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DUNGEON MASTERS GUIDE

ESSENTIAL REFERENCE INFORMATION FOR GAMEMASTERING ADVANCED D&D™

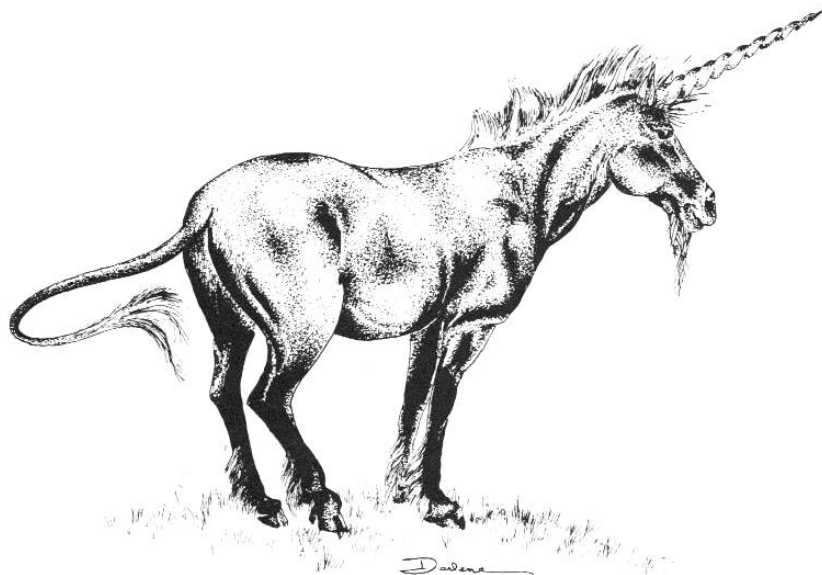
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ADVANCED DUNGEONS & DRAGONS™



SPECIAL REFERENCE WORK

DUNGEON MASTERS GUIDE

A COMPILED VOLUME OF INFORMATION PRIMARILY USED BY
ADVANCED DUNGEONS & DRAGONS™ GAME REFEREES, INCLUDING:
COMBAT TABLES; MONSTER LISTS AND ENCOUNTERS; TREASURE
AND MAGIC TABLES AND DESCRIPTIONS; RANDOM DUNGEON
GENERATION; RANDOM WILDERNESS TERRAIN GENERATION;
SUGGESTIONS ON GAMEMASTERING; AND MORE.

By Gary Gygax, Dave "Zeb" Cook and Steve Winter

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INTRODUCTION

You are one of a very special group of people: AD&D game Dungeon Masters. Your job is not an easy one. It requires wit, imagination, and the ability to think and act extemporaneously. A really good Dungeon Master is essential to a good game.

The *DUNGEON MASTER'S GUIDE* is written for Dungeon Masters. Discourage players from reading this book and certainly don't let players consult it during the game. As long as the players don't know exactly what's in the *DUNGEON MASTER'S GUIDE*, they'll always wonder what you know that they don't. It doesn't matter whether you have secret information; even if you don't, as long as the players think you do, their sense of mystery and uncertainty is maintained.

An exception to this caveat is made with regard to the pages in this tome that present new character races and classes that you, as DM, have deemed appropriate for your AD&D game. These new, optional, races and classes are provided within this tome as expanded character creation options.

Also, this book contains essential rules that are not discussed in the *PLAYER'S HANDBOOK*. Some of these rules the players will learn quickly during play - special combat situations, the costs of hiring NPCs, etc. Others, however, cover more esoteric or mysterious situations, such as the nature of artifacts and other magical items. This information is in the *DUNGEON MASTER'S GUIDE* so the DM can control the players' (and hence the characters') access to certain bits of knowledge. In a fantasy world, as in this world, information is power. What the characters don't know can hurt them (or lead them on a merry chase to nowhere). While the players aren't your enemies, they aren't your allies, either, and you aren't obligated to give anything away for nothing. If characters go hunting werewolves without doing any research beforehand, feel free to throw lots of curves their way. Reward those characters who take the time to do some checking.

Besides rules, you'll find a large portion of this book devoted to discussions of the principles behind the rules. Along with this are examinations of the pros and cons of changing the rules to fit your campaign. The purpose of this book, after all, is to better prepare you for your role as game moderator and referee. The better you understand the game, the better equipped you'll be to handle unforeseen developments and unusual circumstances.

One of the principles guiding this project from the very beginning, and which is expressed throughout this book, is this: The DM has the primary responsibility for the success of his campaign, and he must take an active hand in guiding it. That is an important concept. If you are skimming through this introduction, slow down and read it again. It is crucial you understand what you are getting into.

The DM's "active hand" extends even to the rules. Many decisions about your campaign can be made by only one person: you. Tailor your campaign to fit your own style and the style of your players.

You will find a lot of information in this book, but you won't find pat answers to all your questions and easy solutions for all your game problems. What you will find instead is a discussion of various problems and numerous triggers intended to guide you through a thoughtful analysis of situations that pertain to your campaign.

The rules of the AD&D 3rd Edition game are balanced and easy to use. No role-playing game we know of has been playtested more heavily than this one. But that doesn't mean it's perfect. What we consider to be right may be unbalanced or anachronistic in your campaign. The only thing that can make the AD&D game "right" for all players is the intelligent application of DM discretion.

In short, follow the rules as they are written if doing so improves your game. But by the same token, break the rules only if doing so improves your game.

Note: Everything in this book is based on the assumption that you are familiar with the *PLAYER'S HANDBOOK*. To make your job easier, the *PLAYER'S HANDBOOK* and *DUNGEON MASTER'S GUIDE* have parallel organization. That means if you know where to find something in the *PLAYER'S HANDBOOK*, you also know where to find it in this book.

BEING A GOOD DUNGEON MASTER

Being a good Dungeon Master involves a lot more than knowing the rules. It calls for quick wit, theatrical flair, and a good sense of dramatic timing - among other things. Most of us can claim these attributes to some degree, but there's always room for improvement. Fortunately, skills like these can be learned and improved with practice. There are hundreds of tricks, shortcuts, and simple principles that can make you a better, more dramatic and more creative game master.

But you won't find them in the *DUNGEON MASTER'S GUIDE*. This is a reference book for running the AD&D game. We tried to minimize material that doesn't pertain to the immediate conduct of the game. If you have never played a role-playing game before but are eager to learn, find a group of people who already play the game and join them for a few sessions.

CHARACTER CREATION

Each player is responsible for creating his character. As the DM, however, your decisions have a huge impact on the process. You have final approval over any player character that is created. This chapter outlines what you should consider about character creation and gives guidelines on how to deal with some of the common problems that arise during character creation.

GENERATING ABILITY SCORES

The following methods are different from one another. Some produce more powerful characters than others (although none produces extremely powerful characters). For this reason, every player in your game should start out using the same method. The default method of generating ability scores, as per page 3 of the *PLAYER'S HANDBOOK*, is Method V.

If, at some later point in your campaign, you want to change methods, simply announce this to your players. Try to avoid making the announcement just as a player starts rolling up a new character, lest the other players accuse you of favoritism. You know you aren't playing favorites, but it doesn't hurt to avoid the appearance. The advantages and disadvantages of each dice-rolling method are described below.

Method I (3d6, in order): This is the fastest and most straightforward. There are no decisions to make while rolling the dice, and dice rolling is kept to a minimum. Ability scores range from 3 to 18, but the majority fall in a range from 9 to 12.

Typically, a character will have four scores in the average range, one below-average score, and one above-average score. A few lucky players will get several high scores and a few unlucky ones will get just the opposite. Characters with exceptional ability scores will tend to stand out from their comrades.

Method I Disadvantages: First, some players may consider their characters to be hopelessly average. Second, the players don't get many choices. Using method I, only luck enables a player to get a character of a particular type, since he has no control over the dice. Most characters have little choice over which class they become: Only one or two options will be open to them. You might let players discard a character who is totally unsuitable and start over.

Method II (3d6 twice, keep desired score): This method gives players better scores without introducing serious ability inflation. It also gives them more control over their characters. The average ability is still in the 9 to 12 range, and players can manipulate their results to bring the characters they create closer to the ideal characters they imagine. Exceptional player characters are still rare, and unusual character classes are still uncommon, but few characters will have below-average scores.

Method II Disadvantages: Creating the character takes slightly longer because there are more dice to roll. Despite the improved choices, a character might still not be eligible for the class the player wants.

Method III (3d6, arranged to taste): This method gives the players more choice when creating their characters yet still ensures that, overall, ability scores are not excessive. Bad characters are still possible, especially if a player has several poor rolls. The majority of characters have average abilities. Since players can arrange their scores however they want, it is easier to meet the ability requirements of a given class.

Method III Disadvantages: This method is more time-consuming than I or II, especially if players try to "minimize/maximize" their choice of race and class. (To minimize/maximize, or min/max, is to examine every possibility for the greatest advantage.) Players may need to be encouraged to create the character they see in their imaginations, not the one that gains the most pluses on dice rolls.

Method IV (3d6 twice, arranged to taste): This method has all the benefits of methods II and III. Few, if any, characters are likely to have poor scores. Most scores are above average. The individual score ranges are still not excessively high, so truly exceptional characters are

still very rare. However, the majority of characters are significantly above the norm.

Method IV Disadvantages: This method tends to be quite slow. Players spend a lot of time comparing different number combinations. New players easily can be overwhelmed by the large number of choices during this process.

Method V (4d6, drop lowest, arrange as desired): Before choosing to use this method, think about how adventurers fit into the population as a whole. There are two schools of thought.

One holds that adventurers are no different from everyone else (except for being a little more foolhardy, headstrong, or restless). The man or woman down the street could be an adventurer - all that's required is the desire to go out and be one. Therefore, adventurers should get no special bonuses on their ability rolls.

The other school holds that adventurers are special people, a cut above the common crowd. If they weren't exceptional, they would be laborers and businessmen like everyone else. Player characters are heroes, so they should get bonuses on their ability rolls to lift them above the rabble.

If you choose method V for creating player characters, then you agree with this second view and believe that adventurers should be better than everyone else. This method creates above-average characters. They won't be perfect, but the odds are that even their worst ability scores will be average or better. More scores push into the exceptional range (13 and greater). It is easy for a player to create a character of any class and race.

Method V Disadvantages: Like other methods that allow deliberate arrangement of ability scores, this one takes some time. It also creates a tendency toward "super" characters. Unless you have a considerable amount of experience as a DM, however, beware of extremely powerful characters. They are much more difficult to challenge and control than characters of moderate power. On the plus side, their chance for survival at lower levels is better than "ordinary" characters. See "Super Characters," below, for more on this subject. One last point about method V: High ability scores are less exciting under this method, since they are much more common.

GIVING PLAYERS WHAT THEY WANT

Players in most AD&D games use the same character over many game sessions. Most players develop strong ties to their characters and get a thrill from watching them advance, grow, and become more successful and powerful. Your game's success depends on how much your players care about their characters. For these reasons, it is important to let the players create the type of characters they really want to play.

At the same time, watch out for a tendency in some players to want the most powerful character possible. Powerful characters are fine if that's the sort of campaign you want. A problem arises, however, if players are allowed to exploit the rules, or your good nature, to create a character who is much more powerful than everyone else's characters. At best, this leads to an unbalanced game. At worst, it leads to bored players and hurt feelings.

Super Characters: One of the great temptations for players is to create super characters. While this is not true of every player all the time, the desire for power above everything else afflicts most players at one time or another.

Many players see their characters as nothing more than a collection of numbers that affects game systems. They don't think of their characters as personalities to be developed. Players like this want to "win" the game. These players are missing out on a lot of fun.

If players are creating new characters for your campaign, you probably won't have to deal with such super characters. Players can start with ability scores greater than 18 only if the race grants a bonus, but this is extremely rare. Later in the campaign, magic might raise ability scores higher.

The greatest difficulty occurs when a player asks to bring in a character from another campaign where characters are more powerful. Unless you are prepared to handle them, super characters can seriously disrupt a campaign: Players with average characters gradually become bored and irritated as the powerful characters dominate the action. And players with powerful characters feel held back by their weaker companions. None of this contributes to harmony and cooperation among the characters or the players.

Cooperation is a key element of role-playing. In any group of player characters, everyone has strengths to contribute and weaknesses to

overcome. This is the basis for the adventuring party - even a small group with sufficiently diverse talents can accomplish deeds far greater than its size would indicate.

Now, throw in a character who is an army by himself. He doesn't need the other characters, except perhaps as cannon fodder or bearers. He doesn't need allies. His presence alone destroys one of the most fundamental aspects of the game - cooperation.

There are no absolute rules to define a super character, since the definition will vary from campaign to campaign. Characters who are average in your game may be weaklings in your friend's campaign. His characters, in turn, could be frail compared to other groups. Some experience is required to strike the right balance of power, but characters created using the same method should, at least, be comparable.

When someone brings a character from a different campaign and wants to use him in your game, compare the proposed character to those already in the game. You don't want him to be too strong or too weak. Certainly you should be wary of a character whose ability scores are all 18s!

If you decide a character is too powerful, the player has two choices. First, he can agree to weaken the character in some fashion (subject to your approval). This may be as simple as excluding a few magical items ("No, you can't bring that *holy avenger sword* +5 that shoots fireballs into my campaign!") or barring the player from using certain special abilities ("I don't care if your previous DM gave your character the Evil Eye, you can't jinx my dice rolls!"). If this sort of change seems too drastic or requires altering ability scores or levels, a better option is simply to have the player create a new character. The old character can be used, without tinkering, in the campaign for which he was created. The new character, more appropriate to your campaign, can develop in your game. Remember that just because another DM allowed something is no reason you have to do the same!

Hopeless Characters: At the other extreme from the super character is the character who appears hopeless. The player is convinced his new character has a fatal flaw that guarantees a quick and ugly death under the claws of some imaginary foe. Discouraged, he asks to scrap the character and create another.

In reality, few, if any, characters are truly hopeless. Certainly, ability scores have an effect on the game, but they are not the overwhelming factor in a character's success or failure. Far more important is the cleverness and ingenuity the player brings to the character.

When a player bemoans his bad luck and "hopeless" character, he may just be upset because the character is not exactly what he wanted. Some players write off any character who has only one above-average ability score. Some complain if a new character is not ideally suited to a particular class or race. Others complain if even one ability score is below average. Some players become stuck in super-character mode. Some want a character with no penalties. Some players cite numerical formulae as proof of a character's hopelessness. In reality, there is no such hard and fast formula.

Before you agree that a character is hopeless, consider the player's motives. Try to be firm and encourage players to give "bad" characters a try. They might actually enjoy playing something different for a change.

A character with one or more very low score (6 or less) may seem like a loser, like it would be no fun to play. Quite simply, this isn't true! Just as exceptionally high scores make a character unique, so do very low scores. In the hands of good role-players, such characters are tremendous fun. Encourage the player to be daring and creative. Some of the most memorable characters from history and literature rose to greatness despite their flaws.

In many ways, the completely average character is the worst of all. Exceptionally good or exceptionally bad ability scores give a player something to base his role-playing on - whether nimble as a cat or dumb as a box of rocks, at least the character provides something exciting to role-play.

Average characters don't have these simple focal points. The unique, special something that makes a character stand out in a crowd must be provided by the player, and this is not always easy. Too many players fall into the "he's just your basic fighter" syndrome. In truth, however, even an average character is okay. The only really hopeless character is the rare one that cannot qualify for any character class. The playability of all other characters is up to you.

All of the above notwithstanding, you don't want to force a player to

accept a character he doesn't really like. All you will do is lose a player. If someone really is dissatisfied, either make some adjustments to the character or let him roll up a new one.

PLAYERS WITH MULTIPLE CHARACTERS

Each player usually controls one character, but sometimes players may want or need more. Multiple player characters are fine in the right situation.

Once your campaign is underway and players learn more about the game world, they may want to have characters in several widely scattered areas throughout that world. Having multiple characters who live and adventure in different regions allows a lot of variety in the game. The characters usually are spread far enough apart so that events in one region don't affect what transpires in the other.

Sometimes players want to try a different class or race of character but do not want to abandon their older, more experienced heroes. Again, spreading these characters out across the world is an effective means of keeping them separate and unique.

Whenever possible, avoid letting players have more than one character in the same area. If, for some reason, players must have more than one character in an area, make sure that the characters are of significantly different experience levels. Even this difference should keep them from crossing paths very often.

If multiple player characters are allowed, each character should be distinct and different. It is perfectly fair to rule that multiple characters controlled by one person must be different classes -perhaps even different races. This helps the player keep them separate in his imagination.

If a player has more than one character available, ask him to choose which character he wants to use for the adventure - before he knows what the adventure is about. If a single adventure stretches across several playing sessions, the same character should be used throughout. All of the player's other characters are considered busy with something else during this time.

Avoid letting players take more than one character along on a single adventure. This usually comes up when the group of characters assembled for the planned adventure is too small to undertake it safely. The best solution to this problem is to adjust the adventure, use a different adventure entirely, or supplement the party with NPC hirelings.

Multiple Character Problems: Playing the role of a single character in depth is more than enough work for one person. Adding a second character usually means that both become lists of numbers rather than personalities.

Shared Items: One single player/multiple character problem that needs to be nipped in the bud is that of shared equipment. Some players will trade magical items, treasure, maps, and gear back and forth among their characters. Do not allow this! Even though one player controls both characters, those characters are not clones. Their equipment and treasure is extremely valuable. Would a character loan magic items to a character controlled by another player? How about an NPC? Probably not, on both counts. Unless the character is (foolishly) generous in all aspects of his personality, you have every right to disallow this sort of behavior.

Shared Information: Information is a much more difficult problem. Your players must understand the distinction between what they know as players and what their characters know. Your players have read the rules and shared stories about each other's games. They've torn out their hair as the entire party of adventurers was turned into lawn ornaments by the medusa who lives beyond the black gateway. That is all player information. No other characters know what happened to that group, except this: they went through the black gateway and never returned.

The problem of player knowledge/character knowledge is always present, but it is much worse when players control more than one character in the same region. It takes good players to ignore information their characters have no way of knowing, especially if it concerns something dangerous. The best solution is to avoid the situation. If it comes up and players seem to be taking advantage of knowledge they shouldn't have, you can discourage them by changing things a bit. Still, prevention is the best cure.

And remember, when problems arise (which they will), don't give up or give in. Instead, look for ways to turn the problem into an adventure.



PLAYER CHARACTER RACES

Many factors affect a character's background. Two of the most important are his race and his character class. In a sense, a character's class is his profession. Some characters are fighters, some are magic-users, some are clerics, and so on. A character's race may affect which character classes are available to him. Only humans, half-elves and half-orcs have unlimited class options. All non-human races are limited to some extent. There are two reasons for this:

First, the restrictions are intended to channel players into careers that make sense for the various races. Dwarves and halflings are resistant to arcane magic and, to a certain degree, incapable of shaping arcane energy - they can't be magic-users. Similar situations exist for the other demihuman races.

Second, the demihuman races have advantages that are not available to humans. Flexibility, the ability to choose from among all the classes, is one of humanity's advantages.

Allow non-standard race/class combinations only on a case-by-case basis. If you institute a general rule - "Gnomes can now be barbarians" - you will suddenly find yourself with six player character gnome barbarians. If a player desperately wants to play a gnome barbarian, ask him to come up with a thoughtful rationale explaining why this gnome is a barbarian. It must be plausible and consistent with your campaign setting. If the rationale satisfies you, allow that player, and only that player, to play a gnome barbarian. Explain to the other players that this is an experiment.

Don't allow any other gnome barbarians in the game until you have seen the first one in action long enough to decide whether the class fits into your game. If it does, congratulations - you've broadened your players' horizons. If it doesn't you may have to tell the gnome barbarian player to retire the character or convert him to a normal fighter. Never allow someone to continue playing a character who is upsetting your game.

By following this simple rule, you can test new race/class combinations without threatening your campaign. Moderation is the key to this type of experimentation.

Incorporating New Player Races: The races listed in the *Player's Handbook* are only a few of the possible intelligent races populating the worlds of the AD&D game. Adventurous DMs and players may want to experiment with characters of other races, such as orcs, lycanthropes, ogres, lizardmen, or even dragons.

Before you do this, however, you need to know very clearly what you are getting into. Unrestricted or ill-considered use of non-standard races can easily and quickly destroy a campaign. Always consider a new race from a variety of angles: How does the new race fit with the other player characters? How does it fit in the campaign in general? What could you accomplish with this race that you couldn't with

another?

The majority of players who want to play an unusual race desire only the thrill and excitement of a truly challenging role-playing situation. There are, however, a few players who see such races as a way to take advantage of game systems and campaign situations. You are well advised to move slowly and carefully in this area.

Allowing player characters of unusual races introduces a whole new set of problems. In creating a new non-human or demihuman player character race, the rules and guidelines below should be followed to preserve game balance:

1. The race should be humanoid (i.e., it must have two hands, at least two legs, and stand generally upright). The race must be able to move about on land. It must also be intelligent. An orc or a centaur would be acceptable.
2. The race cannot possess special abilities beyond the scope of those already given for the other player character races. Although a dragon can *polymorph* into human form, it makes an unlikely player character because it has a breath weapon, can change shape, can cast spells, and is not humanoid in its natural state. A brownie probably would not be a player character because it, too, has abilities beyond those of the standard player character races.
3. The race cannot be extra-dimensional or draw on extra-dimensional powers. It should not have innate spellcasting ability, be undead, or possess magic resistance.
4. The race should be cooperative and willing to interact with the human world. Duergar, a race of deep-dwelling dwarves, have no desire to deal with humans and avoid contact whenever possible. Satyrs resent intruders into their woods and glades, which rules them out as player characters. You must judge this criterion based on the conditions in your game world.

If these conditions are met, the race can be considered as a possible player character race. Some examples of races that definitely fit the profile are half-orcs, orcs, half-ogres, lizardmen, goblins, centaurs, and kobolds.

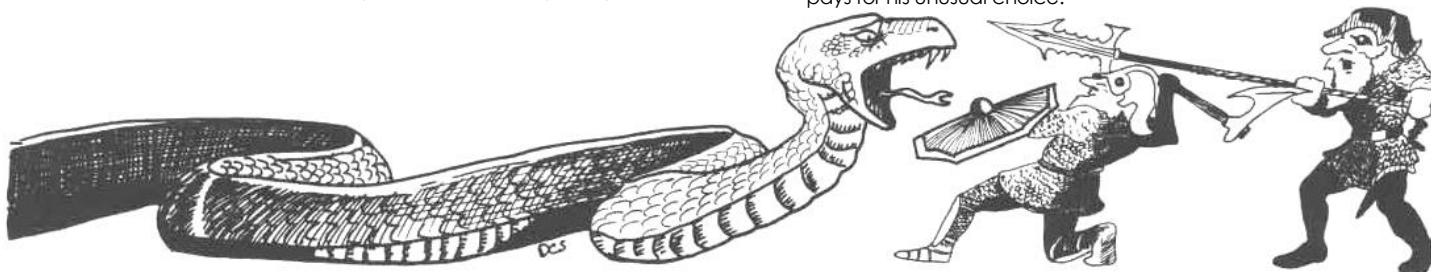
When experimenting with a new player character race, allow only one at the start. Do not begin your experiment with a whole party of half-ogres! Start slowly, involving only one player. If the new race is too powerful, it can be easily eliminated. Once the new race is selected, the real work begins. Examine the race and apply all of the following guidelines to it:

- **Character Abilities:** All races, regardless of type, use the same ability generation method as all other player characters. Their scores will range from 3 to 18 unless modified by pluses or minuses. Creature sizes, defined in the *MONSTER MANUAL*, affect abilities as follows: Creatures of Small size have at least a -1 modifier to strength. Creatures of Large size have a +1 or +2 modifier to strength. Those with an intelligence less than average (as determined by the DM or as listed in the *MONSTER MANUAL*) suffer a -1 penalty to intelligence and those exceptionally intelligent or greater gain a +1 bonus. All other ability modifiers are assigned by the DM. Any race with an ability bonus, particularly to strength, should have an equal penalty to another ability score.
- **Racial Ability Limits:** It is possible for a creature to have seemingly illogical ability scores. However, you can set minimums and maximums on these. The *PLAYER'S HANDBOOK* shows these limits for the standard player character races. It is the DM's job to do the same for non-standard races. As a guide, creatures of large size should have a ceiling of 17 to dexterity. Dull-witted creatures (those of low intelligence) should

have a limit of 15 to intelligence.

The DM can waive any requirements if, for example, a player wants (or rolls) a hill giant character with strength of 11. Some rationale should be offered, however. In the case of the weakling hill giant, perhaps he was the runt of the family, cast out by his fellows and forced to take up adventuring.

- **Character Classes:** The DM must judge what character classes the new race can be. Use the information in the next section as your guide, and start with a narrow range of options. You can always widen it later. While almost any sort of creature can be a fighter, very few can be monks or cavaliers.
- **Alignment:** The *MONSTER MANUAL* lists alignments for most races. Player characters of that race will tend to be of that or a similar alignment but may, given a plausible back-story, be of any alignment.
- **Hit Points:** All creatures roll their hit points using the die appropriate to their chosen class.
- **Level Advancement:** The character progresses like all others of the same character class. Being a non-standard race does not give the player character any special benefits to his character class.
- **Armor:** Most creatures (i.e. orcs, gnolls, and goblins) have an Armor Class of 10 (and thus wear armor for protection). Some creatures, however, have natural armor which is retained by the player character. These characters gain the benefit of a +1 bonus to their AC only if *light* armor (such as leather or padded armor) is worn. If heavier armor is worn, natural armor is ignored and armor class is determined by the armor being worn. Odd-sized and odd-shaped creatures can't wear off-the-shelf armor; it must be made to order and costs extra (and takes longer to make).
- **Movement:** The creature's movement rate is the same as that listed in the *MONSTER MANUAL*.
- **Attacks:** The player character is allowed the number of attacks given his character class and level, not the number listed in the monster description in the *MONSTER MANUAL*.
- **Size Problems:** Players who play Large-sized creatures hoping to get an advantage over others should quickly discover many problems they didn't anticipate. Consider the plight of the player who decides to have a hill giant. Right away, he'll have a hard time buying basic equipment. Who makes pants for giants in a human town? Everything must be special ordered at two to four times - or more - its normal cost. This is a minor inconvenience compared to other difficulties. Buildings and dungeons are built for humans and other Medium-sized creatures, denying the large fellow the opportunity for both a hearty drink and exciting adventure. Even the toughest character will tire of drinking from measly cups and buying five dinners at a time. Will he enjoy spending the night in a leaky stable while his companions enjoy warm feather beds upstairs in the inn? Days of traveling will quickly show him the joys of walking while everyone else rides (no horse can carry him), especially when his companions gallop spryly away from oncoming danger, leaving him in its path. The costs of replacing broken furniture will quickly become prohibitive. Ropes will have an annoying tendency to break when the big lunk tries to climb them. And the hill giant better have at least 20 friends handy to pull him out of that 30' pit!
- **NPC Reactions:** On the personal side, expect NPCs to have strong negative feelings about unusual player character races, even to the point of bigotry and hatred. These reactions will make life more difficult for the player character, but they are the price the player pays for his unusual choice.



NEW PLAYER RACES & SUBRACES

The character race tables below show new races and subraces that you may wish to make available to player characters. By making these available in your game player characters are not restricted to the racial subtypes presented in the *PLAYER'S HANDBOOK*: dwarves need not be limited to being hill dwarves; elves and half-elves can be other than of high elven stock; gnomes are not restricted to being "surface gnomes;" and halflings may be of non-hairfoot lineage. The special characteristics of the additional subraces and the new player race, the half-ogre, are given on the following pages.

For easy reference two tables are given below in order that players can select the racial stock of their characters based on the abilities generated and with an eye towards what classes the characters will be.

Penalties and Bonuses for Race: Certain racial stocks excel in certain ability areas and have shortcomings in others. These penalties and bonuses are applied to the initial ability scores generated by a player for his character as soon as the racial stock of the character is selected and the modified ability scores then are considered as if they were the actual ability scores generated for all game purposes. These penalties and bonuses are shown below:

Ability Adjustments by Racial Type Or Subtype		Initial Ability Score Limits by Racial Type Or Subtype
race	ability adjustments	initial ability score limits by racial type or subtype
dwarf, gray	constitution +1, charisma -1	constitution 19, charisma 17
dwarf, mountain	constitution +1, charisma -1	constitution 19, charisma 17
elf, dark (female)	intelligence +1, dexterity +1, charisma +1, strength -1, constitution -1	intelligence 19, dexterity 19, charisma 19, strength 17, constitution 17
elf, dark (male)	intelligence +1, dexterity +1, wisdom -1, constitution -1	intelligence 19, dexterity 19, wisdom 17, constitution 17
elf, grey	intelligence +1, dexterity +1, strength -1, constitution -1	strength 17, intelligence 19, dexterity 19, constitution 17
elf, sylvan	strength +1, dexterity +1, intelligence -1, constitution -1	strength 18, dexterity 19, intelligence 17, constitution 17
elf, wild	strength +1, dexterity +1, constitution -1, charisma -1	strength 18, dexterity 19, constitution 17, charisma 17
gnome, deep	constitution +1, charisma -1	constitution 19, charisma 17
halfling (all)	dexterity +1, strength -1	strength 17, dexterity 19
half-ogre	strength +2, constitution +2, intelligence -1, dexterity -1, charisma -2	strength 19, constitution 19, intelligence 15, dexterity 15, charisma 13

Character Class Preference by Race

class	racial stock of character											
	dwarf, gray	dwarf, hill or mtn	elf, dark	elf, grey or high	elf, wild	elf, wood	gnome, all	half-elf	halfling (all)	half-ogre	half-orc	human
CLERIC	yes	yes	yes*	yes	no	-	yes	yes	yes	-	yes	yes
bard	-	-	-	yes	-	yes	-	yes	-	no	-	yes
cloistered cleric	-	-	-*	-	no	-	-	-	-	-	-	yes
druid	-	-	-	yes	yes	yes	-	yes	yes	-	-	yes
FIGHTER	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes	yes
anti-paladin	-	-	-	-	no	-	-	-	-	-	-	yes
barbarian	no	-	no	no	-	no	no	-	no	yes	yes	yes
cavalier	no	no	-	-	no	-	no	-	no	no	-	yes
duelist	-	-	yes	-	-	-	-	-	-	no	-	yes
paladin	-	-	-	-	no	-	-	-	-	-	-	yes
ranger	-	-	-	yes	yes	yes	-	yes	-	-	-	yes
warden	-	-	-	yes	yes	yes	-	yes	yes	-	-	yes
MAGIC-USER	no	no	yes*	yes	no	-	-	yes	no	no	-	yes
hedge wizard	no	no	-*	-	no	-	-	-	no	no	-	yes
illusionist	no	no	-*	-	no	-	yes	-	no	no	-	yes
necromancer	no	no	-*	-	no	-	-	-	no	no	-	yes
MONK	no	no	no	no	no	no	no	-	no	no	-	yes
PSIONICIST †	yes	-	-	-	-	-	-	-	-	-	-	yes
THIEF	yes	yes	yes	yes	yes	yes	yes	yes	yes	-	yes	yes
assassin	yes	-	yes	-	-	-	-	yes	-	-	yes	yes
scout	-	-	-	yes	yes	yes	-	yes	yes	-	-	yes

* Only dwarf females may be clerics of Lolth, goddess of the dwarf. As such, male dwarf are typically magic-users while females are clerics.

† See APPENDIX M (pages 299-302) for rules on the psionicist class and the use of psionics in your game.

Note: Character class names are shown in capital letters if the class is primary class; secondary classes are shown in lower-case letters. The character classes presented in this book, listed in *italics*, list what races are permitted for that particular class. Assume that all subraces face the same restrictions with regards to these newly presented classes, unless otherwise noted in the subrace or class description.

Racial Stock of Characters includes seven new, playable subraces of the six demihuman races presented in the *PLAYERS HANDBOOK* as well as a new player race, the half-ogre. Reading down each heading gives quick reference as to what classes are typical for characters of each race or subrace.

A "yes" indicates that a character of that race or subrace prefers a given class.

A "-" indicates that a character of that race or subrace may choose that class, though such a choice would be atypical.

A "no" indicates that a character of that race or subrace cannot select that particular class without their DM's approval, as characters with that race and class combination are exceedingly rare.

Permitted Multiclass Options: All subraces presented herein use the multiclass restrictions of their race as outlined in the *PLAYERS HANDBOOK*, on page 33, except as noted below. Psionicists, like monks, are a primary class that may multiclass freely with other primary classes and their secondary classes so long as the alignment restrictions of each class are met. Wild elves, unlike their brethren, may not be multiclassed magic-users (as they are barred from playing magic-users and their secondary classes) and clerics (though they may be multiclassed bards or druids).

DUERGAR (Gray Dwarves)

Gray dwarves, also known as duergar, are usually found only in the subterranean depths of the earth. While the majority of the members of this subrace are of lawful evil alignment (with neutral tendencies), gray dwarven player characters may be of any alignment. Duergar are thinner than other dwarves, almost emaciated in appearance, and their skin and hair color ranges from medium to dark gray.

Ability Adjustments: Because of their sturdy builds, duergar add 1 to their initial constitution scores. Their dour and suspicious natures cause them to subtract 1 from their initial charisma scores.

Automatic Languages: Duergar automatically speak Undercommon and the dwarven tongue.

Bonus Languages: Due to their dealings with these races, dwarven characters may learn the following knowledge: language skills, at the start of play: Common, elven, giant, gnomish, goblin, kobold or svirfneblin.

Darkvision 120': Duergar can see in complete darkness to a distance of 120'. Bright light, such as that from a torch or lantern, within 60' of the duergar character spoils their darkvision.

Defensive Expertise (Giants): Duergar have retained the defensive expertise of dwarves against giantkind. They gain a +3 bonus to armor class when attacked by giantkind (ogres, trolls and giants).

Determine Depth Under Ground: Gray dwarves can automatically determine how far below ground they are.

Determine Direction Under Ground: Gray dwarves can automatically determine which direction they are traveling in when under ground.

Immune To Illusions/Phantasms: Duergar are immune to all illusion/phantasm spells.

Immune To Poison: Duergar are immune to all poisons.

Immune To Paralyzation: Duergar are immune to all paralyzation spells and effects.

Level Equivalency: All duergar characters, due to their racial abilities, add 2 to their character level when determining the experience needed to progress in level. As such, a level 1 duergar cleric would effectively be 3rd level for the purposes of determining the experience points needed to reach next level. This increase in effective level only serves to slow level advancement and grants no benefits to the character's level-based abilities or saving throws.

Light Sensitivity: Gray dwarves live most of their lives deep beneath the surface of the earth. They will not venture forth into the surface world except at night or on the gloomiest of overcast days. Daylight and spells such as *continual light*, affect duergar as follows: The character's armor class, dexterity checks, and attack rolls all suffer a -2 penalty and spellcasters must make a concentration check with a -2 challenge modifier in order to successfully cast spells. The relatively dim light given off by such sources as torches, lanterns, magic weapons, *light* spells, and *faerie fire* spells does not adversely affect a gray dwarf.

Metalcraft: Duergar are expert smiths and gain a +2 bonus to all ability checks related to crafting or appraising metal items. Gray dwarves also gain a +2 bonus to *disable device* checks.

Movement Rate: Duergar move at a rate of 45' (9") per round due to their short stature.

Permitted Classes: Duergar may advance in all character classes except for the barbarian, cavalier, monk and magic-user (including any secondary classes of that class). Their preferred classes are the cleric, fighter, psionicist, thief and assassin.

Resistance To Magic: Duergar are highly resistant to magic, gaining a +3 bonus to all saves versus arcane magic.

Size: Even though duergar typically stand little over 4' tall they are considered Medium-sized due to their broad shoulders and sturdy build.



Spell-like Abilities: All duergar may use the following spell-like abilities once per day: *enlarge person*, *invisibility* and *reduce person*. These abilities function as the spells of the same name but may only be cast by duergar upon themselves. The caster level is equal to the duergar character's level.

Stonecraft: Duergars' expertise at mining and working stone allows them to spot unusual or unique stonework construction. Duergar gain a +2 bonus to all *craft* and *perception* checks when dealing with stonework construction. When passing within 10' of a secret door, duergar automatically make a *perception* check to notice it.

Stealth Bonus: Duergar have the ability to move about noiselessly and conceal themselves. They gain a +2 bonus to all *stealth* checks.

MOUNTAIN DWARVES

Mountain dwarves are similar to their cousins, hill dwarves, but tend to be taller (4½' + tall) and lighter in coloration (typically of lighter of skin with brown hair).

Ability Adjustments:

Because of their sturdy builds, mountain dwarves add 1 to their initial constitution scores. Their dour and suspicious natures cause them to subtract 1 from their initial charisma scores.

Automatic Languages: Mountain dwarves automatically speak the Common and dwarven tongues.

Bonus Languages: Due to their dealings with these races, mountain dwarven characters may learn the following languages, as knowledge: language skills, at the start of play: elven, giant, gnomish, goblin or orcsish.

Darkvision 60': Mountain dwarves can see in complete darkness to a distance of 60'. Bright light, such as that from a torch or lantern, within 30' of the dwarf character spoils their darkvision.

Defensive Expertise (Giants): Years of battling giantkind has trained mountain dwarves how to use their height to their advantage against such foes. They gain a +3 bonus to armor class when attacked by giantkind (ogres, trolls and giants).

Determine Depth Under Ground: Mountain dwarves can automatically determine how far below ground they are.

Determine Direction Under Ground: Dwarves can automatically determine which direction they are traveling in when under ground.

Enmity (Orcs & Goblins): The age-old hatred that exists between dwarves and both orcs and goblinoids affords them a +1 bonus to attack rolls against orcs, half-orcs, goblins, hobgoblins and bugbears.

Metalcraft: Mountain dwarves are expert smiths and gain a +2 bonus to all ability checks related to crafting or appraising metal items. Mountain dwarves also gain a +2 bonus to all *disable device* checks.

Movement Rate: Mountain dwarves move at a rate of 45' (9") per round due to their short stature.

Permitted Classes: Mountain dwarves may advance in all character classes except for the cavalier, magic-user, hedge wizard, illusionist, necromancer and monk. Their preferred classes are the cleric, fighter, and thief.

Resistance To Magic: Mountain dwarves are highly resistant to magic, gaining a +3 bonus to all saves versus arcane magic.

Resistance To Poison: The dwarven race is extremely hardy and gains a +3 bonus to all saves versus poison.

Size: Even though mountain dwarves typically stand around 4½' tall they are considered Medium sized creatures due to their broad shoulders and sturdy builds.

Stonecraft: Mountain Dwarves' expertise at mining and working stone allows them to spot unusual or unique stonework construction. Mountain dwarves gain a +2 bonus to all *craft* and *perception* checks when dealing with stonework construction. When passing within 10' of a secret door, mountain dwarves automatically make a *perception* check to notice it.



DARK ELVES (Drow)

Dark elves, also known as drow, are the most divergent of the elven subraces. Their form similar to that of other elves, but their skin color is the inky black of a moonless night and their hair is normally pure white or silver.

A dark elf player character is considered an outcast from his homeland deep within the earth, whether by matter of choice, alignment, or merely being on the losing side of some family-wide power struggle.

As such, drow characters do not have immediate access to the weaponry, armor, cloaks, and poisons that are normally found in the possession of non-player characters of this subrace. Likewise, the default magic resistance rating possessed by NPC dark elves must be slowly gained by dark elf player characters. It is likely that, for NPC drow, this ability comes as a result of their extended dabbling in the dark arts as well as the blessings of demoness Lolth. Once having made the decision to leave their homeland, a drow player character can only gain magic resistance through level advancement.

Player character drow can still rise in power and dominate fellow dark elves, should they attempt a return to their people. In drow society only females may be clerics, priestesses to the demon queen Lolth, though player characters are not bound by this restriction (unless they choose Lolth as their patron deity!).



All dark elves can use a *knowledge* skill to learn the silent tongue of subterranean dwellers, a language of complex hand signals and gestures, combined with facial expressions and body language. The range of communication in this silent tongue is only 30', but it is as informative as any other language within that range. Only the drow may fully master this tongue, though other races may be taught its basic signs and symbols.

Ability Adjustments: Drow males and females gain different ability score adjustments due to the vastly different roles of the two genders in drow society and due to Lolth's blessings upon female drow.

Drow females gain a +1 bonus to their initial intelligence, dexterity and charisma scores, but suffer a -1 penalty to their initial strength and constitution scores.

Drow males, on the other hand, gain a +1 bonus to their initial intelligence and dexterity score, but suffer a -1 penalty to their initial wisdom and constitution scores.

Automatic Languages: Drow automatically speak Undercommon and the elven tongues.

Bonus Languages: Due to their interactions with these races, dark elves may learn the following *knowledge*: *language* skills, at the start of play: Common, dwarven, gnomish, goblin, kobold, kuo-toa or svirfneblin.

Darkvision 120': Dark elves can see in complete darkness to a distance of 120'. Bright light, such as that from a torch or lantern, within 60' of the dark elf character spoils their darkvision.

Determine Depth Under Ground: Dark elves can automatically determine how far below ground they are.

Determine Direction Under Ground: Drow can automatically determine which direction they are traveling in when under ground.

Enhanced Senses: The keen senses of dark elves grant them a +2 bonus to all *perception* checks.

Light Sensitivity: Drow live most of their lives deep beneath the surface of the earth. They will not venture forth into the surface world

except at night or on the gloomiest of overcast days. Daylight and spells such as *continual light*, effect drow as follows: The character's armor class, dexterity checks, and attack rolls all suffer a -2 penalty and spellcasters must make a concentration check with a -2 challenge modifier in order to successfully cast spells. The relatively dim light given off by such sources as torches, lanterns, magic weapons, *light* spells, and *faerie fire* spells does not adversely affect a dark elf.

Immune To Ghoul's Paralysis: Dark elves are immune to ghoul's paralysis, just as their surface cousins are.

Immune To Sleep & Charm: Drow are immune to all *sleep* and *charm* spells and effects.

Level Equivalency: Female drow characters, due to their racial abilities, add 2 to their character level when determining the experience needed to progress in level. Male drow characters add 1 to their character level when determining the experience needed to progress in level due to their limited abilities.

As such, a level 1 female drow magic-user would effectively be 3rd level for the purposes of determining the experience points needed to reach next level. This increase in effective level only serves to slow level advancement and grants no benefits to the character's level-based abilities or saving throws.

Limited Magic Resistance: The Magic Resistance rating of 10 possessed by NPC dark elves is not shared with player character drow, who are considered to have abandoned their homeland. It is likely that this power is the result of dark elves' extended dabbling in the dark arts as well as an effect of their environment.

Player character dark elves gain an MR rating of 1 for every 2 levels of experience they achieve, starting at level 2, to a maximum of 10 at level 20.

Movement Rate: The base movement rate of male drow is 60' (12") per round. The base movement rate for female drow is 75' (15") per round.

Permitted Classes: Dark elves may advance in all character classes except for the barbarian and monk. Their preferred classes are cleric (for females), magic-user (for males), fighter, duelist, thief and assassin.

Resistance To Magic: Drow are highly resistant to magic, gaining a +3 bonus to all saves versus arcane magic.

Size: Elves are Medium-sized creatures.

Spell-Like Abilities: All dark elves have the innate ability to use the following magic spells once per day: *dancing lights*, *faerie fire*, and *darkness*, 15' radius. Upon attaining 4th level in any class, dark elves gain the ability to cast *detect magic*, *know alignment*, and *levitate*, also once per day. Females of 4th level or higher also can use *clairvoyance*, *detect lie*, *undetectable lie*, *suggestion* and *dispel magic*, each once per day. The caster level is equal to the drow's level.

Stealth Bonus: The natural grace of the drow gives them the ability to move about noiselessly and conceal themselves. Dark elves gain a +2 bonus to all *stealth* checks.

Stonecraft: The keen senses of the drow and the long years they have spent expanding their web of subterranean cities have given them expertise at working stone. Drow gain a +2 bonus to all *craft* and *perception* checks when dealing with stonework construction. When passing within 10' of a secret door, dark elves automatically make a *perception* check to notice it.

Weapon Training: Dark elves are trained in the use of two-weapon combat and offset any two-weapon fighting penalties by +2.

GRAY ELVES (Faeries)

These noble elves are the rarest and most powerful of their kind. They are very reclusive, live in isolated meadowlands, and never associate with any other humanoids, other than elves, for long - or with frequency. They are thinner than high elves, with hair color of silver or gold and eyes of amber and violet. They are the longest lived of the elven people, with life spans of up to 1,500 years. They favor white, yellow, silver, or gold garments. Their cloaks are often deep blue or purple.

Ability Adjustments: Gray elves receive a +1 bonus to their dice rolls for intelligence and dexterity, giving beginning player characters a maximum score of 19 in these abilities but suffer a -1 penalty to their initial constitution and strength scores.

Automatic Languages: Grey elves automatically speak the Common and elven tongues, just as high elves do.

Bonus Languages: Due to their interactions with these races, elves may learn the following languages, as *knowledge: language* skills, at the start of play: dwarven, gnomish, goblin, halfling or orcish.

Enhanced Senses: The keen senses of elves grant them a +2 bonus to *perception* checks.

Immune To Ghoul's Paralysis: Elves are immune to ghoul's paralysis.

Immune to Sleep & Charm: Grey elves are immune to all *sleep* and *charm* spells and effects.

Movement Rate: Elves move 60' (12") per round

Permitted Classes: Grey elves may advance in all character classes except for the barbarian and monk. Their preferred classes are the cleric, bard, druid, fighter, ranger, warden, magic-user, thief and scout.

Size: Grey elves are Medium sized creatures.

Spot Hidden Doors: The enhanced senses of elves allow them to spot secret and concealed doors more easily than others. When passing within 10' of a secret door, elves may automatically make a *perception* check to notice it.

Stealth Bonus: The natural grace of their race gives elves the ability to move about noiselessly and conceal themselves. Elves gain a +2 bonus to all *stealth* checks.

Twilight Vision: Elves can see normally by moonlight and can see up to 60' away by torchlight.

Weapon Training: Elves begin play with a +1 bonus to attack rolls made with one of the following weapons: longbow, composite longbow, shortbow, composite shortbow, longsword or shortsword. The grey elven character is proficient with this weapon, regardless of class.



WILD ELVES (Grugach)

Wild elves, or grugach, shun outsiders even more fervently than other elves, and are xenophobic even with regard to other elven races.

They are similar in appearance to wood elves, but are smaller, thinner, and very fair.

Ability Adjustments: Grugach are nimble and naturally graceful, adding +1 to their initial dexterity score. At the same time they are slight of build and have -1 to their initial constitution score. In addition, wild elves receive a +1 bonus to the dice roll to their initial strength (though their maximum strength is an 18) but suffer a -1 penalty to their starting charisma due to their reclusive, distrustful natures.

Animal Empathy: Wild elves may communicate with burrowing mammals at a rudimentary level.

Automatic Languages: Grugach automatically speak elven.

Bonus Background Skill: All grugach begin play with the *profession (trapper)* skill due to their expertise at setting pits, snares and natural traps.

Bonus Languages: Due to their xenophobic nature, grugach characters must learn Common through use of a *knowledge* skill at the start of play. They may also learn the following *knowledge: language* skills, at the start of play: gnomish, goblin, or sylvan.

Enhanced Senses: The keen senses of elves grant them a +2 bonus to *perception* checks.

Immune To Ghoul's Paralysis: Elves are immune to ghoul's paralysis.

Immune To Sleep & Charm: Wild elves are immune to all *sleep* and *charm* spells and effects.

Movement Rate: Grugach, despite their small size, move at 75' (15") per round. Grugach barbarians do not benefit from the *fast movement* class ability.

Permitted Classes: Grugach are more limited than other elves in the classes they can practice; they can only be bards, druids, fighters, (including barbarians, duelists, rangers, and wardens) or thieves (including assassins and scouts). Their multiclassing options are limited to combinations of these classes. Their preferred classes are the druid, fighter, ranger, warden, and scout.

Size: Grugach, unlike other elves, are Small-sized creatures.

Spot Hidden Doors: The enhanced senses of elves allow them to spot secret and concealed doors more easily than others. When passing within 10' of a secret door, elves may automatically make a *perception* check to notice it.

Stealth Bonus: The natural grace of their race gives grugach the ability to move about noiselessly and conceal themselves. Wild elves gain a +2 bonus to all *stealth* checks.

Twilight Vision: Elves can see normally by moonlight and can see up to 60' away by torchlight.

Weapon Training: Grugach gain the benefits of *weapon training* with one of the following weapons: longbow, composite longbow, shortbow, composite shortbow, or spear.

The wild elven character is proficient with this weapon, regardless of class.

WOOD ELVES (Sylvan Elves)

Wood elves live in primeval forests and distant woodlands. Their complexions are fair, their hair is yellow to coppery red and their eyes are light brown, light green or hazel. They wear russets, reds, brown and fairs. Their cloaks are usually green or greenish brown. Wood elves have a life span of centuries.

Wood elves are more reserved than gray elves, and do not mix with other races on a regular or recurring basis.

Ability Adjustments: Sylvan elves are nimble and naturally graceful, adding +1 to their initial dexterity score. At the same time they are slight of build and have -1 to their initial constitution score. They receive a +1 bonus to their initial dice roll for strength (though their maximum strength is an 18), and must take a -1 penalty to their initially generated score for intelligence.

Animal Empathy: Sylvan elves may communicate with burrowing mammals at a rudimentary level.

Automatic Languages: Elves automatically speak the Common and elven tongues.

Bonus Languages: Due to their interactions with these races, wood elves may learn the following languages, as *knowledge: language* skills, at the start of play: dwarven, gnomish, goblin, halfling, orcish or treant.

Enhanced Senses: The keen senses of sylvan elves grant them a +2 bonus to *perception* checks.

Immune to Ghoul's Paralysis: Elves are immune to ghoul's paralysis.

Immune to Sleep & Charm: Wood elves are immune to all *sleep* and *charm* spells and effects.

Movement Rate: Wood elves move 60' (12") per round

Permitted Classes: Wood elves may advance in all character classes except for the barbarian and monk. Their preferred classes are the bard, druid, fighter, ranger, warden, and scout.

Size: Elves are Medium sized creatures.

Spot Hidden Doors: The enhanced senses of elves allow them to spot secret and concealed doors more easily than others. When passing within 10' of a secret door, elves may automatically make a *perception* check to notice it.

Stealth Bonus: The natural grace of their race gives wood elves the ability to move about noiselessly and conceal themselves. Wood elves gain a +2 bonus to all *stealth* checks.

Twilight Vision: Wood elves can see normally by moonlight and can see up to 60' away by torchlight.

Weapon Training: Wood elves begin play with a +1 bonus to attack rolls made with one of the following weapons: longbow, composite longbow, shortbow, composite shortbow, longsword or shortsword. The wood elven character is proficient with this weapon, regardless of class.

DEEP GNOMES (Svirfneblin)

Deep gnomes, also known as svirfneblin, are members of a breed of gnome that lives deep beneath the surface of the earth. They can be of any class or combination of classes that is permitted to surface dwelling gnomes. Deep gnomes are more muscular than their above-ground cousins, their gnarled skin ranging from medium brown to grayish brown in color. They have gray eyes and tend to be bald.

Player character deep gnomes must be male, since no females of this subrace have ever been known to take up adventuring careers. Player character deep gnomes do not possess the innate magic resistance of non-player character svirfneblin. Unlike non-player characters of this subrace, player character svirfneblin do not automatically improve in natural armor class as they progress in levels. The reasons why player character deep gnomes lose certain abilities may be similar to why this happens to dark elves (see above).

Ability Adjustments:

Deep gnomes, like dwarves, are exceptionally robust and add +1 to their initial constitution score. They are more muscular than is typical for gnomes and, as such, do not adjust their initial strength score, though their somber nature imposes a -1 penalty to their initial charisma score.

Automatic Languages:

Deep gnomes automatically speak both Undercommon and svirfneblin, a dialect of gnomish.

Bonus Languages: Due to their interactions with these races, deep gnomes may learn any of the following knowledge: language skills, at the start of play: Common, elven, dwarven, gnomish, goblin, kuo-toan, kobold or terran.

Darkvision 120': Deep gnomes can see in complete darkness to a distance of 120'. Bright light, such as that from a torch or lantern, within 60' of the deep gnomish character spoils their darkvision.

Defensive Expertise (Giants): Years of battling giantkind has trained deep gnomes how to use their height to their advantage against such foes. They gain a +3 bonus to armor class when attacked by giantkind (ogres, trolls and giants).

Determine Depth Under Ground: Svirfneblin can automatically determine how far below ground they are.

Determine Direction Under Ground: Deep gnomes can automatically determine which direction they are traveling in when under ground.

Enhanced Senses: The keen senses of deep gnomes grant them a +2 bonus to all perception checks.

Enmity (Kuo-Toa & Drow): The age-old hatred that exists between deep gnomes and both kuo-toa and drow affords them a +1 bonus to attack rolls against these racial enemies.

Immune To Illusions/Phantasms: Deep gnomes are immune to all illusion/phantasm spells.

Level Equivalency: All svirfneblin characters, due to their racial abilities, add 2 to their character level when determining the experience needed to progress in level. As such, a level 1 deep gnome illusionist would effectively be 3rd level for the purposes of determining the experience points needed to reach next level. This increase in effective level only serves to slow level advancement and



grants no benefits to the character's level-based abilities or saving throws.

Light Sensitivity: Deep gnomes live most of their lives deep beneath the surface of the earth. They will not venture forth into the surface world except at night or on the gloomiest of overcast days. Daylight and spells such as *continual light*, affect them as follows: The character's armor class, dexterity checks, and attack rolls all suffer a -2 penalty and spellcasters must make a concentration check with a -2 challenge modifier in order to successfully cast spells. The relatively dim light given off by such sources as torches, lanterns, magic weapons, *light* spells, and *faerie fire* spells does not adversely affect a deep gnome.

Metalcraft: Deep gnomes are superior craftsmen of finely wrought, often elaborate, pieces of jewelry. Svirfneblin gain a +2 bonus to all ability checks related to crafting or appraising metal items. They also gain a +2 bonus to all *disable device* checks.

Movement Rate: Deep gnomes move 45' (9") per round.

Permitted Classes: Deep gnomes may advance in all character classes except for the barbarian, cavalier and monk. Their preferred classes are the cleric, fighter, illusionist and thief.

Stealth Bonus: Deep gnomes are adept at moving about noiselessly, and are able to conceal themselves with relative ease. They gain a +2 bonus to all *stealth* checks.

They may add their full level bonus to *stealth* checks made when hiding in an area of unworked stone, for svirfneblin are virtually invisible in such surroundings.

Stonecraft: Gnomish, like dwarven, expertise at mining and working stone allows them to spot unusual or unique stonework construction. Deep gnomes gain a +2 bonus to all *craft* and *perception* checks when dealing with stonework construction. When passing within 10' of a secret door, deep gnomes automatically make a *perception* check to notice it.

Spell-Like Abilities: Player character deep gnomes may use the following spell-like abilities once per day: *blindness*, *blur* and *change self*, as if cast by an illusionist of the character's level. A deep gnome also radiates *nondetection* as the spell, though this applies only to the individual alone and does not affect an area.

When a deep gnome becomes a player character, he forfeits some of the benefits that derive from close association with the Elemental Plane of Earth, as described above. However, deep gnomes do retain the innate ability of svirfneblin to summon an earth elemental once per day.

When a deep gnome reaches 6th level, he can perform this feat in a fashion similar to the magic-user spell *conjure elemental*. The type of creature summoned, if any, is determined by rolling d20 and referring to the following table:

d20 roll	result
1-2	summoning fails, may not be attempted again that day
3-5	xorn
6-14	8 hit die earth elemental
15-17	12 hit die earth elemental
18-19	16 hit die earth elemental
20	24 hit die earth elemental

Size: Deep gnomes are Small creatures.

Universal Resistance: Gnomes are highly resistant to all baleful effects and gain a +3 bonus to all saving throws.

HALF-ELVES

Half-elves of high elven ancestry are fully described on page 8 of the *PLAYERS HANDBOOK*. Those descended from gray and wood elves have similar abilities and restrictions. Because wild elves do not trust humans any farther than they can toss them, no instances are known of half-elves descended from grugach stock. Half-elves of drow descent retain their elf parent's disadvantages with regard to light and have darkvision 120' in place of twilight vision. They are looked upon as outcasts by the dark elf population, and are greeted with suspicion or outright hostility by humans or other elven folk.

HAIRFOOT HALFLINGS

Hairfoots, the most commonplace subtype of halflings, are fully described in the *PLAYERS HANDBOOK* on pages 8 and 9. Descriptions for the two other subtypes of halflings, stouts and tallfellows, are given below.

STOUTS HALFLINGS

This kind of halfling is a bit smaller and stockier than the typical (hairfoot) halfling. They tend to wear more armor than their hairfoot brethren and employ morningstars in addition to the usual halflingish arms.

The following racial abilities supersede those presented in the *PLAYERS HANDBOOK*.

Ability Adjustments: Stouts add +1 to their initial dexterity score. Their small size limits their strength and, as such, all halfling characters subtract 1 from their initial strength score.

Automatic Languages: All stouts automatically speak the Common and halfling tongues. They often learn the dwarven tongue.

Bonus Languages: Due to their interactions with these races, stout Halflings may learn the following languages, as knowledge: language skills, at the start of play: dwarven, elven, gnomish, goblin, or kobold.

Darkvision: Stouts can see in complete darkness to a distance of 60'. Bright light, such as that from a torch or lantern, within 30' of the stout character spoils their darkvision.

Determine Depth Under Ground: Stouts can automatically determine how far below ground they are.

Determine Direction Under Ground: Stout halflings can automatically determine which direction they are traveling in when under ground.

Movement Rate: The base movement rate for stouts is 45' (9") per round.

Permitted Classes: Stouts may advance in all character classes except for the barbarian, cavalier, magic-user, hedge wizard, illusionist, necromancer, and monk. Their preferred classes are the cleric, druid, fighter, warden, thief and scout.

Resistance To Magic: Stout halflings are highly resistant to arcane spells and gain a +3 bonus to all saves versus such magic.

Resistance To Poison: Stout halflings are also highly resistant to poison and have a +3 on savings throws against all types of poison.

Size: Stouts are Small sized creatures.

Stealth Bonus: All halflings, due to their small size, unobtrusive manner and padded feet, are naturally inclined to moving silently and hiding. They gain a +2 bonus to all *stealth* checks.

Weapon Training: Halflings have a natural talent with slings and thrown weapons. Rock pitching is a favorite sport of many a halfling child. All halflings gain a +1 bonus to their attack rolls when using thrown weapons and slings.

TALLFELLOW HALFLINGS

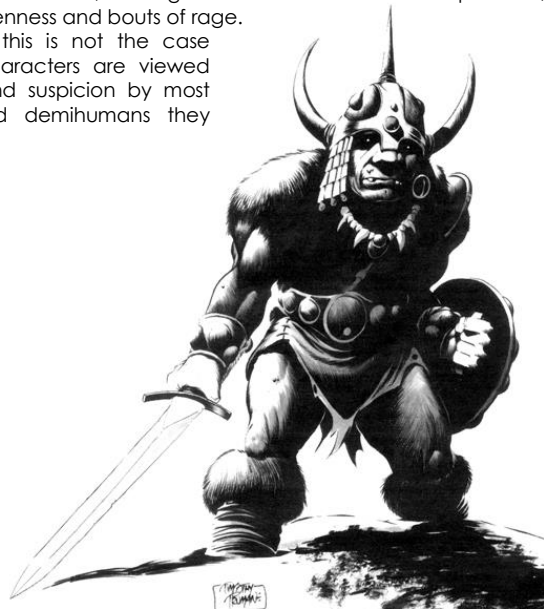
A taller (4 +'), slimmer halfling, with fairer skin and hair. Tallfellows are very rare. Like stouts they tend to use heavier armor than hairfoots. Tallfellows are able to ride ponies and use spears in addition to the to the usual halflingish arms. Tallfellows share the racial abilities of hairfoots, though they often speak elvish, in addition to Common and halfling, and are very friendly with elves.

HALF-OGRES

Half-ogres are rare crossbreeds of human and ogre. Half-ogres range from 7' to 8' in height and weigh between 300 and 400 pounds. Skin color and hair color is variable but tends to be brown, grayish, black, dull yellow (skin only) or one of the above with a slight grey-green hue. Overall, half-ogres have swarthy, dull complexions with dark, lank hair. Most half-ogres have human-like eyes, though about 20% have the white pupils common to ogrekind.

