speed:** The bearer can move at double their normal rate for up to 12 hours (both in and out of combat). The bearer is heavily fatigued for twice as long as they moved at this speed immediately after halting.
- 82. Spell Extension:** Spells cast by the bearer of levels (1-2 = 1-2, 3-5 = 1-3, 6 = 1-4) have their base range doubled. Not cumulative with other such effects.
- 83. Spell Storing:** The item can store up to 6 spells. A spell cast from the item is cast as if the caster is the minimum level required to use the spell. The bearer always knows which spells are stored in it. Any caster can place new spells in the item by casting the spell at the item, but only one spell can be added to it per day.
- 84. Spider Climbing:** Once per day, the item can convey the effects of the *Spider Climb* spell (SPM p. 49) on the bearer for (1-3 = 1 turn, 4-6 = 2 turns).
- 85. Stealth:** The item reduces the difficulty of most hiding and stealth Tasks by (1-5 = 1 level, 6 = 2 levels). The effect causing this can vary, and Stealth items can stack if the effects do not overlap. For example, stealth boots may reduce the wearer's noise, while a stealth cloak might conceal the wearer from view; both would function together. Some of these items only function in certain environments, such as in shadow or while the bearer is concealed in vegetation. Others may only function when hiding, not when sneaking (i.e. movement nullifies their effect).
- 86. Stillcasting:** Spells cast by the bearer of levels (1-2 = 1-2, 3-5 = 1-3, 6 = 1-4) require no somatic component.
- 87. Survival:** The item provides the effects of an *Endure Heat & Cold* spell, and prevents the bearer from illness due to dirty or diseased (but not poisoned) water and environs, such as swamps or sewers.
- 88. Sustaining:** The item constantly nourishes the bearer as if they had been fed all the food (not water) they require.
- 89. Swimming:** The item conveys the ability to breathe in water. It also doubles one's swim speed and the amount of time that they can swim without tiring. The bearer can see underwater as well as they can upon land.
- 90. Sympathy:** Any healing or bolstering effect the bearer casts upon another is also cast on the bearer. The usual limits of spell and effect stacking still apply.
- 91. Telekinesis:** Once per day, the bearer can use *Telekinesis* as per the spell (SPM p. 53).
- 92. Telepathy:** The item conveys the ability to send telepathic messages within 90 feet, allowing two-way communication. This requires the full concentration of the bearer, who cannot move or take any action.
- 93. Teleportation:** The item conveys the ability to *Teleport* (1-4 = once, 5-6 = twice) per day, as per the spell (SPM p. 55), but only up to (1D6 × 50 feet; roll once to determine the distance when the item is found).
- 94. Terrain:** The item conveys the ability to move over terrain of the specified type as if it were clear terrain. This applies both to overland and combat movement.
- 95. Trackless:** The bearer leaves no visible trail. Some variants also hide one's scent trail, and/or only work in certain terrain types, such as snow or wilderness.
- 96. Turning:** Once per day the bearer may *Turn Undead* as per the spell (SPM p. 47); the caster level is treated as (1-2 = 6, 3-4 = 8, 5 = 10, 6 = 12).
- 97. Water Control:** The item conveys the ability to, once a day, *Control Water* (SPM p. 56) as per the spell.
- 98. Water Walking:** The item conveys the ability to move upon water as if it were solid, dry land.
- 99. Wind:** Missile attacks against the bearer are made at one range category worse than normal; this is cumulative with the presence of bad weather. The bearer can cast *Gust of Wind* (SPM p. 48) once per day. Any cape or cloak worn always billows dramatically.
- 100. Wishing:** The item grants 1D3 wishes. How liberal the item is in interpreting the wishes varies. Roll 1D6: 1-2 generous (intent is followed as long as the wording is not extremely sloppy), 3-5 legalistic (precisely to the letter), 6 hostile (antagonistic wording interpretations, coupled with malicious side effects whenever possible; e.g. a wish for gold takes the gold from the vaults of a nearby lich and leaves a note thanking it in the PC's name).

WEAPON PROPERTIES

A magical weapon has a random number of properties. Roll 1D12: 1-2 = 0, 3-8 = 1, 9-11 = 2, 12 = 3. For large weapons, as long as the weapon has at least 1 property, add 1 to its total number of properties.

One can roll on the appropriate specialized property table for melee or ranged weapons on p. 31. However, to increase variety, feel free to add *General Properties* (beginning on p. 20; table on p. 30) to weapons as well. For example, a spear that lets one walk on water is a novel thing, while the Balancing property is an excellent choice for a staff.

A magical weapon will also likely have a bonus. For melee weapons, this applies to both its attack and damage values (for missile weapons and ammunition, see p. 25). Roll 1D12: 1-2 = no bonus, 3-8 = +1, 9-11 = +2, 12 = +3. For a magic weapon with no properties, reroll results of 1-2. A magic weapon's bonus should never exceed +3, excepting *bane* weapons (see below).

Magical weapons in no way need to obey the normal rules of smithing. Weapons made of carved glass, shimmering force, or blackest night are all just as viable when dealing with arcane construction.

Generic Weapon Properties

These properties may be applied to either melee or missile weapons (including ammunition, if the effect is appropriate).

1. **Anchoring:** A creature struck by this weapon cannot use extradimensional travel, such as *Dimension Door* or *Teleport*, for the next ten minutes.
2. **Bane:** The weapon has an attack and damage bonus (1-3 = +1, 4-5 = +2, 6 = +3) that only applies against one type of target. The type can range from broad categories (regenerating creatures, constructs, dragons, undead, Lawful creatures, mages, inhabitants of a certain land or plane) to specific creatures or other targets such as goblins or green dragons, and so on. These stack with the weapon's base bonus (if any), and can raise the weapon past the normal attack and damage bonus caps (for example, a sword +2, +4 vs. giants).
3. **Banishing:** Any extraplanar creature of less than (1-3 = 12, 4-5 = 16, 6 = 20) HD struck by this weapon must make a Very Hard save or be banished back to its home plane for at least 24 hours.
4. **Blinding:** A creature struck by this weapon must make a (1-4 = Daunting, 5-6 = Hard) save or be blinded until the end of the next round.
5. **Called:** The weapon comes with a rack. When its controller speaks the command word, the weapon instantly teleports without error from the rack into the controller's hand, if open space for it is available. Repeating the command word returns it to the rack. What defines "controller" varies depending on the item.
6. **Cursed:** Has a wide variety of potential effects, all of them bad. See the *Cursed Properties* section, on p. 28.
7. **Disarming:** A creature struck by this weapon must make a Hard save or have their own weapon thrown 1D4 × 5 feet in a random direction. If they have no weapon but are bearing a shield or other handheld item (e.g. a torch or wand), that is lost instead.
8. **Dispelling:** A creature struck by this weapon suffers a *Dispel Magic* effect equivalent to the level of its wielder.
9. **Energy:** The weapon can deal damage of one energy type (fire, cold, sonic, electricity, necrotic, magical force, acid, etc). Such weapons either summon a visible nimbus of such energy on command (and so do not deal damage of the specified type until it is summoned), or have the nimbus once unsheathed.
10. **Fear:** A creature struck by this weapon must make a Morale check at -2 at the end of the round the damage occurred in or flee in terror for 2D6 rounds.
11. **Flurry:** For one combat a day, the weapon when wielded grants +1 attack per round.
12. **Impaling:** The weapon's critical hit range is increased by (1D12: 1-5 = 1, 6-9 = 2, 10-11 = 3, 12 = 4).
13. **Nine Lives Stealer:** After a critical hit against a living target, the target must make a Hard saving throw. Failure means that the target is instantly slain. This ability only successfully functions nine times.
14. **Paralyzing:** A creature struck by this weapon is *Slowed* as per the spell (*SPM* p. 51), and must make a Daunting save or be treated as grappled for the next round.
15. **Penetrating:** This weapon ignores all invulnerabilities. It also ignores any damage resistance or reduction.
16. **Searing:** The damage dealt by the weapon cannot be regenerated (though it can heal naturally or through other magic effects, such as cure spells, as normal).
17. **Silent:** The weapon makes no noise when drawn or wielded. It (or its ammunition, for ranged weapons) creates no noise when it strikes a target.
18. **Smiting:** The weapon can smite as per the warrior feat. If the wielder already has this feat, add one weapon die to their smites.
19. **Speed:** The weapon grants the Dash stance when used.
20. **Staggering:** A creature struck by this weapon must make a Hard save or be driven back 5 feet for each point that they fail their save by.
21. **Thundering:** A creature struck by this weapon suffers the effects of a *Thunderclap* spell (*SPM* p. 53).
22. **True Death:** Any creature slain by the weapon cannot be reincarnated or resurrected by any means. The corpse cannot be raised into undeath.
23. **True Strike:** Once a day, the weapon grants a +15 attack bonus, applicable to that weapon for one round.

24. **Turning:** An undead creature struck by this weapon is turned as per the *Turn Undead* spell (SPM p. 47); the caster level is equal to the level of the weapon's wielder.
25. **Unerring:** The weapon ignores all defenses based on trickery, deception and illusion, such as *Blink*, *Blur*, *Displacement*, *Mirror Image*, and so on.
26. **Vampiric:** Half the damage dealt by an attack on a living target using this weapon (maximum 4 HP per hit) is transferred to its wielder. This is magical healing.

Melee Weapon Properties

These properties apply exclusively to melee weapons.

1. **Aquatic:** The wielder is unaffected by the normal penalties for fighting in water, as if affected by a *Free Action* spell for the purpose of attacks only.
2. **Backstabbing:** The wielder applies a +2 attack bonus when attacking from behind, and the critical hit range for such is further increased by (1-4 = +2, 5-6 = +4). *Small and medium piercing weapons only.*
3. **Chargebreaker:** Any charging creature struck by this weapon must make a Very Hard save or be knocked off their mount (knocked prone, if not a rider). *Large spears and polearms only.*
4. **Deflecting:** The weapon allows the wielder to swat away non-spell-based missiles with it, granting (1-4 = +2 AC, 5-6 = +3 AC) vs. such attacks. Large missiles (boulders, ballista bolts) are unaffected.
5. **Parrying:** Provides an AC bonus of (1-3 = +1, 4-6 = +2) against attacks from enemies the wielder is in melee with.
6. **Quick:** Drawing this weapon does not require an action. *Medium or large weapons only.*
7. **Sizing:** The weapon can change its size category by one level either up or down (S to L sizes only) as an action.
8. **Sundering:** Up to twice a day, the weapon can blast a typical door off its hinges on a 1D6 roll of 2+. Stone, iron-reinforced, or especially thick wooden doors require a 5+. Successive attempts add 1 to the roll. "Doors" such as castle gates are typically immune, but legendary versions of this weapon may defeat even those. Items can also be smashed, with the item required to make a Very Hard saving throw or be destroyed (in combat this cannot affect carried items other than shields). Successful or not, this is a noisy effect (SPM p. 27). *Blunt weapons only.*
9. **Venomous:** The weapon delivers upon a hit one dose of whatever poison is inserted into the hilt. Up to six doses can be stored within; these are preserved indefinitely. *Slashing and piercing weapons only.*
10. **Vorpal:** On a hit scored by a natural 20, the target is decapitated, if applicable. *Slashing weapons only.*

Missile Weapon / Ammunition Properties

These properties can apply either to weapons or ammunition, unless noted otherwise. Note that while the bonuses for such are rolled as normal (see p. 20), a missile weapon only ever has a bonus to hit, not to damage (even if it has the Bane property), while ammunition only ever has a bonus to damage, not to hit. A throwing weapon (e.g. a dart or javelin) has both, like a melee weapon.

1. **Aquatic:** The attack ignores all range and other attack penalties from firing underwater.
2. **Climbing:** If fired at a non-living target over 10 feet off the ground, the missile fired securely fastens itself and creates a magical 50-foot rope, issuing from the spot hit. The rope will support any weight of climbers (though the target struck might not), disappearing in 1 turn or upon command of the user. The missile cannot be removed after it hits, and disappears when the rope does.
3. **Distance:** Add a range bracket to this weapon beyond Long, called Extreme. For example, a dart with this property would have range brackets of 10/20/30/40. The weapon has no range penalty with medium range attacks, -4 with long range attacks, and -8 with extreme range attacks. *Weapon only.*
4. **Energy:** The weapon fires ammunition of pure force of one specific type (fire, cold, sonic, electricity, necrotic, magical force, acid, etc). This ammunition cannot be depleted. *Not for ammunition or thrown weapons.*
5. **Flurry:** The weapon's rate of fire is increased by 1 (a heavy crossbow's rate of fire instead changes to once per round). *Not for ammunition or thrown weapons.*
6. **Precise:** You can pick your target when firing into melee and ignore (1-4 = half, 5-6 = half and heavy) cover.
7. **Refilling:** If left in a container with other missiles of the same type (that is, a refilling arrow with arrows or a refilling sling stone with sling stones), this ammunition will magically create 3D6 normal (non-magical) missiles of that type each day. *Ammunition only.*
8. **Screaming:** These attacks produce a loud cry (this is a noisy effect, see SPM p. 27), causing all enemies within 10 feet of its path to check morale unless immune to fear. If the morale check fails, the victims retreat in fear for 1D6 rounds.
9. **Seeking:** A weapon or ammunition with this property only functions when fired at an object; it automatically misses creatures (or objects carried/worn by them). It will automatically hit any one target object within range as long as its direct path of travel is clear. It can thus be used to sever a rope, pierce a sack, push a button, trigger a trap, etc.
10. **Throwing:** The weapon always returns to the wielder's hand at the end of the same round in which it is thrown. *Hammers and throwing weapons only.*

ARMOUR PROPERTIES

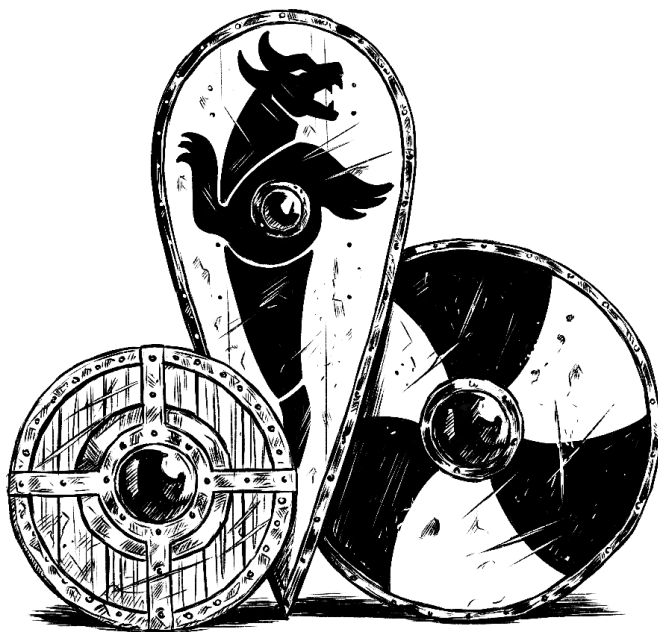
Roll the properties and bonus of a magical shield or suit of armour as per a magical weapon (see p. 24), though its bonus applies to Armour Class rather than attacks or damage. The AC bonus of a suit of armour should never exceed +3, and a shield's AC bonus never exceed +2 (excepting *bane* or *missile deflection* armour; see below), though the modifiers and effects from a magical shield stack with other armour.

Even more than weapons, it is intended that a GM use the *General Properties* list to round out the abilities of protective items.

To determine a random armour property, roll 1D12:

1. **Arcana:** A spellcaster is in no way prevented from casting spells due to wearing this armour. *Armour only.*
2. **Bane:** The item's AC is improved by (1-4 = +1, 5-6 = +2) against attacks by creatures of the type specified (see the *Bane* entry in the *Weapon Properties* section on p. 20 for more guidelines).
3. **Breath Resistance:** The wielder's saving throws vs. breath weapon attacks have their difficulty lowered by (1-4 = one level, 5-6 = two levels; add 1 to the roll if the item is a shield).
4. **Called:** The item comes with a rack. When its controller speaks the command word, the armour instantly teleports without error from the rack onto the controller, switching place with clothing as needed. Repeating the command word reverses the process. What defines "controller" varies depending on the item.
5. **Damage Resistance:** The first (1-4 = 1 point, 5-6 = 2 points) of damage from any damaging source is ignored. Some variants only apply this resistance to certain damage sources (e.g. acid, evil, dragons, etc).
6. **Disguise:** As an action, the user can change the armour's apparent colour, decoration, or other aspects of appearance (e.g. make it appear as clothing), as imagined by the wearer. Its Armour Class, item points, or any other encumbering / hindering aspects are not altered. *Armour only.*
7. **Electricity:** As an action, the item becomes charged with magical electrical force. If the wielder is hit while the item is so charged, the attacker takes 6D6 electrical damage (Hard save for half damage; if a weapon is used in the attack rather than hands/claws etc, reduce the difficulty to Daunting). The armor or shield can be charged or neutralized as often as desired, but can only cause damage via its charge once per day.
8. **Ethereality:** As an action the armour's wearer can, once a day, become ethereal. This lasts for 1 turn, during which the wearer can move no faster than standard exploration rates. The wearer can return to their normal form at will. Rematerializing inside a solid object results in irreversible death. *Armour only.*

9. **Freeing:** This armour is less encumbering than normal when worn. Other than the actual protection it provides, heavy armour with this property in all ways counts as medium armour, and medium armour with it in all ways counts as light armour. *Armour only.*
10. **Guarding:** If using the guard combat stance, the wearer can intercept one more opponent than normal.
11. **Medusa's Bane:** The item renders its user immune to gaze attacks. Additionally, any such attack is reflected back upon the attacker.
12. **Missile Deflection:** The item provides (1-2 = +1 AC, 3-5 = +2 AC, 5 = +3 AC, 6 = *Protection from Missiles*) vs. missile attacks.



ROD, STAFF & WAND PROPERTIES

Wands are thin and about 18 inches long (Small item). Staffs are much larger, usually about 6 feet long (Medium weapon). Rods are in between, being about 3 feet long (Medium item). Rods are sometimes usable by non-casters, but wands and staves are always restricted to use by spellcasters only.

The number of uses of most of these items is limited, but there is no way of knowing the amount. Powers limited in use require **charges**. Each time a power that requires a charge is used, roll 2D6. On a double-1 result, the power fails to work because the item is out of charges; it can no longer use any power requiring charges. For a power requiring two charges, roll 1D8 instead: a 1 indicates no charges left as per above. If using three or more charges at once, reroll the die once for each charge past the second; any result of 1 fails as normal.

Unless specified otherwise, using an item is done as an attack in the Missile Phase (if a ranged effect) or the Melee Phase (if part of a melee attack). A command word or phrase must be loudly declaimed for such actions to function.

A magical wand has one property. Roll 1D12 to determine the number of properties a rod or staff has: 1-2 = 2, 3-4 = 3, 5-9 = 4, 10-11 = 5, 12 = 6. The three types also have access to different properties: wands are only able to cast spells, rods can have Miscellaneous Effects (below) and *General Properties* (see p. 20) but not spells, and staves have access to all of the above and also the *Weapon Properties* list (see p. 20).

If an item has a Miscellaneous Effect, roll 1D12 and consult the list below to determine the precise one. All spell effects are as from an 8th-level caster unless otherwise noted.

Campaign Matter: Traditionally, effects from rods, staffs and wands were easier to save against. To duplicate this, the saves for such effects can always be one difficulty level lower.

Miscellaneous Effects (Rods & Staves Only)

1. **Absorption:** Spell cast directly at the wielder (i.e. not an area-effect spell), even if beneficial, are absorbed into the item with no effect. Up to 50 spell levels worth of spells can be absorbed before the power no longer functions.
2. **Banishing:** Once per day, as an action an extraplanar creature of less than (1-3 = 12, 4-5 = 16, 6 = 20) HD within line of sight must make a Very Hard save or be banished back to its home plane for at least 1 day.
3. **Extinguishing:** Non-magical fires the size of a campfire or smaller can be extinguished without using a charge. For a fire larger than this, either one or two charges are required. Continual magical fires, such as a flaming magical weapon or a creature able to ignite, can be suppressed for 2D6 rounds at the cost of one charge.
4. **Final Blow:** As an attack, the item's wielder can snap it in half. This destroys the item, and $4D6 \times 10$ damage is dealt in a grand fireball to everything (including the wielder) within 30 feet (save for half).
5. **Fury:** All damage-dealing spells cast directly by the caster receive +1 damage on each damage die, and the saving throws of these spells are made one level more difficult. Each such spell counts as two levels higher for casting time purposes; this cannot be lowered by the Quickcast feat or any other effect.
6. **Inertia:** With the use of one charge the item stops wherever it is, even in mid-air, and cannot be moved by any means short of a *Wish*. This lasts for one hour.
7. **Negation:** The wielder can choose a rod, staff, or wand within line of sight and render it powerless for 1 round. This occurs on the same round the negation is used, and always activates before the power being negated. The use of this property must be declared prior to rolling initiative. This requires one charge.
8. **Resurrection:** Once per day, the item can raise a being from the dead. This requires two charges.
9. **Sentry:** When firmly planted into the ground, a single charge is automatically expended and the item will maintain vigilance until removed from the ground or until triggered. When any hostile creature approaches within 120 feet of the item, the item projects a *Light* spell out to a 120-foot range.
10. **Serpent:** If the bearer spends a charge and throws the item to the ground (a combined single action), the rod or staff turns into a 25-foot python (AC 18, 12 HD/50 HP) that obeys its bearer. The snake will entwine itself around its victim if it scores a hit, dealing $2D4+2$ crushing damage per round. This attack counts as a +1 weapon for the purposes of resistances. If the snake is killed, the item that it transformed from is destroyed as well.
11. **Withering:** By using a charge as a free action immediately after striking an opponent with the staff, the victim ages 10 years. If two charges are spent instead, one of the victim's limbs will also shrivel to useless; a Hard (Arc) saving throw negates. The effects of spent charges are cumulative, such that if two charges are used, the victim will be both aged and receive a withered limb.
12. **Wonder:** The item's effects are extremely variable. Each time a charge is expended, a random effect occurs, rolled by the GM. There are numerous tables, both fan-made and official, which are designed for items with this effect and produce suitable results. Volume 4 of the *Encyclopedia Magica*, pp. 1497-1504, contains a series of such.



CURSED PROPERTIES

These properties are applied to cursed items. Whether created deliberately, or the unfortunate by-product of magical experimentation, a cursed item is always a bane to its bearer (though GMs may wish to add useful properties to a cursed item, making it a double-edged sword).

A cursed item can almost never be voluntarily gotten rid of, unless at the very least a *Remove Curse* spell is cast upon the item. Some cursed items, however, are much more noxious, requiring more elaborate steps to be removed. Some cursed items have something of a preservation instinct, so that if someone attempts to cast *Remove Curse* (or whatever steps are required to remove the item), the bearer will resist as much as possible and is likely to become hostile.

Curses are also difficult to detect. A sage has only a 1 in 6 chance of detecting a curse on an item, unless the item's identity is easy to ascertain.

These curses need not be limited to being from items: the lists can serve for effects generated by traps, pronouncements before death, witches and others with the evil eye, etc. With such curses, the steps required to remove the curse are usually tied to the behaviour that led it to be inflicted in the first place, rather than a simple casting of a spell to make it go away.

Major Curses

These curses can be extremely crippling. Roll 1D12:

1. **Aging, Greater:** The character ages 1 year for every (1-3 = 1, 4-6 = 3) months that pass.
2. **Attacks:** The character has double the chance of encountering wandering monsters. If the character wishes to flee an encounter, the chances of being chased are also doubled. The character is twice as likely to be selected as a target than other eligible and likely targets.
3. **Berserk Strength:** The character's Strength and Constitution are each raised to 19. However, they are compelled to immediately attack in melee (1-4 = the closest opponent, 5 = the closest encountered creature, 6 = the closest creature, including party members), without regard to tactical considerations or self-preservation. The character will not use spells, abilities, or ranged weapons unless directly related to melee combat. For example, a bow would not be used except to be smashed over the head of an opponent. If the character has no melee weapon at hand, they will switch to unarmed attacks rather than seek one, unless a weapon is in sight directly between them and a target and is readily accessible.
4. **Clumsiness:** The character's Dexterity is halved (round down). Tasks involving precision or manual dexterity (such as stealth or climbing) have their difficulties raised by one level. Attempting to cast a spell requiring somatic components fails unless the wearer rolls a successful Moderate (Dex) saving throw.

5. **Defenselessness:** The character's Armour Class is reduced to 10, regardless of any effects to the contrary, magical or otherwise, that would raise their AC.
6. **Foul Rotting:** The character is inflicted with a foul, flesh rotting disease. Each week, one point of Dexterity and Constitution is permanently lost. After a *Remove Curse* spell allows the item to be discarded and end the disease, a *Restoration* spell must be cast on the victim to restore lost ability score points.
7. **Fumbling:** When the character is in combat or other stressful situations, the character has a 50% chance each round to drop any items held.
8. **Inanity:** The character's Perception and Willpower are (1-3 = halved (round up), 4-6 = reduced to 3).
9. **Lycanthropy:** The character is struck with a random lycanthropy.
10. **Stammering:** The character believes that they have been gifted with great charisma. However, whenever they attempt to speak meaningfully (negotiations, spellcasting, scroll reading, item activation, etc), there is a 50% chance that any such attempts that round are unintelligible and nonsensical (re-roll each round). While speaking like this, the character suffers a -3 to Reaction Rolls.
11. **Stasis:** The character cannot gain levels.
12. **Weakness:** The character's Strength and Constitution are each (1-4 = halved (round down), 5-6 reduced to 3).



Minor Curses

These curses tend more towards inconveniencing the character than threatening their life. Roll 1D20:

1. **Aging, Lesser:** The character ages 1 year for every (1-3 = 6, 4-6 = 9) months that pass.
2. **Burden:** The character is always at least Heavily encumbered.
3. **Chorus:** The character is followed by a spectral chorus that floats behind them in the form of 1D6 dead slain and/or wronged in life by the character. At any given time, roll 1D6: on a 1-3 the chorus is proclaiming the character's misdeeds and generally wailing loudly (in dungeons, roll each turn; the chorus counts as a noisy event). The chorus departs at nightfall, but returns each dawn. It cannot be turned, charmed, destroyed, and so on by effects that normally affect undead.
4. **Compulsion:** The character is saddled with a powerful compulsion. This could be almost anything: spending the first round of every combat praying or knocking on their breastplate ten times, being forced to sing a song before entering a room, bathing at least once a week in holy water, refusing to adventure every sixth day, and so on.
5. **Contrariness:** The character is unable to agree with any idea or statement, except when obviously being lied to, their well-being would be threatened by disagreeing, or if they realize that disagreeing would allow the curse to be removed from their person.
6. **Delusion:** The character believes that they have come into possession of a powerful magical item. They also believe that they can wield the powers of that item, regardless of any evidence or arguments to the contrary. If the wearer has any abilities—magical or mundane—that can in any way emulate the supposed item's powers, the character will unknowingly use such abilities when they think they are activating their new item's powers, so as to best reinforce the delusion.
7. **Fair Play:** The character can attack only (1-3) those that they first loudly proclaim as their target or (4-6) those they have granted the first attack against them (applying no Dexterity or shield bonuses).
8. **Falsehood:** The character can only answer questions with lies.
9. **Hideousness:** The character becomes hideously ugly to all. Children will flee from them, while adults have a great deal of trouble concealing their disgust and will prefer not to deal with the character if possible.
10. **Hunger:** The character is always at least lightly fatigued due to hunger, and will desperately insist on eating at least twice their normal food allotment if possible. No matter what is consumed, the character cannot be satiated, and will not gain weight.
11. **Inescapable Location:** All scrying or other divination effects attempted upon the character have their range, duration, and success rate doubled, as appropriate to the effects being used. The character may also be convinced that they are immune to such magic.
12. **Magnetism:** The character becomes magnetic. The GM must decide the precise effect this has at any given point, but iron or steel weapons wielded by the character have a –2 attack penalty due to being constantly pulled towards the character's body.
13. **Marked:** The character receives a prominent physical deformity. If possible, it will be of a type that matches a well-known symbol of a creed despised by the power behind the curse or the culture the cursed character is from—anything from a third eye or third nipple to goat horns or a prominent mark of law or chaos on the forehead.
14. **Miserliness:** The character loathes spending money. They will live in hovels to avoid upkeep costs, will make unskilled repairs to broken equipment rather than purchasing replacements, and so on. Their preferred way of relaxing becomes counting and polishing their wealth. References to such behaviour by others will lead to the suspicion that the person pointing out this behaviour is after the cursed character's "hoard".
15. **Missile Attraction:** The character has an AC of 10 vs. all missile attacks, regardless of effects to the contrary, magical or otherwise. They are twice as likely to be a randomly selected target if missiles are fired into a melee they are involved in.
16. **Penitence:** The character must scourge oneself regularly and avoid at all costs whatever their aligned power views as anathema. If the character has no alignment, choose a common set of societal practises and taboos as the basis of this curse instead.
17. **Rancor:** The character sparks arguments and discontent in all around them. Apply a –2 penalty to the character's Reaction Rolls. Allies within 300 feet of the character suffer a –3 penalty to their Morale checks.
18. **Tainted:** The character casts no shadow, is instinctually hated by animals, and through their presence spoils nearby food and withers small plants.
19. **Thought Projection:** The character's surface thoughts and/or emotions are projected to all creatures within 30 feet, unless a recipient has some sort of mental shielding that would prevent this. The character cannot prevent this, even if equipped with similar shielding.
20. **Volume:** The character cannot control the volume of their voice. The player rolls 1D6 every time their character speaks in a situation where this could matter: an even roll means the character speaks in a whisper, while an odd roll means that they shout (a noisy event).

General Properties

D100 Result	Property
01	Alertness (p. 20)
02	Animal Command
03	Animal Speech
04	Animate Dead
05	Attraction
06	Attunement
07	Balancing
08	Banishment
09	Beguilement
10	Blinding
11	Blindsight
12	Bolster
13	Bravery
14	Brawling
15	Breathing
16	Charging (p. 21)
17	Clairvoyance
18	Climbing
19	Cold Resistance
20	Command
21	Comprehend Languages
22	Comradery
23	Concentration
24	Cursed
25	Darkness
26	Defense
27	Detection
28	Dimension Door
29	Disarming
30	Disease Resistance
31	Disguise
32	Djinni Calling
33	Domination
34	Durable
35	Endurance
36	Energy Immunity
37	Expendable
38	Fear
39	Feather Fall
40	Fire Resistance
41	Fleet
42	Fog
43	Fortune
44	Freedom (p. 22)
45	Gaze Resistance
46	Grave Shroud
47	Healing
48	Hold Portal
49	Holding
50	Illuminating

General Properties

D100 Result	Property
51	Immutability
52	Inspiring
53	Invisibility
54	Jumping
55	Lockpicking
56	Magic-Eating
57	Majesty
58	Might
59	Mirror Image
60	Navigation
61	Negative Plane Protection
62	Nine Lives
63	Opening
64	Pathfinding
65	Perceiving
66	Plant Control
67	Plant Growth
68	Poison Resistance
69	Protection
70	Quickcasting
71	Regeneration
72	Repulsion
73	Restive
74	Sacrifice (p. 23)
75	School Enhancement
76	Scrye Resistance
77	Shapechange
78	Shrouded
79	Silent Spells
80	Sizing
81	Speed
82	Spell Extension
83	Spell Storing
84	Spider Climbing
85	Stealth
86	Stillcasting
87	Survival
88	Sustaining
89	Swimming
90	Sympathy
91	Telekinesis
92	Telepathy
93	Teleportation
94	Terrain
95	Trackless
96	Turning
97	Water Control
98	Water Walking
99	Wind
00	Wishing

Melee Weapon Properties

D100 Result	Property
01-03	Anchoring (p. 24)
04-06	Aquatic
07-09	Backstabbing*
10-12	Bane
13-15	Banishing
16-18	Blinding
19-21	Called
22-24	Chargebreaker*
25-27	Cursed
28-30	Deflecting
31-33	Disarming
34-36	Dispelling
37-39	Energy
40-42	Fear
43-45	Flurry*
46-48	Impaling
49-50	Nine Lives Stealer
51-53	Paralyzing
54-56	Parrying*
57-59	Penetrating
60-62	Quick*
63-65	Searing
66-68	Sizing
69-70	Smiting
71-73	Speed
74-76	Staggering
77-79	Sundering*
80-82	Thundering
83-85	True Death
86-88	True Strike
89-91	Turning (p. 25)
92-94	Unerring
95-97	Vampiric
98-99	Venomous*
00	Vorpal*

Missile Weapon / Ammunition Properties

D100 Result	Property
01-03	Anchoring (p. 24)
04-06	Aquatic
07-09	Bane
10-12	Banishing
13-15	Blinding
16-18	Called
19-21	Climbing
22-24	Cursed
25-27	Disarming
28-30	Dispelling
31-37	Distance
38-40	Energy
41-43	Fear
44-46	Flurry*
47-49	Impaling
50-52	Nine Lives Stealer
53-55	Paralyzing
56-58	Penetrating
59-61	Precise
62-64	Refilling
65-67	Screaming
68-70	Searing
71-73	Seeking
74-76	Silent
77-79	Smiting
80-82	Speed
83-85	Throwing*
86-88	True Death
89-91	True Strike
92-94	Turning (p. 25)
95-97	Unerring
98-00	Vampiric

* This property can only be applied to a limited subset of weapons of that type. See that property entry for details.



POTIONS

Potions (also known as philters or elixirs) can be found in a variety of containers. Most contain only one dose. Most bear no label, and potions of the same type may differ in their aroma or taste depending on how and where they were made.

Unless indicated otherwise, potions take effect at the start of the round after drinking and last for $1D6+6 \times 10$ minutes (duration determined in secret by the GM). Generally, if half the potion is drunk, the effect lasts for half the duration.

Oils are a subset of potions, being rubbed on the person or object to be affected rather than drunk. Almost any potion can be an oil instead. Applying an oil takes one minute.



Potion Miscibility

If two different potions are mixed together, the results are unpredictable. Roll on the following table:

D100 Result	Potion Mixing Result
01	Explosion: If swallowed together, the imbiber takes 6D10 damage. Otherwise, the damage is 2D6 to all within 5 feet.
02-03	Lethal poison: Imbiber must make Heroic (Con) save or die. If mixed externally, a 10-foot radius cloud of poison gas with the same effect occurs.
04-08	Debilitating poison: 1 point each of Strength and Dexterity is lost (no save). One potion is cancelled; the other takes effect at half strength.
09-15	Both potions are negated.
16-25	One potion is negated; the other works as normal.
26-35	Both potions function at half strength.
36-90	Compatible: Both potions work normally, unless their effects are contradictory (diminution and growth, for example).
91-99	Very compatible: A random one of the potions has 150% of its normal efficacy. At the GM's discretion, this may only apply to the duration.
00	Endowment: Only one of the potions works, but its effects upon the imbiber are permanent.

D100 Result	Potion
01-02	Animal Clairaudience
03-04	Animal Clairvoyance
05-06	Animal Control
07-08	Chameleonism
09-10	Climbing
11-12	Corrosive Touch
13-14	Cure Disease
15-16	Delusion
17-18	Diminution
19-20	Dragon Breath
21-22	Dragon Control
23-24	Elasticity
25-26	Element Resistance
27-28	Etherealness
29-30	Extra-Healing
31-32	Flying
33-34	Gaseous Form
35-36	Giant Control
37-38	Giant Strength
39-40	Growth
41-42	Healing
43-44	Heroism
45-46	Humanoid Control
47-48	Invisibility
49-50	Invulnerability
51-52	Longevity
53-54	Love
55-56	Luck
57-58	Oil of Armour
59-60	Oil of Devotion
61-62	Oil of Fiery Burning
63-64	Oil of Sharpness
65-66	Oil of Slipperiness
67-68	Oil of Turning
69-70	Plant Control
71-72	Poison
73-74	Polymorph
75-76	Regeneration
77-78	Restoration
79-80	Scrying
81-82	Sleep Breath
83-84	Speed
85-86	Stone Form
87-88	Super-Heroism
89-90	Sweet Water
91-92	Treasure Finding
93-94	Truth
95-96	Undead Control
97-98	Universal Antidote
99-00	Water Breathing

Animal Clairaudience: The imbiber can hear up to 120 feet by means of the ears of an animal within 120 feet at the time the potion is drunk. A lead barrier hinders this effect.

Animal Clairvoyance: The imbiber can see up to 120 feet by means of the eyes of an animal within 120 feet at the time the potion is drunk. A lead barrier hinders this effect.

Animal Control: The imbiber can understand and manipulate a particular type of animal. The type of animal is determined by a die roll (see below), and the number of animals affected depends on the size of the animal. The following general sizes and quantities apply: Small or smaller, 4D6; Medium, 2D6; Large, 1D4.

1D12 Result	Animal Type
1-2	Avian
3-4	Fish
5-6	Mammal, including marsupial
7-8	Any mammal and avian
9-10	Amphibians and reptiles
11	Amphibians, reptiles, and fish
12	All listed above

Unless the imbiber has some other means of directly communicating with the animals influenced by the potion, only general emotions or inclinations can be manipulated. Intelligent (greater than Semi) animals can make a saving throw to resist its effects.

Chameleonism: The imbiber gains the ability to change at will to any colour, pattern, or combination of colours. All items carried are also affected. The imbiber only has a 1 in 6 chance of being detected if not moving; this climbs to 2 in 6 if the imbiber moves more than 5 feet a round.

Climbing: The imbiber is affected as if by a *Spider Climb* spell (see *SPM* p. 49).

Corrosive Touch: Half duration. The imbiber dissolves any nonliving material touched. Materials no harder than clay or wood are dissolved at 1 cubic foot per round; harder materials are dissolved at half this rate. Items make a Hard save to avoid being destroyed (a Moderate save if magic).

Cure Disease: The imbiber is affected as per the spell of the same name (see *SPM* p. 50).

Delusion: The potion convinces the imbiber that the potion is of another type, but otherwise has no effect. If more than one person tastes this potion, there is a 90% chance they all will believe the potion to be the same type.

Diminution: The imbiber and everything carried shrinks to 6 inches tall. For a Medium-size or larger creature to spot the imbiber is at least a Very Hard Task, so long as the imbiber remains motionless. If only half of the potion is consumed, the imbiber shrinks to 50% of their original size.

Dragon Breath: The imbiber gains the ability to let loose a single blast of venerable dragon's breath (9D6 damage). Roll to see what kind of dragon breath is gained:

1D12 Result	Dragon Type
1-3	Black
4-5	Blue
6-7	Green
8	Red
9-12	White

Dragon Control: Half duration. The imbiber gains power equivalent to a *Charm* spell (see *SPM* p. 46) over an evil dragon of a type determined by the table below. The imbiber is able to control a dragon within 60 feet.

1D12 Result	Dragon Type
1-3	Black
4-5	Blue
6-7	Green
8	Red
9-12	White

Elasticity: The imbiber can stretch their body (plus all items carried) to a maximum of 30 feet in length or 10 inches in thickness, and takes half damage from blunt weapons.

Element Resistance: The imbiber is impervious to ordinary flame or cold. Damage from other kinds of fire or cold, including magic, is reduced by -2 per die of damage. If exposure requires a saving throw, the difficulty is one level lower. Half the potion can be quaffed for resistance lasting 5 rounds: this provides -1 per die of damage and +2 to saving throws.

Etherealness: The imbiber becomes ethereal. This makes them invisible and able to pass through any object that is not also ethereal.

Extra-Healing: The imbiber heals up to 3D6+3 Hit Points per name level. This potion can be imbibed in three separate, equal portions, which heal 1D6 Hit Points per name level per one-third of the potion.

Flying: This imbiber is affected as if by a *Fly* spell (see *SPM* p. 55).

Gaseous Form: The imbiber and all items on their person are affected as if by a *Gaseous Form* spell (see *SPM* p. 50).



Giant Control: Half duration. The imbiber can control up to two giants in the same manner as the spell *Charm* (see *SPM* p. 46). A saving throw is allowed; if only one giant is targeted it receives a –4 penalty to this roll. If two giants are targeted, each receives +2 on their roll. Each potion affects only one type of giant. Consult the table below.

1D12 Result	Giant Type
1	Cloud
2-3	Fire
4-5	Frost
6-9	Hill
10-11	Stone
12	Storm

Giant Strength: The imbiber temporarily becomes as strong as a frost giant. They can throw rocks to a distance of 200 feet for 4D6 damage, and deals double damage with other attacks. The strength bonuses cannot be combined with any other magical effects that improve strength.

Growth: The imbiber of this potion doubles in size. Their strength also increases, so that all damage dealt is doubled.

Healing: The imbiber of this potion is healed as per a *Cure Light Wounds* spell (*SPM* p. 46), or 1D4 per name level for a half-dose.

Heroism: The imbiber temporarily gains extra experience levels, based on their actual level. Hit Points, attack bonuses, and weapon dice can be gained, but not spells or feats. The extra Hit Points granted are subtracted first when the imbiber loses any. If the imbiber is a 0-level character and not a mage, the levels gained are warrior levels.

Imbiber Level	Levels Gained
0	4
1-3	3
4-7	2
8-10	1

Humanoid Control: The imbiber can *Charm* humanoids (see *SPM* p. 46). Up to 32 Hit Dice are affected. Only whole Hit Dice are considered for this purpose: any HD bonuses are dropped (e.g. 3+1 HD is treated as 3). The specific kind of human-like being affected by the potion is determined on the table below.

1D12 Result	Humanoids Affected
1-2	Dwarves
3-4	Elves
5-6	Elves, Half-Elves, and Humans
7-9	Humans
10-12	Goblinoids

Invisibility: The imbiber is bestowed with *Invisibility* as per the spell (see *SPM* p. 49). This potion can be consumed in 1/8 increments, in which case the *Invisibility* granted lasts 1 minute per dose.

Invulnerability: The imbiber has the difficulty level of all their saving throws reduced by one and gains +4 AC.

Longevity: This potion makes the imbiber 1D4+2 years younger. However, each time such a potion is drunk, there is a cumulative 4% chance that all previous age reversals from potions of this type will be negated, raising the imbiber's age to the age they would be without the effects of the potions. It is not possible to drink this potion in increments.

Love: The imbiber becomes *Charmed* by the next person or creature they lay eyes upon, or charmed *and* besotted if the person or creature is of the preferred sex and of compatible racial stock. Only *Dispel Magic* ends the effect.

Luck: The imbiber can choose the result of any one of their own rolls, rather than rolling randomly.

Oil of Armour: This oil is applied to the skin to give it an uncanny toughness. For 1D6+6 hours the user gains +6 AC, cumulative with any other magical bonuses, but not with worn armour. Each application contains enough to cover one creature of up to Large size.

Oil of Devotion: This holy unguent is only usable by those with the Anointed feat (*SPM* p. 10). The anointed one has their levels temporarily increased for the next 12 hours: by three levels if 5th level or lower, and by two levels if of 6th to 10th level; and by one if 11th level or higher. The anointed one fights, casts spells, and otherwise performs as if that number of levels higher. This oil does not allow additional spells to be gained; nor does it allow for the anointed one to learn spells that could not be learned at the earlier level.

Oil of Fiery Burning: A refined, more potent variant of common fire oil, its flask will always break if hurled and any creature within 10 feet (4 × 4) will take 5D6 fire damage (Hard save for half damage). The oil combusts instantly upon exposure to air, so that any who opens the flask takes 1D4 damage and must take a Daunting (Dex) Task or fail to restopper the flask in time: failure means that the flask explodes in their hands, dealing damage as per above.

Oil of Sharpness: This oil can coat one slashing or piercing weapon or up to ten pieces of slashing or piercing ammunition. For 1 hour, a coated item's bonus to attack and damage rolls climbs to a maximum of +3 and, if it wasn't already, it counts as magical.

Oil of Slipperiness: Any creature or object coated by this oil cannot be grappled, grabbed or restrained, including by snakes, ropes, chains, or cuffs (magical or otherwise). If a floor is coated, any individual even standing on it will have a 95% chance per round of falling. The oil's effects last 8 hours, but the oil can be cleaned off early with any liquid containing alcohol. About 25 square feet can be covered per application.

Oil of Turning: Any creature or object coated by this oil radiates a *Turn Undead* effect (see *SPM* p. 47), as if cast by a 12th-level caster.

Plant Control: The imbiber is able to control plants or plant-like creatures (including fungi and molds) within a 20-foot area, out to a distance of 90 feet. The subjects obey commands to the best of their capacity. For example, vines can be made to wrap around targets, and intelligent plants can be given orders. However, intelligent plant beings receive a Hard saving throw.

Poison: This potion is usually odourless. Typically the poison must be drunk, but sometimes it also (or only) works with skin contact, or application to open wounds. A failed saving throw—the difficulty can vary, but is usually Daunting (Con)—results in death.



Polymorph: This potion grants the ability to *Polymorph* as per the spell (see *SPM* p. 53).

Regeneration: The imbiber is healed as if under the benefits of a regeneration item (see p. 22) for one week.

Restoration: Drinking this potion cancels any diseases, curses, poisons, polymorphs, and magical effects—good or ill. Blindness and deafness are also cured, as is paralysis (but not petrification). However, no damage is healed.

Scrying: This potion has no effect if imbibed. If poured into calm, clear water, it forms a silvery reflecting pool. A caster with access to the Divination school can use the pool as a *Crystal Ball* (see p. 37).

Sleep Breath: This potion allows the imbiber to breathe a colourless, odourless cloud of sleep-inducing gas up to three times within an hour after drinking it. The cloud is effectively a 20-foot cube, and its victims are affected as per the *Sleep* spell (*SPM* p. 47), except that creatures of up to 6 Hit Dice are affected.

Speed: This potion doubles the imbiber's combat speed and number of attacks for 3D6 rounds. The strain this puts on the imbiber's body permanently ages them by 1D4 years.

Stone Form: The imbiber turns into living stone statue. This raises their AC by 8 and reduces their Dexterity by 4 (to a minimum of 2). The difficulty of saving throws involving physical resistance is reduced by one level. The imbiber can no longer make move silently checks unless magically silenced, and is vulnerable to effects that target stone specifically.

Super-Heroism: The imbiber temporarily gains extra experience levels, based on their actual level. Hit Points, attack bonuses, and weapon dice can be gained, but not spells or feats. The Hit Points granted are subtracted first when the imbiber loses any. If the imbiber is a 0-level character and not a mage, the levels gained are warrior levels.

Imbiber Level	Levels Gained
0	6
1-3	5
4-7	4
8-10	3
11-12+	2

Sweet Water: This sweet-tasting liquid can be used to cleanse water (including turning saltwater into fresh water) or otherwise transform poisons, acid, etc into drinkable liquid. Further, *Sweet Water* will destroy other oils and potions. For most liquids, this potion will affect up to 100,000 feet cubed. However, only 1,000 feet cubed of acid can be neutralized. The effects are permanent, and any liquid treated will resist other spoilage or contamination for 4D6 minutes.

Treasure Finding: Half duration. The imbiber can sense any treasure within 240 feet worth at least 50 sp. Any metal other than lead, iron, or steel meeting this value is detectable, as well as any gems. Although the direction of the treasure is sensed, the precise distance is not. Lead and scrying protection block this detection.

Truth: The imbiber cannot tell lies for the duration. The effect is not obvious until the imbiber tries to speak, but the potion does not compel speech.

Undead Control: Normally, undead are immune to *Charm* effects. However, this potion grants the imbiber the ability to *Charm* 3D6 HD of undead (intelligent or otherwise) as the *Charm* spell (see *SPM* p. 46). The save against this effect is one difficulty higher than normal.

Universal Antidote: This negates all poisons, either ingested or within any size container of liquid it is poured into. An imbiber cannot be poisoned for the potion's duration.

Water Breathing: The imbiber is granted the ability to breathe when submerged in water, so long as the water is not anoxic. A potion bottle will contain 1D6 doses. The duration is 1 hour per dose.

SCROLLS

Most scrolls are pieces of vellum or parchment, imbued with magical writings. The forceful pronunciation of its contents releases its arcane power.

Any able to read Arcana can recognize the contents of a magical scroll; this does not trigger its contents unless it is *cursed*. However, only a spellcaster (or a warrior with the Read Scrolls feat) can actually use a non-cursed scroll. Treat the use of a non-spell scroll (e.g. warding or protection) as a third-level spell for casting time and scroll case purposes.

D100 Result	Scroll Type
01-05	Cursed
06-10	Communication
11-25	Protection
26-30	Spell-Catching
31-45	Warding
46-60	Treasure Map
61-75	Spells (1)
76-85	Spells (2)
86-90	Spells (3)
91-94	Spells (4)
95-98	Spells (5)
99-00	Spells (6)

Communication: This consists of two scrolls, one wrapped inside the other. Any writing on one scroll appears immediately on the other, so long as both are on the same plane. Up to 100 words can be written, or a small illustration with a short line of explanation. Each time anything is erased from one scroll, there is a 5% chance that the combined set is rendered non-functional.

Cursed: A cursed scroll inflicts a (1-4 = minor, 5-6 = major) curse upon the reader the moment it is read. A curse can only be removed with the spell *Remove Curse*, or perhaps a special quest; see p. 28 for details.

Protection: A scroll of protection provides protection to (1 = the reader, 2-4 = a 5-foot radius, 5 = a 10-foot radius, 6 = a 15-foot radius) from one type of effect specified by the scroll. Protected targets are completely immune to all effects of the specified type. The area of protection is centred on the reader, moving with them, and lasts one hour.



1D12 Result	Effect Protected Against
1	Cold
2	Divination
3	Dragon Breath
4	Electricity
5	Fire
6	Gas
7	Magic
8	Non-magical Weapons
9	Paralyzation
10	Petrification
11	Poison
12	Possession

Spell-Catching: This scroll is blank when found. Once per day, if it is blank and is being held unrolled when a spell is cast directly at its holder, the holder must make a Daunting (Arc) saving throw. Success means that the spell effect is negated and the spell copied to the scroll. That spell can then be cast from the scroll as if it were a normal spell scroll, except that the scroll is not destroyed by the casting: it only makes the scroll blank again. The scroll can also be blanked at any time by its holder speaking the command word.

Spells: From one to six spell scrolls (see *SPM* p. 40) are found (the amount in parentheses under Scroll Type at left). Roll once to determine the spell level of all spells in the set:

1D12 Result	Spell Level
1-3	1
4-6	2
7-8	3
9-10	4
11	5
12	6

Treasure Map: A non-magical item, this scroll contains the location of a rich hoard. Roll 1D8: the result corresponds with the hoard's Treasure Type (see p. 16) (1 = Type A, 2 = B, 3 = C, 4 = D, 5 = E, 6 = F, 7 = G, 8 = H). Alternatively, see *Advanced Treasure Maps* on p. 18 for options allowing you more detail.

Warding: A Warding scroll follows the rules given above for Protection scrolls, except that it stops a specified creature type from entering the area of effect. This protection lasts a) for one hour, b) until anyone within the circle attempts to touch or attack a creature of the type warded against, or c) until the user forces the creature warded against into a place from which further retreat is impossible (e.g., a corner) and then continues forward until that creature is within the area of effect, whichever comes first.

MISCELLANEOUS MAGIC ITEMS

The following magical items with fixed properties do not fit neatly into any other overall category. Items with italicized names are cursed items.

Arryn's Instant Fortress: A small metal cube, when activated it grows to form an adamantite metal tower 20 feet square and 30 feet high, with arrow slits on all sides and a machicolated battlement atop it, the walls extending 10 feet into the ground. It has a small door that will open only by command of the fortress' owner, ignoring even *Knock* spells; this door will always be facing the device's owner.

It requires only 1 round for the fortress to spring up. Anything nearby caught by its sudden growth takes 3D6 damage.

The fortress can take 200 points of damage before it collapses. It is unaffected by normal weapons other than siege machinery and the like. The fortress cannot be repaired except by a *Wish*, which will restore 10 points of damage.

Bag of Devouring: This magical bag is the size of a small sack and has the Holding property (see p. 22). However, after 1D6 hours, all items placed in this bag vanish and are lost permanently. The bag must be fully closed for this effect to take place.

Bands of Bellaro: This item appears to be little more than a somewhat rusty iron sphere. When its command word is spoken and the sphere hurled at an opponent, the sphere expands into bands that will tightly constrict the target creature if a successful attack roll is made. One creature of up to Large size can be captured thus and held immobile until the command word is spoken to bring the bands into spherical form again. Any creature so banded can try to break (and ruin) the bands: this is a Heroic (Str) Task (add +1 to the roll for each point of Strength above 19). Only one attempt is possible before the bands are so set as to be inescapable.

Bracers of Brachiation: These wrist bands grant the power to enable the wearer to move by brachiation—swinging from one tree limb, vine, etc to another. The wearer's combat speed while moving in this fashion is from 10 to 30—the more jungle-like the conditions, the greater the movement rate. The wearer is also able to climb trees, vines, poles, ropes, etc., at a rate of 20 feet a round, and can readily swing on a rope, vine, or the like without danger.

Brooch of Shielding: This piece of silver or gold jewelry absorb up to 101 points of damage directed at the wearer from *Magic Missiles* before it melts.

Buckle Knife: This magical blade is almost undetectable, as it has a hilt that looks like a large belt-buckle ornament or a complete small buckle. The hilt can be grasped easily and the weapon drawn from its belt-sheath. The knife blade is quite short but has a very sharp point, inflicting damage as a small weapon. Roll for its attack/damage bonuses (if any) as normal (see p. 20).

Cloak of Displacement: This cloak distorts light, concealing the wearer's true position. The first direct physical attack against the wearer automatically misses, whether ranged or melee. After this point, the wearer receives a +2 AC bonus and a +2 bonus to saves vs. any attack or effect directly targeting them. A blind attacker or one who targets via some other sense is immune to these effects; combat in total darkness prevents the item from working.

Cloak of Echoes: When the wearer of this cursed cloak tries to be especially stealthy (and only at such times; this does not include cautious exploration movement), all noise made by the wearer is both greatly magnified and loudly echoed. Only a *Remove Curse* spell will allow the cloak to be removed.

Cloak of the Bat: This cloak reduces the difficulty of the wearer's Hiding checks by one level and improves their Armour Class by +2. By holding the edges of the garment, the wearer can fly with a combat speed of 50 for up to one turn.

Once per week the wearer—including all carried items—can also turn into a bat for up to an hour. This can only be accomplished at night or in a lightless or near-lightless environment. The form has a combat speed of 80 and, provided there is at least star or candle light available, has nightvision equivalent to a human's sight by day.



Collar of Tusmit: This adamantite neck-shield offers no Armour Class bonus, but provides immunity from decapitation and any special attacks that target the neck.

Crystal Ball: A spellcaster can use this to see distant places, people, or objects. Anything can be viewed for up to 10 minutes, once a day. The user cannot communicate with those viewed through the ball, or affect them magically or otherwise via it.

Crystal Ball with Clairaudience: This crystal ball has all of the properties of the standard one, but also grants the observer the ability to hear any noise or conversation at the location observed.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type, as well as the volume and velocity:

- ❖ “Stream” pours out 1 gallon per round.
- ❖ “Fountain” produces a 5-foot-long stream at 5 gallons per round.
- ❖ “Geyser” produces a 20-foot long, 1-foot-wide stream at 30 gallons per round.

The geyser effect causes considerable backpressure, requiring the holder to be on stable ground and braced to avoid falling. The force of the geyser kills very small creatures.

The command word must be spoken to stop the decanter. If left running for more than an hour, the decanter ceases functioning and loses its magical properties.

Dust of Appearance: A handful of this substance flung into the air coats all objects in a 10-foot square, making them visible even if invisible. The dust likewise negates the *Mirror Image* effects and Potions of Chameleonism, as well as *Cloaks of Displacement* and Stealth effects based on visual concealment. The dust’s effect lasts for $3D6 \times 10$ minutes. It is typically stored in a pouch (Medium item) containing 2D6 uses.

Dust of Disappearance: A handful of this substance sprinkled on a creature or object renders it invisible for $3D6 \times 10$ minutes. Unlike most invisibility effects, the invisibility is not dispelled if the enchanted character makes attacks, and the effects of the dust cannot be detected by magical means, including *Detect Invisible*. *Dust of Appearance*, however, does reveal the effects. It is typically stored in a pouch (Medium item) containing 2D6 uses.

Dust of Tracelessness: Tossing a handful of this substance into the air will cause a chamber of up to 1,000 square feet in area to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade. The same amount sprinkled along a trail will cause all normal, typical evidence of the passage (sight, smell, etc) of as many as a dozen men and horses to be obliterated for a mile back into the distance. No magical radiation or residue is left over from the dust’s use. It is typically stored in a pouch (Medium item) containing 2D6 uses.

Eldritch Tome: This magical tome provides knowledge of special procedures designed to increase one’s link to the web of magic that flows around all things.

If a creature studies the tome for two uninterrupted weeks, 1 point of Arcana is permanently gained, after which the tome vanishes and its knowledge is forever wiped from the reader’s mind. No part of the tome can be copied or recorded in any way, nor can its secrets be communicated in any way to others. The benefits of such a tome can only ever be gained once.

Eversmoking Bottle: When the sealed stopper is removed, thick, opaque smoke billows out. The smoke instantly fills 50,000 cubic feet in one round and 10,000 cubic feet each additional round, until 120,000 cubic feet of smoke feet pour out or the jug is resealed. The smoke dissipates only after the bottle is resealed, regardless of wind or weather.

Eye of the Eagle: This necklace has as its centrepiece a single petrified eye. Its wearer is able to see 100 times further than normal.



Fusillade Gauntlets: These gauntlets can when worn create a magical +1 javelin formed of pure magical force in the bearer’s hand. This is a free action. If thrown, the javelin disappears at the end of the same round it leaves the summoner’s hand, after which it can be replaced by another.

Gauntlets of Fumbling: These gauntlets will appear to be gauntlets with either the Agility or Might general properties, and will perform according to every test as if they were such until the wearer is under attack or in a life and death situation. At that time the curse is activated: the wearer loses the prior properties and becomes very clumsy, with a 30% chance each round of dropping anything held in either hand—not from both singly. The gauntlets also lower Dexterity by 2 points.

Gauntlets of Ogre Power: These gauntlets increase the user’s Strength to 19. They have no effect if the user’s Strength is already that high.

Horn of Blasting: When this horn is played, once per hour it deals 2D6 damage to creatures within a cone 100 feet long and 20 feet wide at its termination point. The horn causes creatures to be deafened for 2D6 rounds: a Hard (Arc) save avoids. Other objects may take damage in other ways, at the GM’s discretion. For example, a small hut might be completely levelled with a blast from the horn, but a portion of stone wall might take three or four blasts.

Horn of the Barrier Peaks: This horn is usable but once per month. In areas where giant eagles dwell, it can summon $1D6+6$ giant eagles, which arrive in 1 turn. The eagles will attack whatever is threatening the hornblower and/or carry the hornblower (and any companions) to safety. The eagles will call a small number of reinforcements if more people must be rescued from danger than can be immediately carried, but none will fight to the death or uselessly risk their lives.

The price of this aid is that all those rescued must accept a *Geas* (SPM p. 56) to perform some service for the eagles. Failure for all those rescued to do so breaks the ancient pact and causes the horn to shatter.

Horseshoes of Speed: These iron shoes will not wear out. When affixed to a horse's hooves, they double its speed. There is a 1% chance per 6 miles travelled that one will drop off, and if this passes unnoticed, the horse's speed will drop to 150% normal rate. If two are lost, speed is normal.

Horseshoes of the Zephyr: These iron shoes will not wear out. When affixed to a horse's hooves, they allow it to travel without touching the ground, so that water can be passed over and no tracks are left behind.

Jewel of Flawlessness: This magical jewel appears to be any valuable and expertly cut faceted stone worth at least 500 sp. The jewel is found with $1D6 \times 10$ facets. When placed among mundane gemstones, the power of the jewel gives each gem a 20% chance to increase one step in value (see *Gems*, p. 15); this does not increase the gem's XP value. Its power can affect a particular gemstone only once, successful or not.

With each use (successful or not), one of the jewel's facets vanishes. When all its facets are gone, the jewel becomes a smooth, mundane rock of no value (similar to a sling stone).

Kuroth's Quill: This quill writes and draws infallibly upon command, flawlessly recording or sketching whatever its possessor speaks or sees accordingly. Additionally, it can imitate any writing with perfect accuracy, if a written sample containing at least a dozen words in the style to be copied is burned and the ashes mixed with the ink to be used; a text of up to 100 words can be so forged. Lastly, the quill adds a +2 bonus to the crafting check when using it to craft scrolls.

Lamp of Shadows: This mundane-appearing lamp radiates a faint, evil dweomer. If fueled by oil rendered from fat of human or demihuman corpses, it will generate $1D4+4$ shadows who will serve the device's possessor for as long as it burns (up to 4 hours per oil fill). When the oil is consumed, the shadows disappear.



Libram of Gainful Conjunction: This mystical compilation contains much arcane knowledge for unaligned mages. If such a character spends one uninterrupted week pondering its contents, they gain experience points sufficient to place them exactly at the mid-point of the next higher level. The libram then vanishes and its knowledge is forever wiped from the reader's mind. See also *Eldritch Tome* for restrictions.

Libram of Ineffable Damnation: This work is exactly like the *Libram of Gainful Conjunction* except that it benefits evil mages.



Libram of Silver Magic: This mystic text is the reverse of the *Libram of Ineffable Damnation*, greatly beneficial to good mages, most baneful to evil ones.

Lodestone: Testing will not reveal this cursed item's nature. However, as soon as its bearer is required to move quickly in order to avoid an enemy or unpleasant fate, the item causes a 50% reduction in movement. Furthermore, the stone cannot be disposed of by any means: it will always turn up somewhere on the character's person and cannot be smashed. If a *Banish Evil* is cast upon a loadstone, it will disappear.

Luckstone: This magical stone is typically a bit of rough polished agate or similar mineral. Its possessor gains a +1 (or +5%) on all dice rolls involving factors such as saves, slipping, dodging, etc: any time one or more dice are rolled to find whether or not the character suffers adverse results.

Mantle of Preparedness: This mantle allows the wearer to cast spells bound to the mantle by expending prepared spell slots. The mantle has (1-2 = 2, 3-4 = 3, 5 = 4, 6 = 5) slots that can be used to bind spells to it. Its owner chooses the spells that are bound to those slots from spells they know; each slot so filled requires a week of undisturbed preparation.

Once complete, the wearer can cast a spell bound to the mantle by expending a spell they have prepared that is of the same school and the same spell level or higher. This involves casting the spell as normal; when it would normally resolve, the prepared spell is expended but the spell bound to the mantle is cast instead. The mantle can only be used by the one who has bound spells to it.

Manual of Agility: This magical manual provides knowledge of special procedures designed to increase one's reflexes. The manual follows the rules given for an *Eldritch Tome*. If one obeys its instructions, 1 point of Dexterity is permanently gained, and the knowledge providing it is lost.

Manual of Bodily Health: This magical manual provides knowledge of special procedures designed to increase one's stamina. The manual follows the rules given for an *Eldritch Tome*. If one obeys its instructions, 1 point of Constitution is permanently gained, after which the knowledge providing it is forever lost.

Manual of Gainful Exercise: This magical manual provides knowledge of special procedures designed to increase one's might. The manual follows the rules given for an *Eldritch Tome*. If one obeys its instructions, 1 point of Strength is permanently gained, after which the knowledge providing it is forever lost.

Periapt of Wound Closure: When worn, this magical gem prevents wounds from bleeding, doubles the rate of natural healing, and allows wounds that ordinarily do not heal to be healed normally. Versus weapons such as a *Sword of Wounding* or *Sword of Sharpness*, this gem prevents its wearer from suffering additional damage each round from bleeding, as applicable.

Phylactery of Long Years: While worn, this arm wrapping slows the aging process by 1/4—the wearer ages nine months in every twelve. This applies even to magical aging. Thus, if donned at age 20, in twelve chronological years they will have aged but nine and will physically be 29 rather than 32. 1 in 20 of these items are cursed, operating in reverse and unable to be removed once donned.

Quiver of Ellona: This appears to be a typical quiver, but examination shows that it has three distinct portions. The first and smallest one can hold up to 72 objects of the same general size and shape as longbow arrows. The second, slightly longer compartment will hold up to 18 objects of the same general size and shape as a rod or javelin. The third and longest portion of the case will contain as many as 6 objects of the same general size and shape as a large spear or staff. The possessor of this item need only command the quiver to produce whatever contained item desired.

Ring of Bureaucratic Wizardry: When a spellcaster casts any spell while wearing this cursed ring, a sheaf of papers and a quill pen appear in their hand (any items carried are dropped). The papers are forms that must be filled out explaining the effects of the spell, why the caster wishes to cast

it, whether it is for business or pleasure, and so on. The forms must be filled out before the effects of the spell will occur: this requires one round per level of spell, during which the spell can be interrupted as normal. Once the forms are filled out, they and the pen vanish and the spell completes as normal at the end of that round. Only a *Remove Curse* removes the ring.

Ring of Delusions: This ring convinces the wearer that it is some other sort of magical ring. The wearer is certain that the ring actually has the magical properties of the ring desired, and will unconsciously use abilities they have access to (including other magical items available) to produce a result commensurate with the ring's supposed properties. The ring can be removed at any time.

Ring of Wizardry: This ring doubles the number of spells that a mage (not arcanists) wearing it may prepare each day, in one or more spell levels. To determine the properties of a given ring of this type, roll percentile:

D100 Result	Ring's Effect
01-50	Doubles 1st-level spells
51-75	Doubles 2nd-level spells
76-82	Doubles 3rd-level spells
83-88	Doubles 1st- and 2nd-level spells
89-92	Doubles 4th-level spells
93-95	Doubles 5th-level spells
96-99	Doubles 1st- through 3rd-level spells
00	Doubles 4th- and 5th-level spells

Robe of Repetition: Each time the wearer of this robe casts a spell, there is a chance that the spell remains prepared and able to be cast a second time. The chance is based on the level of the spell cast: 1st level: 40%; 2nd level: 30%; 3rd level: 20%; 4th level: 10%. Spells of 5th and 6th level are unaffected.

If the spell remains prepared, it must be cast on the round immediately following or it is lost. A spell can only be repeated once, and a maximum of 12 spell levels can be repeated each day before the robe loses its ability for that day.

Rope of Climbing: This 50-foot length of knotted rope is light and no thicker than a wand (1 item point), but is strong enough to support 1,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely where its owner desires. It can unfasten itself and return in the same manner. A creature must hold one end of the rope to activate it.

Rope of Entanglement: Upon command, this rope will lash forward up to 40 feet, or upwards up to 10 feet, to entangle and tie fast up to 8 Medium creatures (1 Large = 2 Medium; 2 Small or 4 Tiny = 1 Medium). The rope cannot be broken by sheer strength; it must be severed by an edged weapon. The rope is AC 22 and takes 22 Hit Points to cut through; it regenerates 4 Hit Points each turn. If the rope severed, it is destroyed.



Sovereign Glue: This magical glue can only be stored in its specialized flask. A flask typically holds 2D6 ounces of glue. Each ounce can cover a surface area of about one square foot. The glue will permanently bond virtually any two objects. It requires one minute to set; if the objects are separated before the glue sets, the glue immediately finishes setting. Once set, the glue becomes mundane. Using force to attempt to separate the objects once the glue has set will only break the weaker of the two objects.

Spade of Colossal Excavation: This tool allows its wielder to dig with great speed. One cubic yard (27 cubic feet) of normal earth can be excavated per round. Gravel and hard pan clay takes twice as long to dig; loose soil takes only half as long. After two turns of digging (3,240 cubic feet—roughly 40 graves in size, assuming normal earth), the wielder must rest for one turn, and cannot use the spade any further that day.

Sunglobes: 1D8+2 of these amber-coloured spheres are typically found. Each can be thrown using the range for javelins and shatters upon impact, causing a burst of pure sunlight that fills a 40-foot (16 × 16) area. Creatures viewing this must save or be blinded (for 2D4 rounds) if it was dark when the globe burst; those harmed by sunlight must also make a Morale check or flee for 1D6 rounds.

Tome of Clear Thought: This magical tome provides knowledge of meditation and mental exercises designed to increase one's attentiveness and awareness. The tome follows the rules given for an *Eldritch Tome* (see p. 38). If one obeys its instructions, 1 point of Perception is permanently gained, after which the knowledge providing it is forever lost.

Tome of Discipline: This magical tome provides knowledge of meditation and mental exercises designed to increase one's self-control. The tome follows the rules given for an *Eldritch Tome* (see p. 38). If one obeys its instructions, 1 point of Willpower is permanently gained, after which the knowledge providing it is forever lost.



D100 Result	Item
01-02	Arryn's Instant Fortress
03-04	Bag of Devouring
05-06	Bands of Bellaro
07-08	Bracers of Brachiation
09-10	Brooch of Shielding
11-12	Buckle Knife
13-14	Cloak of Displacement
15-16	Cloak of Echoes
17-18	Cloak of the Bat
19-20	Collar of Tusmit
21	Crystal Ball
22	Crystal Ball with Clairaudience
23-24	Decanter of Endless Water
25-26	Dust of Appearance
27-28	Dust of Disappearance
29-30	Dust of Tracelessness
31-32	Eldritch Tome
33-34	Eversmoking Bottle
35-36	Eye of the Eagle
37-38	Fusillade Gauntlets
39-40	Gauntlets of Fumbling
41-42	Gauntlets of Ogre Power
43-44	Horn of Blasting
45-46	Horseshoes of Speed
47-48	Horseshoes of the Zephyr
49-50	Jewel of Flawlessness
51-52	Kuroth's Quill
53-54	Lamp of Shadows
55-56	Libram of Gainful Conjuraction
57-58	Libram of Ineffable Damnation
59-60	Libram of Silver Magic
61-62	Lodestone
63-64	Luckstone
65-66	Mantle of Preparedness
67-68	Manual of Agility
69-70	Manual of Bodily Health
71-72	Manual of Gainful Exercise
73-74	Periapt of Wound Closure
75-76	Phylactery of Long Years
77-78	Quiver of Ellona
79-80	Ring of Bureaucratic Wizardry
81-82	Ring of Delusions
83-84	Ring of Wizardry
85-86	Robe of Repetition
87-88	Rope of Climbing
89-90	Rope of Entanglement
91-92	Sovereign Glue
93-94	Spade of Colossal Excavation
95-96	Sunglobes
97-98	Tome of Clear Thought
99-00	Tome of Discipline



CHAPTER III: BESTIARY

The following details over 250 of the most classic fantasy creatures—those most likely to be encountered when using a published module—in a simplified form. Complex creatures poorly served by these simplifications (such as liches) are not included; nor are purely aquatic creatures.