Half-ogres, though generally outcasts among humans and feared for their ugliness and size, can find some acceptance among ogres and ogrillons. Half-ogres in an ogre band need to prove themselves constantly to their larger kin, however. For this reason, half-ogres found among an ogre band are cruel, violent, and strong; weaker half-ogres usually wind up in the stew pot. Most half-ogres found among full-blooded ogres are leaders of the ogre band or are at least well on their way to becoming leaders. Long years suffering the harsh treatment of their kin help half-ogres develop a sense of cunning and a strong will to survive. Therefore, ogres under the leadership of a half-ogre fight more effectively, even engaging in planned ambushes and complicated tactics that are beyond most ogres.

There are a number of advantages and disadvantages to being a half-ogre. On the positive side, their greater size and mass allows half-ogres to use bastard swords one-handed without penalty. Their greater size and strength would also allow the use items such as a *rod of lordly might* or *hammer of thunderbolts* to better advantage. At the same time, half-ogres aren't big enough to fully employ either the *mattock* or *maul of the titans*. Luckily, protective rings, bracers, and amulets may be used by the race, despite their size. On the negative side, half-ogres are cursed with evil dispositions, prone to sullenness and bouts of rage. Even when this is not the case half-ogre characters are viewed with fear and suspicion by most humans and demihumans they come upon.



Furthermore, the cost of specially-sized armor and clothing required by half-ogres is high, two times the norm for any other Medium-sized creature, and weight is 50% more than usual. Large shields, while easier to manipulate for a half-ogre, only provide a +1 bonus to armor class because of the limited area protected by the shield. They are also too big to ride anything but a huge horse or an elephant, neither of which is readily available or of low cost. When struck by any weapon designed to slay humans or ogres, half-ogres are considered to be of either race. Rangers attacking half-ogres gain the benefits of the *avored enemies* class ability if they have chosen either humans or giants as *avored enemies*. Finally half-ogres, whether PCs or NPCs, fight at a disadvantage against dwarves and gnomes, who gain a +3 armor class bonus against giant-kind, including half-ogres.

Ability Adjustments: Ogres are brutish creatures who gain a +2 bonus to their initial strength and constitution scores, but suffer a -2 penalty to their initial charisma score and a -1 penalty to their initial intelligence and dexterity scores.

Ability Check Modifier: Half-ogres, due to their human ancestry, are allowed to choose three ability scores with which they gain a +1 bonus to all ability checks.

Automatic Languages: Half-ogres automatically speak Common and giant.

Bonus Languages: Due to their interactions with these races, ogres may learn the following knowledge: language skills, at the start of play: dwarven, gnoll, goblin, kobold, orcish or troll.

Conspicuous: Half-ogres, due to their larger size, suffer a -3 penalty to all *stealth* and *sleight of hands* checks.

Darkvision 60': Half-ogres can see in complete darkness to a distance of 60'. Bright light, such as that from a torch or lantern, within 30' of the half-ogre character spoils their darkvision.

Movement Rate: Ogres move 60' (12") per round.

Permitted Classes: Half-ogres, unlike other half-human characters, are limited in their choice of character class. They may only advance in the following classes: cleric, druid, fighter, anti-paladin, barbarian, paladin, ranger, warden, psionicist, thief, assassin, and scout. Their preferred classes are the fighter and barbarian.

Size: Half-ogres are Medium creatures.

RACIAL PREFERENCES, EXPANDED & REVISED

The following table serves as a guide in determining which races your character will like, be rather indifferent to, or dislike. As Dungeon Master you should take racial preferences into account during interactions between player characters and the various races that they will encounter (see *Encounter Reactions* on page 65 of this book).

character race	basic acceptability of racial type																
	dg	dh	dm	ed	eg	eh	ewi	ewd	gd	gs	1/2e	hh	hh	ht	1/2og	1/2o	h
dwarf																	
gray (dg)	P	A	A	G	H	H	H	H	A	A	N	N	A	N	N	N	N
hill (dh)	A	P	G	H	A	A	A	A	N	G	H	N	G	N	H	H	N
mountain (dm)	A	G	P	H	A	A	A	A	N	G	N	N	G	N	H	H	N
elf																	
dark (ed)	G	A	A	P	H	H	H	H	H	A	A*	N	N	A	N	N	N
gray (eg)	A	A	A	H	P	G	N	G	N	N	G*	N	N	G	A	A	N
high (eh)	A	A	A	H	G	P	N	G	N	N	G*	N	N	G	A	A	N
wild (ewi)	A	A	A	H	N	N	P	N	A	A	A*	A	A	N	A	A	A
wood (ewd)	A	A	A	H	G	G	N	P	N	N	G*	N	N	G	A	A	N
gnome																	
deep (gd)	A	N	N	H	N	N	N	N	P	G	N	N	G	N	H	A	N
surface (gs)	A	G	G	A	N	N	N	N	G	P	N	G	G	G	H	A	N
half-elf (1/2 e)	N	N	N	A*	G*	G*	A*	G*	N	N	P	N	N	G	A	A	G
halfling																	
hairfoot (hh)	N	N	N	N	N	N	N	N	N	G	N	P	P	P	A	N	G
stout (hs)	A	G	G	N	N	N	N	N	G	G	N	P	P	P	A	A	N
tallfellow (ht)	N	N	N	A	G	G	N	G	N	G	G	P	P	P	A	A	N
half-ogre (1/2 og)	N	H	H	N	A	A	A	A	H	H	A	N	N	N	P	N	N
half-orc (1/2 o)	N	H	H	N	A	A	A	A	A	A	A	N	A	A	N	P	N
human (h)	N	N	N	N	N	N	N	N	N	N	G	G	N	N	A	N	P

* with regard to the reactions of races other than elves, half-elves are considered as a specific racial type. However, elves will react to half-elves as if the half-elf were either a half-elf or a full-blooded elf of the same racial type as the half-elf's non-human ancestor, whichever is the more negative reaction.



EXPANDED RACIAL DESCRIPTIONS

The Dwarven Point of View: As AD&D players know, the dwarves are a human-like race, standing about 4 feet high but weighing as much as 150 pounds or so due to their broad build and musculature. Most people also know that dwarves prefer living under ground in caverns and mines, they value gold highly, and they have beards (female dwarves are also said to be bearded). Their use of axes and hammers as weapons and their hatred of orcs and giants are familiar. However, this limited amount of information is the extent of most people's awareness and knowledge of dwarves.

Scattered throughout the AD&D books and a number of other sources are other bits of information regarding this poorly understood race - information that may mean little in itself, but when put together presents in some detail an interesting portrait of a distinctly different race, one that does not share our human values and feelings on the topics of life and living. Much of the difficulty in getting to understand dwarves is due directly to their habit of separation from the affairs of other races. The dwarves are very much a race apart.

One of the most striking features of dwarven society is the inequality in numbers of males vs. females. Two out of three dwarves are male at birth, and this ratio continues to hold true as dwarves get older. The effect this has upon them reaches into nearly every aspect of their lives. Most male dwarves do not marry, but instead devote their lives to careers as craftsmen, miners, adventurers, and so forth.

Dwarves who do enter into marriage become exceedingly jealous and possessive of their partners, restricting the freedom each has in exchange for a life of devotion to each other and their children. Yet, though roughly half of all male dwarves are destined to go through life as bachelors, they do not appear overly sad or frustrated. Their careers fill their daily lives as completely as would the presence of a wife, and appear to give them much the same satisfaction (particularly in the metal-working and jeweler crafts, for reasons to be given later).

How would a human society cope with an excess of males such as this? History reveals that at times such as this, human societies turn to warfare or extreme violence in order to bring the sexual imbalance back to normal. For dwarvenkind, however, a male-to-female ratio of 2 to 1 is normal.

Some dwarves, male and female alike, would not marry even if they had the chance, so immersed are they in their work. The greatest heroes and heroines of dwarvenkind have almost always been single, as marriage means the end of any outside occupations, especially adventuring. For a married dwarf to adventure or otherwise spend a lot of time out of the home is seen as a shirking of responsibilities and a disgraceful insult to the other partner of the lowest order, in effect saying that the partner (be it he) is not worthy of the other's affections. Much of this feeling is caused and reinforced by the basically lawful good nature of the dwarven fold.

By and large, dwarves are seen as possessive, single-minded, perhaps having a narrow range of interests, yet throwing all their energies into the seeking of their goals. Dwarves are clannish, more so than most other races, and few make a habit of spending a lot of time among the company of non-dwarves for long periods of time.

A strong streak of materialism is present in the dwarven character, and they are sometimes notoriously jealous of what they own. Dwarves tend to hoard their wealth, spending money only to make more money, and are very watchful of thieves, real and suspected. In dwarven society, there is but one penalty for pickpockets and burglars, and that is death - unless, of course, the thief is working for the dwarves against someone else.

Many dwarves are rather vengeful, and remember slights or insults long after they have ceased to matter to anyone else. They may well take opportunities to redress the situation when their enemies have been lulled into complacency. Little wonder that other races sometimes distrust dwarves more than they do goblins. Who knows, they ask, what a dwarf is really thinking of you?

To other intelligent races, dwarves are humorless, "dour and taciturn," and loveless except for a lust for more and more gold. Such is not true; there is much joy in a dwarf's life in such things as the birth of a child, the crafting of a beautiful jewel, or the forging and finishing of a great suit of armor or a matchless weapon.

Yet, it is true that for the most part, the life of a typical dwarf is fraught with ceaseless toil and labor; the dwarves' work ethic makes the human conception of the same concept appear lackadaisical. They pay a price for this drive, in terms of the many lines that fill their faces

as they age. This price, however, is seen as a badge of honor among dwarves, and adds in some sense to their satisfaction with themselves. Other races don't always see it this way (especially the elves, who would be sorely distressed to have to live such serious and hardworking lives). Those few who do admire the dwarves and uphold their achievements publicly will come to win their cautious gratitude, and in time may be counted in some manner as an "honorary dwarf" if they continue to actively support and champion dwarven causes.

Interestingly enough, there is some element of humor in the dwarven character, of a nature particular to themselves. Whenever dwarves have been responsible for the rescuing of persons of other races, there is inevitably some jesting and joshing to the effect that the victims wouldn't have had to be rescued if they'd been dwarves, or that the dwarves fail to understand what was so awful about the situation (regardless of how bad it was). Though two demons, a dragon, and an entire tribe or orcs be slain in the conquest, and the dwarves be immensely proud among themselves, they may put on a casual front to other races, and would appear to treat the whole episode as a light romp in the afternoon sun.

With all this in mind, one understands how dwarves on the whole have such low charismas when interacting with other races. Yet, on the positive side, dwarves possess a powerful tenacity, driving on when others have given up and left the race. Legends and tales abound of dwarves who dared the greatest obstacles and dangers in reaching for their goals, either to emerge victorious or end up utterly destroyed. A thing is either done or it is not, and there is no half way about it.

Dedication like this can often make the difference between success and failure for adventuring parties. Such an attitude can prove to be a great morale boost for groups of adventurers, particularly lawful good ones. How could one avoid winning, with a dwarf on one's side?

The natural tendency to suspiciousness in the dwarven nature has saved enterprises from disaster, much more often than it has led to the missing of a good opportunity. Dwarves take a great interest in seeing that the party and its valuables are secure from loss - a greater interest than most other peoples can willingly muster.

Dwarves abhor slavery and all forms of involuntary servitude; they never practice it among their own kind or against other races. Foes are either made to leave the area, coexist peacefully if they elect to stay, or else are slain. Those who make a practice of enslaving dwarves run the gravest risks; other dwarves who find this out will lay aside all differences to unite and destroy them, in a fairly short time, if at all possible.

Dwarves are one of the toughest of races, perhaps the most so. Poisonous substances don't affect them as much as they do other races. Dwarves do not use any arcane spells, but this has proved to be a saving grace at times. Magical spells and magical effects of other sorts may be more strongly resisted by dwarves because of their non-magical natures. Their strength is also considerable and in battle serves to offset their short height. Though dwarves are not as agile as other races, this doesn't appear to affect them greatly in any way.

Earlier it was said that dwarves are a race apart. Indeed, they were created that way. The god Moradin, the Father of the Dwarves, is said to have fashioned them secretly of iron and mithral, in a forge in the fires at the heart of the world. No other god suspected what was happening, it is told, and when dwarves appeared upon the world the event was cause for great surprise among the other deities. Being a solitary god himself, it may be guessed that Moradin preferred it this way.

Moradin was able, through his skills, to give souls to the dwarves when he breathed upon them at their creation (also cooling them as they were taken from the furnace). This sets the dwarves in a group with only humans, gnomes, and halflings for company, of beings with souls instead of spirits (see the *DEITIES & DEMIGODS* cyclopedia for clarification of these terms).

Because they are built from the substance of the earth itself, dwarves feel a strong affinity for the lands that lie under the ground, and they base their lives on working with the earth's resources. One is struck, in the study of dwarven theology, by the relationship between procreation and metalcraft; perhaps more than one dwarven smith has looked upon a finished piece of work and felt as if he'd breathed life into the metal and given it a soul of sorts, as Moradin did so long ago. Some of the most popular dwarven-told tales concern an ancient smith who was able to do exactly that, somehow investing his creations with a life of their own. The story ends similarly to the Greek

tale of Pygmalion and Galatea, with the smith fashioning a female dwarf from the most precious of metals and having her come to life. Thereafter, of course, they were married and he ceased to bother with his crafts, being now content.

Moradin is a proud and possessive god, who owns a hammer and armor that cannot be stolen or used by any other deity in the universe. It is clear that a part of him lives on in all dwarves. The emphasis on materialism is difficult for dwarves to rid themselves of. They feel that if they want a thing they must have it before them, be it a person, object, or experience. Fond memories do not suffice, and sometimes only serve to psychologically torture the dwarf, because he may be physically unable to obtain the thing again. Either a dwarf has something or he does not.

Lust for treasure motivates dwarven thieves more so than it does thieves of other races; little do dwarves care what was done to get the item. Because of the unequivocal penalties for stealing from other dwarves, dwarven thieves base most of their livelihood on stealing from other races (thereby worsening already touchy relationships). The knowledge that dwarves go through life only once (souls cannot be "recycled" as spirits can be) may also fuel the desire to get all one can out of life before one goes. (Or, as an infamous dwarven thief once put it, "Ya gotta reach for all the gusto ya can.")

When a dwarf dies, it is considered a dishonor for the body to go unburied. Dwarven communities bury their dead in great stone vaults after ceremonial cremation, symbolically returning the body to the Forge of Moradin and then to the earth, while the soul is freed to make its journey to the outer planes. The burial of weapons, armor, and magical items with the ashes, as well as gold and jewelry, is not common and is done only for dwarves of great importance.

The long-standing rivalry between dwarves and orcs, goblins, and giants, reflected in the combat skills dwarves have against these types and races of creatures, doubtless points to older rivalries between Moradin and the gods of those non-human creatures. An investigation of theology reveals that hill giants are probably the greatest traditional dwarven enemies. For use against these huge folk, the clerics of Moradin may manufacture +3 dwarven thrower war hammers, something no other race can make.

It is said in some quarters that dwarves are more "forward" in their behavior toward females without beards, since dwarven women tend to be bearded too. This author would like to suggest that this statement be disregarded. It was not clear whether dwarven females or females of other races are being referred to, and in any case dwarves are not at all prone to mate with others outside their race. Those persons who have had the audacity to ask dwarves whether they like bearded or unbearded women best have usually been given stony stares - or, if the pollster is persistent and obnoxious enough, a firsthand demonstration of the high quality of the dwarven-made battleaxe and the skill with which one can be wielded. Such information was not meant to be spread about indiscriminately. It may be conjectured that such matters are left to the personal preferences of each dwarf.

The Elven Point of View: Elves are much like humans in physical appearance. They are thinner and somewhat smaller, averaging about 5 feet tall, but not small enough for the size difference to affect the way elves see humans and vice versa. Elves have a tendency, as do all demihumans, to be generally suspicious of human motives at the same time they admire (perhaps reluctantly) and look up to humans for their capabilities. But elves are the least affected by this feeling, and bear little jealousy towards humans for their abilities. Elves have their own set of special abilities and problems.

The greatest difference between the viewpoint of an elf and that of a human concerns their concepts of time. The wispy, lightly built elves have a life span more than ten times as long as humans, averaging 1,200 years with a maximum of 1,600 years or so. Such a time span is barely comprehensible to humankind; its effects on the elven personality are profound and far-reaching. Elven player characters can be 100 years older or older when they start play in the game and can look forward to many years more, barring accident or death in battle. In a typical elven lifespan it is possible for as many as sixty generations of humans to appear and vanish. Whole cities and nations could be founded, expand, reach a pinnacle, and fade away into degeneration and ruin in that time. Seemingly changeless, the elf would witness it all.

Time means nothing to an elf; there is little need for hurry in any project the elf is engaged in. Humans and other demihumans rush

about and vainly set out on adventures and projects that they want to complete before the Grim Reaper turns their bodies and works to dust. Few things are that important to elves. Aging seems to have little effect physically on an elf's outward appearance; unscathed by the passage of centuries and millennia, elven longevity is intensely envied by most other races who travel in the shadow of mortality. Seeing others' lives pass away around them, and having no such pressure from the presence of death, elves have attained a deep understanding and acceptance of death as a part of life by nature. They don't look forward to it necessarily, but they have no fear of it. This feeling is so deeply ingrained that elves are immune to the paralyzing touch of ghouls, from which it may be deduced that ghouls are somehow able to cause their victims to be overtaken and immobilized by their fears of death. The more powerful undead creatures can paralyze or cause fear in elves as well as in other beings because those undead have a stronger innate magical power and use different ways to bring their attacks into effect. An elf might not fear death, but one would certainly fear an enraged vampire or lich for the harm or damage it could cause.

Elves are a brave people, but are not given to foolhardiness and the sort of "damn the torpedoes" approach that shorter-lived beings use so often. Caution is appropriate since there is so much to live for and so long to do it in. It may well be that elves are aware that since they do not possess souls but have spirits (see the *DEITIES & DEMIGODS* book for clarification of these terms) instead, they will be "reborn" after some time, and likely as elves again. Why fear death when you know you are coming back to life anyway?

Their longer lifespan also imbue elves with a tendency to see things in a long-range way. The short-term results of a particular action concern elves little; things are done for what will come about in the long run. Singing and dancing all day are not actions done for the sake of the moment (as most other creatures believe). This behavior helps make life more enjoyable and easily lived, enhancing elves' love of the world and of life in general. Longevity can mean intolerable boredom unless one can manage to keep occupied for over a thousand years and enjoy it as well. Elves know how to do this with little trouble. The naturally chaotic bent that elves have comes to their assistance here, guaranteeing a life filled with variety and unpredictability. Life is an endless series of surprises to fire elves' imaginations; there are poems to be written, songs to be sung, and tales to be told about those surprises.



To members of other races, elves appear heedless of the harsh realities of the world; they have no attention span, they waste time; they are "flighty or frivolous" and carefree. They have no understanding of the value of time, we believe. How wrong we are. Elves know only too well the value of time. They cannot comprehend fully our haste to do things, our concern over things that will not last.

Longevity has also granted elvenkind a keen empathy for life and living things. The sense of oneness that elves feel with the forests is a thing beyond our ken. We perhaps also cannot appreciate the richness elves feel in life, and the fellow-feeling they have for other living creatures. Elves cannot be said to truly hate almost any creatures; even orcs are merely regarded with antipathy, for they will soon pass from life - even more quickly than humans do. The all-consuming hate orcs feel for elves is, to the elves, but an annoying problem that can be circumvented with a little patience and a few good arrow shots.

There is only one mortal race that warrants a feeling of true hatred among elvenkind, and, interestingly enough, the hatred is for a variant elven race: The drow. Drow also have long lifespans, and to some extent their mentalities mirror that of normal (high, grey, and sylvan) elves. Yet the drow nature is wholly evil and based upon darkness, things very different from the philosophy of the surface elves. Against the drow, other elves show no mercy or quarter. To have any dealings with the evil dark elves is to betray tens of thousands of years of elven unity with life; even evil non-drow elves will more than likely refuse to have anything to do with the drow. If orcs were regarded with this same feeling by elves, they would be much less plentiful than they are today, perhaps extinct.

The empathy elves feel for living things gives them the desire to communicate more with life, and elves have a wide repertoire of languages as a result. Sylvan elves, more closely tied to their forests than high or grey elves, learn different tongues, but the language range is just as wide. All elves tend to be much more expressive than humans or other beings, and are more sensitive to changes in emotions in other creatures. This does not necessarily mean that elves are always good listeners or make friends easily, however; they associate primarily with their own race, who appreciate the elven view of life best. Making friends with shorter-lived mortals is difficult, since they know that soon (by elven standards) that friend will die. Their sensitivity to emotions can be used by elves to draw people out and learn from them; elves enjoy secrets and are always seeking them for the joy of learning new knowledge. Perhaps this psychological tendency is related to their ability to detect secret and concealed doors, or perhaps this ability is just a function of living in a society that uses secret doors a lot. This might indicate that while elves seem to know a lot about everyone else, they sometimes don't know much about each other. Chaotics value their privacy highly. Regardless of racial preferences, elves can make friends from many races. In all likelihood, elves make few generalizations racially and make judgments on beings on a person-by-person basis. Were there such a thing as a chaotic good orc, he might find some friends among elvenfolk once the elves got past their initial distrust.

Most elves are basically peaceful and have little or no desire to own things, beyond the desire to have them in order to appreciate their beauty. It is enough for elves to have their long lives; material things are generally of little worth. This might seem contradictory in light of the fact that elves make excellent thieves, but elven thieves are very rarely in the business for the profit to be made. They seek the variety and excitement the thieving life offers, and care more about how interesting an adventure was rather than what material was gained from it. Well-wrought jewelry is much liked and appreciated for the level of skill required to fashion it; elven thieves prefer jewelry over any treasure but magical items. The amusing insistence of the shorter-lived races on ownership of personal property makes them particularly vulnerable to the average elven thief, who may feel he is doing the victims a favor by pointing out, in a blunt way, that nothing lasts forever.

A very self-willed race, elves tend to do very much as they please, paying little attention to social convention. They do not see other beings as superiors or inferiors, even their own leaders. Instead, they feel all beings should have dealings in a direct fashion without a complicated rank structure or hierarchy. This point of view is often appreciated by the less powerful members of an adventuring party that elves are traveling with, but bothersome to the more powerful members who are supposedly in charge of the expedition.

Leaders, to elves, are to be obeyed in matters only where the leader is knowledgeable, and they may be freely disobeyed if their rulings seem unreasonable. Individual elves follow their own leaders because they want to, not because "society" says they have to. This makes, of course, for a pretty chaotic state of political affairs, but this is greatly moderated in elven society by the elves' strong sense of identity as a race and their separateness from the rest of the social world. Thus, elven government, as disordered and confusing as it seems to an outsider, is quite stable.

If there is something elves desire strongly, it is knowledge of magical power. Magic fascinates elves, who see it as a source of infinite variety for their benefit and enjoyment over the long years. They are often magic-users, for they understand the nature of magic well.

One interesting difference between elves and other beings in mental capabilities is also related to their long lives. Elves do not sleep as humans, dwarves, and other races do. During the time an elf is resting, he is vividly reliving past memories and experiences. For all intents and

purposes, memory is a separate reality, and dreams serve as a reflection upon the world of the past. This is a valuable asset to elves because of the enormous amount of information and life experiences an elf can accumulate in a few hundred to a thousand years. Elves rarely close their eyes when they "sleep" unless there is a bright light present; thus, some have a "faraway" look in the evenings, and their companions are misled into thinking elves don't sleep or rest at all. While resting in this fashion, an elf is still alert to some extent but not overly so, and may have mild difficulty coming out of the memory-dreaming trance. This explains the elven resistance to sleep spells. Their resistance to *charm* spells may be due to their strong sense of self-will and individuality.

Elves' ability to move with great silence in natural terrain is another interesting comment on the elven desire for secrecy on an individual basis. Elven speech is soft, lilting, and melodious to the ear; it contains many subtle variations in tone to indicate the speaker's emotional state, though most races miss them or misinterpret what is being expressed. Most of these delicate tonal changes are meant to be secret from other races - again, another comment on elves' love of secrets.

The elven feeling of equality and kinship with all beings is well expressed in their religion. Elves were born of the blood of Corellon Larethian, and thus in some sense are equals to that deity (brothers and sisters, perhaps). Elven deities work closely together, with no one designated as an absolute or even partial leader. All the various cults and sects of elven religious life coexist in similar fellowship.

The long-range psychological view elves have of life is mirrored in their physical ability with missile weapons, which requires foresight and accurate depth perception on the part of the archer. Note that Corellon Larethian's longbow never misses its mark. It may be that the elven skill with swords and bows is partially due to their kinship with a deity using these weapons and no others. Also note that this deity's sword points out the most dangerous opponents in battle; this is another manifestation of the elven talents of sensitivity and awareness.

Few children are born to elves, a logical result of having such extended lifetimes. This provides a check on their numbers and makes elves somewhat less than common. Their population tends to remain fairly constant.

Evil elves strive for the destruction of life, rather than the accumulation of treasure at any cost. Banshees (also called groaning spirits), the undead form of evil female elves, are particularly well associated with the bringing of death with their keening. Assassin-class elves commit murder and destruction of life as a matter of routine, and are rather fearsome as a result. Fortunately, such beings are quite rare. Elven assassins and half-elven assassins only rarely associate with their own kind, preferring human company. The other elves tend to pick up on too many subtle clues the assassin gives off, thus spoiling the "secret." Elven males and females have always seen each other as equals; which accounts for the fact that elven queens are as common as elven kings. Corellon Larethian is regarded by some elves as male, by some as female, by some as neither or both. Though female elves do not serve in the armies in any great number (except as unicorn cavalry riders), other areas of elven life are about equally divided between male and female participants. Only actual combat occupations show a definite pro-male ratio, and even then the difference is not as extreme as in (for example) human or dwarven armies.

As a final comment, no other symbol could represent as well the changeless and ever-changing state of elven life as the holy symbol used in the worship of Corellon Larethian: The crescent moon. Always present and always different, looking upon the world year after year, century after century, with the same serene face. Though humans and other people come and go, the elves and the moon remain.

The Gnomish Point of View: Gnomes are small demihumans closely related to dwarves. They average about 3'6" in height and weight about 80 pounds; their skin tones range from brown to dark tan to grayish brown, and they have gray or white hair. Gnomish males are bearded but females are not. Though most people tend to think of gnomes as just smaller dwarves, they have different capabilities and a much different outlook on life, and are certainly worthy of consideration as a race unto themselves.

Gnomes are perhaps the rarest of all demihumans, though halflings in some areas are tied with them for the distinction. Less than 5% of

adventuring demihumans are gnomes. They prefer living in temperate climates in rough and hilly terrain.

Gnomish communities are composed of elaborate underground tunnel complexes much like those dwarves inhabit, and all such communities maintain a network of mines for metals and gemstones. However, gnomish complexes do not go as deep into the earth as dwarven tunnel systems do, and tend to be spread out over a wider area. Though gnomes enjoy their mines and their close association with the earth, they also appreciate the world above ground, and love the beauty of the wilderness and of living creatures.

Gnomes seem to have struck a happy medium between the attitudes of dwarves and elves in this respect. Dwarves seek mastery over their environment, treating it as a thing to be shaped and governed; elves seek union with their sylvan environments, making themselves at one with nature. Gnomes, splitting the difference, look upon their environment and the creatures within it as separate but equal to them, as friends and helpers. For this reason they have learned to speak with all other burrowing mammals and often have working relationships with local groups of badgers, groundhogs, and so forth for food-gathering and mutual defense. Gnomes sometimes have such creatures as companions; they treat their animal friends as partners and not like pets. Certainly it does not hurt such relationships that gnomes are small enough to see "eye to eye" with these small mammals.

Communities of gnomes are closely knit, and tend to engage in much friendly competition with other such communities. The major trades include jewelcraft, mining, metalworking (including armor and weapons manufacturing), a minor amount of farming (a skill almost unheard of among dwarves), hunting, and involvement with the local military as scouts and community militia. Trade with other gnomish communities and demihuman villages and towns is brisk, though few gnomes leave their homes to become traveling merchants. In general, humans trade with gnomes less frequently than do elves, halflings, or dwarves, due to some mutual distrust and avoidance, but some human areas are quite friendly with gnomish folk, sending them clothing, foodstuffs and spices in exchange for ores, gems and jewels, and worked metal products (weapons, tools, armor).

Humor is very important to the gnomish personality. Gnomes go for practical jokes, especially the sorts that are directed against larger creatures and enemies. When directed against other gnomes, these jokes tend to be friendly, with no harm intended. But against humans and other large races (including humanoids), gnomes' humor is more of a weapon, and takes on a darker aspect. A good practical joke played on an enemy (like substituting a necklace of strangulation for a necklace of missiles in a half-orc's pocket) will win immense status for the responsible gnome.

Those whom gnomes do not trust are dealt with carefully; they may find themselves perplexed, led around in circles, and kept unsure of just what is going on. The gnomish brand of humor is demoralizing to enemies of the gnomes, who may find themselves constantly subject to booby-traps of every conceivable sort. Humans have found it helpful to develop a manner of humility and respect when passing through a community of these small folk. Those who are earnestly friendly and supportive of gnomes may soon find them to be close friends. Gnomish mercenaries will assist non-gnomes fighting directly for gnomish causes; their service may also be given in other, non-critical (to a gnome) situations, but they won't take things quite as seriously in such instances, and won't necessarily stop their practical jokes (though they will become more friendly and harmless).

The lawful good orientation of most gnomes comes from their sense of community spirit and cooperation with one another and other allied beings. This is muted to some extent by a more neutral, nature-loving concern that includes a tolerance for other alignments and a desire to maintain the balance of nature. Though gnomes may not like chaotic evil beings, there is still the feeling among most gnomes that such creatures are necessary in some way to maintain a balance with other alignments. Neutrally aligned gnomes are not often prone to be closely involved with other races, with the possible exception of sylvan elves and rare communities of tallfellow halflings of neutral alignment.

Perhaps because of their close association with the earth, gnomes are tough when it comes to constitution and related matters. They are resistant to many poisons and magic spells; as with halflings and dwarves, certain magic items (i.e., rings) may malfunction when used by gnomes, because of this resistance. Gnomes are also able to consume large quantities of alcoholic beverages and not be as affected as a human might be; gnomes drink as much as dwarves do, but whereas a

drunken dwarf becomes (generally speaking) more obnoxious and gruff, with a tendency to fight everything that moves, a drunken gnome becomes euphoric, laughs at everything, and joyfully insults anyone or anything larger than himself.

Gnomes are rarely on good terms with any evil humanoid race, but their most hated enemies are the kobolds. Both races compete for the same sort of living space and materials, and their deities have long warred with one another. Garl Glittergold (the major gnomish god) once caused Kurtulmak's most elaborate and richly decorated throne room to develop a structural defect in the ceiling, making it collapse at an untimely moment when the kobold god was entertaining one of the major arch-devils. The latter believed the ceiling collapse was an assassination attempt, and in vengeance hung Kurtulmak by his tail over an active volcano for six weeks. The kobold god has since devoted all his energies to the destruction of all gnomes, but his efforts seem to have only made the gnomes tougher on the whole. All in all, it was a grand joke indeed.

Goblins also hate gnomes, though not with the single-minded fury that kobolds have for them. Gnomes, in turn, hate these races to the point where they will attack them in preference to any other race of enemies, and gain a bonus to hit them as well. Because gnomes are small enough to dodge between the legs of larger opponents and evade blows, giants, trolls and ogres have a very tough time scoring any hits on them.

The physical senses of gnomes are very well developed. Eyesight is good and includes darkvision out to 60' or so. Gnomes have sensitive hearing and their communities are unusually quiet compared to those of other races as a result. Some gnomes prefer walking some distance ahead or behind groups of noisier (usually meaning human) races. Gnomes also have a more highly developed sense of taste and smell than other races, and have larger noses that some people find quite amusing.

Gnomes go adventuring for various reasons; many such adventurers are multiclassed. Gnomes are able to learn the skills of the bard, cleric, druid, fighter, paladin, ranger, magic-user, illusionist, thief and assassin and are better able to mix classes than either dwarves or halflings.

Gnomish thieves and illusionists, for obvious reasons, are especially able to use their talents to pull jokes on other beings. The feeling that gnomes have been slighted by many other races without cause (a claim not without substantial evidence) makes the fighting and thieving lives most attractive, as a way of evening up the imbalance. Assassins are motivated by a similar "get 'em back" philosophy, and enjoy taking vengeance on their enemies with macabre humor. Illusionist gnomes are rare, but highly respected in their home communities for their powers; learning illusionist powers takes a great deal of time and practice compared to learning fighting skills or thieving. Gnomish adventurers of any sort often think of themselves favorably as "giant killers" ("giant" here meaning anything larger than 5 feet tall).

Aside from elves, gnomes are the longest-lived race among humans and demihumans, reaching a maximum age of over 750 years. As with the elven folk, this has to some extent changed the gnomes' concept of time. Gnomes are not usually prone to hurry with tasks, and are good at making up a variety of amusements with which to occupy their time. Joke-playing and other humor is very useful in this respect. Gem and metal crafts take up much of a gnome's time in later life when adventuring begins to pale, and community service is a popular option. Mining, of course, can be done at any age, and frequently is.

As a race, gnomes are quite adaptable. Though they do not particularly like the sea or other large bodies of water, they are more willing than dwarves to live in such areas. Undersea communities of gnomes, with tunnels leading from great air-filled caverns beneath the waves to rockier ground on the shore, have been reported. These complexes would be extremely rare, since most gnomes do not know how to swim. Other colonies of gnomes have been reported in arctic areas, clustered near geothermal springs or places with mild volcanic activity.

Recently, a purely subterranean subspecies of gnomes was discovered; known as "deep gnomes." These beings are on close terms with many sorts of earth elementals, just as surface gnomes associate with burrowing mammals. They possess an innate magic resistance and spells of illusion; their language is a modified form of the surface gnome tongue. Gnomes seem to be turning up in the most unexpected places - perhaps their way of having a little joke on all the other races.

The gnomish personality is well represented by their chief deity, Garl Glittergold. Garl is mischievous, courageous, witty, and strongly drawn

to the adventuring life. His great axe is actually his companion; Arumdina is quite intelligent, and has the power to cut stone and heal Garl as desired. It is interesting to compare Arumdina (as Garl's companion) to Moradin's hammer (which is non-intelligent and his personal tool) and to Corellon Larethian's sword (which is an extension of the elven god, virtually a part of him). Gnomes have a number of other gods, but Garl is the best representative of gnomes as a whole. His everchanging gemstone eyes seem to fit well into his unpredictable (though still lawful) nature.

Like dwarves, gnomes have a distinct sexual imbalance in numbers (two males for every female), and this does have an effect on their society. Gnomes, however, do not have the rigid sexual and marital mores dwarves have. Expressions of love and caring are shown more freely, and courting is a popular pastime among gnomes. Since most gnomes do not marry early in life, this means very long courtships, some lasting several hundred years (making for some particularly amusing tales and jokes).

Those males who choose not to be married become more immersed in their crafts, and develop close, non-sexual relationships with friends who are either other male gnomes, humans or demihumans of either sex, or animals. These relationships are looked upon by married and unmarried gnomes alike as being as valuable and important as a marriage relationship, though humans and other races might be hard pressed to see things that way. Gnomes will go to great lengths to aid those they become attached to, and will feel a strong sense of responsibility for them.

The Half-Elven Point of View: Half-elves, the children of human-elf unions, are not in themselves a true race. Such individuals are found throughout human and elven societies, though not in great numbers.

In appearance half-elves, male and female, tend to stand apart from their contemporaries of either race. They are larger than elves and smaller than humans, with the coordination and mental sharpness of the former and the physical might and toughness of the latter. Their facial features (ears in particular) tend to carry a strong elvish influence, though hair color, skin color and texture, and eye color are largely derived from the human parent. Despite these differences, most half-elves see themselves as gifted and not "strange." They are proud of their heritage and their abilities, and are widely accepted in most societies. If there were ever people who could make a claim to having the best of two worlds, half-elves would be the ones.

Even the inner nature of the half-elves shows a confluence of human and elven elements. A strong love of natural beauty and the outdoors is usually picked up from the elven parent, along with a strong hint of chaotic variability. Whereas elves are by comparison rather clannish and avoid contact with non-elfen races, half-elves are very outgoing and make friends easily, perhaps a result of mixing the affinity elves feel for all living creatures with the adaptability of humans. Half-elves appear very versatile, and manage to fit into a fairly wide range of social environments. They may be of any character class and have as much capability for magic as either humans or elves have (though their love of magic does not approach that of the elven people).

The most profitable career that some half-elves may turn to is, of course, thieving, in which they are marginally better overall than even humans due to their heightened senses and ability to find secret or hidden doors. Half-elves also make very good assassins, being able to pass through elven or human society and disguise themselves as members of either race. Only humans and half-orcs have enough taste for such a career so as to do better at assassin-style killing than half-elves.

Though long-lived, half-elves are not extraordinarily so. They tend to share the faster-paced human view of time than the all-the-time-in-the-world elven view. Still, with an average lifespan of 250 years, they tend to feel that they need not rush to do most things. They do seem to try to keep fairly active, and many half-elves are drawn to a vagabond, adventuring sort of life. Perhaps many of them feel some degree of separateness from the lives of humans and elves, not completely at home in either case even if otherwise welcome. Individually, half-elves are quite varied in personality. Some have more elven traits than human and others vice versa. A few manage to achieve a reasonable balance between the two ways of seeing things, mixing a deep respect for nature and life with the generally human desire to build and alter the environment, and interact with other peoples on a more frequent basis.

In religious matters, half-elves may adopt either human or elven deities; there doesn't seem to be any particular preference in either direction, though the society in which the half-elf was raised is usually the determining factor. Most people think of half-elves only in terms of those

who are the first-generation descendants of humans and elves; yet, such half-elves are fertile, and may have children by other humans, elves, or half-elves. Second-generation and further descendants will possess more of the characteristics of whichever bloodline is predominant. It is not unusual for otherwise normal humans on rare occasion to have twilight vision or pointed ears, or a light build, to remind them of an elven ancestor; in a similar manner, there are elves who may have reduced resistance to sleep and charm spells, or a broader build, passed on by a human ancestor.

It is interesting to note that humans are apparently not the only beings that elves can intermix with. Tallfellow halflings bear distinct resemblances to their elven neighbors, for good reason. Since halflings are closely related to humans in many respects, this is not surprising. Half-elves of other racial mixtures are virtually unknown. Elves and orcs cannot interbreed, which is interesting since both races can breed with humanity.

The Halfling Point of View: The smallest and physically weakest of all the demihuman races are halflings, so named because they are almost exactly one-half the size of humans. Male halflings average 3' in height and females slightly less; they all weigh about 50-60 pounds, and they look much like small humans. In fact, evidence suggests that halflings are more closely related to humans than any other demihuman race.



Most humans tend to see halflings as child-like, basically happy, naive, and hungry most of the time. Some of these observations may be correct, but the whole impression is still rather superficial. How do halflings see themselves and the rest of the world? How do they see us? One of the key words in halfling society is security. The world, from their viewpoint, is both helpful and hostile, and it's the hostile part that concerns them. The average halfling has a strength rating of about 8, weaker even than an average kobold. Direct hand-to-hand combat with an opponent of almost any sort can easily be a losing proposition due to this physical weakness, along with the halfling's height disadvantage (against most creatures).

These facts profoundly affect halflings' lifestyles and the structure of their community. Halfling fighters, despite their disadvantages, are still quite common in any such community. They function in an almost entirely defensive role, generally unwilling to travel with large armies off to war except in the most urgent circumstances. Halfling fighters also serve as the local police or sheriff's department, keeping the peace among their fellows and among the non-halfling travelers who pass through town.

Halfling fighters are known to go adventuring, but rarely go very far and are prone to retire before establishing a stronghold and becoming the lord of a domain. Then they may become involved in the local militia or government, devoting the rest of their lives to community service (for which they are much appreciated).

Halfling clergy, either druids or normal clerics, almost never go adventuring unless it is a matter of great importance to the halfling people. Their primary function is to help maintain the security of the halfling community to the best of their abilities, and their most common prayers are for the continued support of their deities in keeping their homes safe and their lives untroubled.

The normal members of the halfling community generally believe in an orderly, cooperative system of working together to ensure the continued stability of their society. Individuals who break the rules are scolded and punished for "rocking the boat," and it is impressed upon them that their activities are endangering not only themselves but their

neighbors as well. "Safety in numbers" is the moral of many of the children's stories halfling youngsters hear. This outlook tends to discourage notions of going adventuring in all but the most courageous - or foolhardy.

It is an interesting contradiction of their society that, while halfling adventurers and heroes who leave the community for long periods of time are much revered, they are also seen as being outside the bounds of "normal" halfling behavior. No parent tells a child to grow up and be like Uncle Boffo, who killed a worg singlehandedly and saved his friends from death by backstabbing a ghou. "Uncle Boffo is not like us regular halflings," mother would say instead. "We're awful glad he's around, but still it was foolish of him to go adventuring like that when he knows he could get hurt or lost. We're safer staying here at home."

The negative consequences of this insistence upon security are readily apparent. The average halfling is reluctant to take action in unexpected situations without looking for a consensus among other halflings of what would be the best thing to do. Thus, halflings tend to appear shy, fearful, and overcautious when on their own for the first time. Their society appears stagnated in the eyes of other races, and they tend to close themselves off from the rest of the world.

Halfling life, while it seems to suit them well, can be described at worst as clannish and on the boring side. Yet there is a great strength in this lifestyle, too. Once motivated by a leader-type toward some course of community action, halflings en masse can be powerfully effective in dealing with invaders, disasters, or other such problems.

Oppressors can be overthrown almost before they are even aware there is a rebellion afoot, due to the halflings' speed and the intense cooperation halflings demonstrate in a group of their fellows. On more than one occasion, brigands who had previously raided a halfling community have been completely wiped out on their second raid, because they overestimated their abilities against such apparently weak folk.

How is this possible? This ability is largely due to the halflings' sense of organization and willingness to work together. At least as much of a factor is that halflings, more than any other race except elves, are natural-born guerrilla fighters. This is not to say they practice warfare a great deal - they don't. At the same time, halflings are blessed with keen senses and a knack for concealing themselves from others. Their feet (usually noticeable only because they are hairy) are thick-soled and well adapted for silent movement.

Most helpful of all in many ways is their skill with missile weapons. Short people of any race, unless they are very strong, are at a disadvantage in hand-to-hand combat. The best they can hope for is to kill an opponent before the enemy gets within striking distance; this is where bows, arrows, and slings fill the bill. Halflings have practiced long and hard with thrown weapons and slings for this very reason, as well as using them for hunting and sport. Halflings have exceptional natural dexterity as well. All this combines to make them highly accurate with ranged weapons.

Imagine, then, the effectiveness of a group of thirty halflings, wearing only leather armor and equipped with short bows, hiding in a woods by a roadside, awaiting the passage of a robber gang who cannot see or hear them. Bows are very quiet, and pinpointing the location of a bow-sniper in a forest is hard enough without having to locate a sniper who can effectively disappear in the same environment. Halflings do not shoot to wound. They have trouble taking prisoners, for the same reasons they aren't good at close combat.

One of the things a small person can do to protect himself is to ally himself with a bigger person, even if that bigger person isn't the most likable sort of guy. Halflings seem to make such alliances on a larger scale than other races. It is very unusual to find a halfling community located more than a couple hours' ride from a dwarven, elven, or human settlement.

Depending on the makeup of the nearest town(s), the population of a halfling community will include varieties of halflings that resemble their non-halfling neighbors. Hairfoots live near men and reside in small cottages. Tallfellows live in forests (some in hollow trees) like elves and are more lithe and elven in appearance. Stouts are shorter than hairfoots and live in caves and tunnel complexes.

Some of these similarities are probably due to imitation and the effects of the environment. However, there is always the possibility of an occasional cross-marriage and subsequent mixing of the gene pool. Cross-racial marriages are quite rare in halfling society, but have been known to occur. Very little is said or heard about them, though.

Most halfling towns are set in temperate hills and plains. The dwellings themselves tend to vary as described above, but are usually a curious mixture of above-ground cottages and hillside burrows and tunnels. Individual homes are outfitted for comfort and a restful atmosphere; greens and yellows are much used in interior color. Large spaces are set aside for outdoor gatherings like parties, community meetings, and sports events. Gardens are common, and halflings are prone to outfit their homes with odd bits of natural decoration: rocks, minerals, plants, bark.

Everything about halfling society contributes to the feeling of closeness and safety. Even maps of halfling manufacture rarely describe areas external to the community, other than noting (on the margin, in small print) that to the northeast is "where all the humans live," or that "the mountains are said to be in this direction," and so on. Halfling communities located near dangerous areas are often honeycombed with subsurface tunnels and ambush points, should invasion occur, and the lands around are heavily scouted by missile-armed patrols; ambush points are likely to be maintained as well.

Despite their misgivings about the "bigger folks," halflings are generally open and conversational with others. They have good relations with other races, though the bigger people are seen with some suspicion. Halflings in general do not bear hatred for any race and are prone to accept even the normally unacceptable sorts like half-orcs into their community (though everyone will be watching, of course). Halflings are usually trusting and honest, though they also enjoy pranks and may become evasive if uneasy with their company.

With all the things working to discourage a halfling from ever becoming an adventurer, one wonders why some do anyway. Every society, no matter how closely knit, will have some rebels, those who don't fit smoothly into the usual scheme of things. Many halfling adventurers (particularly thieves and fighter/thieves) are from this sort of background. They grow tired of the unchanging nature of their life at home and set off seeking a little excitement.

Nearly all halfling adventurers start out with naive attitudes and high expectations of how things are going to turn out; subsequently, some fall prey to the multitude of subtler dangers one meets in the adventuring life. Yet even then, these halflings see their troubles as a fair price to pay. Going adventuring is a sort of protest against comfort, a reaction to having things come too easily. Certainly these adventurers aren't rejecting all comforts (some have been known to bring their pillows with them in case they were unable to find a bed). Adventuring is a dare to halflings, a calculated risk. It makes the adventurer more acutely aware of his own limitations and capabilities, and, in the words of one halfling, "It makes you feel more alive." Halfling adventurers of any class almost never travel alone, and prefer going in a large group with a lot of non-halflings in it. (Any being who is not a halfling is automatically seen as capable and experienced in adventuring.)

Because of their natural abilities to move silently and hide, most halflings desire to take up a profession that makes the best use of these talents. Being a fighter has the drawback of putting the halfling in frequent close-combat situations (the disadvantages of which have been noted before). But being a thief, or a combination fighter and thief, is another matter entirely.

Now, it should be noted that halflings as a whole are law-abiding and honest. They don't make a living picking one another's pockets, or filching gems from treasure rooms. Thieves, however, aren't supposed to get into direct combat. They are supposed to move silently, hide a lot, and make moves unseen by their opponents. Thieves learn to open locks (fueling a halfling's normally irrepressible curiosity about what is going on behind locked doors). As for stealing, well, that can be rationalized as borrowing, or taking things that someone has too many of and won't miss anyway, and besides, it would be nice to have that ring...

Halflings make excellent thieves. They almost never admit to being of that profession, though. Halfling thieves describe themselves most often as simply "adventurers" or "scouts." One diminutive miss, a master of the thieving art, says, "I'm a fighter. I just happen to do my best fighting from behind."

Halflings who adventure for a long time often undergo a subtle change in the way they view their home community. They become mildly acute critics of the stifling aspects of halfling society, exceedingly aware of the stagnant atmosphere, the extreme concern with safety, the closed-mindedness that permeates halflings' lives.

Yet they, the adventurers, are also among the most vigorous defenders of their home towns. After a long period of hazardous journeying, after

seeing the innumerable horrors lurking in the outside world, the quiet and security of a halfling community is a wonderful relief indeed. "There have been times," said one returned adventurer, "when I wished a demon or two would come through town and make things interesting. I was so bored. But then, if I really want to see demons, I can go to a dungeon. It's better that things stay quiet here at home even if it is a little dull."

Halfling religion mirrors the race's preoccupation with security. Yondalla, the most powerful and widely worshipped halfling deity, is usually known as the "Protector" who serves as a guardian against evil forces. She is able to hide her worshipers with illusions, usually making them invisible or disguising them as natural foliage. Yondalla's symbol is appropriate, too: The shield, representing defensive power and security. Her holy day is called "Safeday." Yondalla is also the "Provider," an aspect perhaps related to the halfling love for comfort.

Yondalla uses a variety of magical weapons in the defense of her people, but none of them are particularly important in the ceremonies for her worship, or even in the tales in which they appear. It was Yondalla, by the way, who gifted halflings with their resistance to magic and poison, to protect them even further from the ravages of the world. The smallest of all the demihumans, then, is a race that at first glance should have been quickly overwhelmed by the great cruel world long ago. It wasn't, though, and halflings continue to thrive in close cooperation with the other demihuman and human races.

Though halflings maintain a low-key existence, individuals arise with surprising regularity to considerable heights of fame (or infamy) as thieves; as such, they will continue to remind the rest of the world that the halflings are still here - with each purse stolen, each treasure chest broken into, and each pocket picked.

The Half-Orcish Point of View: Half-orcs, as everyone knows, are what you get when you cross orcs and humans. They are not uncommon in the world of the AD&D™ game, and they do not enjoy good reputations among most populations. One well-known authority describes most half-orcs as "rude, crude, crass, and generally obnoxious."

Why do half-orcs seem to turn out this way? What makes them tick? To better understand half-orcs, one needs to understand the non-human aspect of their nature. Orcs are probably the most common sort of humanoid creatures. They vary widely in physical appearance, but generally seem to retain a vaguely human look, tinged with a hint of something... else.

In nearly all orcish societies, the social philosophy is the same. Orcs are the ultimate social Darwinists; only the strong and the clever survive, and the strongest and cleverest orcs are the ones who manage to reach the upper social levels of their cultures; orcs have no respect for those weaker than themselves, and are quick to step-and-fetch for those stronger than they. They distrust all overtures of friendship and love, seeing these as a cover for other, baser intentions; if they discover feelings of friendship to be quite genuine, they immediately attempt to manipulate events to take the best advantage of them and gain the upper hand.

Orcs are like this because of the influence of their deities (discussed later in this tome) and because of their own past. Sages have uncovered much evidence showing that orcs developed in regions generally hostile to life; survival was difficult, and only if a group worked closely together could it hope to collect enough food to get even a part of its numbers through the year. While the group would have to work together to collect food, distributing it was another matter. The strongest orcs got the most food, and the weakest ones got none at all. (They were probably going to die anyway, right?)

The very toughest orcs managed to receive more than just the bare minimum of nourishment, enough to make life more comfortable for them and give them a certain degree of personal security. This also gave them the chance to explore more intellectual occupations than food-gathering, like figuring out how to get more food and living space. The easiest opportunity to be realized was to take food and/or living space away from other folks, and these other folks were usually other orcs. Intertribal competition became fierce, and over the centuries many of these conflicts have "evolved" into what seem to be eternal states of war between various tribes.

Orcs are nocturnal by nature. They prefer to catch prey when it is asleep and less able to escape. Orcs have done this for so long they've developed darkvision. The development of darkvision was assisted by the orcish habit of living in caves for protection. Orcs tend to live in wilderness areas where the sky is heavily overcast and direct sunlight is

nonexistent or rare at best. In magical universes such regions are frequently found, their twilight perpetually maintained by the forces of magic cast by mortal or godling. In these places orcs will be much more active than is customary in the daytime, even to the point of conducting raids and hunting, but it is at night when orcs really become dangerous.

Though such lives of hard work and danger have made most orcs rather strong and tough constitutionally, the race has a short lifespan. A 40-year-old orc has reached the virtual end of its natural life; the average orc lives for 12 to 26 years. As might be expected, orcs have a very high rate of reproduction, but their infant mortality rate is quite high, too. Barely one orcish child in three will see adulthood, and fewer still will see old age.

None of this is any surprise to non-orcs who have made even the briefest study of the race. But what shocks the casual observer is the degree of acceptance, even preference, orcs express for this situation. "How could we feed so many hungry little mouths?" retorted one orc prisoner to a curious paladin. "If you have lots of brats and some of them die, so what? They were the weakest . . . the strongest ones will live and work for you, make you proud of their strength. Who wants weak sons? Your enemies will kill you in your sleep if they see you are protected by weaklings."

As can be inferred from the above comments, orcs prefer male children. Though females are born only slightly less often than males, much fewer of the females survive to adulthood. Other demihuman races with sexual imbalances have that property because of natural reasons; orcs (and certain other humanoids as well), however, are more likely to practice selective infanticide, or otherwise forcibly adjust the ratio of males to females. The emphasis in orcish society is on fighting ability to gain status and well-being; since they have less muscle than males, females generally lose out. Orcs believe that the only value female orcs have is in bearing children (as many as possible) and keeping the cave clean.



Orcish religion is interesting, too, because of the great extent to which the orcs' way of life mirrors the tenets of the religion they follow. By and large, orcs do not appreciate the consequences of their actions beyond the immediate present (a byproduct of their low wisdom). What they do, they do for the here and now, occasionally with some (but not much) consideration for the future. This is probably due to the necessities of their harsh life; one does not have time to think of the future when one must worry about just getting through today. For orcs, however, this reasoning applies even when times are comparatively good and food is plentiful. They continue to worry primarily about now, not later.

This attitude is reinforced in their religious ceremonies; no mention is made of the future beyond the statement, oft repeated, that orcs shall rule the world someday. It is interesting to note that Gruumsh, the major orcish deity, is one-eyed; this means he has a narrow field of vision and no depth perception at all. The many tales about Gruumsh reveal that, indeed, he too appears prone to act first and think about it later. When he meets another godling who appears to fail to notice him, or to give him proper respect, he doesn't ask why; he attacks.

When Gruumsh's moronic (and two-eyed) son Bahgtru stubs his toe on a huge rock, Gruumsh curses the rock and tries to wrestle it. After breaking it into small pieces with Bahgtru's help, he proclaims a victory over the forces of nature. Never mind that he and Bahgtru had their feet cut by rock fragments, or that they are so tired from breaking the rock that they have trouble later fighting giants. The point had to be made, then and there. While Gruumsh will usually act with some forethought and planning, his rage is easily ignited, and it inevitably clouds his judgment. With only one eye, he has but one view of the world: his own. Orcish shamans and half-orc clerics imitate Gruumsh by plucking out one of their eyes, hoping to gain Gruumsh's perspective.

With a background like this, it is hardly surprising that half-orcs are as they are. Produced under questionable circumstances at best, half-orcs will usually retain some properties of both species, human and orc, wherever they are raised. Those brought up in orcish society (the male ones, at least) will be immersed in the previously described orcish social philosophy. Though orcs have some degree of dislike for "half-humans" among them, they are also aware that such beings generally possess more adaptability and cunning than a full orc, and have the potential to be stronger than the average orc.

Unless rivalry between the half-orc and his peers ends his life at an early age, the half-orc will usually achieve a quite respectable position of power and influence in his tribe. Aware that he is not a full orc, the half-orc will probably feel much superior to orcs and assume added arrogance and pride - thus successfully mixing the worst of human qualities with the "best" of the orcish. These sorts of leaders are exceptionally dangerous, possessing enough foresight and intelligence to lead their tribes on much more widespread raiding, banditry, and warmaking than is usual for orc bands.

Life is not all rosy for this type of leader, of course; rivalries, jealousies, and intrigues will probably continue within the tribe against him unless he becomes powerful enough to command immediate obedience at the risk of swift destruction. A few cases are known of half-orc females rising to positions of power within a tribe; usually this female is either a warrior disguised as a male (who must flee or die if her deception is discovered), or a cleric for one of the few orcish religions that permit female shamans or clerics. In no known cases have female half-orcs become as widely feared or powerful (personally or politically) as male half-orcs, though this is not through any fault of their own. Orcish sexual prejudice is deep and strong.

Half-orcs raised in human society, usually without the orcish parent present, have a greater likelihood of adopting a variety of non-orcish attitudes and lifestyles, but even then will have some less savory aspects to their nature as well. The average human has a dislike for orcs and anything with orcish ancestry; half-orcs will find themselves the objects of prejudice in most human communities.

Many half-orcs react to the local expectations of them in predictable ways (incidentally reinforcing those expectations). In other words, treat a half-orc as if it were dangerous and bad, and it will probably become dangerous and bad if it wasn't already. Yet there have been examples of neutral-aligned half-orcs and even a few of good nature; most of these retain an unnatural (to many humans) affinity for lawfulness and obedience, but are otherwise acceptable company. Half-orcs raised in a human community are very unlikely to be able to speak orcish unless they have had formal study in it.

Half-orcs have a variety of careers open to them, in whatever society they inhabit. Obviously, and most commonly, they make good fighters; orcish tradition strongly emphasizes personal combat and physical strength.

Half-orcs are fairly good at thieving and banditry, but suffer from relatively poor intellects and have some difficulty in applying themselves constantly to improving their skills. Half-orc thieves generally steal for the same reasons as anyone else does, but tend to feel that they are especially justified in what they do by one of their laws of survival: he who cannot hold onto what he has, does not deserve it. They regard their actions as necessary for their own existence, stealing because they have to, not just because they want to.

The assassin's skills, by contrast, come most readily to the half-orc. By virtue of their casual regard for the lives of others, even of their own kind, the art of killing has a certain appeal to those with orcish blood. Half-orc assassins often come to believe their actions are for the benefit of the world in general; they are culling out the unfit in the most direct way possible, which brings out another of the orcish laws of survival: if something can be easily killed, it did not deserve to live. Who can resist the urge to be the one who wields the scythe, who decides the fates of

others, who has the power of almighty death in his hands? with their preference for a retinue of underlings, half-orc assassins can create powerful guilds to support them, and may end up spreading their influence into many a court or government.

Half-orcs who become clerics will usually combine their clerical practices with another career, most commonly as a fighter or assassin. Half-orc cleric/assassin types are invariably death-worshippers, and strive to put themselves in better favor with their awful gods by personally bringing death to as many beings as possible, within their religion and outside it.

Orcs and half-orcs generally dislike and avoid beings larger than themselves, unless (as in the case of ogres) the orcs feel they can manipulate them sufficiently, with promises of shared treasure and food, to make them useful to the orcish community as guards and/or heavy infantry. Orcs and half-orcs dislike smaller humanoid races because they are inevitably weaker, and these races are usually employed only as slaves. Goblins, who are only marginally weaker than orcs and can hold their own against them at least some of the time, are afforded more tolerance than other small humanoids.

But it is not other humanoids that orcs hate worst of all - it is other orcish tribes. The roots of hatred run deep between conflicting tribes; the original cause of friction, if there was one, has long since been lost to antiquity. Intertribal conflicts are maintained by religious bigotries; each tribe worships a particular orcish patron god with interests that (naturally!) conflict with those of other deities. Even so, all tribes usually pay some homage to Gruumsh, the king of the orcish gods.

Another question concerning orcish and half-orcish personality should be addressed: why do orcs hate elves so much? Superficial examination of the question reveals little overt cause; orcs and elves do not frequently compete for the same living space or for the same foods. But a slightly deeper examination shows that in terms of personality, probably no two races could be further apart. For example: elves are able to see many sides of a problem; orcs see but one. Elves carefully examine the long-range consequences of an action, usually before undertaking it, while orcs could care less for anything but the present. Elves are very long-lived, while orcs have one of the shortest lifespans among the humanoid races.

That list could be longer, contrasting many other aspects of the races' lifestyles, but a point has been developed. Orcs and elves are opposites in nearly every way, and orcs resent the advantages elves have, especially their long lifespan. While elves do not particularly like orcs, they think of them as a short-term problem not worthy of prolonged consideration. Orcs, on the other hand, are consumed with hatred for elves, and will slay them out of hand whenever the opportunity presents itself.

Orcish mythology has several tales of battles between elven and orcish deities. The most famous one occurs between Gruumsh and Corellon Larethian, the chief elven deity. The story goes like this:

Gruumsh ambushes Corellon in hopes of slaying him and drinking his blood, so as to inherit his special powers; Gruumsh fails, of course, through his own short-sightedness, and Corellon shoots an arrow at Gruumsh's eye.