For many more creatures, see *S&W Monster Book: OE Reloaded*, *Tome of Horrors Complete*, *Tome of Horrors 4*, and *Monstrosities* (all for the *Swords & Wizardry* system); *CC1 Creature Compendium*, *Dwellers in Darkness*, *Malevolent & Benign* (Vols. 1 and 2), *Monsters of Myth*, and *Teratic Tome* (all for the *OSRIC* system); or the *Basic Fantasy Field Guides* (Vols. 1 and 2, for the *BFRPG* system: both free to download).

STATBLOCK KEY

HD: Hit Dice. Roll this many D6s to determine the creature's Hit Points. Creatures sometimes have a fixed modifier at the end (e.g. 2+3 or 1 -1). In these cases, apply the modifier to the HP total after all Hit Dice have been rolled. For those in a hurry or uninterested in rolling that many dice, you can assume an average of 3.5 HP per Hit Die; this value has been entered next to each creature's Hit Die total, rounding up (with the exception of dragons, which always have full Hit Points).

AC: Armour Class. How strong the creature's defenses are. The higher this is, the harder the creature is to be hit.

SV: Save Modifier. The bonus (if any) applied to the creature's saving throws; this is +1 for every two full Hit Dice the creature has. Some creatures will have further situational modifiers listed in their special ability section. Creatures do not apply ability score modifiers to their saves.

ML: Morale. The creature's Morale threshold—the lower this value, the braver the creature. An asterisk is a reminder that the creature might flee if there are more than one present and any are killed while surprised (see *SPM* p. 36).

N/A: Number Appearing. The typical number encountered. A second value in parenthesis indicates the number in a lair.

AL: Alignment. If two alignments are listed (e.g. L/E), the creature can be either of those alignments, or both (e.g. L/E means the creature could be Lawful, Evil, or Lawful Evil).

STR: Strength. A score roughly equivalent to character Strength, for creatures of Size L and smaller. Useful for grappling and other contests of might, but must be applied with common sense. Does not modify a creature's damage.

SZ: Size. See *Sizes & Combat* (*SPM* p. 33) for details.

MV: Movement. Indicates the creature's combat movement. The base movement type is always ground movement unless specified otherwise. Any additional movement types available to the creature will be listed next to this value in parentheses, e.g. (swim 15).

INT: Intelligence. A broad guideline to assist a GM in running an encounter: Nil = automatons (golems, skeletons) and the purely instinctive (plants, insects); Animal = the lowest level of actual intelligence; Semi = clever animals; Low = mildly retarded; Average/High/Exceptional = normal human range; Genius = beyond human range.

TT: Treasure Type. The treasure the creature possesses. Types in parentheses indicate a lair treasure and are ignored for random encounters in a dungeon; all other Treasure Types are assumed to be carried on the creature (see p. 16).

XP: Experience Points. The amount awarded for defeating the creature; see p. 77.

Attacks: The creature's standard attacks. Unusual attacks, if any, will be noted in the creature's special ability section.

Special: Special Abilities. A creature's unusual abilities, if any.

Page Reference: Indicates in what book (if any) a full write-up of that creature can be found. M = *Monstrosities*, S&WC = *Swords & Wizardry Complete*, and ToHC = *Tome of Horrors Complete*.

SPECIAL NOTES

Magic Resistance: Some creatures have a magic resistance percentile score noted in their Special Abilities section (sometimes written as "MR"). There are two options for adjudicating this value. The simplest is to roll percentile every time a spell or spell effect (e.g. from a wand) is cast directly on or at the creature (including spells that have areas of effect, such as *Fireball*, but not those with indirect effects, such as *Transmute Rock to Mud*). A result equal to or under the creature's MR score means that the spell fails.

The second option is more complicated. The roll and general functionality are the same, but the score itself is based on the spell being cast by an 11th-level mage, and is increased by 5% for each level the caster is below 11th, and decreased by 5% for each level the caster is above 11th. Thus, MR 95% means that a 10th-level mage cannot affect the creature with a spell, while a 12th-level mage has a 10% chance.

Regardless of the method used, even if a spell does take effect on a magic-resistant creature, the creature is entitled to any normal saving throw.

Monster Attack Bonus: A creature's Hit Dice also determines its attack bonus. For every full Hit Die it has up until 10, it receives a +1 attack bonus. Hit Dice from 11 onwards are calculated at a reduced rate: a further +1 attack bonus for every 2 Hit Dice (e.g. 12 and 13 Hit Dice creatures will have a +11 bonus).

Note that monsters always hit on a natural 20 regardless of Armour Class (though other protections may stop the hit). This is not a critical hit (monsters never critical hit).

A

ABOLETH

HD 9 (32)	N/A 1D4	MV 10 (swim 60)
AC 16	AL L/E	INT High
SV +4	STR	TT (D)
ML 7	SZ H	XP 1,950

Attacks: Tentacles × 4 (1D6 + slime)

Special: Surprise (Daunting); *Charm* (3/day); *Phantasmal Force* (3/day); mucus cloud in water (Hard (Con) save or can breathe water but not air for 3 hours); slime causes disease (M p. 8)

AERIAL SERVANT

HD 16 (56)	N/A 1	MV 80 (fly)
AC 17	AL U	INT Semi
SV +8	STR 19	TT Nil
ML 6	SZ M	XP 6,150

Attacks: Strike (4D8)

Special: Invisibility; hit only by magic weapons (ToHC p. 15)

ANKHEG

HD	N/A 1D6	MV 40 (burrow 20)
AC 17	AL U	INT Semi
SV	STR 17	TT (A)
ML 11	SZ L	XP

Attacks: Bite

Special: Spits acid 4D6 (1/day, save for half) (M p. 14)

HD 3 (11): SV +1, Bite (1D6), XP: 270

HD 4 (14): SV +2, Bite (1D6), XP: 430

HD 5 (18): SV +2, Bite (2D6), XP: 610

HD 6 (21): SV +3, Bite (2D6), XP: 830

HD 7 (25): SV +3, Bite (3D6), XP: 1,100

HD 8 (28): SV +4, Bite (3D6), XP: 1,400

ANT, GIANT

HD	N/A 2D12	MV 60
AC 17	AL U	INT Nil
SV	STR 14	TT (i, n × 2)
ML	SZ M	XP

Attacks: Slam (1D10)

Special: (M p. 15)

Worker: HD 2 (7), SV +1, ML 9*, Bite (1D6), XP 70

Warrior: HD 3 (11), SV +1, ML 1, Bite (1D6 + Poison), XP 150,
Special: Poison 2D6 (save for 1D4)

Queen: HD 10 (35), SV +5, ML 5, Bite (1D6), XP 1,400

ANT LION, GIANT

HD 8 (28)	N/A 1	MV 30 (burrow 10)
AC 18	AL U	INT Nil
SV +4	STR 17	TT (A)
ML 12*	SZ L	XP 1,150

Attacks: Bite (3D6)

Special: Trap (60 ft wide, 20 ft deep, Hard (Dex) save or fall in); automatic bite damage after 1st hit (ToHC p. 28)

APE, CARNIVOROUS

HD 5 (18)	N/A 2D4+2	MV 40 (trees 20)
AC 14	AL U	INT Low
SV +2	STR 18	TT (A)
ML 9	SZ L	XP 350

Attacks: Strike (1D6+2)

Special: +8 vs. surprise (M p. 17)

APE, GARGANTUAN

HD 18+3 (66)	N/A 1	MV 60
AC 17	AL U	INT Low to average
SV +9	STR	TT Nil
ML 9	SZ G	XP 4,590

Attacks: Strike (2D6+10), stomp (3D6)

Special: Stomp creatures 7 ft tall or less, successful strikes grabs target, equal chance rend (2D6) or throw (4D6, 30 feet) grabbed target on round following successful strike



B

BANSHEE

HD 7 (25)	N/A 1	MV 50 (fly)
AC 20	AL E	INT Exceptional
SV +3	STR N/A	TT (C)
ML 8	SZ M	XP 3,900

Attacks: Touch (1D8 + Strength drain)

Special: Undead; sight causes *Fear* (Hard save); keening (once a day; only in darkness; listeners in 15 ft Hard save or die); drain 2 Str points with hit (1-month duration); 50% magic resistance (M p. 30)

BARGHEST

HD 10 (35)	N/A 1D2	MV 40 (80 canine form)
AC 22	AL L/E	INT High
SV +5	STR 16	TT Nil
ML 5	SZ M	XP 3,700

Attacks: Strike (2D4+10)

Special: Hit only by magic weapons; 50% magic resistance; polymorph to canine form at will; once a day: *Charm*, *Dimension Door*; a barghest's failed save vs. fire banishes it back to its plane

BASILISK

HD 6 (21)	N/A 1D4	MV 20
AC 16	AL U	INT Animal
SV +3	STR 16	TT (F)
ML 8	SZ M	XP 1,000

Attacks: Bite (1D6+2) or petrifying gaze

Special: Petrifying gaze (30-ft range; Hard save or turn to stone) (M p. 32)

BASILISK, GREATER

HD 10 (35)	N/A 1D2	MV 20
AC 18	AL U	INT Semi
SV +5	STR 17	TT (H)
ML 4	SZ L	XP 2,550

Attacks: Claws (1D8 + poison) and bite (2D8)

Special: +8 vs. surprise; foul breath (creatures within 5 ft of mouth must Moderate save or die); petrifying gaze (40-ft range; Hard save or turn to stone); poison claws (Moderate save) (ToHC p. 47)

BAT, GIANT

HD 4 (14)	N/A 1D6+2	MV 10 (fly 60)
AC 12	AL U	INT Semi
SV +2	STR	TT (i)
ML 12*	SZ H	XP 300

Attacks: Claws (1D6) or bite (1D10)

Special: 10% chance of disease from bite (M p. 35)

BAT, VAMPIRE

HD 1 (4)	N/A 3D6	MV 10 (fly 60)
AC 12	AL U	INT Semi
SV 0	STR 3	TT Nil
ML 12*	SZ S	XP 50

Attacks: Bite (1D3)

Special: Sucks blood (1D3 dmg/round); 10% chance of disease (S&WC p. 93)

BEAR, BLACK

HD 4+2 (16)	N/A 1D3	MV 40
AC 12	AL U	INT Semi
SV +2	STR 17	TT Nil
ML 12*	SZ M	XP 190

Attacks: Claws (1D4) or bite (1D6)

Special: A hit on 18+ also hugs for an additional 2D4 damage; fights for 1D4 rounds after death so long as Hit Points are not below -8 (M p. 36)

BEAR, CAVE

HD 7 (25)	N/A 1D2	MV 50
AC 13	AL U	INT Semi
SV +3	STR 19	TT Nil
ML 12*	SZ L	XP 640

Attacks: Claws × 2 (1D6+1) or bite (2D6)

Special: A hit on 18+ also hugs for an additional 2D8 damage; fights for 1D4 rounds after death so long as Hit Points are not below -8 (M p. 36) (M p. 38)

BEAR, GRIZZLY / POLAR

HD 6 (21)	N/A 1D3	MV 50
AC 13	AL U	INT Semi
SV +3	STR 18	TT Nil
ML 12*	SZ L	XP 470

Attacks: Claws × 2 (1D6) or bite (1D10)

Special: A hit on 18+ also hugs for an additional 2D6 damage; fights for 1D4 rounds after death so long as Hit Points are not below -8 (M p. 37/38)

BEE, GIANT

HD 3 (11)	N/A 3D6	MV 10 (fly 80)
AC 13	AL U	INT Animal
SV +1	STR 8	TT Nil
ML 4	SZ M	XP 210

Attacks: Sting (one use; 1D3 + poison)

Special: Poison sting (save or take extra 1D6 damage) (M p. 39)

B

BEETLE, GIANT

HD 5 (18)	N/A 1D4+2	MV 30
AC 16	AL U	INT Animal
SV +2	STR 15	TT Nil
ML 7	SZ L	XP 400

Attacks: Bite (3D6)

Special: None (M p. 42)

BEHIR

HD 12+5 (47)	N/A 1D2	MV 45
AC 16	AL E	INT Low
SV +6	STR	TT Nil
ML —	SZ H	XP 3,150

Attacks: Bite (1D8) and squeeze (1D4+1), lightning

Special: Wrap around on squeeze (claw × 3 (1D6) on rounds after); lightning once per 10 rounds (2D6+12 dmg; 20-ft line; save for half); immune to electricity and poison; swallow whole on nat 20 (M p. 44)

BOAR, WILD

HD 3+3 (14)	N/A 1D12	MV 50
AC 13	AL U	INT Semi
SV +1	STR 14	TT Nil
ML 10*	SZ M	XP 120

Attacks: Gore (2D6)

Special: Continues attacks for 2 rounds after death (M p. 48)

BUGBEAR

HD 3+1 (12)	N/A 1D6+2	MV 30
AC 15	AL C/E	INT Average
SV +1	STR 17	TT (B), i
ML 8	SZ M	XP 140

Attacks: Bite (1D6) or weapon

Special: Surprise (Daunting) (M p. 53)

BULETTE

HD	N/A 1D2	MV 50 (burrow 10)
AC 21	AL U	INT Animal
SV	STR 18	TT Nil
ML 9	SZ L	XP

Attacks: Bite (8D6) or claws × 2 (3D6)

Special: Surprise (Hard); burrow (M p. 54)

HD 9 (32): SV +4, XP 1,700

HD 10 (35): SV +5, XP 2,100

C

CARRION CREEPER

HD 3+1 (13)	N/A 1D6	MV 40
AC 15	AL U	INT Animal
SV +1	STR 8	TT (B)
ML 1	SZ L	XP 540

Attacks: Bite (1 HP + paralysis)

Special: Bite causes paralysis (Very Hard save) for 3D4 turns (S&WC p. 94)

CARYATID COLUMN

HD 5 (18)	N/A 2D4	MV 30
AC 15	AL U	INT Nil
SV +2	STR 16	TT Nil
ML —	SZ M	XP 960

Attacks: Weapon (1D6+1)

Special: Immune to magic; half damage from normal weapons; 20% chance conventional weapon shatters on strike (ToHC p. 83)

CAVE FISHER

HD 3 (11)	N/A 1D6	MV 20
AC 16	AL U	INT Animal
SV +1	STR 16	TT Nil
ML 8	SZ M	XP 140

Attacks: Claws (1D6), adhesive filament

Special: Adhesive filament (Very Hard spot as pre-laid ambush, or can be fired at prey; AC 18 to hit filament, 10 HP to sever, drags prey 10 ft closer per round) (ToHC p. 87)

CAVE MORAY

HD 4 (14)	N/A 4D4	MV 20
AC 18	AL U	INT Animal
SV +2	STR 12	TT Nil
ML 10*	SZ M	XP 290

Attacks: Bite (1D6)

Special: Surprise (Daunting) (ToHC p. 89)

CENTAUR

HD 4 (14)	N/A 1D6+2	MV 60
AC 14	AL Any	INT Low to Average
SV +2	STR 16	TT (C, k), i
ML 6	SZ L	XP 220

Attacks: Kick (1D6) or weapon

Special: None (M p. 61)

C

CENTIPEDE, GIANT

HD 2 (7)	N/A 2D6	MV 50
AC 14	AL U	INT Nil
SV +1	STR 9	TT Nil
ML 10*	SZ M	XP 60

Attacks: Bite (1D4 + poison)

Special: Poison (save or heavy fatigue for 1D4 days) (M p. 63)

CHIMERA

HD 9 (32)	N/A 1D4	MV 30 (fly 60)
AC 15	AL U	INT Semi
SV +4	STR 18	TT (F)
ML 6	SZ L	XP 2,150

Attacks: Three of: claws (1D3), goat horns (1D4), lion bite (2D4), dragon bite (2D6)

Special: Breathes fire (4D6 damage; 50-ft range; Hard save for half; 3 times a day) (M p. 66)

CLOAKER

HD 6 (21)	N/A 1D4	MV 5 (fly 50)
AC 17	AL C	INT High
SV +3	STR 14	TT (A)
ML 6	SZ L	XP 1,400

Attacks: Tail (1D8), and bite (1D6) or moan

Special: Moan causes *Fear* or *Stinking Cloud* effect in 15-ft radius; *Mirror Image* in shadows; enfurl (victim cannot attack; bite auto-hits; victim takes half damage from external attacks on cloaker) (M p. 69)

COCKATRICE

HD 4 (14)	N/A 1D6	MV 20 (fly 60)
AC 13	AL U	INT Animal
SV +2	STR 6	TT (C)
ML 8	SZ S	XP 640

Attacks: Bite (1D6 + turn to stone)

Special: Bite turns target to stone (Hard save) (M p. 70)

COFFER CORPSE

HD 2 (7)	N/A 1	MV 20
AC 14	AL E	INT Low
SV +1	STR 16	TT Nil
ML 11*	SZ M	XP 130

Attacks: Strike (1D6)

Special: Undead; harmed only by magic weapons; death grip; feign death (any non-magical hit that deals 7+ damage apparently kills it, only for it to rise next round and cause *Fear*) (ToHC p. 104)

CRAB, GIANT

HD 3 (11)	N/A 2D6	MV 30
AC 16	AL U	INT Animal
SV +1	STR 12	TT Nil
ML 7	SZ M	XP 100

Attacks: Pincers (1D6+2)

Special: None (M p. 74)

CRABMAN

HD 2 (7)	N/A 2D6	MV 30 (swim 30)
AC 15	AL U	INT Low to Average
SV +1	STR 13	TT Nil
ML 8	SZ M	XP 60

Attacks: Claws (1D4)

Special: None (M p. 75)

CROCODILE

HD 3 (11)	N/A 3D6	MV 30 (swim 40)
AC 15	AL U	INT Animal
SV +1	STR 17	TT Nil
ML 11*	SZ L	XP 140

Attacks: Bite (1D6)

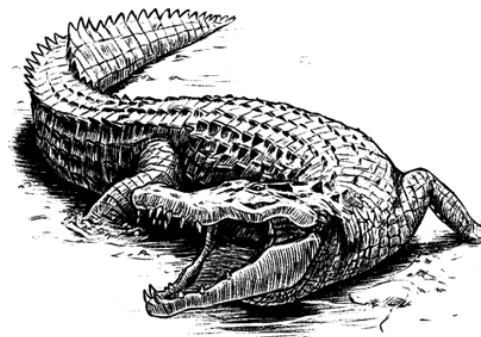
Special: None (M p. 77)

CROCODILE, GIANT

HD 7 (25)	N/A 2D6	MV 30 (swim 40)
AC 16	AL U	INT Animal
SV +3	STR	TT Nil
ML 11*	SZ H	XP 780

Attacks: Bite (2D6) or tail (1D6)

Special: None (M p. 78)



DAEMON, GREATER

DAEMON, BALOR (VI)

HD	20+20 (90)	N/A	1	MV	40 (fly 50)
AC	28	AL	CE	INT	Exceptional
SV	+10	STR	25	TT	Nil
ML	2	SZ	L	XP	13,850

Attacks: Flame whip (4D6) + vorpal sword (1D8+9 + vorpal effect)

Special: Hit only by +3 or better magic weapons; 70% MR; half damage from cold, fire, gas, electricity; always on: *Detect Invisible*, *Detect Magic*; as an action: *Burning Hands*, *Darkness*, three times a day: *Awe*, *Elemental Wall (Fire)*, *Fireball*, *Mass Suggestion*; once a day: *Disintegrate*, *Earthquake*, *Hand of Doom*, *Meteor Swarm*, gate in 1D3 nalfeshnee (50% chance), gate in 1D3 glabrezu (80% chance)

DAEMON, CORNUGON (HORNED)

HD	12+12 (52)	N/A	1D4	MV	30 (fly 60)
AC	22	AL	LE	INT	Exceptional
SV	+5	STR	20	TT	Nil
ML	6	SZ	L	XP	5,950

Attacks: Weapon (1D8+9) + tail (1D3 + bleed 1 HP/round)

Special: Hit only by cold iron or magic weapons; 60% MR; half damage from cold, fire, gas, electricity; regenerate 2 HP/round; always active: *Detect Magic*, *Fear* 5-ft area; as an action: *Greater Phantasm*; four times a day: *Elemental Wall (Fire)*; once a day: gate in 1D6 spinagons (50% chance)



DAEMON, GELUGON (ICE)

HD	12+12 (52)	N/A	1	MV	20
AC	24	AL	LE	INT	High
SV	+5	STR	20	TT	Nil
ML	4	SZ	L	XP	6,850

Attacks: Spear (2D6 + *Slow*) + tail (2D6)

Special: Hit only by +2 or better magic weapons; 60% MR; half damage from fire, gas, electricity; immune to cold; regenerate 2 HP/round; always on: *Fear* 10-ft area; as an action: *Detect Invisible*, *Detect Magic*, *Elemental Wall (Ice)*, *Fly*, *Polymorph* (self); once a day: gate in 1D6 spinagons (50% chance)

DAEMON, GLABREZU (III)

HD	12+12 (52)	N/A	1D3	MV	40
AC	22	AL	CE	INT	Average
SV	+6	STR	20	TT	Nil
ML	2	SZ	L	XP	5,300

Attacks: Claws (2D6) × 3

Special: Hit only by cold iron or magic weapons; 40% MR; half damage from cold, fire, gas, electricity; always on: *Detect Invisible*; as an action: *Darkness*, *Fear*, *Telekinesis*, *Teleport*, four times a day: *Burning Hands*, *Fireball*; once a day: gate in 1D3 vrocks (50% chance)

DAEMON, HAMATULA (BARBED)

HD	8+8 (36)	N/A	1D2	MV	50
AC	22	AL	LE	INT	High
SV	+4	STR	16	TT	Nil
ML	2	SZ	M	XP	3,700

Attacks: Claws (2D4), + bite (2D6) or tail (2D6)

Special: 40% MR; half damage from cold, fire, gas, electricity; cannot be surprised; touch causes *Fear*; auto-grapple target if both attacks hit (2D4 dmg/round until target breaks free); as an action: *Hold Person*

DAEMON, HEZROU (II)

HD	10+10 (45)	N/A	1D3	MV	20 (swim 40)
AC	20	AL	CE	INT	Low
SV	+5	STR	18	TT	Nil
ML	2	SZ	L	XP	3,900

Attacks: Strike (3D6)

Special: Hit only by cold iron or magic weapons; 30% MR; half damage from cold, fire, gas, electricity; foul stench (creatures within 10 ft must *Hard (Con)* save or be unable to attack); always on: *Detect Invisible*; as an action: *Darkness*, *Fear*, *Telekinesis*, *Teleport*

DAEMON, GREATER

DAEMON, MARILITH (V)

HD	16+16 (72)	N/A	1D2	MV	50
AC	26	AL	CE	INT	High
SV	+8	STR	20	TT	Nil
ML	2	SZ	L	XP	9,350

Attacks: Weapon × 4 (1D8+3)

Special: Hit only by +2 or better magic weapons; 60% MR; half damage from cold, fire, gas, electricity; always on: *Detect Invisible*, *Detect Magic*; as an action: *Charm*, *Darkness*, *Mirror Image*; three times a day: *Awe*, *Blade Barrier*, *Mass Suggestion*; once a day: gate in 1D3 glabrezu (50% chance), gate in 1D3 vroek (80% chance)

DAEMON, NALFESHNEE (IV)

HD	14+14 (63)	N/A	1D3	MV	30 (fly 50)
AC	24	AL	CE	INT	High
SV	+7	STR	20	TT	Nil
ML	2	SZ	L	XP	7,900

Attacks: Claw (1D6) + bite (2D6)

Special: Hit only by +2 or better magic weapons; 50% MR; half damage from cold, fire, gas, electricity; always on: *Detect Invisible*, *Detect Magic*; as an action: *Confusion*, *Darkness*, *Dispel Magic*, *Fear*, *Mirror Image*, *Polymorph* (self), *Slow*, *Telekinesis*, *Web*; once a day: *Elemental Wall (Fire)*, gate in 1D3 hezrou (50% chance)

DAEMON, OSYLUTH (BONE)

HD	8+8 (36)	N/A	1D2	MV	30
AC	20	AL	LE	INT	High
SV	+4	STR	17	TT	Nil
ML	8	SZ	L	XP	3,400

Attacks: Hook (2D4 + weakness) + tail (2D6 + poison)

Special: 40% MR; half damage from cold, fire, gas, electricity; as an action: *Detect Invisibility*, *Fear*, *Fly*, *Greater Phantasm*, *Invisibility*; hook weakness (Hard (Con) save or -1D4 Str for 1D10 rounds); once a day: *Elemental Wall (Ice)*; poison (Hard (Con) save or die)

DAEMON, PIT FIEND

HD	20+20 (90)	N/A	1	MV	40 (fly 50)
AC	26	AL	LE	INT	Exceptional
SV	+6	STR	25	TT	Nil
ML	2	SZ	L	XP	12,100

Attacks: Weapon (1D8+9), + claw (1D6+6) or bite (2D6)

Special: Hit only by +3 or better magic weapons; 80% MR; half damage from cold, fire, gas, electricity; regenerate 2 HP/round; always on: *Fear* 15-ft radius; as an action: 60% chance to gate in 1D3 cornugons or gelugons, *Detect Invisible*, *Detect Magic*, *Elemental Wall (Ice)*, *Hold Person*, *Teleport*; once a day: *Circle of Death*, *Disintegrate*, symbol of pain (Heroic (Con) save or -4 attack penalty for 3D6 rounds)

DAEMON, SUCCUBUS

HD	8+8 (36)	N/A	1D2	MV	30
AC	20	AL	LE	INT	High
SV	+4	STR	14	TT	Nil
ML	8	SZ	M	XP	3,400

Attacks: Hook (2D4 + weakness) + tail (2D6 + poison)

Special: 40% MR; half damage from cold, fire, gas, electricity; as an action: *Detect Invisibility*, *Fear*, *Fly*, *Greater Phantasm*, *Invisibility*; hook weakness (Hard (Con) save or -1D4 Str for 1D10 rounds); once a day: *Elemental Wall (Ice)*; poison (Hard (Con) save or die)

DAEMON, VROCK (I)

HD	8+8 (36)	N/A	1D3	MV	40 (fly 60)
AC	18	AL	CE	INT	Low
SV	+4	STR	17	TT	Nil
ML	7	SZ	L	XP	3,050

Attacks: Claw (2D6) + bite (2D6)

Special: Hit only by cold iron or magic weapons; 20% MR; half damage from cold, fire, gas, electricity; always on: *Detect Invisible*; as an action: *Darkness*, *Fear*, *Telekinesis*, *Teleport*, scream (15-ft radius, Hard save or be deafened)



D

DAEMON, ABISHAI

HD	6+6 (27)	N/A	1	MV	30 (fly 40)
AC	18	AL	LE	INT	Average
SV	+3	STR	16	TT	Nil
ML	10	SZ	M	XP	1,150

Attacks: Strike (1D6+1)

Special: 30% MR; regenerate 1 HP/round; as an action: *Command*; once a day: gate in 1D6 lemures (50% chance)

DAEMON, BARBAZU (BEARDED)

HD	6+6 (27)	N/A	2D4+2	MV	50
AC	19	AL	LE	INT	Low
SV	+3	STR	16	TT	Nil
ML	8	SZ	M	XP	1,200

Attacks: Glaive (2D6 + bleed), or claw × 2 (1D4)

Special: 30% MR; half damage from: cold, fire, gas, electricity; *Fear* touch, glaive bleed (each wound causes 2 extra damage until an action is spent binding it)

DAEMON, CAMBION

HD	6+6 (27)	N/A	1	MV	50
AC	14	AL	CE	INT	Average to Exceptional
SV	+3	STR	16	TT	Nil
ML	6	SZ	M	XP	900

Attacks: By weapon

Special: 20% MR; as an action: *Detect Magic*, *Levitate*, *Polymorph* (self); can take character classes and associated abilities; can wear armour

DAEMON, CHASME

HD	6+6 (27)	N/A	1D6	MV	20 (fly 70)
AC	21	AL	CE	INT	Average
SV	+3	STR	16	TT	Nil
ML	4	SZ	M	XP	2,100

Attacks: Strike (2D4)

Special: 40% MR; drone (100% –10% per level or Hit Die of each opponent of causing comatose sleep; ends if damage is dealt); as an action: *Detect Good*, *Detect Invisible*, *Telekinesis*

DAEMON, DRETCH

HD	4 (14)	N/A	2D4	MV	30
AC	18	AL	CE	INT	Low
SV	+2	STR	12	TT	Nil
ML	8	SZ	S	XP	650

Attacks: Bite (1D4+1) or claw (1D4)

Special: 30% MR; as an action: *Darkness*, *Telekinesis*; once a day: *Stinking Cloud*, *Teleport*

DAEMON, ERINYES

HD	6+6 (27)	N/A	1D3	MV	40 (fly 70)
AC	18	AL	LE	INT	High
SV	+3	STR	16	TT	Nil
ML	8	SZ	M	XP	1,800

Attacks: Dagger (2D4 + poison) or *rope of entanglement*

Special: 30% MR; half damage from: cold, fire, gas, electricity; poison dagger (Hard (Con) save or faint for 1D6 rounds); as an action: *Fear* to all looking, *Detect Invisible*, *Invisibility*, *Polymorph* (self)

DAEMON, LEMURE

HD	3 (11)	N/A	5D6	MV	10
AC	13	AL	LE	INT	Semi
SV	+1	STR	12	TT	Nil
ML	—	SZ	M	XP	330

Attacks: Strike (1D4)

Special: Hit only by silver or magic weapons; immune to *Sleep* and all mind-affecting spells; regenerate 1 HP/round

DAEMON, MANES

HD	1 (4)	N/A	4D4	MV	10
AC	13	AL	CE	INT	Semi
SV	0	STR	8	TT	Nil
ML	—	SZ	S	XP	120

Attacks: Strike (1D3)

Special: Hit only by cold iron or magic weapons; immune to *Sleep* and *Charm*

DAEMON, NUPPERIBO

HD	1 (4)	N/A	1D10×10	MV	20
AC	11	AL	LE	INT	Low
SV	0	STR	11	TT	Nil
ML	—	SZ	M	XP	10

Attacks: Strike (1D3)

Special: Blind and deaf

DAEMON, SPINAGON (SPINED)

HD	4+4 (18)	N/A	1D4+1	MV	20 (fly 60)
AC	17	AL	LE	INT	Low to Average
SV	+2	STR	12	TT	Nil
ML	10	SZ	S	XP	1,100

Attacks: Weapon (1D6+1)

Special: Hit only by silver or magic weapons; 25% MR; half damage from cold, fire, gas, electricity; as an action: *Command*; grapple also strikes opponent with 1D4 spines (dealing 1D4 damage each)

D

DARK CREEPER

HD 1+1 (5)	N/A 1D3	MV 30
AC 12	AL C	INT Average
SV 0	STR 8	TT Nil
ML 8	SZ S	XP 50

Attacks: Dagger (1D4 + one-hit poison)

Special: Surprise (Moderate); *Darkness* 15-ft radius 3 times a day; AC 20 when not illuminated; *Detect Magic* 15-ft range; combusts on death (Hard save or be blinded for 1D6 turns) (M p. 83)

DEATH KNIGHT

HD 10+5 (40)	N/A 1D3	MV 40
AC 20	AL E	INT As in life
SV +5	STR 18	TT Nil
ML 3	SZ M	XP 3,900

Attacks: Touch (1D6) or weapon (1D8+8)

Special: Undead; 75% magic resistance; hit only by magic weapons; always on: *Detect Invisibility*, *Detect Magic*, *Fear* 5-ft radius; at will: *Elemental Wall* (ice); twice a day: *Dispel Magic* (M p. 65)

DINOSAUR, ANKYLOSAURUS

HD 9 (32)	N/A 1D4+1	MV 20
AC 22	AL U	INT Animal
SV +4	STR	TT Nil
ML 7	SZ H	XP 1,800

Attacks: Clubbed tail (2D6)

Special: None (M p. 120)

DINOSAUR, BRONTOSAURUS

HD 30 (105)	N/A 1D6	MV 30
AC 14	AL U	INT Animal
SV +15	STR	TT Nil
ML 12*	SZ G	XP 6,300

Attacks: Stomp (3D6)

Special: None (M p. 121)

DINOSAUR, STEGOSAURUS

HD 21 (74)	N/A 2D4	MV 30
AC 15	AL U	INT Animal
SV +10	STR	TT Nil
ML 13*	SZ H	XP 4,750

Attacks: Bite (1D4) or spiked tail (3D6)

Special: None (M p. 123)

DINOSAUR, TRICERATOPS

HD 17 (60)	N/A 2D4	MV 40
AC 16	AL U	INT Animal
SV +8	STR	TT Nil
ML 13*	SZ H	XP 4,100

Attacks: Bite (1D8) or gore (1D12)

Special: None (M p. 124)



DINOSAUR, TYRANNOSAURUS REX

HD 18 (63)	N/A 1D2	MV 50
AC 15	AL U	INT Animal
SV +9	STR	TT Nil
ML 12*	SZ G	XP 4,050

Attacks: Bite (6D6) + trample (2D6)

Special: Swallow target whole on natural 18+; automatic 3D6 chew damage after bite (M p. 125)

DISPLACEMENT BEAST

HD 6 (21)	N/A 1D4+1	MV 40
AC 16	AL L/E	INT Semi
SV +5	STR 17	TT (C)
ML 6	SZ L	XP 780

Attacks: Strike × 2 (2D4)

Special: +2 to saves (already included); displacement (−2 penalty to attacks directed against it)

D

DJINNI

HD	7+3 (28)	N/A	1	MV	30 (fly 80)
AC	16	AL	C	INT	Average to High
SV	+3	STR	18	TT	Nil
ML	6	SZ	L	XP	1,300

Attacks: Strike (2D8)

Special: Magical powers; whirlwind (1 round duration; 2D6 damage; blows away all creatures 2 HD or less) (M p. 126)

DOG, GUARD / WAR

HD	2 (7)	N/A	Varies	MV	50
AC	12	AL	U	INT	Semi
SV	+1	STR	13	TT	Nil
ML	12*	SZ	M	XP	50

Attacks: Bite (1D4)

Special: None (M p. 127)

DOPPELGANGER

HD	4 (14)	N/A	3D4	MV	30
AC	15	AL	U	INT	High
SV	+2	STR	16	TT	(B)
ML	7	SZ	M	XP	380

Attacks: Claw (1D12)

Special: Mimic; immune to sleep and charm; +6 vs. magic saves (M p. 129)

DRACOLICH

HD	As original	N/A	1	MV	As original
AC	As original +2	AL	As original	INT	As original
SV	As original	STR	As original	TT	As original
ML	As original	SZ	As original	XP	As original, plus 1,000

Attacks: As original, +1 additional age category for melee damage purposes (treat this extra damage as cold damage)

Special: As original; undead; paralyzing gaze (120-ft range; Hard save); immune to enfeeblement, polymorph, cold, electricity, hold, insanity and death effects

DRAGON, CHROMATIC

See page 55

DRAGON TURTLE

HD	12+8 (50)	N/A	1	MV	10 (swim 30)
AC	20	AL	U	INT	High
SV	+6	STR		TT	(F)
ML	7	SZ	G	XP	4,500

Attacks: Bite (4D8) or claw × 2 (2D6) or steam breath

Special: Steam breath (60 ft long, 40 ft wide, 40 ft high; damage equal to the dragon turtle's HP—save for half)



DOG, DEATH

HD	2 (7)	N/A	3D10	MV	50
AC	13	AL	C	INT	Semi
SV	+1	STR	13	TT	Nil
ML	12*	SZ	M	XP	120

Attacks: Bites (1D8 + rotting death)

Special: Rotting death (Very Hard (Con) save or lose 1D6 Con per day; Cure Disease negates) (ToHC p. 126)

D

DRAGONFLY, GIANT

HD 7 (32)	N/A 1D6	MV 5 (fly 120)
AC 17	AL U	INT Nil
SV +4	STR 12	TT Nil
ML 8	SZ M	XP 1,700

Attacks: Bite (2D6)

Special: +2 on initiative checks; if it wins initiative it cannot be attacked in melee and ranged attacks apply a –4 attack penalty; +4 to saves vs magic effects (ToHC p. 213)

DRAGONNE

HD 9 (32)	N/A 1	MV 50 (fly 30)
AC 17	AL U	INT Low
SV +4	STR 18	TT (B, k, n × 2)
ML 5	SZ L	XP 1,700

Attacks: Claw (1D6) + bite (2D6+1)

Special: Roar (30-ft range: deafened; 120-ft range: Hard save or –50% Strength) (M p. 143)

DRAKE, FIRE

HD 4 (14)	N/A 2D4	MV 20 (fly 60)
AC 15	AL U	INT Semi
SV +2	STR 12	TT Nil
ML 11	SZ S	XP 540

Attacks: Bite (1D4+1)

Special: Cone of fire (2D8 damage; 40-ft range; Hard save for half; 5 times a day) (ToHC p. 213)

DRAKE, ICE

HD 3+3 (14)	N/A 1D4+2	MV 30 (fly 50)
AC 19	AL U	INT Low
SV +1	STR 12	TT (C)
ML 8	SZ S	XP 680

Attacks: Bite (1D6)

Special: Breath weapon (2D8 cold; 40-ft range; Hard save for half; 5 times a day); spells; immune to cold; ×2 damage from fire; 50% magic resistance (ToHC p. 214)

DRIDER

HD 7 (25)	N/A 1D4	MV 60
AC 17	AL C/E	INT High
SV +3	STR 15	TT A, i × 2
ML 6	SZ L	XP 1,700

Attacks: Weapon (1D6+1)

Special: Lights; *Darkness* 15-ft radius; spells as 7th-level mage (M p. 145)

DROW

HD 2 (7)	N/A 1D6 (×10)	MV 40
AC 16	AL C/E	INT High to Genius
SV +1	STR 10	TT i × 2, j
ML 7	SZ M	XP 140

Attacks: Weapon (1D6+1)

Special: Surprise (Hard); once a day: *Darkness* (M p. 146)



DRYAD

HD 2 (7)	N/A 1D6	MV 40
AC 10	AL U	INT High
SV +1	STR 9	TT i, j
ML 12*	SZ M	XP 160

Attacks: Wooden dagger (1D4)

Special: *Charm* (–2 save) (M p. 147)

DUERGAR

HD 1+2 (6)	N/A 3D4 (×10)	MV 20
AC 15	AL L/E	INT Average to Genius
SV 0	STR 14	TT (G, j × 6), i
ML 6	SZ M	XP 140

Attacks: Weapon (1D6+1)

Special: +4 to magic saves; invisibility; immune to illusions (M p. 148)



DRAGON, CHROMATIC

BLACK DRAGON

HD +8 per age	N/A 1	MV 30 (fly 80)
AC	AL C/E	INT Average
SV	STR	TT
ML 2	SZ	XP

Attacks: Bite (1D8 per age category) + claw (1D6 per age category), or breath weapon (3D6 per age category; save for half)

Special: Breath weapon (acid; 70-ft cone area of effect; 3 times per day); 20% magic resistance per age category; 5% chance per age category of mage abilities of half their Hit Dice in level (M p. 132)

Young: HD 8 (56): AC 20, SV +4, STR 18, SZ L, TT (F), XP: 3,400

Adult: HD 12 (88): AC 25, SV +6, SZ H, TT (G), XP: 9,050

Venerable: HD 16 (120): AC 30, SV +8, SZ G, TT (H), XP: 15,900

BLUE DRAGON

HD +8 per age	N/A 1	MV 30 (fly 80)
AC	AL C/E	INT High
SV	STR	TT
ML 2	SZ	XP

Attacks: Bite (1D8 per age category) + claw (1D6 per age category), or breath weapon (3D6 per age category; save for half)

Special: Breath weapon (lightning; 100-ft line; 5 ft wide; 3 times per day); 20% magic resistance per age category; 10% chance per age category of mage abilities of half their Hit Dice in level (M p. 133)

Young: HD 8 (56): AC 20, SV +4, STR 18, SZ L, TT (F), XP: 3,400

Adult: HD 12 (88): AC 25, SV +6, SZ H, TT (G), XP: 9,050

Venerable: HD 16 (120): AC 30, SV +8, SZ G, TT (H), XP: 15,900

GREEN DRAGON

HD +8 per age	N/A 1	MV 30 (fly 80)
AC	AL C/E	INT High
SV	STR	TT
ML 4	SZ	XP

Attacks: Bite (1D8 per age category) + claw (1D6 per age category), or breath weapon (3D6 per age category; save for half)

Special: Breath weapon (green – poison gas; 50-ft area; 3 times per day); 20% magic resistance per age category; 10% chance per age category of mage abilities of half their Hit Dice in level (M p. 138)

Young: HD 8 (56): AC 20, SV +4, STR 18, SZ L, TT (F), XP: 3,400

Adult: HD 12 (88): AC 25, SV +6, SZ H, TT (G), XP: 9,050

Venerable: HD 16 (120): AC 30, SV +8, SZ G, TT (H), XP: 15,900

RED DRAGON

HD +8 per age	N/A 1	MV 30 (fly 80)
AC	AL C/E	INT Exceptional
SV	STR	TT
ML 2	SZ	XP

Attacks: Bite (1D8 per age category) + claw (1D6 per age category), or breath weapon (3D6 per age category; save for half)

Special: Breath weapon (fire; 70-ft cone area of effect; 3 times per day); 20% magic resistance per age category; 20% chance per age category of mage abilities of half their Hit Dice in level (M p. 139)

Young: HD 8 (56): AC 20, SV +4, STR 18, SZ L, TT (F), XP: 3,400

Adult: HD 12 (88): AC 25, SV +6, SZ H, TT (G), XP: 9,050

Venerable: HD 16 (120): AC 30, SV +8, SZ G, TT (H), XP: 15,900

WHITE DRAGON

HD +8 per age	N/A 1	MV 30 (fly 80)
AC	AL C/E	INT Low
SV	STR	TT
ML 4	SZ	XP

Attacks: Bite (1D8 per age category) + claw (1D6 per age category), or breath weapon (3D6 per age category; save for half)

Special: Breath weapon (frost; 70-ft cone area of effect; 3 times per day); 20% magic resistance per age category; 2% chance per age category of mage abilities of half their Hit Dice in level (M p. 141)

Young: HD 8 (56): AC 20, SV +4, STR 18, SZ L, TT (F), XP: 3,400

Adult: HD 12 (88): AC 25, SV +6, SZ H, TT (G), XP: 9,050

Venerable: HD 16 (120): AC 30, SV +8, SZ G, TT (H), XP: 15,900



E

EAGLE, GIANT

HD 4 (14)	N/A 3D6+2	MV 5 (fly 80)
AC 13	AL U	INT Low
SV +2	STR 17	TT Nil
ML 7	SZ L	XP 330

Attacks: Talons (1D8) or bite (1D4)

Special: None (M p. 151)

EFREETI

HD 10 (35)	N/A 1	MV 30 (fly 80)
AC 18	AL C	INT High
SV +5	STR 19	TT Nil
ML 4	SZ L	XP 2,600

Attacks: Weapon (1D8+5)

Special: Immune to fire; once a day: *Detect Magic*, *Elemental Wall* (fire), *Gaseous Form*, *Greater Phantasm*, *Invisibility*, *Polymorph* (self) (M p. 153)

ELEMENTAL

HD	N/A 1	MV
AC 18	AL U	INT Low
SV	STR	TT Nil
ML 5	SZ	XP

Air Attacks: Strike (3D6)

Air Special: Whirlwind (2D8 damage, kills creatures 3 HD and less), hit only by magic weapons (M p. 154)

HD 8 (28): MV 120 (fly), SV +4, SZ L, STR 17, XP 1,800

HD 12 (42): MV 120 (fly), SV +6, SZ L, STR 19, XP 3,050

HD 16 (56): MV 120 (fly), SV +8, SZ H, XP 4,600

Earth Attacks: Strike (5D6)

Earth Special: Tear down stonework, hit only by magic weapons (M p. 155)

HD 8 (28): MV 20, SV +4, SZ L, STR 19, XP 1,450

HD 12 (42): MV 20, SV +6, SZ L, STR 21, XP 2,600

HD 16 (56): MV 20, SV +8, SZ H, XP 4,300

Fire Attacks: Strike (3D6)

Fire Special: Ignite materials, hit only by magic weapons (M p. 156)

HD 8 (28): MV 40, SV +4, SZ L, STR 17, XP 1,450

HD 12 (42): MV 40, SV +6, SZ L, STR 19, XP 2,600

HD 16 (56): MV 40, SV +8, SZ H, XP 4,300

Water Attacks: Strike (4D6)

Water Special: Overturn boats, hit only by magic weapons (M p. 157)

HD 8 (28): MV 20 (swim 80), SV +4, SZ L, STR 17, XP 1,450

HD 12 (42): MV 20 (swim 80), SV +6, SZ L, STR 19, XP 2,600

HD 16 (56): MV 20 (swim 80), SV +8, SZ H, XP 4,300

ELEPHANT

HD 10 (35)	N/A 1D12	MV 50
AC 14	AL U	INT Semi
SV +5	STR	TT Nil
ML 13*	SZ H	XP 1,400

Attacks: Gore (1D10) or trample up to two targets (2D6)

Special: None (M p. 158)

ETTERCAP

HD 5 (18)	N/A 1D2	MV 40
AC 14	AL E	INT Low
SV +2	STR 14	TT Nil
ML 13*	SZ M	XP 900

Attacks: Claws (1D3) or bite (1D8 + poison)

Special: Poison bite (M p. 161)

ETTIN

HD 10 (35)	N/A 1D4	MV 40
AC 17	AL C/E	INT Low
SV +5	STR	TT (C), i
ML 6	SZ H	XP 2,000

Attacks: Club × 2 (3D6)

Special: +6 vs. surprise (M p. 162)

EYE KILLER

HD 4 (14)	N/A 1D4	MV 30
AC 15	AL E	INT Animal
SV +2	STR 15	TT Nil
ML 8	SZ M	XP 740

Attacks: Tail strike (1D6)

Special: Constrict (automatic tail damage after 1st hit), death gaze (once a day, if light available, Daunting save or die at one target), flees close light (3+ torches within 10 ft) (ToHC p. 236)

EYE TYRANT

HD 8+4 (32)	N/A 1	MV 10 (fly)
AC 20 (13)	AL L/E	INT Exceptional
SV +4	STR 16	TT Nil
ML 2	SZ M	XP 2,400

Attacks: Bite (2D4) + 1D4 eyestalks (AC 13, 10 HP ea)

Special: Central eye: anti-magic ray (300-ft range); Eyestalks: *Charm*, *Sleep*, *Telekinesis*, *Flesh to Stone*, *Fear*, *Disintegrate*, *Slow*, *Cause Serious Wounds*, *Hand of Doom*

F

FLIND

HD 3 (11)	N/A 1D4	MV 40
AC 15	AL E	INT Average
SV +1	STR 17	TT (C), i
ML 12*	SZ M	XP 60

Attacks: Weapon (1D6+1) or flindbar (1D4 + disarm)

Special: Flindbar (Moderate (Str) save or be disarmed) (ToHC p. 248)

FLY, GIANT

HD 3 (11)	N/A 2D6	MV 10 (fly 80)
AC 14	AL U	INT Nil
SV +1	STR 8	TT Nil
ML 14*	SZ M	XP 220

Attacks: Bite (1D6)

Special: None (ToHC p. 251)

FROG/TOAD, GIANT

HD	N/A 4D6	MV 5 (leap 80)
AC 12	AL U	INT Nil
SV	STR	TT Nil
ML 12*	SZ	XP

Attacks: Bite

Special: Leap (M p. 179)

HD 1 (4): SV +0, Bite (1D3), STR 8, SZ S, XP 10

HD 2 (7): SV +1, Bite (1D4), STR 11, SZ M, XP 50

HD 3 (11): SV +1, Bite (1D6), STR 12, SZ M, XP 110

HD 4 (14): SV +2, Bite (1D8), STR 13, SZ M, XP 190

HD 5 (18): SV +2, Bite (2D6), STR 16, SZ L, XP 300

HD 6 (21): SV +3, Bite (2D8), STR 17, SZ L, XP 430

FROG MAN

HD 1 (4)	N/A 2D4 (×10)	MV 40 (swim 50)
AC 14	AL E	INT Low to average
SV 0	STR 12	TT (j × 4)
ML 10	SZ M	XP 60

Attacks: Weapon (1D6+1)

Special: Camouflage: surprise (Very Hard); leap attack (30 ft, +1 attack bonus and ×2 dmg with impaling weapons)

FROGHEMOTH

HD 16+6 (62)	N/A 1	MV 30 (swim 60)
AC 16	AL U	INT Animal
SV +8	STR	TT Nil
ML 2	SZ H	XP 4,100

Attacks: Tentacles × 4 (1D6) + bite (4D8)

Special: Surprise (Moderate); swallow; 50% fire resistance; electricity Slows instead of causing damage (ToHC p. 256)

FUNGUS MAN

HD	N/A 1D12 (×10)	MV 40
AC 10	AL U	INT Average
SV	STR	TT n
ML 7	SZ	XP

Attacks: Fist (1D6) or weapon (1D6+1)

Special: Confusion spores (# of uses equal to Hit Dice; 20-ft radius) (M p. 341)

HD 1 (4): SV +0, STR 10, SZ S, XP 10

HD 2 (7): SV +1, STR 13, SZ M, XP 40

HD 3 (11): SV +1, STR 15, SZ M, XP 90



G

GARGOYLE

HD 4 (14)	N/A 2D6	MV 30 (fly 50)
AC 15	AL C/E	INT Low
SV +2	STR 14	TT (A)
ML 9	SZ M	XP 740

Attacks: Claws (1D3) or horn (1D6)

Special: Hit only by magic weapons (M p. 185)

GELATINOUS CUBE

HD 4 (14)	N/A 1	MV 20
AC 12	AL U	INT Nil
SV +2	STR 10	TT Nil
ML 9	SZ L	XP 430

Attacks: Acid strike (2D4)

Special: Surprise (Daunting); paralysis (Hard save or be paralyzed for 6 turns); immune to lightning, cold, paralyzation, sleep (M p. 188)

GHAST

HD 4 (14)	N/A 1D6	MV 50
AC 16	AL C	INT High
SV +2	STR 13	TT (D)
ML 8	SZ M	XP 780

Attacks: Claw (1D4) + bite (1D6) + paralyze

Special: Undead; stench (Hard save within 10 ft or -2 on attacks); paralyzing touch (Hard save, lasts 4D6 turns); ×2 damage from cold iron (M p. 189)

GHOST

HD 10 (35)	N/A 1	MV 30
AC 20	AL E	INT High
SV +5	STR	TT ()
ML 4	SZ M	XP 3,900

Attacks: Strike (target ages 1D4×10 years)

Special: Undead; hit only by silver or magic weapons; immune to spells unless caster is ethereal; terrifying appearance (Hard save upon viewing or age 10 years and flee for 2D6 turns)

GHOUL

HD 2 (7)	N/A 2D6	MV 30
AC 14	AL C	INT Low
SV +1	STR 11	TT (B)
ML 12*	SZ M	XP 350

Attacks: Claw (1D3) + bite (1D4) + paralyze

Special: Undead; paralyzing touch (Hard save, lasts 3D4 turns) (M p. 191)

GIANT, CLOUD

HD 13 (46)	N/A 1D6	MV 50
AC 18	AL U	INT Average to High
SV +6	STR	TT (B), i × 9
ML 3	SZ H	XP 3,050

Attacks: Weapon (6D6) or boulder

Special: *Levitate* twice a day; hurl boulders (2D10) (M p. 194)

GIANT, FIRE

HD 12 (42)	N/A 1D8	MV 50
AC 17	AL L/E	INT Low to Average
SV +6	STR	TT (B), i × 4
ML 4	SZ H	XP 2,450

Attacks: Weapon (5D6) or boulder

Special: Hurl boulders (2D10; 70/140/210-ft range); immune to fire (M p. 196)

GIANT, FROST

HD 11 (39)	N/A 1D8	MV 50
AC 16	AL C/E	INT Low to Average
SV +5	STR	TT (B), i × 4
ML 6	SZ H	XP 1,950

Attacks: Weapon (4D6) or boulder

Special: Hurl boulders (2D8; 70/140/210-ft range); immune to cold (M p. 197)

GIANT, HILL

HD 8+2 (30)	N/A 1D10	MV 50
AC 16	AL C/E	INT Low
SV +4	STR	TT (C), i × 4
ML 6	SZ H	XP 1,000

Attacks: Weapon (2D8) or boulder

Special: Hurl boulders (2D6; 70/140/210-ft range) (M p. 198)

GIANT, STONE

HD 9+3 (35)	N/A 1D10	MV 50
AC 20	AL U	INT Average
SV +4	STR	TT (C), i × 4
ML 4	SZ H	XP 1,600

Attacks: Weapon (3D6) or boulder

Special: Hurl boulders (2D8; 100/200/300-ft range) (M p. 200)

G

GIANT, STORM

HD 15+5 (58)	N/A 1D2	MV 50
AC 19	AL U	INT Exceptional
SV +7	STR	TT (D), i × 4
ML 3	SZ G	XP 4,550

Attacks: Weapon (6D6)

Special: Once a day: *Control Weather*, *Gust of Wind*, call lightning (3 bolts, 8D6 damage); hurl lightning (1 bolt, 12D6); twice a day: *Levitate* (M p. 201)

GIBBERING MOUTHER

HD 4+3 (17)	N/A 1	MV 10
AC 19	AL U	INT Semi
SV +2	STR 12	TT (i)
ML 6	SZ M	XP 450

Attacks: Mouths × 6 (1 HP damage)

Special: Gibbering (Hard save within 30 ft or *Confusion*); a mouth auto-hits after its initial hit; Hard (Dex) save after 3 or more hits or fall and be auto-hit by 12 more mouths per round (M p. 203)

GNOLL

HD 2 (7)	N/A 4D4 (×10)	MV 30
AC 15	AL C/E	INT Low
SV +1	STR 16	TT (C, n × 2)
ML 12*	SZ M	XP 60

Attacks: Weapon (1D6+1)

Special: None (M p. 209)

GOBLIN

HD 1–1 (3)	N/A 4D6 (×10)	MV 30
AC 12	AL C/E	INT Low to Average
SV 0	STR 8	TT (A)
ML 15*	SZ S	XP 5

Attacks: Weapon (1D4)

Special: –3 to attacks and morale checks in sunlight (M p. 211)

GOLEM, CLAY

HD 10 (35)	N/A 1	MV 20
AC 13	AL U	INT Nil
SV +5	STR 18	TT Nil
ML —	SZ L	XP 2,550

Attacks: Strike (5D6)

Special: Immune to slashing and piercing weapons; immune to most spells (M p. 218)

GOLEM, FLESH

HD 10 (35)	N/A 1	MV 20
AC 11	AL U	INT Semi
SV +5	STR 18	TT Nil
ML —	SZ L	XP 1,850

Attacks: Strike (2D8) × 2

Special: Healed by lightning (1 to 1 ratio); hit only by magic weapons, *Slowed* by fire and cold magic; immune to most spells (M p. 219)

GOLEM, IRON

HD 16 (56)	N/A 1	MV 20
AC 17	AL U	INT Nil
SV +8	STR 19	TT Nil
ML —	SZ L	XP 5,350

Attacks: Strike (6D6)

Special: Poison gas (5-ft area, once per 7 rounds); hit only by +2 or better magic weapons; *Slowed* by lightning; healed by fire (1 to 1 ratio); immune to all non-electrical magic attacks (M p. 221)

GOLEM, STONE

HD 12 (42)	N/A 1	MV 20
AC 15	AL U	INT Nil
SV +6	STR 19	TT Nil
ML —	SZ L	XP 3,950

Attacks: Strike (4D6)

Special: *Slow* every second round; hit only by magic weapons; immune to most magic (M p. 222)

GORGON

HD 8 (28)	N/A 1D4	MV 40
AC 18	AL U	INT Animal
SV +4	STR 18	TT (B)
ML 10	SZ L	XP 2,200

Attacks: Gore (2D6)

Special: Breath turns target to stone (60-ft line, Hard save, 4 times per day) (M p. 224)

GRIFFON

HD 7 (25)	N/A 2D6	MV 40 (fly 80)
AC 17	AL U	INT Semi
SV +3	STR 17	TT (A, n × 2)
ML 12*	SZ L	XP 1,100

Attacks: Claw (1D4) + bite (2D8)

Special: None (M p. 231)

H

HAG, ANNIS

HD 8 (28)	N/A 1 or 3	MV 40
AC 20	AL C/E	INT High
SV +4	STR 19	TT (C)
ML 5	SZ L	XP 2,000

Attacks: Claws (1D8+3) × 2

Special: Two consecutive hits grapples target (target auto-hit in subsequent rounds); immune to illusions; twice per day: *Polymorph* (self: humanoid), *Fog* (M p. 237)

HAG, GREEN

HD 9 (32)	N/A 1	MV 40 (swim 40)
AC 22	AL E	INT Average
SV +4	STR 19	TT (C)
ML 3	SZ M	XP 2,200

Attacks: Claws (1D3+6) × 2

Special: Surprise (Very Hard) in foliage; +6 vs. surprise; 35% magic resistance; voice mimicry; as an action: *Minor Illusion*, *Pass without Trace*

HAG, NIGHT

HD 8 (28)	N/A 1	MV 30
AC 11	AL E	INT Average
SV +1	STR 18	TT Nil
ML 9	SZ M	XP 1,850

Attacks: Claws (2D6)

Special: 65% magic resistance, hit only by +2, silver, or cold iron weapons; three times a day: *Magic Missile* (2D6+2 damage); immune to *Sleep*, *Charm*, *Fear*, fire and cold

HAG, SEA

HD 3 (11)	N/A 1 or 3	MV 20 (swim 60)
AC 13	AL C/E	INT Average
SV +1	STR 17	TT (A)
ML 9	SZ M	XP 640

Attacks: Bite (1D4)

Special: Death gaze (once a day, Daunting save or die, 30-ft range); hideous (sight of face causes Hard (Will) save or half Str for the combat) (M p. 239)

HARPY

HD 3 (11)	N/A 2D6	MV 20 (fly 50)
AC 13	AL C/E	INT Low
SV +1	STR 11	TT (A)
ML 12*	SZ M	XP 640

Attacks: Talons (1D3) or weapon (1D6+1)

Special: Flight; siren song (Hard (Will) save or be *Charmed*) (M p. 240)

HELLCAT

HD 7+2 (27)	N/A 2D8	MV 40
AC 15	AL LE	INT Average
SV +3	STR 17	TT Nil
ML 7	SZ L	XP 1,800

Attacks: Claws (1D4+1) or bite (2D6)

Special: 20% magic resistance; hit only by magic weapons; immune to all mind-affecting spells; invisible in any light (ToHC p. 244)

HELLHOUND

HD	N/A 2D4+2	MV 50
AC 16	AL E	INT Low
SV	STR 13	TT (A)
ML 7	SZ M	XP

Attacks: Bite (1D8+2) + fire breath

Special: Surprise (Hard); +3 vs. surprise; fire breath (successful bite also hits with fire; 1 HP dmg/Hit Die; Hard save for half); *Detect Invisible* 50% of the time (M p. 245)

HD 5 (18): SV +2, XP 580

HD 6 (21): SV +3, XP 780

HD 7 (25): SV +3, XP 1,000



H

HIPPOGRIFF

HD 3+3 (14)	N/A 2D8	MV 60 (fly 120)
AC 15	AL U	INT Semi
SV +1	STR 17	TT (j × 3)
ML 12*	SZ L	XP 240

Attacks: Claws (1D6) or bite (1D10)

Special: None (M p. 248)

HOAR FOX

HD 2 (7)	N/A 2D6+2	MV 50
AC 16	AL U	INT Animal
SV +1	STR 9	TT Nil
ML 12*	SZ M	XP 140

Attacks: Bite (1D6)

Special: Surprise (Daunting); breathe cold (2D6; 30-ft cone; Hard save for half; 3 times a day); immune to cold; ×2 damage from fire (ToHC p. 324)

HOBGOBLIN

HD 1+1 (5)	N/A 3D4 (×10)	MV 30
AC 15	AL C/E	INT Average
SV 0	STR 15	TT (C, j × 2)
ML 12*	SZ M	XP 15

Attacks: Weapon (1D6+1)

Special: None (M p. 250)

HOMUNCULUS

HD 2 (7)	N/A 1	MV 20 (fly 60)
AC 14	AL As creator	INT As creator
SV +1	STR 6	TT Nil
ML 6	SZ T	XP 500

Attacks: Bite (1D3 + sleep)

Special: Sleep-inducing bite (Hard (Arc) save) (M p. 251)

HOOKEH HORROR

HD 5 (18)	N/A 2D6	MV 30
AC 17	AL U	INT Low
SV +2	STR 18	TT Nil
ML 8	SZ L	XP 430

Attacks: Claws (1D8)

Special: +6 vs. surprise



HUECUVA

HD 2 (7)	N/A 1D10	MV 30
AC 17	AL C/E	INT Semi
SV +1	STR 13	TT (A)
ML 9	SZ M	XP 430

Attacks: Strike (1D6 + disease)

Special: Hit only by silver or magic weapons; immune to all mind-affecting spells; hit forces Hard (Con) save or disease acquired; three times a day: *Polymorph* (self) (ToHC p. 329)

HYDRA

HD	N/A 1	MV 30
AC 17	AL U	INT Semi
SV	STR	TT (B)
ML 10	SZ G	XP

Attacks: Bites (1DX × number of heads)

Special: 1 head per Hit Die; each head is treated as a separate target with 8 HP; when all heads are killed the creature dies. Up to four heads can attack a single target. Lernaean hydras (a subtype) grow two heads for each one killed (max 12 heads; new heads form in 1D4 rounds; flame or acid to the stump prevents) (M p. 258)

HD 5: SV +2, bite 1D6 damage, XP 800 (1,100 Lernaean)

HD 6: SV +3, bite 1D6 damage, XP 1,100 (1,400 Lernaean)

HD 7: SV +3, bite 1D8 damage, XP 1,400 (1,700 Lernaean)

HD 8: SV +4, bite 1D8 damage, XP 1,700 (2,000 Lernaean)

HD 9: SV +4, bite 1D8 damage, XP 2,000 (2,300 Lernaean)

HD 10: SV +5, bite 1D8 damage, XP 2,300 (2,900 Lernaean)

HD 12: SV +6, bite 1D8+2 damage, XP 2,900 (3,850 Lernaean)

I

IMP

HD 2 (7)	N/A 1	MV 20 (fly 60)
AC 18	AL C	INT Average
SV +1	STR 6	TT (i)
ML 10	SZ T	XP 650

Attacks: Sting (1D4 + poison)

Special: Poison tail; *Polymorph* (self: spider, raven, rat, goat); regenerate 1 HP/round; immune to fire; hit only by magic weapons (M p. 262)

INVISIBLE STALKER

HD 8 (28)	N/A 1	MV 40 (fly)
AC 17	AL U	INT Average
SV +4	STR 18	TT Nil
ML 6	SZ L	XP 2,050

Attacks: Bite (4D4)

Special: Invisible (M p. 266)

IRON COBRA

HD 1+1 (5)	N/A 1	MV 50
AC 18	AL U	INT Nil
SV 0	STR 10	TT Nil
ML 8	SZ S	XP 290

Attacks: Bite (1D4 + poison)

Special: Find specified target within 1 mile; poison bite (3 uses, -2 save); 10% magic resistance (ToHC p. 336)



J

JACKALWERE

HD 4 (14)	N/A 1D4+2	MV 40
AC 16	AL C/E	INT High
SV +2	STR 15	TT (A)
ML 8	SZ M	XP 780

Attacks: Bite (2D4)

Special: Sleep gaze (Hard (Will) save); hit only by silver or magic weapons (M p. 270)

JAGUAR

HD 3+2 (12)	N/A 1D2	MV 80 (swim 20)
AC 14	AL U	INT Semi
SV +1	STR 16	TT Nil
ML 12*	SZ L	XP 130

Attacks: Claws (1D3) or bite (1D6)

Special: None (ToHC p. 633)

K



KELPIE

HD 5 (18)	N/A 1D4	MV 30 (swim 40)
AC 17	AL C	INT Low to Average
SV +2	STR 10	TT (C)
ML 7	SZ M	XP 830

Attacks: None

Special: *Charm* once a day (-2 save); half damage from fire; at will: *Polymorph* (self) (ToHC p. 350)

KOBOLD

HD 1-1 (3)	N/A 4D6 (×10)	MV 20
AC 12	AL LE	INT Average
SV 0	STR 8	TT (j × 2)
ML 13*	SZ S	XP 5

Attacks: Weapon (1D4)

Special: -3 to attacks and morale checks in sunlight (M p. 277)

L

LAMIA

HD 9 (32)	N/A 1	MV 80
AC 17	AL C/E	INT High
SV +4	STR 16	TT (C)
ML 6	SZ M	XP 1,700

Attacks: Weapon (1D4) or touch

Special: Touch drains 1 pt of Willpower (1-week duration); once a day: *Charm*, *Mirror Image*, *Greater Phantasm*, *Suggestion* (M p. 284)

LAMMASU

HD 7+7 (32)	N/A 2D4	MV 40 (fly 80)
AC 14	AL L	INT Genius
SV +3	STR 18	TT (E)
ML 6	SZ L	XP 1,700

Attacks: Claws (2D6)

Special: *Protection from Chaos* 10-ft radius; spells as 6th-level caster; at will: *Dimension Door*, *Invisibility* (M p. 285)

LEECH, GIANT

HD 2 (7)	N/A 3D6	MV 10
AC 11	AL U	INT Nil
SV +1	STR 8	TT Nil
ML 13*	SZ M	XP 45

Attacks: Bite (1D4)

Special: Sucks blood after bite (2 HP/round); 50% chance of bite causing fatal disease (M p. 289)

LEOPARD

HD 3 (11)	N/A 1D2	MV 60
AC 14	AL U	INT Semi
SV +1	STR 16	TT Nil
ML 12*	SZ M	XP 130

Attacks: Claws (1D3) or bite (1D6)

Special: Surprise (Daunting) (M p. 290)

LEPRECHAUN

HD 1 (4)	N/A 1D20	MV 60
AC 11	AL C	INT Exceptional
SV 0	STR 6	TT (C)
ML 14	SZ T	XP 100

Attacks: Weapon (1D4)

Special: 10% magic resistance; *Invisibility* and *Dimension Door* at will; *Greater Phantasm* once a day (M p. 292)

LEUCROTTA

HD 6 (21)	N/A 1D4	MV 60
AC 16	AL C/E	INT Average
SV +3	STR 16	TT (C)
ML 6	SZ L	XP 580

Attacks: Bite (3D6)

Special: Imitate voices (M p. 293)

LION

HD 5+2 (20)	N/A 1D2	MV 60
AC 15	AL U	INT Semi
SV +2	STR 18	TT Nil
ML 12*	SZ L	XP 380

Attacks: Claws (1D4) + bite (1D8+1)

Special: None (M p. 297)

LIZARD, GIANT

HD 3 (11)	N/A 2D6+2	MV 50
AC 14	AL U	INT Animal
SV +1	STR	TT Nil
ML 14*	SZ H	XP 130

Attacks: Bite (1D8)

Special: None (M p. 300)

LIZARDMAN

HD 2+1 (8)	N/A 1D6+6 (×3)	MV 20 (swim 40)
AC 15	AL C	INT Low
SV +1	STR 13	TT (C)
ML 6	SZ M	XP 60

Attacks: Bite (1D4) or weapon

Special: Breathe underwater (M p. 302)

LURKER ABOVE

HD 10 (35)	N/A 1D4	MV 5 (fly 30)
AC 14	AL U	INT Animal
SV +5	STR	TT (C)
ML 9	SZ H	XP 1,700

Attacks: Buffet (1D8)

Special: Surprise (Very Hard); hit smothers victim 1D4+1 rounds after hit; half damage from blunt weapons (ToHC p. 366)

M

MAMMOTH

HD 12 (42)	N/A 1D12	MV 50
AC 15	AL U	INT Semi
SV +6	STR	TT Nil
ML 12*	SZ H	XP 2,150

Attacks: Gore (1D10+4) or trample up to two targets (2D6+4)

Special: None (M p. 315)

MANTICORE

HD 6+4 (25)	N/A 1D4	MV 40 (fly 60)
AC 16	AL U	INT Low
SV +3	STR	TT (B)
ML 6	SZ H	XP 780

Attacks: Claws (1D4) + bite (1D6)

Special: Tail spike volley (1D6 spikes of 1D6 damage each; 30/60/90 range; once a battle) (M p. 316)

MEDUSA

HD 6 (21)	N/A 1D3	MV 30
AC 15	AL L/E	INT High
SV +3	STR 9	TT (i, j × 4, m, o × 3)
ML 6	SZ M	XP 1,200

Attacks: Weapon (1D4) + snake hair (poison)

Special: Poison; petrifying gaze (30-ft range; Hard save or turn to stone) (M p. 324)

MEPHIT

HD 3 (11)	N/A 1D10	MV 40 (fly 80)
AC 14	AL C	INT Average
SV +1	STR 10	TT Nil
ML 10	SZ M	XP 220

Attacks: Fiery touch (1D3+1)

Special: Spit fire (1D8+1 damage, save for half); *Gaseous Form* (once a day, 1D6 rounds) (M p. 327)

MIMIC

HD 7 (25)	N/A 1	MV 10
AC 13	AL U	INT Average
SV +3	STR 15	TT Nil
ML 5	SZ L	XP 830

Attacks: Smash (2D6)

Special: Surprise (Heroic); glue (full round Str check to break free, +8 to roll result) (M p. 329)

MINOTAUR

HD 6+4 (25)	N/A 1D8	MV 40
AC 14	AL C	INT Low
SV +3	STR 18	TT (A)
ML 7	SZ L	XP 500

Attacks: Weapon (1D8+6) or head butt (2D4)

Special: +3 vs. surprise; track by scent (50%); never lost in labyrinths (M p. 330)

MUMMY

HD 6+3 (24)	N/A 2D4	MV 20
AC 17	AL L/E	INT Low
SV +3	STR 17	TT (C)
ML 5	SZ M	XP 1,400

Attacks: Fist (1D12) + mummy rot

Special: Undead; mummy rot (Very Hard (Con) save negates); hit only by fire or magic weapons (magic fires deal +1 per die of damage; magic weapons deal half damage, rounded down) (M p. 340)



N

NECROPHIDIUS

HD 3+3 (14)	N/A 1	MV 40
AC 18	AL U	INT Average
SV +1	STR 13	TT Nil
ML 6	SZ L	XP 650

Attacks: Bite (1D8 + paralysis)

Special: Surprise (Daunting); dance of death (Hard (Will) save or those in 30 ft hypnotized for 2D4 rounds); paralysis (Hard (Arc) save or lasts 1D4 turns (ToHC p. 396))