Though the arrow failed to blind Gruumsh, apparently it was not intended to. Elven stories of the same event (much briefer than the tedious orcish versions) say that Corellon meant the arrow as a warning to Gruumsh of his vulnerability - a hint that it would only take the loss of his eye to break Gruumsh's power as a god, and that some being might be capable of bringing this about if he were not more careful. Though Gruumsh rails and curses the elven gods in many later stories, he never again tries to directly assault them, and spends his fury on mortal elves instead. Obviously, he took the hint.

In summary, half-orcs are often bound to take on some of the less desirable characteristics of their orcish parents, especially if they are raised in an orc tribe. Half-orcs are generally tough, respectful of power, and seek to have power themselves. They tend to measure one another by the number and quality of their followers, and they prefer to work within a group setting rather than on their own.

Like orcs, half-orcs often act before thinking about the results of their deeds, and appear somewhat stupid to other more foresighted individuals because of this. They dislike the weak, follow the strong, and quarrel with their equals. Again, this is not true of all half-orcs. But at least a vestige of these characteristics is present in nearly every one, regardless of their individual makeup.

CHARACTER CLASSES

The *PLAYER'S HANDBOOK* covers the nuts and bolts of character classes, explaining the mechanics of how they work and what they can do, but there is more to being a DM than just knowing the hard and fast rules. Character classes form the heart of the AD&D game, so it is useful to understand some of the concepts and relationships that define classes and how they function.

Class, Level, and the Common Man: Character class and level are useful game measures of a character's talents and abilities. Every class outlines a basic role for the character, a position and career in life. Each level defines additional power and provides a system whereby you can quantify and balance encounters. With only a little practice you learn that characters of X classes and levels can easily defeat monster Y, but that monster Z will give them serious problems. This helps you create exciting, balanced adventures for your players.

Yet, at the same time, you know that the classes available to players do not represent the common man. The teamster driving the wagon that passes the characters probably isn't a fighter, magic-user or thief. He is a man whose job it is to drive wagons and haul goods. The chambermaid is not a bard, but a commoner. The teamster or chambermaid may be exceptionally skilled and competent, but they lack the exceptional abilities of character classes. For such characters, the NPC class is presented in this tome (on pages 65-66), as are rules for quickly generating NPCs and roleplaying them.

Few people actually attain any class levels in character classes, and fewer still have advanced beyond 1st level in any class. Not every soldier who fights in a war becomes a fighter. Not every urchin who steals an apple from the marketplace becomes a thief. The characters that advance in level do so because they are in some way special.

This specialness has nothing to do with ability scores, class abilities, or levels. Such characters are special by definition. The fact that player characters are controlled by players renders them special. Perhaps these special characters are more driven or have some unknown inner spark or just the right combination of talents and desires. That's up to the players. Similarly, non-player characters with character classes are special because the DM says so. Plain and simple. There is no secret reason for this - it just is.

Adventurers and Society: If most people do not fall into a particular character class, how common are those with character classes and how do they fit into the society around them?

This is an important question, one you will answer as you create your campaign. You don't have to sit down and think out an exact answer ("2% of the population are adventurers"), although you can get that precise if you want. More likely, the answer will form over time as you populate villages, create encounters, and DM game sessions - you will unconsciously make your choices about frequency and character role. There are, however, differences in how frequently the different classes will logically show up.

Character Classes In Your Campaign: While the character discussion above provides a structure for adventurers in the game, your own campaign might be quite different. For example, there is no rule that says magic-users can't form strong guilds as thieves and assassins do. Such a group would have a profound impact on the campaign world, however. With their magical might, they could control virtually any facet of life they chose - politics, trade, class structure, even private behavior. Such a group would alter the amount of magic in your campaign and who possessed it. Organized magic-users might even attempt to limit the activities of those who present a threat to their power, such as adventurers. Whenever you alter the balance of the character classes, be sure you consider what the changes could do to your campaign.

Beginning Character Levels: If at all possible, start characters at 1st level. The lowest character levels are like the early years of childhood. What happens to a character during these first adventures will do much to determine how that character will be roleplayed. Did Rath the Dwarf save the day by fool-hardily charging into battle when he was a mere 1st level? If he did, the odds are good the player will try it again and will begin to play Rath as a bold and reckless fellow.

On the other hand, if Rath was clobbered the first few times he

rushed in, the player would begin to play Rath as a cautious, prudent fellow. Even the smallest events can have a great effect on low-level characters, so these events sharply etch the behavior of the character. Deny the player these beginning levels and you are stripping him of the opportunity to develop his character's personality.

Mixing New and Old Characters: Letting players start at the beginning is fine when you first open a campaign, and all player characters can begin at the same level. As sessions are played, however, a disparity in character levels will develop as new players enter the game or old players bring new characters into the campaign (often to replace retired or slain characters). Eventually you'll reach a point where some characters are many levels higher than their new adventuring companions. How, then, do you introduce new players and new player characters into your game?

There are times when you should allow a character to start above 1st level. A newly-created character should begin a campaign no higher than 4th level unless the group is very powerful. If this is the case, he should begin no higher than the lowest level character in the party (and it may be better to start a level or two lower).

The new character should have equipment similar to that of his adventuring companions: If they have horses, he should have a horse, too. But do not give him free magical items. These he must earn. He should start with a small amount of cash.

Sometimes a player can replace a fallen character by promoting an NPC henchman to player character status. This is a good method because the player is already familiar with the NPC and may have created a personality for him. When this happens, the player is given the NPC character sheet and allowed to take full control of it.

Pre-Rolled Characters: It is useful to have a few pre-rolled characters on hand. These should be of several different levels and classes, with equipment and personality quirks noted. These "instant" player characters can be used by guest players (those only able to play in a few sessions) and by regular players whose characters have died during the course of a session.

When the latter occurs, introduce the new character at an appropriate point and then allow the player to control it for the rest of the evening. This keeps that player from being bored. If the player enjoys the character (and you are pleased with the arrangement), you can allow him to continue playing that character in future sessions.

High-Level Characters: Along with character classes and levels comes the natural tendency to classify campaigns according to the level of the characters. Experienced players speak of "low-level" or "high-level" games in different terms and, indeed, such games are different from one another. Also differing from game to game, however, is the definition of high level.

What constitutes a low- or high-level game is a matter of taste. Generally, DMs and players find a range of character levels that is comfortable for their style of play. Campaigns that commonly have 4th to 8th level characters consider those with 12th level or more to be high level, while those with 12th level characters set the limit closer to 18th or 20th level. While there is no set break-point for high level, character duties and responsibilities begin to change around between 9th and 12th level.

Generally, players find battling monsters and discovering treasure to be less and less satisfying as time goes on. Their characters' abilities are such that monsters need to be almost ridiculously powerful to threaten them. Treasures must be vast to make an impression. While incredible foes and huge treasures are good once in a while, the thrill quickly wears thin.

When players begin to get jaded, consider changing the style of the campaign. Higher level characters have great power - they should have adventures where that power influences and involves them in the campaign world. As leaders, rulers, and wise men, their actions affect more than just themselves, spreading outward in ripples over those they rule and those they seek to conquer. Political machinations, spying, backroom deals, treachery, and fraud become more pronounced. While these elements can play a part in a low-level campaign, at higher levels, the stakes are much greater. Added intrigue can be introduced into a campaign gradually.

For example, Varrack, a mid-level fighter, is appointed sheriff of a local village as a reward for his sterling deeds. He can still adventure as he has been accustomed to, but now he must also watch over the villagers. The DM has the local bandits raid the trade road. As sheriff, Varrack must stop them. He goes with a small group, only to discover a camp of 500 outlaws. Realizing he's badly outnumbered, he beats a hasty retreat, raises a small militia, and clears the countryside of the enemy. With this he rises in level. In addition, his lord is pleased and grants Varrack stewardship of several villages, with sheriffs under his command. The neighboring baron (who organized and sent the bandits) notes Varrack's success with mild displeasure, planting the seed of a festering hate. More immediately, the craven and vengeful sheriff of the next village on the road (whose incompetence allowed the bandits to flourish) suddenly finds himself out of favor. He blames Varrack and searches for a way to bring the new steward down.

As the campaign progresses, the DM can slowly spin a web of intrigue around Varrack as enemies, open and hidden, seek to block his progress or use him to topple his own lord. Against the odds, Varrack may find himself destined to become the king's champion, gaining new titles, responsibilities, friends, and enemies along the way.

Theoretically, there is no upper limit to character class levels. The material presented here takes characters only to 20th level - experience has shown that player characters are most enjoyable when played within the 1-20 range. Above 20th level, characters gain few additional powers and face even fewer truly daunting adventures.

Consummate skill and creativity are required to construct adventures for extremely powerful characters (at least adventures that consist of more than just throwing bigger and bigger monsters at the nearly unbeatable party). Very high level player characters have so few limitations that every threat must be directed against the same weaknesses. And there are only so many times a DM can kidnap friends and family, steal spell books, or exile powerful lords before it becomes old hat.

Retirement: When characters reach the level where adventures are no longer a challenge, players should be encouraged to retire them. Retired characters enter a "semi-NPC" state. The character sheets and all information are entrusted to the DM's care.

A retired character still lives in the campaign world, usually settled in one spot, and normally has duties that prevent him from adventuring. While in the DM's care, he does not gain experience, use his magic items, or spend his treasure. It is assumed that he has income to meet his normal expenses.

The retired character can be used to provide players with information, advice, and some material assistance (if this is not abused). However, his or her overall actions are controlled by the DM, not the player who originally created the character.

If at all possible, player characters should be encouraged to retire as a group. This way all players can create and play new characters of approximately the same level. If only one player retires his character to start a new 1st level character while all the others continue with 20th level characters, the poor newcomer can't really adventure with them. (If he does, the player won't get to do much or the character will have a very short life expectancy!)

Some players may be reluctant to retire a favorite character. Explain to these players that retirement doesn't mean the character can never be used again. Be sure to create special adventures that require those high-level heroes to come out and do battle.

Every once in a while the old adventuring group may have to reassemble to deal with some threat to the kingdom or the world. It's the chance to show those upstart new characters just what a really powerful group can do! It also gives the players the opportunity to role-play some of their old favorites.

If the players see the opportunity to use their powerful characters, even infrequently, they will be less reluctant to spend most of their playing time with new, lower-level characters.



NEW CHARACTER CLASSES

This tome presents 8 additional character classes that you, as DM, may wish to incorporate into your game. Seven of these classes are secondary classes (cloistered cleric, duelist, anti-paladin, warden, hedge wizard, necromancer, and scout) and one is a primary class (psionicist) presented in APPENDIX M of this tome. The following table provides a brief overview of these classes and their abilities.

Alignment, Hit Die Type, Ability Requirements & Class Abilities by Class

class	alignment	hit die type	ability requirements	class abilities
cloistered cleric (CLERIC)	any	d6	intelligence 9, wisdom 9	cloistered cleric training, cloistered cleric spells, decipher script, lore, turn undead
anti-paladin (FIGHTER)	chaotic evil	d10	strength 9, wisdom 9, charisma 9	anti-paladin training, immunity to disease, lay on hands, multiple attacks, poisons, smite good, unholy aura, cause disease, command undead, unholy mount, anti-paladin spells
duelist (FIGHTER)	any	d10	strength 9, dexterity 9	balance, climb, combat sense, dodge, escape artist, jump, multiple attacks, weapon specialization
warden (FIGHTER)	any	d10	strength 9, wisdom 9, constitution 9	animal empathy, climb, combat sense, favored enemies, hunter's aim, multiple attacks, perception, survival, track, wilderness stealth, warden training
hedge wizard (MAGIC-USER)	any	d4	intelligence	animal empathy, green witchcraft, hedge wizard spells, hedge wizard training, survival
necromancer (MAGIC-USER)	non-good	d4	intelligence 9, wisdom 9	necromancer spells, necromancer training, command undead
scout (THIEF)	any	d6	wisdom 9, dexterity 9, constitution 9	balance, climb, combat sense, dodge, escape artist, fast movement, hunter's aim, jump, perception, scout training, sneak attack, stealth, survival, track
PSIONICIST†	any	d6	intelligence 9, wisdom 9, charisma 9	attack and defense modes, psionic powers

† See APPENDIX M (pages 299-302) for rules on the psionicist class and the use of psionics in your game.

Class Descriptions: Each class is briefly described on the pages that follow. Following each description is a level progression chart shows the class's Hit Die Type, base Bonus To Hit, Class Abilities and the number of experience points needed to advance in level. In choosing a class, keep the following in mind:

Ability Requirements: A character must meet or exceed the listed ability requirements in order to qualify for that class.
Hit Die: The relative hardness of your character is determined by his hit die type. All characters begin play with the maximum hit points possible for their hit die type, plus any bonuses or penalties for constitution. After 10th level all classes receive a set number of hit points per level and no longer roll for hit points. The character's constitution modifier is still applied to their hit points.

Bonus To Hit (BTH): This number is added to your character's attack roll, along with his ability modifier and, possibly, other modifiers.
Alignment: Alignment provides a framework or guidelines for that character's outlook and actions. If the character is restricted in their choice of alignment, their outlook and the actions they are permitted to engage in are more narrowly defined.

A character whose alignment changes to one incompatible with one or more of their character classes may not advance further in that class without atoning for their actions and returning to a suitable alignment.

Abilities: These are the special abilities of the character's chosen class. Each ability is described in detail in the class's description.

Armor & Weapons Permitted by Class

class	armor	shield	weapons	poison
cloistered cleric (CLERIC)	none	none	club, dagger, flail (horseman's), hammer (throwing), mace (horseman's) and quarterstaff	?
anti-paladin (FIGHTER)	any	any	any	yes
duelist (FIGHTER)	light	small shield	any	?
warden (FIGHTER)	light & medium	any	any	?
hedge wizard (MAGIC-USER)	none	none	club, dagger, dart, quarterstaff, sickle and sling	?
necromancer (MAGIC-USER)	none	none	club, dagger, dart, light crossbow, quarterstaff, sickle and scythe	?
scout (THIEF)	light	none	blowgun, broadsword, club, dagger, dart, hammer (throwing), hand axe, hand crossbow, garrote, gauntlet, light crossbow, longbow, longsword, quarterstaff, sap, shortbow, shortsword, sling, spear, spiked gauntlet, whip	?
PSIONICIST †	none	none	broadsword, club, dagger, dart, throwing hammer, longsword, quarterstaff, scimitar, short sword and spear	?

† See APPENDIX M (pages 299-302) for rules on the psionicist class and the use of psionics in your game.

Armor: The listed armors are those that the character may comfortably wear, those that he has trained in and may use without additional penalties (see the ENCUMBRANCE and EQUIPMENT sections for more details). If a character dons and uses an armor that is not listed for their class, they double that armor's weight for the purposes of determining encumbrance. They also are penalized on their attack rolls, taking a -1 penalty to attack rolls if wearing light armor or using a shield unskilled, a -2 penalty if wearing medium armor unskilled or a -3 penalty if wearing heavy armor without training in its use.

Weapons: The listed weapons are those that the character can use proficiently. If a character attempts to use a weapon in which they are not proficient, they receive a -4 penalty to all of their attack rolls.

Poison Use: The question mark indicates that the use of poisons is possible depending upon your character's alignment and the permission of the Dungeon Master.

THE CLOISTERED CLERIC (Cleric)

The cleric, as presented in the *PLAYER HANDBOOK*, is modeled after medieval warrior priests, such as the Knights Templar or Hospitars. Most priests, however, lived quiet, monastic lives spent in devotion to and centered on reflection of the mysteries of their faith. Priests were expected to study and teach the precepts of their faith through missionary work and through the creation of sacred texts, spreading their teachings through words and letters, rather than at sword point.

Cloistered clerics are unskilled in the use of weapons and refrain from melee in all but the direst circumstances. They may not use armor or shields but are allowed to wear *rings* or *cloaks of protection*, and *bracers of defense*. Multiclassed or split-classed cloistered clerics may use the arms and armor permitted by their other class without penalty, though no cloistered cleric may multiclass as a fighter or one of its secondary classes. Split-classing as a fighter or fighter secondary class is permitted however.

level	hit dice (d6)	bonus to hit (BTH)	experience points
1	1	0	0
2	2	0	2,500
3	3	+1	5,000
4	4	+1	10,000
5	5	+1	20,000
6	6	+2	37,500
7	7	+2	75,000
8	8	+2	150,000
9	9	+3	250,000
10	+2	+3	500,000
11	+2	+3	750,000
12	+2	+4	1,000,000
13	+2	+4	1,250,000
14	+2	+4	1,500,000
15	+2	+5	1,750,000
16	+2	+5	2,000,000
17	+2	+5	2,250,000
18	+2	+6	2,500,000
19	+2	+6	2,750,000
20	+2	+6	3,000,000

Ability Requirements:	Intelligence 9, wisdom 9
Hit Die:	d6
Alignment:	Any (lawful tendencies)
Races:	Any (except for wild elves)
Weapons:	Club, dagger, flail (horseman's), hammer (throwing), mace (horseman's), and quarterstaff
Armor:	None
Abilities:	cloistered cleric training, cloistered cleric spells, decipher script, lore, turn undead

Cloistered Cleric Training: Cloistered clerics, like their more militant brethren, are learned in matters of faith and in the healing arts. As a result of this training, all cloistered clerics begin play with the *knowledge (religion)* and *profession (healer)* skills in addition to their background skills.

The academic nature of their studies also imparts two additional starting skills. These skills may be *knowledge*, *performance* or *profession* skills. *Performance* skills are typically related to prayer, with singing or the playing of an instrument being most common. *Profession* skills must be tied to the day-to-day operations of the cloistered cleric's monastery or retreat: brewing, cooking, farming, herbalism, scribing, etc.

Cloistered Cleric Spells: Cloistered clerics cast divine spells as do other clerics. The spells available are listed on the cleric spell list. Though cloistered clerics are not trained in the use of armor, they suffer no penalties when casting their spells while armored.



spells per day

level	0	1 st	2 nd	3 rd	spell level					8 th	9 th
1	4	1									
2	4	2									
3	4	2	1								
4	4	3	2								
5	4	3	2	1							
6	4	3	3	2							
7	4	4	3	2	1						
8	4	4	3	3	2						
9	4	4	4	3	2	1					
10	4	4	4	3	3	2					
11	4	4	4	4	3	2	1				
12	4	4	4	4	3	3	2				
13	4	4	4	4	4	3	2	1			
14	4	4	4	4	4	3	3	2			
15	4	4	4	4	4	4	3	2	1		
16	4	4	4	4	4	4	3	3	2		
17	4	4	4	4	4	4	4	3	2	1	
18	4	4	4	4	4	4	4	3	3	2	
19	4	4	4	4	4	4	4	4	3	2	
20	4	4	4	4	4	4	4	4	3	3	

Cloistered clerics can prepare a number of 0-level spells, each day, as noted on the "spells per day" table above. These spells are treated like any other spell, but are not expended when cast and may be used again.

Decipher Script (Intelligence): Cloistered clerics may attempt to decipher writing in an unfamiliar language, a message written in an incomplete or archaic font, or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes 2d8 minutes to decipher each page of a script. The attempt may be made only once per writing.

A cloistered cleric may use this ability to decipher arcane or divine scripts, as per the *read magic* spell, if a successful check is made with a -10 penalty. This does not permit the cloistered cleric to cast spells they otherwise could not cast but does allow them to identify the contents of a deciphered scroll.

Lore (Intelligence): Cloistered clerics spend years pouring over religious tomes and historical treatises. With a successful ability check, a cloistered cleric gains or remembers some relevant information about local notable people, a legendary item, a noteworthy place, or any other relevant bit of information. Gaining the information may entail speaking to local inhabitants and doing research. The information might prove useful in diplomacy, entertaining, and otherwise influencing others.

The ability also might impart insight into (and limited understanding of) local or secret languages, including thieves' cant, druidic or ranger signs. The check will not reveal the powers of a magic item, but may give a hint to its history, general function or activation.

Cloistered clerics have a chance to *identify* the general purpose and function of any magical item by making a *lore* check with a -10 penalty. The cloistered cleric need not handle the item but must examine it closely. Even if successful, the exact function of the item is not revealed, only its general nature.

For most other *lore* checks, the Dungeon Master gauges the modifier based on whether the knowledge is:

1. Common and known by at least a substantial minority of the local population.
2. Uncommon but available, known by only a few people in the area.
3. Obscure, known by few, and hard to come by.
4. Extremely Obscure, known by very few scholars and sages, possibly forgotten by most who once knew it or possibly known only by those who don't understand the significance of the knowledge.

Turn Undead (Wisdom): A cloistered cleric can turn and destroy (or control) undead just as any other cleric does.

Starting Funds: Cloistered clerics begin play with 30-180 gold pieces (3d6x10) with which to purchase their initial equipment.

THE ANTI-PALADIN (Fighter)

The anti-paladin represents everything that is mean, low and despicable in the human race. No act of treachery is too base, no deed of violence too vile for him. Thoughtless cruelty, sheer depravity and senseless bloodshed are his hallmarks: chaotic and evil deeds are, in fact, his very lifeblood.

Where the paladin is the champion of all that is good and lawful, the anti-paladin is the stereotypical black knight, a defender of the powers of chaos and evil who is devoid of honor or remorse. By nature, therefore, his alignment is always chaotic evil, without exception!

Anti-paladins (also known as blackguards or avengers) usually lead undead or monstrous minions in their quest for destruction and domination. They sometimes serve powerful overlords or act as mercenaries of the darkest stripe.

level	hit dice (d10)	bonus to hit (BTH)	experience points
1	1	+1	0
2	2	+2	2,500
3	3	+3	5,000
4	4	+4	10,000
5	5	+5	20,000
6	6	+6	37,500
7	7	+7	75,000
8	8	+8	150,000
9	9	+9	250,000
10	+3	+10	500,000
11	+3	+11	750,000
12	+3	+12	1,000,000
13	+3	+13	1,250,000
14	+3	+14	1,500,000
15	+3	+15	1,750,000
16	+3	+16	2,000,000
17	+3	+17	2,250,000
18	+3	+18	2,500,000
19	+3	+19	2,750,000
20	+3	+20	3,000,000

Ability Requirements:	Strength 9, wisdom 9, charisma 9
Hit Die:	d10
Alignment:	Chaotic evil
Races:	Any (except for wild elves)
Weapons:	Any
Armor:	Any armor and shields
Abilities:	Anti-paladin training, immunity to disease, lay on hands, multiple attacks, poisons, smite good, unholy aura, cause disease, command undead, fiendish mount, anti-paladin spells

Anti-Paladin Training: As champions of chaos and destruction, all anti-paladins gain *knowledge (religion)* as a bonus skill, accounting for their servitude to and worship of demons and evil deities. They also begin play with the *profession (animal handler: horses)* skill.

Immunity To Disease: The anti-paladin is immune to all diseases, whatever their origin.

Lay on Hands: An anti-paladin can cure himself or undead creatures of up to 2 hit points per anti-paladin level once per day. If used on other living creatures, this ability inflicts damage rather than heals it.

Multiple Attacks: Anti-paladins gain the ability to make more than one attack per round. At levels 1-6 anti-paladins are limited to making 1 attack each round. At levels 7-12 anti-paladins may make three attacks every two rounds. At level 13-18 anti-paladins may make 2 attacks per round. Finally, at level 19 and beyond, anti-paladins are able to make 5 attacks every two rounds.

Poisons (Intelligence): An anti-paladin with this ability can identify and use poisons and antitoxins. An anti-paladin can identify a poison or antitoxin on a successful check. An anti-paladin's training in the use of poison means that he never risks accidental poisoning when applying poison to a blade. Moreover, anti-paladins train with poisons of all types, and they slowly grow more resistant to their effects. This is reflected by a +1 bonus to poison saving throws that is gained at 3rd level. This bonus increases by 1 point at levels 9 and 15. At 9th level, an anti-paladin gains the ability to make poisons and antitoxins. To make a poison or antitoxin, the anti-paladin needs

some alchemical equipment and raw materials costing one half of the street value of the poison or antitoxin to be made.

Smite Good: Anti-paladins, as agents of corruption and evil, are charged with the destruction of paladins, as well as good-aligned clerics, and extraplanar creatures (such as devas and solars). At 1st level anti-paladins gain a +2 bonus to all attack and damage rolls against such creatures. At levels 6, 11 and 16 this damage bonus increases by 1 (to +3 at level 6, +4 at level 11 and +5 at level 16). The paladin *smite evil* ability, in turn, is effective against anti-paladins.

Unholy Aura: Anti-paladins emanate a permanent unholy aura that wards them against mental domination and fear. At 1st level, the anti-paladin gains a +2 bonus to saving throws against confusion, charm, fear, and other mind-affecting spells. The bonus increases to +3 at 6th level, +4 at 11th level and +5 at level 16.

Each ally within 10' of the anti-paladin gains a +2 bonus to their saving throws versus fear, so long as the anti-paladin is conscious.

Cause Disease: At 3rd level the anti-paladin can *cause disease*, as the spell, once per week. This ability improves as the anti-paladin rises in levels. At 9th level, the anti-paladin can *cause disease* two times per week and, at 15th level, three times per week.

Command Undead (Wisdom): At 3rd level, the anti-paladin gains the ability to effect undead as an evil cleric of 1st level. When making a wisdom check to *command undead*, an anti-paladin adds his "turning level" to the roll, not the character's actual level. This ability improves with each level, so a 5th level anti-paladin turns or commands undead like a 3rd level cleric.

Anti-paladins may turn, but not destroy or control, paladins while paladins and good-aligned clerics may turn anti-paladins.

Fiendish Mount: At 4th level, the anti-paladin gains the ability to call a special warhorse to his service. An anti-paladin's dark lords confer this boon upon the anti-paladin as a reward for his faithful service. The mount, usually an ill-tempered heavy warhorse, is unusually intelligent, strong, loyal, and ready to serve the anti-paladin in his crusade against good. Should this mount die, a year and a day must pass before another can be called. The Dungeon Master provides information about the mount that responds to the anti-paladin's call.

Anti-Paladin Spells: An anti-paladin casts divine spells much as an evil cleric does. The spells available are listed on the cleric spell list. An anti-paladin is limited to a certain number of spells of each spell level per day. The table below shows the number of spells per day a character of the class may cast. Anti-paladins prepare spells each day through prayer to their deity or deities.

Anti-paladins gain bonus spells for high wisdom scores just as a paladin or cleric does. Through 7th level, an anti-paladin has no caster level. At 8th level and higher, his caster level is one-half his anti-paladin level.

spells per day

level	spell level				
	0	1 st	2 nd	3 rd	4 th
8	2	1			
9	2	2			
10	3	2	1		
11	3	2	2		
12	3	3	2	1	
13	3	3	2	2	
14	4	3	3	2	1
15	4	3	3	2	2
16	4	4	3	3	2
17	4	4	3	3	2
18	4	4	4	3	3
19	4	4	4	3	3
20	4	4	4	4	3

Anti-paladins can prepare a number of 0-level spells, each day, as noted on the "spells per day" table above. These spells are treated like any other spell, but are not expended when cast and may be used again.

Starting Funds: Anti-paladins begin play with 50-200 gold pieces (5d4x10) with which to purchase their initial equipment.

THE DUELIST (Fighter)

For as long as personal combat has been going on, there have been specialists in personal combat. In Roman times, there were the gladiators, who made their way up from ignominy to international honor through their individual skill alone; in Renaissance times, there were the fencing instructors, who taught young rakes how to duel (and live to brag about it) the way that other specialists taught them how to dance or take snuff; and in all times, there have been the hired swords (hired guns in the Old West), who have wandered about, fighting for glory, or money, or for lack of a better calling in life. The duelist character class for the AD&D system represents this type of expert, one who makes his living through his skill in individual combat.

Typically, the duelist is of common birth. Serfs are given no opportunity to learn to bear arms, and nobles who take up arms as a profession tend to become cavaliers or paladins. Sometimes, as with Roman gladiators, duelists are of the lower class, though they might have wound up that way not by accident of birth but by running afoul of the law. Sometimes they are of the lesser nobility, younger sons of younger sons, with no inheritance to give them status and no mind to be soldiers. Sometimes they are merely disaffected types, loners or even outcasts, whose only claim to fame is their reputation with their blade.



level	hit dice (d10)	bonus to hit (BTH)	experience points
1	1	+1	0
2	2	+2	2,500
3	3	+3	5,000
4	4	+4	10,000
5	5	+5	20,000
6	6	+6	37,500
7	7	+7	75,000
8	8	+8	150,000
9	9	+9	250,000
10	+3	+10	500,000
11	+3	+11	750,000
12	+3	+12	1,000,000
13	+3	+13	1,250,000
14	+3	+14	1,500,000
15	+3	+15	1,750,000
16	+3	+16	2,000,000
17	+3	+17	2,250,000
18	+3	+18	2,500,000
19	+3	+19	2,750,000
20	+3	+20	3,000,000

Ability Requirements:	Strength 9, dexterity 9
Hit Die:	d10
Alignment:	Any (non-lawful tendencies)
Races:	Dwarf, elf, gnome, halfling, half-elf, half-orc & human
Weapons:	Any
Armor:	Light armor and small shields
Abilities:	Balance, climb, combat sense, dodge, escape artist, jump, multiple attacks, weapon specialization

* a duelist who is more than lightly encumbered loses their *dodge* ability.

Balance (Dexterity): Duelists add their full level bonus when making dexterity checks to balance on narrow or slippery surfaces.

Duelists, unlike other characters, move at ½ of their normal movement rate when balancing. They may attempt to move at their normal movement rate but suffer a -5 penalty to their *balance* check

when doing so. At 10th level they may balance at their full movement rate without penalty

Climb (Dexterity): This ability allows a duelist to climb up, down or across a slope, wall, steep incline (even a ceiling with handholds) or unusually angled natural or man-made slope or incline that others would find impossible to climb. They add their full level bonus to such checks and never need to make a *climb* check in order to climb natural slopes and manmade inclines, such as a rough ledge or steep steps, such as a rough ledge or steep steps.

Duelists may climb at up to ½ of their normal movement rate without penalty. At 10th level duelsits may attempt to climb at their normal movement rate by making a climb check with a -5 penalty.

A failed *climb* check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height and suffers falling damage. Nothing can be carried in the hands while climbing.

Combat Sense: A duelist has an uncanny sense for the presence of foes when in a threatening environment. This reduces the effectiveness of *backstab* and *sneak attacks* against duelists. At 1st level, *backstabbed* duelists negate the attack and damage bonuses gained against them through the *backstab* ability.

At 6th level, the duelist gains *improved combat sense* and can no longer be *sneak attacked* when surprised. At 11th level the duelist gets the *greater combat sense* ability and is no longer vulnerable to *sneak attacks* under any circumstances.

Dodge: While heavy-armored fighters and hardy barbarians are able to trade blows in melee, duelists must make the most out of their maneuverability in order to stand a fighting chance in combat.

A 1st level duelist gains a +1 bonus to his armor class, so long as he is unencumbered or carrying a light load. This bonus improves by +1 at 6th level and every 5 levels thereafter, to a maximum of +4 at level 16.

Escape Artist (Strength or Dexterity): Duelists have a knack for escaping bonds, such as ropes, leather thongs, manacles, chains and even straitjackets through feats of contortion and sheer determination. They may add their level bonus to all attempts made to slip such bonds and, if grappled, may add their full level bonus (rather than ½ their level bonus) to their strength or dexterity check to break the grapple.

Multiple Attacks: Duelists gain the ability to make more than one attack per round. At levels 1-6 duelists are limited to making 1 attack each round. At levels 7-12 duelists may make three attacks every two rounds. At level 13-18 duelists may make 2 attacks per round. Finally, at level 19 and beyond, duelists are able to make 5 attacks every two rounds.

Jump (Strength): Duelists add their full level bonus to all strength checks made when leaping or high jumping. In addition, their skill at tumbling allows them to treat all falls as if they were 10 feet shorter than they really are when determining damage, so long as the duelist is no more than lightly encumbered.

Weapon Specialization: At 1st level the duelist may choose one of the following finesse weapons with which to specialize: gauntlet, spiked gauntlet, dagger, unarmed strike, sap, short sword, sickle or whip. This weapon, once chosen, cannot be changed. At 1st level *specialization* imparts a +2 bonus to attack and damage rolls when using that weapon. At 6th level these bonuses increase to +3 to hit and damage when employing that weapon. At 11th level the duelist gains a second weapon of *specialization*. When using that weapon the character gains a +2 bonus to attack and damage rolls. The bonuses with this, secondary, *specialized* weapon improve to +3 to hit and damage at 16th level.

In addition to gaining attack and damage bonuses with *specialized* weapons, duelists using a weapon they have *specialized* in gain *multiple attacks* (see above) as if they were 3 levels higher than their actual duelist level.

Starting Funds: Duelists begin play with 50-200 gold pieces (5d4x10) with which to purchase their initial equipment.



THE WARDEN (Fighter)

Wardens often act as stalwart protectors of their people and homelands. They seek to defend the natural world from those who would corrupt or destroy it, using subterfuge, skill at arms, and their knowledge of nature to track down, monitor and, if need be, attack those threats.

The warden is an optional, non-magical, variant of the ranger class. Should you, as Dungeon Master, allow this class in your AD&D campaign, it is designed to fill the same niche as the ranger class and may be used in place of that class. The warden gains followers and builds a stronghold in the same manner as a ranger. Wardens may use any magic item that rangers are permitted to use, except for scrolls that contain ranger spells.

level	hit dice (d10)	bonus to hit (BTH)	experience points
1	1	+1	0
2	2	+2	2,500
3	3	+3	5,000
4	4	+4	10,000
5	5	+5	20,000
6	6	+6	37,500
7	7	+7	75,000
8	8	+8	150,000
9	9	+9	250,000
10	+3	+10	500,000
11	+3	+11	750,000
12	+3	+12	1,000,000
13	+3	+13	1,250,000
14	+3	+14	1,500,000
15	+3	+15	1,750,000
16	+3	+16	2,000,000
17	+3	+17	2,250,000
18	+3	+18	2,500,000
19	+3	+19	2,750,000
20	+3	+20	3,000,000

Ability Requirements: Strength 9, wisdom 9, constitution 9

Hit Die: d10

Alignment: Any

Races: Any

Weapons: Any

Armor: Light and medium armor, all shields

Abilities:

Animal empathy, climb, combat sense, favored enemies, hunter's aim, multiple attacks, perception, survival, track, warden training, wilderness stealth

Animal Empathy (Charisma): Wardens may attempt to alter the reaction of wild and domesticated animals, in the same manner that characters may influence others' initial reactions through parleying (see *ENCOUNTER REACTIONS* on page 65 for more details). Most animals have an initial reaction of "neutral" when first encountered, though those trained to attack or those that are feral or hungry usually view potential prey with "hatred".

Climb (Dexterity): This ability allows a warden to climb up, down or across a slope, wall, steep incline (even a ceiling with handholds) or unusually angled natural or man-made slope or incline that others would find impossible to climb. They add their full level bonus to such checks and never need to make a *climb* check in order to climb natural slopes and manmade inclines, such as a rough ledge or steep steps, at ¼ of their normal movement rate.

A warden may attempt to move at up to ½ of their movement rate, rounded to the nearest 5' increment, while climbing but takes a -5 penalty to his dexterity check when doing so.

A failed *climb* check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height and suffers falling damage. Nothing can be carried in the hands while climbing.

Combat Sense: A warden has an uncanny sense for the presence of foes when in a threatening environment. This reduces the effectiveness of *backstab* and *sneak attacks* against them. At 1st level, *backstabbed* wardens negate the attack and damage bonuses gained against them through the *backstab* ability of thieves and assassins.

At 6th level, the warden gains *improved combat sense* and can no longer be *sneak attacked* when surprised. At 11th level the warden gets *greater combat sense* and is no longer vulnerable to *sneak attacks* under any circumstances.

Favored Enemies: Wardens possess an extraordinary ability to combat their most common foes; goblinoids, kobolds, orcs and giants, due to intense training and study of their enemy's fighting techniques. When fighting bugbears, goblins, hobgoblins, kobolds,

orcs or giants (giants, trolls, ogres and the like) wardens gain a bonus to their attack and damage rolls. This bonus starts at +2 at 1st level and increases by 1 point at levels 6, 11 and 16.

At the DM's discretion the favored enemy races may be altered to better suit the warden's background or campaign setting. Examples of possible races or racial groups that could be chosen are: aberrations (aboleth, beholders, mind flayers), aquatic humanoids (locathah, merfolk, sahuagin and tritons), dinosaurs, dragons, dwarves, elves, faeries (brownies, pixies, sprites, etc), giants (ogres, giants and trolls), gnolls, gnomes, goblinoids (goblins, hobgoblins and bugbears), halflings, humans, kobolds, lizardmen, lycanthropes, magical beasts, orcs, plants, etc.

Sahuagin wardens, for example, would typically have aquatic humanoids, ixitxachitl, and lizardmen as *favored enemies*. Goblinoid and orcish wardens would typically gain *favored enemy* bonuses against dwarves, elves, and humans. Giant wardens would typically have dwarves, gnomes and humans as favored enemies.

Hunter's Aim: Wardens, as skirmishers, scouts and consummate hunters, are highly skilled at making ranged attacks in less-than-ideal conditions. Whether firing upon fog-shrouded enemies, targeting prey with cover in densely forested areas or striking their quarry from great distances, wardens have a knack for striking with deadly accuracy.

At 1st level the warden may offset penalties for range, cover and/or concealment by 2. At levels 6, 11, and 16 the warden negates an additional point of penalties (3 points at 6th level, 4 points at 11th level and 5 points at 16th level) related to these impediments.

Note that *hunter's aim* only serves to offset penalties for range, cover or concealment and never provides a bonus to the warden's attack rolls.

Multiple Attacks: Wardens gain the ability to make more than one attack per round. At levels 1-6 wardens are limited to making 1 attack each round. At levels 7-12 wardens may make three attacks every two rounds. At level 13-18 wardens may make 2 attacks per round. Finally, at level 19 and beyond, wardens are able to make 5 attacks every two rounds.

Perception (Wisdom): A warden can hear noises that others might not detect and are keen observers of their surroundings. Wardens gain *perception* as a *class ability*, rather than *common ability*, which allows them to add their full level bonus to *perception* checks.

Survival (Wisdom): In wilderness environments, wardens can provide shelter for themselves and others, and can provide decent food and water for several people, all without the need for an ability check. The warden can forage and hunt for food and water. The warden must spend 1d4 hours hunting and gathering to produce enough food and water to feed 2d4 people for 1 day. If the warden wishes to feed or shelter a larger group of people, he must spend an additional 1d4 hours gathering food and succeed at a *survival* check. This additional effort allows the warden to gather food and water for 2d4 more creatures. The warden can only hunt and forage for food 12 hours per day, limiting the number of people that can be fed. In addition to the ability to provide food and shelter in the wilds,

a warden can automatically determine where true north lies in relation to the character in normal wilderness environments.

Track: The warden can successfully track any creature that leaves a discernible trace, and determine characteristics about the creature as well. With a successful *survival* check, a warden can find and follow a creature's tracks or trail for 6 hours. The warden can also hide tracks at the same level of ability. When tracking or hiding tracks from *favored enemies* a warden receives a +2 bonus to the *survival* check. The Dungeon Master may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked and whether the tracked creature moved through water or a secret door.

A successful *survival* check may also impart information about the creature(s) being tracked. Once a trail is found, a *survival* check can determine the general number and type of creatures being tracked. The number of creatures tracked should be disclosed to the player by using one of the following categories: individuals (1-6), band (7-20), troop (21-100), or army (101+), and one of the following categories: beast, demihuman, fey, giant, humanoid, plant, vermin, or other (aberration, animated creature, dragon, elemental, magical beast, ooze, extraplanar creature, shapechanger, or undead). For many creatures the warden cannot identify its exact type, only that it is a creature of such nature. A warden can identify specific animal tracks with no effort.

At 3rd level, a warden can ascertain distinguishing characteristics about the creatures tracked, such as whether they are wounded, exhausted, carrying heavy objects, or wearing certain armor. The warden might even be able to determine if a spellcaster is in the group being tracked. The marks or characteristics determined are limited only by the Dungeon Master's imagination and desire to provide or enhance story elements during game play. At 5th level, a warden can identify the type of creature(s) being tracked if belonging to one of the following categories: beast, demihuman, fey, giant, humanoid, plant, or vermin.

Warden Training: Much of a warden's training is concerned with their knowledge of survival skills and the use of guerilla tactics to combat the enemies of their people in the wilds. This training is reflected in the *survival*, *favored enemies* and combat abilities of the warden. In addition to these class abilities wardens begin with the *knowledge (nature)* and *profession (mountaineer)* skills.

Wilderness Stealth (Dexterity): Wardens, as the consummate hunters and trackers, can conceal themselves from others and move about silently in the wilds. When in natural surroundings, wardens add their full level bonus to all *stealth* checks.

Wardens attempting to move silently through wilderness stealth must move at ¼ of their normal movement rate, rounded to the nearest 5' increment, or suffer penalties to their dexterity check. Wardens attempting to move silently take a -5 penalty to this check when moving at ½ of their movement rate (rounded to the nearest 5' increment) and a -20 penalty when running or charging.



THE HEDGE WIZARD (Magic-User)

Hedge wizards, or hedge witches as they are also known, are arcane spellcasters who supplement their use of spellcraft with a mastery of herbalism and natural lore. Unlike other arcane spellcasters, hedge wizards hone their skills through the study of nature and by delving into ancient rituals carried down through folklore, rather than through formalized study of the arcane formulae and the principals of magic.

Ability Requirements: Intelligence 9

Hit Die: d4

Alignment: Any

Weapons: Club, dagger, dart, quarterstaff, sickle and sling

Armor: None*

Abilities: Animal empathy, green witchcraft, hedge wizard spells, hedge wizard training, survival.

* a hedge wizard may not cast spells in armor.

Hedge wizards shun armor of all types but may use rings, cloaks and jewelry of protection, including *bracers of defense*. Otherwise, they may employ all items useable by magic-users, except those items that store spells not featured on the hedge wizard spell list. They can only use arcane scrolls that have spells from their spell list scribed upon them.

level	hit dice (d4)	bonus to hit (BTH)	experience points
1	1	0	0
2	2	0	2,500
3	3	+1	5,000
4	4	+1	10,000
5	5	+1	20,000
6	6	+2	37,500
7	7	+2	75,000
8	8	+2	150,000
9	9	+3	250,000
10	+1	+3	500,000
11	+1	+3	750,000
12	+1	+4	1,000,000
13	+1	+4	1,250,000
14	+1	+4	1,500,000
15	+1	+5	1,750,000
16	+1	+5	2,000,000
17	+1	+5	2,250,000
18	+1	+6	2,500,000
19	+1	+6	2,750,000
20	+1	+6	3,000,000

Animal Empathy (Charisma): Hedge wizards may attempt to alter the reaction of wild and domesticated animals, in the same manner that characters may influence others' initial reactions through parleying (see *ENCOUNTER REACTIONS* on page 65 for more details). Most animals have an initial reaction of "neutral" when first encountered, though those trained to attack or those that are feral or hungry usually view potential prey with "hatred".

Green Witchcraft: Hedge wizards may begin creating curative (or baleful) brews at 1st level if they have access to the proper herbs and succeed at a profession (herbalist) skill check. These are not magical potions and are resisted with constitution saving throws, unless stated otherwise below. The saving throw DC is equal to 10 plus the brew's required caster level.

Each dose takes 1 day to create and requires a profession (herbalist) skill check with a penalty equal to the brew's required caster level. The herbs and other materials required to create these concoctions cost 25 gold pieces x the caster level required to create the brew.

At 1st level hedge wizards may create poultices or draughts that cure or cause 1d8+1 hit points of damage. The desired effect of the admixture must be decided before it is brewed.

At 3rd level hedge wizards may brew a concoction that acts as a slow poison spell. They may also create a brew that strikes the target with extreme drowsiness (as the *sleep* spell) or sickness (the target is sickened for 1d4 minutes).

At 5th level hedge wizards may brew healing tonics that act as either a lesser *restoration* or *neutralize poison* spell. They may also create a dreadful poison that acts as the *poison* spell (the reverse of *neutralize poison*).

At 7th level the hedge wizard may begin to create potions (see *Potion Creation* on page 128) without the aid of an alchemist.

Hedge Wizard Spells: A hedge wizard casts arcane spells. Each hedge wizard can cast a limited number of spells from each spell level per day. The table below lists the number of spells per day a hedge wizard may cast of each spell level.

Hedge wizards can prepare a number of 0-level spells, each day, as noted on the "spells per day" table on the following page. These spells are treated like any other spell, but are not expended when cast and may be used again.



The druidic spells that appear on the hedge wizard's spell list are considered arcane spells when learned and cast by hedge wizards. Unless otherwise stated in the spell description the material components for hedge wizard spells, particularly those drawn from the druid spell list, are small charms crafted by the hedge wizard for use in their incantations and rituals. These charms often incorporate herbs, wax, bits of hair and bone, and other elements tied to nature. A hedge wizard must prepare spells before casting them by studying from a spellbook. While studying, the hedge wizard decides which spells to prepare. Spell memorization and descriptions are covered in greater detail in the *Magic* section beginning on page 60 of the *Player's Handbook*. Hedge wizards gain bonus spells for high intelligence scores (see the *Ability Modifiers* table on page 4 of the *Player's Handbook* for details).

Hedge Wizard Training: As a result of their training, all hedge wizards begin play with the *knowledge (nature)*, *profession (healer)* and *profession (herbalist)* skills in addition to their background skills (see the *SKILLS* section of the *Player's Handbook* for more details).

Spellbook: The number of spells that a hedge wizard has in their spellbook at the beginning of play is equal to the number of spells they can cast at first level plus *read magic*. For example, a 1st level hedge wizard with a 14 intelligence can cast four 0-level spells and two 1st level spells (1+1 bonus). So, the character would begin play with a spellbook containing four 0-level and two 1st level spells plus

read magic. The spells in the spellbook are chosen by the player and should be approved by the Dungeon Master.

spells per day

	spell level									
level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	4	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	4	3	3	2						
7	4	4	3	2	1					
8	4	4	3	3	2					
9	4	4	4	3	2	1				
10	4	4	4	3	3	2				
11	4	4	4	4	3	2	1			
12	4	4	4	4	3	3	2			
13	4	4	4	4	4	3	2	1		
14	4	4	4	4	4	3	3	2		
15	4	4	4	4	4	4	3	2	1	
16	4	4	4	4	4	4	3	3	2	
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	2
20	4	4	4	4	4	4	4	4	3	3

Survival (Wisdom): In wilderness environments, hedge wizard can provide shelter for themselves and others, and can provide decent food and water for several people, all without the need for an ability check. The hedge wizard can forage and hunt for food and water. The hedge wizard must spend 1d4 hours hunting and gathering to produce enough food and water to feed 2d4 people for 1 day. If the hedge wizard wishes to feed or shelter a larger group of people, he must spend an additional 1d4 hours gathering food and succeed at a *survival* check. This additional effort allows the hedge wizard to gather food and water for 2d4 more creatures. The hedge wizard can only hunt and forage for food 12 hours per day, limiting the number of people that can be fed. In addition to the ability to provide food and shelter in the wilds, a hedge wizard can automatically determine where true north lies in relation to the character in normal wilderness environments.

HEDGE WIZARD (Magic-Users)

	0-Level	1 st Level	2 nd Level	3 rd Level	4 th Level
1	audible glamer	affect normal fires	alter self	clairaudience/voyance	animal summoning I
2	create water	alarm	animal messenger	<i>continual light</i>	antiplant shell 10' radius
3	dancing lights	calm animals	barkskin	deep slumber	command plants
4	detect magic	combine	charm person or mammal	dispel magic	control water
5	detect poison	detect animals or plants	entangle	flame arrow	detect scrying
6	know direction	<i>detect evil</i>	feign death	fly	dimension door
7	light	detect snares and pits	fog cloud	lightning bolt	dispel magic
8	mending	endure elements	fire trap	massmorph	dominate animal
9	message	faerie fire	gust of wind	meld into stone	freedom of movement
10	prestidigitation	feather fall	<i>heat metal</i>	nondetection	hallucinatory terrain
11	<i>purify food and drink</i>	find familiar	hold animal	<i>plant growth</i>	hold plant
12	read magic	goodberry	<i>know alignment</i>	protection from energy	locate creature
13		invisibility to animals	protection from normal missiles	<i>protection from evil 10' radius</i>	minor globe of invulnerability
14		magic stone	pyrotechnics	shape wood	polymorph
15		mount	resist energy	sleet storm	remove curse
16		obscurement	soften earth and stone	snare	repel vermin
17		pass without trace	speak with animals	speak with plants	scrying
18		portent	spider climb	stone shape	stinking cloud
19		<i>produce flame</i>	summon insects	suggestion	solid fog
20		<i>protection from evil</i>	warp wood	wall of wind	wall of fire
21		shillelagh	web	<i>water breathing</i>	wall of ice
22		sleep			
	5 th Level	6 th Level	7 th Level	8 th Level	9 th Level
1	airy water	animal summoning III	animate plants	animate rock	astral spell
2	<i>animal growth</i>	antilife shell	antimagic shell	control plants	dominate monster
3	animal summoning II	chain lightning	changestaff	discern location	elemental swarm
4	break enchantment	cloudkill	control weather	earthquake	etheredness
5	commune with nature	confusion	creeping doom	ethereal jaunt	foresight
6	conjure elemental	<i>find the path</i>	fire storm	finger of death	freedom
7	control winds	feeblemind	improved scrying	limited wish	<i>regenerate</i>
8	dominate person	fire seeds	phase door	mass charm	shambler
9	hold monster	geas/quest	sunray	plane shift	shapechange
10	ice storm	globe of invulnerability	teleport	polymorph any object	storm of vengeance
11	<i>insect plague</i>	improved dispel magic	transmute metal to wood	spell turning	time stop
12	negative plane protection	liveoak	<i>true seeing</i>	temporal stasis	wish
13	passwall	move earth	vision	turn metal or stone	
14	plant door	permanency	wind walk	whirlwind	
15	stoneskin	reincarnate			
16	<i>transmute rock to mud</i>	stone tell			
17	wall of stone	transport via plant			
18	wall of thorns	turn wood			

spells listed in *italics* are reversible

THE NECROMANCER (Magic-User)

As practitioners of necromancy, the art of communing with and animating the dead, death masters tend towards evil, though they may be of any non-good alignment.

The necromancer or "death master" is a secondary class of magic-user that, like the illusionist, focuses upon a particular school of magic.



level	hit dice (d4)	bonus to hit (BTH)	experience points
1	1	0	0
2	2	0	2,500
3	3	+1	5,000
4	4	+1	10,000
5	5	+1	20,000
6	6	+2	37,500
7	7	+2	75,000
8	8	+2	150,000
9	9	+3	250,000
10	+1	+3	500,000
11	+1	+3	750,000
12	+1	+4	1,000,000
13	+1	+4	1,250,000
14	+1	+4	1,500,000
15	+1	+5	1,750,000
16	+1	+5	2,000,000
17	+1	+5	2,250,000
18	+1	+6	2,500,000
19	+1	+6	2,750,000
20	+1	+6	3,000,000

Ability Requirements: Intelligence 9, wisdom 9

Hit Die: d4

Alignment: Any non-good (lawful neutral, lawful evil, neutral, neutral evil, chaotic neutral, chaotic evil)

Races: Elf (except for wild elves), gnome, half-elf, half-orc, human

Weapons: Club, dagger, dart, quarterstaff, sickle & scythe

Armor: None*

Abilities: Necromancer spells, necromancer training, command undead

* a necromancer may not cast spells in armor.

Necromancers shun armor of all types but may use rings, cloaks and jewelry of protection, including *bracers of defense*. Otherwise, they may employ all items useable by magic-users, except those items that store spells not featured on the necromancer spell list. They can only use arcane scrolls that have spells from their spell list scribed upon them or those that control or protect from the undead.

Necromancer Spells: A necromancer casts arcane spells much like a magic-user but, due to the specialized and inherently different nature of death magic, have their own spell list. Each necromancer can cast a limited number of spells from each spell level per day. The table below lists the number of spells per day a necromancer may cast of each spell level.

Necromancers must prepare spells before casting them by studying from a spellbook. They may only scribe necromancer spells into their spellbooks. While studying, the necromancer decides which spells to prepare. Spell memorization and descriptions are covered in greater detail in the *Magic* section beginning on page 60 of the *PLAYERS HANDBOOK*. Necromancers gain bonus spells for high intelligence scores just as a magic-user or illusionist does.

spells per day

	spell level									
level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	4	1								
2	4	2								
3	4	2	1							
4	4	3	2							
5	4	3	2	1						
6	4	3	3	2						
7	4	4	3	2	1					
8	4	4	3	3	2					
9	4	4	4	3	2	1				
10	4	4	4	3	3	2				
11	4	4	4	4	3	2	1			
12	4	4	4	4	3	3	2			
13	4	4	4	4	4	3	2	1		
14	4	4	4	4	4	3	3	2		
15	4	4	4	4	4	4	3	2	1	
16	4	4	4	4	4	4	3	3	2	
17	4	4	4	4	4	4	4	3	2	1
18	4	4	4	4	4	4	4	3	3	2
19	4	4	4	4	4	4	4	4	3	2
20	4	4	4	4	4	4	4	4	3	3

Necromancers can prepare a number of 0-level spells, each day, as noted on the "spells per day" table above. These spells are treated like any other spell, but are not expended when cast and may be used again.

Necromancer Training: The apprenticeship of fledgling necromancers requires that they learn the machinations of the body and the arts of preserving the dead. As such, all necromancers begin play with *profession (embalmer)* and *profession (healer)* as bonus background skills.

Command Undead (Wisdom): At 3rd level, the necromancer gains the ability to effect *undead* as an evil cleric of 1st level. When making a wisdom check to *command undead*, a necromancer adds his "turning level" to the roll, not the character's actual level. This ability improves with each level, so a 5th level necromancer commands undead like a 3rd level cleric. Evil necromancers may turn, but not destroy, paladins.

Spellbook: The number of spells that a necromancer has in their spellbook at the beginning of play is equal to the number of spells they can cast at first level plus *read magic*. For example, a 1st level necromancer with a 14 intelligence can cast four 0-level spells and two 1st level spells (2+1 bonus). So, the character would begin play with a spellbook containing four 0-level and two 1st level spells plus *read magic*. The spells in the spellbook are chosen by player but should be approved by the Dungeon Master.

Starting Funds: Necromancers begin play with 20-80 gold pieces (2d4x10) with which to purchase their initial equipment.

NECROMANCERS (Magic-Users)

	<i>0-level</i>	<i>1st level</i>	<i>2nd level</i>	<i>3rd level</i>	<i>4th level</i>
1	audible glamor	alarm	blur	animate dead	detect scrying
2	dancing lights	armor	cure <i>blindness/deafness</i>	arcane sight	dimensional anchor
3	detect magic	cause fear	<i>continual light</i>	clairaudience/voyance	negative plane protection
4	detect poison	chill touch*	darkness 15' radius	deep slumber	<i>neutralize poison</i>
5	prestidigitation	<i>comprehend languages</i>	darkvision	dispel magic	remove curse
6	read magic	<i>detect evil</i>	esp	fear	scrying
7	wizard mark	detect undead	feign death	hold person	shadow conjuration
8	write	erase	fog cloud	gaseous form	solid fog
9		feather fall	invisibility	invisibility 10' radius	wall of ice
10		find familiar	knock	nondetection	wizard eye
11		identify	<i>know alignment</i>	phantom steed	wraithform*
12		invisibility to undead	magic mouth	<i>protection from evil 10' radius</i>	
13		Nystul's magic aura	misdirection	speak with dead	
14		<i>protection from evil</i>	pyrotechnics	stinking cloud	
15		obscurement	ray of enfeeblement	tongues	
16		shield	scare	vampiric touch*	
17		sleep	spectral hand*		
18		unseen servant	wizard lock		
	<i>5th level</i>	<i>6th level</i>	<i>7th level</i>	<i>8th level</i>	<i>9th level</i>
1	cloudkill	antilife shell	banishment	clone	astral spell
2	cone of cold	death spell	ethereal jaunt	destruction	energy drain
3	dismissal	enchant an item	finger of death	dimensional lock	etherealness
4	hold monster	geas/quest	improved scrying	discern location	gate
5	magic jar	globe of invulnerability	improved shadow conjuration	improved planar binding	power word kill
6	nightmare	improved dispel magic	insanity	mind blank	soul bind
7	permanency	legend lore	limited wish	power word stun	time stop
8	slay living	move earth	plane shift	Serten's spell immunity	wish
9	symbol of pain	planar binding	power word blind	symbol of death	
10	symbol of sleep	shadow walk	symbol of stunning	symbol of insanity	
11	teleport	summon shadow	symbol of weakness	temporal stasis	
12	true seeing	symbol of fear	teleport without error	trap the soul	

Spells listed in *italics* are reversible, though necromancers usually cast baleful versions of spells

* See page 104 for descriptions of these new spells



THE SCOUT (Thief)

Scouts are ideal wilderness guides, highwaymen, trackers and military scouts, combining combat prowess with a knowledge of subterfuge and survival skills. Because of their training scouts must have acute senses and be fleet of foot. They are trained to avoid ambushes and elude detection, and are often relied upon to find and infiltrate enemy encampments.

level	hit dice (d6)	bonus to hit (BTH)	experience points
1	1	+0	0
2	2	+1	2,500
3	3	+2	5,000
4	4	+2	10,000
5	5	+3	20,000
6	6	+4	37,500
7	7	+4	75,000
8	8	+5	150,000
9	9	+6	250,000
10	+2	+6	500,000
11	+2	+7	750,000
12	+2	+8	1,000,000
13	+2	+8	1,250,000
14	+2	+9	1,500,000
15	+2	+10	1,750,000
16	+2	+10	2,000,000
17	+2	+11	2,250,000
18	+2	+12	2,500,000
19	+2	+12	2,750,000
20	+2	+13	3,000,000

Ability Requirements: Wisdom 9, dexterity 9, constitution 9

Hit Die: d6

Alignment: Any

Races: Any

Weapons: Any

Armor: Light armor and small shields*

Abilities: Balance, climb, combat sense, disable device, dodge, escape artist, fast movement, find traps, hunter's aim, jump, perception, scout training, sneak attack, stealth, survival, track

* a scout in medium or heavy armor loses their *dodge* and *fast movement* ability

Balance (Dexterity): Scouts add their full level bonus when making dexterity checks to balance on narrow or slippery surfaces.

Scouts, unlike other characters, may move at ½ of their normal movement rate (rounded to the nearest 5' increment) when balancing. They may attempt to move at their normal movement rate but suffer a -5 penalty to their *balance* check when doing so. At 10th level they may balance at their full movement rate without penalty

Climb (Dexterity): This ability allows a scout to climb up, down or across a slope, wall, steep incline (even a ceiling with handholds) or unusually angled natural or man-made slope or incline that others would find impossible to climb. They add their full level bonus to such checks and never need to make a *climb* check in order to climb natural slopes and manmade inclines, such as a rough ledge or steep steps.

Scouts may climb at up to ½ of their normal movement rate, rounded to the nearest 5' increment, without penalty. At 10th level a scout may attempt to climb at his normal movement rate by making a *climb* check with a -5 penalty.

A failed *climb* check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height and suffers falling damage. Nothing can be carried in the hands while climbing.

Combat Sense: A scout has an uncanny sense for the presence of foes when in a threatening environment. This reduces the effectiveness of *backstab* and *sneak attacks* against them. At 1st level, *backstabbed* scouts negate the attack and damage bonuses gained against them through the *backstab* ability of thieves and assassins.

At 6th level, the scout gains *improved combat sense* and can no longer be *sneak attacked* when surprised. At 11th level the scout gets *greater combat sense* and is no longer vulnerable to *sneak attacks* under any circumstances.

Disable Device (Dexterity): A scout can use this ability to open mechanical locks and disable traps, including magical traps, that he

has found. The DC is usually equal to 10 plus the device's creator's level, or to the caster level of person who created the magical trap, though the penalty may be modified if exceptional tools or materials are used in the device's construction.

Generally, it takes one to four rounds to disarm a device, depending on its complexity. This ability requires the use of a set of thieves' tools, including picks, blank keys, wires, or other appropriate tools. A scout may only make one attempt per lock or trap.

A successful check indicates that the lock has been opened or the trap has been disabled. If a *disable device* attempt fails when opening a lock, the scout cannot try to open the same lock again until the next level of experience is gained, as it is beyond their ability. Failure to disarm a trap indicates that the scout set off the trap and suffers the trap's effect.