NIGHTMARE

HD 7 (25)	N/A 1	MV 60 (fly 120)
AC 24	AL E	INT High
SV +3	STR 18	TT Nil
ML 6	SZ L	XP 1,550

Attacks: Trample/kick (2D6)

Special: Breathe smoke (Hard save or -2 on attacks); ride between planes/realities (M p. 348)

NIXIE

HD 1-1 (3)	N/A 2D4 × 10	MV 20 (swim 40)
AC 12	AL U	INT High
SV 0	STR 6	TT (A, j)
ML 6	SZ S	XP 30

Attacks: Weapon (1D4)

Special: One in ten can *Charm* at -2 to the save (and is worth 360 XP) (M p. 349)



O

OCHRE JELLY

HD 6 (21)	N/A 1D3	MV 5
AC 12	AL U	INT Nil
SV +3	STR 10	TT Nil
ML 10	SZ M	XP 400

Attacks: Acid strike (2D6)

Special: Lightning divides creature in half (M p. 353)

OGRE

HD 4+2 (16)	N/A 1D8+2	MV 30
AC 15	AL C/E	INT Low
SV +2	STR 18	TT (B, m × 2), i × 2
ML 12	SZ L	XP 240

Attacks: Weapon (1D8+3)

Special: None (M p. 356)

OGRE MAGE

HD 5+4 (22)	N/A 1D4	MV 40
AC 16	AL C/E	INT High to Exceptional
SV +2	STR 17	TT (D, n × 2, o × 2)
ML 6	SZ L	XP 1,050

Attacks: Weapon (1D8+3)

Special: Regenerate 1 HP/round; once a day: *Charm*, *Cone of Cold*, *Darkness*, *Fly*, *Gaseous Form*, *Invisibility*, *Polymorph* (self: humanoid), *Sleep* (M p. 359)

OGRILLON

HD 2 (7)	N/A 2D4 (×5)	MV 40
AC 14	AL C/E	INT Low
SV +1	STR 17	TT (A, m × 2)
ML 12	SZ M	XP 60

Attacks: Strike (1D6+1)

Special: None (ToHC p. 405)

OOZE, CRYSTAL

HD 4 (14)	N/A 1D2	MV 5 (swim 20)
AC 12	AL U	INT Nil
SV +2	STR 10	TT Nil
ML 10*	SZ M	XP 770

Attacks: Strike (2D6+2 + paralysis)

Special: Surprise (Very Hard) in water; paralysis (Hard save or paralyzed for 3D6 rounds); immune to acid, cold and fire; weapons only deal 1 damage (ToHC p. 410)

O

OOZE, GREY

HD 3 (11)	N/A 1D3	MV 5
AC 11	AL U	INT Animal
SV +1	STR 10	TT Nil
ML 10	SZ M-L	XP 540

Attacks: Strike (2D6)

Special: Dissolves metal armour 1 round after hitting; immune to spells, heat, cold, and blunt weapons (M p. 229)

OPHIDIAN

HD 3 (11)	N/A 2D6	MV 40
AC 15	AL C	INT Low to High
SV +1	STR 13	TT J
ML 13*	SZ M	XP 140

Attacks: Weapon (1D6+1) or bite (1D3 + special)

Special: Reproductive bite (Hard (Con) save or turn into ophidian in 3 weeks; *Cure Disease* negates) (M p. 363)

ORC

HD 1 (4)	N/A 3D6 (×10)	MV 30
AC 13	AL C/E	INT Average
SV 0	STR 11	TT (A, j × 3)
ML 13*	SZ M	XP 15

Attacks: Weapon (1D6+1)

Special: -3 to attacks and morale checks in sunlight (M p. 364)

OTYUGH

HD 7 (25)	N/A 1	MV 20
AC 17	AL U	INT Low
SV +3	STR 17	TT Nil
ML 6	SZ M	XP 1,100

Attacks: Tentacles × 2 (1D8) or bite (1D4+1 + potential disease)

Special: 90% chance of disease with bite (M p. 367)

OWLBEAR

HD 5+2 (20)	N/A 1D2	MV 40
AC 15	AL U	INT Low
SV +2	STR 17	TT (A)
ML 1	SZ L	XP 540

Attacks: Claws (1D6) + bite (2D6)

Special: Hug for additional 2D8 damage if to-hit roll is 18+ (M p. 368)

P

PARA-ELEMENTAL

HD	N/A 1	MV
AC 17	AL U	INT Low
SV	STR	TT Nil
ML 4	SZ	XP

Special (all): Hit only by magic weapons

Ice Attacks: Strike (1D12 per HD category)

Ice Special: Any within 10 ft take 1D4 cold dmg/round; heals 1D8 HP per round in contact with ice, snow, or sleet; immune to cold; ×2 damage from fire

HD 8 (28): MV 30, SV +4, SZ L, STR 18, XP 2,050

HD 12 (42): MV 30, SV +6, SZ L, STR 19, XP 2,850

HD 16 (56): MV 30, SV +8, SZ H, XP 4,350

Lightning Attacks: Strike (1D6 base, +1 pt per HD)

Lightning Special: Immune to electricity; half damage from cold; strikes by conductive objects deal 1D6+1 damage to wielder (ToHC p. 445)

HD 8 (28): MV 60 (fly), SV +4, SZ L, STR 16, XP 2,050

HD 12 (42): MV 60 (fly), SV +6, SZ L, STR 18, XP 2,850

HD 16 (56): MV 60 (fly), SV +8, SZ H, XP 4,350

Magma Attacks: Strike (1D8 per HD category)

Magma Special: Cumulative 1D4 dmg/round to those wearing metal and within 20 ft; immune to fire; ×2 damage from cold

HD 8 (28): MV 20, SV +4, SZ L, STR 16, XP 2,050

HD 12 (42): MV 20, SV +6, SZ L, STR 18, XP 2,850

HD 16 (56): MV 20, SV +8, SZ H, XP 4,350

Ooze Attacks: Strike (1D6 per HD category)

Ooze Special: Hit ensnares target; each ensnared target auto-constricted for 2D8 damage each round

HD 8 (28): MV 80, SV +4, SZ L, STR 16, XP 2,050

HD 12 (42): MV 80, SV +6, SZ L, STR 18, XP 2,850

HD 16 (56): MV 80, SV +8, SZ H, XP 4,350

Smoke Attacks: Strike (1D8 per HD category)

Smoke Special: Can attack all within 10 ft; all within 10 ft must save (Hard) or receive -2 attack penalty due to blinding smoke

HD 8 (28): MV 60 (fly), SV +4, SZ L, STR 16, XP 2,450

HD 12 (42): MV 60 (fly), SV +6, SZ L, STR 18, XP 3,350

HD 16 (56): MV 60 (fly), SV +8, SZ H, XP 4,550

PERYTON

HD 4 (14)	N/A 2D4	MV 40 (fly 70)
AC 13	AL C	INT Average
SV +2	STR 17	TT (B)
ML 4	SZ M	XP 640

Attacks: Antlers (2D6)

Special: +2 attack bonus; hit only by magic weapons (M p. 372)

P

PIERCER

HD	N/A	3D6	MV	5
AC	16	AL	U	INT Animal
SV		STR	N/A	TT Nil
ML	10	SZ		XP

Attacks: Drop & pierce once per encounter

Special: Surprise (Very Hard) (M p. 373)

HD 1 (4): SV 0, ATT 1 drop & pierce (1D4), SZ T, XP 15

HD 3 (11): SV +1, ATT 1 drop & pierce (2D6), SZ S, XP 70

PIXIE

HD	1 (4)	N/A	5D4	MV	30 (fly 60)
AC	15	AL	U	INT	Exceptional
SV	0	STR	5	TT	(E, m × 2)
ML	11	SZ	S	XP	240

Attacks: Weapon (1D4) + *Sleep* arrows

Special: +4 attack bonus; 30% magic resistance; *Confusion* by touch; at will: *Invisibility*; once a day: *Dispel Magic* (8th level), *Greater Phantasm*, *Polymorph* (self) (M p. 374)

PRAYING MANTIS, GIANT

HD	8 (28)	N/A	1D2	MV	30
AC	16	AL	U	INT	Animal
SV	+4	STR	16	TT	Nil
ML	9	SZ	L	XP	1,000

Attacks: Strike (1D12)

Special: Surprise (Hard) (M p. 317)

PUDDING, BLACK

HD	10 (35)	N/A	1D4	MV	20
AC	14	AL	U	INT	Nil
SV	+5	STR	16	TT	Nil
ML	—	SZ	L	XP	2,000

Attacks: Acid touch (4D6)

Special: Immune to acid, cold and poison; divides when hit with lightning; eats metal (light armour = 1 round, medium = 2 rounds, heavy = 3 rounds, each armour +1 adds another round) (M p. 46)

PUDDING, BROWN

HD	12 (42)	N/A	1D4	MV	20
AC	15	AL	U	INT	Nil
SV	+6	STR	16	TT	Nil
ML	—	SZ	L	XP	2,550

Attacks: Acid touch (3D6+2)

Special: Immune to acid, cold and poison; divides when hit with lightning; eats wood and leather in 1 round (ToHC p. 438)

PUDDING, WHITE

HD	9 (32)	N/A	1D3	MV	30
AC	12	AL	U	INT	Nil
SV	+4	STR	16	TT	Nil
ML	—	SZ	L	XP	970

Attacks: Strike (2D6 + 2D6 acid)

Special: Surprise (Daunting); immune to acid, cold and poison; divides when hit with lightning (ToHC p. 441)

PURPLE WORM

HD	15 (53)	N/A	1	MV	30
AC	14	AL	U	INT	Animal
SV	+7	STR		TT	(B, j × 3, m, o)
ML	8	SZ	G	XP	3,150

Attacks: Bite (2D12) or sting (1D8 + poison)

Special: Poison sting; swallow whole on natural 20 (M p. 377)



R

RAKSHASA

HD	7+2 (27)	N/A	1D4	MV	50
AC	24	AL	L/E	INT	High
SV	+3	STR	16	TT	(C, k)
ML	4	SZ	M	XP	4,700

Attacks: Claws (1D3) or bite (1D6)

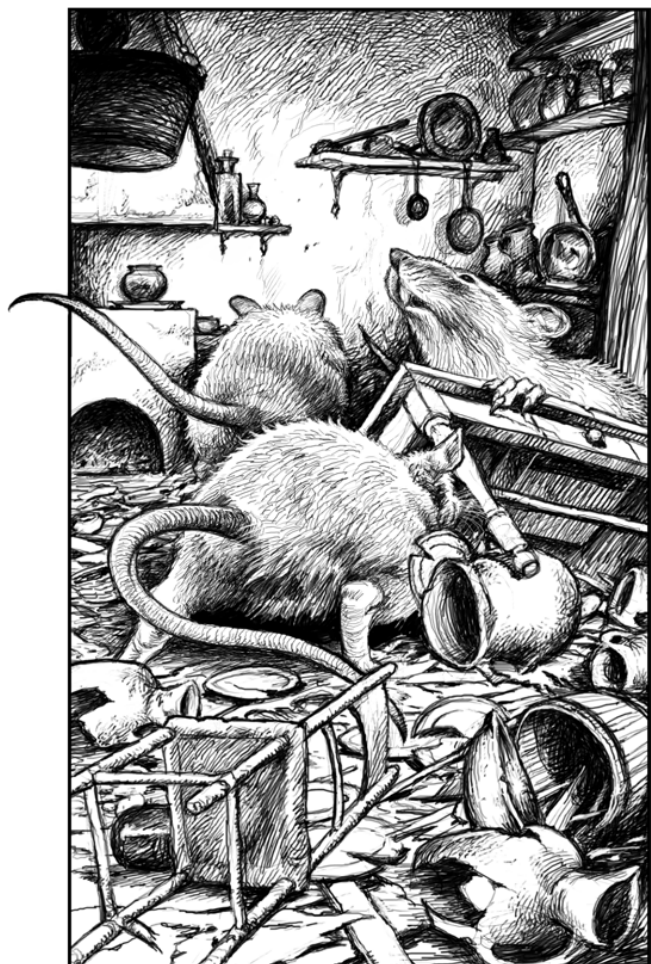
Special: *Greater Disguise* into friendly persona; hit only by magic weapons; spells as a 7th level mage; affected only by 6th-level spells (M p. 381)

RAT, GIANT

HD	1D3 HP	N/A	5D6+5	MV	40 (swim 10)
AC	12	AL	U	INT	Semi
SV	0	STR	4	TT	(A)
ML	13*	SZ	T	XP	10

Attacks: Bite (1D3 + potential disease)

Special: 5% are diseased (M p. 384)



RATLING

HD	1 (4)	N/A	4D6	MV	40
AC	10	AL	C	INT	Average
SV	0	STR	7	TT	(i × 2)
ML	12*	SZ	S	XP	10

Attacks: Bite (1D3 + potential disease)

Special: 5% are diseased (M p. 383)

REMORHAZ

HD		N/A	1	MV	40
AC	19	AL	U	INT	Animal
SV		STR		TT	(C)
ML	6	SZ	G	XP	

Attacks: Bite (5D6)

Special: Instant-death swallow on natural 20; melt weapons (M p. 394)

HD 9 (32): SV +4, XP 1,550

HD 12 (42): SV +6, XP 2,750

ROC

HD	12 (42)	N/A	1D2	MV	10 (fly 100)
AC	16	AL	U	INT	Animal
SV	+6	STR		TT	(A)
ML	11	SZ	G	XP	2,700

Attacks: Bite (4D6) + claws (3D6)

Special: None (M p. 399)

ROPER

HD	12 (42)	N/A	1D3	MV	10
AC	20	AL	U	INT	Exceptional
SV	+6	STR	17	TT	j × 4
ML	5	SZ	L	XP	3,900

Attacks: Bite (2D10) + tentacles × 6 (weakness)

Special: Tentacles grab and cause weakness (Hard save or –50% Str for 1 day; round Str down); 80% magic resistance; immune to electricity; half damage from cold; ×2 damage from fire (M p. 400)

RUST MONSTER

HD	5 (17)	N/A	1D2	MV	45
AC	18	AL	U	INT	Animal
SV	+2	STR	10	TT	(j × 3)
ML	11	SZ	M	XP	450

Attacks: Antennae (rusting attack)

Special: Rusts ferrous metal (M p. 406)

S

SALAMANDER, FIRE

HD 7+7 (32)	N/A 1D4+1	MV 30
AC 16	AL C	INT Average to High
SV +3	STR 16	TT (C)
ML 7	SZ M	XP 1,600

Attacks: Strike (1D6 fire) + constrict (2D6 fire)

Special: Hit only by magic weapons; immune to fire; +1 damage per die from cold (M p. 408)

SALAMANDER, FROST

HD 12 (42)	N/A 1D3	MV 40
AC 17	AL U	INT Low
SV +6	STR 17	TT (A)
ML 9	SZ L	XP 2,850

Attacks: Claw × 2 (1D6) + bite (2D6)

Special: Creatures within 20 ft take 1D8 cold dmg/round; immune to cold; +1 damage per die from fire

SATYR

HD 5 (18)	N/A 2D4	MV 60
AC 15	AL U	INT Average to High
SV +2	STR 13	TT (D)
ML 7	SZ M	XP 540

Attacks: Weapon (1D6+1)

Special: +3 vs. surprise; 50% magic resistance; concealment in forest (Very Hard); 1 group member has pipes (*Sleep* to males, *Charm* to females) (M p. 410)

SCORPION, COLOSSAL

HD 8+4 (32)	N/A 1D4	MV 50
AC 19	AL U	INT Nil
SV +4	STR 17	TT (B)
ML 7	SZ L	XP 2,300

Attacks: Claws (2D6) × 2 or sting (1D4 + poison)

Special: Poison sting (+2 save) (M p. 410)

SCORPION, GIANT

HD 4+4 (18)	N/A 2D4	MV 40
AC 16	AL U	INT Nil
SV +2	STR 16	TT Nil
ML 9	SZ M	XP 780

Attacks: Claws (1D6+1) × 2 or sting (1D3 + poison)

Special: Poison sting (+2 save) (M p. 410)

SERPENT MEN, ABOMINATION

HD 9 (32)	N/A 1D4	MV 40
AC 20	AL E	INT Exceptional
SV +4	STR 17	TT (A)
ML 6	SZ M	XP 2,000

Attacks: Bite (1D10) or tail constrict (1D6)

Special: 20% magic resistance; mutations (human mixed with various snake parts; one human feature)

SERPENT MEN, CORRUPTED

HD 7 (25)	N/A 1D4	MV 30 (tail) / 40 (legs)
AC 20	AL E	INT Exceptional
SV +3	STR 15	TT (A)
ML 6	SZ M	XP 1,300

Attacks: Snake head bite (1D10) or arm bite (1D6) or tail constrict (1D4)

Special: 20% magic resistance; mutations (human mixed with various snake parts; one snake feature)

SERPENT MEN, PURE

HD 6 (21)	N/A 1D4	MV 40
AC 16	AL E	INT Exceptional
SV +3	STR 12	TT (i × 2)
ML 6	SZ M	XP 1,000

Attacks: As weapon

Special: 20% magic resistance; once a day: *Darkness*, *Fear*, *Protection* from *Poison*, *Suggestion*

SHADOW

HD 2+2 (9)	N/A 3D6+2	MV 40
AC 13	AL E	INT Low
SV +1	STR N/A	TT (C)
ML —	SZ M	XP 330

Attacks: Touch (1D4 + Strength drain)

Special: Undead; surprise (Very Hard) in torchlight or worse; drain 1 Str point with hit (1-month duration); hit only by magic weapons (M p. 418)

SHADOW HOUND

HD 3 (11)	N/A 4D4	MV 60 (30 in bright light)
AC 14	AL E	INT Semi
SV +1	STR 14	TT Nil
ML 3	SZ M	XP 500

Attacks: Bite (1D6+1)

Special: Surprise (Daunting) in shadows; pack's baying causes *Fear* (Hard (Will) save or drop any held items and flee) (M p. 417)

S

SHAMBLING MOUND

HD 10 (35)	N/A 1D3	MV 20
AC 20	AL U	INT Low
SV +5	STR 18	TT (B, m, n, o)
ML 2	SZ L	XP 3,400

Attacks: Strike × 2 (2D8)

Special: Immune to fire; half damage from cold and weapons; electricity adds 1 HD; two hits in a row enfold and begin suffocating target (M p. 419)

SHRIEKER

HD 3 (11)	N/A 2D4	MV Nil
AC 13	AL U	INT Nil
SV +1	STR N/A	TT Nil
ML —	SZ M	XP 50

Attacks: Nil

Special: Light within 30 feet or movement within 10 feet causes piercing shriek (forces wandering monster check) (M p. 423)

SKELETON

HD 1 (4)	N/A 2D6	MV 40
AC 13	AL U	INT Nil
SV 0	STR 11	TT Nil
ML —	SZ M	XP 50

Attacks: Weapon (1D6+1)

Special: Undead; half damage from edged weapons; immune to cold (M p. 428)

SKELETON WARRIOR

HD 9 (32)	N/A 1	MV 40
AC 20	AL E	INT Exceptional
SV 0	STR 15	TT (F)
ML 5	SZ M	XP 3,400

Attacks: Weapon (1D8+4)

Special: Undead; hit only by magic weapons; 90% magic resistance, *Fear* aura (30-ft area, targets 5 HD or less only); cannot be turned (ToHC p. 495)

SLAED, BLUE

HD 8+4 (32)	N/A 2D6	MV 25
AC 15	AL C	INT Low
SV +4	STR 17	TT (E)
ML 8	SZ L	XP 2,550

Attacks: Bite (2D8)

Special: 40% magic resistance; at will: *Hold Person* (1 target at a time), *Telekinesis*

SLAED, GREEN

HD 9+3 (35)	N/A 1D6	MV 30
AC 17	AL C	INT Average
SV +4	STR 17	TT (F)
ML 6	SZ L	XP 2,450

Attacks: Bite (2D8) or claws (2D4+2)

Special: Hit only by magic weapons; 50% magic resistance; at will: *Darkness*, *Detect Magic*, *Fear*, *Polymorph* (self), *Telekinesis*; once a day: *Fireball* (12D6)

SLAED, GREY

HD 10+6 (41)	N/A 1D2	MV 40
AC 19	AL C	INT High
SV +5	STR 15	TT i × 2, k × 2, o × 2
ML 4	SZ M	XP 3,700

Attacks: Bite (2D6) + claws (1D6+2)

Special: Hit only by magic weapons; 50% magic resistance; at will: *Darkness*, *Detect Magic*, *Fear*, *Invisibility*, *Polymorph* (self), *Telekinesis*; once a day: *Lightning Bolt* (8D6+6)

SLAED, RED

HD 7 (25)	N/A 3D6	MV 40
AC 14	AL C	INT Low
SV +3	STR 17	TT (C)
ML 10	SZ L	XP 2,350

Attacks: Bite (2D8)

Special: 30% magic resistance; regenerate 3 HP/round; once a day: *Hold Person* (1 target at a time)

SLITHERING TRACKER

HD 4 (14)	N/A 1	MV 40
AC 15	AL U	INT Average
SV +2	STR 9	TT (A)
ML 5	SZ S	XP 540

Attacks: Paralyzing touch

Special: Surprise (Very Hard); paralysis (Hard save or be paralyzed); drain fluids (lose 20% of HP every turn) (M p. 435)

SLUG, GIANT

HD 12 (42)	N/A 1	MV 40
AC 12	AL U	INT Nil
SV +6	STR	TT Nil
ML 9	SZ H	XP 1,750

Attacks: Bite (1D12) or acid spit (4D8)

Special: Acid spit (30-ft range; save for half); immune to blunt weapons (M p. 437)

S

SNAKE, FIRE

HD 2 (7)	N/A 1D6	MV 30 (climb 40)
AC 14	AL U	INT Semi
SV +1	STR 7	TT j
ML 9	SZ S	XP 220

Attacks: Bite (1D4 + paralysis)

Special: Surprise (Hard); paralysis (Hard save or be paralyzed for 1D6 rounds); immune to fire; ×2 damage from cold (ToHC p. 244)

SNAKE, GIANT CONSTRUCTOR

HD 6 (21)	N/A 1D4	MV 40
AC 14	AL U	INT Animal
SV +3	STR 18	TT Nil
ML 12	SZ L	XP 500

Attacks: Bite (1D3)

Special: Constriction after ambush (2D4 dmg/round) (M p. 440)

SPECTRE

HD 7 (25)	N/A 1D6	MV 50 (fly 100)
AC 18	AL E	INT High
SV +3	STR N/A	TT (C)
ML 5	SZ M	XP 2,200

Attacks: Touch (1D8 + Strength drain)

Special: Undead; drain 2 Str points with hit (1-month duration); hit only by magic weapons (M p. 445)

SPHINX

HD 8 (28)	N/A 1	MV 50 (fly 80)
AC 21	AL U	INT Genius
SV +4	STR 17	TT (D)
ML 3	SZ L	XP 1,700

Attacks: Claws (1D8)

Special: *Dispel Magic* 3 times a day; divination (M p. 449)

SPIDER, GIANT

HD 4+4 (18)	N/A 1D8	MV 40
AC 16	AL U	INT Nil
SV +2	STR 13	TT (A)
ML 6	SZ M	XP 780

Attacks: Bite (1D6 + poison)

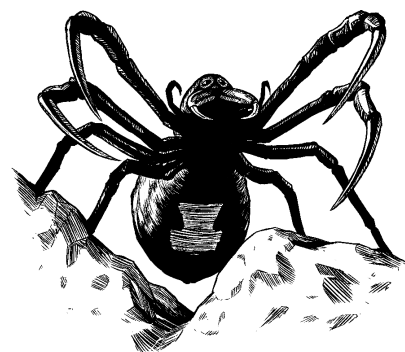
Special: Poison; webbing (18 Str breaks free in 1 round, 17 in 2, etc) (M p. 451)

SPIDER, GIANT HUNTING

HD 6 (21)	N/A 1	MV 60
AC 12	AL U	INT Animal
SV +3	STR 17	TT Nil
ML 8	SZ L	XP 970

Attacks: Bite (1D8+2 + poison)

Special: Surprise (Very Hard); poison (+1 save) (M p. 451)



SPIDER, PHASE

HD 5+5 (23)	N/A 1D4	MV 50
AC 13	AL U	INT Low
SV +2	STR 16	TT (B)
ML 4	SZ L	XP 1,050

Attacks: Bite (1D6 + poison)

Special: Poison; phase shifting to Ethereal Plane (M p. 452)

SQUIRREL, GIANT BLACK

HD 1+1 (5)	N/A 2D6+2	MV 40
AC 14	AL E	INT Low
SV 0	STR 5	TT Nil
ML 12	SZ S	XP 15

Attacks: Bite (1D3)

Special: None

STIRGE

HD 1 (4)	N/A 2D6+2	MV 5 (fly 60)
AC 12	AL U	INT Animal
SV 0	STR 3	TT Nil
ML 12*	SZ S	XP 110

Attacks: Sting (1D3)

Special: +2 attack bonus; blood drain after hit (1D4 dmg/round) (M p. 461)

T

TANGLEWEED / STRANGLEVINE

HD 4 (14)	N/A 1D6	MV Nil
AC 13	AL U	INT Nil
SV +2	STR 16	TT Nil
ML —	SZ L	XP 330

Attacks: Strangulation

Special: Surprise (Hard); entangle (2 in 6 chance); strangulation (M p. 466)

THESSALHYDRA

HD 12 (42)	N/A 1	MV 40 (swim 30)
AC 20	AL C	INT Low
SV +6	STR	TT (B)
ML 8	SZ H	XP 4,800

Attacks: Bite × 8 (1D6 + 1D6 acid). Up to four heads can attack a single target.

Special: Spit acid (4D6; 40-ft line; Hard save for half; once a day); regenerate 2 HP/round; immune to acid (ToHC p. 553)

TICK, GIANT

HD 3 (11)	N/A 2D4	MV 20
AC 15	AL U	INT Nil
SV +1	STR 10	TT Nil
ML 12*	SZ S	XP 140

Attacks: Bite (1D4)

Special: Hit has 50% chance of inflicting disease fatal in 2D4 days; drains blood (1D6 HP/round after initial hit until it drains an amount equal to its starting HP) (M p. 471)

TIGER

HD 6 (21)	N/A 1D4	MV 50 (swim 20)
AC 14	AL U	INT Semi
SV +3	STR 17	TT Nil
ML 12*	SZ L	XP 500

Attacks: Claws (1D4) + bite (1D8)

Special: None (M p. 472)

TIGER, SABRETOOTH

HD 7 (25)	N/A 1D2	MV 40
AC 13	AL U	INT Semi
SV +3	STR 18	TT Nil
ML 12*	SZ L	XP 640

Attacks: Claws (1D4) + bite (2D6)

Special: None (M p. 473)

TOAD, ICE

HD 5 (18)	N/A 1D4+2	MV 30
AC 14	AL U	INT Average
SV +2	STR 17	TT (A)
ML 20	SZ L	XP 690

Attacks: Bite (2D6)

Special: Radiate cold (5-ft radius, 1D6+2 dmg/round) (M p. 477)

TRAPPER

HD 12 (42)	N/A 1	MV 10
AC 17	AL U	INT High
SV +6	STR	TT (F)
ML 9	SZ H	XP 2,850

Attacks: Buffet (1D8+1)

Special: Surprise (Heroic); smother; half damage from edged and piercing weapons, cold, and fire (ToHC p. 564)

TROGLODYTE

HD 2 (7)	N/A 3D4 (×10)	MV 40
AC 15	AL C	INT Low
SV +1	STR 11	TT (G)
ML 12*	SZ M	XP 60

Attacks: Claws (1D3) or bite (1D4+1) or weapon (1D6+1)

Special: Surprise (Hard); stench (Hard (Con) save or –2 attack penalty) (M p. 488)

TROLL

HD 6+6 (27)	N/A 1D12	MV 40
AC 16	AL E	INT Low
SV +3	STR 18	TT (C)
ML 1	SZ L	XP 1,050

Attacks: Claws (1D4+4) + bite (2D6)

Special: Regenerate 3 HP/round (M p. 489)

TROLL, ICE

HD 2 (7)	N/A 1D6+2	MV 20
AC 12	AL E	INT Average
SV +1	STR 16	TT (A)
ML 8	SZ L	XP 110

Attacks: Claws (1D6)

Special: Immune to cold; ×2 damage from fire; regenerate 2 HP/round (ToHC p. 570)

V

VAMPIRE

HD 8+3 (31)	N/A 1D4	MV 40 (fly 60)
AC 19	AL E	INT As in life
SV +4	STR 18	TT (C)
ML 4	SZ M	XP 2,750

Attacks: Strike (1D6+4) or bite

Special: Undead; hit only by magic weapons; regenerate 3 HP/round; summon rats, bats or wolves; half damage from cold and electricity; at will: *Charm gaze*, *Gaseous Form*, *Polymorph* to bat (M p. 498)



VARGOUILLE

HD 1 (4)	N/A 3D6+2	MV 5 (fly 40)
AC 12	AL U	INT Low
SV 0	STR 7	TT Nil
ML 10	SZ S	XP 110

Attacks: Bite (1D4)

Special: Hard (Con) save after each bite or the damage is permanent (M p. 500)

VIOLET FUNGUS

HD 3 (11)	N/A 1D4	MV 5
AC 13	AL U	INT Nil
SV +1	STR 10	TT Nil
ML 8	SZ M	XP 330

Attacks: Tendrils (rot)

Special: Tendril rot (Daunting save or die in 4 rounds; *Cure Disease* negates) (M p. 183)

W

WASP, GIANT

HD 4 (14)	N/A 3D6+2	MV 20 (fly 70)
AC 16	AL U	INT Nil
SV +2	STR 12	TT (j × 8)
ML 12*	SZ M	XP 780

Attacks: Sting (1D4 + poison)

Special: Paralyzing poison (Daunting save, lasts 1D4+1 days) (M p. 505)

WEREBEAR

HD 7+3 (28)	N/A 1D4	MV 30
AC 18	AL As original	INT As original
SV +3	STR 18	TT (C)
ML 6	SZ L	XP 1,150

Attacks: Claws (1D4) or bite (2D4)

Special: Lycanthropy; hit only by magic or silver weapons; bear hug for 2D8 dmg/round on attack roll of 18+; summon 1D6 grizzly bears in 2D6 turns if any are within 1 mile (M p. 305)

WERERAT

HD 3 (11)	N/A 4D6	MV 30
AC 14	AL As original	INT As original
SV +1	STR 13	TT (A)
ML 8	SZ M	XP 220

Attacks: Weapon (1D6+1) or bite (1D4)

Special: Surprise (Hard); lycanthropy; hit only by magic or silver weapons; summon giant rats (M p. 307)

WERETIGER

HD 6+2 (23)	N/A 1D6	MV 40
AC 17	AL As original	INT As original
SV +3	STR 17	TT (C)
ML 6	SZ L	XP 830

Attacks: Claws (1D4) or bite (1D6+1)

Special: Lycanthropy; hit only by magic or silver weapons (M p. 308)

WEREWOLF

HD 4+4 (18)	N/A 3D6	MV 40
AC 15	AL As original	INT As original
SV +2	STR 17	TT (A)
ML 8	SZ M	XP 380

Attacks: Claws (1D3) or bite (1D6+1)

Special: Surprise (Daunting); lycanthropy; hit only by magic or silver weapons (M p. 310)

W

WIGHT

HD 3 (11)	N/A 2D6	MV 30
AC 15	AL E	INT Average
SV +1	STR 10	TT (B)
ML 6	SZ M	XP 540

Attacks: Claws (1D3 + Strength drain)

Special: Undead; drain 1 Str point with hit (1-month duration); hit only by magic or silver weapons; immune to cold and paralyzation (M p. 510)

WILL-O'-WISP

HD 9 (32)	N/A 1 or 1D3	MV 60 (fly)
AC 28	AL E	INT Exceptional
SV +4	STR 1	TT (G)
ML 3	SZ S	XP 4,050

Attacks: Shock (2D8)

Special: *Invisibility* for 2D4 rounds; immune to all spells except *Protection from Evil* and *Magic Missile* (M p. 512)

WOLF

HD 2 (7)	N/A 2D6+2	MV 60
AC 12	AL U	INT Semi
SV +1	STR 13	TT Nil
ML 12*	SZ S	XP 50

Attacks: Bite (1D4+1)

Special: None (M p. 513)

WOLFWERE

HD 3 (11)	N/A 1D4	MV 50
AC 17	AL E	INT High to Exceptional
SV +1	STR 13	TT (A, O, P)
ML 6	SZ M	XP 430

Attacks: Bite (1D6) or weapon

Special: Hit only by cold iron or magic weapons; lethargy song (save or slowed for 1D4+4 rounds) (ToHC p. 551)

WOLF, WINTER

HD 5 (18)	N/A 2D6+2	MV 60
AC 15	AL U	INT Average
SV +2	STR 16	TT (D)
ML 10	SZ L	XP 540

Attacks: Bite (1D6+1) or frost breath

Special: Breathe frost (4D6 damage, 10-ft range, Hard (Con) save for half, once per 10 rounds) (M p. 514)

WOLVERINE, GIANT

HD 6 (21)	N/A 1	MV 50
AC 16	AL U	INT Animal
SV +3	STR 17	TT Nil
ML 11*	SZ M	XP 780

Attacks: Claws (1D4) + bite (1D6+1)

Special: +4 attack bonus (M p. 517)

WORG

HD 4+4 (18)	N/A 3D4	MV 60
AC 14	AL E	INT Low
SV +2	STR 17	TT Nil
ML 11	SZ L	XP 220

Attacks: Bite (1D6+1)

Special: None (M p. 515)

WRAITH

HD 4 (14)	N/A 2D6+4	MV 40 (fly 80)
AC 16	AL E	INT High
SV +2	STR N/A	TT (B)
ML 5	SZ M	XP 780

Attacks: Touch (1D6 + Strength drain)

Special: Undead; drain 1 Str point with hit (1-month duration); hit only by magic or silver weapons (M p. 518)

WYVERN

HD 7+7 (32)	N/A 1	MV 20 (fly 80)
AC 17	AL U	INT Low
SV +3	STR	TT (B)
ML 6	SZ G	XP 2,050

Attacks: Bite (2D8) + sting (1D6 + poison)

Special: Poison sting (M p. 519)



Y

YELLOW MUSK CREEPER

HD 3 (11)	N/A 1	MV 5
AC 13	AL U	INT Nil
SV +1	STR 14	TT (A)
ML —	SZ M	XP 470

Attacks: Tendrils (1D6) or pollen spray

Special: Pollen spray (Hard (Will) save or walk to the plant, then –1D4 Will per turn) (ToHC p. 611)

YETI

HD 5 (18)	N/A 1D4+2	MV 50
AC 14	AL U	INT Low
SV +2	STR 17	TT (C)
ML 7	SZ L	XP 500

Attacks: Strike (1D8+3)

Special: Surprise (Hard); *Fear* on surprise; immune to cold; auto-grapple and squeeze after two consecutive hits for 2D8 dmg/round (M p. 523)



Z

ZOMBIE

HD 2 (7)	N/A 4D6	MV 20
AC 12	AL U	INT Nil
SV +1	STR 12	TT Nil
ML —	SZ M	XP 50

Attacks: Weapon (1D6+1) or strike (1D4)

Special: Undead; immune to cold; always acts last (M p. 529)

ZOMBIE, JUJU

HD 3 (11)	N/A 1D4+2	MV 40
AC 14	AL E	INT Low
SV +1	STR 14	TT Nil
ML —	SZ M	XP 500

Attacks: Weapon (1D6+1) or strike (1D4)

Special: Undead; hit only by magic weapons; immune to electricity and cold; immune to *Magic Missile*; half damage from fire (ToHC p. 616)

ZOMBIE, YELLOW MUSK

HD 2 (7)	N/A Special	MV 40
AC 16	AL U	INT Animal
SV +1	STR 14	TT Nil
ML —	SZ M	XP 60

Attacks: Weapon (1D6+1) or strike (1D4)

Special: 1 per 2 flowers on host plant; linked to creator; immune to mind-affecting attacks (ToHC p. 618)



CHAPTER IV: GAMEMASTER RULES

This chapter provides GM-facing rules that did not belong in the *Simulacrum Player's Manual* (SPM). They are presented in alphabetical order.

AGING

As time goes by, characters will age. Additionally, various magical and monstrous effects can age a character. The numbers given next to each age category are for a generic human: the longevity of other races is left a setting element for the GM. The ability score adjustments are cumulative.

- ❖ **Middle Age (45):** -1 Str, Dex, Con
- ❖ **Old Age (60):** -1 Str, Dex, Con
- ❖ **Venerable (75):** -2 Str, Dex, Con

A player can choose to start their character at any age bracket, in which case they apply the above penalties after rolling their ability scores. No advantages are gained by this.

AWARDING EXPERIENCE

Experience points (XP) come primarily from two sources: recovered wealth and vanquished enemies. The XP from all enemies defeated and wealth brought back to civilization is totalled together at the end of each session. This total is then divided amongst all party members: the lump XP sum is *not* awarded to each member. If using retainers (see SPM p. 29), each receives only half a share from this total. For example, if a party of five plus a retainer earns 3,000 XP, that's 3,000 / 5.5 = 545 XP per PC, and a half-share—273 XP—for the retainer.

This division of XP is made regardless of who actually receives what money or made which kills. For example, if the party gives one character all the silver they just found, that doesn't change how the XP from that silver is awarded.

Finding a magic item does not grant XP: the power of these precious items is its own reward.

WEALTH

Coin (or its equivalent in gems, jewelry, luxury goods, etc) is intended to be the main source of XP. The party gains 1 XP per copper piece in value they bring back to civilization or were rewarded directly as a result of any mission undertaken. If this wealth is in the form of goods, these do not need to be sold to gain the XP (and what the players might sell those goods for does not affect the XP gained).

Gambling, crafting, selling things, labour, and other means of earning coin do not provide XP. The only alternate means of earning XP involving wealth is carousing (see *Downtime Activities*, p. 78).

ENEMIES

Defeating enemies also grants XP. This award is in addition to XP gained from treasure the enemy possesses.

A creature need not be killed to be defeated: an opponent persuaded or forced to flee from combat counts as well. However, if an enemy retreats but is encountered and defeated again in a subsequent battle in the same session, the GM generally should not grant XP for defeating it a second time.

Enemy XP Calculation

Defeated opponents grant XP based on how powerful they are. The creatures in Chapter III have XP values included in their statblock. Otherwise, the formula for calculating XP value is:

- ❖ Effective Hit Dice × Effective Hit Dice (or 15, whichever is lower) × Armour Class

Treat creatures with less than 1 Hit Die (e.g. 1 -1) as having 0.5 Hit Dice for this purpose.

The Effective Hit Dice of a creature is its base Hit Dice. This number is increased by most special abilities. Use all applicable modifiers:

- ❖ +1 HD: undead; strength drain; flight; hit only by magical, silver or cold iron weapons (if less than 10 HD); per-round HP regeneration; extra attack; every full +7 HP; +2 or more attack bonus; magic resistance (MR) 5-35%; notable special ability / abilities not covered below (ignore very minor effects)
- ❖ +2 HD: hit only by +2 weapons; magic resistance (MR) 40-75%; invisibility; major area-effect attack; one or more save-or-die or instant-removal-from-combat effects able to affect characters of a level equivalent to the creature's base HD (e.g. a 5 HD creature with a *Sleep* effect would not add this modifier, as *Sleep* only affects targets of 4 HD or less)
- ❖ +3 HD: hit only by +3 weapons; magic resistance (MR) 80%+ or spell immunity
- ❖ +1 HD for every two spell levels of access or portion thereof (assuming full mage casting abilities). If the creature's spells can generate any of the other effects listed above, add up the HD modifiers of all applicable effects and compare it to HD modifier of spell access: use the higher of these two values.

The above assumes the ability to move and at least 1D4 damage per 5 HD. Serious outliers from this should affect the creature's HD total. One should not assign an XP value to every little creature: 0-level peasants and the like are valueless.

For creatures worth fewer than 100 XP, round to the nearest power of 5. For creatures worth fewer than 1,000 XP, round to the nearest power of 10. For creatures worth more than 1,000 XP, round to the nearest power of 50.

DISEASE

Optional. Players run across all manner of disease breeding grounds: spoiled food and water, overcrowded cities, ancient graveyards, reeking sewers, pestilential swamps and jungles, and damp and dripping dungeons. Sickness has claimed far more lives than war, and disease can really help highlight the dangers of adventuring in specific places. At the same time, the idea of Throthgar the Mighty struck down by yellow fever runs against the expectations of many players. As such, the use of disease is optional.

To build a disease, choose qualities from the table below.

Vector	Incubation	Effect	Duration
Breathing	Same day	Light fatigue	1D6 days
Insects	Same week	Heavy fatigue	1D3 weeks
Touch	Two weeks	Exhaustion	1D6 weeks
Water	1D6+4 weeks	Death	2D4 weeks

When a character is exposed, a Con-based save is required; how infectious the disease is determines the difficulty. For virulent diseases, a successful save might still cause a lesser effect (e.g. exhaustion if failed, light fatigue if passed).

The easiest way to measure disease effects is through the fatigue system, but other effects are possible:

- ❖ one-time, permanent attribute loss
- ❖ wasting attribute loss (–1 to all physical attributes per week until duration finishes, or death)
- ❖ permanent distinctive scarring / markings
- ❖ delirium and/or paranoia or other strange belief
- ❖ hatred of bright light, water, or some other substance
- ❖ compulsive laughter, howling, or screaming
- ❖ increased levels of violent behaviour

These can replace fatigue, or be applied in addition to it.

A disease usually has clear physical signs: fever, tremors, chills, a rash, swelling, buboes, boils, an eye or skin colour change, or violent coughing or sneezing are all possibilities. This often gives the sickness its name (e.g. red fever, Ugante chill).



DOWNTIME ACTIVITIES

Having acquired a pile of coin, players will inevitably want to spend it. As an option, a player may choose to spend their time and money in pursuit of spiritual gain, arcane research (if a mage), or simply decide to live for today and embark on debaucheries. The following tables provides results for such activities. Each roll on the table occupies one week of time. The character still heals in this time, and can set a sage to a research task, but cannot perform other time-intensive tasks such as spell copying / research or scribing a scroll.

WORSHIP

3D6 Result*	Outcome
3	<i>Thou dare?! You suffer a random (1-4 = minor, 5-6 = major) curse; see p. 28.</i>
4	<i>Thou hast angered me!</i> Your face is branded with the Mark of Shame. Those of your alignment abhor you until you remove the mark with a donation of 10% of your wealth or a Worship result of 15 or higher (you do not receive the usual benefits from that result).
5	<i>I have a task for thee.</i> You are placed under a Geas (SPM p. 54) that compels you to perform an onerous holy task.
6	<i>Thou hast displeased me.</i> Receive –2 on all saving throws, during the next adventure only.
7-10	The gods are silent.
11-13	<i>Thou hast pleased me.</i> Receive +2 on all saving throws, for the next adventure only.
14	<i>Thine enemies are mine enemies.</i> Roll your damage twice and take the highest result for all non-spell attacks, for the next adventure only.
15	<i>Be wary, o faithful one.</i> You gain a vision of the future. The next time you would be reduced to 0 HP, a Moderate (Arc) Task instead avoids that effect.
16	<i>I have a task for thee.</i> You learn the general location of a relic of your faith, and are expected to retrieve it at some point. You will be able to keep it.
17	<i>Know that I am with you.</i> You may perform most any bog-standard miracle appropriate to your patron power, once in the next adventure only.
18	<i>The faithful shall be exalted.</i> Receive a boon from your patron power.**

*A character with the Anointed feat adds +2 to this roll

**If a worshipper of Chaos, roll on the Gifts of Chaos table (*The Metamorphica: Revised Edition*, p. 233). Otherwise, gain a permanent random General Property from the list on p. 30 (reroll results that contradict the patron power's general tone and nature, e.g. fire powers from an ice god).

In order to worship, a character must have an alignment, and a quiet place to perform the necessary rituals. The cost is 1D6 × 10 sp in sacrificial materials, incense, tithing, and the like. A character without the Anointed feat may add 100 sp to this total to gain +1 to the roll, but may only do this once per worship session.

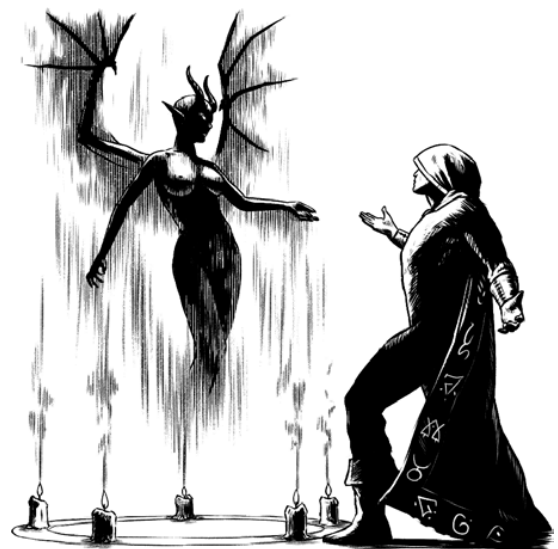
EXPERIMENTATION

D100 Result*	Outcome
01-02	You pushed yourself too far. Roll 1D20: if the result is over your Arcana score, lose 1 Arc.
03-05	You wagered your very soul, and lost. A suitably powerful demonic presence or evil religion now controls it. The GM determines what this means.
06-08	Roll on the Summoning Mishap table (<i>The Metamorphica: Revised Edition</i> , p. 255).
09-11	Roll on the Mutation table (<i>The Metamorphica: Revised Edition</i> , p. 7).
12-14	Receive a Minor Curse (see p. 29). A Remove Curse spell plus the expenditure of $2D6 \times 10$ sp is sufficient to end it.
15-17	You have annoyed an outerplanar power. Expect its agents to visit you soon (though just the once).
18-20	You have loosed something terrible upon the world (awakened undead, a gated daemon, etc). Roll 1D6: 1-2 it is aware of you, 3-4 others know what you did, 5-6 there's no tracing this back to you.
21-23	Roll on the Mutation table (<i>The Metamorphica: Revised Edition</i> , p. 7). You may choose to reroll the result, but only once; the second result must be kept.
24-26	Your work has attracted the attention of a witch hunter. Roll 1D6: 1-2 they're less powerful than you (but know it and will try to compensate), 3-4 they're as powerful as you, 5-6 they're more powerful.
27-29	Your experiments kill the local livestock, blight the crops, or similar. Roll 1D6: 1-3 the locals don't know it was you; 4-5 they know it was you but won't take direct action; 6 expect torches and pitchforks.
30-32	The words of power refuse to come into focus. Subtract 2 from your next roll to learn a spell.
33-35	You are sucked into a plane of nightmares, and emerge at the end of the week babbling incoherently. -3 to Will saves during the next session of play.
36-38	The "genuine arcane texts" you bought for research are hoaxes or dead ends, but it will take you a while to realize this. -5 to your next roll on this chart.
39-41	No meaningful effect.
42-44	The arcane texts you bought for research will take some time to fully unravel, but seem promising. +5 to your next roll on this chart.
45-47	The words of power have seared themselves into your mind. Add 2 to your next roll to learn a spell.
48-50	You scry information useful to a current endeavour. The accuracy is more precise if you have access to the Divination school.
51-53	You create 1D3 scrolls of a single spell you know.
54-56	Re-roll your next failed Arcana-based save.
57-59	An outerplanar power offers you a blood pact. For a permanent 20% loss of your Hit Points, gain a permanent spell slot at the highest level of spell available to you; this does not count towards the normal 6-slot maximum. Good casters must refuse.
60-62	Gain a 2-HD familiar, a Tiny or Small creature appropriate to the area that obeys you. You can see through its eyes, and gain a small power appropriate to the creature (e.g. +2 visual Perception for a bird, improved smell for a rat). Death of the familiar applies one level of fatigue for the next month.

63-65	You scry the location of a distant but notable arcane item. The accuracy is more precise if you have access to the Divination school.
66-68	You gain an apprentice. They are 1st level (+1 for each name level you have), and will serve for half the normal rate. Their schools are determined randomly, but they always have at least two that you have. Add +2 to the roll when determining their Morale.
69-71	You brew a random identified potion.
72-74	All spells of a random level receive the benefits of a random Mage feat for the next month.
75-77	Learn a random new spell from a school available to you, belonging to the highest level you can cast at. If you already know all such spells, work your way down in level until you reach one you do not know.
78-80	Gain one use of <i>Contact Other Plane</i> (SPM p. 54).
81-83	Gain one use of <i>Legend Lore</i> (SPM p. 55).
84-86	Gain a permanent +1 saving throw bonus.
87-89	You have discovered the recipe to a random potion type. Each dose takes a week to brew, and costs $1D4 \times 100$ sp (roll once; that cost applies to each dose).
90-92	You are offered the chance to gain a patron power. If you accept, gain the Anointed feat.
93-95	Once a session you may swap a single spell slot with another of the same spell level and school.
96-98	You have discovered the knowledge required to craft a random magic item. Consult the GM for details.
99-00	A moment of perfect clarity. Roll 1D20: if the result is less than your Arcana score, gain 1 Arc.

*A mage rerolls results of 01-05 if at least one of the following applies, and 01-11 if both of the following apply: the character has at least one magic feat; the character has access to at least four schools

In order to conduct arcane experimentation, a character must be a mage (the Arcanist style is not sufficient). The cost is $2D6 \times 10$ sp. For each name level, increase this multiplier by 20 (e.g. a 15th-level character would spend $2D6 \times 70$ sp). A private place to work is also required.



CAROUSING

D100 Result*	Outcome	
01-02	You wagered your very soul, and lost. A suitably powerful daemon or evil cult now controls it.	
03-04	You pushed yourself too far. Roll 1D20. If the result is over your Constitution score, lose 1 Con.	
05-06	You wagered your most prized possession, and lost. You know who won it, but they're not going to give it up without a significant price paid (another item, a major favour, a very large sum of silver, etc).	
07-08	That "powerful artifact" tossed in the pot was put up for a reason. Gain one random cursed magic item.	
09-10	You picked a bad player to try and cheat. Receive a minor curse (see p. 28).	
11-12	You awake in jail, accused of heresy / blasphemy / publicly insulting the local authorities. A large bribe may solve things.	
13-14	A person, business, or organization is now hostile to you. The GM determines the offended party. The player gets to decide what offense was given.	
15-16	You sampled exotic herbs, and they're soooo good. Roll 1D6 to determine the weekly cost of your new addiction: 1-2 5 sp, 3-4 10 sp, 5-6 20 sp. Going cold turkey can be tried once a month: this is a Hard (Will) Task and requires a week. Success means you're clean, but have a level of fatigue for the next month.	
17-18	Your outrageous behaviour has resulted in you being challenged to a duel. Roll 1D6 to determine that they: 1-2 are weaker than you, 3-4 are your equal, 5-6 are your superior in ability. Roll 1D6 to determine if the duel is (1-4) to first blood or (5-6) to the death.	
19-20	You burned down the bar (or similar). Roll 1D6: 1-3 they don't know it was you; 4 they know it was you but won't take <i>direct</i> action; 5 only your new blackmailer knows it was you; 6 expect the local militia or equivalent. A large bribe may solve things.	
21-22	You sampled exotic herbs without the tolerance required. Gain one level of fatigue, lasting for the week following this one.	
23-24	Lady luck abandoned you, and now it's time to pay up. Spend again what you spent to carouse in the first place, or gain a powerful local enemy.	
25-26	You slept with someone above your station, and now scandal is on the horizon. Roll 1D6 to see what the vast number of cousins looking for you aim to force you to: 1-2 do the honourable thing, 3-4 leave town, 5-6 perform a dangerous task for the family.	
27-28	You receive a random disease.	
29-30	You were rolled outside the gambling den. Spend again what you spent to carouse in the first place (or whatever you have left).	
31-32	You have been initiated into a secret society or mystery cult. Leaving it is no simple matter, and they have expectations of you...	
33-34	Before a full crowd, you stood atop a table vowing to be the first to slay some particularly foul beast, journey to some far-off place, or loot some infamous tomb. Failing to head off to fulfill this vow within the month applies a -10 to all carousing rolls in this area.	
35-36	Your outrageous behaviour has resulted in you gaining a permanent rival, your equal in ability. They seek to frustrate you rather than defeat you.	
37-38	Your tongue loosened by wine, you wound up bragging in great detail of your current ventures to a member of a rival adventuring party. They now are aware of what you're after and where it is, and will be in your way in the future.	
39-40	You were an ass. -1 on all Reaction and Offer Reaction Rolls in this locale for the foreseeable future (this does not affect rolls on this table).	
41-42	The mother of all hangovers.	
43-44	A memorable time. Add 5 to your next roll, as long as you make it within the next month.	
45-46	The money you spent on carousing is earned back.	
47-48	You were the life of the party. +1 on all Reaction Rolls in this locale in the near future. This does not affect rolls on this table.	
49-50	Perhaps you shouldn't have drunk that. Roll on the Potion Miscability Table (p. 32), using two random potions.	
51-52	Gain 1 random rumour.	
53-54	Someone takes your bag by mistake (costing you something at random), but leaves theirs, which contains a rather interesting item.	
55-56	You got a tattoo. 1-3 it's good (player chooses); 4 it's awful (random other player chooses); 5 it could have been good, but something is messed up or misspelled (GM chooses); 6 it says something insulting, crude or stupid in a language you cannot read (GM chooses).	
57-58	You "borrowed" something during your binge. Roll 1D6: 1-2 it's a worthless tchotchke, 3-5 it's of moderate value, 6 it's precious. Roll 1D6: 1-2 it's small (bracelet, ring), 3-4 it's moderate (a chest), 5-6 it's unwieldy (carriage, giant painting, mummy). Roll 1D6: 1-3 no one knows, 4-6 the owner knows.	
59-60	A small favour is owed to you by a local petty merchant / priest / noble / guild member.	
61-62	You gain a hot tip on the upcoming races. Roll 1D6: 1-3 it's a bust; 4-6 it's legitimate. If it's legitimate, roll 1D6: 1-4 it's all good, 5-6 Franky and the boys want to know how you came by this information.	
63-64	You gain a valuable piece of information, if you're willing to earn the enmity of the person who let it slip. Unfortunately, you can't quite remember who told you. If you take the opportunity, roll 1D6 to find that they: 1-2 are weaker than you, 3-4 are your equal, 5-6 are your superior in ability / resources.	
65-66	Regardless of your normal inclinations, you performed a selfless and brave act that has endeared you to the neighbourhood, and are now a local hero. Locals wish to help you (within reason).	
67-68	An enlightening evening with a local adventurer nets you knowledge allowing you to re-roll your next failed save in the nearby area.	
69-70	Uncover 1 hidden feature in a nearby hex.	
71-72	You are mistaken for someone important. Roll 1D6: 1-3 it was your fault, 4-6 it was an accident. Roll 1D6: 1-3 your behaviour has brought them embarrassment, 4-6 it was to their credit. Either way, they're curious as to who the hell you are.	

73-74	You gain a useful piece of information related to your current endeavours.
75-76	Your drinking buddy wants to be your loyal retainer. They are the same class as you, one level lower than you, and will serve for half the normal rate. Add +2 to the roll when determining their Morale.
77-78	Your drunken wanderings reveal the entrance to a lost catacomb or other urban dungeon structure.
79-80	An excellent haul. The money you spent on carousing is earned back, and gain XD6×10 sp on top of this, where X is your level.
81-82	You and a rival party gain copies of the same Treasure Map (see p. 36) at the same time.
83-84	You awake in your bed. On you is a “Thank you” note from an important local figure (official, noble, priest, etc) or organization. It makes no mention of what they are thanking you for.
85-86	You win a share in a mercantile venture. Roll 1D6 to see the eventual result: 1 it's a bust, 2 it pays out, 3-4 it pays out ×3, 5-6 it pays out ×5. One payout is equal to the amount spent carousing. If it pays out to any degree, roll 1D6: on a 1-2 you'll need to put in some work (e.g. guard a caravan) to get your money.
87-88	You won the deed to something. Roll 1D6: 1-3 nearest ruin; 4-6 plot of wildland. Roll 1D6: 1 the deed is a fake; 2-4 it's legitimate, but there's a complication, 5-6 it's legitimate.
89-90	Gain a Treasure Map (see p. 36).
91-92	While the supply is now exhausted, these strange herbs from foreign lands have opened your mind. Gain a permanent +1 bonus to your Perception.
93-94	Fortune smiles upon you. Gain a permanent +1 bonus to saving throws.
95-96	A fellow carouser was actually a supernatural entity who wants to be your friend, familiar, or patron.
97-98	Going for the highest stakes pays off. Gain one random (identified, non-cursed) magic item.
99-00	A fellow carouser was actually a supernatural entity, one so impressed with your moxie that they grant you a boon appropriate to their portfolio / domain.

*If the character has a Reaction Roll modifier, multiply it by five and apply it to the roll, unless the modifier states otherwise

Add 5 to the roll if the player has the Gambling skill.

In addition to the above roll, the player rolls a die, based on how large the locale is: 1D4 for a village; 1D6 for a town; 1D8 for a city (double this if the character is living a Wealthy lifestyle this week). The result × 10 equals the amount of silver spent carousing. For each name level, increase this multiplier by 20 (e.g. a 15th-level character would spend 1D8 × 70 sp if carousing in the city, 2D8 × 70 if living a Wealthy lifestyle). XP is gained equal to this sp amount × 1D4+2; any money won or spent due to a table result does not generate additional XP.

If the character does not have enough money, no roll on the table is made and no XP is earned: the carousing is low-key and uneventful.

Carousing also adds a +1 to rolls on the Offer Reaction Table that week when looking to recruit retainers (see p. 89).

DRUGS

Players usually aren't foolish enough to make their characters basic drug addicts. At the same time, fantasy can offer a host of interesting effects outside the norm. As such, the following presents a handful of exotic drugs with concrete mechanical benefits that might tempt some despite the risk of addiction and withdrawal, to serve as inspiration.

Addiction: After the first use of an addictive substance, a Will-based Task is required. The difficulty begins at Moderate (8+), and becomes one level higher with each subsequent use (the difficulty drops by one level for every three months the caster avoids using the drug). Failure indicates the user is addicted; no further checks are made after this point.

More addictive drugs can start at higher difficulty levels, and drugs can require more or less time without use to lower the difficulty level.

Breaking the Addiction: Of the standard healing spells, only *Restoration* can remove addiction. Otherwise, trying to stop taking a drug one is addicted to is a Very Hard (Will) Task. Success requires another Will-based Task the following week, this time Hard, and each week after that the difficulty drops another level, until after success at a Moderate Task the addiction is broken. If a user is restrained during a week, so that it is impossible to gain access to the drug, that week's Task is passed automatically. Failure means that the addict will continue to seek out the drug: if it and the money needed to buy it are available (even if the addict has to pawn off their belongings or steal), the addict will acquire a dose.

During this withdrawal period, ability score loss caused by not using the drug is halted. However, the addict gains a level of fatigue, is treated as carrying a bulky item (see *SPM* p. 28), and all their Con-based Tasks are one difficulty level higher.

If a withdrawing addict is in the presence of the drug, another Will-based Task is required, with a difficulty one level higher than their current withdrawal difficulty. For example, in their first week, if they pass their Very Hard Task then they are in withdrawal. However, if in the presence of the drug that week, a Heroic (Will) Task is required not to dive back in.

BLACK LOTUS

Smoking the leaves of this rare flower, which only grows in the deepest stygian swamps, proves a great boon to spellcasters.

Cost: 100 sp per dose

Effect: A turn after a dose, the caster always achieves the maximum possible spell effect from any spell they cast (e.g. maximum duration, maximum effect or damage) for an 8-hour period. Afterwards they become incredibly lethargic for 12 hours, gaining two levels of fatigue (max of Exhaustion).

Addiction: An addict gains one level of fatigue that lasts as long as their addiction does. A dose is required at least once a week; failure to get it results in the permanent loss of 1 Per point. Even with steady doses, a Very Hard (Arc) Task is required once each month or 1 Arc point is permanently lost.

BRASS

This crimson crystalline powder is said to come from the fabled City of Brass lying with the Elemental Plane of Fire, hence its name. Snorting it draws a red veil of fury over the user, giving them a feeling of terrible power and rendering them capable of terrible violence.

Cost: 75 sp per dose

Effect: A turn after a dose, for the next hour the user gains +1 attack per round, +2 to their Str modifier, and +10 feet of combat speed. Their death threshold drops by 5 points. However, during that hour the user cannot choose the Guard or Defensive stances and no longer tracks damage taken: all damage dealt to the user is tracked in secret by the GM.

Addiction: An addict is prone to bouts of rage, resulting in a -2 to Reaction Rolls and a tendency towards violence in stressful situations. They cannot engage in experimentation or worship. A dose is required at least once a week; failure to get it results in the permanent loss of 1 Con point. Even with steady doses, a Very Hard (Will) Task is required once each month or 1 Will point is permanently lost.



CRYSTAL BALL

Usually just called “crystal”, this is a popular drug amongst visionaries, prophets, and wealthy degenerates.

Cost: 75 sp per dose

Effect: A turn after a dose, the caster experiences vivid visions for one hour, rendering them incapable of other actions during that time. Some are mere hallucinations, but in some lie strange truths. A user requires a Hard (Per × 2) Task. If successful, roll 1D12:

- 1: Nightmarish visions. User cannot sleep for 1D4 days.
- 2-7: Delightful fripperies. No meaningful effect.
- 8-9: User benefits from a *Locate Object* spell for one hour.
- 10: User benefits from a *Divination* spell.
- 11: User benefits from a *Find the Path* spell for one hour.
- 12: User benefits from a *Legend Lore* spell.

Addiction: An addict gains one level of fatigue that cannot be lost unless the addiction is. Increasingly detached from reality, all Per tests (including the roll for a useful drug effect) made by the addict are one level higher in difficulty. A dose is required at least once a week; failure to get it results in the permanent loss of 1 Str point. Even with steady doses, a Very Hard (Con) Task is required once each month or 1 Con point is permanently lost.

DUNGEON HAZARDS

While enemies such as monsters and NPCs are the most obvious danger of venturing into the depths below, there are many types of hazards one can face in a dungeon. What follows is some guidance regarding some of the more classic examples.

MOLDS AND SLIMES

These unintelligent lifeforms are a classic danger, whether occurring naturally or employed by clever dungeon denizens.

Brown Mold

Light tan to golden brown in colour, this mold grows beneath the surface. It feeds on radiant energy: not light, but heat. The temperature within 30 feet of a patch of brown mold will be noticeably cooler. Each round that a warm-blooded creature is within 5 feet of brown mold, the mold deals 4D6 frost damage to it in the form of drained heat. Magical items with the Survival or Cold Resistance qualities make one immune to this effect, as would a *Ring of Warmth*. The growth also does not harm creatures that are immune to cold.

Brown mold grows extremely rapidly when exposed to concentrated heat. If a torch, flaming oil, or a fireball is within 5 feet, the mold will expand to 2, 4, or 8 times its current area, respectively, in just one round.

Brown mold is affected only by magical cold: no other magical or non-magical attacks. *Ice Storm* or *Wall of Ice* cause it to go dormant for 5D6 turns. White dragon breath or a *Cone of Cold* will kill it.

Yellow Mold

A more common underground fungus is yellow mold, which is pale yellow to a golden orange in colour. It will grow on almost any organic surface: underground mushrooms, wooden doors, even mindless undead.

If the substance is contacted roughly, there is a 50% chance per contact that the colony will release spores. These deadly spores shoot out in an asphyxiating cloud covering a 5-foot radius, originating from the centre of impact. Unless it makes a Daunting (Con) save, any creature within this cloud will have its lungs rapidly fill with fast-growing yellow mold growth. A failed save means that only a *Cure Disease* cast on the victim within 24 hours will save them.

Yellow mold is affected only by fire-based attacks: flaming oil, a fire elemental, etc. A *Light* spell or effect will cause it to become dormant for 2D6 turns, but will deal no lasting harm.

When formed into great colonies of at least 300 square feet in area, about 1 time in 6 the yellow mold colony will form a limited, collective sentence.

Green Slime

Green slimes are strange plant growths found in subterranean places, feeding on animal, vegetable, and metallic substances. 1D6 slimes are typically found. While immobile, they are sensitive to vibrations and will often drop upon passing creatures from above as an attack. It has a +4 attack bonus, but a chance at surprise often applies as well due to its out-of-the-way placement: this must be adjudicated.

Green slime eats cloth, leather and metal quickly, irreparably destroying light armour in one round, medium armour in two rounds, and heavy armour in three rounds (each magical +1 the armour provides to AC or saving throws adds 1 to this round total). Unless restricted, a character can always safely escape such armour before the slime reaches them. Wood is consumed slowly—one inch thickness per hour. The slime's most horrific property appears when it attaches itself to living flesh (or a thin layer of worn clothing). Slime infestation deals 1D4 damage a round, but 1D4+1 rounds after it begins, the victim transforms into green slime regardless of remaining Hit Points, with no resurrection possible.

Green slime can be typically be scraped off with a round's action if the coverage is not too great and a scraping tool is at hand. No lasting damage is dealt in such a case (though the scraping tool will then be slimed). Greater coverage could require two rounds, but this is up to the GM. The slime can also be excised, frozen, or burned; direct application of flame such as a torch (but not a lantern) suffices to burn it away, but a torch also deals 1D4 fire damage per round to a victim if clothing or bare flesh is being treated. A *Cure Disease* spell kills green slime, as will effects that destroy plant life such as *Blight*. Other forms of attack, including weapons or spells, do it no harm.

TRAPS

As stated earlier, the incredibly slow speed of cautious movement during exploration is meant to depict parties being exceptionally careful as they move through an unknown and dangerous area. As such, traps are dangers so well concealed that even this level of caution is insufficient to detect them, at least automatically.

There are many different forms of traps: they are difficult to standardize, which in terms of design is a strength as much as it is a weakness. It does mean, however, that they can be relevant at all levels of play, since you can set the damage and any related values (such as saves) as high or as low as you wish.

The most important thing, though, is to consider why you're adding traps to a given part of your dungeon in the first place. It's possible to just throw them in randomly, as resource taxes. However, this will likely create undesired gameplay results: players will soon learn that, with no rhyme or reason to their placement and thus traps potentially being everywhere, the only reasonable way forward is a tedious, overly-cautious style of play that slows gameplay to a crawl and bores rather than invigorates.

As such, while it can be darkly amusing to suddenly have a player disappear into a pit placed there for no reason, it's recommended that traps generally be reserved for worthwhile scenarios, ones planted to protect a specific thing worth protecting. Players will more readily understand and expect there to be such things in such cases.

Perception versus Investigation

Perception checks are abstractions: they represent the many and varied ways a character might find a clue to the existence of the trap. However, the most interesting traps have an obvious element that provides a clue to their existence, but only if the players specifically state that they are taking some sort of clearly-stated and detailed investigative action. Both the passive Perception roll and the deliberate investigative action would provide the same information, but the passive check is unlikely to succeed (on average, only a 20% chance), while the proper investigative action should always produce results.

For example, a party is walking down a hallway. Obvious features should always be described to the players without prompting: they cannot make informed decisions without reliable information.

GM: "As you move down the corridor, your light reveals a series of carved, laughing faces on the walls up ahead, starting about ten feet from where you are."

That's all the information they get without prompting: it's given for free, but it only sets the stage, being information that they couldn't miss. If they want to know more, the onus is always on the players to investigate via questioning. If they choose not to (or they don't ask the right questions), they always get their passive Perception check as a last resort. But let's assume here that they decide to be smart and take some relevant actions.

Player: "I want to take a closer look at these before we just walk by them. I hug the walls and move up slowly to the first face. I'm going to try and get more detail, without sticking my face or body in front of any of them or stepping on any of the stones in line with them."

GM: "The carvings resemble exaggerated human faces, like theatre masks. They're solid rock except for the nose and open mouth, which actually appear to be cavities disappearing back into the wall. The rock around these cavities looks black and dirty. The same effect appears on the wall opposite the face."

A closer look at the dirt would reveal it was in fact soot, while a successful check for traps would reveal a trigger plate that repeats at points along the length of corridor that would cause the masks to spout fire from their noses and mouths.

Whether the players made their group Perception check or investigated correctly, the information provided should be the same. Again, the difference is that investigation is more reliable—practically guaranteed—if done right. Think of the passive Perception check as essentially a saving throw here.

Basic Trap Construction

Every trap should have information on the following:

- ❖ How it is triggered
- ❖ The difficulty of the Perception Task to notice it
- ❖ How it is avoided and/or deactivated
- ❖ What its effect is
- ❖ If any saves are involved, their difficulty

In some cases, elements are combined. For example, discovery of a tripwire reveals both the triggering mechanism and the way it can be avoided.

Traps can broadly be classified into confining, channeling, injuring, or killing types. Confining traps restrict player movement, channeling traps forcibly direct it towards areas the trapper wants the victim to reach, injuring traps wound but rarely kill unless the victim is weak, and killing types usually have save-or-die effects (or deal so much damage that no typical victim can expect to survive).

The following are a few generic trap types, for inspiration:

1D20 Result	Trap Type
1	Lightning, acid spray, or gout of fire
2	Poison darts
3	Wind tunnel
4	Arrow, crossbow, or ballista bolt
5	Ceiling block falls
6	Blinking light
7	Gas
8	Pit (spiked, poisoned, filled with creatures, etc)
9	Teleporter
10	Spear or scything blade
11	Swinging weight
12	Flooding
13	Spring portcullis or other blockages
14	Alarm
15	Darkness or obscuring fog
16	Rolling boulder fills corridor
17	Green slime on ceiling
18	Mimic or Trapper
19	Chute to lower level
20	Entrance to creature lair(s) opened

Bear in mind that if intelligent creatures have set up the trap or are aware of it, they will often maintain it as best they can, which includes cleaning away corpses, bloodstains, and other obvious tells of the trap’s existence.

ENVIRONMENTAL EXTREMES

Optional. Typical extreme environmental conditions are great heat such as in deserts, and frigid areas with bitter cold and/or deep snow. By default, heat is assumed to be coped with and snow simply slows one down, but this greatly underestimates the dangers of such conditions. If a GM wishes to better reflect the difficulty of coping with extreme environments, and doesn’t mind the extra rules weight, use the following optional rules.

COLD

Standard deep snow raises the hex entry cost by 1 point. This assumes roughly ankle- to knee-deep snowfall. Extreme snowfalls, reaching waist height, raise the cost by another point (+2 total). Snowfall greater than this should make the hex impassable on foot without magical aid.

Snowshoes reduce the MP penalty for extreme snowfall back to +1, but also reduce one’s combat move speed by half and apply a –2 attack modifier. On the other hand, fighting without snowshoes in areas where they are advised reduces one’s combat speed by 3/4s (round the final result down) and applies a –4 attack penalty.