To set a trap, or to reset a previously disabled trap, a scout must make a successful *disable device* check. If a character is resetting a trap that he previously disabled, the scout gains a +5 bonus to the check.

Dodge: Scouts rely upon agility and deftness in order to avoid engaging in toe-to-toe combat with opponents. While heavy-armored fighters and hardy barbarians are able to trade blows in melee, scouts must make the most out of their maneuverability in order to stand a fighting chance in combat.

A 1st level scout gains a +1 bonus to his armor class, so long as he is unencumbered or carrying a light load. This bonus improves by +1 at 6th level and every 5 levels thereafter, to a maximum of +4 at level 16.

Escape Artist (Strength or Dexterity): Scouts have a knack for escaping bonds, such as ropes, leather thongs, manacles, chains and even straitjackets through feats of contortion and sheer determination. They may add their level bonus to all attempts made to slip such bonds and, if grappled, may add their full level bonus (rather than ½ their level bonus) to their strength or dexterity check to break the grapple.

Fast Movement: The scout's movement rate is 15' (3") faster than is usual for a member of his race so long as he is not wearing medium or heavy armor.

Find Traps: Scouts may make *perception* checks to search for traps, including magical traps. To find a trap, a scout spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate traps in a 5' by 5' foot area.

A successful *perception* check indicates the scout finds a trap, if one is present. If multiple traps are in an area, the scout's *perception* check is applied against all traps in the area. The DC of this *perception* check is usually equal to 10 plus the level of the trap's creator or to the caster level of person who created the magical trap, though the penalty may be modified if exceptional tools or materials are used in a trap's construction. If multiple traps are present, apply each DC separately against the scout's single *perception* check to find traps.

Hunter's Aim: Scouts are highly skilled at making ranged attacks in less-than-ideal conditions. Whether firing upon fog-shrouded enemies, targeting prey with cover in densely forested areas or striking their quarry from great distances, scouts have a knack for striking with deadly accuracy.

At 1st level the scout may offset penalties for range, cover and/or concealment by 2. At levels 6, 11, and 16 the scout negates an additional point of penalties (3 points at 6th level, 4 points at 11th level and 5 points at 16th level) related to these impediments.

Note that *hunter's aim* only serves to offset penalties for range, cover, or concealment and never provides a bonus to the scout's attack rolls.

Jump (Strength): Scouts add their full level bonus to all strength checks made when leaping or high jumping. In addition, their skill at tumbling allows them to treat all falls as if they were 10 feet shorter than they really are when determining damage, so long as the scout is no more than lightly encumbered.

Perception (Wisdom): A scouts can hear noises that others might not detect and are keen observers of their surroundings. Scouts add their full level bonus to *perception* checks.

Scout Training: Much of a scout's training is concerned with their knowledge of survival skills and the use of guerilla tactics to spy upon and combat the enemies of their people. This training is reflected in the *survival*, *perception* and *combat* abilities of the scout. In addition to these class abilities scouts begin with the *knowledge (nature)* and *knowledge (geography)* skills.

Sneak Attack: A scout normally avoids face-to-face combat if possible, preferring instead to use stealth or guile to catch an opponent unaware or off-guard.

If the scout successfully attacks an unaware or surprised opponent their base weapon damage, excluding all modifiers due to magic, class abilities and/or exceptional strength, is doubled. As the scout gains experience, the damage inflicted increases. At 4th level, a scout's *sneak attacks* deal triple damage. At 8th level, *sneak attacks* deal quadruple damage. At 12th level, a scout's *sneak attacks* deal quintuple damage and, at 16th level and beyond, such attacks deal sextuple damage.

A scout can only *sneak attack* creatures that have a discernible anatomy. The scout must be able to see the target well enough to pick out a vital spot. They may only make *sneak attacks* with weapons listed on the scout weapon proficiency list.

Stealth (Dexterity): Scouts can conceal themselves from others and move about silently. Scouts add their full level bonus to all *stealth* checks.

Scouts may attempt to move silently at ½ of their normal movement rate, rounded to the nearest 5' increment, without penalty. They may attempt to move at their normal movement rate but take a -5 penalty to their *stealth* check when doing so. At 10th level scouts may move at their full movement rate without penalty. All attempts to move silently while running suffer a -20 penalty.

Survival (Wisdom): In wilderness environments, scouts can provide shelter for themselves and others, and can provide decent food and water for several people, all without the need for an ability check. The scout can forage and hunt for food and water. The scout must spend 1d4 hours hunting and gathering to produce enough food and water to feed 2d4 people for 1 day. If the scout wishes to feed or shelter a larger group of people, he must spend an additional 1d4 hours

gathering food and succeed at a *survival check*. This additional effort allows the scout to gather food and water for 2d4 more creatures. The scout can only hunt and forage for food 12 hours per day, limiting the number of people that can be fed. In addition to the ability to provide food and shelter in the wilds, a ranger can automatically determine where true north lies in relation to the character in normal wilderness environments.

Track: The scout can successfully track any creature that leaves a discernible trace, and determine characteristics about the creature as well. With a successful *survival check*, a scout can find and follow a creature's tracks or trail for 6 hours. The scout can also hide tracks at the same level of ability. The Dungeon Master may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked and whether the tracked creature moved through water or a secret door.

A successful *survival check* may also impart information about the creature(s) being tracked. Once a trail is found, a *survival check* can determine the general number and type of creatures being tracked. The number of creatures tracked should be disclosed to the player by using one of the following categories: individuals (1-6), band (7- 20), troop (21-100), or army (101+), and one of the following categories: beast, demihuman, fey, giant, humanoid, plant, vermin, or other (aberration, animated creature, dragon, elemental, magical beast, ooze, extraplanar creature, shapechanger, or undead). For many creatures the scout cannot identify its exact type, only that it is a creature of such nature. A scout can identify specific animal tracks with no effort.

At 3rd level, a scout can ascertain distinguishing characteristics about the creatures tracked, such as whether they are wounded, exhausted, carrying heavy objects, or wearing certain armor. The scout might even be able to determine if a spellcaster is in the group being tracked. The marks or characteristics determined are limited only by the Dungeon Master's imagination and desire to provide or enhance story elements during game play. At 5th level, a scout can identify the type of creature(s) being tracked if belonging to one of the following categories: beast, demihuman, fey, giant, humanoid, plant, or vermin.



ALIGNMENT

Alignment is a shorthand description of a complex moral code. It sketches out the basic attitudes of a person, place, or thing. It is a tool for the DM. In sudden or surprising situations, it guides the DM's evaluation of NPC or creature reactions. By implication, it predicts the types of laws and enforcement found in a given area. It affects the use of certain highly specialized magical items.

For all the things alignment is, there are some very important things that it is not. It is not a hammer to pound over the heads of player characters who misbehave. It is not a code of behavior carved in stone. It is not absolute, but it can vary from place to place. Neither should alignment be confused with personality. It shapes personality, but there is more to a person than just alignment.

PLAYER CHARACTER ALIGNMENT

It is essential that each character's alignment be noted in the DM's records for that character. Are the alignments too different? Are they different enough to break the party apart? Will this interfere with the planned adventure or campaign?

Sometimes characters of different alignments possess such radically varied world views to make cooperation impossible. For example, a strict lawful good and a chaotic neutral would find their adventuring marked by animosity and mistrust. A true chaotic neutral would make just about anyone trying to work with him crazy.

There are two approaches to an alignment problem in the group. The first is to explain the problem to the players involved. Explain why their alignments could cause problems and see if they agree or disagree. If necessary, suggest some alignment changes - but never force a player to choose a new alignment. It is his character, after all. Wildly different characters might find ways to work together, making adventures amusing (at least) and maybe even successful in spite of the group's problems.

The second approach requires that players keep their alignments secret. Don't tell anyone that there might be a problem. Let players roleplay their characters and discover the problems on their own. When problems arise, let the characters work them out themselves. This approach is best suited to experienced roleplayers, and even then it can play havoc with a campaign. Since secrecy implies mistrust, this method should be used with extreme caution.

Roleplaying Alignment: During play, pay attention to the actions of the player characters. Occasionally compare these against the characters' alignments. Note instances in which the character acted against the principles of his alignment. Watch for tendencies to drift toward another, specific alignment.

If a character's class requires that he adhere to a specific alignment, caution him when a proposed action seems contrary to that alignment. Allow the player to reconsider. Never tell a player that his character cannot do something because of his alignment. Player characters are controlled by the players. The DM intervenes only in rare cases (when the character is controlled by a spell or magical item, for example). Finally, as in all points of disagreement with your players, listen to their arguments when your understanding of an alignment differs from theirs. Even though you go to great effort in preparing your game, the campaign world is not yours alone - it also belongs to your players.

Keeping Players in the Dark: Characters should never be sure of other characters' alignments. This is one of the DM's most powerful tools - keep the players guessing. They will pay more attention to what is going on if they must deduce the true motivations and attitudes of those they employ and encounter.

NPC ALIGNMENT

Just as a well-played character acts within the limits of his alignment, NPCs should act consistently with their alignments. Judicious and imaginative use of NPCs is what creates a believable fantasy world. Alignment is a quick guide to NPC and monster reactions. It's most useful when you don't want to take the time to consult a page of tables and you haven't devised a complete personality for every casually encountered NPC. NPCs tend to act in accordance with their alignment (though they are no more perfect in this regard than player characters).

Thus, a chaotic evil gnomish tends to react with threats and a show of might. It considers someone who appeals to its compassion as a weakling, and it automatically suspects the motives of anyone who tries to be friendly. According to the gnomish view of society, fear and

bullying are the keys to success, mercy and kindness are for the weak, and friends are good only for the things they can provide - money, protection, or shelter. A lawful good merchant, meanwhile, would tend to hold the opposite view of things.

Roleplaying NPC Alignment: Remember that alignment is not personality. If every lawful good merchant is played as an upright, honest, and friendly fellow, NPCs will become boring in a hurry. Just because a merchant is lawful good doesn't mean he won't haggle for the best price, or even take advantage of some gullible adventurer who is just passing through. Merchants live by making money, and there is nothing evil about charging as much as a character is willing to pay. A chaotic good innkeeper might, quite reasonably, be suspicious of or hostile to a bunch of ragged, heavily armed strangers who stomp into his inn late at night. A chaotic evil wizard might be bored and happy for a little companionship as he sits by the inn's fire. To create memorable NPCs, don't rely solely on their alignment. Add characteristics that make them interesting, adapting these to fit the character's alignment. The merchant, perhaps feeling a little guilty about over-charging the adventurer, might give the next customer a break on the price. The innkeeper might be rude to the adventurers while clearly being friendly to other patrons. The chaotic evil wizard might discover that, while he wanted some companionship, he doesn't like the company he got. He might even leave behind a token of his irritation, such as bestowing the head of a donkey on the most annoying character.

ALIGNMENT OF MAGICAL ITEMS

Certain powerful magical items, particularly intelligent ones, have alignments. Alignment in these cases is not an indication of the moral properties of the item. Rather, it is a means of limiting the number and types of characters capable of using the item - the user's alignment must match the item's alignment for the magic to work properly. Aligned magical items, usually weapons, were created with a specific ethos in mind. The item was attuned to this ethos by its creator.

Aligned items reveal their true powers only to owners who share the same beliefs. In the hands of anyone else, the item's powers remain dormant. An extremely powerful item may even harm a character of another alignment who handles the item, especially if the character's alignment is opposed to the item's. Aligned magical items should be rare. When an item has an alignment, it is a sign of great power and purpose. This creates opportunities for highly dramatic adventures as the player characters learn about the item, research its history, track it across the country, discover its ancient resting place and overcome the guards and traps set to protect it.

Magical Alignment Changes A second, more insidious, type of magical item is the one that changes a character's alignment. Unlike the usual, gradual methods by which a character changes alignment, magical alignment changes are instantaneous. The character's personality undergoes an immediate transformation, something like magical brainwashing. Depending on the new alignment, the change may or may not be immediately noticeable. However, you should insist that the player role-play his new situation. Do not allow him to ignore the effects the alignment change will have on his character's personality. Indeed, good role-players will take this as an opportunity to stretch their skills.

FAITH & ALIGNMENT: General alignments also can be applied to religions. The beliefs and practices of the religion determine its alignment. A religion that espouses understanding, working in harmony with others, and good deeds is more than likely lawful good. Those that stress the importance of individual perfection and purification are probably chaotic good.

It is expected that the priests of a religion will adhere to its alignment, since they are supposed to be living examples of these beliefs. Other followers of the religion need not adhere exactly to its alignment. If a person's alignment is very different from his religion's, however, a priest is certainly justified in wondering why that person adheres to a religion which is opposed to his beliefs and philosophy.

SOCIETAL ALIGNMENT

Player characters, NPCs, and monsters are not alone in having alignment. Since a kingdom is nothing but a collection of people, united in some fashion (by language, common interest, or fear, for example), it can have an overall alignment. The alignment of a barony, principality, or other small body is based on the attitude of the ruler and

the alignment of the majority of the population.

The alignment of the ruler determines the nature of many of the laws of the land. Lawful good rulers usually try to protect their territory and do what's best for their subjects. Chaotic good rulers try to help people, but irregularly, being unwilling to enact sweeping legislation to correct a social ill.

At the same time, the enforcement of the laws and the attitudes found in the country come not from the ruler but the subjects. While a lawful good king issues decrees for the good of all, his lawful evil subjects could consider them inconveniences to work around. Bribery might become a standard method for doing business.

If the situation is reversed (a lawful evil king with mostly lawful good subjects), the kingdom becomes an unhappy place, filled with grumbling about the evil reign that plagues it. The king, in turn, resorts to severe measures to silence his critics, creating even more grumbling. The situation is similar to romantic portrayals of Norman England, with the good and true peasants struggling under the evil yoke of Prince John (as in *Robin Hood* and *Ivanhoe*).

The general alignment of an area is determined by the interaction between ruler and ruled. Where the ruler and the population are in harmony, the alignment tendency of the region is strong. When the two conflict, the attitudes of the people have the strongest effect, since the player characters most often deal with people at this level. However, the conflict between the two groups - subjects and lord - over alignment differences can create adventure.

Using Area Alignments: Using a general alignment for an area allows a quick assessment of the kind of treatment player characters can expect there. The following gives ideas for each alignment.

- **Lawful Good:** The people are generally honest, law-abiding, and helpful. They mean well (at least most of them do). They respect the law. As a rule, people don't walk around wearing armor and carrying weapons. Those who do are viewed with suspicion or as trouble-makers. Some societies tend to dislike adventurers, since they often bring trouble.
- **Lawful Neutral:** The people are not only law-abiding; they are passionate creators of arcane bureaucracies. The tendency to organize and regulate everything easily gets out of control. In large empires there are ministries, councils, commissions, departments, offices, and cabinets for everything. If the region attracts a lot of adventurers, there are special ministries, with their own special taxes and licenses, to deal with the problem. The people are not tremendously concerned with the effectiveness of the government, so long as it functions.
- **Lawful Evil:** The government is marked by its severe laws, involving harsh punishments regardless of guilt or innocence. Laws are not intended to preserve justice so much as to maintain the status quo. Social class is crucial. Bribery and corruption are often ways of life. Adventurers, since they are outsiders who may be foreign agents, are viewed with great suspicion. Lawful evil kingdoms often find themselves quashing rebellions of oppressed peasants clamoring for humane treatment.
- **Neutral Evil, Neutral Good, and True Neutral:** Areas dominated by these three alignments tend to adopt whatever government seems most expedient at the moment. A particular form of government lasts as long as the ruler or dynasty in power can maintain it. The people cooperate when it suits them - or, in the case of true neutrals, when a sense of balance is preserved. Such neutral territories often act as buffer states between lands of extreme alignment difference (for example, between a lawful good barony and a vile chaotic evil principality). They shift allegiance artfully to preserve their borders against the advances of both sides in a conflict. Neutral evil countries tend to be benign (but not pleasant) dictatorships while neutral good countries are generally "enlightened" dictatorships. Transfers of power are usually marked by shifts in government, though these are often bloodless coups. There is a certain apathy about politics and government. Adventurers are treated the same as everyone else.
- **Chaotic Good:** The people mean well and try to do right, but are hampered by a natural dislike of big government. Although there may be a single ruler, most communities are allowed to manage themselves, so long as their taxes are paid and they obey a few broad edicts. Such areas tend to have weak law

enforcement organizations. A local sheriff, baron, or council may hire adventurers to fill the gap. Communities often take the law into their own hands when it seems necessary. Lands on the fringes of vast empires far from the capital tend to have this type of alignment.

- **Chaotic Neutral:** There is no government. Anarchy is the rule. A stranger to such a town may feel as if he has ridden into a town of madmen.
- **Chaotic Evil:** The people are ruled by, and live in fear of, those more powerful than themselves. Local government usually amounts to a series of strong-arm bosses who obey the central government out of fear. People look for ways to gain power or keep the power they've got. Assassination is an accepted method of advancement, along with coups, conspiracies, and purges. Adventurers are often used as pawns in political power games, only to be eliminated when the adventurers themselves become a threat.

Varying Social Alignment: Within these alignments, of course, many other government types are possible. Furthermore, even within the same kingdom or empire, there may be areas of different alignment. The capital city, for example, where merchants and politicians congregate, may be much more lawful (or evil, etc.) than a remote farming community.

Alignment is only one pattern of social organization. Not every nation or barony is defined by its alignment. Other methods of describing a group of people can also be used - peaceful, warlike, barbaric, decadent, dictatorial, and civilized are all possible descriptions. You need only look at the world today to see the variety of societies and cultures that abound in the realms of man. A good DM will sprinkle his campaign world with exotic cultures created from his own imagination or researched at the local library.

ALIGNMENT AS A WORLDVIEW

In addition to all its other uses, alignment can become the central focus of a campaign. Is the world caught in an unending struggle between the forces of good and evil, law and chaos? the answer affects how the campaign world is created, how the campaign is run, and how adventures are constructed. It also affects players' perspectives on and reactions to various situations and events.

In a typical campaign, the primary conflict in the world is not a struggle between alignments. The campaign world is one in which passion, desire, coincidence, intrigue, and even virtue create events and situations. Things happen for many of the same reasons as in the real world. For this reason, it may be easier to create adventures for this type of campaign. Adventure variety and excitement depend on the DM's sense of drama and his ability as a storyteller. Occasionally player characters discover a grand and hideous plot, but such things are isolated affairs, not part of an overall scheme.

However, for conspiracy-conscious DMs, a different world view might be more suitable, one where the powers of alignment (gods, cults, kingdoms, elemental forces) are actively struggling against each other. The player characters and NPCs may be agents of this struggle. Sometimes, they are aware of their role. At other times, they have no idea of their purpose in the grand scheme of things.

Even rarer are those campaigns where the player characters represent a third force in the battle, ignored or forgotten by the others. In such a world, the actions of adventurers can have surprising effects.

Alignments in Conflict: There are advantages and disadvantages to building a campaign around alignment struggles. On the plus side, players always have a goal, even if they're not always aware of it. This goal is useful when constructing adventures. It motivates player characters and provides a continuing storyline; it ensures that characters always have something to do ("Restore the balance of Law, loyal followers!"). Also, a sense of heroism permeates the game. Players know that their characters are doing something important, something that has an effect on the history of the campaign world.

There are disadvantages to this approach, too, but none that can't be avoided by a clever DM. First is the question of boredom. If every adventure revolves around maintaining balance or crusading for the cause, players might get tired of the whole thing.

The solution is simply to make sure adventures are varied in goal and theme. Sometimes characters strive in the name of the great cause. Other times they adventure for their own benefit. Not every battle needs to be a titanic struggle of good vs. evil or light vs. darkness.

Another concern is that everything the characters do may affect their quest. An aligned game universe is one of massive and intricate cause-and-effect chains. If X happens over here, then Y must happen over there. Most adventures must be woven into the thread of the storyline, even those that don't seem to be a part of it. This is in direct conflict with the need for variety, and the DM must do some careful juggling. A big quest is easy to work into the story, but what happens when the player characters take some time off to go on their own adventure? Are they needed just then? What happens in their absence? How do they get back on track? What happens when someone discovers something no one was meant to know? For these problems there are no easy answers. A creative DM will never be idle with this sort of campaign.

Finally, there is the problem of success and failure. An aligned universe tends to create an epic adventure. Player characters become involved in earthshaking events and deal with cosmic beings. Being at the center of the game, player characters assume great importance (if they don't, they will quickly get bored). This is standard stuff in sword-and-sorcery fiction, so it is natural that it also appears in a sword-and-sorcery roleplaying adventure.

Fiction writers have an advantage DMs do not, however - they can end the story and never return to it. At the end of the book, the good guys win, the world is set right, and the covers are closed. The writer never has to worry about it again, unless he wants to. What happens when characters win the final conflict, the battle that puts all to right? What can be done after peace and harmony come to the universe? Further, the author knows who is going to win. He starts by knowing the good guys will triumph. There may be many twists, but eventually the heroes come out on top. Many DMs make the same assumption. They are wrong.

Never simply assume that the characters will win. What if they don't? What if the forces of darkness and evil win the final battle? No matter how high the odds are stacked in their favor, there is always a chance that the characters will do something so stupid or unlucky that they lose. Victory cannot be guaranteed. If it is, players will quickly sense this and take advantage of it.

Never-Ending Conflict: The best way to avoid the problems described above is to design the characters' struggle so it is never-ending. At the very least, the conflict is one that lasts for millennia - well beyond the lifetimes of the player characters.

However, to keep the players from feeling frustrated, certain they can never accomplish anything, their characters must be able to undertake sizable tasks and win significant victories. Player characters fighting for the cause of good may eventually drive back the growing influence of the chief villain, but they defeat only a symptom, not the disease itself.

There always can be a new threat. Perhaps the evil villain himself returns in a new and more hideous manifestation. The DM must be prepared with a series of fantastic yet realistic threats. These gradually increase in scope as the characters become more powerful. Thus, it is possible to build a campaign where the forces of alignment play an active role in things. It is difficult, and there are many hazards, but imagination and planning can overcome the obstacles.

ALIGNMENT AS A TOOL

Even though it has been said several times already, this point is important enough to repeat - alignment is a tool to aid role-playing, not a hammer to force characters to do things they don't want to do. The DM should never tell a player, "Your character can't do that because it's against his alignment," unless that character is under some type of special magical control. Let players make their own decisions and their own mistakes. The DM has enough to do without taking over the players' jobs, too.

Despite this prohibition, the DM can suggest to a player that an action involves considerable risk, especially where alignment is concerned. If the player still decides to go ahead, the consequences are his responsibility. Don't get upset about what happens to the character. If the paladin is no longer a paladin, well, that's just the way things are.

Such suggestions need not be brazen. True, the DM can ask, "Are you sure that's a good idea, given your alignment?" He can also use more subtle forms of suggestion woven into the plot of the adventure. Tomorrow the cleric intends to go on a mission that would compromise his alignment. That night, he has a nightmare which prevents any restful

sleep. In the morning he runs into an old soothsayer who sees ill omens and predicts dire results. His holy symbol appears mysteriously tarnished and dull. The candles on the altar flicker and dim as he enters the temple. Attentive players will note these warnings and may reconsider their plans. If they do not, it is their choice to make, not the DM's.

CHANGING ALIGNMENT

Sooner or later, a player character will change alignment. A character might change alignment for many reasons; most of them have nothing to do with the player "failing" to play his character's role or the DM "failing" to create the right environment.

Player characters are imaginary people. But, like real people, they grow and change as their personalities develop. Sometimes circumstances conspire against the player character. Sometimes the player has a change of attitude. Sometimes the personality created for the player character just seems to pull in an unexpected direction. These are natural changes. There might be more cause for concern if no player character ever changes alignment in a campaign.

There is no rule or yardstick to determine when a character changes alignment. Alignment can change deliberately, involuntarily or unconsciously. This is one of those things that makes the game fun. Players are free to act, and the DM decides if (and when) a change goes into effect. This calls for some real adjudication. There are several factors to consider:

- **Deliberate Change:** Deliberate change is engineered by the player. He decides he doesn't want to play the alignment he originally chose. Perhaps he doesn't understand it, or it's not as much fun as he imagined, or it's clear that the player character will have a more interesting personality with a different alignment. All the player has to do is have his character start acting according to the new alignment. Depending on the severity of the actions and the determination of the player, the change can be quick or slow.
- **Involuntary Change:** Involuntary alignment change is forced on the character. Most often this is the result of a spell or magical item. Involuntary changes are immediate, and the character's previous actions have little bearing on the change.
- **Unconscious Change:** Unconscious change happens when the character's actions are suited to a different alignment without the player realizing it. As in the case of a deliberate alignment change, the DM should keep track of the character's actions. If the DM suspects that the player believes his character is acting within his alignment, the DM should advise the player that his character's alignment is coming into question. An unconscious alignment change should not surprise the player - not completely, anyway.

Charting the Changes: During the course of play, keep notes on the actions of the player characters. At the end of each session, read through those notes, paying attention to any unusual behavior. Note which alignment seems most appropriate to each character's actions.

If, over the course of several playing sessions, a character's actions consistently fit an alignment different from the character's chosen alignment, an alignment change is probably in order. If small actions are taking a character outside his alignment, the change should be gradual - maybe even temporary. Severe actions could require an immediate and permanent alignment change.

Example: A paladin burns the village to prevent the disease from spreading, committing a seriously evil act. In this case, the DM is justified in instituting an immediate alignment change to lawful evil or even chaotic evil. The character eventually might be able to change back to lawful good alignment, but he will never again be a paladin.

Effects of Changing Alignment: Unless the character plays a class with alignment restrictions, alignment change carries no penalty, other than roleplaying repercussions. The character may develop a reputation for fickleness or inconstancy, while those who know the character well may come to question his motives and dedication.

Characters with a class-based alignment restrictions may not advance in that class should their alignment no longer suit that class. They may only advance once they have atoned and returned to a suitable alignment. Classes with divine spells or spell-like class abilities (i.e. cure disease, divine sense, divine aura, etc) will lose those abilities until they have atoned and returned to a suitable alignment.

RELIGION

CLERICAL DOMAINS (Optional)

In the simplest version of the AD&D game, clerics serve religions that can be generally described as "good", "neutral", or "evil." Nothing more needs to be said about it; the game will play perfectly well at this level. However, a DM who has taken the time to create a detailed campaign world has often spent some of that time devising elaborate pantheons, either unique creations or adaptations from history or literature.

It is your decision as to whether clerical domains are available to clerics and cloistered clerics, who must then adhere to the dictates of a particular domain. If a character follows a god of a particular domain, expect him to have abilities, spells and restrictions different from those of a generic cleric. Priesthood of any domain must take the following into consideration: requirements, favored weapons, granted powers and ethos. As the use of clerical domains is optional, players should consult you about each aspect of their domain, to be sure that their choices meet with your approval.

Requirements: Before a character can become a cleric of a particular domain, certain requirements must be met. These usually involve ability requirements, in addition to wisdom, and alignment restrictions. All clerics, regardless of domain, must have wisdom scores of at least 9. A god of battle, for example, should require strong, healthy clerics. One whose sphere is art and beauty should have a minimum charisma of 9. Most deities demand a specific type of behavior from their followers, and this will dictate alignment choices.

Favored Weapons: Not all domains are opposed to the shedding of blood. Indeed, some deities prefer that their clerics use swords, spears or other specific weapons. An agricultural deity might emphasize weapons derived from farm implements - sickles and flails, for example. A deity of peace and harmony might grant only the simplest and least harmful weapons - perhaps only bare hands and nets. Given below are some suggested weapons, but many more are possible. All clerics should be proficient in the use of daggers.

Deity	Favored Weapon Suggestions
Agriculture	Flail (any), sickle, scythe
Air, wind	Bow (any), javelin, scimitar, spear (any)
Animals	Bow (any), net, spear (any)
Arts	Dart, quarterstaff, shortsword
Chaos, discord	Flail (any), scourge, sling, whip
Darkness	Garrote, sap, shortsword
Death	Quarterstaff, sickle, scythe
Disease	Scourge, unarmed, whip
Earth	Pick (any), sling
Fire	Scourge, shortsword, whip
Forests, wilderness	Bow (any), spear (any), quarterstaff
Healing	Net, quarterstaff
Hearth	Quarterstaff
Hunt	Bow (any), sling, spear (any), net
Industry	Throwing hammer, quarterstaff
Knowledge	Quarterstaff
Law	Longsword, mace (any), spear
Light	Morningstar, longsword
Luck	Dart, shortsword
Love, beauty	Bow (any), dart, net
Magic	Quarterstaff
Mischief	Club
Moon	Scimitar, sickle
Peace	Net, unarmed, quarterstaff
Smithing	Throwing hammer, warhammer
Strength	Club, gauntlet (any), unarmed, warhammer
Storms	Javelin, spear, throwing hammer
Sun	Bow (any), javelin, shortsword
Time	Longsword, quarterstaff
Travel	Quarterstaff
War	Battleaxe, longsword, spear, warhammer
Water, oceans	Net, spear, trident

Of course there are many other reasons a deity might be associated with a particular weapon or group of weapons. These are often cultural, reflecting the weapons used by the people of the area. There may be a particular legend associated with the deity, tying it to some powerful artifact weapon (Thor's hammer, for example).

Granted Powers: The following are suggested modifications that may be made to the base cleric class based upon a character's chosen clerical domain:

- Agriculture:** Priests of agricultural gods must take *profession (farmer)* as a skill. They add the following spells to their repertoire:
 - Level 1: *Goodberry*
 - Level 2: *Detect animals or plants*
 - Level 3: *Plant growth*
 - Level 6: *Move earth*

- Air, Wind:** Clerics of wind and air gods gain additional air spells but lose access to earth spells. They may not wear heavy armor. Add the following spells to the cleric's spell list:

- Level 1: *Feather fall*
- Level 2: *Gust of wind*
- Level 3: *Wall of wind*
- Level 5: *Control winds*
- Level 7: *Wind walk*
- Level 8: *Whirlwind*
- Level 9: *Elemental swarm*

Remove the following spells from the cleric's spell list:

- Level 1: *Magic stone*
- Level 3: *Meld into stone*
- Level 7: *Stone tell*
- Level 8: *Earthquake*

They may not conjure earth elementals.

- Animals:** Clerics of this domain add the following spells to their spell list:

- Level 1: *Animal friendship*
- Level 2: *Animal trance*
- Level 3: *Dominate animal*
- Level 4: *Animal summoning I*
- Level 5: *Animal summoning II*
- Level 6: *Animal summoning III*

- They must choose *profession (animal handler)* or *knowledge (nature)* skill as one of their skills at 1st level. In place of *raise dead*, clerics of this domain gain *reincarnation*. Access to *resurrection* is lost. They are restricted to the use of light armor but may use any shield.

- Arts:** Clerics of this domain worship the gods of artistic inspiration. They must choose a *performance* skill as one of their starting skills. They add the following spells to their spell list:

- Level 0: *Prestidigitation*
- Level 1: *Charm person*
- Level 3: *Suggestion*
- Level 4: *Charm monster*
- Level 5: *Dream*
- Level 7: *Charm plants*
- Level 9: *Antipathy, mass charm*

All clerics of this domain are limited to the use of light armor and small shields.

- Chaos:** Priests of chaos are immune to *insanity* and *confusion* spells and spell effects. They add the following spells to their spell list:

- Level 4: *Confusion*
- Level 5: *Chaos*
- Level 7: *Insanity*

They may never work to restore a creature's sanity by any means.

- Darkness:** Servants of darkness are skilled at blending into the shadows, gaining the *stealth* ability of thieves and assassins. At 5th level they gain the ability to *sneak attack* for double damage. The damage dealt by their sneak attacks never increases. They may only wear light armor and use the weapons of thieves in place of those of clerics. They may never cast *light* spells of any sort.

- Death:** Death priests add the following spells to their spell list:

- Level 6: *Death spell*
- Level 8: *Finger of death*

At 3rd level and beyond they may *feign death* once per day in addition to their usual spell allotment. Both evil and neutral clerics of death gods command undead rather than turn them. They must take *profession (embalmer)* as a skill.

- **Disease:** Clerics of this mythos are immune to the ill-effects of all diseases, regardless of their origin, though they may exhibit the physical signs of diseases they contract and act as disease carriers.

At 3rd level they may *cause disease* once per week with their touch. This ability improves as the cleric rises in levels. At 9th level, the cleric can *cause disease* two times per week and, at 15th level, three times per week.

They may not cast *cure disease* or use the healing skill to treat those suffering from illness or disease.

- **Earth:** Clerics of earth gods gain additional earth-based spells but lose access to air-based spells. Add the following spells to the cleric's spell list:

Level 2: *Soften earth and stone*
 Level 3: *Stone shape*
 Level 5: *Transmute rock to mud*
 Level 6: *Wall of stone*
 Level 8: *Animate rock*

Remove the following spells from the cleric's spell list:

Level 4: *Air walk*
 Level 6: *Aerial servant, wind walk*
 Level 7: *Control weather*

They may not conjure air elementals.

- **Fire:** Clerics of the fire domain gain access to fire-based spells but lose access to water-based spells. Add the following spells to the cleric's spell list:

Level 2: *Flame blade* (favored melee weapon)
 Level 4: *Produce fire*
 Level 5: *Wall of fire*
 Level 7: *Fire storm*

Remove the following spells from the cleric's spell list:

Level 3: *Water breathing, water walk*
 Level 4: *Control water*
 Level 7: *Control weather*

They may not conjure water elementals.

- **Forests, Wilderness:** Clerics of this domain add *survival* as a class ability. They are restricted to the use of leather or padded armor and wooden shields. They add the following spells to their spell list:

Level 1: *Calm animals, pass without trace*
 Level 2: *Tree*
 Level 3: *Dominate animal*
 Level 4: *Antiplant shell 10' radius*
 Level 5: *Plant door*
 Level 6: *Transport via plant*
 Level 7: *Changestaff*

They may never create golems of any sort and gain the *turn undead* ability at level 3 instead of at 1st level. Their effective cleric level, with regards to turning, is equal to their cleric level minus two. In place of *raise dead*, priests of this domain gain *reincarnation*. Access to *resurrection* is lost.

- **Healing:** Clerics with the healing domain are usually cloistered clerics but may use the following modifications if cloistered clerics are not used in your game.

Clerics with this domain refrain from combat in all but the direst of circumstances and use the BTH progression of magic-users, due to their limited martial training.

They are immune to all diseases, regardless of whether they are cloistered clerics or not.

At 3rd level they may *cure disease* once per week with their touch. This ability improves as the cleric rises in levels. At 9th level, the cleric can *cure disease* two times per week and, at 15th level, three times per week. When casting any *cure* spell, clerics with the healing domain may reroll all "1"s or "2"s rolled. They may not cast *cause disease*, *cause blindness/deafness*, *harm*, *wither* or *cause wounds* spells of any sort.

- **Hearth:** Priests of the hearth typically stress the safety of home and their community to their flock. They are rarely adventurers. Clerics of this domain add the following spells to their spell list:

Level 1: *Alarm, hold portal*

Level 2: *Wizard lock*

Level 3: *Leomund's tiny hut*

Level 4: *Leomund's secure shelter*

They must take a *profession* skill related to domestic life and may not wear heavy armor.

- **Hunt:** Clerics of the hunt gain the *survival* and *track* class abilities at 1st level. They are restricted to the use of light armor but may use shields. In place of *raise dead*, priests of this domain gain *reincarnation*. Access to *resurrection* is lost.

- **Industry:** The clerics of this god worship the gods of item creation, whether that creation is of works of art, magical items or mundane items of any sort. They must choose a *craft* or *profession* skill as one of their starting skills. They add the following spells to their spell list:

Level 0: *Mending*
 Level 2: *Obscure object*
 Level 4: *Minor creation*
 Level 5: *Major creation*
 Level 6: *Enchant an item*

- **Knowledge:** Clerics of the knowledge domain are usually cloistered clerics. If this new class is not used in your game, the following changes may be made to the standard cleric class.

Clerics of the knowledge domain may not wear armor but may use protective devices, such as *rings of protection* or *bracers of defense*. They gain the *lore* and *decipher script* class abilities at 1st level and begin play with 2 additional *knowledge* skills. They use the BTH progression of magic-users due to their lack of combat training.

- **Law:** Clerics of law, upon reaching 3rd level, may cast *zone of truth* once per day in addition to their usual spell allotment. At 7th level, they may also cast *detect lie* in addition to their daily spell allotment. They gain a +3 bonus to *dispel chaos*, *confusion*, *insanity* and *symbol of insanity* spells and may not cast these spells under any circumstance.

- **Light:** Clerics of light gain a +2 bonus to all *turn undead* checks and may radiate a nimbus of light (as the *light* spell) for up to 1 turn/level each day.

They may never cast any *darkness* spell of any sort, nor may they *animate dead*.

- **Luck:** Servants of the gods of luck are aware of fortune's fickle nature. Once per day they may add their level to any single ability check or attack roll they make. They must announce their intent to do so before making the roll. Should this roll fail, the cleric suffers a -1 penalty to all ability checks, including saving throws, for the next 24 hours.

- **Love, Beauty:** Clerics of this domain are usually not the sort to seek adventures or crusade in their faith's name. Adventuring clerics of this domain may not wear armor but may use protective devices such as *rings of protection* or *bracers of defense*. They add the following spells to their spell list:

Level 1: *Friends*
 Level 3: *Suggestion*
 Level 6: *Mass suggestion*

They have a +2 bonus to resist all *charm*, *dominate*, *enthrall*, *fascinate*, or *suggestion* spells or spell-like abilities. At 3rd level they gain the bardic *fascinate* ability with an effective level equal to their cleric level minus 2. They must have a minimum charisma of 9.

- **Magic:** Clerics of the gods of magic are usually cloistered clerics but may use the following modifications if cloistered clerics are not used in your game.

Clerics of the gods of magic may not wear armor but may use protective devices such as *rings of protection* or *bracers of defense*. They fight as magic-users, using the BTH progression for that class.

All clerics of magic may use all wands, rods and staves that may be used by clerics or magic-users, and gain access to the following spells:

Level 0: *Prestidigitation*
 Level 1: *Armor*
 Level 2: *Protection from normal missiles*
 Level 3: *Arcane sight*

- Level 4: *Detect scrying*
- Level 5: *Permanency*
- Level 6: *Antimagic shell*
- Level 7: *Improved arcane sight*
- Level 8: *Serten's spell immunity*
- Level 9: *Mordenkainen's disjunction*

- **Mischief:** Clerics of the mischief domain tend to be roguish pranksters and may not be lawful in alignment. They gain *sleight of hands* as a class ability but are restricted to the use of light armor. They may cast the following in addition to their usual spells:

- Level 0: *Prestidigitation*
- Level 1: *Change self, ventriloquism*
- Level 2: *Misdirection*
- Level 6: *Mislead*

- **Moon:** Clerics of the ever-changing moon are often shapeshifters and may turn or control lycanthropes as a typical cleric turns or controls undead. They never destroy lycanthropes with this ability. The following spells are added to their spell list:

- Level 2: *Alter self*
- Level 4: *Polymorph*
- Level 9: *Shapechange*

Clerics of this domain are restricted to the use of light armor, though they may use all shields.

- **Peace:** Clerics of peace are almost always cloistered clerics or non-adventuring clerics. Clerics of peace may not wear armor but may use protective devices such as *rings of protection* or *bracers of defense*. They may not cast *cause disease*, *cause blindness/deafness*, *harm*, *wither* or *cause wounds* spells.

To reflect their lack of martial training, clerics of this domain use the BTH progression of magic-users. To balance this, priests of peace gods may cast *sanctuary* once per day at 3rd level, in addition to their usual spell allotment. At 9th level they may cast *sanctuary* twice per day and, at 15th level, three times per day. Saves made to resist their *sanctuary* spells are made with a -2 penalty.

They may also *lay on hands*, just as a paladin does. When casting any *cure* spell, clerics of peace may reroll all "1"s or "2"s rolled.

- **Revelry:** Clerics of bacchanalian gods must take a performance skill or craft skill related to their wild revels. They may not be of lawful alignment. The following spells are added to their spell list:

- Level 1: *Friends*
- Level 2: *Tasha's hideous laughter*
- Level 4: *Confusion*
- Level 5: *Mind Fog*
- Level 8: *Otto's irresistible dance*

- **Smithing:** These clerics must take a *craft* skill related to smithing at 1st level. At 18th level they may create iron golems using the same spells needed to make a clay golem but using the same materials (incurring the same expenses) for creating an iron golem. The following spells are added to their spell list:

- Level 1: *Unseen servant*
- Level 6: *Enchant an item*
- Level 7: *Mordenkainen's sword*¹
- Level 8: *Glassteel*

¹ The favored melee weapon of the deity is used

- **Strength:** Clerics of this domain are quick to demonstrate their physical prowess through feats of strength. They receive a +2 bonus on all opposed strength checks and add the *strength* spell to their spell list. They must have a minimum strength of 9.

- **Storms:** This domain affords its clerics with the ability to predict the weather with near certainty. Clerics of storm gods may predict the weather for the next day with a *perception* check. For each day beyond the current one, the *perception* check is penalized by 2. As such, predicting the next weeks' weather (6 days beyond the current day) would require a *perception* check with a -12 penalty.

The following spells are added to their spell list:

- Level 3: *Call lightning*
- Level 7: *Control weather*
- Level 9: *Storm of vengeance*

- **Sun:** Clerics of sun gods must choose a *performance* skill as at 1st level, as sun gods are commonly patrons of the arts. They add the following spells to their spell list:

- Level 2: *Flame blade*
- Level 7: *Sunray*
- Level 8: *Sunburst*
- Level 9: *Chariot of Sustarre*

Clerics of sun gods may not cast *darkness* nor *cold* spells.

- **Thievery:** Clerics of the gods of thievery are limited to the use of light armor and are not proficient in the use of shields. They begin play proficient in the following weapons: club, dagger, hammer (throwing), hand crossbow, garrote, light crossbow, quarterstaff, sap, shortbow, shortsword, and sling. They gain *disable device*, *find traps*, *sleight of hands*, and *stealth* as class abilities but have a d6 hit die type rather than a d8, and turn undead as if 2 levels lower than their actual cleric level. They may not be of lawful alignment.

- **Time:** Priests of this domain are usually learned chroniclers of the ages and masters of astronomy. As such, clerics with this domain must have the *knowledge (astronomy or history)* or *profession (clockmaker, embalmer, librarian or scribe)* skill. This list can be expanded to include other skills connected with the passage of time. They add the following spells to their spell list:

- Level 0: *Know direction*
- Level 3: *Haste, slow*
- Level 8: *Temporal stasis*
- Level 9: *Time stop*

- **Travel:** Clerics of the travel domain move 15' (3") faster than is usual for a member of their race so long as they are not carrying more than a light load.

They must take a *profession* related to traveling (i.e. teamster, guide, sailor, and navigator) at 1st level and are restricted to the use of light armor. They may use any shield. They add the following spells to their spell list:

- Level 0: *Know direction*
- Level 1: *Run*
- Level 4: *Dimension door*
- Level 5: *Teleport*
- Level 7: *Teleport without error*

- **War:** Priests of war gods gain proficiency, and a +1 bonus to hit, with their deity's favored weapon, even if that weapon is not normally allowed by clerics.

- **Water, Oceans:** Clerics of this domain must choose a *profession* or *craft* skill tied to living off of a body of water (i.e. boating, fishing, shipwright) at 1st level. They add *airy water* to their 5th level spell list but remove *flame strike*. They may not conjure fire elementals.

ETHOS

All clerics must live by certain tenets and beliefs that guide the clerics' behavior. A war deity may order its clerics to be at the forefront of battles and to actively crusade against all enemies. A harvest deity may want its clerics to be active in the fields. The ethos may also dictate what alignment the cleric must be. The nature of the mythos helps define the strictures the cleric must follow.

BALANCING IT ALL

When creating a cleric of a specific domain, careful attention must be given to the balance of the character's different abilities. A cleric strong in one area or having a wide range of choice must be appropriately weakened in another area so that he does not become too powerful compared to the other clerics in the game. If a war deity allows a cleric the use of all weapons and armor, the character should be limited in the spells allowed or powers granted. At the other extreme, a character who follows a deity of peace should have significant spells and granted powers to make up for his extremely limited or non-existent choice of weapons.

CLERIC TITLES

Clerics of differing mythoi often go by titles other than cleric. Shamans and witch doctors are also possibilities. A little research will turn up many unique and colorful titles, a few of which are listed here: Abbess, Abbot, Ayatollah, Bonze, Brother, Dom, Eye of the Law, Friar, Guru, Hajji, Imam, Mendicant, Metropolitan, Mullah, Pardoner, Patriarch, Prelate, Prior, Qadi, Rector, Vicar, and Yogi.



CHARACTER BACKGROUND

After a player has selected his character's race and class, he may want to fill in the details of his character. While not required to do so, there are many situations in which this information is vital or useful to roleplaying.

The vital statistics tables below include entries for every subrace presented in this tome, as well as for the half-ogre race presented herein. These tables expand upon those presented on page 36 of the *PLAYER'S HANDBOOK*. For clarification on how to read or use these tables, see the notes for the corresponding tables in the *PLAYER'S HANDBOOK*.

CHARACTER HEIGHT & WEIGHT

Heights and weights for races or subraces not listed on the table must be decided by you as DM. Females tend to be lighter and shorter than males. Thus, the base numbers for height and weight are divided into male/female values.

race	base height	modifier	base weight (lbs.)	modifier (lbs.)
dwarf, gray	3'9" or 3'6"	+2d4"	75 or 50	+4d6
dwarf, hill	3'9" or 3'6"	+2d4"	130 or 100	+8d6
dwarf, mountain	3'9" or 3'6"	+3d4"	130 or 100	+10d6
elf, dark	4'6" or 4'3"	+3d4"	75 or 70	+4d6
elf, gray	4'6" or 4'3"	+3d4"	85 or 80	+4d6
elf, high	4'6" or 4'3"	+3d4"	85 or 80	+6d6
elf, wild	4'3" or 4'	+1d4"	65 or 50	+4d4
elf, wood	4'6" or 4'3"	+3d4"	85 or 80	+6d6
gnome, deep	3' or 2'10"	+2d4"	45 or 40	+4d6
gnome, surface	3' or 2'10"	+2d4"	50 or 45	+5d6
half-elf	4'9" or 4'6"	+4d4"	100 or 80	+8d8
halfling, hairfoot	2'9" or 2'6"	+3d4"	45 or 40	+5d6
halfling, stout	2'9" or 2'6"	+2d4"	50 or 45	+5d6
halfling, tallfellow	3'3" or 3'	+3d4"	50 or 45	+5d6
half-ogre	6'4" or 6'2"	+2d10"	275 or 245	+10d12
half-orc	4'9" or 4'6"	+2d12"	150 or 110	+12d8
human	4'9" or 4'6"	+2d10"	120 or 90	+10d8

CHARACTER AGE

At the onset of each and every character's creation it is necessary that you establish his age. For player characters and henchmen you must use the appropriate table. You may do the same for other characters, or you may assign age as you see fit in light of the milieu you have developed.

class (or secondary class thereof)

race	cleric	fighter	magic-user	monk	thief or psionicist
dwarf	75+4d10	20+5d4	-	-	35+5d6
elf	100+1d%	25+5d10	75+1d%	-	50+5d10
gnome	75+5d10	20+5d4	75+5d6	-	35+5d6
half-elf	18+2d4	15+2d6	20+4d6	20+2d4	18+2d4
halfling	24+3d6	16+4d6	-	-	16+4d6
half-ogre	20+1d4	15+1d4	-	-	20+1d4
half-orc	16+2d4	13+1d6	20+2d6	20+1d4	20+2d4
human	18+1d4	15+1d6	20+2d6	20+1d4	18+1d4

*for multiclassed characters use the column that generates the highest starting age.

Once character age is established, you must keep track of it from game year to game year. To normal game years must be added any of the various unnatural causes of aging. These effectively add years to the character's age. The effects of aging are given in the

next section. The maximum age of any character is likewise explained.

Aging: In order to establish the overall effects of age, it is necessary to establish a number of standard age brackets for each race of characters (see the *Age Categories* table below for details). When age category is established, modify ability scores accordingly, making each change progressively from young adulthood, all additions and subtractions being cumulative. No ability score may exceed its racial maximum due to aging effects.

race	age categories				
	young adult	mature	middle-aged	old	venerable
dwarf, gray	25-50	51-150	151-250	251-350	351-500
dwarf, hill	25-50	51-150	151-250	251-350	351-500
dwarf, mountain	25-60	61-175	176-275	276-400	401-550
elf, dark	25-100	101-400	401-500	551-750	751-1000
elf, gray	25-250	251-650	651-1000	1001-1500	1501-2000
elf, high	25-175	176-550	551-800	801-1200	1201-1600
elf, wild	25-150	151-500	501-700	701-1050	1051-1400
elf, wood	25-150	151-500	501-700	701-1050	1051-1350
gnome, deep	25-90	91-200	301-450	451-600	601-900
gnome, surface	25-90	91-300	301-400	401-600	601-800
half-elf	15-40	41-100	101-175	176-250	251-350
halfling, all	18-32	33-68	69-110	111-150	151-220
half-ogre	12-18	19-40	41-60	61-90	91-120
half-orc	12-15	16-30	31-45	46-64	65-90
human	15-20	21-40	41-60	61-90	91-120

middle-aged: subtract 1 point of strength & constitution; add 1 point of intelligence & wisdom.

old: subtract 2 points of strength & dexterity, and 1 point of constitution; add 1 point of wisdom.

venerable: subtract 1 point of strength, dexterity, & constitution; add 1 point of intelligence & wisdom.

Determination of Maximum Age: Unless the character dies of some other cause, he will live to old age. The character's maximum age is equal to the maximum age listed for "Middle Aged" plus 1-100% (1d%) of that listed age.

SOCIAL CLASS & CIRCUMSTANCES OF BIRTH

When using the *PLAYER'S HANDBOOK* tables for a character's social class and circumstance of birth with any of the new subraces presented in this book, apply the racial modifiers given in that book. Half-ogres use the same modifiers as half-orc characters.

BACKGROUND DETAILS

When you look at a completed character, you will notice there are still many unanswered questions: Who were the character's parents? Are they still alive? Who are the character's brothers and sisters? Where was he born? Does he have any notable friends or enemies? Does he have a family home? Is he an outcast? Is he civilized and cultured, or barbaric and primitive? In short, just how does this character fit into the campaign world?

There are no rules to answer these questions. The *PLAYER'S HANDBOOK* and *DUNGEON MASTER'S GUIDE* are designed to help you unlock your imagination. The AD&D rules do not presume to tell you exactly what your campaign world will be like. These decisions are left to you.

Consider what would happen if the rules dictated answers to the questions above. For example, suppose the rules said that 50% of all characters come from primitive, barbaric backgrounds... and you're running a campaign set in a huge, sophisticated city (the New Rome

of your world). Even more ridiculous would be the reverse, where the rules say 50% of the characters are city dwellers and your campaign is set in a barbaric wilderness. Or how would you explain things if 20% of all characters were seafarers and you had set your adventures in the heart of a desert larger than the Sahara?

These pages contain guidelines and advice about how to create a campaign, but there is nothing that says exactly where this campaign must be set or what it must be like. This does not mean that a character's background shouldn't be developed - such background adds a lot to the depth and roleplaying of your players and their characters. However, it is up to you to tailor character backgrounds to the needs of your campaign.

Letting Players Do the Work: Of course, you don't have to do all the work. Your players can provide most of the energy, enthusiasm, and ideas needed. Your task is to provide direction and control. Allow your players to decide what kind of people their characters are. One could be a rough nomad, another an over-civilized fop, others, homespun farmboys or salty seadogs. Let the players decide, and then tell them if, and how, their characters fit into your campaign world.

When a player says, "My dwarf's a rude and tough little guy who doesn't like humans or elves," you can respond with "Fine, he's probably one of the Thangor Clan from the deep mountain regions." This type of cooperation spurs your creativity, and involves the players in your world right from the start. You must come up with answers to their questions and ways to make their desires work in the campaign. They will be rewarded with the feeling of getting the characters they want.

A carefully well-crafted character background can do more than just provide emotional satisfaction. It can also provide motivation for the player characters to undertake specific adventures: Just what is a dwarf of the Thangor Clan doing outside his clan's mountainous homeland? Is he an outcast looking for some way to redeem himself? Maybe he's a restless soul eager to see the bright lights of the big city and the world. A character can have parents to avenge, long-lost siblings to track down, a name to clear, or even a lost love to recapture.

Background can be used to build subplots within the overall framework of the campaign, enriching character descriptions, and interactions.

Background should not be forced: Do not insist that a player take upon his character a crippled grandmother, three sisters stolen by gypsies, a black-hearted rival, and a stain on the family name. Instead, see if the player has any ideas about his character. Not every player will, but the AD&D game depends as much on the players' fantasies as it does on yours. Characters who players are happy with and feel comfortable about will create their own special excitement and interest. Players who are interested in their characters' backgrounds can be a source of creative energy, as they offer you a constant stream of new ideas.

Problem Backgrounds: Certain points of background can and do create problems in campaigns, however. First and foremost of these is nobility, followed closely by great wealth.

Nobility: Some players like the idea of their character being Prince So-and-So or the son of Duke Dunderhead. All too often this leads to an abuse of power. The player assumes, somewhat rightfully and somewhat not, that the title endows his character with special privileges - the right to instant income, the right to flaunt the law, the right to endless NPCs, information, and resources - or, worst of all, the right to use clout to push the other members of the party around. This kind of character quickly becomes tiresome to the other players and will constantly find ways to upset carefully planned adventures.

While titles can be allowed, the DM will have to put some controls on noble characters. The easiest and most effective method is to strip the title of all benefits that, by rights, should go with it. The noble character could be the son of a penurious duke: The son may be next in line to inherit the title when his father dies, but he's also in line to inherit his father's debts! Instead of seeking to impress others in public, the poor son might be quite happy to keep a low profile so as not to attract his father's creditors. After all, it's hard to amass a fortune through adventuring when the bill collectors are always on hand to take it away.

Likewise, a princely character could be the son of an unpopular and despotic or incompetent king - perhaps even one who was overthrown for his abuses. Such a son might not want his lineage well-known, since most of the peasants would have less than happy



recollections of his father's rule.

Of course, these kinds of manipulations on your part soon become tiresome, both to yourself and the players. Not every duke can be impoverished, nor every throne usurped. Going too far with this strategy will only destroy the validity of nobility and titles in your game. In the long run, it is better for your player characters to begin untitled, with one of their goals being the possibility of earning the right to place a "Sir" or "Lady" before their names. Imagine their pride as you confer this title on their character (and imagine the trials they must have gone through to earn this right).

Wealth: Another problem you might have to deal with is characters from wealthy, upper-class families. (This is often associated with the problem of titles since the nobility normally is the upper class.) Such characters, being wealthy, lack one of the basic reasons to adventure - the desire to make a fortune. Indeed, they see their own money as a way to buy solutions to their problems. Often they will propose eminently reasonable (and, to the DM's carefully planned adventures, quite disastrous) schemes to make their adventuring life easier. It is, of course, possible to hire a wizard to construct magical items. And a wealthy 1st level character could buy a vast army. But these sorts of things will have undesirable effects on your campaign.

There are ways to control these problems while still allowing players the character backgrounds they desire. Think of the real world and how difficult it is to convince family and friends to give you money, especially sizeable amounts of cash. You may have a loving family and generous friends, but there is a limit.

In your campaign, parents may grow tired of supporting their children. Brothers could become upset at how player character relatives are cheating them out of their share of an inheritance. Sisters may take exception to the squandering of their dowries.

Standard medieval custom called for inheritances - land and chattels - to be divided equally among all of a man's sons. (This is one reason Charlemagne's empire crumbled after his death.) You can use this custom to whittle a wealthy character's purse down to size. Further, families are not immune to the effects of greed and covetousness - many a tale revolves around the treachery one brother has wrought upon another. A rich character could awaken to discover that his family has been swindled of all it owns.

Background as Background: A character's background is a roleplaying tool. It provides the player with more information about his character, more beginning personality on which to build. It should complement your campaign and spur it forward. Background details should stay there - in the background. What your characters are doing now and will do in the future is more important than what they were and what they did.

SKILLS, EXPANDED

Background skills, as detailed in the *PLAYER'S HANDBOOK*, tell the player more about the personality and background of his character and give him more tools to work with. Applied judiciously and thoughtfully, skills vastly increase a character's roleplaying potential.

Beware, however, because skills can have exactly the opposite effect. They can become a crutch for players who are unwilling to roleplay, an excuse not to develop a character's personality or history. Some players decide that skills (as well as class abilities) define everything the character knows; they make no effort to develop anything else.

Avoid this by encouraging players to dig deeper and explore the possibilities in their characters. Ask a player to explain why his character has specific skills. What did that character do before becoming an adventurer? Questions like this stimulate players to delve into their characters' personalities and backgrounds. Make a note of the player's reasons and then you can use them during play.

The skills available to players can be tailored to match specific regions or historical periods, or to define the differences between cultures or races. Your campaign will develop a much more interesting flavor if background skill lists are tailored to different regions. If the characters' home base is a fishing village, for example, the player should take a skill related to fishing, boating, navigation, cooking, etc. Dwarven characters, who typically live in underground strongholds beneath the mountains, would typically have one or more skills related to mining, gemcutting, stoneworking, etc.

Finally, background skills are only as useful as the DM makes them. Once a decision is made to use background skills in the campaign, the DM must strive to create situations where they are useful. Always remember to design encounters, traps, and scenes where proficiencies have a practical application to the problem at hand. Otherwise, players are going to write off these skills as a waste of time and miss out on a wonderful chance to expand their characters.

Ultimately, skills add much richness, detail, and roleplaying to a campaign at only a small cost in increased complexity. The DM has to remember a few more rules and the players have to make a few more choices when creating their characters. But in return, the game is bigger, better, and more fun.

Combining Skill Attempts: When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.

You can help another character achieve success on his or her skill through cooperative effort (in the same manner that an apprentice aids a master craftsman). If you share a skill with another character, the character you are helping gets a +1 bonus to his or her check. In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

EXPANDED SKILL DESCRIPTIONS

The skill descriptions that follow give additional rule information for the background skills that are presented in the *PLAYER'S HANDBOOK*, allowing players and NPCs to use these skills for monetary gain and, in the case of *craft* skills, to repair items.

Craft Skills: A *craft* skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a *profession* skill.

- **Skill Checks:** You can practice your trade and make a decent living, earning 5 silver pieces per day of dedicated work. Untrained laborers and assistants earn an average of 1 silver piece per day. The basic function of the *craft* skill, however, is to allow you to make an item of the appropriate type. In order to craft an item, you must first pay ½ of the item's price for the cost of raw materials. All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a -5 modifier. On the other hand, exceptional artisan's tools provide a +2 bonus on the *craft* skill check.

Each day you work on an item, make a *craft* skill roll. This roll is modified based on the complexity of the item, as indicated below:

item	craft skill	DC
acid	alchemy	17
antitoxin	alchemy	20
armorsmith	armor	17
bow, long or short	bowyer	±0
bow, composite, long or short	bowyer	17
crossbow	weaponsmithing	17

item	craft skill	DC
Greek fire	alchemy	20
melee weapon (wood hafted)	weaponsmithing	15
melee weapon (dagger, sword)	weaponsmithing	17
ranged weapon	weaponsmithing	15
mechanical trap	trapsmith	*

item quality	craft skill	DC
crude item (scarf, wood spoon)	varies	10
typical item (chair, bell)	varies	15
exceptional items	varies	+5

* varies greatly depending on the trap's effectiveness.

If your *craft* check fails, then no progress is made that day and no crafting fees are earned. Success indicates that progress has been made on the crafted item. To determine how much progress has been made, first determine the market price of the item, in copper, silver or gold pieces. The value of goods crafted in one day equals 10 of the appropriate coins, plus 5 additional coins for every 5 points by which the character exceeded the DC 15 check. If this value meets or exceeds the value of the item, then the character has completed that item. If the value is greatly exceeded (double the value or more is completed) then more than one item may be created, so long as the raw materials are available. Otherwise the total value of the item to be crafted is divided by the value of the completed work to determine how many days it will take to complete the item.