Additionally, the need to be bundled up requires 1 item point be spent on cold weather gear and complicates spellcasting, as the numbing cold and need for hand coverings to avoid frostbite interfere with the intricate finger movements required. Treat all spells cast in cold weather as two levels higher for casting speed purposes (this does not stack with the penalty for casting from a scroll). Those able to forgo such cumbersome protections (such as any under the benefit of *Endure Heat & Cold*), or who have the Stillcasting feat, are not affected. Cultures native to such frigid environs should have this feat as standard, representing their adaptation to the cold.

HEAT

The fatigue rate from lack of water in extremely hot hexes such as deserts is doubled: a fatigue level is gained every 12 hours. To represent the incredible need for water in these regions, double the rations a character requires each day.

Steeds not adapted to the heat—including all horse breeds from non-desert regions—require triple their normal rations (again, this is additional water, not food). Unadapted steeds also cannot be force-marched in such heat. Camels are assumed to be adapted. Giant lizards often are, though some are adapted to hot but moist climes and would rapidly be killed by the dryness, while others are native to cool and dark subterranean environs.

HEXCRAWL AID

A thorough treatment of how to design a hexcrawl is beyond the scope of this work. For those interested in concrete examples, John Stater's *NOD Magazine* and his *Hex Crawl Chronicles* series (from Frog God Games) are both excellent. If in a hurry though, the following table can serve as quick inspiration for the creation of hex features.

1D20 Result	Hex Feature
1	Disaster (earthquake, tornado, tidal wave, erupting volcano, raging forest fire)
2	Plea for assistance (creature trapped in swamp / brambles, filth-clad beggar asks for alms, dying NPC pleads for party to deliver his message / item). An opportunity to (1 aid a powerful being in disguise, 2-4 fall into a trap, 5-6 feel good about oneself).
3	Abandoned settlement (1 farmstead or other private dwelling, 2-3 village, 4-5 town, 6 city)
4	Place of worship (1-4 abandoned, 5-6 active)
5	Mysterious item / artifact
6	Monster lair (1-2 abandoned, 3-4 active but most / all its inhabitants are out, 5-6 everyone's home)
7	Active settlement (1 farmstead or other private dwelling, 2-3 village, 4-5 town, 6 city)
8	Caravan / embassy / nomads passing through
9	Majestic natural feature (great gorge, waterfall, mushroom forest, smoldering volcano)
10	Unnatural feature (year-round patch of tundra / green, upward-flowing waterfall, crystalline forest, pool of quicksilver, stream of blood)
11	Hazardous environment (magma flats, carnivorous plants, poisoned water, boiling geysers, unnatural lighting storms)
12	Unusual structure (astronomical tower, monastery, prison, open-pit mine, plantation, watermill, henge, gladiator school)
13	Organized military force (1-3 party-sized, 4-5 party size $\times 2$, 6 party size $\times 10$), encamped or roaming
14	Atypical supernatural encounter (ghostly procession or warning, graveyard animating, embassy of the dead, gate to the underworld)
15	Statue / other monument to (1 ancient battle / war, 2 ancient hero, 3 unknown god, 4 great deed, 5 other event, 6 completely unknown)
16	Heavenly encounter (feuding demigods, angelic/demonic host, quest / <i>Geas</i> -giver, PCs asked to judge a godly beauty contest)
17	Opportunity for riches (stream with visible gold, cave with sickly / dead dragon, enemy laden with loot, pearl beds, truffles), but with complications
18	Super-tech remnant (crashed starship, lost outpost, survivor robot patrol)
19	Major creature encounter (roaming tarrasque, questing titan, kraken released, overflying dragon, migrating bulette herd, ankheg mating frenzy)
20	Cave / tomb / other dungeon-like structure

MAGIC SYSTEM VARIANTS

Optional. The default magic system, as seen in the *Player's Manual*, is often referred to as Vancian casting. But in a region or world where literacy is unusual, books might be a rare and precious thing. From there, the assumption that even the most basic of magery can only be accomplished via an elaborate system of text-based research (and the elaborate infrastructure needed to make this possible) is not tenable.

Beyond this, even when libraries, laboratories, schools of wizardry and such are widespread enough to allow for Vancian casting to be the general rule, sorcery is still practiced even by the primitive and the ill-disciplined, or acquired by those too impatient to take the traditional scholarly routes. And yet, there must either be some price for not using the standard spellbook casting system, or else the idea that mages wouldn't take easier routes is not tenable either.

The following rules allow a GM to create NPCs and player characters with alternate sources of magical power. A caster can be both a Black Mage and a (non-bloodline) Sorcerer; the effects of each stack.



BLACK MAGE

The fell powers that offer this path promise much, and indeed, such sorcery is tantalizingly easy to master. However, all things have a price, and in time the caster is likely to find that such power ends up mastering them.

A black mage must be either Evil or Chaotic. The Anointed feat is not required, though thematically appropriate. A black mage without that feat represents drawing upon a power that is content with the caster's soul rather than specific deeds, or perhaps is working towards more inscrutable purposes.

Black mages have a **Corruption** threshold, which is their Arcana score plus their Willpower modifier. Each time a black mage successfully casts a spell, they must roll a D20, adding a modifier equal to the spell's level. If the result is over their Corruption threshold, they gain a number of Corruption points equal to twice the spell's level. A roll of 20 is always a failure, and applies double the normal points amount.

Whenever a black mage goes up a level, the GM rolls percentile (D100). If the result is equal to or less than the character's Corruption points total, they are marked by the powers they wield: reduce their Corruption points to zero, but they gain 1 Corruption level. If the result is over, there is no effect and the points continue accruing. A black mage can always choose to embrace the dark powers and automatically gain the level.

Each time a Corruption level is gained, the mage must roll once on each of the Physical and Spiritual Corruption Tables. Add 1 to these rolls for each Corruption level the mage has; reroll duplicate results as well as contradictory ones (unless the result can conceivably repeat/stack).

So long as a black mage has at least one Corruption level, any creature anointed to a power that opposes the mage's patron (or just black magic in general) knows a black mage for what they are on sight. Certain illusion magics may hide this, however: evil is adept at wearing the face of goodness.

Feats: The only mage feats a black mage can take are the Concentration and Familiar feats. They cannot be specialists.

1D12 Result	Physical Corruption Table
1	The mage can only eat raw meat
2	The mage's eyes change to an unnatural colour
3	The mage's pupils resemble that of a cat or serpent
4	The mage's eyes become large and unblinking like a fish, or segmented like a fly
5	Small horns appear on the mage's forehead. Multiple instances of this increase the size of the horns.
6	The mage's tongue becomes longer and forked
7	The mage's teeth become sharp and pointed
8	Thin scales grow in patches across the mage's body
9	The mage grows a long, thin tail
10	Horrid, unhealable pustules grow on the mage's face
11	The mage smells of brimstone
12	One of the mage's hands transforms into a tentacle. This does not affect spellcasting.
13	One of the mage's hands transforms into a crab claw. This does not affect spellcasting, but the claw cannot grasp weapons; the ability to grasp objects varies.
14	The mage's feet become hooves
15	The mage's legs become digitigrade
16	The mage's flesh continually rots, dripping fluids, becoming foul-smelling, and sloughing off easily
17	The mage develops a hunchback: treat the mage as always carrying a bulky item (cumulative with actually carried bulky items)
18	The mage acquires a constant cough or other malady and permanently loses 1D4 Constitution
19	The mage gains a permanent level of fatigue
20+	Roll twice, applying both results

1D12 Result	Spiritual Corruption Table
1	Whenever the mage casts a spell their eyes glow red
2	The temperature drops, candles are snuffed out, and light provided by other sources of fire drops markedly whenever the mage casts a spell
3	An unearthly, far-distant and echoing chant, choir or series of screams is heard when the mage casts a spell
4	Milk sours, food spoils, and plants wilt in the mage's presence
5	The mage has no reflection
6	The mage casts no shadow
7	Natural animals hiss at and are otherwise repelled by the mage
8	Insects, rats, and other vermin appear and congregate near the mage
9	A faint nimbus of flame or shadow seems to play across the mage in low light
10	The mage has an especially hideous or even demonic reflection; re-roll results of 5
11	A part of the mage's soul is drawn off: the mage ages 1D6 years
12	Curses applied to the mage are saved against as if they are one difficulty level higher
13	The mage is repelled by the holy symbols of powers opposed to their patron, and affected by holy water
14	The mage can be turned as an undead creature of HD equivalent to their level
15	A part of the mage's soul is drawn off: the mage ages 2D6+2 years
16	Healing magic applied to the mage has half the normal effect (round down)
17	All non-combat Tasks are one difficulty higher if performed in sunlight; the mage dislikes sunlight and desires to avoid it when possible
18	Silver and cold iron weapons deal double damage to the mage
19	Sunlight deals 1D6+1 damage to the mage per turn of exposure
20+	Roll twice, applying both results

These signs are generally understood to be marks of black magic. However, some can be concealed (e.g. via perfumes or makeup), or possibly passed off as something else (such as disease or injury). Societies where black magic thrives will of course consider such marks to be blessings.

A black mage can choose to prepare more spells than permitted by their level: one extra slot is gained for every two full Corruption levels, to a maximum of 6 extra. These extra slots can be applied as desired each time a mage prepares their spells, but cannot be applied in such a way that any bonus slots applied to a given spell level exceed the base number of slots available to that mage at that spell level. For example, a mage with 12 or more Corruption levels will have 6 bonus slots, but if 13th level could only apply one of those slots to their 5th-level spells and/or three to their 4th-level ones. Each additional spell slot so prepared gives the mage a number of Corruption points equal to that spell's level.

SORCERER

Not all casters that bypass traditional methods of acquiring power must forfeit their soul to do so. Other patrons are less demanding, being content with simple service. Additionally, there are more intuitive ways of wielding magic, which bypass the common academic tradition.

Sorcerers have the same number of daily spell slots and same general casting restrictions as a mage.

A sorcerer starts with access to three schools, not four. A sorcerer knows one spell from each school they start with. Each time they gain a level, they learn two random spells, belonging to random accessible schools: one from their highest possible spell level, and one from any other accessible level. They cannot learn spells from spellbooks, scrolls, or other casters.



Feats: The only mage feats a sorcerer is allowed to take are the Concentration and Familiar feats.

Options: At the cost of access to one of their starting schools, a sorcerer can choose to be an **intuitive caster**. Intuitive casters do not have to prepare spells at the start of the day, as a mage does. Instead, they may cast whatever spell they know as required (all slot and other limits apply).

Alternately, one may be a battlemage. Sorcerers cannot be specialists, and must have a minimum of two schools.

Bloodline

This is a sorcerer whose power is entirely innate. Bloodline sorcerers cannot be black mages.

Patronage

A patronage sorcerer must have either the Anointed or Familiar feats, representing their link to their patron. The loss of such a familiar applies the fatigue level for 2D4 months instead of one, but a new familiar can be taken immediately. Anointed or not, the sorcerer has all the restrictions of one with that feat, including the potential loss of access to sorcery.

Shamanism

For a shaman to have access to a spell, they must craft a physical manifestation of it, known as a fetish. This can be any Small non-perishable item: jewelry, often bone, is common. Crafting a fetish requires a week, and is always successful.

To cast from a fetish, it must be grasped in one hand; the other is used for casting. In general, any shaman can use any fetish, though they must have access to the spell's school and level. However, fetishes have alignments, identical to their creator and knowable at a touch by any shaman; one can only use a fetish matching their alignment.

If a fetish is forced to make a saving throw, the save is one difficult level lower. Loss of (or separation from) the fetish results in loss of access to the spell. A lost fetish that the shaman created can be replaced in the same way as crafting it.

A shaman cannot be Unaligned and must have taken the intuitive casting option.

NPC HIRELINGS

Players may wish to hire NPCs for their useful skills. Hirelings are not retainers (see *SPM* p. 29). Unlike retainers, hirelings will not willingly accompany characters directly into danger: at best they will wait at a nearby camp, provided they believe that it is safe. However, neither do they count towards a character or party's maximum number of retainers.

Basic unspecialized labour can be had for about 3 sp per week. Skilled craftsmen are worth up to five times this rate, with trades such as stonemasons fetching the highest wages. An unskilled torchbearer is available for about 5 sp a week.

Below are NPCs with unusual skill sets, along with their typical weekly pay rates.

MAGE

The precise commonality and availability for hire of casters in a world is ultimately up to the GM, and the rates given below should reflect this, being raised or (less likely) lowered from the above baseline to match.

It is suggested that mages should not be commonly available for hire. Even when they are, access to every spell should not be guaranteed, either. Magic too readily available for mere coin can trivialize resource management and rapidly commodify what should be an exotic and wondrous art.

Rate: As retainer of the mage's level (see *SPM* p. 29).

SAGE

Sages are consulted for information. They usually specialize in one subject (herbs, dragons, a specific ancient empire, etc). If the information is particularly difficult to obtain, a sage’s rates increase. Characters may also have to pay for unusual supplies needed to research the question.

Whether a roll is required for the sage to see if they can acquire the lore asked for is up to the GM. Rather than just not knowing an answer, a sage might arrive at an incorrect answer instead, especially if a rush job is demanded.

For sages specializing in identifying magical items, the costs and times required are dealt with under *Identifying Magical Items*, p. 19.

Rate: 50 sp per week (unless identifying magic items).

NPC MORALE

Battles against living creatures are rarely fights to the death. Most NPCs and monsters have a Morale threshold (see *SPM* p. 36) between 1 and 20, representing how likely they are to fight or flee in difficult conditions; the lower, the braver. The table below allows you to convert from sources that use a 2D6 Morale scale.

Morale Threshold	2D6 Scale
20	2
19	3
17-18	4
15-16	5
13-14	6
9-12	7
6-8	8
4-5	9
3	10
2	11
1	12

To randomly generate the Morale threshold of a retainer, hiring, or other NPC, consult the table below:

2D6 Result	Morale Threshold
2	18 — Craven / Traitorous
3-4	16 — Untrustworthy
5-6	14 — Unreliable
7-9	12 — Reliable
10-11	9 — Loyal
12	6 — Unwavering

Subtract 1 from the result if rolling for a non-retainer. You can also roll on the *NPC Personalities* tables at right to determine general attitudes, and perhaps use the results to explain the nature of their Morale threshold.

NPC PERSONALITIES

For an NPC or intelligent creature, sometimes a quick way of detailing its personality can be handy. Rather than making lengthy notes, simply rolling or picking an attitude or two from the lists below—perhaps tied to some brief background information and/or their Morale threshold—will serve to give you quick, usable information to roleplay.

1D12 Result	1D6 Result		
	1-2	3-4	5-6
1	Assertive	Aesthete	Meek
2	Brave	Blunt	Cowardly
3	Calm	Curious	Nervous
4	Cautious	Drunkard	Impetuous
5	Charming	Fanatical	Offensive
6	Cheerful	Greedy	Glum
7	Empathetic	Laid-back	Callous
8	Hedonist	Lustful	Ascetic
9	Honest	Manic	Deceitful
10	Industrious	Manipulative	Lazy
11	Jokester	Nosy	Humourless
12	Kind	Paranoid	Cruel



1D12 Result	1D6 Result		
	1-2	3-4	5-6
1	Laconic	Philosophical	Loquacious
2	Modest	Prim	Boastful
3	Optimistic	Protective	Pessimistic
4	Patient	Proud	Impatient
5	Polite	Rebellious	Rude
6	Romantic	Refined	Cynic
7	Selfless	Sarcastic	Selfish
8	Social	Shy	Asocial
9	Tidy	Stern	Slovenly
10	Trusting	Stubborn	Suspicious
11	Unflappable	Superstitious	Excitable
12	Witty	Vain	Dull

POISON

Optional. By default, poison in old-school games regardless of the source was save-or-die by default (though sometimes a save bonus was granted to reflect weaker toxins), as it is here. Some feel this is either overly harsh, or overly narrow. As such, the chart below allows you to mix and match qualities to construct a variety of optional poisons. The failed save effect must always be worse than the passed save effect.

Onset	Failed Save	Passed Save
Immediate	2D6 dmg	No effect
1D6 rounds	3D6 dmg	1D6 dmg
1D4 turns	4D6 dmg	2D6 dmg
1D4 hours	5D6 dmg	3D6 dmg
2D6 hours	6D6 dmg	Lt. Fatigue (X turns)
1D4 days	Exhaustion (X turns)	Hv. Fatigue (X turns)
1 week	Paralysis (X turns)	Exhaustion (X turns)
1 month	Death	Paralysis (X turns)

RETAINER OFFER REACTION

Optional. After a retainer hiring offer is made, the GM can choose to roll on the Offer Reaction Table below—applying modifiers based on party reputation, the mission description, or lavish or miserly rates of pay if desired—to decide the potential retainer's reaction:

2D6 Roll	Reaction to Offer
2	Hostilely declines*
3-5	Declines
6-11	Accepts
12	Eagerly accepts**

*The reaction is so bad that the NPC spreads negative rumours about the PC and/or party, resulting in a -2 on any further rolls on this table if they try to recruit in the same general area

**Permanent -1 bonus to the retainer's Morale threshold

WEATHER

Optional. Weather can affect visibility and travel speed, and so the use of these rules is recommended for hexcrawl games. At the same time, a GM may be more interested in adventure than meteorology. As such, tracking weather is optional.

BASE PROCEDURE

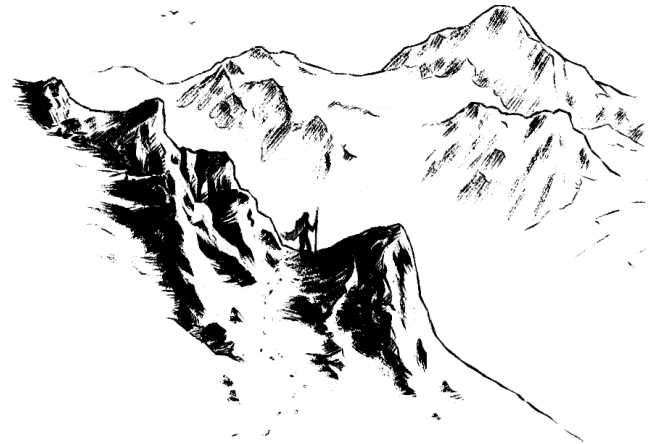
At the start of each day, roll 1D8.

On a roll of a 1, heavy rain or deep snow (as appropriate) occurs: apply the standard +1 Hex Terrain Modifier from such for all hexes that day (if not already applied due to previous weather). Also apply thick fog to any hex within one hex of a river or other water hex.

On a 2, strong winds occur instead: apply the poor conditions modifier to outdoor missile attacks that day (see *SPM* p. 33).

Alternate Environments: The above assumes a generic temperate environment. For deserts or areas with rainy seasons and the like, the GM should adjust the chance of heavy rain appropriately.

Roads: If rain is falling, the good roads hex terrain bonus does not apply that day to dirt roads (usually the majority of roads), as they are rapidly reduced to mud.



STORMS

If heavy precipitation occurs, roll 1D6. On a 1, the weather is a severe storm. Apply the poor conditions modifier to outdoor missile attacks (see *SPM* p. 33) and apply another +1 Hex Terrain Modifier to all hexes (so +2 total). When dealing with winter, this is extreme snowfall (see p. 82): enough to make any further movement impossible without proper gear or magical aid.

Roll 1D4 to see how many days the storm lasts. The effects in terms of waterlogged or snowbound roads will linger for a while afterwards, of course, with mountain passes in particular often closed off for the entire season after the first heavy snow.

UNUSUAL WEATHER

If a storm occurs, roll 1D6 once more. On a 1, the storm is unusual in some way, whether naturally or unnaturally. Some possibilities are given below.

1. frogs, fire, or blood fall from the sky
2. a tornado or hurricane develops
3. unseasonal weather (e.g. snowstorm in summer)
4. an eclipse occurs
5. predatory fog appears
6. fog envelops the party, and when it dissipates the party is far away / has travelled in time



CHAPTER V: RANDOM ENCOUNTERS

Monsters are not only encountered where the GM has placed them, but may also be found wandering about, complicating the lives of adventurers. Drawing on the creatures detailed in the previous chapter, the following tables and other details allow you to generate random encounters for your game.

WHY RANDOM ENCOUNTERS?

Caution is wise in an old-school game, for death lurks around every corner. However, this in turn encourages players to be careful—extremely careful. If anything could be trapped, and anywhere could conceal a secret door leading to riches, then the inclination is for one to be as methodical as possible. Every object is probed with spears or poles, every door is listened at, every last inch checked for traps: eminently logical, and eminently boring. Wandering monsters (and limited light and food) work against such a rote, repetitive strategy and add an interesting risk vs. reward element to exploration: do you take the time to search, knowing that there's a cost?

Random encounters also add opportunities for roleplaying and improvisation. Because many encounters begin with a roll on the Reaction Table, players often get the chance to talk and bargain with the local denizens. New allies and enemies can be found, and information channeled to the players. In this way, the environment does not just exist at the whim of the players but on occasion pushes back, with all sorts of unpredictable and potentially interesting results.

Lastly, random encounters also help curtail that unwanted phenomenon known as the 15-minute adventuring day, as discussed in Chapter I.

USING RANDOM ENCOUNTERS

While many books feature generic random encounter tables intended to be used in any old dungeon or wilderness area (and the following pages offer several such), it is suggested that the GM instead review the list of available monsters and create their own tables, with creatures applicable to the environs. Tables customized to an exact location allow one to avoid awkward questions as to why bandits are hanging out in the dragon's lair and so forth.

ENCOUNTER FREQUENCY

Along with customizing your random encounter tables, you also need to determine the rate at which you roll on them.

For the outdoors the roll rates are standardized, as per *SPM* p. 27: once per navigation check made, which means each time the players enter a hex, search a hex, or try to find their way again after getting lost in a hex.

For indoor areas, many dungeons have their own suggested random encounter rates. However, if one is not stated, a good default for indoor tables is 1D12 every three turns, with a result of 1-2 indicating that an encounter occurs.

The GM can reduce the indoor rate if they feel the players have sufficiently "cleared" an area, or have secured themselves somewhere relatively safe for the moment instead of exploring. Conversely, especially busy areas can justify a higher rate. Player actions can raise the rate as well. For example, not using cautious movement (see *SPM* p. 27) during exploration raises the check frequency to every 10 minutes. The Noisy modifier is good for generic situations where the players are being insufficiently cautious, but like any rule it should not be a straightjacket. If players are being especially foolhardy, greater modifiers can be applied and additional checks called for.

ENCOUNTER DIFFICULTY

The assumption for the outdoor encounter tables beginning on p. 96 is that wilderness adventuring (beyond the most basic of journeys) is meant for characters of at least 4th level.

Some of this book's outdoor encounter tables provide increasing degrees of challenge through the use of **Tiers**, with Tier I tables containing the weakest encounters and moving up in difficulty from there, at roughly +5 levels per Tier. If a hex's terrain type uses Tiers (Plains/Forest, Hills/Mountains), each hex of that type must be secretly designated with the Tier corresponding to the Tier table the GM will roll on if a party enters that hex. For example, on the GM's private overland map, each forest hex would have a I, II, or III note, indicating the Forest Tier table that encounters in that hex use.

Tiers are only a measure of difficulty: they are not meant to indicate "proper" encounters. Rather than siloing off the toughest encounters until a party is ready to meet them, it is assumed that some areas are just plain dangerous: Tier II and III areas should exist independent of party capabilities and can easily be lethal if ventured into before a group is ready. However, the existence of dangerous areas should be communicated to the party in some way beforehand (rumours are an excellent method), lest a group be wiped out due to something as dull as an uninformed choice between east or west.

Rare Encounters

"Rare" is another table type. Unlike a Tier designation, Rare is not a label meant to be applied to a hex. Instead, it is a potential subset of results for certain terrain types. Rare tables simply contain the most unusual creatures of that terrain type: they are a way of adding more variety without bloating the main terrain table with statistically unlikely results.

FLESHING OUT THE ENCOUNTER

If every random encounter settles into a pattern of invariably hostile creatures immediately entering melee range, with no other purpose than to destroy the party or die trying, they will quickly wear out their welcome. For this reason, the next two pages provide quick rules that add variety to encounters.

OUTDOOR ENCOUNTER TYPE

Encounters outdoors are more varied, due to the greater distances involved and the lack of light as an obvious tell (as a party generally does not travel at night). After determining the creature(s) encountered, roll on the following table:

1D12 Result	Encounter Type
1	<i>Ambushed:</i> The creatures attempt to ambush the players (see <i>Surprise</i> , SPM p. 31)
2-4	<i>Stumbled-upon:</i> Halve the encounter distance
5-8	Normal
9-11	<i>Brief Warning:</i> The players have 1 round to act before the encounter begins
12	<i>Sign:</i> Party may escape, or prepare an ambush

GMs should use these results to lay out the encounter, explaining and adding colour to what occurs. For example, a “Sign” result could mean that the players see furrowed trails in the earth indicating that ankhegs have surfaced ahead, or hear the songs of gnolls heading towards them down the trail.

Cautious March: Apply a +2 bonus to any outdoor encounter type rolls if the party is using this march type.

ENCOUNTER DISTANCE

For indoor encounters, if the distance between the two parties is not clear, then they begin at the range of the player’s light source (typically 40 feet; allowing for the actual size and shape of the area, of course). If the entire indoor area is lit, the groups start $1D4 \times 10 + 20$ feet apart.

If outdoors, encounter distance depends on the terrain:

Outdoor Terrain	Encounter Distance
Light Obstructions*	$1D4+1 \times 40$ feet
Heavy Obstructions**	40 feet

*Light woods, rolling hills/dunes, marsh, badlands, light snowfall/fog

**Thick woods, typical jungle, dense ruins, heavy snowfall/fog

Situation	Distance Modifier
Group member is Huge	$\times 2$
Group member is Gargantuan	$\times 4$ (replaces above)
One group is / has observer 20+ ft higher up than the other	$\times 2$
One group is Tiny	$1/2$

For example, a party encounters an ettin in a light forest. The base encounter distance in this case is $1D4+1 \times 40$ feet, and the GM rolls a 5 (200 feet). However, the ettin is Huge, and so the encounter distance is doubled to 400 feet.

Open Terrain: In flat, open terrain (plains / steppe), line of sight is over a mile. Encounters only occur in such terrain if one side is determined and has a significantly higher combat speed. Such encounters begin at the highest missile weapon range amongst the two parties. However, ambushes can still occur, such as through flight, tunnelling, or concealment.

Surprise: An ambush begins at whatever practical distance the ambushers desire.



WHAT’S THAT THING DOING?

While not required, if you want to add further colour to an indoor or outdoor encounter and the situation seems to allow for it, feel free to roll on the following table to see what the encountered creatures were up to just before the encounter began:

1D12 Result	Encountered Creatures Are
1	Fighting a [roll creature]
2	Chasing / fleeing from a [roll creature]
3	Returning with [food, prisoner, treasure, etc]
4	Investigating [noise, bodies, loot, site, etc]
5	Protecting [offspring, treasure, etc]
6	Passing by / patrolling / marking territory
7	Seeking [food, mate, child, aid, treasure, etc]
8	Cleaning / setting up lair or camp
9	Resting
10	Sleeping / groggy / drunk
11	Trapped by [creatures, terrain, actual trap]
12	Wounded, returning to lair (halve HP)

For larger groups, assume the majority are performing the behaviour. For example, if a party of orcs is encountered and a 10 is rolled, the majority will thus be drunk or sleeping, but there may still be a few sober sentries about.

REACTIONS

Some encounters are essentially pre-determined: due to either the nature of the creatures or the encounter itself, there is going to be combat. For example, unintelligent undead and sentinels such as golems will almost always attack. And if the party is storming a temple and putting its cultists to the sword, the cultists are unlikely to do anything but fight.

However, indoors or out, when any creatures are encountered (even unintelligent ones), if their nature or the circumstances don't automatically dictate their behaviour, the GM *always* rolls to see how they react to the players *before* actions are taken.

If the players do not immediately attack, the GM then rolls on the Reaction Table:

2D6 Result	Encounter Behaviour
2	Hostile
3-6	Unfriendly
7-8	Neutral / uncertain
9-11	Unthreatening
12	Actively helpful

Apply -2 to the roll if the creatures encountered are Evil, and reroll Hostile results if the creatures are Good.

The general situation and any obvious power imbalance between the two parties should also apply modifiers to the Reaction Roll. With an Ambushed result, the creatures are probably going to be more aggressive. A player character group armed to the teeth and covered in the blood of their foes will spark alarm in some, but wary respect in others. Also remember that a campaign occurs in a living world: as the party makes their way in it, word of their affinity or antipathy for those encountered may precede them.

The reaction results are generally interpreted as follows:

- ❖ **Hostile:** The creatures immediately attack unless this is obvious suicide and the creatures aren't inclined to such
- ❖ **Unfriendly:** The creatures are antagonistic at best. They may just offer insults, or may also try to extort food and/or wealth. They will often attack if they feel the odds are with them, this wouldn't endanger any task they have, and they are not good-aligned (unless the players are known to be evil or in direct opposition to the creatures or their cause)
- ❖ **Neutral / Uncertain:** The creatures warily watch; the players decide how the encounter will unfold through their subsequent actions/behaviour

- ❖ **Unthreatening:** The creatures won't attack (unless provoked), and may even like the adventurers; the intelligent will readily volunteer advice
- ❖ **Actively Helpful:** Intelligent creatures only (treat the unintelligent as Unthreatening). The creatures will share available information, food, water, healing, and other basic material and spell assistance. Mutually beneficial cooperation can be expected.

If the retainer rules are in use (see SPM p. 29), one or more are amenable to recruitment as per the normal rules, if this makes sense from an ecological / societal perspective (e.g. creatures of the underdark will not willingly journey to the surface to face the hated day orb, etc). A normal Offer Reaction roll is made, and hostile results are still possible.

If the roll indicates the opportunity for negotiation, some creatures will react favourably to overtures of peace, while others will see such a snivelling display as an obvious sign of weakness. Bribes may be accepted, or merely imply that there's more for the taking where that came from.



MONSTERS BY HIT DICE

1 HIT DIE OR LESS

Bat, Vampire
Daemon, Manes
Daemon, Nupperibo
Dark Creeper
Duergar
Frog/Toad, Giant
Frog Man
Fungus Man

Goblin
Hobgoblin
Iron Cobra
Kobold
Leprechaun
Nixie
Orc
Piercer

Pixie
Rat, Giant
Ratling
Skeleton
Squirrel, Giant Black
Stirge
Vargouille

2 HIT DICE

Ant, Giant (Worker)
Centipede, Giant
Coffer Corpse
Crabman
Death Dog
Dog, Guard / War
Drow
Dryad
Frog/Toad, Giant

Fungus Man
Ghoul
Gnoll
Hoar Fox
Homunculus
Imp
Leech, Giant
Lizardman
Ogrillon

Shadow
Snake, Fire
Troglodyte
Troll, Ice
Wolf
Zombie
Zombie, Yellow Musk

3 HIT DICE

Ankheg
Ant, Giant (Warrior)
Bee, Giant
Boar, Wild
Bugbear
Carrion Creeper
Cave Fisher
Crab, Giant
Daemon, Lemure
Drake, Ice
Flind
Fly, Giant

Frog, Giant
Fungus Man
Hag, Sea
Harpy
Hippogriff
Jaguar
Leopard
Lizard, Giant
Mephit
Necrophidius
Ooze, Grey
Ophidian

Piercer
Shadow Hound
Shrieker
Tick, Giant
Violet Fungus
Wererat
Wight
Wolfwere
Yellow Musk Creeper
Zombie, Juju

4 HIT DICE

Ankheg
Bat, Giant
Bear, Black
Cave Moray
Centaur
Daemon, Dretch
Daemon, Spinagon (Spined)
Cockatrice
Doppelganger
Drake, Fire

Eagle, Giant
Eye Killer
Frog/Toad, Giant
Gargoyle
Gelatinous Cube
Ghost
Gibbering Mouther
Jackalwere
Ogre
Ooze, Crystal

Peryton
Scorpion, Giant
Slithering Tracker
Spider, Giant
Tangleweed
Wasp, Giant
Werewolf
Worg
Wraith

5 HIT DICE

Algoid
Ankheg
Ape, Carnivorous
Beetle, Giant
Caryatid Column
Ettercap
Frog/Toad, Giant

Hellhound
Hooked Horror
Hydra
Kelpie
Lion
Ogre Mage
Owlbear

Rust Monster
Satyr
Spider, Phase
Toad, Ice
Wolf, Winter
Yeti

MONSTERS BY HIT DICE

6 HIT DICE

Ankheg
Basilisk
Bear, Grizzly / Polar
Cloaker
Daemon, Abishai
Daemon, Barbazu (Bearded)
Daemon, Cambion
Daemon, Chasme
Daemon, Erinyes

Displacement Beast
Frog/Toad, Giant
Hellhound
Hydra
Leucrotta
Manticore
Medusa
Minotaur
Mummy

Ochre Jelly
Scorpion, Giant
Serpent Men, Pure
Spider, Giant Hunting
Tiger
Troll
Weretiger
Wolverine, Giant

7 HIT DICE

Ankheg
Banshee
Bear, Cave
Crocodile, Giant
Djinni
Dragonfly, Giant
Drider
Griffon

Hellcat
Hellhound
Hydra
Lammasu
Mimic
Nightmare
Otyugh
Rakshasa

Salamander, Fire
Serpent Men, Corrupted
Slaed, Red
Spectre
Tiger, Sabretooth
Werebear

8 HIT DICE

Ankheg
Ant Lion, Giant
Daemon, Hamatula (Barbed)
Daemon, Osyluth (Bone)
Daemon, Succubus
Daemon, Vrock (I)
Dragon (Young)
Elemental

Eye Tyrant
Giant, Hill
Gorgon
Hag, Annis
Hag, Night
Hydra
Invisible Stalker
Para-Elemental

Praying Mantis, Giant
Scorpion, Colossal
Shambling Mound
Slaed, Blue
Vampire
Wyvern

9 HIT DICE

Aboleth
Bulette
Chimera
Dinosaur, Ankylosaurus
Dragonne

Giant, Stone
Hag, Green
Hydra
Lamia
Pudding, White

Remorhaz
Serpent Men, Abomination
Skeleton Warrior
Slaed, Green
Will-o'-Wisp

10 HIT DICE

Ant, Giant (Queen)
Barghest
Basilisk, Greater
Bulette
Daemon, Hezrou (II)

Death Knight
Efreeti
Elephant
Ettin
Ghost
Golem, Clay

Golem, Flesh
Hydra
Lurker Above
Pudding, Black
Slaed, Grey

12 HIT DICE

Behir
Daemon, Cornugon (Horned)
Daemon, Gelugon (Ice)
Daemon, Glabrezu (III)
Dragon (Adult)
Dragon Turtle
Elemental