For example, a scimitar's market price 15 gold pieces. A weaponsmith must make a *craft* check with a -2 penalty (based on the table above) in order to successfully forge that scimitar. His check result, after all penalties and bonuses were applied, is "20". As this result is 5 greater than the DC of 15, the weaponsmith finishes 15 gold pieces worth of work in one day (10 for succeeding, plus an additional 5 for exceeding the DC by 5), creating 1 scimitar.

- **Creating Exceptional Items:** Exceptional items require great expertise to craft, and require both finer raw materials and tools to properly create. As a result, exceptional items are of much greater value than is typical. Examples of exceptional items include: finely cut gemstones, delicately-fashioned jewelry, gourmet meals, fine wines, custom-fitted and weighted armor, perfectly-balanced weapons, and so on.

Exceptional items are so masterfully crafted that their wearer or bearer gains a slight, nonmagical bonus when using that item. The benefits of exceptional armor, weapons and adventuring equipment are detailed in the *Exceptional Equipment* section of the following page. In the case of exceptional food, wine, jewelry, and so forth, assume that the benefits of such conspicuous consumption amount to slight bonuses to provider's *etiquette* and *persuasion* checks under the proper circumstances (DM's discretion).

To create such an item, you must spend 10 times the usual price for the item's raw materials (which is equal to 5 times the item's listed market price). The creation of exceptional items is more difficult than usual, imposing an additional -5 penalty to *craft* checks, but requiring no more time than is usual. When crafting or repairing such items, use the listed market price of the item to determine how long crafting takes.

- **Repairing Items:** Generally, you can repair an item by making checks with the same modifiers involved in the making of that item. The cost of repairing an item varies depending on the extent of the damage, with 1/8th of its market price being a good starting point. Use the results for crafting items to determine how much progress is made in repairing damage each day. Damaged platearmor, for example, would typically need 50 gold pieces' worth of repairs.

Knowledge Skills: Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline. Below are listed typical fields of study:

- Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
- Architecture and engineering (buildings, aqueduct, bridges, fortifications)
- Geography (lands, terrain, climate, people)

- History (royalty, wars, colonies, migrations, founding of cities)
- Legends & folklore (fairy lore, fey, folk tales, legendary creatures, superstitions)
- Local area (legends, personalities, inhabitants, laws, customs, traditions)
- Metaphysics (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, extraplanar creatures, elementals, magic related to the planes)
- Nature (animals, plants, seasons and cycles, weather, vermin)
- Nobility and royalty (lineages, heraldry, family trees, mottos, personalities)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)
- **Knowledge Skills & Languages:** Human and demihuman NPCs typically speak their own language and the Common tongue. Humanoids usually speak their own tongue and, if of average or better intelligence, one or more additional languages. This tongue may be either of an allied or enemy race, or that of their master.

The following is a list of commonly spoken tongues, along with the races (or classes) of those who typically speak them. Native speakers are noted in *italics*:

<i>language</i>	<i>races</i>
auran	aarakocra, <i>air elementals</i> , giant eagles, sylphs
aquan	<i>ixitxachitl</i> , locathah, mermen, <i>sahuagin</i> , <i>water elemental</i>
bactrian	<i>bullywugs</i> , <i>gripli</i> , lizardmen, nagas, <i>slaad</i> , yuan-ti
cant	thieves
celestial	<i>aasimar</i> , clerics, devas, demons, devils, <i>shedû</i> , solars, <i>titans</i>
common	dwarves, elves, giantkind, gnomes, goblins, halflings, hobgoblins, <i>humans</i> , orcs
draconic	dragons, elves, magic-users, nagas, yuan-ti
druidic	druids
dwarven	bugbears, dwarves, gnomes, goblins, giantkind, halflings, hobgoblins, orcs
elven	druids, elves, fey (centaurs, satyrs, sprites, brownies, leprechauns, nymphs, sylphs, etc), gnomes, halflings, treants
giantish	dwarves, <i>giantkind</i> (<i>ettins</i> , <i>giants</i> , <i>ogres</i> , <i>trolls</i>), gnomes, goblins, kobolds
gnoll	<i>giantkind</i> , <i>flind</i> , <i>gnolls</i> , orcs
gnomish	bugbears, dwarves, gnomes, goblins, halflings, hobgoblins, kobolds, <i>svirfneblin</i>
goblin	bugbears, dwarves, elves, <i>goblins</i> , gnomes, <i>hobgoblins</i> , kobolds, orcs
halfling	elves, dwarves, gnomes, <i>halflings</i> , humans, kobolds
infernal	cambions, devas, <i>demons</i> , <i>devils</i> , tieflings
ignan	<i>fire elementals</i> , <i>magmen</i> , salamanders
leonan	<i>lamia</i> , <i>lammasu</i> , <i>manticores</i> , <i>sphinxes</i>
kobold	bugbears, dwarves, gnomes, goblins, halflings, hobgoblins, <i>kobolds</i>
orcish	bugbears, dwarves, elves, gnolls, gnomes, goblins, hobgoblins, orcs
saurian	<i>bullywugs</i> , dragons, <i>gripli</i> , <i>lizardmen</i> , nagas, <i>slaad</i> , yuan-ti
sylvan	druids, elves, <i>fey</i> (centaurs, satyrs, sprites, brownies, leprechauns, nymphs, sylphs, etc), gnomes, treants
terran	<i>earth elemental</i> , <i>galeb duhr</i> , gargoyle, <i>svirfneblin</i> , xorn
undercommon	drow elves, gray dwarves, kuo-toa

All players characters, except barbarians, of average or better intelligence can read and write each language that they speak. Characters with a 6-8 intelligence score may be literate in one language at most while characters with lower intelligence scores

are wholly illiterate. Barbarian characters may gain literacy in as many languages as their intelligence allows over game time and at the Dungeon Master's discretion. Multiclassed barbarians are literate at 1st level.

The literacy of NPCs is left to the DM's discretion. Literacy is usually dependent upon aptitude (the creature's intelligence) and opportunity (the availability of, and time to engage in, academic pursuits). Typically only members of the middle-to-upper classes had the opportunity to learn to read and write.

As the DM you are game moderator, judge, jury, and supreme deity. You're also actively engaged in actual roleplaying throughout the course of the campaign, from game to game, as you must take the persona of each and every NPC and monster involved.

To play such roles to the hilt, it is certainly helpful to the DM if he has player characters of his own in some other campaign.

- **Skill Checks:** Answering a question within your field of study has a bonus of +5 (for really easy questions), ±0 (for basic questions), or +5 to +15 (for really tough questions).

You can practice your trade and make a decent living, earning 10 silver pieces per day of dedicated work. For every 5 points by which your *knowledge* check is penalized, you may double this fee. If your *knowledge* check fails then no progress is made that day, and no fees are earned. You know how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems. Sages, engineers, translators, and surveyors all make a living off of their knowledge skills.

Perform Skills: Each of the nine categories of the *perform* skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Act (comedy, drama, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)
- Sing (ballad, chant, melody)

- **Skill Checks:** You can impress audiences with your talent and skill in order to make a living through your performance skill. Each day of performing can net the character 10 silver pieces (assuming a paying audience can be found or gathered). For every 5 points by which your *perform* check is penalized, due to virtuosity or complexity of your performance, you may double this fee. If your *perform* check fails you only earn ½ of your usual fees and have your next performance in the same locale penalized by 5. An evening's performance only nets half of the fees that a day's worth of performing does. An exceptional musical instrument gives you a +2 bonus on *perform* skill checks that involve its use.

Profession Skills: While a *craft* skill represents ability in creating or making an item, a *profession* skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

- **Skill Checks:** You can practice your trade and make a decent living, earning about 10 silver pieces per day of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems. Untrained laborers and assistants earn an average of 1 silver piece per day.

EQUIPMENT, WEALTH & EXPENSES

Controlling the flow of money is an important way of balancing your campaign. Too much - or too little - money can ruin the fun of your game. Give your characters mountains of gold and the game is spoiled. Suddenly wealthy, they no longer have the urgent need to adventure that impending poverty can provide. Too often they can buy their way out of difficult situations through bribery or "throwing money at the problem."

Worse still, they attempt to apply modern, capitalist ideas to a quasi-medieval world. They may try to hire an enormous staff of wizards to mass produce potions and scrolls. They may set up shops to make assembly-line armor. Advances in organization and production like these come slowly over time, not all at once. You may have to remind your players to limit themselves to the knowledge and attitudes of the times.

It is equally bad to keep your characters too poor. You are creating a game world for a fantasy role-playing game. If the characters are so poor that they must count every penny they spend, they are leading squalid and unhappy lives. Reward them when they accomplish things. You shouldn't always frustrate their desire to get rich. It's just that wealth should come slowly, matched to the level of the character.



EXPENSES & LIFESTYLE

As exciting and important as money is for player characters, tracing day-to-day expenses just isn't very interesting. Forcing players to record every purchase their characters make is time-consuming and, plainly put, not very heroic. It's better simply to charge player characters a monthly living expense.

This living expense covers all normal room and board charges whenever a character is operating out of his home base. Separate charges for meals and beds need be made only when the character is traveling away from home.

Players describe how well (or poorly) they want their characters to live. From this the DM decides if they are living in squalid, poor, middle-class, or wealthy surroundings. The *Living Expenses* table below gives estimated base costs for each category.

Squalid and poor living conditions cost the same for all characters regardless of race or level. However, as a character increases in level, his needs increase according to (or beyond) his means. Characters living good or wealthy lifestyles multiply the base living expense by their level to determine the cost.

The only direct game effect of living conditions is the expense involved, but living conditions can also determine some roleplaying events and conditions in your game (i.e. social class and status may modify charisma checks made to influence others... particularly those of higher status). Your player characters' lifestyles even can be used as a starting point for many different types of adventures.

<i>lifestyle</i>	<i>cost/month</i>
self-sufficient	2gp per month
meager	5 gp per month
poor	10 gp
common	50 gp per month
good	100 gp per month
wealthy	200 gp month

- **Self-Sufficient:** Costs 2 gp per month. Even if you own your home (or live with someone else), raise your own food, make your own clothes, and so on, you occasionally need to purchase a new pair of shoes, pay a road toll, or buy staples such as salt. Common laborers earn about 3 gp per month, so they usually have to be self-sufficient just to survive.

- **Meager:** Costs 5 gp per month. A meager upkeep assumes that you eat little (or hunt and gather a fair amount of your food in the wild) and sleep in flophouses and occasionally in the street or in the wild.

Dirty straw in leaky stables, muck-floored huts outside the walls of town, contempt, and random violence - these typify squalid living conditions. Characters living like this aren't likely to be robbed (since no one thinks they have any money), but they may be tormented or attacked just for the fun of it. Their legal protections will be few indeed.

- **Poor:** Costs 10 gp per month. Poor upkeep means providing for yourself from the most basic of travelers' accommodations, which are nevertheless better than living on the street or in the woods. In poor conditions, characters benefit from some legal protection, although there may be general indifference to their troubles. They must also cope with a high level of violence, periodic robberies, and random fights.
- **Common:** Costs 50 gp per month. You live in inns and eat tavern meals every day, a practice that quickly grows to be moderately expensive. This level of upkeep assumes the occasional night drinking in the tavern or a nice glass of wine with dinner. Middle-class life tends to be safe and somewhat boring. Characters receive adequate protection and will not be the main target of most burglars. Thieves are generally attracted to the homes of the wealthy.
- **Good:** Costs 100 gp per month. You always stay in your own room at inns, and you eat healthy, solid meals with a glass of wine. You maintain a jaunty style with your clothing and try to keep yourself supplied with the good things in life.
- **Extravagant:** Costs 200 gp per month. You buy and use only the best. You take the finest rooms in the finest inns, eat lavish meals with the best wines, attend and throw stunning parties, have regal clothing, and make flamboyant gestures through large expenditures. You may even own your own impressive home with servants. Wealthy people receive the greatest benefits, but they must also deal with the highest level of deceit, trickery, and treachery. Nearly all with wealth are drawn into dangerous political maneuverings, mainly to protect their own privileges.

Upon building or claiming his own stronghold, a player character suddenly acquires a whole new set of expenses. The character no longer pays living expenses but must pay for the maintenance of his property.

Draining the Coffers: Sometimes you discover you have given the player characters too much money. While living expenses will take a little of that (especially if the characters live big), it doesn't come close to solving the problem. Fortunately, there are other ways you can get money out of their hands.

A wide variety of taxes was applied during the Middle Ages. Some caused minimal hardship while others were quite expensive. Characters could be forced to pay a wergild, a fine paid to the relatives of someone they have slain.

The king could demand scutage, a fee to avoid military service. Special assessments could be made to repair roads or rebuild bridges. There could be minor taxes to enter towns on market days or wander through the streets as a strolling minstrel. Taxes could be charged according to the size of the person's household.

In addition to taxes, there might be other unexpected costs. A fire could sweep through the character's manor, requiring a costly repair program. Termites could wreak havoc with the character's fleet. The local lord could assess his vassals a share of the tribute he must pay the enemy. Magical mysteries and daring thefts can also lower a character's financial position.

Always find a different, totally unexpected approach to taking excess cash from player characters. Let them defeat some of your attempts to drain their coffers. Set up some of your money-removing attempts to fail from the start - if the player characters take some action. Turn your attempts into adventures. If a thief robs the player character's castle, be ready with an adventure where the character can try to track him down. In fact, he may even catch the thief, but only after the scoundrel has squandered the character's fortune!

EXPANDED EQUIPMENT LISTS

The items listed in the *Player's Handbook* are by no means the only things ever made in the world - or even in a medieval fantasy setting. They are listed because they are the most likely things the characters will need. However, you can certainly add missing or player-requested items to this list.

When you add an item to the lists, first consider the reasonableness of its presence. Given the setting of the AD&D game, adding an M4 Sherman tank as a regular item of equipment is just not a logical, sensible, or wise thing to do.

Once you decide that a new item is reasonable, you must assign it a cost. Use your judgment. Consider the intricacy of the item, the craftsmanship required to make it, and the cost of similar items already on the lists. From these, you should be able to assign an appropriate price. If, later on, you discover you made the item too cheap and all the characters are buying one, raise the price and say suppliers can't keep up with the demand. If an item is too expensive, you can lower the price and no one will complain.

NEW ARMOR

shield	cost	ac bonus	weight	notes
tower shield	30	*	45	includes pavises

* see notes below

Tower Shield: This massive wooden shield is nearly as tall as you are. In most situations, it provides 50% cover to its bearer. However, you can instead use it as total cover, though you must give up your attacks to do so.

The shield does not provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else. When employing a tower shield in combat, you take a -2 penalty on attack rolls because of the shield's encumbrance.

NEW MELEE WEAPONS

tiny	cost	damage	range	weight	notes
armor spikes	+50%	*	-	*	
belaying pin	2cp	1d4	10' (2")	2	
gaff/hook	2cp	1d4	-	2	
medium					
harpoon	5gp	2d4 [†]	10' (2")	7 lbs.	*
large					
mancatcher [‡]	25gp	1d2	-	8 lbs.	*

* see notes below

- does double damage if set against charging opponents.

† this weapon gives its user a +2 bonus to *trip* checks

Armor Spikes: You can have spikes added to your armor or shield. Spiked shields have their damage die improved by 1 die type (d3 to d4, d4 to d6). Grappling or unarmed strikes made by a character in spiked armor deal 1d4 points of damage.

Belaying Pin: Not intended as an actual weapon, the belaying pin is a wooden or metal rod that is inserted in holes bored through a ship's rail.

Gaff/Hook: The gaff or hook is actually a tool used to hook and land fish. It is commonly found where fishing boats are encountered, and the hooks are in plentiful supply, affording the disarmed adventurer a weapon of last resort. The gaff consists of a metal hook with a wooden or metal crossbar at the base. A one-handed tool, the hook protrudes from between the middle and ring fingers. Some sailors who have lost a hand have a cup with a gaff hook attached to the stump, guaranteeing that they are never without a weapon.

Harpoon: Rarely used on the battlefield, the harpoon is the weapon of sealers and whalers throughout the world. The head of a harpoon is hinged to lodge in a wound and fix the harpoon to its target. An attack roll that exceeds the target's AC by 5 or more indicates that the harpoon is stuck in the victim, and will cause an additional 1d6 points of damage if it is yanked or cut out of the wound (this is halved if removed by a skilled *healer*).

Usually, a strong line is attached to the harpoon so that the hunter can keep hold of his prey after striking with the weapon. If the head is stuck, the wielder can engage in an opposed strength contest with

the target to pull him off his feet. When harpoons are used against large creatures, the cord is usually tied off to the hunter's boat, which helps the hunter's strength check considerably.

Mancatcher: The mancatcher is a short pole-arm with two curving, fork-like prongs at the business end. The prongs are hinged so that they can be pushed tightly closed around the intended captive. The mancatcher only works against Medium sized creatures. Mancatcher attacks are made as a grappling attack, ignoring armor bonuses to armor class.

If a hit is scored, the victim suffers the listed damage. Each round the mancatcher's user can push and pull the victim about, for an automatic 1d2 points of damage, and can try to pull/trip his victim by winning an opposed strength check. Once caught, the victim loses all dexterity and shield adjustments to AC. He can only escape by hacking through the weapon's haft (AC 8, 10 hp) or making a strength check with a -5 penalty to pry himself free, which causes an additional 1d2 points of damage. Mancatchers are used by town watches and gendarmes to capture armed criminals.

NEW RANGED WEAPONS

small	cost	damage	range	weight	notes
boomerang	5 sp	1d3	30' (6")	1 lb.	
medium					
arquebus	500 gp	1d10	20' (4")	10 lbs.	*

* see notes below

Arquebus: The arquebus is a musket used by cultures just learning the technology of guns. It is a two-handed weapon, fired like a rifle except that the arms absorb the recoil, not the shoulders, since the weapon does not rest on the latter. An arquebus can be fired only once every three rounds providing the character is not being attacked while loading. The powder, fuse and matchlock used to fire an arquebus must be kept dry.

On a fumble an arquebus backfires, dealing 1d4 points of damage to its wielder. On a critical hit an arquebus deals triple damage rather than maximum damage.

Boomerang: Another ancient hunting weapon, the boomerang is an aerodynamic club. It does not normally return to its thrower; a proficient user may make a dexterity check to set up a throw that will return in the event of a miss.

SIEGE WEAPONS

The following section gives details on the cost, crew requirements, and use of ranged siege weapons.

ranged siege weapons	type	cost
ballista	direct-fire weapon	300 GP
catapult, heavy	indirect-fire weapon	800 GP
catapult, light	indirect-fire weapon	600 GP
trebuchet	indirect-fire weapon	1,000 GP

Ballista: A war engine also known as a mangonel or scorpion, which fires a heavy, spear-like missile. The cost of missiles for a ballista is comparable to javelin cost.

Catapult, Heavy (Onager): A heavy catapult is a massive engine capable of throwing rocks or heavy objects with great force. Because the catapult throws its payload in a high arc, it can hit areas out of its line of sight but cannot hit targets closer than 100' away.

If the attack roll succeeds, the catapult stone hits the 5' square the catapult was aimed at, dealing the indicated damage to any object or character in the square. Characters who succeed on a dexterity save take half damage. Once a catapult stone hits a square, subsequent shots hit the same square unless the catapult is reaimed or the wind changes direction or speed.

If a catapult stone misses, roll 1d8 to determine where it lands. This determines the misdirection of the throw, with 1 being back toward the catapult and 2 through 8 counting clockwise around the target square. Then, count 3 squares away from the target square for every range increment of the attack.

Loading a catapult takes 3 rounds, while reaiming the weapon takes 3 rounds. A heavy catapult takes up a space 15 feet across.

Catapult, Light: A light catapult is a smaller, lighter version of the heavy catapult. It functions as the heavy catapult, except that it only takes 2 rounds to reaim the catapult. A light catapult takes up a space 10 feet across.

Trebuchet: A large siege engine which fires very heavy missile loads a great distance by means of lever and counterpoise. It functions as a heavy catapult.

engine or device	range	damage	rate of fire	crew
ballista	120'	3d6	1/3	2
catapult, heavy	200'	4d6	1/3	6
catapult, light	150'	3d6	1/3	4
trebuchet	250'	5d6	1/6	8

Attacking with Ranged Siege Weapons: When firing any ranged siege engine, the crew chief makes an attack against an AC of 15. This attack roll is not modified by any crew member's dexterity bonuses, but is modified for range and noted on *Ranged Siege Weapon Attack Modifiers* table below. Crew chiefs with the profession: *siege engineer* skill may use that skill roll in place of their normal attack roll.

Field of Fire: The arc of fire of missile engines is as follows:

- ballista 45° left or right
- catapult, heavy 15° left or right
- catapult, light 30° left or right
- trebuchet 10° left or right

Cover: Intervening objects will not be likely to interfere with the flight of arched missiles from catapults or trebuchets, unless they impose themselves near the engine or the target. Thus, a trebuchet could arch its missile over a 40' high wall which was more than 100' distant from it. As ballista missiles are on a flat trajectory (they are direct-fire weapons) objects between the engine and the target will interrupt the flight path of these missiles.

Normal cover and concealment rules apply for ballistae and other direct-fire siege weapons.

ranged siege weapon attack modifiers

target	adjustment
target stationary	+3
target moving at 45' per round or less	+0
target moving at 60' per round or more	-2
target is medium-sized or smaller	-2
target is large-sized	+0
target is giant-sized (includes small structures)	+2
medium building (or large ship size)	+4
large building, castle wall, et cetera	+6
winds are calm	+1
winds are light-to-moderate	+0
winds are strong-to-gale force	-2
winds are stronger than gale force	-4

weapon type	adjustment
direct-fire weapon	+4
no line of sight to targeted square	-6*
* this penalty can be offset by 2 per previous miss if the crew can see where the most recent miss landed.	

OTHER SIEGE DEVICES

The following devices are used when laying siege to, or defending, a fortification.

siege devices	cost	damage	crew
cauldron, suspended	200 GP	varies	2
gallery, covered	1,500 GP	none	8
hoist	600 GP	none	4
mantlet, movable	90 GP	none	6
ram	1,000 GP	2d6+6*	10
ram catcher	120 GP	none	2
siege tower	2,000 GP	none	20
sow	1,000 GP	2d6+6*	10

* damage possible only if victim is directly in front of device.

Cauldron, Suspended: A huge iron pot for boiling or flaming liquid. It is suspended in such a manner so as to allow it to be tipped easily in order to spill its contents on attackers. Those climbing up a wall section beneath a tipped cauldron must make a DC 20 dexterity saving throw to avoid the contents. Climbing checks (at varying difficulties, depending on the cauldron contents, must then be made).

Gallery, Covered: A sometimes movable construction also known as a tortoise, typically a heavy timber frame, with green hides protecting the wood. It has a double roof, one peaked to shed missiles and

liquids. It is used to provide cover for attackers operating against a wall; width 12', height 12', length 20'.

Hoist: A frame with fulcrum and lever, the lever equipped at one end with a basket which can hoist up to 4 attackers to a height of 30' to assault a construction.

Mantlet, Movable: A wooden wall, with wheels for transport, and a slit for archery. It is typically 6' wide, 8' long, and several inches thick. The mantlet is slanted backward at a slight angle.

Ram: A movable gallery equipped with a heavy log suspended from two roof beams by chains. The log is shod in iron and used to batter through defenses.

Ram Catcher: A fork or hook of iron on a long pole. It is lowered by defenders to catch and hold a ram (or sow) at work on a wall. The defenders then raise the catcher to disable or break the ram.

Siege Tower: A mobile wooden tower, typically a beam frame with slats and green hides to protect it from fire. It is 15' square at the base, 40' high, with a 10' square parapet at the top. At 30' height there is a drawbridge 10' square. The lower portion is for locomotion. A ladder leads up the back or interior to drawbridge deck and the upper parapet, with two intermediate floors. The wooden walls are usually 1 foot thick.

Sow: A pick/screw device, otherwise conforming to the ram, for use against stonework. Only screw-equipped sows are able to cause damage to earth built fortifications.

EXCEPTIONAL ITEMS

Most of the equipment a character buys is assumed to be of average quality - neither too cheaply made nor too elaborate. Thus, weapons are serviceable with stout hafts and sturdy blades. The metal is not so poorly tempered as to make the blade hopelessly brittle. The blade is not elaborately etched and the hilt is not encrusted with gold. Other items are of everyday make and usefulness, with function superseding artistic needs.

Exceptional items are made by master craftsmen using the highest quality materials. As detailed in the SKILLS, EXPANDED section the raw materials required for the creation of an exceptional item cost 10 times more than is usual (or 5 times the usual price of the finished item instead of ½ the price of the finished item).

Consequently, the finished, exceptional item costs at least 10 times its usual price, with a minimal cost of 50gp plus the item's base cost. Exceptional items are not magical in any way. However, only exceptional items may be permanently enhanced to become magic armor and weapons.

Exceptional Armor: Exceptional armor weighs less than usual, its weight better distributed to facilitate movement in armor. Light armors weigh 2 pounds less than usual while medium or heavy armors weigh 5 pounds less. Exceptional small shields weigh 1 pound less than usual, while large shields (and tower shields), weigh 2 pounds less. Exceptional armor made from *special materials* (see page 47), such as mithral, use the weight modifier listed for that material rather than given above. If no weight modifier is given for that material, use the weight modifier given above.

Exceptional armor does not automatically encumber its wearer, though its weight is considered when determining character's encumbrance (see pages 40 & 53 of the *PLAYER'S HANDBOOK* for more details). Elfin chain is an example of exceptional armor at its finest:

light armor	cost	AC bonus	weight (lbs)	notes
elfin chain	4,500 gp	+5	15	*

* see notes below

Elfin chain is chainmail made of very fine mithral links (see *SPECIAL MATERIALS* on page 47 for more details). It is considered to be light armor and weighs 15 pounds (rather than the 17½ lbs that would be typical for mithral chainmail) due to elven expertise in working with this rare metal. This armor is so fine and non-encumbering that arcane spellcasters trained in the use of armor (such as fighter/magic-users) may cast spells in elfin chain without impairment.

Exceptional Equipment: Exceptional equipment grants its user a +2 bonus to tasks related to that equipment. Exceptional thieves' picks, for example, grant a +2 bonus to all *disable device* checks, while exceptional sewing needles grant a +2 bonus to *craft: tailor* checks. This +2 bonus can be replaced with a +10% to Movement Rate or carrying

capacity when dealing with beasts of burden, sailing vessels and so forth, or with a 10% weight reduction.

Exceptional Weapons: Exceptional weapons grant their user a +1 bonus on their "to hit" rolls with that weapon. This bonus is due to the weapon's balance and fine craftsmanship, and does not allow its wielder to hit creatures only hit by magical weapons.

Exceptional blades may be forged from the finest steel for flexibility and sharpness. The swordsmith may have carefully folded, hammered and tempered the steel to a superb edge. The whole sword may be perfectly balanced, light in the hand, but heavy in the blow. There are many reasons why a sword or other weapon could be above average. Bludgeoning weapons that get a bonus to hit do so because they have carefully shaped and balanced heads.

Exceptional weapons are not immediately apparent to the average person. While anyone using the weapon gets the quality bonus (even if they don't realize it), only those proficient in that weapon-type or proficient in weaponsmithing can immediately recognize the true craftsmanship that went into the making of the weapon. Even then, the character must handle the weapon to appreciate its true value.

In your campaign, you might want to create NPCs or regions known for their fine quality weapons. Just as Damascus steel was valued in the real world for its fine strength and flexibility, a given kingdom, city, or village may be noted for the production of swords or other weapons. The mark of a specific swordsmith and his apprentices can be a sure sign of quality. Again, by introducing one or two of these (remote and difficult to reach) areas into your campaign, you increase the depth and detail of your world.

SPECIAL MATERIALS

In addition to magic items created with spells, some substances have innate special properties. If you make a suit of armor or weapon out of more than one special material, you get the benefit of only the most prevalent material.

Each of the special materials described below has a definite game effect. Some creatures are resistant to all but a special type of damage, such as that dealt by silver weapon. Others are especially vulnerable to weapons of a particular material, taking extra damage from such weapons. Characters may choose to carry several different types of weapons, depending upon the campaign and types of creatures they most commonly encounter.

Adamantite: This ultrahard metal adds to the quality of a weapon or suit of armor. Adamantite is so costly that weapons and armor made from it are always of exceptional quality; costing 25 times their usual cost.

Only weapons, armor, and shields normally made of metal can be fashioned from adamantite. Weapons, armor and shields normally made of steel that are made of adamantite gain a +5 bonus on all item saving throws due to their incredible durability.

Bronzewood: Bronzewood trees are slender until after many decade of growth. The average size is 40 feet, with branches growing at a 45 degree angle from the trunk. Bark is reddish brown and hard. Leaves are narrow and toothed, from eight to ten inches long. The wood of this tree is heavy and hard, so that only experts can work it properly. If it is carefully seasoned and especially dried the outer part will become almost as hard as hard metal, while the overall weight of the wood is unchanged.

Weapons and armor crafted from bronzewood are unaffected by spells and abilities that effect metal and are impervious to rust. Armor made of bronzewood may be worn by druids. An item made from bronzewood weighs half as much as the same item made from steel and is always of exceptional quality. Items crafted from bronzewood cost 25 times their usual cost.

Cold-Iron: This iron, mined deep under ground, known for its effectiveness against fey and demonic creatures, is forged at a lower temperature to preserve its delicate properties. Weapons made of cold iron cost twice as much to make and enchant as their normal counterparts. As such, exceptional cold-iron items cost 20 times their usual cost. Items without metal parts cannot be made from cold iron. An arrow could be made of cold iron, but a quarterstaff could not.

Dragonhide: Armorsmiths can work with the hides of dragons to produce armor or shields of exceptional quality. One adult dragon produces enough hide for a single suit of hide armor for 2 Medium or 4 Small creatures. By selecting only choice scales and bits of hide, an armorsmith can produce one suit of exceptional heavy armor for 1 Medium-sized or 2 Small-sized creatures. In all cases, enough hide is

available to produce 1 shield in addition to the armor, provided that the dragon is an adult.

Because dragonhide armor isn't made of metal, druids can wear it without penalty and it is unaffected by spells and abilities that effect metal. Dragonhide armor costs 10 times more than usual (provided that the dragonhide is provided by the person commissioning the armor's creation), and confers a +2 bonus to saving throws versus attacks that match the dragon's breath weapon type. As with all exceptional armor, dragonhide armor weighs less than usual.

Mithral: Mithral is a very rare silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well. An item made from mithral weighs half as much as the same item made from other metals and is always of exceptional quality. Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a scythe cannot be.)

Weapons or armors fashioned from mithral are always exceptional items as well; costing 25 times their usual cost.

Silver: A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it damages creatures such as lycanthropes. The cost of silvering a weapon depends upon its size.

size	purchase cost
tiny	10gp
small	25gp
medium	50gp
large	100gp
ammunition	+1gp each

EQUIPMENT LIST CONSIDERATIONS

Altering Prices: Remember that the prices listed in the *PLAYER'S HANDBOOK* are not absolute. There is no reason you can't raise or lower the price of any item on the equipment lists. Demand can increase or decrease a price. Different lands in your campaign may be known for specific goods, allowing them to charge more.

Even in the Middle Ages, Spain and the Middle East were known for steel, Germany for beer, France for wine, England for wool, and Italy for armor. These reputations allowed higher prices to be charged for these goods, especially finished items.

Greed can also raise prices. Merchants live to make money, so they will normally charge what they can get away with. There were very few price controls or regulating agencies during these times.

Finally, adventurers tend to disrupt local economies, suddenly bringing in large amounts of cash. Merchants raise prices to match. Situations not unlike the Klondike gold rush develop, in which even the simplest items cost outrageous amounts. In short, don't be afraid to charge characters as much as you think you can get away with. If they don't like the prices, they'll find some way voice their dissatisfaction to the merchant.

Equipment by Time Period: The equipment lists given in the *PLAYER'S HANDBOOK* assume your campaign is set in a generic medieval fantasy world. In practical terms, this means you haven't tied your campaign to any particular date in history. All this is perfectly in keeping with fantasy stories and campaigns - you are dealing with fantasy, after all.

However, it is also possible to create exciting and interesting campaigns that are tied to specific time periods, but this will work only if you know something about the time period. This is important! A lot of people assume things about the past without knowing the facts. The truth of the matter may be far different. Do your homework before you begin designing a time-specific campaign. Even if you don't do such a campaign, it's useful to learn a little more about medieval history. It will only improve your own fantasy world.

It is not necessary to pick a precise date to model, such as 1237 A.D., although again there is nothing wrong with this. History and historians tend to divide the past into different ages, and you can do the same. Four different ages are covered here - the Ancient World, the Dark Ages, the Middle Ages, and the Renaissance. Each has its peculiarities and differences, some of which are described below.

- **The Ancient World:** This covers a period of great empires spreading from the Mediterranean. Some weapons and armor were made of bronze, others of iron, and a few were made of steel. Most household items were pottery, wood, stone, and wicker. Bronze weapons were easily dulled and, in game terms, break or bend

when a “1” is rolled on the attack roll. Stirrups hadn't been invented, so characters can't use heavy lances, and charge attacks can't be made with normal lances.

- **The Dark Ages:** This was the period after the collapse of the Roman Empire, from 450 A.D. to about 1100 A.D. While much of the learning and culture of the ancient world was lost, it was not as bleak and ignorant a period as some believe. Still, in many ways, it was a step backward from the previous age. During this time the stirrup was introduced, allowing riders to gain full use of the lance.
- **The Middle Ages:** The Middle Ages (roughly from 1100 to 1450) is the period in which most fantasy campaigns are set. It was the period most people associate with knighthood and chivalry. The knights went off on the Crusades. Great stone castles were built. The role of traders and merchants began to grow. Virtually all the items on the equipment list were available in this time period.
- **The Renaissance:** The latest time period that should be considered as a setting for a normal AD&D campaign, the Renaissance was a time of great change. The collapse of the feudal system had begun throughout much of Europe. There was great growth in literature, art, and science. The power of the old nobility began to decline while the influence and wealth of merchants and businessmen continued to grow. Gunpowder and simple guns revolutionized the face of warfare. Foot soldiers became more important than cavalry, and armor was not nearly as useful as it once had been.

Adjusting Equipment Lists: When you set your campaign in a specific time period, you might want to adjust the equipment lists to reflect changes in availability and price. Some suggested changes are listed below. Like the capsule descriptions, the table is not 100% accurate. Instead, it reflects whether items were commonly used in the time period. For example, flails (as an agricultural instrument) have existed for time immemorial. However, they were not commonly used as weapons in most time periods, except in cases of emergency. By doing further research, you can refine and expand this list.

Item	Ancient	Dark Ages	Middle Ages	Renaissance
arquebus	NA	NA	NA	AV
bastard sword	NA	AV	AV	AV
block and tackle	NA	NA	AV	AV
bolt case	NA	NA	AV	AV
carriage, any	NA	NA	NA	AV
chainmail	NA	AV	AV	AV
comp. longbow	NA	NA	AV	AV
crossbow, any	NA	NA	AV	AV
flail, any	NA	AV	AV	AV
full plate	NA	NA	NA	AV
glaive	NA	NA	NA	AV
glass	NA	AV	AV	AV
glass bottle	NA	NA	AV	AV
Greek fire	NA	AV	AV	AV
guisarme	NA	AV	AV	AV
heavy warhorse	NA	AV	AV	AV
horse yoke	NA	NA	AV	AV
hose	NA	NA	AV	AV
jousting lance	NA	NA	AV	AV
lance	NA	AV	AV	AV
lantern, any	NA	NA	AV	AV
lock, any	NA	poor	average	good
longbow	NA	AV	AV	AV
magnifying glass	NA	NA	NA	AV
mancatcher	NA	NA	AV	AV
morning star	NA	AV	AV	AV
paper	NA	AV	AV	AV
papyrus	AV	NA	NA	NA
platemail	NA	NA	AV	AV
pole arms	NA	AV	AV	AV
pony cart	NA	NA	AV	AV
studded leather	NA	AV	AV	NA
sailing ship	NA	NA	AV	AV
scimitar	NA	AV	AV	AV
silk clothes or rope	NA	very rare	rare	rare
spyglass	NA	NA	NA	AV
two-handed sword	NA	AV	AV	AV

NA-Not Available, AV-Available

SAVING THROWS

The saving throw is a die roll that gives a chance, however slim, that the character or creature finds some way to save himself from certain destruction, or at least lessen the damage of a successful attack.

More often than not, the saving throw represents an instinctive act on the part of the character - diving to the ground just as a *fireball* scorches the group; blanking the mind just as a mental battle begins; blocking the worst of an acid spray with a shield. The exact action is not important. DMs and players can think of lively and colorful explanations of why a saving throw succeeded or failed. Explanations tailored to the events of the moment enhance the excitement of the game.

Rolling Saving Throws: As stated in the *PLAYER'S HANDBOOK* a *saving throw* is simply an ability score check for a character to avoid damage or other unwanted alteration or harm caused by a creature's abilities and/or specific situations or effects. *Saving throws* are unique only in that the character is being acted on and the attacks or events causing it need clarification.

A *saving throw* is an ability check. A player rolls a d20, adds the character's full level bonus and the appropriate ability score modifier. The DC for *saving throws* is usually equal to 10 plus the monster's hit dice, the spellcaster's level, the level of the thief setting the trap or the level of the assassin brewing the poison. The Dungeon Master may also give bonuses or impose penalties due to circumstance and situation. The results of failed *saving throws* for a particular type are explained below.

Monsters, creatures and non-player characters are also often required to make *saving throws* when reacting to attacks by a character, especially spells. Monster *saving throws* function in the same manner, substituting hit dice in place of the level bonus. Unlike player and non-player characters, they do not add specific ability modifiers to their *saving throws* (unless otherwise stated in their description).

Note that rolling a "natural 20" (a "20" is rolled on your d20) always indicates success on a saving throw roll while rolling a "natural 1" always indicates failure.

Modifying Saving Throws: *Saving throws* can also be modified by magical items and special situations, as determined by the DM. These modifiers can increase or decrease the chance of a successful *saving throw*.

Modifiers that increase the chance are given as a number preceded by a plus sign. Modifiers that make success more difficult are given as a number preceded by a minus sign (-1, -2, etc). *Saving throw* modifiers affect a character's die roll, not the DC of the *saving throw*.

Magical items like *cloaks* and *rings of protection* give bonuses to a character's *saving throw* (these are listed in the item descriptions in the appendices).

Specific spells and magical items have effects, both good and ill, on a character's *saving throws*. Often, spells force the victim to save with a penalty, which makes even the most innocuous spell quite dangerous. Specific information can be found in the spell descriptions, for spells, or in the *Magical Items* section, for magical items.

Unpredictable situations are sure to crop up. When this happens, the DM must determine whether *saving throw* modifiers are appropriate. As a guideline, modifiers for situations should range from -4 to +4. An evil cleric attacked in his shrine could very well have a +2 bonus to all his *saving throws* and a -2 penalty applied to those of his enemies. The powerful evil of the place could warrant the modifier.

DM modifiers should be used sparingly, and only when appropriate. If constantly assigned, they will no longer feel special to the player whose character's fate hangs on the toss of a single die.

Saving Throw Priority: Sometimes the type of *saving throw* required by a situation or item isn't clear, or more than one category of *saving throw* may seem appropriate. For this reason, the *saving throw* categories are listed below in order of importance, beginning with *charm* and ending with *spells*.

Imagine that an ogre is struck by the ray from a *wand of polymorphing*. Both a *saving throw* vs. magic/illusion and a *saving throw* vs. *polymorph* would be appropriate. But the ogre must roll a *saving throw* vs. *polymorph* because that category has a higher priority than magic/illusion. The categories of *saving throws* are as follows (in order of priority):

- *Charm (Charisma)*: Charm spells or spell-like abilities allow a charisma saving throw to avoid being overcome by the charm. A failed save means the character suffers the effect of the charm spell.
- *Confusion (Wisdom)*: Confusion spells or special abilities allow a wisdom saving throw to avoid being overcome by confusion. A failed save means the character becomes confused for an amount of time as specified by the spell or ability.
- *Death Attacks (Charisma)*: Death attacks are rare and only a few monsters and the rare artifact have them. In most cases, death attacks allow the victim to make a charisma save to avoid the affect, but if the save fails the character will die instantly.
- *Disease (Constitution)*: When a character is injured by a disease attack such as from a mummy, touching an item smeared with diseased matter or consumes disease-tainted food or drink, the character must make an immediate constitution saving throw. If the character succeeds, the disease has no effect, for the immune system has fought off the infection. If failed, damage occurs after an incubation period. The description for each disease will give the details on the effects following the incubation period. It is recommended that the Dungeon Master roll these constitution saving throws for the player so that he doesn't know whether the disease has taken hold.
- *Energy Drain (Constitution)*: An energy drain attack takes away levels or ability score points from the victim unless a successful saving throw is made. Most energy drain attacks require a successful melee attack. Mere physical contact is not enough. The full effect of an energy drain, such as the number of levels taken away, is specified in the monster, magic item or spell description causing the drain. If it is not specified, one level is removed.
A character who loses a level this way suffers the effects of the drain immediately. The character loses one hit die of hit points of the appropriate class, and all other class abilities are reduced to the new level. The victim's experience point total is immediately set to the midpoint point of the previous level.
A character drained below 1st level is instantly slain. Depending on the creature that killed the character, the character may rise the next night as a monster of that kind. If not, the character rises as a wight.
Lost levels or ability score points remain until removed by spells, such as *restoration*, or other means. Sometimes level or ability score loss is temporary and will return to normal in a day's time. A creature gains temporary hit points each time it successfully uses a natural energy drain ability. Unless specified otherwise, the creature gains the amount of hit points that the victim loses. Energy drain through spell or magic item does not grant temporary hit points unless their description indicates otherwise.
- *Fear (Charisma)*: Spells, magic items and certain monsters can affect characters with fear. The character facing a monster that emanates fear or who has a spell cast upon him makes a charisma saving throw to resist the effect. A failed roll means that the character is affected by the fear, as detailed in the spell or monster description.
- *Paralysis/Constriction (Strength)*: Some monsters and spells have the supernatural or spell-like ability to paralyze or hold victims, immobilizing them through magical means. Paralysis works on a character's body, but a character can usually resist it with a strength saving throw. The effects of spell, monster constriction and/or paralysis are discussed above in the spell descriptions or in the *MONSTER MANUAL*.
- *Petrification/Polymorph (Wisdom)*: Arcane and divine magics can cause creatures and characters to change their shapes, sometimes against their will. The victim may make a wisdom saving throw to resist the polymorph. Polymorphed creatures retain their own minds but have new physical forms.
A petrified character is not dead if a majority of the body is intact. No movement or actions of any kind can be made, not even mental ones while petrified. Strength and dexterity scores are effectively (but not actually) reduced to 0. There is no awareness of what is occurring since all of the senses have

ceased operating. If a petrified character cracks or breaks but the broken pieces are joined with him as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when returned to flesh, so is their restored body.



- *Poison (Constitution)*: When a character takes damage from a poisoned weapon, an item smeared with contact poison, consumes poisoned food or drink or is otherwise poisoned, he must make a constitution saving throw. If he fails, he suffers the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage a short time later. Sometimes, the additional damage allows for another saving throw.
- *Gaze Attack (Wisdom)*: Each character within range of a gaze attack must attempt a saving throw each round at the beginning of his turn. Generally the character can avoid the gaze with a successful wisdom save. In many instances, the situation is more appropriately handled without a saving throw through narrative and roleplaying. If necessary, the Dungeon Master may require a saving throw. Failure indicates the character was unable to avoid the gaze and suffers its effect.
- *Traps (Dexterity)*: When a character sets off a trap, a dexterity saving throw is allowed to avoid all or some of the effects of the trap. Each trap is unique and the effects of a successful or failed saving throw should be designated beforehand.
- *Magic/Illusion (Intelligence or Wisdom)*: This category is for spells cast by creatures, scrolls or magic items. It is a catch-all for magic not covered by one of the other saving throw categories. Arcane or divine spells cast by a magic item or other object, or spell-like abilities possessed by creatures or items usually allow a saving throw to negate, lessen, avoid or resist their effects. If the type of magic is arcane, then an intelligence saving throw is made. If divine, then a wisdom saving throw is made.
In some cases, the specific effect of the spell calls for another type of saving throw. All charm spells, whether cast by creature, item or spell-like ability require a charisma saving throw (see above). Other saving throw categories not covered by this catch-all would include paralysis, polymorph, energy drain, death attack and fear.
- *Breath Weapon (Dexterity or Constitution)*: Any character caught in the area of effect of a breath weapon must make the appropriate saving throw or suffer the breath weapon's full effects. The type of saving throw necessary is described with the monster or spell that causes the saving throw. Generally the character must dodge the effects of a breath weapon, so a dexterity save is appropriate, but on occasions gaseous clouds require a constitution saving throw.
- *Spells (Variable)*: Arcane and divine spells sometimes allow a saving throw to negate, lessen, avoid, or resist the effect. Each spell description indicates the type of saving throw including those spells cast from scrolls, wands, rings or other magical devices.

Voluntarily Failing Saving Throws: No saving throw is made if the target voluntarily chooses not to resist the effect of a spell or special attack. This is the case even if the character was duped as to the exact nature of the spell. When a character announces that he is not resisting the spell's power, that spell (or whatever) has its full effect. The intention not to resist must be clearly stated or set up through trickery, however. If a character is attacked by surprise or caught unawares, he is normally allowed a saving throw. Only in extreme cases of trickery and deception should an unwitting character be denied a saving throw.

TIME

The passage of time in an AD&D campaign can have relatively minor or extremely significant effects on the play of the game. The importance of time is decided almost entirely by the DM. Some DMs care very little about strict timekeeping; others track every moment of action, using a rigid calendar. Either method is acceptable and each has its advantages and disadvantages. The two can even be combined, as appropriate to the situation.

Regardless of how time is handled, some timekeeping is unavoidable: Combats must be fought in rounds; spells have specific durations which become important as characters explore caverns and ancient ruins; days are used to measure overland travel; characters must sleep sometime.

However, most passing time occurs within a single adventure: Spells rarely carry over from adventure to adventure (unless the session is stopped with the characters lost in winding caverns or the like); rounds of combat, while taking several game minutes, don't affect or spill over into subsequent adventures; days of travel often have no effect other than healing and the consumption of supplies.

If the DM wants, this is the only sort of timekeeping required. Time passed in previous adventures has little or no effect on the current session - each session or adventure is distinct and separate. For example, in one adventure, the characters spend a few hours in the dungeon, get injured, have some success, and return wounded. The night's game session ends with them returning to their home base. Next game session, the DM announces, "A week or so has passed since you last went out. Everybody is healed and rested. People with spells can pick new ones." the DM has chosen not to worry about the passage of time in this instance. An entire campaign can be played this way.

Here's another example: In one adventure, a group of characters travels for three weeks and has several encounters, ending camped outside some ruins. The next session starts after the characters have camped for five days, so they can heal their wounds. Several hours pass as they explore the ruins, but no one is particularly hurt when they return to camp, and the game session ends.

The next session starts the morning after their previous adventure, everyone having gotten a good rest. The characters set out again. They spend a week on the road and arrive at a village. Here, the magic-user insists everyone wait while he researches a vital spell. Again, the game session ends.

There is nothing wrong with this method, nor is it particularly unrealistic. Medieval travelers often stopped at friendly or safe heavens for long periods while on their way to a final destination. There was little pressure to hurry. Using this simple time-tracking approach frees the DM from many of the concerns of timekeeping and, most of all, it is easy.

Detailed Timekeeping: As noted, however, there are disadvantages to such simple time-tracking. Problems become more pronounced as the characters advance in level, your campaign world becomes larger, and more players take part in your game.

At low levels, characters tend to go on short adventures. A few hours in the dungeon followed by a speedy return is about all they can survive. Therefore, it is easy to have a week's interval within adventures, since the time passed does not impact on the characters' activities. As characters reach higher levels, however, their ambitions grow and their adventures become longer. More precise time-tracking proves useful. More precise methods can become unworkable, however, when player characters split into small groups, undertaking separate, simultaneous adventures. If one group sets out on a long journey while the rest of the party stays in the city, their game sessions are going to be at very different time scales.

In their first session, the city dwellers may go on a short dungeon expedition. Several hours of game time (the amount of imaginary time spent on the adventure) pass. The DM then has a session with the travelers, and they spend three weeks of game time in the wilderness during their game. There is now a game time difference between the two groups of three weeks minus one day!

If the travelers return to the city at the end of their adventure, the group in town must suddenly be moved forward in time to catch up with them if both groups wish to adventure together. Fortunately, this is not a great problem. The DM can simply say, "Three weeks have passed and you are all reunited again."

The city adventurers can spend those three weeks doing background work - training, researching spells, making a minor magic item, building

a house, etc. This is a good use of free time. However, if one of the city characters decides to join the travelers (perhaps using a teleport spell to catch up with them suddenly), the three-week difference becomes a problem. Was that character actually with the traveling group for three weeks without doing anything? Must he wait for three weeks before he can join them? What if the other characters in town want to adventure more during that time? At this point, keeping track of time (or having the players do it) becomes pretty important.

Preparing a Calendar: One advantage of careful timekeeping is the detail and flavor it adds to the DM's campaign. If a calendar is kept, the DM has a way of recording the passing seasons, holidays, months, cycles of the moon, or other details that give a world life.

Clerics have holy days to observe, werewolves become more prevalent near full moons, snows come, and birds fly south. All of these are events that happen during the course of a year and make a world seem more real. Without some type of calendar, the DM has nothing to base his campaign on.

Preparing a calendar does take time. The easiest method is to buy a small pocket calendar for the current year. Start the campaign on the same date as the first adventure. Thus, if the first game is played on April 3rd, the campaign starts on that day. The real calendar and game calendar will get out of sync quickly, but at least there will be a record of seasons, moons, and important dates. This is a good starting point, but a modern calendar is not the same as that used in medieval times and certainly not the same as one used for a fantasy world. You'll want to customize your calendar with details from your game world. So, what types of details should be included?

The basics have to be determined. Aside from recording the length of years, months, and weeks (which can be anything the DM decides), the calendar should also name them. You can use real names or you can be quite fanciful (the Winter of the Broken Moon or the Moon of Popping Trees, and go on). Have fun.

Physical cycles can be worked out. When do the seasons fall? When are the phases of the moon? When do the equinoxes and solstices occur? Strange and magical events often happen at these times.

Religious observances should be added. All major player character religions should be assigned holy days, so that player character priests will have something to observe. There are normally a lot of these, and they will vary from region to region. Medieval calendars observed over 100 different holy days for saints or special events. Create your own such calendar, being sure to add special observances particular to each kingdom, empire, or region. These might include the king's birthday, the date of a titanic victory over the infidel, the opening of a market fair in a nearby city, or the annual harvest festival.

Fantastic and special events are clearly an important part of a fantasy world's calendar. These can be anything imaginable - the annual visitation of a ghostly castle, the bi-monthly tribute demanded by the evil wizard, the night-march of mysterious nomads, or the seasonal migration of the wyverns. The local princess may have an impending wedding. The army may prepare for the annual campaign against the orc hordes. The death of an important official may require a set period of mourning. All of these can be used to fill up a calendar.

Clearly, setting up a detailed calendar takes planning and time. Events must be created and assigned to specific dates. Furthermore, the DM must have some idea of what happens during each event, preferably something that makes it different from all others.

Time As a Game-Balancer: Finally, remember that time can be used quite effectively to balance a campaign. With it, a DM can prevent an adventuring party from achieving too wide a spread of character levels. If one character is advancing faster than the others, that person's progress can be slowed a little by carefully enforcing the rules for researching, training, and healing. If several people are outpacing the rest of the group, they can be required to go on longer adventures, ones that take more game time (but not playing time) to complete.

At the same time, characters who are lagging in level can have time restrictions relaxed a little. The day-to-day drudgeries go a little quicker for these characters, and their adventures require shorter amounts of game time. This will allow them to undertake several adventures to the other group's one or two, giving the lower level characters a chance to catch up. Although on the surface such things look unfair, most players will realize the DM is doing this for the best of all players involved.

DISTANCE & MOVEMENT

The *PLAYER'S HANDBOOK* gives rules for player character movement on foot. However, feet and walking are not the only ways a character can get around. In the AD&D game world, characters can ride horses, bounce along on camels, sail aboard ships, and even fly winged mounts. Clearly there are many different forms of conveyance, the most common of which are covered here.

CHARACTER MOVEMENT

As detailed in the *PLAYER'S HANDBOOK*, a character may move up to their movement rate each round (assuming that take no other action and are not running). As such, a character with a 60' movement rate may move up to 60' each round (or 6' per second) while one with a 45' movement rate may move up to 45' per round (or 4½' per second).

Each minute of normal movement allows a character 30' (6") of movement per 5' (1") of their movement rate. Thus, a character with a 60' movement rate would move 360' (72") per minute while a character with a 45' movement rate would move 270' (54") per minute.

Calculated to the hour, a character with a 60' movement rate should be able to travel 4.09 miles. Due to the fact that long-distance travel is, by necessity, slower in pace than the quick bursts of movement required by combat, it is assumed that a character with a 60' movement rate travels around 3 miles per hour. To calculate a creature's hourly rate of travel, simple divide their movement rate by 20 (every 5' of MR = ¼ mile per hour).

movement rate (MR)	distance traveled per:			
	round	minute	hour	day (8 hours)
5' (1")	5'	30'	¼ mile	2 miles
10' (2")	10'	60'	½ mile	4 miles
15' (3")	15'	90'	¾ mile	6 miles
30' (6")	30'	180'	1 ½ miles	12 miles
45' (9")	45'	270'	2 ¼ miles	18 miles
60' (12")	60'	360'	3 miles	24 miles
75' (15")	75'	450'	3 ¾ miles	30 miles
90' (18")	90'	540'	4 ½ miles	36 miles

Walking & Running: While moving at the different movement scales, creatures generally walk or run.

- Walking:** A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human. A character may walk for 6 hours, plus or minus a number of hours equal to their constitution modifier, without risking fatigue. Every hour spent walking beyond this point forces the character to make a DC 10 constitution saving throw, with a cumulative, +2 DC modifier, for each hour beyond that. A failed saving throw indicates that the character is fatigued (*PHB*, p. 155) and must rest for at least an hour before continuing.
- Running:** Characters may run, doubling their listed Movement Rate for a number of rounds equal to the constitution score before risking fatigue. As such, a character with a 3 constitution may run for 3 rounds (or 30 seconds) while a character with an 18 constitution score may run for 18 rounds (or 3 minutes). Every round spent running beyond this point forces the character to make DC 10 constitution saving throw, with a cumulative, +2 DC modifier, for each hour beyond that. A failed saving throw indicates that the character is fatigued (*PHB*, p. 155) and must rest for at least a minute before continuing.

Evasion & Pursuit: When resolving short chases, it's impossible for a slow character to get away from a determined, faster character without mitigating circumstances such as challenging terrain or limited visibility. Likewise, it's no problem for a fast character to get away from a slower one. For extended chases, however, endurance becomes an important consideration in determining the results of a pursuit.

When the speeds of the two concerned characters are equal, there's a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

Hampered Movement: Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered the character's Movement Rate is penalized. You can't run or charge through any square that would hamper your movement.

The following chart provides some guidelines for movement penalties. Multiply the character's movement rate by the listed fraction to determine their hampered movement rate. If more than one penalty applies, multiply the penalties together and then apply them the character's movement rate (i.e. A character walking through dense fog in the trackless jungle moves at 3/16 of his normal movement rate: ¾ x ¼ = 3/16). Unless a creature is immobilized, assume that it may move at least 5' each round in spite of terrain, obstacles and/or poor visibility.

terrain	highway	road or trail	trackless
blind	x1/2	x1/2	x1/4
dense fog	x3/4	x3/4	x1/2
desert, sandy	x1	x1/2	x1/2
forest	x1	x1	x1/2
heavy snow	x3/4	x3/4	x1/2
hills	x1	x3/4	x1/2
jungle	x1	x3/4	x1/4
moor	x1	x1	x3/4
mountains	x3/4	x3/4	x1/2
plains	x1	x1	x3/4
swamp	x1	x3/4	x1/2
tundra, frozen	x1	x3/4	x3/4

AERIAL MOVEMENT

Once movement becomes three-dimensional and involves turning in midair and maintaining a minimum velocity to stay aloft, it gets more complicated.

Flying: Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability, as shown on the table below. A creature's maneuverability class is noted in its entry within the *MONSTER MANUAL*. The entries on the table are defined below.

	maneuverability class				
	perfect (a)	good (b)	average (c)	poor (d)	clumsy (e)
minimum speed	none	none	half	half	half
hover	yes	yes	no	no	no
backward	yes	yes	no	no	no
reverse	free	-5 ft.	no	no	no
turn	any	90°/5'	45°/5'	45°/5'	45°/10'
turn in place	any	+90°/-5'	+45°/-5'	no	no
maximum turn	any	any	90°	45°	45°
up angle	any	any	60°	45°	45°
up speed	full	half	half	half	half
down angle	any	any	any	45°	45°
down speed	double	double	double	double	double
between down & up	0	0	5'	10'	20'

- Minimum Speed:** If a flying creature fails to maintain its minimum speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 300 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a dexterity check to recover. Otherwise it falls another 600 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.
- Hover:** The ability to stay in one place while airborne.
- Backward:** The ability to move backward without turning around.

- **Reverse:** A creature with good maneuverability uses up 5 feet of its speed to start flying backward.
- **Turn:** How much the creature can turn after covering the stated distance.
- **Turn in place:** A creature with good or average maneuverability can use some of its speed to turn in place.
- **Maximum turn:** How much the creature can turn in any one space.
- **Up Angle:** The angle at which the creature can climb.
- **Up Speed:** How fast the creature can climb.
- **Down Angle:** The angle at which the creature can descend.
- **Down Speed:** A flying creature can fly down at twice its normal flying speed.
- **Between Down and Up:** An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

Damage: Any winged creature that loses more than 50% of its hit points cannot sustain itself in the air and must land as soon as possible. The creature can glide safely to the ground, but cannot gain altitude or fly faster than half its normal movement rate. If no safe landing point is available, the creature is just out of luck. Since the circumstances of a crash landing can vary greatly, the exact handling of the situation is left to the DM. The falling rules may come in handy, though a vivid imagination may be even more helpful.



Aerial Attack Modes: Creatures will use considerably different combat tactics in the air, and their "natural" methods of attack will often be substantially altered. The following list should help the DM determine how certain creatures will fight in the air. Speed and maneuverability class are also listed. For reasons of space or redundancy, not all flying creatures have been included. Once familiar with the system, the DM should be able to apply it to any aerial monster:

- **Aerial Servant:** 24", class A. If forced to fight, an aerial servant usually resorts to battering.
- **Broom of Flying:** These devices must be moving at least half speed to function. With practice, they can be controlled by the rider's knees, so an experienced broomsman can melee in the air. However, all spell use is impossible while riding a broom, though some magical devices (such as wands) could be used. Brooms are maneuverability class C.
- **Carpet of Flying:** Carpets are the most stable of flying devices, and thus the most valuable. Though they are class C as pertains to maneuverability, they can hover or move at any speed the controller desires (up to the stated maximum). While hovering or moving slowly they are ideal platforms for spell- or missile-casting (quick motion tends to disrupt magical concentration, even if the spell-user is not the one controlling the carpet). They are not so easily adapted to aerial melee, as passengers will tend to get knocked off the carpet and fall to the ground. Attempts to weave straps or seat belts into a flying carpet will generally destroy its weomer.
- **Chimera:** 18", class E. The chimera is a clumsy flyer, and prefers to use its breath weapon in aerial battles. It can use its claws or attack with one of its heads.
- **Cockatrice:** 18", class C. The cockatrice is not a strong, steady flyer, and will not go above 300' unless provoked into one of its screaming fits of rage. In any case, it will never fly for more than 1d4+1 turns before landing to rest. The cockatrice's power to turn flesh to stone is an awful one, as it often need only hit to destroy its enemies, and those petrified in the air usually fall and shatter!
- **Couatl:** 18", class A. The couatl's favorite tactic is to throw loops around other flying creatures and constrict them so that neither couatl nor prey can fly. Both plummet to the earth, but the couatl turns ethereal just before impact and thus escapes being crushed.
- **Daemon (Nycadaemon):** 36", class D. Though heavy, nycadaemons are powerful flyers, and can build up great speed and momentum. They act much like flying battering rams, striking for 2d6 points of damage when they hit. A nycadaemon will try to run its prey close to the ground and then close for a grapple. The wings will be used to batter and confuse and slow their fall, as it attempts to bring its opponent down to the ground where leverage and its full physical strength can be brought to bear.
- **Demon (Succubus):** 18", class C. Succubi prefer not to melee in the air or on the ground, and will use guile, treachery and ethereality whenever possible.
- **Demon (Type I):** 18", class C. These vulture-demons generally slash with their rear talons.
- **Demon (Type IV & V):** 12", class E & 15", class D. These two huge demon types will try to bring their foes to the ground, much like nycadaemons.
- **Devils:** All devils' power of illusion makes them difficult and dangerous aerial opponents.
- **Devil (Erinyes):** 21", class C. Erinyes will slash with their venomous dagger or use their rope of entanglement to foul opponents' wings and make them fall.
- **Devil (Horned Devil):** 18", class D. Horned devils will attempt to impale with their fork and rip with their tails as they pass.
- **Devil (Pit Fiend):** 15", class D. These mightiest of devils will usually attempt to force their prey to the ground, where they can leisurely tear them limb from limb. Their clubs and tails are dangerous weapons in the air.
- **Dinosaur (pteranodon):** 15", class C. These creatures' light bone structure makes them unwilling to collide with other creatures in the air, but if necessary they will attempt to spear with their long, pointed beaks. Their preferred method of attack is to drop upon earthbound creatures from above, lift them up to several hundred feet and then allow them to plummet to their deaths.
- **Djinni:** 24", class A. Djinn, like all creatures from the aerial plane, are nearly impossible to catch in the air. When a swooping creature approaches them, they simply move aside. In addition, their ability to create illusions and become invisible ensures that all aerial combat will take place only when and where the djinni desires. They are openly contemptuous of those who need wings to fly, or magical aviators such as magic-users and efreet.
- **Dragons:** 24" or 30", class E. Lack of maneuverability due to large size may seem to put dragons at a disadvantage in the air, but their powerful breath weapons somewhat make up for this. On an attack pass, a dragon can either bite or use its claws (never both). A dragon may choose to breathe on an approach and then pass and slash with fang or claw.
- **Eagle, Giant:** 48", class D. Giant eagles commonly attack with their talons. They share with their smaller cousins the ability to plummet almost to the ground and then suddenly break their fall and pull out or land safely.

- **Efreeti:** 24", class B. As with diinn, efreet use their invisibility and illusion abilities to good effect in aerial combat.
- **Elemental, Air:** 36", class A. Air elementals gain +1 to hit and +2 on each die of damage they inflict when fighting in the air. They move in the same manner as diinn.
- **Fly Spell:** Utilizing a fly spell takes as much concentration as walking, so most spells could be cast while flying, either while hovering or moving slowly.
Persons using a fly spell (or a magical device which confers that power upon the bearer, such as a *ring of flying*) will move at maneuverability class B.
- **Gargoyle:** 15", class C. Gargoyles will attempt to spear with their horn or slash with their claws (never both).
- **Griffon:** 30", class C (class D when mounted). A griffon will either slash with its forward talons or bite with its powerful beak.
- **Harpy:** 15", class C. Harpies will use either their leg talons or a weapon in aerial battle. Like eagles, they can plummet straight down and then pull out.
- **Hippogriff:** 36", class C (class D when mounted). Hippogriffs fight in much the same manner as griffons.
- **Ki-rin:** 48", class B. Ki-rin will generally attack with their horn to impale.
- **Lammasu:** 24", class C. Lammasu will use their claws if forced to fight. They are hard to hit in the air, as they can *dimension door* away from an attack path.
- **Levitation:** Levitating creatures don't truly fly, and their movement is generally limited to up or down. Levitating creatures that are able to move freely are assumed to be class A. Otherwise, the power does not grant any maneuverability and so is not assigned a class.
A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A round spent stabilizing allows the creature to begin again at -1.
- **Manticore:** 18", class E. Manticores are clumsy flyers, but they will not hesitate to fling their tail spikes at opponents who come too close. They can also employ their front claws.
- **Men:** Men, like monsters, must behave differently in the air than on the ground. Most flying combat involving humans consists of magical or magically-equipped flyers rising above a melee to gain a positional advantage for the purpose of spell- or missile-casting. This actually isn't as easy as most players would like to think it is, as the different forms of magical flight often have requirements which interfere with such actions.
- **Pegasus:** 48", class C (class D when mounted). In flight, pegasi fight with their front hooves.
- **Peryton:** 21", class C. A peryton will attempt to impale with its sharp horns.
- **Pseudo-Dragon:** 24", class B. Pseudo-dragons rely on their poisonous stingers in aerial combat.
- **Roc:** 30", class E. Rocs generally attack using their huge and powerful talons. Amazingly enough, considering their great size, they can plummet straight down like eagles and then arrest their fall by a sudden unfurling of their wings.
- **Shedu:** 24", class C. Shedu will strike with their powerful hooves if they become involved in aerial combat, though their power to become ethereal allows them to avoid this if they so desire.
- **Sphinx:** 24", 30" or 36", class D. The various sphinxes nearly always employ their fore claws in an aerial battle, though the roar of the androsphinx is also a potent weapon, as it weakens opponents and could make them unable to fly.
- **Wings of Flying:** These devices are maneuverability class C and the wearer must be moving at least half speed to maintain flight. Though the wings leave the aviator's hands free for fighting, it is impossible to concentrate enough to cast spells due to the continual bodily motion involved. This does not prohibit the use of some magical devices that duplicate spell effects (rings, wands, etc.). Like an eagle, the wearer of wings of

flying can plummet a great distance and still pull out safely if the wings have not been previously damaged.

- **Wyvern:** 24", class E. On an attack pass, a wyvern will attempt to either bite or sting.

Flying Mounts: Most flying mounts will be either griffons, hippogriffs or pegasi. All of these should be very difficult to acquire, and even harder to train. None of these types will mix with the others (griffons will eat pegasi or hippogriffs if given a chance, and hippogriffs confined with pegasi will bullyrag them whenever possible).

- **Griffons** are often nasty and bad-tempered. If captured when very young and trained, however, they can become fiercely loyal mounts. Their loyalty is non-transferable once fixed, so they must be disciplined and trained solely by the intended rider. The griffon must be trained and exercised by its owner on a fairly regular basis while it is a fledgling (up to age six months) in order to accustom it to his or her presence and the bridle, blanket, saddle, etc. When the griffon is half-grown a period of intensive training must begin, which will last at least four months. The daily routine must never be broken for more than two days, or the griffon's wild nature will assert itself and all progress will be lost. After two months of this intensive training, it will be possible to begin to fly the griffon. This will be a period of training for mount and owner alike, as the rider must learn how to deal with a new dimension, and he will probably have no teacher but himself. Imagine the confusing tumult of giant wings, the rush of air, the sudden changes in altitude, and you will realize why an inexperienced rider absolutely cannot handle a flying mount. Griffons, like all large flying creatures, eat enormous amounts of food, especially after prolonged aviation. Moreover, they are carnivores, and thus very expensive to feed. Care and keeping of a griffon will be a constant strain on the largest treasure hoard. Costs will probably run in the area of 300-600 gp per month. It will require special quarters, at least three grooms and keepers, and occasionally an entire horse for dinner (diet will differ, but similar arrangements must be made for all flying mounts).
- **Hippogriffs** are not so difficult to train as griffons, but neither are they as dependable in a pinch. A training process basically similar to that previously described will be necessary, though occasionally an animal trainer can substitute for the master for short periods if he or she is tied up elsewhere. Once broken, hippogriffs may possibly serve more than one master. They are omnivores, and thus somewhat less expensive to feed than griffons.
- **Pegasi** are greatly valued for their speed, which makes them virtually the fastest things in the air. Their training is a long process similar in many respects to that of griffons. They will serve only good characters – all others will find them totally intractable. Like griffons, their loyalty is given to only one master in a lifetime.

All flying mounts must rest one hour for every three they fly, and they can never fly more than nine hours a day. During their rest periods they will eat as if famished: this means meat for griffons or hippogriffs, and green living plants, preferably of a succulent nature, or fine hay and oats, for pegasi.

Use of more exotic types of flying mounts will generally require some form of spell control (such as *charm monster*), though the more intelligent ones may possibly give their permission and cooperation in certain circumstances. This does not ensure ease of handling and stability on the part of the rider, however. Likewise, griffons, hippogriffs and pegasi can be *charmed* and ridden.

To be able to fight while flying any aerial mount requires considerable practice. To become adept at aerial archery entails at least two months of continual practice.

All flying mounts will move at one maneuverability class worse than normal when mounted. This applies even if the rider is as small as a halfling or gnome. The only exceptions to this are E class creatures such as dragons, which are large enough to carry human-sized riders at no penalty. Normal spell use while riding a flying mount is of course impossible (though certain magic devices may be used).

MOUNTED, VEHICLE & WATERBOURNE MOVEMENT

The following table provides hourly and daily rates of movement for mounts and vehicles. Moderately encumbered mounts have their listed movement rate penalized by 25%, while heavily encumbered mounts reduce their listed movement rate by 50%.

mode of transport	per hour	per day
cart or wagon ¹	2 miles	16 miles
donkey or mule ¹	3 miles	24 miles
galley (rowed and sailed)	4 miles	96 miles
horse, heavy (pack or war) ¹	5 miles	40 miles
horse, medium (pack or war) ¹	6 miles	44 miles
horse, light (pack or war) ¹	6 miles	48 miles
keelboat (rowed) ²	1 mile	10 miles
longship (sailed and rowed)	3 miles	72 miles
pony or warpony ¹	4 miles	32 miles
raft or barge (poled or towed) ²	½ mile	5 miles
rowboat (rowed) ²	1½ miles	15 miles
sailing ship (sailed)	2 miles	48 miles
warship (sailed and rowed)	2½ miles	60 miles

¹ quadrupeds, such as horses, can carry heavier loads than characters can. See *Encumbrance* in the *PLAYER'S HANDBOOK* for more information.

² rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Mounts: Mounted movement cross-country is affected by a number of factors. The two principal ones are the movement rate of the mount and the type of terrain traversed.

When determining overland movement rates, remember that most riders spend as much time walking their mounts as they do riding them. The real advantage of riding is in the extra gear the mount can carry and its usefulness in combat.

Thus, while an unencumbered man can go about the same distance as a donkey or mule across clear terrain (24 miles), the man must travel with virtually no gear to move at that rate. Were he to carry an assortment of arms, a suit of chainmail armor, and his personal items, he would find it impossible to keep up with a mounted man similarly encumbered.

A mount can be pushed to double its normal daily movement rate, but only at the risk of lameness and exhaustion. Any creature moving overland at double speed (or any fraction thereof) must make a DC 10 constitution saving throw. If the saving throw is successful, the creature is unaffected. If the saving throw is failed, the creature is lame or spent; it can't travel any farther that day. Thereafter, it can move only at its normal movement rate until it is rested for at least one day. For each successive day a horse is ridden at double movement, the DC of the saving throw increases by 2.

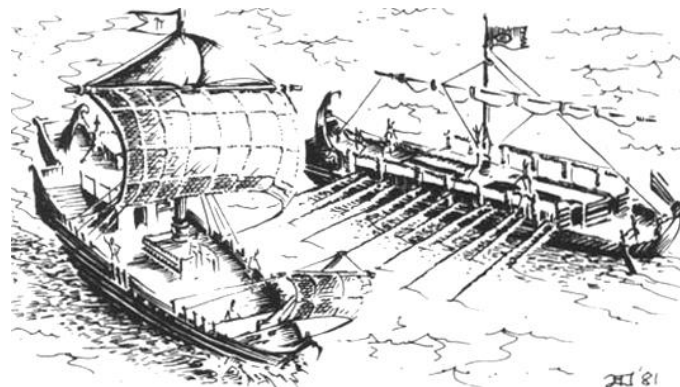
When a creature goes lame, exhausts itself, or is ridden too hard, there is no way of knowing just when the creature will collapse. The DM should determine where and when the creature collapses. This can be a random place or at some point the DM thinks is best for the adventure.

Vehicles: While animals are useful for getting around in the wilderness, they are seriously limited by the size of the load they can carry. Peasants and merchants often use wagons and carts for trade in civilized areas. Chariots are favored by the wealthy and in times of war, but are not normally used for long-distance travel.

- *Carriages* are four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.
- *Carts* are small two-wheeled affairs. They can be pulled by one or two animals, but no more than this.
- *Chariots* are intended more for speed, comfort, and their usefulness in warfare, than for their ability to haul loads. Chariots can hitch one to four horses (or other creatures), but no more than this. A horse can pull its normal load (the weight of the chariot not included) at its normal movement rate.

- *Sledges and dog sleds* are handy in snow and ice-bound regions. Player characters may find all these vehicles necessary during the course of their adventures.
- *Wagons* are four-wheeled and can hitch anywhere from two to 12 (or even more!).

Animals hitched to carts, chariots and wagons may double their carrying capacity. The weight of the cart, chariot or wagon is not considered when determining encumbrance, only the cargo.



Waterborne Movement: One of the fastest and easiest ways to get somewhere is to travel on a river. It's hard to get lost; a large amount of equipment can be easily carried; it is faster and easier than walking; characters can even do other things (mend clothes, learn spells, cook meals) while traveling on smooth waters.

River travel is not without its risks, however. Eddies, snags, sandbars, rapids, and dangerous waterfalls can make a journey quite exciting. Fortunately, most of these hazards can be avoided by knowledgeable characters.

The rate of movement on a river is determined by two factors: The type of boat and the flow of the current. If the boat is traveling downstream (in the direction of the current), add the speed of the current to the speed of the boat. If the boat is traveling against the current, subtract this amount from the boat's speed.

When sailing downstream, characters must be wary of unexpected hazards. While a good map can show the location of waterfalls and rapids, only a knowledgeable guide or pilot knows the location of hidden sandbars, snags, and dangerous eddies. While these are easy to avoid when traveling upstream (all one need do is stop paddling), unprepared boaters can quickly be swept into them going downstream.

Once characters find themselves in a dangerous situation, they must make a *profession*: *sailor* check to prevent capsizing. Capsized boats and goods are swept downstream, although hazards like waterfalls and particularly strong rapids will smash most craft.

Ocean journeys are a dangerous business, especially in a fantasy world. Sea serpents, incredible maelstroms, and other imaginary horrors that filled the maps of medieval navigators really can lurk in the depths of the AD&D game's oceans. Not that they are really necessary - pirates, storms, hidden shoals, and primitive navigational techniques leave the typical sea captain with more than enough danger to cope with.

Deep-sea sailing is pretty much unknown in the AD&D game world. The majority of captains prefer to stay close to known coasts. Without navigation equipment only a few ships venture into open water beyond the sight of land. Shipbuilding skills are not fully up to the needs of deep-sea sailing. Most ships are easily swamped by the stormy waters of major oceans, while their small size prevents crews from carrying adequate supplies for long voyages. Even the skills of sail-handling are in their rudimentary stages.

However, these limitations are not serious in a fantasy world. Those with wealth can cross oceans by other, more practical, means: flying mounts, undersea dwellers, and teleportation are all available, at least to the rich and powerful. The vast majority of the population does not have access to these forms of travel. Also, magical transport is impractical for moving large cargoes. The need to move goods and the scarcity of magical transport make sailing a valuable and necessary art.

General Classes of Vessels:

- **Barges and rafts** are 15 to 45 foot long somewhat rectangular craft, 8 to 20 feet wide. They are designed primarily for river transportation. A few larger and sturdier types are used for lake and coastal duties. Barges generally have a shallow draft, as do rafts - the former having a bow and side freeboard, with the latter having neither. The Egyptian Queen Hatshepsut's obelisk barge is a prime example of a working barge. Crafts constructed of fagots bound together, or made of stretched hides, such as the umiak, are considered barges in most cases. The same is true of sampans and jangadas. Normal crew for a barge varies between 20 and 100 or more men, depending on the size of the ship and its purpose. If the barge is a working vessel, such as Queen Hatshepsut's, it is conceivable that it could require as many as 100 men, if not more, to man such a mammoth barge. Sampans and jangadas, on the other hand, do not require a great crew to man them. Sampans need only three to ten men while jangadas require as few as one. Barges and rafts don't usually come with armament, but can be so equipped if desired. These types of vessels do not function well in winds above moderate breezes.
- **Galleys** are three-masted ships with seventy oars on either side. They require a total crew of 200. A galley is 130 feet long and 20 feet wide, and can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, they can be fitted with rams and castles with firing platforms fore, aft, and amidship. These ships cannot make sea voyages and stick to the coast. They move about 4 miles per hour when being rowed or under sail.
- **Keelboats** are 50- to 75-foot-long ships, 15 to 20 feet wide, and with a few oars to supplement its single mast with a square sail. They have crews of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. They can make sea voyages, as well as sail down rivers (thanks to their flat bottom). They move about 1 mile per hour.
- **Longships** are 75-foot-long ships with forty oars and requiring a total crew of 50. They have a single mast and a square sail, and can carry 50 tons of cargo or 120 soldiers. Longships can make sea voyages. They move about 3 miles per hour when being rowed or under sail.
- **Rowboats** are 8- to 12-foot-long boats that hold two to six medium-sized passengers. They move about 1½ miles per hour.
- **Sailing ships** are larger, seaworthy ships 75 to 90 feet long and 20 feet wide, with crews 20. They can carry 150 tons of cargo. They have square sails on two masts and can make sea voyages. They move about 2 miles per hour.
- **Warships** are 100-foot-long ships with a single mast, although oars can also propel them. They have crews of 60 to 80 rowers. These ships can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. Warships cannot make sea voyages and stick to the coast. They are not used for cargo. They move about 2½ miles per hour when being rowed or under sail.

Small ships typically take 2 to 5 minutes to get to full speed when under full sail or rowed by a full crew. Large ships take from 5 minutes to 1 turn to reach their full speed.

General Naval Terminology:

- **Aft:** The rear part of a ship.
- **Corvice:** A bridge with a long spike in its end used by the Romans for grappling and boarding.
- **Devil:** The longest seam on the bottom of a wooden ship.
- **Devil to Pay:** Chalking the seam of the same name. When this job is assigned, it is given to the ship's goof-off and thus comes the expression "You will have the devil to pay."
- **Fore:** The forward part of a ship.
- **Forecastle:** A fortified wooden enclosure resembling a castle in the fore of a ship.
- **Hoist Sails:** To raise the sails.
- **Lower the Sails:** To let the sails down.

- **Port:** The left side of a ship; also a city or town where ships may take refuge or load and unload cargo.
- **Shearing off Oars:** Accidentally or intentionally breaking oars of one or more ships when attempting to board or cripple the ship if it did not retract its oars.
- **Starboard:** The right side of a ship.
- **Step:** To put the mast up.
- **Stern:** A section of the aft of a ship.
- **Sterncastle:** The same as a forecastle except that it is in the stern of the ship.
- **Stroke:** The drummer and the beat he sets for the oarsmen on a galley.
- **Top Castle:** A fortified structure on the mast.
- **Unstep:** To take down the mast.
- **Weigh Anchor:** Means the anchor is clear of the bottom.

Swimming & Sinking: Most non-aquatic creatures may swim at ¼ of their listed movement rate, rounded to the nearest 5' interval, while those with a listed swimming movement rate (such as sahuagin and locathah) may move that distance each round.

Sinking or drowning creatures "fall" through the water at 10' per round if lightly encumbered, 20' per round if moderately encumbered and 30' per round if heavily encumbered.

When walking beneath the surface of the water, a submerged character may move ¼ of their normal movement rate (rounded to the nearest 5' increment). Moderately or heavily encumbered characters may move ½ of their normal movement rate (rounded to the nearest 5' increment) because their load minimizes the effects of their natural buoyancy. Characters with *freedom of movement* do not suffer any of the penalties listed for underwater combat.



Drowning Or Suffocation: A character who has no air to breathe can hold his breath for 1 round per point of constitution. After this period of time, the character must make a DC 10 constitution saving throw in order to continue holding his breath. The save must be repeated each round, with the DC increasing by 2 for each previous success. When the character fails one of these constitution saves, he begins to suffocate. In the first round, he falls unconscious (0 hit points). In the following round, he drops to -1 hit points and is dying. In the third round, he suffocates.

Underwater Combat: Land-based creatures can have considerable difficulty when fighting in water. All attacks made with slashing or piercing weapons suffer a -2 attack penalty and deal ½ damage (rounding fractions down). Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range. Non-aquatic creatures also suffer a -2 penalty to their armor class so long as they are not drowning or sinking (they have failed a strength check in order to swim). Drowning or sinking characters suffer twice the usual penalties to armor class and attack rolls.

- **Attacks from Land:** Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have

50% cover from opponents on land. Landbound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

- **Fire:** Non-magical fire does not burn underwater. Spells or spell-like effects with the fiery effects are ineffective underwater unless the caster makes a concentration check with a -10 penalty. If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described.
- **Specialized Equipment:** The use of missile weapons is greatly hindered underwater, as noted above. Special crossbows which will function underwater can be made by knowledgeable bowyers for ten times the normal price. The effective underwater range of these will be one-half normal. Specially weighted nets may also be fashioned by craftsmen. These nets, which cost 100 gold pieces, allow underwater combatants to attack without penalty. The use of such nets is difficult and requires extensive training in order to avoid the usual -4 non-proficiency penalty. These weighted nets weigh 12 pounds (or more).



Vision: Distance of vision will vary according to depth (and available light) and obscuring objects. Basically, characters will be able to see objects and movement up to 60' away in water. As one descends deeper than this, surface light fades into darkness. Without light sources, characters will suffer concealment penalties, due to darkness, as follows:

depth (salt water)	concealment provided
60'	none
90'	25%
120'	50%
150'	75%
180'	100%

Murky water, such as that found in fresh water ponds, halves the distances listed above. Light sources, such as *light* spells, work normally to illuminate an area underwater (though murky water reduces the illumination radius of any light source by 50%).

Other objects will also obscure vision. Seaweed or sea grass provides 25% or greater concealment, depending on its density. Sea grass can be anywhere from 3' to 30' in height, while seaweed can take practically any size or shape the DM desires. In any case, shoals of either will totally obstruct vision, and anything may be hiding within! Schools of fish can also blind and confuse with their masses and quick movements.

Mud can also be a big problem, especially as pertains to combat on the bottom, where violent movement may kick it up in great clouds, totally blocking vision as long as the movement lasts and for 1d6+6 rounds afterwards, unless there is a current to carry it away. Even light sources cannot penetrate the muddiest water.

LIGHT & VISION

The ability of your player characters to see something and their ability to be seen are important to the play of the AD&D game. Characters unable to see monsters have a nasty tendency to be surprised. Characters stomping through the woods waving torches tend to give away their position, making it hard to surprise others. For these and other reasons, you should always be conscious of visibility and light sources when running an adventure.

Light Sources: The types of lighting and their radii are given in the *PLAYER'S HANDBOOK*. However, these represent only the most basic effects of a light source. There are other effects of carrying a light that do not lend themselves to easy quantification or simple tables.

If player characters are using light to find their way, then not only can they see, but they can also be seen. Hiding one's light is impossible in this case. Characters using a light to find their way can even be watched by creatures beyond the range of their own light. Since the light source illuminates the area around the player characters, it makes them visible to people or creatures out to the watchers' normal visibility ranges. The radius of the light source isn't the issue in this situation.

For example, on a clear plain, a raiding party of orcs could easily see the light of a fire and the silhouettes cast by the characters, even at 1,500 yards. Indeed, since the brightness of the fire is so different from the surrounding darkness, the light would be noticeable at even greater ranges, though details wouldn't be.

Unless characters using a light source take special measures (posting a guard in the darkness, for example), they cannot surprise creatures who can see the light of their fire, torch, or lantern. Light sources, particularly fires, tend either to attract or chase away creatures. Wild animals tend to avoid lights and fires, especially if hunters frequent the area. On the other hand, animals that hunt player characters (or horse meat) will be attracted to a fire. They have learned that fires signal a source of food. Intelligent creatures always approach a light source with caution. Friendly NPCs don't know if they are approaching the camp of a friend or foe. Hostile NPCs will likewise get as close as they can without revealing themselves, in order to learn the strength and numbers of the enemy. Only a few NPCs - those wishing to avoid all danger - flee at the sight of a fire, generally heading away from it in the opposite direction. Sometimes a fire or light source can be used by intelligent creatures as a diversion or trap. One trick is to build a fire and then set up camp away from it. The fire attracts whatever is likely to show up in the area, allowing the characters the chance to ambush the unwary. This is a favorite tactic of many evil and warlike races such as orcs, bugbears, goblins, and bandits. It is also a trick used by adventurers to lure monsters away from their real camp, although this is somewhat dangerous.

Since fires are often used to determine the size and possible strength of an enemy, dull-witted creatures and nervous player characters can be frightened away by building a large number of campfires in an area. The enemy, counting these fires, decides there is a huge force camping here for the night and becomes frightened enough to leave. In reality, each fire might have but a single man or orc tending it.

Although the radius of a light source is the limit a character can effectively see using that source, it is not the absolute limit. The light doesn't just end there as if it had hit a brick wall. Beyond the radius of the light, there will still be flickering shadows, reflected eyes, and perhaps glints of metal. Now, some of these may be nothing more than the overactive imaginations of the player characters; others may be real threats! the DM can use this unknown factor as a tool to build suspense in his game.

Darkness: Sooner or later characters wind up blundering around in the dark. Normally they try to avoid this, but clever DMs and foolish players generally manage to bring it about. Perhaps the kobolds captured the player characters and stripped them of all their gear; perhaps the characters forgot to bring enough torches. Whatever the reason, those without darkvision suffer both physical and psychological effects in the dark.

For the purposes of this discussion, "darkness" means any time the characters suffer from limited visibility. Thus, the rules given here apply equally well when the characters are affected by a *darkness* spell, blundering about in pea-soup fog, out on a moonless night, or even blindfolded. The table below gives examples of concealment (*PHB*, p. 56) provided by varying levels of darkness.

condition	concealment provided
moonlight or moderate fog	25%
starlight or dense fog	50%
total darkness or blinded	100%

Since one can't see anything in total darkness, the safe movement rate of blinded creatures is immediately slowed by $\frac{1}{2}$ the normal amount, rounded to the nearest 5' increment. Faster movement requires a dexterity check. All opponents of a blinded combatant have 100% concealment. As such, blinded combatants suffer a -4 penalty to all of their attack rolls and cannot target opponents by sight. Opponents able to see blinded foes gain a +2 bonus to hit them. Thieves and assassins may *backstab* and *sneak attack* blinded characters, even if the blinded characters are aware of them.

Invisibility: Invisibility is a highly useful tool for both player characters and DMs. Handled well, it can create surprises and unexpected encounters. However, *invisibility* requires careful judgment on the part of the DM, lest situations occur that could unbalance a scenario or campaign.

First, an invisible creature is invisible to everyone, friend and foe alike. Unless care is exercised, it is easy for a visible person to blunder into an invisible companion. The problem is even worse with a group of invisible characters - characters crash and tumble (invisibly) into one another, all because nobody can see anybody.

Detecting Invisible Creatures: Invisible creatures and things are not detectable by sight. However, invisible creatures aren't completely undetectable. First, things still cling to them. Flour thrown into the air is useful for this purpose, although it can be easily covered, washed off, or brushed away. Second, they do not leave invisible footprints. Again, flour on the floor is a good way to spot the movement of invisible creatures. Furthermore, while an actual light source may be invisible, the light emanating from it is not. This can reveal the location of an invisible character.

The effects of specific environments are more subtle. Fog and smoke do not reveal invisible creatures. Smoke and fog are filled with swirls and eddies, preventing the creature from being detected. Invisible creatures completely submerged in liquids are also concealed; there is no hollow space or "air bubble" to reveal the creature's presence. At the surface, an invisible swimmer may be noticed by the observant as an unusual distortion of the waves.

Invisible creatures are not automatically silent. An invisible fighter in platemail still clanks and rattles as he moves, a dead giveaway to most creatures. They still have scent, so creatures with keen noses can smell them. Blind creatures are unaffected by invisibility.

A *detect magic* shows only the presence of something magical without pinpointing it exactly. Thus, it cannot be used as a substitute for a *detect invisible* spell.

When the DM thinks there is minor, but sufficient cause, for a creature to detect an invisible character, a *perception* check should be made (secretly if the DM is checking for a player character). A minor cause might be a strange odor, small noise, an object that disappeared when it shouldn't have, or a strange reaction from another person (who has been pushed, kicked, poked, etc., by the invisible character). *Perception* checks should be allowed for each new event. A wolf would get a *perception* check when it detected a strange scent, then shortly after when it heard a stick break, and finally a last chance when the character drew his sword from his scabbard. Furthermore, the acuity of the creature's senses and its general intelligence can increase or decrease the frequency of checks, at the DM's discretion. If the suspicious creature or character rolls a successful *perception* check he detects some small sign of the invisible foe's presence. He knows its general location, but not its exact position, and can attack it with a -4 penalty to his attack roll. If the check fails, the creature or character is unaware of the invisible opponent until it does something else that might reveal its presence. Of course, a revealing action (which could range from an attack to tripping over a pile of pots) immediately negates the need for a *perception* check. In such cases, the character has a pretty good idea that something is not right and can take actions to deal with the situation.

Finally, even if an invisible character is suspected, this does not mean the character will be instantly attacked. The result, especially for less intelligent creatures, may only be increased caution. Having scented the intruder, the wolf bristles and growls, protecting its cubs. Even the orcs may only circle about warily, alert for an ambush.

ENCOUNTERS

If the imagination of players and DMs are fuel of the AD&D game, encounters are the engine that makes it go. Without encounters, nothing happens. Without encounters, player can't slay fearsome trolls, rescue the villagers from a band of orcs, chase down a petty thief, outwit an evil wizard, or humble a mighty tyrant. Encounters make up the plot of the adventure, each in some way furthering the tale or building the background of your campaign world. Without encounters, without the opportunity to meet and deal with others, your campaign world is just going nowhere.

To use encounters, it is important to understand what they are. An encounter is a meeting with an NPC or monster, or an event that might affect the player characters. As DM you:

- Create in advance the thing, person, event, or monster encountered.
- Describe the scene of the encounter to the players.
- Roleplay the reaction of all the creatures involved, except the player characters.
- Describe the results of player character actions during the encounter.

These are a big part of the DM's duties in a roleplaying game (in addition to the task of interpreting the rules and handling the mechanics of play).

An encounter is best defined by two broad criteria. If the described event lacks either of these, it isn't a meaningful or "true" encounter. It may be a described scene, an event, or a bit of mundane business, but it is not a meaningful encounter.

First, a meaningful encounter must involve a thing, an event, NPCs (characters or monsters), or a DM-controlled player character. A meeting of two player characters (handled by the player alone) is not an encounter. It is an action between the players themselves.

Second, a meaningful encounter must present the possibility of a significant change in a player character's abilities, possessions, or knowledge, depending upon the player's decisions. The key terms here are "significant change" and "player decision." For each character with 500 gp in his pocket, going into a tavern and spending three gp on drinks is not significant change. If the character had to spend the same 500 gp in the same tavern to get information about the Black Tower across the river, the character has experienced a significant change of fortune - he's now broke. If the player doesn't make a decision, then he's just coasting along, letting the DM do everything. Going to the tavern and spending three gold pieces on food and drink isn't much of a decision. Choosing to go bankrupt to learn what may or may not be useful information is fairly significant. The player is going to have to think about the choice. How badly does he want this information? How reliable is this informant? Does he need the money for something else - like new equipment? Can he get a better price?

The presence of an active force and the possibility for change based on player decision are what make a meaningful roleplaying encounter. Take, for example, the situations given below. Try to figure out which of the four is a meaningful or "true" encounter, as defined above.

- Greywolf and Gendal, a gnome, are exploring a cave. Gendal is in the lead. Without any warning the ceiling directly over him collapses, crushing the little gnome instantly. He is dead, and all Greywolf can do is dig out the body.
- Greywolf, a 10th level fighter, meets three lowly orcs. They charge and, not surprisingly Greywolf slices them to ribbons. He isn't even harmed. Searching the chamber, he finds a sword +1. Greywolf already has a sword +3 and is not particularly interested in this weapon.
- Greywolf reaches into his pocket only to discover that the gem he pried from a heathen idol is gone! Thinking about it, he decides the only person who could have taken it was his fellow party member (and player character) Ragnar the Thief. Unhesitatingly, he whips out his sword and holds it at Ragnar's throat. Ragnar reaches for his hidden dagger.
- Greywolf and Calaven are riding across the plain. Just as they crest a low ridge, they see a cloud of smoke and dust in the distance. They halt and watch for a little while. The dust cloud slowly moves on their direction, while the smoke dwindles.

Moving their horses to a hollow, they watch the approach of the mysterious cloud from a thicket.

So, which of these four is a "true" encounter? Only the last one. The first didn't involve any player choice. The gnome is crushed, and there wasn't anything either player character could do about it. Not only is this not an encounter, it isn't fair. It could have been an encounter (with a trapped ceiling), if there had been signs beforehand (clattering stones, previous deadfalls, groaning stones) and if the gnome had been given the opportunity to act before the rock squashed him. The player choice could have been to heed or ignore the warnings and leap forward, back, or stand confused when the rock fell.

The second had player choice, but it wasn't particularly meaningful or balanced. The player knew his character could win the combat so his choice to fight was insignificant. He knew the sword was less potent than the one he already had, so his choice not to keep it was, likewise, not a choice at all. The situation could have been an encounter if the orcs had actually been ogres concealed by an illusion or if the sword had special unrevealed powers. Either of these would have made the character's actions meaningful.

The third situation has all the trappings of an encounter. There is a meaningful choice and anything could happen next. However, this is a squabble between player characters, not something the DM has control over. It does not further the plot or develop campaign background. Indeed, such disharmony will only hurt the game in the long run. It could have become an encounter if an invisible NPC thief had done the deed instead of Ragnar. Greywulf and Ragnar, eventually realizing the confusion, would have suddenly found themselves united in a new purpose - to find the culprit. Of course, there would also be role-playing opportunity as Greywulf tried to make amends while Ragnar remembered the insult!

The fourth example is a true encounter, even though it doesn't seem like much is happening. The players have made significant decisions, particularly to stay and investigate, and they are faced by an unknown creature. They do not know what they face and they do not know if it will be for good or ill. The dust cloud could be a djinni or a hostile air elemental. It could be a war-band of 100 orcs or giant lizards. The players don't know but have decided to take the risk of finding out.

In roleplaying games, encounters fall into one of two general categories - planned (or placed) encounters and random (or wandering) encounters. Each contributes to the overall excitement and adventure of the game.

PLANNED ENCOUNTERS

A planned encounter is one of the DM has prepared in advance, one tied to a specific place, event, or condition. These can be divided into keys and triggers.

Keys: The simplest of planned encounters is called a key - a listing of who lives where, what they have, and what they might do if a character enters their room, visits their farm, or explores their cave. This key can also contain colorful details about otherwise boring or empty rooms, creating detail for the player characters to explore. Here's how a sample key for an ogre's den, a three-chambered cave, might be written.

1. *Main Chamber: One passage of this chamber leads to the outside, a narrow cleft in the rock hidden behind some bushes. Following this, the passage widens after 10 feet. The walls are coated with soot and there is a large pit in the center of the floor filled with ashes and charred bits of bone. The ashes are warm and the rocks of the pit are still hot to the touch. The chamber stinks of burned meat and leather. There is a lot of rubbish on the floor but there is nothing of value here. At the far end, the cleft once again narrows to a passage.*
2. *Sleeping Chamber: Here the air is thick with smells of animal sweat and worse. There is a loud rumbling from the far side of the chamber. There, sleeping under a mound of crudely skinned furs, is a large ogre. Next to him is a large wooden club. Hanging from the walls are bits of bright cloth, shiny buckles, and tarnished badges. A few simple torches, now unlit, are wedged in the cracks. If the characters don't make a perception check at -3 and/or move carefully into the room, one will kick a metal helmet across the floor, waking the ogre. Groggy for one round, he*

then attacks the group. Just beyond the nest is another passage.

3. *Treasure Room: The entrance to this chamber is blocked by a large boulder that must be rolled into the room to get it out of the way. Characters must get it out of the way. Characters must make a successful strength check at -5 to move the boulder. Several characters can work together, with each adding +2 to the strongest character's check. Inside the room are the treasures of the ogre. These include 500 gp, 3 gems (worth 10, 500, and 100 gp), a suit of chainmail +1 that the beast cannot use, and a mound of horse trappings, bridles, and saddles. Aside from the bats, there are no creatures in the chamber.*

When you write a key, describe the way the scene looks as accurately as possible. Also think what sounds the player characters might hear, what they'd smell, what the place feels like, and so on. At the very least, include the following information for every location:

- Any monsters or NPCs found there.
- What equipment and magical items the monsters will use.
- Any treasure (and its location).
- Any other unusual items of interest. This can include colorful details to help you describe the area, ability checks that may come into play or clues to warn characters of danger ahead.

The key can also include special conditions that must be met while in the area. In the example above, there were penalties for not being alert and cautious (kicking the helmet) and requirements for strength (moving the boulder).

However, keys tend to be static - things don't change that much. The DM might decide that, no matter when the characters enter, the ogre will be sleeping. He won't be cooking his dinner, out hunting, or picking his teeth with his toes.

For fairly simple scenes this is fine, but the situation gets ridiculous for more complicated situations. Imagine a farm where the farmer was always in the field or a castle where dinner was continually being served!

Static also means that events in one place don't affect things in another. If the characters heave the boulder out of the way, won't the noise awaken the ogre? Not according to the description as it is given, although a good DM would certainly consider the possibility. Writing a key that takes all these potential inconsistencies into account isn't easy. To be complete, you would have to design the key in your head, figuring out all the interconnections, before you wrote anything down.

There are two solutions to this problem: You can try to be complete and thorough, preparing answers for every possible situation, or you can reduce the amount of detail you give about creature behaviors and improvise answers as you play. To describe a farmhouse, you could simply note the occupants (their ages and the like) and the significant possessions at the farm. The activity of the NPCs can be adjusted to the moment - working in fields, sleeping, eating, etc.

Trying to pre-plan for every eventuality is time-consuming - there is a fair amount of planning and writing you must do. Improvising cuts down on preparation, but forces you to work harder during the game. The best solution is to compromise: Carefully detail the most important planned encounters and simply sketch out and improvise the small encounters. This way you are not overwhelmed in preparation or play.

Triggers: Another type of planned encounter is the trigger. It can be used with a key or by itself. A trigger is a simple either/or or if/then type of statement. It is used for more interactive types of encounters, where the action of the event is what is important, such as the kidnapping described below.

The next episode occurs at 1 o'clock in the morning: If any character is still awake, he must make a perception check to hear a muffled scream coming from the balcony of the room next door. If the characters investigate, they will discover two hooded men (6th level thieves) attempting to drag a struggling young woman over the railing. One man has her firmly gripped from behind, his hand clamped over her mouth. The other is hoisting her legs over the side. A confederate waits with the horses on the ground below. If the characters do nothing, there will be a crash as she kicks over a flower urn, followed by a muttered curse and then the galloping of horses.

If the characters are noticed, the unburdened man wheels to face them, drawing two swords, one in each hand. The woman attempts to break free, only to be struck unconscious by the other man. The man on the ground quietly cocks a crossbow and aims it at the party, keeping an eye out for spellcasters.

Here everything is dependent upon previous and current choices of action. Is a character awake? Will the characters investigate? How will they react to the kidnappers? Each decision molds subsequent events. The characters might leap to the young woman's rescue or they might rouse themselves only in time to see the kidnappers gallop off with her tied to the saddle. Their actions could alter planned events. Coming to her aid, the characters rescue the lady. As DM you must be ready to tell her story. Why was she attacked? Who were they? Are there any clues the characters can find?

To write this type of encounter, first outline the basic sequence of events that would happen if the characters did not interfere. Next, think like a player and try to anticipate what the characters might do. Would they aid the lady? If so, you will need combat information - how the attackers will fight and what weapons and tactics they will use. What happens if the characters try to sound the alarm or talk to the kidnappers? What will the lady say if rescued? At least a brief note should be made to account for the probable reactions of the player characters.

As complete as you make them, triggers are not without their weaknesses. While very good at describing a scene, a trigger does not provide much background information. In the event above, there is no description of the room, the attackers, the lady's history, etc. There could be, but including it would be extra work, and description would also get in the way of the action.

A less critical problem is that DMs can't anticipate every action of the player characters. No matter how carefully a trigger is constructed, there is always something the characters can do to upset the situation. In the example above, what if the characters panic and a magic-user launches a *fireball* at the attackers? In a flash of flame, they and their victim are killed and the building is on fire. Prescient is the DM who can anticipate this event!

There is no simple solution for unpredictable players (nor would you want one!). As a DM you are never going to be able to predict every player decision. Experience, both as a player and a DM, teaches you what the most likely actions are. Beyond these you must improvise, relying on your skill as a DM.

Combining Keys and Triggers: Many DMs make use of a dual arrangement for preparing encounters. First they prepare a key, describing the appearance of the encounter locations, items in them, and other things that are relatively non-changing. Then they write triggers focusing on the characters and the actions.

When they need to describe a room, they rely on the key, while the trigger describes the plot of the adventure. Although this requires a little more set-up, this allows different events to happen in the same place or area, giving a feeling of continuity to the adventure and campaign.

RANDOM ENCOUNTERS

In addition to planned encounters, the DM also runs random encounters. These aren't tied to a specific place or event. They are based on chance.

During the course of an adventure, the DM makes encounter checks, rolling a die to determine if a random encounter occurs. If one does, the DM chooses or randomly rolls for an encounter using a random encounter table he has prepared or one provided with a published adventure. Complete random encounter tables are provided in the *MONSTER MANUAL*. These can be updated and replaced as new creatures are added to the 3rd Edition AD&D game.

When a check indicates an encounter is imminent, a creature or NPC determined by the encounter tables will arrive in the area in the next few minutes to investigate. Many encounters end in combat, but this isn't necessary - it is possible to talk to intelligent creatures, whether in the dungeon, out in the wilderness, or on the streets of a town or city.

Should You Use Random Encounters?: Some argue that random encounters are foolish and should not be used. These people maintain that everything should be under the control of the DM, that there should be no surprises for him while playing the game. Certainly, random encounters can be abused through overuse, and they can create illogical encounters. However, when used judiciously,

random encounters add to everyone's fun in a couple of ways.

Random encounters introduce variety the player characters didn't expect. The characters, exploring a dungeon, become overly confident if they only encounter monsters in chambers and rooms. Random encounters remind them that any second could be dangerous, no matter where they are.

Random encounters make the game more exciting for the DM as well. The game has to be fun and challenging for him as well as the players. Part of the challenge for the DM is to improvise an encounter on the spot. The DM gets involved and excited, improving the play of the game.

To use a random encounter, the DM doesn't just open his rulebook and blindly pick a monster (although there is nothing that says he can't do this). Instead, he uses or creates specific tables that are tailored to the needs of the adventure and adventuring area, by including only those monsters or NPCs that are appropriate to the setting.

Characteristics of Random Encounter Tables: All encounter tables share certain concepts. Before you begin creating your own tables, some understanding of these basics is necessary.

- **Uniqueness:** Although one could create a single encounter table and use it for every situation, this is a grievous limitation on the wealth and detail possible in a campaign world. Encounter tables add distinction and differentiation to areas. Encounter tables can reflect conditions as basic as terrain or as complicated as entire social structures.

This in mind, the DM should decide where in the campaign world each encounter table applies. A single table could be made for all deserts; a separate table could be made for the Desert of Shaar, which is noted for its fabulous beasts; a further table could be made for the ten-mile area around the Palace of Yasath in the Desert of Shaar, where the Emir of Yasath maintains patrols to keep the beasts at bay. Within the palace an entirely different encounter table would be needed, since the patrols don't tramp through the hallways and harems.

Each table says something about the conditions in a particular area - the level of civilization, the degree of danger, even the magical weirdness of the area.

Although the players never see the entire table, such tables help the DM define for himself the nature of his campaign world.

- **Frequency:** All monsters have a frequency of appearance, whether given in the monster's description or assumed by the DM. Orcs are more common than minotaurs, which are seen more often than dragons, which, in turn, are seen more often than Tiamat, Evil Queen of the Dragons. Frequency of appearance is normally listed as common, uncommon, rare, very rare, and unique:

Common creatures normally account for 70% of the local population. They may be more prolific or just more outgoing, more likely to show themselves to strangers.

Uncommon monsters fill the next 20%. They are fewer in number and tend to be more wary of outsiders.

Rare creatures account for another 7%. Such creatures are normally solitary, exceptionally powerful, or very retiring.

Very Rare creatures constitute only 3% of the population. They are truly exotic and almost always extremely powerful. They may be creatures who have wandered far from their normal range or whose magical nature is such that not many can possibly exist at any one time in any one place.

Unique monsters are just that. They are individuals, specific and named. Such creatures should never be used on random encounter tables. They are reserved for planned encounters.

The chance of encounter is not determined solely by the frequency listing, however. The DM should also take into account a location's terrain or deadliness. A polar bear can be considered unique only in the tropics and is very rare at best even in the northernmost reaches of temperate lands. An orc living in the deadliest area of an ancient ruin, an area populated by a dragon, mind flayers, and medusae, would be very rare indeed (and very lucky to be alive). Frequency must be modified to suit conditions.

Frequency must also be subservient to the conditions the DM desires to create. If the DM wants a valley filled with magical creatures of incredible deadliness, then rare and very rare creatures are going to be more frequent. A lost valley filled with dinosaurs defies the normal chances of encountering such beasts. Indeed, they could only be considered unique elsewhere.

Furthermore, frequency does not mean characters will encounter a creature 70% or 20% of the time, only that it falls into a group that composes that percentage of the population. The percentages and ratings given are not demographic data; they are only guidelines.

Several common creatures will compose the bulk of the population, so that the chance of meeting any particular type is less than 70%. The same is true for all the other categories. In the end, the chance of meeting a particular type of common creature is still greater than that of meeting an uncommon or very rare creature.

Pages 278-296 (APPENDIX K) list all creatures by terrain (or dungeon level), according to their frequency. These tables can be used when creating encounter tables (see *CREATING ENCOUNTER TABLES* below).

- **Logic:** The other significant factor restricting encounter tables is rationality. Everything on the encounter table should be justifiable for one reason or another. By requiring justification, the DM can quickly narrow his range of creature choices down to a reasonable number, in essence winnowing the chaff from the wheat.

The first and easiest criteria are terrain and temperature. Camels aren't found in jungles; kraken don't crawl across deserts. Glaring contradictions of logic must be justified. Produce a woodland dryad in the middle of a barren waste and the players are going to demand some explanation. Worse yet, they may assume the encounter is significant to the adventure because it is so illogical, which may in turn throw your entire adventure off track.

Even if the creature fits a given terrain, it may not be appropriate to the setting. Just because an orc can appear on the plains doesn't mean it should, not if those plains are at the heart of a fiercely guarded human empire. Out on the fringes where raiding bands could slip across the border would be a far more appropriate place.

As important as terrain and temperature in assessing the logic of a random encounter is the character of the society the table is supposed to reflect. Balance what the players expect to meet with what would make a good adventure. At the heart of an empire, the characters would expect to find farmers, merchants, nobles, priests, and the like. The task for the DM is to find ways to make these seemingly ordinary encounters interesting.

In wilderness areas and abandoned ruins, there may not be a particular culture to consider. However, there is a society of sorts or, more accurately, an ecosystem. This is often overlooked in dungeon settings. Just which creatures feed on which? What relationships exist that allow all manner of diverse creatures to live in the same place without annihilating each other? Does a creature's random appearance make sense with what the characters know about the place? Medusae make poor wandering monsters, since logic says there should be statues of their victims in areas where they live. To round a corner and run into a medusa who just happens to be strolling the caverns grates against logic.

- **Effect:** Random encounters provide breaks in the action and can build or release tension. The characters are galloping after the desperately fleeing kidnappers. Suddenly a flight of griffins, attracted by the clamor of the chase, swoop down, aiming to make a meal of the player characters' horses. The kidnappers may escape unless the characters can extricate themselves from the attack in mere moments! the tension level goes up. Random encounters can also wear the player characters down in preparation for a larger, planned encounter. The uncertainty of the encounters adds an element of risk for the players. Will the characters be strong enough? a random encounter should rarely cripple a party (unless they are in a sorry state to begin with), but each one should weaken them a little. It doesn't matter if the player characters win every random

encounter, especially not if they are down a few more hit points, spells, and magical items after each. Just knowing they are not at peak form and that they have expended their abilities on wandering monsters makes the players nervous.

For these reasons, you don't want to use the most powerful and significant creatures when creating random encounter tables. You certainly don't want to use creatures that are more powerful than those in the rest of your adventure! Random monsters should be less significant than those you have planned.



CREATING ENCOUNTER TABLES

There are a multitude of ways a DM can create encounter tables (as many ways as there are different ranges of die rolls). The choices range from very simple (roll 1d6 for one of six possible choices) to very complicated (roll percentile dice, modify for time of day and weather and cross-index the result with the terrain). With this, and the common characteristics described above, in mind, you can create random encounter tables for virtually any situation.

As already noted, an encounter table can be constructed around virtually any type of die or dice roll. Two of the best, however, are the 2d10 table and the percentile table. Both provide a wide enough range of results to account for the varying frequency of appearance of the monsters the DM wants to use.

The 2d10 Result Table: This table has nineteen openings (although, by doubling up on some entries, more or less than nineteen different encounters can appear on the table). Rolling 2 dice makes rolls of "2" and "20" very rare, while 70% of results will fall between 7 and 15. Monsters are assigned specific positions on the table according to their frequency, as shown on sample table below.

2d10 roll	frequency
2	very rare
3	very rare
4	very rare or rare (DM's choice)
5	rare
6	rare
7	uncommon*
8	uncommon*
9	common**
10	common**
11	common**
12	common**
13	common**
14	uncommon*
15	uncommon*
16	rare
17	rare
18	very rare or rare (DM's choice)
19	very rare
20	very rare

* or choice of two uncommon creatures, 50% chance of each.

** or choice of two common creatures, 50% chance of each.

To fill the table, the DM first selects those monsters he wishes to use on the table and counts how many of each type he has. If he has fewer of a given type than the chart provides for, he can repeat entries. If he has more, he either drops some creatures or doubles up some entries. For example, say the DM is creating an encounter chart for the Desert of Shaar. First he chooses his possible encounters:

Common	Uncommon	Rare	Very rare
camel	basilisk	chimera	djinni
giant centipede	brass dragon	pilgrims	efreeti
herd animal	caravan	harpy	lamia
ogre	hobgoblin	dervishes	salamander
orc	nomads		
huge spider	giant scorpion		

The table has six common entries, six uncommon entries, five rare, and three very rare entries. There are also two spots that could be rare or very rare. The DM chooses to arrange his encounters as shown:

2d10 roll	frequency
2	lamia
3	djinni
4	harpy
5	pilgrims
6	dervishes
7	basilisk
8	caravan/hobgoblins
9	huge spider
10	ogre
11	camel/herd animal
12	giant centipede
13	orc
14	nomads
15	giant scorpion
16	dervishes
17	chimera
18	salamander
19	lamia
20	djinni

The DM chose not to use the brass dragon or the efreeti, saving these powerful creatures for a special, planned encounter in his adventure. He justifies the presence of the djinni on the table by deciding that it will be helpful to the party, giving them a useful clue about the adventure (unless, of course, they foolishly attack it). To fill the spots of the creatures he set aside, the DM repeated a few entries, meaning they may show up slightly more frequently than might be expected. APPENDIX K, on pages 278-296, lists all creatures presented in the MONSTER MANUAL by terrain (or dungeon level), according to their frequency.

The Percentile Table: This is another simple form of encounter table. Here, the creature frequency percentages can be used directly. To create a percentile table, the DM repeats the steps given above for selecting and grouping his encounters, again opting not to use the efreeti or the brass dragon. Then the number of creatures at each frequency is divided into the percentage for that frequency (70%, 20%, 7%, and 3%, respectively, for common, uncommon, rare, and very rare). In the earlier example, the list includes six common monsters, (70%), resulting in an 11% spread per monster (66% total). This is repeated for the monsters in each category. The resulting number is the dice range for each creature. Using these values as a guide, he arranges the creatures into a table.

d% roll	encounter
<i>common frequency</i>	
01-11	camel
12-22	giant centipede
23-33	herd animal
34-44	ogre
45-55	orc
56-66	huge spider
<i>uncommon frequency</i>	
67-70	basilisk
71-74	caravan
75-78	hobgoblins
79-82	nomads
83-86	giant scorpion
<i>rare frequency</i>	
87-88	chimera
89-90	pilgrims
91-92	harpy
93-95	dervishes
96-97	salamander

very rare frequency

98-99	lamia
00	djinni

Using this method the DM was able to remain reasonably faithful to the frequency percentages for different creatures: 66% as opposed to 70% for common; 20% exactly for uncommon; 11% as opposed to 7% for rare; and 3% for very rare. In creating this table, the DM had to make adjustments here and there to account for all percentage numbers, but doing so allowed him to increase the emphasis on certain monsters.

DUNGEON ENCOUNTER TABLES

Dungeon encounter tables are normally set up according to levels - 1st, 2nd, 3rd, etc. Each level is a relative measure of the power of those creatures on it. In general, the level of the table corresponds to character level, although characters may also encounter and defeat (or be challenged by) creatures from higher or lower level tables. Generally, when adventuring in a dungeon, characters should meet random encounters that are equal to or no more than two levels higher or lower than their own.

Sometimes dungeons themselves are arranged in levels, so that the dungeon level and the encounter table correspond. If not arranged in levels, the DM should key areas to encounter tables. Characters on the 1st level of the dungeon, or in an area keyed to 1st level encounters, would encounter creatures from the first level encounter table. This not only keeps the power of the monsters in line with the strength of a typical party, it also maintains the logical structure of the dungeon level. It doesn't make much sense for extremely powerful monsters to mingle freely (and without consequence) among the weaker creatures that inhabit the level or area.

Determining Dungeon Level: Figuring the appropriate level for a particular creature is simple. Look up or calculate the experience points of the creature and consult the following table:

creature xp value	dungeon level
1-20	1
21-50	2
51-150	3
151-250	4
251-500	5
501-1,000	6
1,001-3,000	7
3,001-5,500	8
5,501-10,000	9
10,001+	10

When constructing the encounter table, creatures with a greater or lesser power than the table being designed can be used. However, each level of difference between creature and table decreases the frequency of appearance by one (a common creature becomes uncommon, a rare creature would be very rare, and so on). Creatures less powerful than the given level seldom venture into such dangerous territory. Creatures more powerful are seldom met to ensure the player characters have a decent chance of survival.

When adding stronger or weaker than recommended creatures to an encounter table, it is recommended that the added creatures fall within 2 levels of the base dungeon level. As such, an encounter table for dungeon level 3 should only be comprised of creatures typically found on 1st through 5th level dungeons.

Sample *Dungeon Encounter Tables* are provided in this tome, in APPENDIX J on page 267. Normally, one dungeon encounter check is made each hour, with an encounter occurring on a roll of 1 on 1d10. See the *Frequency of Encounter Checks* section on page 63 for more information.

OUTDOOR ENCOUNTER TABLES

Unlike the dungeon tables, those used for the wilderness are not so neatly organized according to deadliness or power. One principle of wilderness adventuring (which makes it more dangerous for low-level characters) is that virtually any creature can be met - and often in sizeable numbers. This is a risk the players should be aware of before they take their characters out into the untracked forest.

This does not mean that wilderness adventuring should be impossible for low-level characters. It shouldn't be so deadly that they can't walk three steps before a flight of red dragons appears and turns them to ash with one fiery breath! That's just bad refereeing. Low-level characters should have the opportunity to go on wilderness adventures that they can survive.

Perhaps an area of the nearby forest is regularly patrolled by the King's Wardens who drive off the greater threats to the safety of the population. Lone monsters often escape their notice and sometimes raid the outlying farms. Special encounter tables can be created to reflect the lower levels of monsters that do manage to lurk in these woods, providing low-level characters with a decent but not overpowering challenge.

The greatest consideration in creating wilderness encounter tables is to have a separate table for each type of terrain. These need not be created all at once, although tables must exist for the terrain types the characters have to enter during the course of an adventure. Different terrain types that can be used include the following:

types of terrain	
aerial	ocean, deep
arctic	ocean, shallows
bush	parkland
coastal	plains
desert, hot or cold	prehistoric
farmland	rainforest
glacier	salt marsh
grasslands	steppe
jungle, subtropical	swamp, tropical
jungle, tropical	swamp, temperate
lake	temperate forest
mountains, high	tundra
mountains, low	

Wilderness encounter tables can reflect more than just terrain. There are differences between the jungles of Africa and those of Asia or South America. Different areas of jungle (or plains or whatever) can have different properties in a fantasy world, too.

Furthermore, an area's level of civilization should be taken into account. There might be tables for settled farmlands, border areas, and barely explored plains. All cover the same type of terrain, but there are vast differences in the types of encounters.

Sample *Outdoor Encounter Tables* are provided in this tome, in APPENDIX J on pages 268-270. *Aquatic Encounter Tables* are provided on pages 271-272. The frequency of outdoor and aquatic encounters varies greatly, depending upon the terrain type and population density of the area. See the *Frequency of Encounter Checks* section on page 63 for more information.

URBAN ENCOUNTER TABLES

In addition to tables for dungeons and wilderness areas, the DM can create others for any type of special situation he creates. The most common of these are encounter tables for towns and cities. These are not properly wilderness and certainly aren't dungeons. The players shouldn't expect to meet bands of ravaging beasts intent on death and destruction (unless it's a very peculiar city!).

Town and city encounters will be with people, mostly player character races, of different social classes and occupations. Guardsmen, merchants, beggars, urchins, teamsters, and craftsmen plying their trade are all likely encounters for a city.

A single encounter table will do for most small villages and towns. Such places have a great deal in common, although the DM can certainly create distinctions between villages on the coast and those well inland.

Cities, however, tend to have unique characters. Just as Los Angeles is different from New York or Paris from Marseilles, different cities in a fantasy world should feel different to the characters. Each major city should have a unique encounter table to reflect these differences.

Indeed, even within a city there may be different encounter tables to reflect the character of the city's districts. The villas on the hillside are no less dangerous than the waterfront, but these dangers take more subtle and insidious forms.

In the end, there is no limit to the degree of subdivision that can be applied to encounter tables. Cities, individual districts, specific complexes within those districts, and buildings within those complexes could all have separate encounter tables. However, they do not need to. The DM should only concern himself with those areas he knows or thinks the players are going to frequent! There is no reason to do pointless work - the DM has enough responsibility already.

Sample *Urban Encounter Tables* are provided in this tome, in APPENDIX J on page 275-277. In general DM's should check for encounters every three turns (30 minutes) or as otherwise desired. See the *Frequency of Encounter Checks* section on page 63 for more information.

SPECIAL ENCOUNTER TABLES

Suppose the DM decides to create tables for the Empire of Orrim. Orrim stretches from the Harr Mountains to the Sea of Faldor. North of it lies the Forest of Bane, a place noted for its evil denizens. Most of the empire is agricultural, but the mountain district is heavily devoted to mining. Several large, under ground complexes have been built.

There are two major cities - Sulidam, the capital, located on the coast, and Coralport, a pirate stronghold on an island offshore. To limit his work, the DM decides to start the characters in a small village of the mining district, close to an abandoned mine (his dungeon).

First, the DM creates the following tables:

- Dungeon levels 1-4 (for the abandoned mine)
- Village encounters
- Black Opal Inn (the residence of the player characters)

After a while, the characters want to go exploring. Now the DM adds some new encounter tables to his collection. These include:

- Settled mountains (for low-level wilderness)
- High mountains (for more dangerous adventures)
- Settled plains (for when the characters travel to the capital)

Working in this manner, the DM gradually creates a complete set of encounter tables. When he is finished, his collection might look like this, in addition to those already mentioned.

- Farmland
- Forest of Bane
- Forest borderlands
- Mountain borderlands
- Settled seacoast
- Shallow ocean
- Waterfront district, Sulidam
- Nobles' district, Sulidam
- Artisan's district, Sulidam
- Slums, Sulidam
- Temple of Martens (a powerful cult of Sulidam)
- Sewers of Sulidam
- Emperor's Palace
- City of Crypts (a cemetery outside Sulidam)
- Dungeon of Theos (under an evil wizard's villa in Sulidam)
- Coralport
- Coralport jungles
- the Harpooned Whale, an inn of Coralport
- Hargast Mine (an opening to the Underdark)

By creating the tables gradually, the campaign world slowly begins to define itself and take shape before players' eyes.