Giant, Fire
Golem, Stone
Hydra
Mammoth
Para-Elemental
Pudding, Brown
Remorhaz

Roc
Roper
Salamander, Frost
Slug, Giant
Thessalhydra
Trapper

RANDOM ENCOUNTERS: PLAINS / FOREST

PLAINS / FOREST – TIER I

1D20 Result	Creature	HD	N/A	Page
1	Plains / Forest: Tier II			
2	Ant, Giant (Warrior)	3 (11)	1D6+2	44
3	Bandits	3 (11)	1D6+2	—
4	Bat, Vampire	1 (4)	2D6+4	45
5	Bear, Black	4+2 (16)	1D2	45
6	Bee, Giant	3 (11)	1D6+2	45
7	Boar, Wild	3+3 (14)	1D6+2	46
8	Centaur	4 (14)	1D4+2	46
9	Centipede, Giant	2 (7)	1D6+4	47
10	Fly, Giant	3 (11)	1D6+2	57
11	Leech, Giant	2 (7)	1D6+4	63
12	Leprechaun	1 (4)	1D20	63
13	Spider, Giant Hunting	6 (21)	1	71
14	Squirrel, Giant Black	1+1 (5)	2D6+4	71
15	Stirge	1 (4)	2D6+4	71
16	Tick, Giant	3 (11)	1D6+2	72
17	Toad, Giant	3 (11)	1D6+2	57
18	Wolf	2 (7)	1D6+4	74
19	Goblin-ish Subtable			
20	Goblin-ish Subtable			

PLAINS / FOREST – TIER II

1D20 Result	Creature	HD	N/A	Page
1	Plains / Forest: Tier III			
2	Dragon, Green (Young)	8 (56)	1	55
3	Ankheg	6 (21)	2D6+4	44
4	Ape, Carnivorous	5 (18)	2D6+4	44
5	Basilisk	6 (21)	1D6+2	45
6	Bear, Grizzly	6 (21)	1D3+1	45
7	Beetle, Giant	5 (18)	2D6+4	46
8	Minotaur	6+4 (25)	2D6+4	64
9	Ogre	4+2 (16)	2D6+4	65
10	Owlbear	5+2 (20)	2D6+4	66
11	Satyr	5 (18)	2D6+4	69
12	Spider, Giant	4+4 (18)	2D6+4	71
13	Spider, Phase	5+5 (23)	1D6+2	71
14	Tangleweed / Stranglevine	4 (14)	2D6+4	72
15	Toad, Giant	6 (21)	2D6+4	57
16	Tiger, Sabretooth	7 (25)	1D2	72
17	Werewolf	4+4 (18)	2D6+4	73
18	Worg	4 (14)	2D6+4	74
19	Goblin-ish Subtable		×10	
20	Goblin-ish Subtable		×20	

PLAINS / FOREST – TIER III

1D20 Result	Creature	HD	N/A	Page
1	Dragon, Green (Adult)	12 (88)	1	55
2	Ankheg	8 (28)	2D6+4	44
3	Basilisk, Greater	10 (35)	1D2	45
4	Behir	12 (42)	1D2	46
5	Bulette	10 (35)	1D2	46
6	Death Knight	10+5 (40)	1D3	51
7	Dinosaur, Ankylosaurus	9 (32)	1D4+1	51
8	Dinosaur, T-Rex	18 (63)	1D2	51
9	Dinosaur, Triceratops	17 (60)	2D4	51
10	Gorgon	8 (28)	1D4+1	59
11	Hydra	12 (42)	1	61
12	Minotaur	6+4 (25)	2D6+8	64
13	Ooze, Crystal	4 (14)	1D3	65
14	Slug, Giant	12 (42)	1	70
15	Spectre	7 (25)	2D6+4	71
16	Spider, Phase	5+5 (23)	2D6+6	71
17	Troll	6+3 (24)	2D6+8	72
18	Wasp, Giant	4 (14)	2D6+6	73
19	Werebear	7+3 (28)	2D6+4	73
20	Dragon, Green (Venerable)	16 (120)	1	55



RANDOM ENCOUNTERS: HILLS / MOUNTAINS

HILLS / MOUNTAINS – TIER I

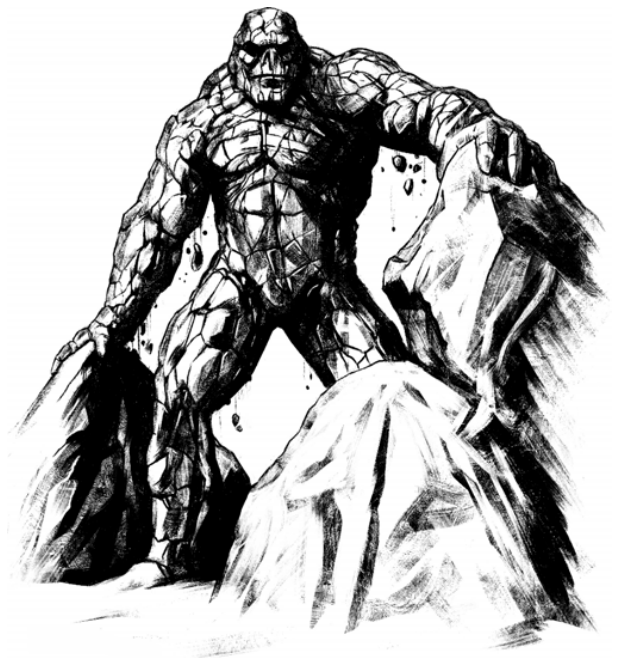
1D20 Result	Creature	HD	N/A	Page
1	<i>Hills / Mountains: Tier II</i>			
2	Banshee	7 (25)	1	45
3	Bear, Cave	7 (25)	1D2	45
4	Cockatrice	4 (14)	1D6+2	47
5	Displacement Beast	6 (21)	1D6+2	51
6	Eagle, Giant	4 (14)	2D6+4	56
7	Hag, Night	8 (28)	1	60
8	Harpy	3 (11)	1D6+6	60
9	Hippogriff	3+3 (14)	2D6+6	61
10	Leucrotta	6 (21)	1D6+2	63
11	Manticore	6+4 (24)	1D4+2	64
12	Ogre Mage	5+4 (22)	1D6+2	65
13	Peryton	4 (14)	1D6+6	66
14	Spider, Giant Hunting	6 (21)	1	71
15	Tiger, Sabretooth	7 (25)	1D2	72
16	Vargouille	1 (4)	3D6+2	73
17	Worg	4 (14)	1D6+6	74
18	Wolverine, Giant	6 (21)	1D2	74
19	Yeti	5 (18)	1D6+4	75
20	<i>Goblin-ish Subtable</i>			

HILLS / MOUNTAINS – TIER II

1D20 Result	Creature	HD	N/A	Page
1	<i>Hills / Mountains: Rare</i>			
2	Barghest	10 (35)	1D6+4	45
3	Basilisk, Greater	10 (35)	1D4+1	45
4	Chimera	9 (32)	1D6+6	47
5	Dinosaur, Ankylosaurus	9 (32)	1D4+1	51
6	Ettin	10 (35)	1D6+4	56
7	Ghost	10 (35)	1D6+2	58
8	Giant, Hill	8+2 (30)	1D6+6	58
9	Giant, Stone	9+3 (35)	1D6+4	58
10	Gorgon	8 (28)	1D4+6	59
11	Griffon	7 (25)	2D6+4	59
12	Hellhound	7 (25)	2D6+4	60
13	Nightmare	7 (25)	2D6+6	65
14	Roc	12 (42)	1D2	68
15	Troll	6+3 (24)	2D6+6	72
16	Werebear	7+3 (28)	1D6+8	73
17	Will-o'-Wisp	9 (32)	1D3	74
18	Wyvern	7+7 (32)	1D6+4	74
19	<i>Goblin-ish Subtable</i>		×10	
20	<i>Goblin-ish Subtable</i>		×20	

HILLS / MOUNTAINS – RARE

1D20 Result	Creature	HD	N/A	Page
1	Behir	12 (42)	1D2	46
2	Daemon, Cornugon	12+12 (52)	1D3+1	48
3	Daemon, Gelugon	12+12 (52)	1D3+1	48
4	Daemon, Glabrezu	12+12 (52)	1D3+1	48
5	Daemon, Hamatula	8+8 (36)	1D4+1	48
6	Daemon, Hezrou	10+10 (45)	1D4+1	48
7	Daemon, Osyluth	8+8 (36)	1D4+1	49
8	Daemon, Vrock	8+8 (36)	1D4+1	49
9	Dragon, Red (Adult)	12 (88)	1	55
10	Dragon, Red (Venerable)	16 (120)	1	55
11	Elemental, Air	12 (42)	1	56
12	Elemental, Air	16 (56)	1	56
13	Elemental, Earth	12 (42)	1	56
14	Elemental, Earth	16 (56)	1	56
15	Eye Tyrant	8+4 (32)	1	56
16	Giant, Cloud	13 (46)	1D6	58
17	Giant, Storm	15+5 (58)	1D2	59
18	Para-elemental, Lightning	12 (42)	1	66
19	Para-elemental, Lightning	16 (56)	1	66
20	Vampire	8+2 (31)	1D4	73



RANDOM ENCOUNTERS: WILDERNESS I

MARSH / SWAMP – COMMON

1D20 Result	Creature	HD	N/A	Page
1	Rare Subtable			
2	Rare Subtable			
3	Basilisk	6 (21)	1D4	45
4	Bat, Vampire	1 (4)	3D6	45
5	Crocodile	3 (11)	3D6	47
6	Crocodile, Giant	6 (21)	1D4+1	47
7	Fly, Giant	3 (11)	2D6	57
8	Frog, Giant	varies	3D6	57
9	Frog Man	1 (4)	2D4	57
10	Leech, Giant	2 (7)	3D6	63
11	Lizardman	2+1 (8)	1D6+6	63
12	Rat, Giant	1D3 HP	5D6+5	68
13	Skeleton	1 (4)	2D6	70
14	Troll	6+3 (24)	1D4+1	72
15	Yellow Musk Creeper	3 (11)	1	75
16	Zombie	2 (7)	4D6	75
17	Insect Subtable			
18	Insect Subtable			
19	Goblin-ish Subtable			
20	Goblin-ish Subtable			

MARSH / SWAMP – RARE

1D20 Result	Creature	HD	N/A	Page
1	Basilisk, Greater	10 (35)	1D4	45
2	Crocodile, Giant	6 (21)	2D6	47
3	Dragon, Black	varies	1	55
4	Frogheath	16 (56)	1	57
5	Hag, Green	9 (32)	1	60
6	Hydra	varies	1	61
7	Praying Mantis, Giant	8 (28)	1D2	67
8	Pudding, Brown	12 (42)	1D4	67
9	Scorpion, Colossal	8+4 (32)	1D4	69
10	Serpent Men, Abomination	9 (32)	1D4	69
11	Serpent Men, Corrupted	7 (25)	1D4	69
12	Serpent Men, Pure	6 (21)	1D4	69
13	Shambling Mound	10 (35)	1D3	70
14	Slug, Giant	12 (42)	1	70
15	Snake, Giant Constrictor	6 (21)	1D4	70
16	Will-o'-Wisp	9 (32)	1 or 1D3	74
17	Zombie, Juju	3 (11)	3D6	75
18	Undead Subtable			
19	Goblin-ish Subtable		×10	
20	Goblin-ish Subtable		×100	

ARCTIC – COMMON

1D12 Result	Creature	HD	N/A	Page
1	Rare Subtable			
2	Bear, Polar	6 (21)	1D3	45
3	Hoar Fox	2 (7)	2D6+2	60
4	Mammoth	12 (42)	1D12	64
5	Ogre	4+2 (16)	1D8+2	65
6	Tiger, Sabretooth	7 (25)	1D2	72
7	Toad, Ice	5 (18)	1D4+2	72
8	Troll, Ice	2 (7)	1D6+2	72
9	Wolf	2 (7)	2D6+2	74
10	Wolf, Winter	5 (18)	1D4+2	74
11	Wolverine, Giant	6 (21)	1	74
12	Yeti	5 (18)	1D4+2	75

ARCTIC – RARE

1D12 Result	Creature	HD	N/A	Page
1	Dragon, White	varies	1	52
2	Drake, Ice	3+3 (11)	1D4+2	53
3	Elemental, Air	varies	1	56
4	Giant, Frost	11 (39)	1D8	58
5	Paraelemental, Ice	varies	1	66
6	Pudding, White	9 (32)	1D3	74
7	Remorhaz	varies	1	68
8	Salamander, Frost	12 (42)	1D3	69
9	Toad, Ice	5 (18)	1D6+2	72
10	Werebear	7+3 (28)	1D6	73
11	Wolf, Winter	5 (18)	2D6+2	74
12	Yeti	5 (18)	1D6×4	75



RANDOM ENCOUNTERS: WILDERNESS II

DESERT

1D12 Result	Creature	HD	N/A	Page
1	Djinni	7+3 (28)	1	51
2	Dog, Death	2 (7)	3D10	52
3	Dragon, Blue	varies	1	55
4	Dragonne	9 (32)	1	53
5	Jackalwere	4 (14)	1D4+2	62
6	Lamia	9 (32)	1	63
7	Lion	5+2 (20)	1D2	63
8	Lizard, Giant	3 (11)	2D6+2	63
9	Mummy	6+3 (20)	2D4	64
10	Scorpion, Giant	4+4 (18)	2D4	69
11	Sphinx	8 (28)	1	71
12	Goblin-ish Subtable			

JUNGLE

1D12 Result	Creature	HD	N/A	Page
1	Ape, Carnivorous	5 (28)	2D4+2	44
2	Centipede, Giant	2 (7)	2D6	47
3	Chimera	9 (32)	1D4	47
4	Drake, Fire	4 (14)	2D4	57
5	Jaguar	3+2 (12)	1D2	62
6	Lizard, Giant	3 (11)	3D6+2	63
7	Rakshasa	7+2 (27)	1D4	68
8	Tiger	6 (21)	1D4	72
9	Weretiger	6+2 (23)	1D6	73
10	Wyvern	7+7 (32)	1	74
11	Yellow Musk Creeper	3 (11)	1	75
12	Goblin-ish Subtable			

GOBLIN-ISH SUBTABLE

1D10 Result	Creature	HD	N/A	Page
1	Roll again, double N/A			
2	Roll again, double N/A			
3	Bugbear	3+1 (12)	1D6+2	46
4	Flind	3 (11)	1D4	57
5	Gnoll	2 (7)	3D4	59
6	Goblin	1-1 (3)	4D6	59
7	Hobgoblin	1+1 (5)	3D4	61
8	Kobold	1-1 (3)	4D6	62
9	Ogrillon	2 (7)	2D4	65
10	Orc	1 (4)	3D6	66

INSECT SUBTABLE

1D20 Result	Creature	HD	N/A	Page
1	Roll again, double N/A			
2	Ant, Giant	varies	2D12	44
3	Ant Lion, Giant	8 (28)	1	44
4	Bat, Giant	4 (14)	1D6+2	45
5	Bee, Giant	3 (11)	3D6	45
6	Beetle, Giant	5 (18)	1D4+2	46
7	Centipede, Giant	2 (7)	2D6	47
8	Dragonfly, Giant	7 (32)	1D6	53
9	Fly, Giant	3 (11)	2D6	57
10	Leech, Giant	2 (7)	3D6	63
11	Praying Mantis, Giant	8 (28)	1D2	67
12	Slug, Giant	12 (42)	1	70
13	Scorpion, Colossal	8+4 (32)	1D4	69
14	Scorpion, Giant	4+4 (18)	2D4	69
15	Spider, Giant	4+4 (18)	1D8	71
16	Spider, Giant Hunting	6 (21)	1	71
17	Spider, Phase	5+5 (25)	1D4	71
18	Stirge	1 (4)	3D6	71
19	Tick, Giant	3 (11)	3D4	72
20	Wasp, Giant	4 (14)	3D6+2	73

UNDEAD SUBTABLE

1D12 Result	Creature	HD	N/A	Page
1	Banshee	7 (25)	1	45
2	Death Knight	10+5 (40)	1D3	51
3	Ghast	4 (14)	1D6	58
4	Ghoul	2 (7)	2D6	58
5	Shadow	2+2 (9)	3D6+2	69
6	Skeleton	1 (4)	2D6	70
7	Spectre	7 (25)	1D6	71
8	Vampire	8+3 (31)	1D4	73
9	Wight	3 (11)	2D6	74
10	Wraith	4 (14)	2D8	74
11	Zombie	2 (7)	4D6	75
12	Zombie, Juju	3 (11)	1D4+2	75



RANDOM ENCOUNTERS: DUNGEONS

While each dungeon should have its own unique table(s), reflecting its unique habitat and circumstances, the following can serve in a pinch as a generic source of monster generation (though overly relying upon it will produce a chaotic, unintuitive menagerie).

Note the intended PC level of the dungeon level the party is in, roll 1D6, and consult the first table following. This tells you which Tier column (e.g. “T2”) you should then consult when you roll on the second table. For example, if the party is on a dungeon level intended for third-level PCs, and you roll a 5, you know to roll on the “Tier III” column of the second table to find the precise monster encountered. Overall, the process ensures that a wide variety of monsters are encountered (including some that may be too strong for the party), instead of every level being the same creatures every time.

D6 Roll Result						
Intended PC Level	1	2	3	4	5	6
1	T1	T1	T1	T1	T2	T3
2	T1	T1	T2	T2	T2	T3
3-4	T1	T2	T2	T2	T3	T3
5-6	T2	T2	T3	T3	T3	T4
7-9	T3	T3	T4	T4	T4	T4
10-11	T4	T4	T4	T4	T5	T6
12-13	T4	T4	T5	T5	T5	T6
14	T5	T5	T5	T6	T6	T6
15+	T6	T6	T6	T6	T6	T6



The encounter table is sorted by increasing lethality, with Tier I featuring the weakest creatures and Tier VI the strongest.

1D20 Result	Tier I	Tier II	Tier III	Tier IV	Tier V	Tier VI
1	Bat, Vampire	Bat, Giant	Ant, Giant (Warrior)	Cockatrice	Basilisk	Aboleth
2	Centipede, Giant	Bugbear	Beetle, Giant	Displacement Beast	Caryatid Column	Basilisk, Greater
3	Dark Creeper	Coffer Corpse	Carrion Creeper	Doppelganger	Cloaker	Bulette
4	Death Dog	Death Dog	Cave Moray	Gargoyle	Eye Tyrant	Chimera
5	Frog, Giant (1 HD)	Duergar	Doppelganger	Gelatinous Cube	Golem, Flesh	Death Knight
6	Fungus Man (1 HD)	Frog, Giant (2 HD)	Flind	Hellhound (5 HD)	Gorgon	Dragon, Blue
7	Goblin	Frog Man	Gargoyle	Medusa	Hellhound (7 HD)	Dragon, Red
8	Goblin	Fungus Man (2-3 HD)	Ghast	Minotaur	Hydra (8 HD)	Efreiti
9	Green Slime	Ghoul	Gibbering Mouther	Mummy	Manticore	Golem, Iron
10	Iron Cobra	Gnoll	Harpy	Ochre Jelly	Medusa	Golem, Stone
11	Kobold	Hobgoblin	Hooked Horror	Ogre	Minotaur	Lurker Above
12	Lizard, Giant	Leech, Giant	Ooze, Grey	Ooze, Crystal	Mummy	Pudding, Black
13	Orc	Lizard, Giant	Ophidian	Owlbear	Otyugh	Purple Worm
14	Piercer (1 HD)	Lizardman	Owlbear	Rust Monster	Pudding, Black	Remorhaz
15	Rat, Giant	Ogrillon	Piercer (3-4 HD)	Slithering Tracker	Rust Monster	Roper
16	Ratling	Orc	Shadow	Spectre	Scorpion, Giant	Salamander, Fire
17	Skeleton	Piercer (2 HD)	Spider, Giant	Spider, Giant	Shambling Mound	Thessalhydra
18	Stirge	Troglodyte	Tick, Giant	Troll	Spectre	Trapper
19	Yellow Mold	Spider, Giant	Wererat	Werewolf	Spider, Phase	Vampire
20	Zombie	Zombie	Wight	Wraith	Weretiger	Will-o'-Wisp

CHAPTER VI: CONVERSION GUIDE

Simulacrum is intended to be usable with most old-school supplements, especially adventures and bestiaries. However, there are a variety of changes sprinkled through the ruleset that will necessitate some conversion work.

ABILITY SCORES

If converting a character, their Arcana score is the highest of their Intelligence or Wisdom scores.

- ❖ **Intelligence:** References to this score should be treated as Arcana (if strictly magic-related) or Perception (if related to general mental ability)
- ❖ **Wisdom:** References to this score should either be treated as Arcana (if strictly magic-related) or Willpower (if related to strength of will)
- ❖ **Charisma:** Modifiers to this score can potentially be treated as Reaction Table modifiers

ARMOUR

- ❖ **Light** armour covers padded, leather, and studded leather
- ❖ **Medium** armour covers ring mail, scale mail, chain mail, splint mail, and banded mail
- ❖ **Heavy** armour covers plate mail, field plate, and full plate

MONSTERS

Bestiaries for other games will require conversion work to use in the *Simulacrum* system. This requires altering/providing:

- ❖ Alignments (removing Neutrality; adding Good and Evil at times to entries from systems that use Chaos or Law only; adding Unaligned, especially to animals)
- ❖ Armour Class (converting from descending AC—that is, a system where better AC values are *lower* ones—to ascending AC when necessary; if the write-up is for the B/X, *Labyrinth Lord* or *Swords & Wizardry* systems, an unarmoured creature has an AC of 9; if the write-up is for 1st/2nd edition or the *OSRIC* system, it's AC 10 instead)
- ❖ Attacks (most creatures should only attack once a round)
- ❖ Morale (adding a Morale rating, or converting from a 2-12 range to *Simulacrum*'s 1-20 range)
- ❖ Movement (12" of move is the equivalent of a combat speed of 40; 6" = 20; 9" = 30; 15" = 50; 18" = 60)
- ❖ Saving throws (moving to +1 per 2 HD)
- ❖ Size Level (adding one; see *Sizes & Combat*, SPM p. 33)
- ❖ Strength and Intelligence (adding these values)
- ❖ Surprise modifiers (changing an X-in-X chance to the closest Task equivalent or bonus against)

See the *Bestiary* chapter, beginning on p. 43, for a quick overview of monsters. In particular, the statblock key found on that page will be helpful in walking you through the process.

SAVING THROWS

Most old-school and related games have five separate saving throw categories, rather than *Simulacrum*'s one. Conversion for any old-school save is simple, however: the default saving throw difficulty is Hard (14+). If the save has modifiers applied to it, every three points of modifiers moves the save difficulty level up (negative modifiers) or down (positive modifiers) one difficulty level, as appropriate. Modifiers left over are applied to the roll as normal. For example, a save vs. wands with a +4 modifier translates into a Daunting save, with +1 to the roll.

The exception is saving throws vs. instant-death effects (e.g. most poison). In these cases, follow the above, but the save category default is Daunting (11+), rather than Hard.

WEALTH & XP

Silver (or its equivalent in gems, jewelry, luxury goods, other coins etc) is usually the main source of XP. The party gains 1 XP per copper piece (or equivalent) they bring home.

For many other games (and the modules they provide, which you might adapt), the gold piece is the typical coin for treasure and the assumption is that 1 gold piece provides 1 XP, whereas in *Simulacrum* a gold piece is worth 100 XP. You will need to reduce the wealth values given by games operating on the gold standard as follows:

- ❖ Every 20 pp = 1 gp
- ❖ Every 10 gp / 2 pp = 1 sp
- ❖ Every 10 sp / 2 ep = 1 cp
- ❖ Every 100 cp = 1 cp

For example, a hoard of 6,000 copper pieces becomes 60 copper pieces (which is worth 60 XP).

Ignore any XP value a module gives for magic items.

MAGIC ITEMS

Most items either follow the normal conversion steps above, or translate straight across. However, items that provide attack or damage bonuses or armour class modifiers may need to be adjusted, to take into account *Simulacrum*'s lower bonuses.

For +1 or +2 items, treat the modifier as +1. For +3 and +4 items, treat the modifier as +2. For +5 and higher items, treat the modifier as +3 (+2 if a shield).

CAMPAIGN MATTER CHECKLIST

ABILITY SCORE GENERATION (*SPM* p. 5)

- ☐ **Gritty:** 3D6 (range 3-18; average 10.5)
- ☐ **Standard:** 4D6, discard the lowest die (range 3-18; average 12.25)
- ☐ **Heroic:** 2D6+6 (range 8-18; average 13)
- ☐ **Other:** _____

- ☐ Rolled down the line
- ☐ Assigned by players to taste

STARTING HIT POINTS (*SPM* p. 8)

- ☐ Standard: 1D8+8 (range 9-16; average 12.5)
- ☐ 4D4 (range 4-16; average 10)
- ☐ 2D6+4 (range 6-16; average 11)
- ☐ Automatic 16 HP
- ☐ **Other:** _____

LANGUAGES (*SPM* p. 8)

- ☐ Racial
- ☐ Geographical
- ☐ Arcana learnable by all

Literacy comes with languages (Y/N): _____

SKILLS (*SPM* p. 11)

- ☐ No
- ☐ Yes

RETAINERS (*SPM* p. 29)

- ☐ No
- ☐ Yes

Hired by Party or by PC: _____

Level limit on Retainers: _____

MORALE MARGIN OF FAILURE (*SPM* p. 36)

- ☐ Standard (GM arbitrates failure result)
- ☐ Optional (Margin of Failure Table used)

MAXIMUM PREPARED COPIES (*SPM* p. 38)

- ☐ Standard (maximum two of any spell)
- ☐ Optional (unlimited)

RAISE DEAD (*see DYING*, p. 3)

- ☐ Standard (spell does not exist)
- ☐ 5th level Necromantic spell
- ☐ NPC-only 5th level Necromantic spell
- ☐ 6th level Necromantic spell
- ☐ NPC-only 6th level Necromantic spell

ROD/STAFF/WAND SAVES (p. 27)

- ☐ Standard (as equivalent spell/effect)
- ☐ Easy (one difficulty level lower than equivalent)

DISEASE (p. 78)

- ☐ No
- ☐ Yes

WEATHER (p. 89)

- ☐ No
- ☐ Yes

NOTES

KEY TABLES

OVERLAND ENCOUNTER TABLE (SPM p. 27)

Situation	Modifier
Base Hex Entry Cost is 3 (e.g. swamp)	-3
Base Hex Entry Cost is 2 (e.g. hills, woods)	-2
Hex is unusually dangerous	-1 or -2
Hex is safe (e.g. patrolled)	+1
Party has 1+ members with Fieldcraft for that hex's terrain type	+1
Players are moving at a cautious march	+1

ENCOUNTER TYPE TABLE (p. 92)

1D12 Result	Encounter Type
1	<i>Ambushed:</i> The creatures attempt to ambush the players (see <i>Surprise</i> , SPM p. 31)
2-4	<i>Stumbled-upon:</i> Halve the encounter distance
5-8	Normal
9-11	<i>Brief Warning:</i> The players have 1 round to act before the encounter begins
12	<i>Sign:</i> Party may escape, or prepare an ambush

DISTANCE TABLES (p. 92)

Outdoor Terrain	Encounter Distance
Light Obstructions*	1D4+1 × 40 feet
Heavy Obstructions**	40 feet

*Light woods, rolling hills/dunes, marsh, badlands, light snowfall/fog

**Thick woods, typical jungle, dense ruins, heavy snowfall/fog

Situation	Distance Modifier
Group member is Huge	× 2
Group member is Gargantuan	× 4 (replaces above)
One group is / has observer 20+ ft higher up than the other	× 2
One group is Tiny	1/2

REACTION TABLE (p. 93)

2D6 Result	Encounter Behaviour
2	Hostile
-6	Unfriendly
7-8	Neutral / uncertain
9-11	Unthreatening
12	Actively helpful

Apply -2 to the roll if the creatures encountered are Evil, and re-roll Hostile results if the creatures are Good

WHAT'S THAT THING DOING? (p. 92)

1D12 Result	Encountered Creatures Are
1	Fighting a [roll creature]
2	Chasing / fleeing from a [roll creature]
3	Returning with [food, prisoner, treasure, etc]
4	Investigating [noise, bodies, loot, site, etc]
5	Protecting [offspring, treasure, etc]
6	Passing by / patrolling / marking territory
7	Seeking [food, mate, child, aid, treasure, etc]
8	Cleaning / setting up lair or camp
9	Resting
10	Sleeping / groggy / drunk
11	Trapped by [creatures, terrain, actual trap]
12	Wounded, returning to lair (halve HP)

MORALE MARGIN OF FAILURE TABLE (SPM p. 37)

Margin of Failure	Action by Creature / Side
1-3	Conducts fighting withdrawal
4-9	Flees
10+	Surrenders

PURSUIT CHECK TABLES (SPM p. 37)

Fleeing Side	Modifier
Is faster	+1 per 5 ft of combat speed faster
Is invisible	Auto escape
Drops caltrops or fire oil	+4
Drops food or treasure	Varies
Is lightly fatigued	-2

Pursuing Side	Modifier
Is faster	+1 per 5 ft of combat speed faster
Has senses hindered	-2
Is lightly fatigued	-2



KEY TABLES

LEVEL PROGRESSION TABLE (SPM p. 29)

Total Experience Points (XP)	Level	Total Hit Dice (HD)
0	1	2D8
1,500	2	3D8
3,000	3	4D8
6,000	4	5D8
12,000	5	6D8
25,000	6	7D8
50,000	7	8D8
100,000	8	9D8
200,000	9	10D8
300,000	10	10D8+2

Each level beyond 10 requires another 100,000 XP and adds only +2 HP to the character's total

ABILITY SCORE MODIFIER TABLE (SPM p. 5)

Ability Score	Modifier
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3

TASK RESOLUTION TABLE (SPM p. 19)

Difficulty Level	Result Needed
Moderate	8+
Daunting	11+
Hard	14+
Very Hard	17+
Heroic	20+

SIZES & COMBAT TABLE (SPM p. 33)

Size	Space	Examples
Tiny	2.5 ft. (0.5 × 0.5)	Imp, sprite
Small	5 ft. (1 × 1)	Giant rat, goblin
Medium	5 ft. (1 × 1)	Dwarf, werewolf
Large	10 ft. (2 × 2)	Hippogriff, ogre
Huge	15 ft. (3 × 3)	Fire giant, treant
Gargantuan	20 ft. (4 × 4)+	Kraken, purple worm

FATIGUE TABLE (SPM p. 23)

Fatigue Level	Effect
Light	-2 to attacks, Tasks, and Morale checks
Heavy	Raise above to -4, halve all movement
Exhaustion	Halve HP, halve movement again

OVERLAND MOVEMENT TABLES (SPM p. 26)

Hex Terrain Type	Hex Entry Cost
Plains, steppe, farmland	1
Hills, woods, desert, rough	2
Mountains, jungle, swamps	3

Hex Terrain Modifiers	Cost Modifier
Heavy rain / deep snow / thick fog	+1
Temperature extremes	+1
Good roads or excellent trails	-1*
Encumbrance (see SPM p. 26)	+1 per burden level

*Can only be applied once per day; at least two hexes of good roads must be covered that day for the bonus to apply

MOUNT MOVEMENT RATE TABLE (SPM p. 28)

Creature	Size	Combat Speed	Daily Hex Pts	Item Pt Limit
Camel / Mule	L	65	5	30
Donkey	L	50	5	20
Elephant	H	50	5	40
Giant Lizard	L	80	4	20
Horse, Draught	L	50	5	25
Horse, Riding	L	80	6	20
Horse, War	L	65	5	25
Ox	L	50	4	30

ENCUMBRANCE TABLE (SPM p. 28)

Points Over	Burden Level	Combat Speed	Hex Cost Modifier
0	—	Full	—
1-3	Light	-25%*	+1
4-6	Medium	-50%*	+2
7-10	Heavy	-75%*	+3
11+	Immobile	0	N/A

*Round final value up to the nearest 5 ft (e.g. a base 30 ft of combat speed translates to encumbered speeds of 25 / 15 / 10 ft)

KEY TABLES

MISSILE WEAPON TABLE (SPM p. 34)

Weapon	Dmg	Hands	RoF	Range & Penalty		
				S: 0	M: -4	L: -8
Bow, Short*	M	2	1	45'	90'	180'
Bow, Long*	M	2	1	90'	180'	360'
Crossbow, Hand	S	1	1	10'	20'	30'
Crossbow	M	2	1	45'	90'	180'
Crossbow, Heavy**	L	2	1	90'	180'	360'
Fire Oil / Holy Water	***	1	1	10'	20'	30'
Javelin / Spear	M†	1	1	20'	40'	60'
Sling	M	1	1	45'	90'	180'
Small thrown weapon	S†	1	1‡	10'	20'	30'

*If fired indoors, halve all ranges

** +2 attack bonus, reload requires action ***SPM p. 15 for details

†Plus user's Str modifier ‡RoF 2 with the marksman feat (SPM p. 9)

**MAGE SPELL PROGRESSION TABLE
(SPM p. 40)**

Mage Level	Base Spells per Day at Spell Level*					
	1	2	3	4	5	6
1	2 (1)					
2	3 (1)					
3	4 (2)	1				
4	5 (2)	2 (1)				
5	6 (3)	3 (1)				
6	6 (3)	4 (2)	1			
7	6 (3)	5 (2)	1			
8	6 (3)	6 (3)	2 (1)			
9	6 (3)	6 (3)	2 (1)	1		
10	6 (3)	6 (3)	3 (1)	1		
11	6 (3)	6 (3)	3 (1)	2 (1)		
12	6 (3)	6 (3)	4 (2)	2 (1)	1	
13	6 (3)	6 (3)	4 (2)	3 (1)	1	
14	6 (3)	6 (3)	5 (2)	3 (1)	1	
15	6 (3)	6 (3)	5 (2)	4 (2)	2 (1)	1
16	6 (3)	6 (3)	6 (3)	4 (2)	2 (1)	1
17	6 (3)	6 (3)	6 (3)	5 (2)	2 (1)	1
18	6 (3)	6 (3)	6 (3)	5 (2)	3 (1)	2 (1)
19	6 (3)	6 (3)	6 (3)	6 (3)	3 (1)	2 (1)
20	6 (3)	6 (3)	6 (3)	6 (3)	3 (1)	2 (1)

*Parenthetical values are for Arcanist Warriors (see SPM p. 6)

COMBAT ORDER (SPM p. 32)

- | | |
|-------------------|------------------|
| 1) Declarations | 5) Melee Phase |
| 2) Missile Phase | 6) Magic Phase |
| 3) Initiative | 7) Morale Checks |
| 4) Movement Phase | |

ATTACK MODIFIERS (SPM p. 33)

- ❖ Attacker declared an offensive stance: +2
- ❖ Attacker is blinded and/or target is invisible: -4
- ❖ Attacker is fatigued: -2 (light) or -4 (heavy)
- ❖ Attacker is on a mount, target is upright: +2
- ❖ Attacker is striking from the rear: +2
- ❖ Attacker is using improvised weapon: -2
- ❖ Target is surprised (see SPM p. 29): +4 (replaces above)
- ❖ Target is prone: +4

MISSILE WEAPON MODIFIERS (SPM p. 34)

- ❖ Firing from a moving or unsteady position: -4
- ❖ Low visibility (gloom, smoke, fog, etc): -2
- ❖ Target has half cover from attack: -2
- ❖ Target has heavy cover from attack: -4
- ❖ Target is at medium range: -4
- ❖ Target is at long range: -8



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THE OSR – A ROPE OF SAND

Some of the OSR's best ideas are found on webpages, rather than in published product, and I used some of this material as inspiration or built heavily off of it:

- ❖ **Carousing: Sacrifice to Gods or Spirits**
<https://killitwithfirerpg.blogspot.com/2012/08/carousing-sacrifice-to-gods-or-spirits.html>
- ❖ **Crowdsourcing: Magical Mishaps**
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- ❖ **What are those wandering monsters up to?**
<https://web.archive.org/web/20130719082443/https://1d8.blogspot.com/2011/04/what-are-those-wandering-monsters-up-to.html>

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