Spicing Up Encounter Tables: There are several things that can be done to make encounter tables both easier and more exciting to use. Some of these are strictly for the convenience of the DM, making the job of running the game easier. Others are different ways to pose exciting challenges for players, keeping everyone from being bored.

The first trick is to include basic monster statistics along with each entry on an encounter table. While this means taking a little longer to set up an encounter table, it also means the DM doesn't have to stop and look up information as often in the middle of the game. A shorthand notation similar to the one given below can be used.

Creature - #APP, HD, HP, AC, Mv, Dmg, Special attacks/defenses.

- # APP lists the number of creatures likely to appear. This is given as a die range.
- HD tells how many Hit Dice the creature has.
- HP tells how many hit points the creature has.
- AC is the creature's armor class.
- MV is the creature's movement rate.
- Dmg is the damage caused by a successful hit. If the creature gets more than 1 attack, more than one entry may be needed here.
- Special attacks/defense should remind the DM of any special abilities, magical items, or defenses the creature might possess.

For DMs willing to devote more time to advance preparation, another good trick is to slowly build a collection of file cards describing special encounters. Each card could have a more detailed description of a person, creature, group, or thing on it.

Once the DM has this collection, "Special Encounter" entries can be added to random encounter tables. When a special encounter occurs, the DM chooses a card from his collection and uses the

detailed information there to roleplay the encounter. Some possible special encounters include:

- The den or lair of a creature, complete with a small map, short key, tactics, and special treasure. (For example, "The nest of a female wyvern and her brood located in an aerie on the side of a cliff. Woven into the nest are two suits of chainmail +1.")
- A detailed description of an NPC, including weapons, magical items, spells (if any), goods, physical appearance, attitudes, companions, and perhaps even a mission or story. (For example, "The friar seeking companionship along a lonely trail who is really a bandit leading the party into a trap.")
- A cunning trap describing detailed workings and effects. (For example, "A kobold deadfall meant to gather fresh meat rigged in an old mine corridor.")
- A vignette complete with characters, actions, and motives. (For example, "A near riot breaks out on a city street after a band of Voorish outlanders, squabbling with a merchant, overturn his melon cart.")

The great advantage of these special encounters is that there is no requirement to use them at any given time. The DM can prepare such cards in his spare time and produce them whenever he needs them. Players will become convinced that the DM is a genius, and his game will never be dull.

Random encounters need not be limited to NPCs and monsters. All manner of things can be included, dangerous or just mysterious. Other possibilities for encounter tables include:

- Shrieks in the distances
- Traps
- Changes in the weather
- Rustling of nearby bushes
- Lights in the distance
- Celestial wonders
- Sudden gusts of wind
- the clatter of a rock falling from the ceiling

All of these help build atmosphere. Furthermore, if these are cleverly mixed with real encounters that begin in similar ways, players become attentive and involved. Exploring a dark, dank cave where hideous beasts may live, with only a guttering torch, should be a nervous and scary event. Adding "fake" random encounters will give players some idea of the uncertainty their characters experience. If nothing else, this kind of encounter will give players some respect for the risks their imaginary characters are taking!



RUNNING ENCOUNTERS

Encounter tables are created before play begins. During a game session, the DM has to take the information he has put into the encounter tables and bring it to life.

To use an encounter table and run an encounter, the DM needs to know several things: How often should he check for encounters? What is encountered? How many creatures are there? How far away are they? Did they surprise, or were they surprised by, the characters? What will the encountered group do? the rules below tell you how to answer these questions.

The DM knows when a planned encounter is to occur, based on the conditions or location he has prepared. The same is not true of random encounters. For these, the DM must make encounter checks.

Frequency of Encounter Checks: How often the DM makes encounter checks depends on the situation. Different types of terrain (or dungeons) may make checks more or less frequent. Furthermore, the type of terrain and population density will affect the chance the characters have a meaningful encounter.

- **Frequency of Dungeon Encounter Checks:** Encounter checks in the dungeon are not affected by terrain (since there isn't really any terrain to consider). Normally, one encounter check is made every hour, with an encounter occurring on a roll of 1 on 1d10. If the DM deems part of a dungeon particularly dangerous, the number of checks can be increased to once per turn (10 minutes of game time). The DM can also increase the chance of an encounter occurring. If the characters engage in an activity that makes excessive noise (hammering spikes or taking part in a loud battle), an encounter check should be made immediately.
- **Frequency of Urban Encounter Checks:** Urban encounter checks in the dungeon are not affected by terrain (since there isn't really any terrain to consider). Normally, one encounter check is made every 3 turns (30 minutes), with an encounter occurring on a roll of 1 on 1d10.

More populous cities, or bustling urban centers, may call for more frequent encounter checks (no more than once per turn is recommended).

- **Frequency of Wilderness Encounter Checks:** If the region is not patrolled the chance of an encounter increases by one. In heavily populated areas, the chance of an encounter decreases by one (or by two if the area is heavily patrolled). These modifiers should not be used unless the DM has specially prepared encounter tables to reflect the differences between settled lands and wilderness, however.

The table below lists both the frequency of checks and the chance that an encounter will occur for the most common wilderness situations. If characters are adventuring in other types of terrain, the DM can use a comparable entry from the table or can determine frequency and chance of encounter himself.

Encounter Chance: This lists the chance (on a d10) for an encounter to occur.

Time of Day: If an "x" appears under a listed time of day, an encounter check should be made. This does not ensure an encounter, it only requires the check for one. The chance of having an encounter can be modified by several factors. Foremost of these is population density. The chances of an encounter listed on the following table assume an unpopulated, wilderness area.

terrain	encounter chance	morning	midday	afternoon	dusk	night
plain	1 in 10	x		x		x
scrub	1 in 10	x		x	x	
forest	2 in 10	x	x	x	x	x
desert	1 in 10	x			x	x
hills	2 in 10		x		x	x
mountain	3 in 10	x			x	x
swamp	4 in 10	x	x	x	x	x
jungle	3 in 10	x	x	x	x	x
ocean	1 in 10		x			x
arctic	1 in 10			x	x	

The DM can also choose to modify the chance of an encounter for any other reason he feels is justified. If the characters have been making excessive noise or if the village alarm has been sounded, the DM can increase the chance of an encounter.

Is This Encounter Necessary?: Any time the DM feels his adventure is dragging along or that characters are getting over-confident, he can declare a random encounter. Likewise if he feels that a random encounter would hurt the adventure, he can ignore one that's called for. Good judgment is far more important than slavish devotion to procedure.

Encounter Size: If the DM decides that yes, this encounter should happen, he determines how many creatures or NPCs appear. There is no quick and easy formula for this. Experience is the best guide. The *MONSTER MANUAL* lists a typical encounter size for each monster. Use

this as a guideline, especially when you're first starting out as a DM, but don't follow this inflexibly.

When uncertain, use a small encounter. It is far better for a random encounter to be easily defeated by the player characters than it is for the monster to overwhelm them. An easy PC victory gives the DM information and experience (so he'll know to increase the difficulty of the next encounter) without harming the player characters and his campaign. A crushing PC defeat is almost impossible to correct without obvious manipulation once the encounter has begun.

As always, use common sense when determining how big an encounter is. Nature provides some guidelines. Bear these in mind when figuring encounter size. Many predators, especially those that hunt by night, are solitary creatures. A nocturnal fantasy creature might show up alone, as well. Of the predators that hunt by daylight, some work alone while others cooperate in groups of two or three. One or two will attack the prey from one direction while the others wait for it to be flushed toward them. Such hunters are usually stronger and faster than their prey. Again, fantasy creatures can follow this pattern.

Smaller predators sometimes hunt in packs of 5 to 12, attempting to surround and harry a chosen victim. Herbivorous animals tend to favor herds and the company of others. Omnivores live in smaller groups and often have older members that act as guards. All of these factors can play a part in the size of a given encounter.



Encounter Distance: Once an encounter occurs, it is necessary to know the range at which the creatures might first be noticed. This distance is dependent first on whether or not either group is surprised or, if no surprise occurs, on the type of terrain the encounter occurs in. In situations where no cover is possible, encounters will occur at the limit of vision unless special circumstances, such as lighting, dictate otherwise.

While it is possible to spot another group at quite a distance, the characters or creatures may not be able to identify them immediately. Encounter distances for different conditions and terrains are listed below:

situation or terrain	base encounter distance
smoke or heavy fog	2d6 x 5 feet
jungle or dense forest	2d6 x 10 feet
light forest	3d6 x 10 feet
scrub, brush or bush	3d12 x 10 feet
grassland, little cover	3d12 x 20 feet
nighttime or dungeon	limit of sight
both groups surprised	¼ of the base encounter distance

Hiding, Encounter Distance and Surprise: If creatures are trying not to be seen, it's usually harder to spot them, but creatures that are keeping low to avoid being spotted are not able to move quickly. If creatures are moving with stealth, they can only move at ¼ their normal movement rate (½ if a thief, scout, or assassin), rounded to the nearest 5' increment.

Perception checks may be made to notice hidden creatures at the base encounter distance listed above. Should this fail, and an ambush is not sprung, another check may be made at ½ the base encounter distance listed above.

As with all potential surprise encounters, a party can be surprised by opponents who are not attempting an ambush (for example, a party of adventurers turning the corner of a dungeon and stumbling into a band of trolls). In such instances each combatant can make a

perception check in order to avoid being surprised. Those failing the DC 15 check are surprised and cannot act during the surprise round. Those who succeed may roll initiative and act during the surprise round. Should both parties completely fail to notice each other it is possible to miss an encounter.

For example, the player characters are traveling through a dense jungle and encounter a band of orcs (at a base encounter distance of 2d6x10 feet, as noted above). If neither party makes their perception check at this distance, neither is aware of the other.

The player characters and band of orcs would make another perception check if they closed to ½ of the base encounter distance. Should both parties fail this check as well it is possible that the encounter would be missed (unless the parties cross paths, in which case a surprise check would be made at ¼ of the base encounter distance).

Avoiding Encounters: It is always possible to flee or sneak away from an undesired confrontation if the other party is unaware of your presence or surprised. It is never possible to flee from an encounter where the opponent party is in striking range without drawing parting shots and, possibly, initiating a pursuit. (See *Flee or Run* on page 57 of the *PLAYER'S HANDBOOK*.) a party can always flee an encounter if it gains the first initiative.

Whether or not the opposing party will follow in pursuit of the fleeing party is up to the DM, but should be based upon the relative strengths of both parties and upon the reasons for and against such pursuit.

"FIXING" ENCOUNTERS

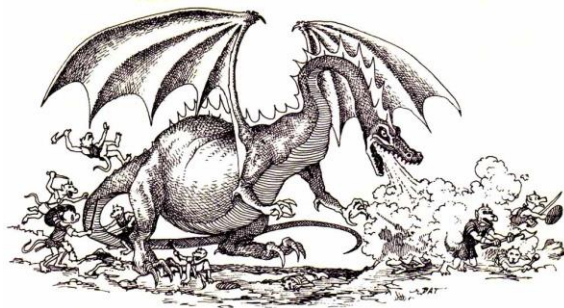
Sometimes, for all the good intentions of the DM, encounters don't work out right. Correcting problems in play can be difficult, but there are times when it's unavoidable. Here are some tricks you can use.

The Encounter Is Too Difficult: The DM has accidentally pitted his player characters against a group of creatures too powerful for them, so much so that the player characters are doomed. To fix things, the DM can have the monsters flee in inexplicable panic; secretly lower their hit points; allow the player characters to hit or inflict more damage than they really should; have the monsters miss on attacks when they actually hit; have the creatures make grievous mistakes in strategy (like ignoring the thief moving in to strike from behind).

The Encounter Gave Away Too Much Treasure: Sometimes the DM discovers his random encounters gave away too much treasure. In this case, he can have more monsters of the same or more powerful type appear on the scene (e.g.: The first group stole the treasure and these fellows want it back; or the first was carrying the tribe's treasury to safe-keeping; or the new group has been trailing the first to rob them, and now takes a very dim view of the characters getting all the loot.)

In many ways this is like those westerns where everyone winds up fighting over the gold. In this case, the monsters don't want to annihilate the player characters so much as get the loot and run.

The Encounter Was Too Easy: As long as the treasure the characters earned was not excessive, this is not a problem. The DM can always make things tougher for them in the next encounter.



ENCOUNTER REACTIONS

Once the encounter is set and the DM is ready to roleplay the situation, he needs to know how the NPCs or monsters will react. The creatures should react in the manner the DM thinks is most appropriate to the situation.

If the player characters charge a band of randomly encountered orcs with weapons drawn, the DM can easily say, "They snarl and leap to the defense!" Selection of the reaction based on the situation

ensures rational behavior and avoids the illogical results that random die rolls can often give.

However, there are times when the DM doesn't have a clue about what monsters or NPCs will do. This is not a disaster - it's not even all that unusual. When this happens, the DM can randomly determine an encounter reaction by rolling for a result as detailed on page 54 of the *PLAYER'S HANDBOOK* (and repeated below for ease of reference). These reactions may be influenced by the player character's words and actions; permitting players to use social interactions and clever roleplaying to avoid (or purposefully incite) combat or other entanglements.

Determining Encounter Reaction: Charisma checks may be made to influence others (or resist such influence). These checks are *common ability checks* (see pages 48-50 of the *PLAYER'S HANDBOOK* for more details). While die rolls may be used to resolve such checks, roleplaying on the part of players should always be encouraged. Rewards for skillful or clever roleplaying include bonuses to charisma *common ability checks* or, preferably, DM-player interactions that negate the need for dice rolls altogether.

Situations that warrant opposed charisma checks include the use of intimidation or persuasion, haggling, begging, etc. When one party is attempting to deceive another, their charisma check to bluff is opposed by their target's wisdom check.

The target's charisma check is modified by their initial attitude towards the speaker and his associates, as well as by the speaker's words and actions.

Humanoids and giants typically greet all humans and demihuman races with "Hatred," though half-orcs may be met with "Antipathy" or, possibly, a "Neutral" attitude at the DM's discretion. The initial attitude of other races towards the players is based upon the immediate situation and upon the typical interactions between members of that race with humans and demihumans. The initial attitude categories, and their social implications, are:

<i>attitude</i>	<i>means</i>	<i>possible actions</i>
hatred	will take risks to hurt you	attack, interfere, berate, flee
antipathy	wishes you ill	mislead, gossip, avoid, scrutinize, insult and cheat
neutral	doesn't much care	socially expected interaction
goodwill	wishes you well	chat, advise, offer limited help, advocate
preferred	will take risks to help you	protect, back up, heal, aid

When trying to positively influence a target (make them friendlier or less hostile), the initial attitude of the target modifies their charisma check as follows:

<i>initial attitude</i>	<i>target's charisma check modifier</i>
hatred	+5 bonus to charisma check
antipathy	+2 bonus to charisma check
neutral	± 0 to charisma check
goodwill	-2 penalty to charisma check
preferred	-5 penalty to charisma check

Once the opposed checks are made, the check results are compared and the degree of success or failure determines the result of the interaction:

<i>opposed check result</i>	<i>encounter reaction</i>
failed to beat target's roll	the target's attitude is unchanged and no further attempts may be made to alter the target's attitude.
succeeded by 4 or less	the target's attitude is unchanged but the character may make another attempt at parleying with a +2 bonus.
succeeded by 5 or more	the target's attitude improves by one category ("hatred" to "antipathy")
succeeded by 10 or more	the target's attitude improves by two categories ("hatred" to "neutral")
succeeded by 15 or more	the target's attitude improves by three categories ("hatred" to "goodwill")
succeeded by 20 or more	the target's attitude improves by four categories ("hatred" to "preferred")

NON-PLAYER CHARACTERS

Player characters cannot fight, survive, wheel, deal, plot, or scheme without interacting with non-player characters (NPCs). Indeed, the very heart of the AD&D game is the relationship between player characters and non-player characters. How the player characters react to and treat NPCs determines the type of game the group plays. Although many choices are possible, players quickly find that consideration and good treatment of NPCs is the most frequently successful route.

An NPC is any person or monster that is controlled by the DM. Most NPCs are either people (intelligent races that live in local society) or monsters (intelligent and unintelligent creatures that aren't normally found in towns and villages). The term "monster" is only a convenient label. It doesn't mean the creature is automatically dangerous or hostile. Likewise, NPCs who are people aren't uniformly helpful and cooperative. As with all things, the range of possible reactions of NPCs to PCs covers the entire spectrum.

In the course of their adventures, player characters will be most concerned with three groups of NPCs: hirelings, henchmen, and followers. It is their aid that helps player characters vanquish deadly monsters and accomplish mighty deeds. As their names imply, these NPCs can be persuaded in various ways to join the player characters in their adventures. The most common methods of persuasion are money and loyalty.

The majority of demihuman and human NPCs found a campaign world are members of the NPC class presented below. Exceptional individuals, such as elite mercenaries and military officers, will advance in the superior classes (cleric, fighter, magic-user, etc) available to player characters.

THE NPC CLASS

The bulk of the people met on an adventure in an inhabited area, whether city, town, village, or along the roads through the countryside, will be average folk with no profession, as adventurers know it, and no special abilities for clericism, fighting, magic, or thievery. They are simply typical, normal people (as you define typical and normal for the milieu, of course).

Most human and demihuman NPCs have average ability scores and are 1st level characters of one of the following NPC secondary classes: Active, Hardy, or Sedentary. Each NPC secondary class encompasses a broad range of tradesmen, performers and craftsmen, from all walks of life. All NPC types are effectively secondary classes of the same class (The NPC) and share the same class abilities and experience point progression, only differing with regard to their hit die type, armor proficiencies and BTH progression. Unlike player characters, who gain the maximum number of hit points for their hit die type at 1st level, all NPC classes must roll the appropriate hit die type to determine their hit points at 1st level. Any bonuses or penalties for constitution are then applied, with results of 0 or less being treated as a 1 hit point.

Multiclassed NPC class characters are possible, though such NPCs may only progress in one NPC class and another, standard character class. Split-classed NPCs may progress as more than 1 NPC secondary class. All of the rules for multiclassing and/or split-classing are followed when creating multi- or split-classed NPCs. All races may progress as NPC Types. NPCs of level 5 or higher are exceedingly rare.

Active NPCs: Active NPCs are those whose lifestyle involves moderate levels of activity and exertion. Active NPCs must have a strength or constitution score of 9 or higher. Examples include serving maids, carpenters, couriers, guides and hostlers. They have some degree of martial training and are proficient in the use of light armor.

Hardy NPCs: These NPCs have occupations that involve strenuous labor or exertion, and are usually trained as militiamen. Hardy NPCs are able to fend for themselves. They include farmers, loggers, miners, huntsmen, smiths and town guards. Hardy NPCs must have a strength and constitution score of 9 or higher. They are proficient in the use of light armor and shields.

Sedentary NPCs: Sedentary individuals are those who are accustomed to sitting and/or taking little exercise. The idle rich, sages, clerks, scribes, librarians, lawyers, and all others who cannot or do not lead active lives fall within this category of NPCs. Sedentary NPCs have no minimum ability scores. They are not proficient in the use of armor.

level	Active NPCs		Hardy NPCs		Sedentary NPCs		experience points
	hd (d6)	BTH	hd (d8)	BTH	hd (d4)	BTH	
1	1	+0	1	+1	1	0	0
2	2	+1	2	+2	2	0	2,500
3	3	+2	3	+3	3	+1	5,000
4	4	+2	4	+4	4	+1	10,000
5	5	+3	5	+5	5	+1	20,000
6	6	+4	6	+6	6	+2	37,500
7	7	+4	7	+7	7	+2	75,000
8	8	+5	8	+8	8	+2	150,000
9	9	+6	9	+9	9	+3	250,000
10	+2	+6	+2	+10	+1	+3	500,000
11	+2	+7	+2	+11	+1	+3	750,000
12	+2	+8	+2	+12	+1	+4	1,000,000
13	+2	+8	+2	+13	+1	+4	1,250,000
14	+2	+9	+2	+14	+1	+4	1,500,000
15	+2	+10	+2	+15	+1	+5	1,750,000
16	+2	+10	+2	+16	+1	+5	2,000,000
17	+2	+11	+2	+17	+1	+5	2,250,000
18	+2	+12	+2	+18	+1	+6	2,500,000
19	+2	+12	+2	+19	+1	+6	2,750,000
20	+2	+13	+2	+20	+1	+6	3,000,000

Ability Requirements: See above
Hit Die: d6, d8, or d4 (see chart above)
Alignment: Any
Races: Any
Weapons: Club, crossbow (light or heavy), dagger, dart, quarterstaff and up to two weapons related to their trade
Armor: See above
Abilities: Background skills, expertise

Background Skills: All characters, including non-player characters, begin play with 3 background skills from any skill category plus whatever bonus skills they receive from their chosen character class or classes. Characters with an intelligence of 8 or lower subtract their intelligence penalty from their initial number of background skills and, as a result, may begin play with no background skills if their intelligence is 3 or lower. Regardless of their intelligence penalty, characters do not lose any bonus skills gained from their chosen class or classes. Those with an exceptional intelligence score (13 or greater) may choose a number of additional knowledge skills, including knowledge (*language*) skills, equal to their intelligence modifier.

In most instances, excepting knowledge (*language*) skills, these skills allow characters to add their level to any ability checks related to their chosen skills. All skills are grouped into four broad categories that cover a number of related skills: *craft skills*, *knowledge skills*, *performance skills* and *profession skills*. A player is free to choose more than one skill from a given skill category and should choose skills that reflect the character's upbringing and training.

NPCs may gain the use of the next best armor category (i.e. from "none" to "light"), shields or 3 weapons for each background skill they forego.

Expertise: At 3rd level, and every 5 levels thereafter, the NPC may choose 1 skill as their area of expertise. The benefits of expertise with that skill are given below:

- **Craft:** If a *craft* skill is chosen, the character may create items through that *craft* at less expense to themselves. Instead of needing to spend ½ of the item's price for raw materials, an expert only need spend 1/3 of the item's price for raw materials. Furthermore, they double the value of goods that they may produce through that particular *craft* skill each day (see the expanded *craft* skill description on page 37 more details).
- **Knowledge:** If a *knowledge* skill is chosen, the character may add +3 to all checks relating to one area of *knowledge* or gain a bonus *knowledge* skill of their choosing.
- **Performance:** If a *performance* skill is chosen, the character may add +3 to all checks with that skill.
- **Profession:** If a *profession* skill is chosen, the character may add +3 to all checks with that skill.

NON-PLAYER CHARACTER GENERATION

It is a good idea to have well-developed non-player characters (NPCs) inhabit your game world, especially in the case of henchmen, exceptional followers, recurring villains or rivals of the player characters, and the leaders of villainous organizations.

In order to easily develop these personae, the tables below are offered for consideration. Note that the various facts and traits are given in a sequence which allows the character to develop itself - with judicial help from the DM. The personae of special NPCs should be selected (and embellished) from the tables. Other NPCs can be developed randomly, or by a combination of random and considered selection.

Class, race and alignment should be selected for created NPCs. For random NPCs, the DM can select the class and alignment or generate them randomly, as best suits the particular situation. Race is usually dependent upon the demographics of the locale population.

Preferred Class by Race

race	typical classes*
dwarf, gray	cleric, fighter, assassin
dwarf, hill	cleric, fighter, thief
dwarf, mountain	cleric, fighter, thief
elf, drow (female)	cleric, fighter, thief
elf, drow (male)	fighter, magic-user, thief
elf, grey	fighter, magic-user, thief
elf, high	fighter, magic-user, thief
elf, sylvan	druid, ranger, thief
elf, wild	druid, ranger, thief
gnome, deep	fighter, illusionist, thief
gnome, surface	fighter, illusionist, thief
half-elf	bard, magic-user, ranger, thief
halfling	fighter, thief
half-ogre	barbarian, fighter
half-orc	cleric, fighter, assassin
human	cleric, fighter, magic-user, thief

* all humans & demihuman have the NPC class as a preferred class in addition to the standard classes listed above.

* cannot exceed or fall below racial maximums or minimums.

Ability Score Adjustments by Race*

race	adjustments
dwarf (all)	con +1, chr -1
dwarf, hill	con +1, chr -1
dwarf, mountain	con +1, chr -1
elf, drow (female)	str -1, int +1, dex +1, con -1, chr +1
elf, drow (male)	int +1, wis -1, dex +, con -1
elf, grey	str -1, int +1, dex +1, con -1
elf, high	dex +1, con -1
elf, sylvan	str +1, int -1, dex +1, con -1
elf, wild	str +2, int -1, dex +1, con -1, chr -1
gnome, deep	con +1, chr -1
gnome, surface	str -1, con +1
half-elf	none
halfling	str -1, dex +1
half-ogre	str +2, int -1, dex -1, con +2, chr -2
half-orc	str +1, con +1, chr -2
human	none

* these adjustments cannot bring ability scores above or below racial maximums.

Ability Score Generation by Class*

class (minimum scores)	ability scores
anti-paladin (str 9, wis 9, chr 9)	2d6+6 str & chr, 3d6 in all others
assassin (int 9, dex 9)	2d6+6 int & dex, 3d6 in all others
barbarian (str 9, con 9)	2d6+6 str & con, 3d6 in all others
bard (int 9, wis 9, chr)	2d6+6 int & chr, 3d6 in all others
cavalier (str 9, dex 9, con 9)	2d6+6 str & con, 3d6 in all others
cleric (wis 9)	2d6+6 wis & chr, 3d6 in all others
cloistered cleric (int 9, wis 9)	2d6+6 int & wis, 3d6 in all others
druid (wis 9, cha 9)	2d6+6 wis & con, 3d6 in all others
duelist (str 9, dex 9)	2d6+6 dex & con, 3d6 in all others
fighter (str 9)	2d6+6 str & con, 3d6 in all others
hedge wizard (int 9)	2d6+6 int & wis, 3d6 in all others
illusionist (int 9, dex 9)	2d6+6 int & dex, 3d6 in all others
magic-user (int 9)	2d6+6 int & wis, 3d6 in all others
monk (str 9, wis 9, dex 9)	2d6+6 wis & dex, 3d6 in all others

Ability Score Generation by Class * (continued)

<i>class (minimum scores)</i>	<i>ability scores</i>
necromancer (int 9, wis 9)	2d6+6 int & wis, 3d6 in all others
npc: active (con 9)	2d6+6 str or con, 3d6 in all others
npc: hardy (str 9)	2d6+6 str or con, 3d6 in all others
npc: sedentary (int 9)	2d6+6 int or wis, 3d6 in all others
paladin (str 9, wis 9, chr 9)	2d6+6 str & chr, 3d6 in all others
psionicist (int 9, wis 9, chr 9)	2d6+6 wis & chr, 3d6 in all others
ranger (str 9, wis 9, con 9)	2d6+6 wis & dex, 3d6 in all others
scout (wis 9, dex 9, con 9)	2d6+6 con & dex, 3d6 in all others
thief (dex 9)	2d6+6 int & dex, 3d6 in all others

Typical Alignment by Class*

<i>class</i>	<i>typical alignments</i>
anti-paladin	chaotic evil
assassin	chaotic evil, neutral evil
barbarian	chaotic neutral, neutral
bard	neutral, neutral good
cavalier	lawful evil, lawful good, lawful neutral
cleric	lawful evil, lawful good, lawful neutral
cloistered cleric	lawful evil, lawful good, lawful neutral
duelist	chaotic good, chaotic neutral, neutral
druid	chaotic neutral, lawful neutral, neutral
fighter	lawful neutral, neutral
hedge wizard	neutral good, neutral, chaotic neutral
illusionist	chaotic neutral, neutral
magic-user	lawful neutral, neutral
monk	lawful evil, lawful good, lawful neutral
necromancer	lawful evil, neutral evil
npc: active	lawful neutral, neutral or racial alignment
npc: hardy	lawful neutral, neutral or racial alignment
npc: sedentary	lawful neutral, neutral or racial alignment
paladin	lawful good
psionicist	lawful neutral, neutral, chaotic neutral
ranger	chaotic good, neutral good, neutral
scout	lawful neutral, neutral, chaotic neutral
thief	chaotic neutral, neutral, neutral evil

* racial and cultural alignments influence should influence these.

ROLEPLAYING NPCs

NPCs: Of all the things the DM does - judging combats, interpreting the actions of the player characters, creating adventures, assigning experience - of all the things he can possibly do, nothing is more important to the AD&D game than the creation and handling of non-player characters (NPCs). Without non-player characters, the AD&D game is nothing, an empty limbo. The AD&D game is a roleplaying game, and for the players to roleplay, they must have something or someone to interact with. That's what NPCs are for, to provide the player characters with friends, allies, and villains. Without these, roleplaying would be very dull.

An NPC is any person or monster the player characters must deal with and that the DM has to roleplay. The player characters must deal with a trap, but the DM doesn't roleplay a trap. It's not an NPC. A charging dragon is an NPC - the DM acts out the part of the dragon and the players decide how their characters are going to react to it. There are times when the DM's roleplaying choices are simple (run away or charge), but often the DM's roles are quite challenging.

For convenience, NPC encounters are generally divided into two broad categories: monsters (those living things that aren't player character races) and full NPCs (races the player characters commonly deal with). The range of reactions in a monster encounter is generally less than in a full NPC encounter.

The DM has to think of himself as a master actor, quick-change artist, and impressionist. Each NPC is a different role or part the DM must quickly assume. While this may be difficult at first, practice makes the task much easier. Each DM develops certain stock characters and learns the personalities of frequently used NPCs.

There are many different categories of NPCs, but the most frequently encountered are common, everyday folk. Player characters deal with innkeepers, stables, blacksmiths, minstrels, watchmen, petty nobles, and others, many of whom can be employed by player characters. These NPCs are grouped together as hirelings.

Human & Demihuman NPCs: The host of merchants, shopkeepers, guardsmen, soldiers, clerics, magic-users, fighters, thieves, assassins, and

so on are all yours to play. Again, this is simply a matter of assuming the station and vocation of the NPC and creating characteristics - formally or informally according to the importance of the non-player character. These NPCs will have some alignment, but even that won't be likely to prevent a bit of greed or avariciousness. Dealing with all such NPCs should keep in mind that NPCs, first and foremost, have their own interests and well-being to look after. Consider the following example:

The fighter, Celowin Silvershield, enters a strange town seeking aid from a high level magic-user in order to turn an associate back to flesh (after a most unfortunate encounter with a cockatrice). His inquiries at a tavern meet with vague answers until several rounds of drinks have been purchased, and the proprietor generously tipped. Wending his way from tavern to wizard's tower, Celowin is accosted by a beggar, and he is pestered unendingly until he either pays off or calls for the watch. Paying off will attract a swarm of other beggars. Calling for the watch can be nearly as dangerous, as they could resent a foreigner's refusal to deem a native beggar worthy of a copper or two. Despite such possible misadventures, the fighter finally comes to the tower of Llewellyn ap-Owen, a wizard of high repute. However, Celowin's knocking is answered by a lesser person, the warlock Tregillish Mul, the wizard's henchman. Mul informs the eager fighter that "Lofty Llewellyn is far too busy to see anyone at this time. Good day!" Unless Celowin is quick in offering some inducement, the warlock will slam the tower door and forget about the intrusion.

Now let us assume that Celowin's bribe was sufficient to convince Tregillish Mul to arrange an appointment with his master, and furthermore that such appointment is actually timely. Now old ap-Owen is rather testy, for he was in the middle of an experiment which is now absolutely ruined, and must be begun all over again, just because this stupid sword-slinger managed to convince Mul-the-Lackwit that something was more important than a wizard's spell research! Well, this fellow Celowin had better have a good reason for interruption, and further, the pay had better be good...

Celowin will have to pay through the nose, in cash and in magic items, to get the magic-user to turn stone to flesh once again. But suppose Celowin has no item which Llewellyn could use? the wizard will take something he cannot use personally, for he undoubtedly has all sorts of henchmen and hirelings who can employ these things, not to mention the possibility of trading or selling. In no event will money ever serve to replace magic items! Furthermore, if no magic is available, then a geas can be laid to get some!

This example shows how varying roles are played without great difficulty simply by calling upon observation of basic human nature and combining it with the particular game circumstances applicable. Once established, it is quite easy to recall the personae of frequently consulted or encountered NPCs. If such intercourse becomes very frequent, considerable additional development of the character or characters concerned, and their surroundings, will certainly be in order. Thus, in many ways, the campaign builds and grows of its own volition and within its own parameters.

Hirelings, Henchmen & Followers: Notes for playing henchmen, followers and hirelings are provided in the HIRELINGS, HENCHMEN & FOLLOWERS sections of these rules, on pages 71-84.

Monsters: Taking the role of some of the monsters - those who happen to be human or humanoid - is not a difficult task for the DM, but sometimes it is hard to get into the personae of particularly nauseating creatures or minions of purity or whatever. Such creatures might well be beyond the realm of experience of the referee, and understandably so. Nonetheless, such monsters must be carefully played by the DM.

Each and every monster must be played as closely to its stated characteristics as is possible. Clever ones should be played with cleverness, stupid ones with stupidity, ferocious ones with ferocity, cowardly ones with cowardice, and so on. In all cases, the DM is absolutely obligated to play the monster in question to the best of his ability according to the characteristics of the monster and the circumstances of the encounter. A magic-using creature will intelligently select the best (or what the creature believes will be the best) spell or magic device for attack/defense. Intelligent monsters will make use of magic items in their treasure hoard! Thinking monsters will tend to flee from encounters which are going badly in order to live and fight another day. There is no reason why monsters cannot learn from encounters, employ flaming oil, set up ambushes, and so forth according to their capabilities and resources.

TYPES OF NPCs

Quick NPCs: Creating a full-blown NPC with a history, unique physical characteristics, personality traits, skills, a morale rating, and so on, is a time-consuming process, something the DM can't do in the middle of a game session. Fortunately, there are quick ways around this problem. By using these, the DM can create NPCs on the spot without slowing down his game sessions.

1. Create only as much of the character as the players are going to see in the game. First and foremost, the DM should never create more than he needs. Running a roleplaying game is a big job and there is no need to create more work than is necessary.

If an NPC is just an innkeeper or a groom or a smith, the DM doesn't need ability scores, proficiencies, or detailed lists of equipment. All he really needs is a physical description and a personality. When the player characters run into a hostile fighter, personality is not tremendously important. In this case all that is needed is level, strength, weapons, and armor class.

2. Create and use stock characters but don't let them dominate. While it is fine to have every innkeeper and groom and smith different, this creates a lot of work on the DM. Some DMs are quick enough and creative enough actors to do this with no problem; others are not. There is nothing wrong with having a standard or stock shopkeeper or peasant.

If an NPC is minor or unimportant, roleplaying a detailed and intriguing personality can even get in the way of the story! the players may remember that character and perhaps forget more important ones. They may decide this minor character is important to the plot. In a sense, the DM's creation has stolen the scene.

Balancing major and minor characters isn't easy, however. If all the minor NPCs are stock characters, the game will eventually become dull and boring. The players will resign themselves to meeting yet another crotchety, old peasant or greedy and suspicious innkeeper.

3. Create as you go. The DM can start with nothing more than an idea of what he wants an NPC to be like and then ad lib the personality and description during the course of play. This allows to him to create a character that interacts with the imaginations of the players, since the DM reacts to their suggestions and actions.

However, the DM who does this has to be careful to be consistent. This can be hard since he is making it all up on the fly. He should be sure to keep notes of what each NPC does and what he becomes as he develops. This way the NPC can remain the same from game session to game session.

4. Do your homework before and after game sessions. If the DM knows the characters are going to meet a particular NPC, he should at least make some basic notes about that character before the start of the game. These may be only a few scribbles about personality, but it will at least provide a starting point.

After a game session, the DM should add to those notes, expanding them with anything that came up during that session. If these notes are maintained and the NPCs filed so they can be found again, the DM will have less and less work to do each time. With time, important NPCs, stock characters, and improvised encounters will take on unique personalities and backgrounds. This enriches the game for everyone and makes that DM's game just that much better than the next guy's.

Walk-On NPCs: There are several shortcut methods that can be used when role-playing NPCs who only have brief appearances - the "walk-ons" and "cameos" of a roleplaying adventure.

The DM can choose some particular character trait - cowardice, greed, optimism, precision, or whatever - and exaggerate it, take it to an extreme. This is most effective for creating comical (or frustrating) situations.

Alternately, a particular physical trait - baldness, pot-bellied, bad teeth, wheezy, and more - can be stressed. This helps fix the appearance of the NPC in the players' minds, especially useful if the characters must describe or find the NPC again.

Like physical traits, simple habits - scratches his head, tugs on his beard, stares at the sky when talking, or mumbles - can be used. The DM can actually act out these simple habits at the table, adding a visual element to the roleplaying experience.

Significant NPCs: For very important NPCs, hirelings, and henchmen, the DM is going to need more than just a single character feature. Saying that a hireling is greedy is not enough. It doesn't make him any different from all the other greedy NPCs the player characters have met.

Perhaps he struggles to control his natural greediness out of loyalty. He may break into cold sweats and become nervous when the player character accidentally tempts him ("Here, hold my horse while I go see what's making that noise."). Will he remain loyal or will his baser nature get the best of him? the answer to this question should come out through roleplaying.

Enough little questions like this - and enough roleplayed answers - will bring the NPC's true character into focus. And if the DM pays attention to the personality of the NPCs, the players will also learn and study those characters.



PERSONALITY

More than what they can do, how much they cost to hire, or how loyal they are, NPCs live only when they have personalities. Poorly played, an NPC can easily be reduced to nothing more than a collection of numbers, spells, equipment, and automatic reactions - a roleplaying automaton. Vivid NPCs are much more than this. These characters, developed and acted by the DM, are complete. They have quirks, likes, dislikes, habits, ambitions and desires. In one way or another they live and remain in the imagination of the players. Some DMs have the naturally ability to create such characters on the spur of the moment, improvising as they go along. This is a rare gift, not possessed by most. However, this doesn't mean any DM can't create good NPCs. All that's required is a little effort.

Creating An NPC Personality: The best way to create a personality is to use whatever seems right and not worry about carefully constructing a background and rationale for the character. The DM has to keep careful notes about each major NPC, adding to him each play session. After several sessions, the NPC may have a complete background and personality, one that has come out little-by-little during play.

Alternatively, the DM can prepare a personality in advance. This simply means he prepares some background notes before he begins to play that character. This is useful for powerful villains and important officials. However, during play, the DM should be flexible enough to change any part of the NPC's background that just doesn't work.

To aid in the process of creating NPCs, the table below lists different types of attitudes, tendencies, and habits. These are organized into general traits, with similar specific traits grouped under each.

The DM can choose a general trait and any associated, specific traits; he can randomly determine the general trait (rolling 1d20) and select specific traits; or he can randomly determine everything (1d20 for a general trait, percentile dice for specific traits).

For example, the DM randomly determines a hireling is careless, selects thoughtless from that sub-group and then rolls for an additional traits, getting cheerful. The end result is somewhat scatter-brained, happy-go-lucky person.

This table is provided to spur the imagination of the DM, although it can be used to create completely random personalities. However, random methods often lead to confusing and seemingly impossible combinations! If a result seems totally impossible or unplayable, don't use it simply because that's how the dice rolls came up. Whenever possible, the DM should decide the personality of the NPC!

Traits

d20 roll	general trait	d% roll	specific trait
1	argumentative	01	garrulous
		02	hot-tempered
		03	overbearing
		04	articulate
		05	antagonistic
2	arrogant	06	haughty
		07	elitist
		08	proud
		09	rude
		10	aloof
3	capricious	11	mischievous
		12	impulsive
		13	lusty
		14	irreverent
		15	madcap
4	careless	16	thoughtless
		17	absent-minded
		18	dreamy
		19	lacks common sense
		20	insensitive
5	courage	21	brave
		22	craven
		23	shy
		24	fearless
		25	obsequious
6	curious	26	inquisitive
		26	prying
		28	intellectual
		29	perceptive
		30	keen
7	exacting	31	perfectionist
		32	stern
		33	harsh
		34	punctual
		35	driven
8	friendly	36	trusting
		37	kind-hearted
		38	forgiving
		39	easy-going
		40	compassionate
9	greedy	41	miserly
		42	hard-hearted
		43	covetous
		44	avaricious
		45	thrifty
10	generous	46	wastrel
		47	spendthrift
		48	extravagant
		49	kind
		50	charitable
11	moody	51	gloomy
		52	morose
		53	compulsive
		54	irritable
		55	vengeful
12	naïve	56	honest
		57	truthful
		58	innocent
		59	gullible
		60	unsophisticated
13	opinionated	61	bigoted
		62	biased
		63	narrow-minded
		64	blustering
		65	dogmatic
14	optimistic	66	cheerful
		67	happy
		68	diplomatic
		69	pleasant
		70	foolhardy
15	pessimistic	71	fatalistic
		72	depressing
		73	cynical

Traits (continued)

d20 roll	general trait	d% roll	specific trait
16	quiet	74	sarcastic
		75	realistic
		76	laconic
		77	soft-spoken
		78	secretive
17	sober	79	retiring
		80	terse
		81	practical
		82	level-headed
		83	dull
18	suspicious	84	reverent
		85	ponderous
		86	scheming
		87	paranoid
		88	cautious
19	uncivilized	89	deceitful
		90	nervous
		91	uncultured
		92	boorish
		93	barbaric
20	violent	94	graceless
		95	crude
		96	cruel
		97	sadistic
		98	immoral
		99	jealous
		00	warlike

Other NPC Characteristics: Of course, NPCs are more than just personalities and character traits. Each NPC, like each player character, has abilities and a unique physical appearance. However, considering NPCs come from the entire range of humanity (and some fantasy races, as well!), no tables are given to fill in these details. A few tables simply cannot do justice to the huge variety of an entire game world.

Furthermore, the physical appearance and abilities should be determined by the needs of the story, not random choice. If the player characters are dealing with an innkeeper, the NPC should be an ordinary person, not a powerful member of a character class. Furthermore, he should act, dress and behave like an innkeeper. Therefore, the DM could decide the innkeeper is fat and florid, over-talkative, with no exceptional ability scores.

On the other hand, say the PCs encounter a mysterious stranger, a character of great power. Here, the DM decides the stranger's mere appearance radiates a powerful charismatic appeal. The stranger's charisma score is exceptionally high. To make the NPC even more impressive, the DM assigns him a character class and quite a high level.

In both examples above, the DM decided what effect he wanted from the NPC and built the character around that. Every aspect of an NPC is a tool for the DM. Some are quite obvious; others may arise only in special occasions. Listed below are some of the areas a DM can use to create a distinctive character. Some descriptive words have been listed for each area to spur the imagination. A good thesaurus can provide even more adjectives useful for describing characters.

- **Game information:** class, level, race, alignment.
- **Height:** bean-pole, gangly, gigantic, hulking, lanky, looming, runt, short, small, stumpy, tall, tiny, willowy.
- **Weight:** broad-shouldered, fat, gaunt, obese, plump, pot-bellied, rotund, scarecrow, skinny, slender, slim, statuesque, stout, thin, trim
- **Hair:** bald, braided, color (any), cropped, curly, frazzled, greasy, grizzled, leonine, limp, salt-and-pepper, sparse, straight, thick, thin, wavy, widow's peaked, wiry.
- **Manner of speech:** accented, breathless, crisp, guttural, high-pitched, lisp, loud, nasal, slow, squeaky, stutter, wheezy, whiny, whispery.
- **Facial characteristics:** bearded, buck-toothed, chiseled, doe-eyed, fine-featured, florid, gap-toothed, goggle-eyed, grizzled, jowled, jug-eared, pock-marked, pug nose, ruddy, scarred, squinty, thin-lipped, toothless, weather-beaten, wrinkled.



Of course, there are thousands of possible NPC aspects that could also be used: skin color, stature, bearing, gait, and eye color are only a few more. Sometimes it is useful for a DM to make a list of all the words he can think of that describe a person. Once such a list is made, the DM can keep that with his game notes, ready to use any time he needs to quickly characterize an NPC.

Apparent Age can be adjusted for race, as elves never appear to be older than middle-aged. Apparent age can be manipulated through such means as disguise or magic.

d10 roll	appearance	d10 roll	appearance
1	young	6	mature
2	youthful	7	middle aged
3	youthful	8	middle aged
4	mature	9	old
5	mature	10	ancient

Grooming is independent of wealth or status, although the rich and powerful often have handmaidens and valets that look to their grooming.

d10 roll	grooming	d10 roll	grooming
1	filthy	6	average
2	sloppy	7	average
3	rough	8	well-groomed
4	average	9	impeccable
5	average	10	obsessive

Energy Level is basically self-explanatory. Constitution effects a character's energy level. Though hale and hearty individuals can still be slothful or lazy, sickly NPCs will rarely be indefatigable (such driven individuals are likely to do themselves harm through overexertion).

d10 roll	energy	d10 roll	energy
1	slothful	6	normal
2	lazy	7	normal
3	normal	8	normal
4	normal	9	energetic
5	normal	10	indefatigable

Hobbies & Interests describe the pastimes, avocations and hobbies of NPCs. More than one interest is possible for those characters which are not otherwise obsessive or devoted to some vocation or calling.

d20 roll	interest	d20 roll	interest
1	religion	11	politics
2	collecting*	12	wine & spirits
3	history	13	foods & preparation
4	nature	14	gambling
5	horticulture	15	drugs
6	animals	16	sex
7	hunting	17	music
8	fishing	18	theater
9	handicrafts	19	art
10	athletics	20	philosophy

* see the **COLLECTIONS** table below

Collections simply indicate the field of interest of the collector. Other sorts can be added as desired. In game use, the collector of swords, for example, will be a likely contact for player characters wishing to dispose of such weapons gained as loot during an adventure. NPCs with a taste for oddities will collect all manner of absurd and limited-use objects, such as bird nests, candle snuffers, dolls, ear wax, etc.

d20 roll	collection	d20 roll	collection
1	weapons & armor	11	sculptures & etchings
2	games	12	relics
3	books & scrolls	13	tapestries
4	minerals & gems	14	pets
5	ornaments & jewelry	15	clothing
6	coins & tokens	16	shoes
7	trophies	17	plants
8	animal skins	18	insects (preserved)
9	pottery & porcelain	19	crystal & glass
10	paintings	20	oddities

HIRELINGS

The most frequently employed NPC is the *hireling*. A hireling is a person who works for money. Most hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts of specialized adventuring skills. Hirelings are always employed for a stated term of service or for the performance of a specific task. Thus, a mercenary contracts to serve for one season. A sage works to answer a single question. A blacksmith may indenture himself for a term of years. A sailor works for a single voyage. Quite often these contracts can be renewed without difficulty, but the only thing that binds a hireling to the player character is regular pay and good treatment.

There are three types of hirelings: common, expert, and mercenary soldiers.

Common Hirelings: Common hirelings form the vast majority of any population, particularly in an agricultural community. They are farmers, millers, innkeepers, porters, and the like. While some of these professions require special knowledge, they don't, as a rule, require highly specialized training. These are the men and women whose work forms the base upon which civilized life is built.

They are typically engaged for short-term service and are never expected venture into the wilds or otherwise accompany adventurers on their forays into the unknown. The following are examples of common (or standard) hirelings:

- **Barrister:** A lawyer hired to represent a character and his interests in a court of law or before a judicial body.
- **Bearer/porter:** These individuals are laborers who will carry whatever is directed. Each is able to carry up to 50 pounds individually; double that with a carrying pole or litter or the like.
- **Carpenter:** this occupation assumes most woodworking jobs. A carpenter might be hired to secure a portal, fashion a chest, etc.
- **Clerk:** A scribe who generally handles business accounts
- **Laundress**
- **Leatherworker:** This occupation is principally concerned with the fabrication of leather goods such as back packs, belts, straps, horse tack, etc.
- **Limner:** These individuals do all sign painting, drawing of heraldic devices, etc.
- **Linkboy:** A linkboy is a torch or lantern bearer. They are often youngsters, but mature men also will so serve.
- **Mason:** any stonework must be done by a mason, and this occupation subsumes plasterers as well.
- **Messenger**
- **Minstrel**
- **Pack handler:** These individuals are trained at loading, handling, and unloading beasts of burden such as donkeys, mules, etc.
- **Scribe:** A scribe is principally a secretary or copyist. He will be able to record normal things, but never anything of magical nature. Specialists, such as cartographers, must be of 5th level or higher and charge accordingly.
- **Tailor:** This occupation makes and repairs clothing, bags, shield covers, etc. It also subsumes hatters.
- **Teamster:** Teamsters are basically drivers of carts and wagons. They will also load and unload their vehicles. They are expert animal handlers with respect to draft animals.
- **Valet/lackey:** This occupation subsumes the various forms of body servants and messengers.

Common hirelings are nearly always 1st level NPC-classed individuals. Those above 1st level may multiply their listed cost by their level.

Expert Hirelings: Expert hirelings are those whose training is specialized. This group includes craftsmen, sages, spies, assassins, alchemists, animal trainers, and the like. Since not everyone is trained in these skills, few experts are available for hire, and these few earn more than the common hireling. Indeed, truly exotic experts (such as spies) are very rare and extremely expensive.

Expert hirelings, unlike standard hirelings, expect to be hired for long-term service and will usually seek contracts for extended employment (1 month or more). The following are examples of expert hirelings:

- **Alchemist:** This profession handles the compounding of magical or alchemical substances, such as Greek fire and acid. The

advantages of employing an alchemist are detailed in the *MAGIC ITEM CREATION* section regarding potions on page 100-103. Alchemists will only be found in cities unless you specifically locate one elsewhere. It will require an offer of fair wages, plus a well-stocked laboratory and the assurance of not less than a full year of employment, to attract one to service.

- **Architect (Engineer):** This profession deals with above-ground construction and fortification. In order to build any structure more complex than a simple hut or barn, it is necessary to hire one. An architect is paid for whole months of employment, even if the work is completed in less than a whole month. He also collects an additional fee equal to 10% of the total expenditure on the construction. The building site should be selected or approved by an architect to avoid the risk of settling undermining the construction.

- **Armorer:** This occupation cares for and manufactures armor and shields. One armorer is always required for every 50 soldiers, or fraction thereof, in the employ of the player character. An armorer has an apprentice that serves him. This apprentice must be given room and board by their employer but need not be paid for their services.

Assume that an armorer can create or repair approximately 5 gold pieces worth of armor each day. Leather and studded leather armors require that the armorer works in conjunction with a leather worker. Padded armor requires that the armorer works in conjunction with a tailor. Shields require the services of a carpenter and armorer.

- **Artillerist (Engineer):** This profession deals with the construction and use of siege artillery: catapults, trebuchets, etc. No such engines can be made or properly used without the services of such an individual. If employment is for short term only, say a few months or less, the rates of pay and costs will be increased from 10% to 50%. Artillerist engineers supervise siege operations, both inside and outside. They are responsible for mining castle walls, filling or draining moats, repairing damage, constructing siege engines, and building bridges. Since their skills are specialized and rare, engineers command a high wage. Furthermore, engineers expect rewards for successfully storming castles and towns or for repelling such attacks.

- **Assassins:** When a player character hires an assassin (which is *not* a good or lawful act), he is taking a chance. There is virtually no way to assure oneself of the reliability and dependability of such a person. Anyone willing to make a business out of murder is not likely to have a high degree of morals of any type. Clearly, this is a case of "let the buyer beware!"

Once a character has hired an assassin, it is up to the DM to determine the success of the deed. There are no simple tables or formulae to be followed.

Assassination attempts by one player character against another should not be allowed. This type of behavior only leads to bitterness, bickering, and anger among the players. NPC-sponsored assassination attempts against player characters should be used sparingly, and then only as plot motivators, not as punishment or player controls. Any time a player character is targeted, roleplay the encounter fairly - give the PC a chance.

If the intended victim is an NPC, the DM should decide the effect of the assassination on his game. Sometimes, player characters do these things out of spite. At other times the deed may be motivated by simple greed. Neither of these is a particularly good motive to encourage in a campaign.

If the death of the NPC would result in a major reworking of the campaign for no good reason, consider seriously the idea of making the attempt fail. If the death of the NPC would allow the player characters to bypass or breeze through an adventure you have planned, then it's not a good idea. Don't just tell the players, "Oh, that'd be bad for the game so you can't even try to knock that guy off." Work the attempt - and its failure - into the storyline.

If you decide the attempt is legitimate, consider the precautions the intended NPC victim normally takes. These may make the job particularly difficult or easy. Kings, emperors, high priests, and other important officials tend to be very cautious and well-protected. Magic-users, with wise magical precautions, can be

virtually impossible to assassinate! Devise specific NPC precautions before you know the assassin's plans.

Magic-users make use of *magic mouth*, *alarm*, *explosive runes*, and other trap spells. Clerics often rely on divination-oriented items to foresee the intentions of others. Both could have extra-dimensional or other-planar servants and guards. They may also have precautions to foil common spells such as *ESP*, *clairvoyance*, and *detect magic*. Kings, princes, and other nobles have the benefit of both magical and clerical protection in addition to a host of possibly fanatically loyal bodyguards. If the victim has advance warning or suspects an attempt, further precautions may be taken, and the job can become even more difficult.

After you have decided (secretly) what precautions are reasonable, have the player describe the plan he thinks would work best. This can be simple or involved, depending on the cunning of the player. This is the plan the assassin, not the player character, will use, therefore the player can presume some resources not available to the player character. However, you must decide if these resources are reasonable and truly exist.

For example, if the player says the assassin has a map of the castle, you must tell him if this is reasonable (and, unless the victim is extremely secretive and paranoid, it is). A plan involving a thousand men or an 18th level assassin is not reasonable. The player character hasn't hired an entire arsenal!

Finally, compare what you know of the precautions to the plan and the success or failure will usually become clear. Ultimately, the DM should not allow assassinations to succeed if he doesn't want them to succeed!

In general, allowing player characters to hire assassins should not be encouraged. Hiring an NPC to kill even a horrible villain defeats the purpose of heroic roleplaying. If the player characters can't accomplish the deed, why should they be allowed to hire NPCs to do the same thing?

Overuse of assassins can often result in bitter feelings and outright feuding - player vs. player or player vs. DM. Neither of these is fun or healthy for a game. Finally, it is a very risky business. Assassins do get caught and generally have no compunctions about confessing who their employer is. Once the target learns this, the player character will have a very dangerous life. Then the player character can discover the joy and excitement of having assassins looking for him!

- **Blacksmith:** There must be a blacksmith in any stronghold, and he and his assistants can care for the needs of up to 50 men or horses. Another smith is required for each additional 160 men or horses or fraction thereof. Besides the usual duties (horseshoes, nails, hinges, and miscellaneous bits and pieces) a hired smith can turn out simple weaponry: arrow heads, quarrel tips, polearm tips, morning stars, spear heads, flails, maces, axe heads, etc.
- **Doctor:** Physicians, barbers, surgeons and leechers are all skilled healers who are able to treat the various wounds and maladies afflicting characters.
- **Jeweler-Gemcutter:** This profession allows the character to have rapid and accurate appraisal of any precious metal, gem material, or piece of jewelry (except those which you, as DM, specifically designate as "heretofore unknown"). In addition, the jeweler-gemcutter can set stones in various things (sword hilts, flagons, or whatever) or fashion jewelry from gem material and precious metals. A simple ring will take a week, a bracelet with sculpting two weeks (with stones set, three); while a crown might require a full year of work. A jeweler who fails their skill check when working with gemstones mars the stone and decreases its value by 1d6x10%.
- **Sage:** Sages are a very special case indeed, for they are the encyclopedias, computers, expert opinions, and sort of demi-oracles of the milieu all rolled into one. Even in a quasi-medieval fantasy world, the sum of human knowledge will be so great and so diverse as to make it totally impossible for any one sage to know more than a smattering about many things, a fair understanding of their overall field, and a thorough knowledge of their particular specialty or specialties. Sages, as a rule, are exceptionally intelligent NPCs who seek mastery in several fields of knowledge. Unlike most hirelings, sages are typically of 3rd level or higher, reflecting their long years of study

and research. All sages, by virtue of their training and natural intellect, gain the *lore* ability of bards (see page 13 of the *PLAYER'S HANDBOOK*) and are trained in three *knowledge* and/or *profession* skills, plus extra *knowledge* skills as determined by their intelligence modifier. Sages with *expertise* (see the NPC class description on pages 65-66) in one or more skills must choose *knowledge* or *profession* skills as areas of *expertise*.

Most sages are NPC-classed characters, some are spellcasters (clerics, cloistered clerics, bards, druids, magic-users, hedge wizards, illusionists, or necromancers). Split-classed and multiclassed sages are also possible. Any spellcasting services rendered by sages must be compensated for separately, as they do not fall within the duties of the sage.

While any sage is capable of carrying on a discussion in any field of knowledge, they have extensive knowledge in their chosen fields of study, particularly in their areas of *expertise*. The knowledge of any sage character is not entirely contained within his brain. As with any scholar, sages will tend to collect materials which pertain to the fields of study he pursues. A sage who specializes in natural history, for example, might have a root cellar, greenhouse, fungi beds, several acres for growing plants, and various animal and insect specimens caged and/or preserved within their facilities. The following broad fields of study are typical for sages:

<i>field of study</i>	<i>field of study</i>
arcana	legends & folklore
art & music	mathematics
architecture & engineering	medicine
astrology & numerology	metaphysics
astronomy	meteorology & climatology
biology	natural history
chemistry	oceanography
cryptography	philosophy & ethics
demography	physics
geography	politics & genealogy
geology & mineralogy	psychology
history	sociology
languages	theology & myth
laws & customs	topography & cartography

A sage's ability can be handled in one of two ways. First, since the DM must answer the question any way, he can simply decide if the sage knows the answer. As usual, the consideration of what is best for the story must be borne in mind.

If the player characters simply can't proceed with the adventure without this answer, then the sage knows the answer. If the answer will reward clever players (for thinking to hire a sage in the first place) and will not destroy the adventure, then the sage may know all or part of the answer. If answering the question will completely unbalance the adventure, the sage doesn't know the answer.

Of course, there are times it is impossible to tell the effect of knowing or not knowing something. In this case, the sage's answer can be determined by a skill check, modified by the nature of the question and the library of the sage. Questions require general details ("What types of beasts live in the Valley of Terror?"), specific details ("Do medusae live in the Valley of Terror?"), or exacting details ("Does the medusa Erinxys live in the Valley of Terror?"). The precision of the question modifies the chance of receiving an accurate answer, as shown on the following table. If a question is particularly complex, the DM can divide it into several parts, each requiring a separate roll. Thus, a sage may only know part of the information needed. This can be very good for the story, especially if some key piece of information is left out.

<i>question requires</i>	<i>modifier</i>
general details	± 0
specific details	-2
exacting details	-5

<i>quality of library</i>	<i>modifier</i>
complete	± 0
partial	-2
nonexistent	-5

The DM can decide the sage's ability or use the following standard: Sage ability is equal to his level plus his intelligence modifier (which ranges from +1 to +3). If the sage is of 3rd level or

higher, and the question falls within the sage's area of expertise, he gets an additional +3 bonus.

Sages need time to find answers, sometimes more time than a player character can afford. Player characters can attempt to rush a sage in his work, but only at the risk of a wrong answer (rushed answers impose a – 4 penalty to the sage's skill check). General questions typically require 1d4 hours to answer, while specific questions require 1d4 days. Exacting questions require 1d4 weeks.

If the skill check is passed the sage provides an answer. Otherwise the DM should create an incorrect answer that will be believable and consistent with what the players already know about the adventure.

The resources required by a sage can be formidable. At the very least, a sage must have access to a library of considerable size to complete his work. He is not a walking encyclopedia, able to spout facts on command. A sage answers questions by having the right resources at hand and knowing how to use them. The size and quality of the sage's library effect his chance of giving a correct answer.

This library can belong to the sage or can be part of an institution. Monasteries and universities typically maintained libraries in medieval times. If a personal library, it must be at least 200 square feet of rare and exotic manuscripts and research materials, generally costing no less than 1,000 gp per level of the sage. If the library is connected with an institution, the sage (or his employer) will be expected to make appropriate payments or tithes for its use. Expenses in the range of 100 gp a day could be levied against the character. Of course, a sage can attempt to answer a question with little or no library, but his chances of getting the right answer will be reduced as given on the table above.

Any character hiring a sage on a permanent basis must have a stronghold with ample space, facilities and materials for the sage, as noted above, and must convince the sage that such employment will further their aims and allow them to pursue their studies. Once established as a resident sage, the monthly cost for maintaining the sage is half the usual rate.

- **Sapper/Miner (Engineer):** All under ground construction or tunneling, as well as siege operations which require mining, counter-mining, siege equipment (picks, rams, sows, towers, etc.), or trenches, ditches, parapets, and so forth, require the professional services of a sapper.
- **Spellcaster:** It is a certainty that your players will seek outside aid many times during the course of your campaign. At times a particular spell or device able to deliver a magical power will be necessary or very helpful to a party, and so they will seek out a cleric or magic-user to hire for the service. The most common spells sought are various cures and informational spells. The players should know from the outset that there is no free lunch anywhere, and that the performance of any service is going to cost a "reasonable" sum.

The base cost for spellcasting services is 50gp per spell level. This base cost is multiplied by the level of the spellcaster. As such a *cure light wounds* spell cast by a 1st level cleric would cost 50gp, while an *elemental swarm* cast by an 18th level druid would cost 8,100gp (50gp x 9 for the spell level x 18 for the caster level). 0-level spells cost 25gp per level of the spellcaster. The cost given is for a spell with no costly material components and no XP cost. If the spell includes a costly material component, add the cost of that component to the cost of the spell if that component is expended in the spell's casting (i.e. *identify* spells consume a 100 gp pearl in their casting). If the spell has an XP cost, add 5 gp per XP lost.

A party of adventurers return to the city of Rel Astra, seeking a cleric who can cast raise dead on their fallen fighter. Assuming that they can find a cleric able and willing to raise their companion, it would cost at least 7,250 gp [(50gp x 5 for the spell level x 9 for the caster level) + 5,000 gp for the spell's material component] to have him raised.

The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his convenience (generally at least 24 hours later, so that the spellcaster has time to prepare the spell in question). Also note that these charges that the hiring

character is of a similar alignment and, in the case of divine casters, religion as the hired spellcaster. Prices can be adjusted for faithful, lower level characters. Likewise, they can be upped a bit for those who are not regular attendees of services. In the event that the cleric would actually further the cause of the deity and alignment by doing the service, payment can be deferred until the party has the wherewithal to do so; however, this deferral will certainly adjust the fee upwards, or possibly require a normal fee and special service from the party in addition.

Furthermore, if a spell has dangerous consequences the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st level spells, a large town for 2nd level spells, a small city for 3rd or 4th level spells, a large city for 5th or 6th level spells, and a metropolis for 7th or 8th level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th level spells.

As a general rule, no hired spellcaster will ever accompany a party on an adventure of any sort. If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no. To forestall the *charming* of spellcasters in order to get them to perform spellcasting or item use services, note that doing so goes against the best interests of the spellcaster and, as such, could break the *charm* effect.

It is also worth mentioning that NPC spellcasters are NOT going to take continual interruptions too kindly, even if the party so doing is of the same faith and alignment and pays well. At some point the spell caster will get fed up with it and begin raising rates. The players should not rely upon those outside their group to keep their members viable. They must learn self-reliance or else pay the price one way or another.

- **Spy:** Spying is a profession which is typically reserved for assassin and thief characters. Other types of characters, such as monks or rangers, can be paid to spy but do not have the versatility and relevant expertise of assassins and thieves.

The player character must locate a likely prospect and then employ him in some capacity which is in accord with the prospective spy's ability level. Spies with any degree of professionalism will not accept contracts for jobs they know to be beyond their ability level. Difficult assignments might call for double or triple the spy's usual monthly rate of pay.

A spy actively joins a group in order to betray it. A person who can so glibly betray one group could quite easily betray another, his employer perhaps. While some spies may be nobly motivated, these fellows are few and far between. Furthermore, there is no way to be sure of the trustworthiness of the spy. It is a paradox that the better the spy is, the less he can be trusted. Good spies are master liars and deceivers even less trustworthy than bad spies (who tend to get caught anyway).

In roleplaying, spies create many of the same problems as assassins. First, in allowing player characters to hire spies, the DM is throwing away a perfectly good roleplaying adventure! Having the characters do their own spying can lead to all manner of interesting possibilities.

Even if NPC spies are allowed, there is still the problem of success. Many variables should be considered: What precautions against spies have been taken? How rare or secret is the information the character is trying to learn? How talented is the NPC spy? How formidable is the NPC being spied upon?

In the end, the rule to use when judging a spy's success is that of dramatic effect. If the spy's information will create an exciting adventure for the player characters without destroying the work the DM has put into the campaign world, it is best for the spy to succeed.

If the spy's information will short-circuit a well-prepared adventure or force the DM to rework vast sections of the campaign world, the spy should not succeed. Finally, the spy can appear to succeed while, actually, failing - even if he does return with

information, it may not be wholly accurate. It may be slightly off or wildly inaccurate. The final decision about the accuracy of a spy's information should be based on what will make for the best adventure for the player characters.

- **Weaponmaker:** A weaponmaker is a sort of smith-armorer specializing in the manufacturing and maintenance of high-quality arms. One weaponmaker is required for every 100 soldiers, or fraction thereof, in the employ of the player character. A weaponmaker has an apprentice that serves him. This apprentice must be given room and board by their employer but need not be paid for their services.

Assume that a weaponmaker can create or repair approximately 5 gold pieces worth of weapons each day. Leather and studded leather armors require that the armorer works in conjunction with a leather worker. Padded armor requires that the armorer works in conjunction with a tailor. Shields require the services of a carpenter and armorer.

Scabbards for all swords will have to be manufactured by a leather worker of some sort. Locating a weapon maker willing to take service with any player character should be difficult as they usually find enough work to thrive in the relative safety of towns and cities.

The list above is by no means complete. Medieval occupations were highly specialized. A man might spend all his life working as a miner of iron and be considered to have a very different occupation from a miner of tin. Research on this subject will probably yield more such distinctions and even more occupations.

Expert hirelings are nearly always 1st level NPC-classed individuals. Those above 1st level may multiply their listed cost by their level.

Soldiers: Soldiers are the last group of hirelings. In a sense, they are expert hirelings skilled in the science of warfare (or at least so player characters hope). However, unlike most experts, their lives are forfeit if their skills or equipment are below par. Because of this, they should be well-provisioned and prepared for their duties.

Units of mercenary soldiers will seldom be of mixed types; a unit of archers will be comprised solely of archers, footmen that form a unit will have the same or similar arms and armor, and so on. Note that most mercenary soldiers are 1st level hardy NPCs (see page 65 for more details on NPC types). Player character-classed soldiers (i.e. cavaliers, barbarians, duelists, fighters, paladins and rangers) are exceptionally trained and cost twice their listed cost. As such, employing a 1st level fighter as a light footman will cost 4 gp per month. As with all hirelings, soldiers above 1st level may multiply their listed cost by their level.

Some of the different types of soldier characters can hire or encounter are described below.

Descriptions of Troop Types: A general description of each troop type is given here. In addition, specific historical examples are also provided. More examples can be found on the internet and in books obtainable at a good wargame shop or at your local library. The more specific you make your soldier descriptions, the more detail and color can be added to a fantasy campaign.

Clearly, though, this is a fantasy game. No mention is made in these rules of the vast numbers of strange and bizarre troops that might guard a castle or appear on a battlefield. It is assumed that all troop types described here are human. Units of dwarves, elves, and more are certainly possible, but they are not readily available as hirelings. The opportunity to employ these types is going to depend on the nature of the campaign and the DM's wishes. As a guideline, however, no commander (such as the knight of a castle) should have more than one or two exceptional (i.e., different from his own race) units under his command.

- **Archer:** These troops will be able to operate as light infantry when not employing bows. They can use any typical weapon, for they must be strong and in good health.

This is a footsoldier, typically armed with a shortbow, arrows, short sword, and leather armor. In history, archers were known to operate as light infantry when necessary, but this was far from universal.

Highland Scots carried bows, arrows, two-handed swords, and shields, but no armor. Turkish janissaries were elite troops armed with bow and scimitar, but unarmored. Byzantine psilos carried composite short bows, hand axes, and, if lucky, chain or scale

armor. A Venetian stradiot archer (often found on ships) normally had a shortbow, longsword, and banded armor.

- **Archer, Mounted:** Mounted archers are normally light cavalry. They carry shortbows, a longsword or scimitar, and leather armor, although armor up to chain is sometimes worn. Historically, most mounted bowmen came from nomadic tribes or areas of vast plains.

The most famous mounted bowmen were the Mongol horsemen, who commonly armed themselves with composite shortbow, scimitar, mace, axe, and dagger. Some also carried light lances. They wore studded leathers or whatever else they could find, and carried medium shields. Pecheneg horsemen used the composite shortbow, hand axe, lasso, and light lance, and wore scale armor. Russian troops carried the short bow and dagger and wore padded armor.

- **Artillerist:** These troops are more specialists than regular soldiers. Since their duty is to work and service heavy catapults and siege equipment, they don't normally enter into combat. They dress and outfit themselves as they please. Artillerists stay with their equipment, which is found in the siege train.

- **Cavalry, Heavy:** The classic image of the heavy cavalryman is the mounted knight. Such men are typically armed with heavy lance, longsword, and mace. They wear platemail or field plate armor. The horse is a heavy warhorse and barded, although the type of barding varies.

Examples include the early Byzantine kataphractus, armed with light lance, longsword, banded armor, and a large shield. They rode heavy warhorses fitted with scale barding. The French Compagnies d'Ordonnance fitted with heavy lance, longsword, mace, and full plate on chain or plate barded horses were classic knights of the late medieval period.

In other lands, the Polish hussar was a dashing sight with his tigerskin cloak fluttering in the charge. He wore platemail armor and rode an unbarded horse but carried an arsenal of weapons - light lance, longsword, scimitar, warhammer, and a brace of pistols (although the latter won't normally appear in an AD&D game).

- **Cavalry, Light:** These are skirmishers whose role in combat is to gallop in quickly, make a sudden attack, and get away before they can be attacked in force. They are also used as scouts and foragers, and to screen advances and retreats. They carry a wide variety of weapons, sometimes including a missile weapon. Their armor is nonexistent or very light - padded leathers and shields. Speed is their main strength. In many ways they are indistinguishable from mounted bowmen and often come from the same groups of people.

The stradiotii of the Italian Wars were unarmored and fought with javelins, saber, and shield. Hussars were armed with scimitar and lance. Byzantine trapezitos carried similar weapons, but wore padded armor and carried a large shield. Turkish sipahis, noted light cavalrymen, carried a wide variety of weapons, usually a sword, mace, lance, shortbow, and small shield.

- **Cavalry, Medium:** This trooper forms the backbone of most mounted forces - it's cheaper to raise medium cavalry than heavy knights, and the medium cavalryman packs more punch than light cavalry. They normally ride unarmored horses and wear scale, chain, or banded armor. Typical arms include lance, longsword, mace, and large shield.

A good example of medium cavalry was the Normal knight with lance, sword, chainmail, and kite shield. Others include the Burgundian coustillier (brigandine or splint, light lance, longsword, and dagger), Persian cavalry (chainmail, large shield, mace, scimitar, and shortbow), and Lithuanian boyars (scale, light lance, longsword, and large shield).

- **Crossbowmen, Heavy:** These units were rarely used by medieval princes, and were normally assigned to garrison and siege duties. Each normally has a heavy crossbow, shortsword, and dagger, and wears chainmail. The services of a shield bearer is often supplied to each man. Venetian heavy crossbowmen frequently served on galleys and wore chain or brigandine armor. Genoese heavy crossbowmen in German service sometimes wore scale armor for even greater protection.
- **Crossbowmen, Light:** These units are favored by some

commanders, replacing regular archers in many armies. The crossbow requires less training than the bow, and is easier to handle, making these soldiers cheaper in the long run to maintain. Each man normally has a light crossbow, shortsword, and dagger. Usually they do not wear armor. Light crossbowmen fight hand-to-hand only to save themselves and will fall back or flee from attackers.

Italian crossbowmen commonly wore padded armor and carried a longsword, buckler, and light crossbow. Burgundians wore a light coat of chain and carried no weapons other than their crossbows. Greek crossbowmen carried a variety of weapons including crossbow, sword, and spear or javelin.

- **Crossbowmen, Mounted:** When possible, crossbowmen are given horses, for extra mobility. All use light crossbows, since heavier ones cannot be cocked on horseback. The horse is unbarded, and the rider normally wears little or no armor. As with most light troops, the mounted crossbowmen relies on speed to whisk him out of danger. An unusual example of a mounted crossbowman was the German mercenary (platemail, light crossbow, and longsword).
- **Handgunner:** This troop type can be allowed only if the DM approves the use of arquebuses in the campaign. If they are forbidden, this troop type doesn't exist. Handgunners typically have an arquebus and shortsword, and wear a wide variety of armors.
- **Infantry, Heavy:** Depending on the army, heavy infantry either forms its backbone or is nonexistent. These troops are trained to fight in close formation. They do so regardless of the type of armor they are equipped with. Weaponry can be sword and shield, axe and shield, pole arms, etc. They are proficient in the use of all armors and may use siege equipment. Heavy infantry (also known as heavy footman) wielding polearms are often placed in the center of units, with close-quarter infantrymen placed along the outer edge of the unit.
Examples of heavy infantry include Byzantine skutatoi (scalemail, large shield, spear, and longsword), Norman footmen (chainmail, kite shield, and longsword), Varangian Guardsmen (chainmail, large shield, battle axe, longsword, and shortsword), late German men-at-arms (platemail, battle axe, longsword, and dagger), Flemish pikemen (platemail, longsword, and pike), Italian mercenaries (platemail, longsword, glaive, and dagger), Irish gallowglasses (chainmail, halberd, longsword, and darts), and Polish drabs (chainmail, scimitar, and halberd).
- **Infantry, Irregular:** These are typically wild tribesmen with little or no armor and virtually no discipline. They normally join an army for loot or to protect their homeland. Their weapons vary widely, although most favor some traditional item.
Examples of irregulars include Viking berserkers (no armor, but shield, and battle axe or sword), Scottish Highlanders (often stripped bare with shield and axe, voulge, sword, or spear), Zaporozian cossacks (bare-chested with a bardiche), or a Hussite cepnici (padded or no armor, flail, sling, and scimitar).
- **Infantry, Light:** These soldiers are not best suited to fighting in close formation, but are useful in rough terrain, woods, skirmishes, etc. They are trained in the use of light armor and shields. They typically use spears, hand axes, short swords or polearms in melee.
The bulk of infantry tend to be light infantry (also known as light footmen). Such units are cheap to raise and train. Most come from the lower classes. They are distinguished from irregular infantry by a (barely) greater degree of discipline.
Typical of light infantry were Swiss and German pikemen (no armor, pike, and shortsword), Spanish sword-and-buckler men (leather armor, shortsword, and buckler), Byzantine peltastos (padded armor, large shield, javelins, and sword), even Hindu payaks (no armor, small shield, and scimitar or club).
- **Infantry, Militia:** These are townsfolk and peasants called up to serve. They normally fall somewhere between irregulars and light infantry in equipment and quality. However, in areas with a long-standing tradition of military service, militiamen can be quite formidable.
Some Italian militias were well-equipped with banded or platemail armor and glaives. The Irish "rising-out" typically had no armor and fought with javelins and longswords. Byzantine

militias were well-organized and often worked as archers (shortbow and padded armor) in defense of city walls. The Saxons' fyrd was supposedly composed of the freemen of a district.

- **Longbowmen:** English and Welsh longbowmen represent elite archers. Highly trained and rare, these archers are valuable in battle. They are also hard to recruit and expensive to field. A longbowman typically wears padded or leather armor and carries a longbow with shortsword or dirk.
- **Sapper:** These men, also known as miners or pioneers, provide the labor for field work and siege operations. They are generally under the command of a master engineer. Normally they retreat before combat, but if pressed, will fight as light infantry. They wear no armor and carry tools (picks, axes, and the like) that can easily double as weapons. They are usually found with siege trains, baggage trains, and castles.
- **Shieldbearer:** This is a light infantryman whose job is to carry and set up shields for archers and crossbowmen. Historically, these tower shields (or pavises) were even larger than a normal large shield. Some required two men to move. From behind this cover, the Bowman or gunner could reload in relative safety. If the position was attacked, the shieldbearer was expected to fight as an infantryman. For this reason, shieldbearers have the same equipment as light infantry.
- **Ship Crew:** Crewmen must be of the sort needed for the vessel and the waters it is to sojourn in. That is, the crew must be sailors, oarsmen, or mates of either fresh water vessels or salt water vessels. Furthermore, they must be either galley-trained or sailing-vessel trained.
Marines are the naval equivalent of heavy infantry but tend to use light armor in melee, due to the hazards of wearing heavier armor while at sea.
Sailors are the naval equivalent of light infantry and use close-quarter weapons and light armor (or no armor) in combat.
- **Slinger:** Slingers may use small shields while attacking with slings and fight as light infantry in melee.

Employing Hirelings: Whether seeking everyday workers or rare experts, the methods PCs use for employing hirelings are generally the same. Basically, a player character advertises his needs and seeks out the recommendations of others. Given enough notice, hirelings will then seek out the player character.

When hiring, the first step is to figure out if the player character is going to offend anyone, particularly the ruler of the city or town. Feudal lords have very specific ideas about their land and their property (the latter of which sometimes includes the people on his land). If the hirelings are true freedmen, they can decide to come and go as they please. More often, the case is that the hirelings are bound to the fief. They are not slaves, but they cannot leave the land without the permission of their lord.

Depopulating an area will get a strong negative reaction from local officials. If the player character seeks only a few hirelings, he is not likely to run into difficulty unless he wishes to take them away (i.e., back to his own castle). This type of poaching will certainly create trouble.

If Sir Bruno, having established his paladin's castle, needs 300 peasants to work the field, he cannot go into the nearby town and recruit 300 people without causing a reaction! the lord and the town burghers are going to consider this tantamount to wholesale kidnapping.

Finally, local officials have this funny way of getting upset about strange armies. If Sir Bruno comes into town to raise 300 heavy cavalry, the local lord is sure to notice! No one likes strangers raising armies in their territory. It is, after all, a threat to their power.

Thus, in at least these three situations, player characters would do well to secure the cooperation of local officials before they do anything. Such cooperation is rarely forthcoming without some kind of conditions: A noble may require a cash bond before he will agree to release those under him; guilds may demand concessions to regulate their craft within the boundaries of the player character's lands; dukes and kings may require treaties or even diplomatic marriages; burghers could ask for protection or a free charter. Anything the DM can imagine and negotiate with the player is a possibility.

Once a character has secured permission, he can begin searching for the hirelings he needs. If he needs craftsmen with specific skills, it is best to work through the guild or local authorities. They can make the necessary arrangements for the player character. This also obviates the need to roleplay a generally uninteresting situation. Of course, guilds generally charge a fee for their services.

If the character is seeking a large number of unskilled men or soldiers, he can hire a crier to spread the word. Printing notices will only work in a largely literate city and, as such, is generally not a practical solution. Fortunately, criers are easily found and can be hired without complicated searching. Indeed, even young children can be paid for this purpose.

At the same time, the player character would be wise to do his own advertising by leaving word with innkeepers, stables, and the owners of public houses. Gradually, the DM makes applicants arrive.

If the player character is searching for a fairly common sort of hireling, such as laborers, response is equal to approximately 10% of the population in the area (given normal circumstances).

If the position being filled is uncommon, the response will be about 5% of the population. Openings for soldiers might get one or two respondents in a village of 50. In a city of 5,000 it wouldn't be unusual to get 250 applicants, a respectable company.

If searching for a particular craft or specialist - a blacksmith or armorer, for instance - the average response is 1% of the population or less. Thus, in a village of 50, the character just isn't likely to find a smith in need of employment. In a slightly larger village, he might find the blacksmith's apprenticed son willing to go with him.

As a result, most expert hirelings can be found only in larger towns or cities, although some might be located in smaller communities. The various types of expert hirelings will generally be found in the appropriate section of the community or at cheap inns in the case of mercenary soldiers. Sages will typically be found in or near colleges, schools, universities, libraries, museums, forums, and public speaking places. Sages belong to a brotherhood but, as a general rule, this association is informal and not likely to have a headquarters at which a sage could be located.

Unusual circumstances such as a plague, a famine, a despotic tyrant, or a depressed economy, can easily alter these percentages. In these cases, the DM decides what is most suitable for his campaign. Furthermore, the player character can increase the turnout by offering special inducements - higher pay, greater social status, or special rewards. These can increase the base percentage of finding any type of hireling by 5% of the population.

The whole business becomes much more complicated when hiring exotic experts - sages, spies, assassins, and the like. Such talents are not found in every city. Sages live only where they can continue their studies and where men of learning are valued. Thus they tend to dwell in great cities and centers of culture, though they don't always seek fame and notoriety there. Making discreet enquiries among the learned and wealthy is an effective way to find sages. Other experts make a point not to advertise at all.

Characters who blurt out that they are seeking to hire a spy or an assassin are going to get more than just a raised eyebrow in reaction! Just what needs to be done in this situation depends entirely upon the DM's campaign. Your character may have to skulk through the unsavory bars of the waterfront, rely on questionable go-betweens, or pay a visit to the thieves' guild (if there is one). Just employing one of these characters can be a small adventure in itself.

When an offer of employment is made an *encounter reaction check* (page 65) should be made. This charisma check is modified by racial preference and other factors, such as the player's reputation and status. Advance or additional payment, typically equating to 10% of a month's pay, gives the hirer a +2 bonus to this check. A *neutral* or better reaction indicates that the hireling is willing to work for the character.

Hireling Wages: Once applicants have arrived (and the player has rejected any that seem unsuitable), the issue of pay must be negotiated. Fortunately, this is somewhat standardized for most occupations.

The table on the following page lists the amount different trades and craftsmen expect under normal circumstances. From these, salaries for other NPCs can be decided.

The monthly cost for each hireling is based on all the associated expenditures which go with the position - salary or wage, uniform or clothing and enough for the upkeep of the hireling's equipment.

Hirelings are also entitled to room and board and, if craftsmen, facilities in which to work. Furthermore craftsmen will need raw materials in order to perform their duties. The cost of raw materials is 50% of the purchase cost of the goods that a craftsman creates.

Assume that all NPCs will have the hand-tools and portable gear required by their trade. Mercenary soldiers must be furnished with arms and armor, though many have light armor and a few weapons of their own. Mounted units must be furnished with mounts, which must be stabled, fed and cared for. Finally, all traveling expenses must come out of the PC's pocket.

Hirelings above 1st level multiply their listed cost by their level, as commensurate with their higher level of skill. As such a 5th level NPC light crossbowman could charge 5 times what his 1st level counterpart could.

Important hirelings will also expect gifts and perhaps offices to supplement their income. Soldiers expect to be ransomed if captured, to have their equipment replaced as needed, and to receive new mounts for those lost in combat. All of these extra benefits add up quickly. Furthermore, most activities are much more labor-intensive when compared to modern standards. More workers are needed to perform a given job. More workers means greater overall expenses and lower wages for each individual laborer.

Finally, costs can also be affected by the conditions of the campaign - the setting, the recent events of the world, and the reputations of the player characters (if any). Most hirelings sign on for what they think is fair. While few will turn down more money, most will drive the best bargain they can. Employment is a matter of offer and acceptance, and each player character must do his own bargaining.



Demihuman and Humanoid Hirelings: Demihumans that are well-suited to a particular field, such as dwarven sappers or halfling scouts, may be considered two levels higher than their actual level with regard to wages.

Humanoid mercenaries may be hired to serve evil characters, and will typically serve for 25% less than either human or demihuman mercenaries. Humanoid troops are hired at great risk, requiring strong leadership and stern discipline to prevent infighting, desertion, rebellion and descent into utter savagery. Weakness in leadership, or lack of officering, will certainly cause these troops to become unruly and impossible to control, as these evil creatures will expect to loot, pillage, and rape freely at every chance. They will also expect to kill, and probably eat, captives. Some possible humanoid soldiers are: bugbears, grolls, goblins, hill giants, hobgoblins, kobolds, lizard men, orcs and trolls. Humanoids are considered to have a number of levels equal to their hit dice with regards to their rate of pay.

Racial Preferences: In dealing with humanoid troops of differing races, it is important to keep in mind that different races, or different clans of the same race, are often as hostile to each other as they are with humans and demihumans. Lizardmen mercenaries are rarely employed alongside other humanoids, as they are hated by all demihumans and humanoids save kobolds, and even the latter are suspicious of them (just as human troops are). Of the various races of

humanoids that are found as mercenary units, many will bully or attack one another as indicated on the following table:

racial preference table

race	bug	gnoll	gob	giant	hob	kob	ogre	orc	troll
bugbear	P	N	G	N	A	A	N	A	N
gnoll	N	P	A	N	N	A	G	N	N
goblin	G	A	P	N	N	G	H	N	A
hill giant	G	G	A	P	A	A	G	N	N
hobgoblin	N	N	N	N	H*	A	A	N	H
kobold	A	H	G	A	A	P	H	A	N
ogre	N	N	A	G	A	A	P	N	N
orc	A	N	N	A	N	A	G	H*	H
troll	A	N	A	N	H	N	N	A	N*

Notes on the Racial Preferences Table:

- P: Indicates some preference and compatibility or even possible friendliness between them with appropriate co-operation.
- G: Indicates that some goodwill exists, and so no hostility and some co-operation is possible
- N: Indicated the races can tolerate each other, and open hostilities are not likely to be evident. Bullying and harassment are likely, as stronger races will seek to assert their dominance over weaker ones. In combat there will be no move to aid them if anything ill befalls.
- A: Indicates antipathy and an active dislike which will break into open hostility if the opportunity presents itself. If leaders or overseers are weak, these creatures will desert. Bullying and harassment are likely.
- H: Indicates a strong hatred for the race in question. This may be kept in check by fear, which will certainly break into open hostilities at the first opportunity, or else the hating humanoids will desert at the first chance if near a strong body of such hated creatures

Hiring Costs

common hirelings	daily cost	monthly cost**
bearer/ porter	1 sp	1 gp
carpenter*	2 sp	2 gp
clerk	4 sp	4 gp
guide, city	4 sp	4 gp
laundry	1 sp	1 gp
leatherworker*	15 cp	30 sp
limner*	10 sp	10 gp
linkboy	1 sp	1 gp
mason*	3 sp	3 gp
messenger	5 sp	5 gp
minstrel	1 gp	20 gp
mourner	4 sp	n/a
pack handler/groom	15 cp	30 sp
tailor*	15 cp	30 sp
teamster	5 sp	5 gp
valet/lackey	25 cp	50 sp

expert hirelings	daily cost	monthly cost**
alchemist*	5 gp	100 gp
architect (engineer)*	5 gp	100 gp
armorer*	5 gp	100 gp
artillerist (engineer)*	5 gp	100 gp
assassin	special, see description	
barrister	1 gp	20 gp
blacksmith*	3 sp	30 gp
doctor*	5 gp	100 gp
jeweler-gemcutter*	5 gp	100 gp
sage	20 gp	400 gp
sapper (engineer)*	7 gp, 10 sp	150 gp
spellcaster*	special, see description	
spy	special, see description	
weaponmaker*	5 gp	100 gp

soldiers	daily cost	monthly cost**
archer*	3 sp	3 gp
artillerist*	5 sp	5 gp
bowman, mounted*	5 sp	5 gp
cavalry, heavy*	12 sp	12 gp

soldiers	daily cost	monthly cost**
cavalry, light*	5 sp	5 gp
cavalry, medium*	9 sp	9 gp
crossbowman, heavy*	5 sp	5 gp
crossbowman, light*	3 sp	3 gp
crossbowman, mounted*	5 sp	5 gp
infantry, heavy*	4 sp	4 gp
infantry, irregular*	1 sp	1 gp
infantry, light*	2 sp	2 gp
infantry, militia*	1 sp	1 gp
handgunner*	7 sp	7 gp
longbowman*	4 sp	4 gp
sapper*	4 sp	4 gp
shieldbearer*	15 cp	30 sp
ship crew		
marines*	4 sp	4 gp
sailors*	2 sp	2 gp
slinger*	2 sp	2 gp

* plus material and equipment upkeep costs

**assumes that quarters and food are provided for the hiring

Maximum Number of Hirelings: Players are not limited in the number of hirelings they may enlist, though it is wise to insure that hirelings are supervised by the player characters or their trusted advisors, especially when hired in large numbers. Mercenary units, in particular, require officers (higher level soldiers) to maintain discipline among the rank and file.

Level Limits: While hirelings have no defined level limit, nearly half of those encountered will never ever advance beyond level 1 and a rare few (such as sages) will ever advance beyond 5th level in their lifetime.

Experience Points & Treasure: Hirelings do not gain experience points for their efforts on behalf of the player characters. They expect no compensation except for their salary, uniform or clothing, room, board, and enough for the upkeep of their equipment. Players may give hirelings gifts, in order to improve their morale or to reward exceptional service, but are not required to share treasure with hirelings.

Certain, rare, hirelings may rise in status through exceptional deeds or aptitude to become the *henchmen* or *followers* of player characters (see below), or make a place for themselves in the world as NPCs of renown.

Roleplaying Hirelings: Hirelings do not serve a player character out of any great loyalty. Thus there are some things hirelings will not do. Most hirelings do not foolishly risk their lives. There are soldiers willing to take their chances on the field of battle, but even these courageous (or foolish) few do not willingly undertake the greater hazards of adventuring. They man castle walls, guard caravans, collect taxes, and charge the massed foe well enough, but they often refuse to accompany a player character on his journeys into the unknown. Even a hireling who regularly undertakes dangerous missions (a spy, for example) typically refuses to join player character parties. These hirelings are loners. They contract to do a job and get it done in their own way, without interference from anyone else.

Hirelings are no more loyal than human nature allows. For the most part, if paid and treated well, with opportunities to realize their ambitions, working for a charismatic leader, hirelings can be relied on to do their jobs faithfully. But poor pay, injustice, discrimination, threats, abuse, and humiliation at the hands of their masters make them somewhat less than reliable. A smart leader sees to the comfort and morale of his men before his own concerns. With less savory characters - those hired to perform dark deeds - the player character takes even greater chances, especially given the questionable morals of such characters.

Whatever their personalities, hirelings generally need to make morale checks (explained in the *MORALE* section on page 84) whenever they are faced with a particularly dangerous situation or are offered a bribe or other temptation.

HENCHMEN

Sooner or later, all players are going to discover the value of henchmen. However, knowing that henchmen are useful and playing them properly are just not the same. Misused and abused henchmen can quickly destroy much of the fun and challenge of a campaign, for a henchman is more than just a hireling the player character can boss around.

A henchman is a PC's friend, confidante, and ally. If this aspect of the NPC is not stressed and played well, the henchman quickly becomes nothing more than a cardboard character, depriving the DM of a tool he can use to create a complete roleplaying experience. For the DM, a henchman is just that - a tool, a way of creating an exciting story for the player characters.

Henchmen are much that hirelings are not. They are adventurers who serve out of loyalty. They are willing to risk their lives for those they respect. They are also hard to find.

One cannot advertise for friends with any great success. They grow and develop from other relationships. A henchman can be found by placing trust in a skilled hireling. Heroic deeds (saving the life of an NPC) can create a strong and instant bond. Love certainly can form this bond.



An NPC Becomes a Henchman: There is no set time at which a player character acquires a henchman. Running a player character and a henchman together is more difficult than just a player character alone. Not every player will be ready for this at the same time, so the DM should carefully consider if and when players get henchmen. Wait until the player has demonstrated the ability to roleplay his own character before burdening him with another. If the player does not assume at least some of the responsibility for roleplaying the henchman, the value is lost.

Neither is there a set way to acquire a henchman. The DM must use his own judgment. Since a henchman is a friend, consider those things that bind friends together. Being treated as equals, helping without expecting reward, trust, kindness, sharing secrets, and standing by each other in times of trouble are all parts of it.

When a character does these things for an NPC, a bond will develop between them. The DM can allow the player to have more and more control over the NPC, deciding actions, role-playing reactions, and developing a personality. As the player does this, he begins to think of the NPC almost as another player character. When the player is as concerned about the welfare of the NPC as he would be for a normal player character, that NPC can be treated as a henchman. In the end the player and the DM must trust their own judgment to determine when an NPC becomes a henchman. There is no clear line an NPC must cross to make the transition from hireling to henchman. Instead, it is a slide from one status to the other.

Race of Potential Henchmen: The race of a prospective henchman will be determined by the racial composition of the locale itself, which is something that the DM should have determined in advance.

Class of Potential Henchmen: As far as class goes, unless your campaign has special rules regarding certain classes, you should use the following table as a generic determinant.

d% roll	class
01	anti-paladin
02-08	assassin
09-15	barbarian
16-20	bard
21-24	cavalier (mercenary knight or ronin)
25-34	cleric
35	cloistered cleric
36-37	druid
38-43	duelist

d% roll	class (continued)
44-68	fighter
69-70	hedge wizard
71-72	illusionist
73	monk
74-81	magic-user
82-83	multi- or split-classed*
84	necromancer
85-86	paladin
87	psionicist
88-90	ranger
91-94	scout
95-00	thief

* roll twice ignoring class combinations that would not work due to race or alignment restrictions.

Employing Henchmen: Henchmen typically come into the service of player characters as hirelings and, as such, are usually equipped by the player character. Regardless of their background, most henchmen will be equipped with little more than the clothes they wear, some travel gear, a handful of coins, and a few tools of their trade.

A prospective henchman fighter, for example, will usually have traveling clothes, a backpack, a bedroll, some hard tack and cheese, a waterskin, light armor of some sort, a weapon or two with which to defend themselves, and a few silver pieces in a mouldering pouch.

The wretched state of the majority of prospective henchmen is, in fact, one of the primary motivations for their seeking employment with a renowned adventurer.

Loyal henchmen are powerful allies to a player character. Unlike hirelings, they have the nerve and ability to become powerful adventurers. Although they expect their share of treasure, they do not usually join a player character for money. They are attracted to the PC because of his reputation or other qualities he possesses. As such, henchmen cannot be expected to flock to the banner of a neophyte adventurer and it is recommended that players not gain the service of henchmen until they have reached 4th level.

Maximum Number of Henchmen: A player character's charisma determines the maximum number of henchmen he can have. This is a lifetime limit, not just a maximum possible at any given time. In a world where the fallen can be restored to life, it is expected that a man would make this effort for his dearest friends, both player characters and henchmen.

Characters may have up to 3 henchmen, plus additional henchmen if they have an exceptional charisma. Characters with a charisma of 13 or higher may have 3 additional henchmen for each point of charisma modifier they have. As such characters with a 13-15 charisma may have up to 6 henchmen, while those with an 18 charisma may have up to 12 henchmen.

Those with a charisma of 8 or lower subtract their charisma modifier from the maximum number of henchmen that may serve them. As such a character with an 8 charisma may only have 2 henchmen, while a character with a 3 charisma may not have henchmen at all.

Level Limits: A henchman is nearly always a member of a standard character class (cleric, fighter, thief, etc) rather than of the inferior NPC class detailed in this tome. They are almost always of lower level than the player character they serve. It is recommended that all henchmen be limited to attaining a maximum level equal to $\frac{3}{4}$ that of their player character companion. As such, an 8th level player character's henchman should never rise above 6th level while in the service of that player character.

Should the henchman ever gain enough experience to surpass this level limit, his XP advancement is halted at 1 less than the amount needed to attain the next level. Faced with such limitations upon their advancement it is quite possible that a henchman in such a situation would choose to eventually strike out on his own. In some ways, the player character is the mentor and the henchman his student. When the student's advancement can no longer be fostered by their teacher, it is time for him to go out on his own.

On rare occasions a player character may gain the services of an NPC henchman with more levels than is recommended above. In such instances the NPC will seek to honor whatever debt or obligation they have to the player character by aiding for a single adventure or undertaking before setting off on their own. No inducement on the

player's part will extend the direct aid from the NPC ally, though it is highly likely the NPC will offer indirect aid (i.e. by extending hospitality towards the players, using their influence to aid the characters, sharing information with the party, etc) in the future.

Experience Points & Treasure: Henchmen, unlike hirelings, earn experience points and may advance in level. While they may advance in level they do not do so at the same rate as player characters. Henchmen gain a ½ share of experience points and treasure.

When determining the XP gained after defeating creatures divide the total XP gained by two times the number of player characters and henchmen in the adventuring party. As such if the party has 5 player characters and 1 henchman, divide the experience point total by 12. The henchman gets this many XP, which are subtracted from the total XP gained. The remaining XP total is then divided amongst the player characters.

Example 1: A party of 5 player characters and 1 henchmen defeat 4 bugbears (120 XP each) and their leader (175 XP). The total of 655 XP is divided by 12 (2 x the 6 members of the party). The henchman gets 54 XP (655 divided by 12). 655 XP minus this 54 XP comes to 601 XP. These remaining XP are divided by 5 (the 5 player characters), with each player character receiving 120 XP.

Example 2: A party of 4 player characters and 3 henchmen defeat a vampire (8,000 XP). The total of 8,000 XP is divided by 14 (2 x the 7 members of the party). Each henchmen each get 571 XP (8,000 divided by 14). 8,000 XP minus the 1,714 XP awarded to the henchmen comes to 6,286 XP. These remaining XP are divided by 4 (the 4 player characters), with each player character receiving 1,571 XP.

If a henchman gains enough XP to bring it to a level equal to ¾ of that of his companion player character the henchman does not gain the new level - its new XP total is 1 less than the amount needed to attain the next level.

This rule is especially significant when the player character loses one or more levels; a henchman's level advancement could be stalled for quite some time until the player character regains his lost levels.

Although the PCs can work out other deals, their henchmen usually get only a half share of any treasure the party gains. Sometimes a henchman seeks no pay, only the opportunity to serve alongside the player character. Such uncommon henchmen require only living costs.

When determining the treasure gained, divide the total number of coins found by two times the number of player characters and henchmen in the adventuring party. For instance, if a party of four player characters and one henchman discovers a chest of silver pieces, divide the number found by 10 (2 x the 5 members of the party). The henchman gets this many coins, which are subtracted from the total treasure gained. The remaining coins are then divided amongst the player characters.

Example: A party of 4 player characters and 1 henchman find 1000gp. This total is divided by 10 (2 x the 5 members of the party). The henchman gets 100gp, which are subtracted from the total gold pieces found. The remaining 900gp are divided amongst the 4 player characters, who get 225gp each.

Finally, the player character is expected to make an effort to raise or restore slain henchmen. This is not a normal expectation of hirelings or followers (although it can happen in extreme cases). The effort should be honest and true. A player character shouldn't fool himself into thinking no one will notice if he doesn't do his utmost. The player character who returns from an adventure minus his henchman is automatically under a cloud of suspicion, despite his most vehement protests. A player character must take great care to maintain his reputation as a good and loyal lord.

Roleplaying Henchmen: Once the DM decides that an NPC is a henchman, he should make two copies of the NPC's character sheet, one for himself and one for the player. Not everything need be revealed on the player's copy - the DM may choose to conceal alignment, experience point totals, special magical items, or character background. However, the player should have enough information to roleplay the henchman adequately. It is hard to run a character properly without such basic information as ability scores,

race, or level. Ideally, the player should not have to ask the DM, "Can my henchman do this?"

Naturally, the DM's character sheet should have complete information on the henchman. Moreover, the DM should also include a short description of the henchman in appearance, habits, peculiarities, personality, and background. The last two are particularly important. Establishing the personality of the henchman allows the DM to say, "No, your henchman refuses to do that," with reason. The astute player will pick up on this and begin playing the henchman appropriately. While the player is allowed to make nearly all decisions for the NPC, but the DM can overrule any action as being out of character.

A little background allows the DM to build adventures that grow out of the henchman's past. An evil stranger may come hunting for him; his father may leave him a mysterious inheritance; his wife (or husband) may arrive on the doorstep. Even a little history is better than nothing.

There are certain things henchmen do not do. They do not give away or loan out magical items. They do not allow others free access to their spellbooks. They do not tolerate spell use that questions their loyalty (*detect lie* or *know alignment* cast upon them). They do not accept less than their due share. In general, within these limits, henchmen do what is desired of them. The DM can at any time dictate the actions of a henchman, since the character is still an NPC. Furthermore, henchmen attach themselves to a particular player character, not a group of player characters. Thus it is only under the direst of circumstances that a henchman accepts the orders of another PC. Should his friend (the player character) fall, the henchman sees to his needs. He doesn't abandon him and continue on with the other player characters unless this is clearly the only way to aid his friend.

If a PC is not attentive to the wishes and needs of his henchmen, or if he abuses and humiliates them, he can expect the worst. This is the stuff mutinies and rebellions are made of. Should an abusive player character fall at the hands of a once-loyal henchman, he has only himself to blame. Henchmen driven to treachery can be the bane of any player's existence, and the player character must always be aware that henchmen are sometimes not what they seem. Once their loyalty has eroded they can be a means to get at the player character. Throughout history, many a cruel and cunning villain has posed as a true companion, waiting for his chance to strike or spy on his friend.



FOLLOWERS

Player characters, upon reaching level 10 and doing certain things (such as building a stronghold), will be entitled to attract one or more followers. These followers might be fanatically loyal servants of the same deity (or deities) in the case of clerics, stalwart admirers of fighters, or pupils eager to learn from a master in the case of monks, duelists, magic-users, and bards. Unless otherwise stated, the alignment of these followers should be close to that of the character.

Followers do not serve for a specific term of contract, remaining with the player character as long as their basic needs are met.

Followers are similar to henchmen, except they're generally low-level NPCs. Because they're relatively weak when compared to the player character that they serve, followers should not be used as adventuring companions, though a clever player can use them as scouts, spies, messengers, errand runners, or guards. The term *retainer* is used to describe elite, higher-level followers who act as aides-de-camp who lead troop followers.

When a player character has attained 10th level in one or more of his character classes, he may work to establish a stronghold, guild, school or grove (see pages 109-119 for guidelines on constructing such structures). The player character need not seek out followers - they come to him, seeking out positions within his illustrious household.

Followers appear only once. Replacements do not arrive to fill the ranks of the fallen. Massive losses of followers in combat only gives a lord a bad reputation, discouraging others from flocking to his banner. Use the following guidelines whenever a high-level character seeks to attract followers:

Anti-Paladins: The anti-paladin's infamy is such that, should he build a stronghold (see *Establishing a Stronghold* on pages 109-110), followers of the basest sort will seek him out. Unlike paladins, who only gain the services of retainers, anti-paladins gain both retainers and followers. Their retainers do not have to be anti-paladins, but must be fighter-types, clerics, thieves or assassins.

Roll once to determine the retainer attracted, and once to determine the follower troops gained (all are 1st level NPC-classed men-at-arms). The retainer gains a level of experience whenever their anti-paladin lord does.

d% roll	retainer
01-40	5 th level, +2 weapon
41-75	6 th level, <i>cloak of protection</i> +1; two +1 weapons
76-95	6 th level, +1 armor; arms as above: lieutenant 3 rd level, +1 weapon
96-00	7 th level, +2 armor; +2 weapon (no special abilities); rides a heavy warhorse with <i>horseshoes of speed</i>
d% roll	follower troops
01-50	company of 120 brigands with ringmail & shield, light crossbows, spears and short swords
51-75	company of 80 heavy infantry - 20 with splint mail, morning star and hand axe, 60 with leather armor, pike and short sword
76-90	company of 60 crossbowmen with chainmail; 40 with heavy crossbow and short sword, 20 with light crossbow and military fork
91-00	company of 60 cavalry - 10 with banded mail, shield, lance, bastard sword and shield, 20 with scalemail, lance, longsword, mace and shield, 30 with studded leather, lance, flail and shield

* humanoid anti-paladins would have 10 hit dice worth of humanoid followers for every unit of 10 followers that a human or part-human anti-paladin would have.

Assassins: At 10th level, an assassin may attempt to start their own assassin's guild or attempt to take control of a pre-existing guild, of which they must be a member.

A pre-existing guild will typically have a body of guild members which numbers between 7-28 (7d4). If an assassin wrests control of an existing guild from its former master, he must pay all remaining followers of the former head 1,000 gold pieces for each of their experience levels in order to insure their loyalty.

Roll on the table below in order to generate each member of a pre-existing assassin's guild:

race of follower

d% roll	race	d% roll	race
01-05	dwarf	26-30	halfling
06-10	elf	31-50	half-orc
11-15	gnome	51-55	half-ogre
16-25	half-elf	56-00	human

level of follower

d% roll	level	d% roll	level
01-15	1*	66-75	5
16-30	2*	76-85	6
31-45	3	86-95	7
46-65	4	96-00	8

* 1st and 2nd level assassins have a 25% chance of being multiclassed. Use the table below if multiclassed is indicated.

multiclassed assassin type, by race

race	other profession* (d6)
dwarf	cleric (1-2), fighter (3-6)
elf	cleric (1), fighter (2-3), magic-user (4-6)
gnome	cleric (1-2), fighter (3-4), magic-user (5-6)
half-elf	cleric (1), fighter (2-4), magic-user (5-6)
halfling	cleric (1), fighter (2-6)
half-orc	cleric (1-3), fighter (4-5), magic-user (6)
half-ogre	cleric (1), fighter (2-6)
human	cleric (1), fighter (2-4), magic-user (5), monk (6)

* or secondary class thereof, at the DM's discretion.

An assassin attempting to start a fledgling guild must recruit new members. These new assassins will all be 1st level and gain experience levels independently of their master. The maximum number of "followers" depends upon the size and prosperity of local settlements, but is limited to 6 plus the level of the assassin (this number is further modified by the assassin's charisma modifier). Guild members are loyal only to strength, power, and profit. Guildmembers who rise to a high enough level to challenge their master will do so, threatening both the authority and life of their master.

All expenses of maintaining the guild and its members - excluding the Guildmaster - are assumed to be fully paid for by normal guild activities. Any improvements, changes, the expenses of the leader, and all other special costs must be borne by the Guildmaster Assassin. The headquarters of the guildmaster can be virtually anywhere and of any form - cavern, castle, monastery, palace, temple, you name it. However, if it is a large and obvious place, the headquarters must be located well away from all communities - such as in the midst of a murky woods, a dismal marsh or fen, a lonely moor, a deserted island, a remote coast, or far into forsaken hills or atop a mountain.

For more information on starting, or usurping control of, a guild see *Establishing a Guild* on page 109.

Barbarians: Upon reaching 10th level, a barbarian may summon a barbarian horde. This horde can only be summoned in the native territory of the barbarian from among barbarians of his background.

A barbarian horde can number as many members as its leader's experience-point total divided by 1,000. Thus, a barbarian who has just reached 10th level can gather a 500-member horde, and one who has just reached 12th level can have a 1,000-member horde.

A horde takes a week to gather in the barbarian's home territory, and must have a stated purpose, such as "Tear apart the College of Magic in Arcana City brick by brick" or "Rescue Princess Madelyn from the Storm Pirates" or "Serve under Goodbar the Cleric in his battle against the infidels." Deviating from the proclaimed purpose by the horde or its leader may cause the horde to disband, at the DM's option.

Members of disbanded hordes will return by the quickest and safest route to their homelands. A barbarian horde can only be kept together for as many weeks as the barbarian leader has levels of experience. At the end of this time, the horde is usually disbanded. Exceptions may be made if large amounts of treasure are distributed

to the members, if the leader has a high charisma, if the leader of the horde is a tribal leader as well, or if an unattained goal is in easy reach. Each of these special circumstances which apply would extend the duration of the horde by 1-2 weeks at most. A tribal leader who has his horde disband before their purpose is fulfilled will not receive a warm welcome the next time he returns to his homeland. In addition to the normal, 1st level, barbarians in the horde, the leader of the horde will gain two retainers, each of a level equal to one-half of the leader's level (rounded down). Each retainer will have two assistants of ½ the retainer's level.

A 10th level barbarian would therefore have a horde of 500 1st level barbarians plus two 5th level retainers and four 2nd level assistants to those retainers.

The horde may include shamans (druid/magic-users), witch doctors (cleric/magic-users), druids or clerics, depending on the nature of the barbarians. This ability may be used once per year.

Bards: At 10th level a bard establishes a college and gains the services of four 1st level pupils. As the bard gains levels, so will his students. At 16th level the bard will attract four additional 1st level students who will also gain levels as their master bard does. These students need no monetary support, they must provide for themselves. Rules for setting up a bardic college are given on page 110.

Cavaliers: At 10th level the cavalier may establish a stronghold (see *Establishing a Stronghold* on pages 109-110) and attract a body of 50-200 (5d4x10) men-at-arms (troops), along with a knight-commander (retainer). The cavalier must go to a locale where such men-at-arms are located in order to attract these followers. A cavalier's followers will not demand wages or salary, but must be fed, cared for, and rewarded as suitable for the conditions.

Roll once to determine the retainer attracted, and once to determine the follower troops gained (all are 1st level NPC-classed men-at-arms). The retainer gains levels of experience whenever their master does.

d% roll	retainer
01-40	5 th level cavalier, platemail & shield; +2 longsword; rides a heavy warhorse
41-75	6 th level cavalier, platemail & shield; +1 lance and +1 footman's mace; rides a heavy warhorse
76-95	6 th level cavalier, full plate armor & shield; equipped as above: squire 1 st level cavalier, chainmail & shield; light warhorse
96-00	7 th level cavalier, +1 full plate armor & +1 shield; +2 sword (no special abilities); rides a heavy warhorse with horseshoes of speed
d% roll	follower troops
01-50	light cavalry in ringmail and shield, each with 3 javelins, long sword, and hand axe; or, heavy infantry in scalemail, with pole arm of choice and club
51-75	heavy infantry in splint mail with morning star and hand axe; or, heavy infantry in leather armor with pike and short sword
76-90	crossbowmen in chainmail with heavy crossbow and short sword; or, crossbowmen in chainmail with light crossbow and military fork
91-00	cavalry in banded mail and shield with lance and horseman's mace; or, cavalry in studded leather with long sword and horseman's flail. Either type will be mounted on medium warhorses

Clerics: When a cleric achieves 10th level he automatically attracts followers if the cleric establishes a place of worship or religious stronghold (see *Establishing a Stronghold* on pages 109-110). These followers are fanatically loyal and serve without pay so long as the cleric does not change deities and/or alignment. These followers number between 20 and 200 (2d10x10). In addition to these faithful commoners, the cleric will attract the services of men-at-arms (troops) and their chaplain, a retainer of 3rd through 6th level. Roll once for retainer and once for each category of troops listed below (all are 1st level NPC-classed men-at-arms). The retainer gains a level of experience whenever their clerical leader does.

d% roll	retainer
01-40	3 rd level cleric, chainmail & shield; +2 footman's mace
41-75	4 th level cleric, platemail & shield; +1 horseman's flail
d% roll	leader type (continued)
76-95	5 th level cleric, +1 platemail & shield; +2 footman's flail
96-00	6 th level cleric, +1 platemail & +1 shield; +2 footman's mace; pearl of wisdom
d% roll	follower troops
2d4	heavy cavalry, platemail & shield, lance, broadsword, & horseman's mace
3d4	medium cavalry, chainmail & shield, lance, flail & short sword
5d4	light cavalry, studded leather & shield, light crossbow & pick
5d4	heavy infantry, splint mail, battleaxe & long sword
5d4	heavy infantry, chainmail, pole arm* & hand axe
5d6	heavy infantry, ringmail, heavy crossbow & short sword
10d4	light infantry, padded armor & shield, spear & club

*select type or types randomly or assign whichever you desire

Cloistered Clerics: Cloistered clerics attract followers and establish a religious stronghold as would any other cleric. The clerical retainers are often (60% chance) cloistered clerics. Cloistered clerical retainers replace armor and shields with *bracers of armor* with a bonus equal to their level.

Druids: At 10th level a druid establishes a druidic grove (see page 110) and serves as the leader of a body of lesser druids and will have an entourage of four 1st level druid underlings to serve him. As the druid gains levels these attendants will progress in level as well, gaining one level for each level that their druidic mentor acquires. At 16th level, when the four attendants have reached 7th level, the master druid acquires four more 1st level druid underlings who, in turn, gain levels as their master does. By 20th level the druid should be served by four 11th level druids and four 5th level druids.

Duelists: When a duelist player character attains the 10th level of experience, he will attract 1d4+1 1st level duelist students if the player character establishes a school (see *Establishing Schools & Monasteries* on page 110). The player character will attract 1 or 2 additional duelists of 1st level for each additional duelist level the player gains. These followers gain a level whenever their master does. Note that duelist followers require no support, upkeep, or pay of any sort. While followers of a duelist are loyal, they leave his service when they attain 6th level. The alignment of these students should be close to that of their master.

Fighters: When a fighter attains 10th level, he may opt to establish a stronghold and gain lands (see *Establishing a Stronghold* on pages 109-110). Whenever such a freehold is established and cleared, the fighter will automatically attract a body of men-at-arms led by an above average fighter retainer. These men will serve as mercenaries so long as the fighter maintains his freehold and pays for the room, board, equipment and upkeep of the men-at-arms. Roll once for the retainer, once for troops (all are 1st level NPC-classed men-at-arms). The leader gains a level of experience whenever their fighter-lord does.

d% roll	retainer
01-40	5 th level fighter, platemail & shield; +2 battle axe
41-75	6 th level fighter, platemail & +1 shield; +1 spear and +1 dagger
76-95	6 th level fighter, +1 platemail & shield; arms as above: lieutenant 3 rd level, splint mail & shield; crossbow of distance
96-00	7 th level fighter, +1 platemail & +1 shield; +2 sword (no special abilities); rides a heavy warhorse with horseshoes of speed

d% roll	follower troops
01-50	company of 20 light cavalry with ringmail & shield, 3 javelins, long sword, hand axe; and company of 100 heavy infantry with scalemail, pole arm* and club
51-75	company of 80 heavy infantry - 20 with splint mail, morning star and hand axe, 60 with leather armor, pike and short sword
76-90	company of 60 crossbowmen with chainmail; 40 with heavy crossbow and short sword, 20 with light crossbow and military fork
91-00	company of 60 cavalry - 10 with banded mail, shield, lance, bastard sword and shield, 20 with scalemail, lance, longsword, mace and shield, 30 with studded leather, lance, flail and shield

* select type or types randomly or assign whichever you desire.

Hedge Wizards: Hedge wizards tend to be solitary individuals, self-trained and self-sufficient. There are, however, instances in which hedge wizards form covens that work together towards some purpose.

At 10th level a hedge wizard may attract the services of a 1st level hedge wizard. Every 2 levels thereafter (at levels 12, 14, 16, 18 and 20) the hedge wizard master attracts the service of another 1st level underling. These servants gain levels as their master does but leave the service of their master upon reaching 7th level. As such a 20th level hedge wizard would be served by a 5th level, a 3rd level, and a 1st level hedge wizard servant.

Magic-Users, Illusionists & Necromancers: It is possible for a magic-user of 10th or higher level to construct a stronghold and clear the countryside in a 10 to 20 mile radius of all monsters, thus ruling an area much as a noble (see *Establishing a Stronghold* on pages 109-110). At this level the magic-user (or member of one of its secondary classes) gains the service of a 1st level apprentice. This apprentice gains levels whenever their master does.

Monks: When a monk player character attains the 10th level of experience, he will attract 1d4+1 1st level monks if the player character has a monastery or monastery-like building to use as a headquarters (see *Establishing Schools & Monasteries* on page 110). The player character will attract 1 or 2 additional monks of 1st level for each additional monk level the player gains. These followers gain a level whenever their master does. Note that monk followers require no support, upkeep, or pay of any sort.

While followers of a monk are extremely loyal, they leave his service when they attain 6th level. All followers will be of the exact same alignment as the monk player character. If he changes alignment, the current followers will desert, but new ones can still be gained by advancement in level. The monastery or monastery-like headquarters can be a building specially constructed by the monk player character after attaining 10th level.

Paladins: A paladin does not gain troop follower but does gain a retainer that is much like a fighter or cavalier troop leader. This retainer does not have to be a paladin, but must be a fighter-type. He gains levels of experience whenever his paladin-lord does. The paladin is responsible for his retainer's behavior and should do their utmost to insure that their follower upholds the chivalric code and acts in accordance with the paladin's personal standards.

d% roll	retainer
01-40	7 th level, platemail & shield; +2 longsword; rides a heavy warhorse
41-75	8 th level, platemail & shield; +1 lance and +1 footman's mace; rides a heavy warhorse
76-95	8 th level, full plate armor & shield; equipped as above
96-00	9 th level, +1 full plate armor & +1 shield; +2 sword (no special abilities); heavy warhorse with horseshoes of speed

Psionicists: When a psionicist attains the 10th level of experience, he will attract 1d4+1 1st level psionicist students if the player character establishes a school (see *Establishing Schools & Monasteries* on page 110). The player character will attract 1 or 2 additional psionicists of 1st level for each additional psionicist level the player gains. These

followers gain a level whenever their master does. Note that psionicist followers require no support, upkeep, or pay of any sort. While followers of a psionicist are loyal, they leave his service when they attain 6th level. The alignment of these students should be close to that of their master.

Rangers & Wardens: Roll 2d12 to find the number of followers (or creatures attracted to service). When the number of followers the ranger is entitled to is discovered, roll on the following table to determine the race of each follower:

d% roll	result
01-50	a follower of the ranger's race from the <i>random race table</i> below
51-75	roll on the <i>random race table</i> below
76-00	roll on the <i>animals & creatures table</i> * below

*do not use this result more than once. Roll again.

random race table

d% roll	race*	class* (d8)
01-14	dwarf	cleric (1-2), fighter (3-5), thief (6), fighter/cleric (7), fighter/thief (8)
15-28	elf	cleric (1), fighter (2-3), magic-user (4-5), thief (6), fighter/magic-user (7), fighter/thief (8)
29-42	gnome	cleric (1), fighter (2-3), magic-user (4-5), thief (6), fighter/thief (7), magic-user/thief (8)
43-56	half-elf	cleric (1), fighter (2-4), magic-user (5), thief (6), cleric/fighter (7), fighter/thief (8)
57-70	halfling	cleric (1), fighter (2-4), thief (5-6), cleric/fighter (7), fighter/thief (8)
71-80	half-orc	cleric (1), fighter (2-4), magic-user (5), thief (6), cleric/fighter (7), fighter/thief (8)
81-85	half-ogre	cleric (1), fighter (2-6), cleric/fighter (7), fighter/thief (8)
86-00	human	cleric (1), fighter (2-4), magic-user (5), thief (6), cleric/fighter (7), fighter/thief (8)

* or secondary class thereof, at the DM's discretion.

animals & creatures table

d% roll	animal	d% roll	animal
01-20	bear, black	71-80	lion, mountain
21-40	bear, brown	81-85	lynx, giant
41-50	hippogriff	86-90	2 owls, giant
51-65	2 heavy warhorses	91-00	ram, giant
66-70	griffin		

If a human or demihuman follower is rolled, that individual's level of experience will range from 1-4 (or 1-3 for multiclassed characters). Human or demihuman followers gain levels whenever their ranger - master does. Multiclassed followers gain 1 level for every 2 levels their master does.

Animal and creature followers gain 1 hit point per hit die (to a maximum of 8 hit points per hit die) every time their master gains a level.

Scouts: Scouts gain followers much as rangers do. Roll 2d12 to find the number of followers (or creatures attracted to service). When the number of followers the scout is entitled to is discovered, roll on the following table to determine the race of each follower:

d% roll	result
01-66	a follower of the scout's race from the <i>random race table</i> below
67-84	roll on the <i>random race table</i> below
85-00	roll on the <i>animals & creatures table</i> * below

*do not use this result more than once. Roll again.

random race table

d% roll	race*	class* (d8)
01-14	dwarf	cleric (1), fighter (2-5), thief (6), fighter/cleric (7), fighter/thief (8)
15-28	elf	cleric (1), fighter (2-4), magic-user (5), thief (6), fighter/magic-user (7), fighter/thief (8)

random race table (continued)

d% roll	d% roll	class* (d8)
29-42	gnome	cleric (1), fighter (2-4), magic-user (5), thief (6), fighter/thief (7), magic-user/thief (8)
43-56	half-elf	cleric (1), fighter (2-4), magic-user (5), thief (6), cleric/fighter (7), fighter/thief (8)
57-70	halfling	cleric (1), fighter (2-4), thief (5-6), cleric/fighter (7), fighter/thief (8)
71-80	half-orc	cleric (1), fighter (2-4), magic-user (5), thief (6), cleric/fighter (7), fighter/thief (8)
81-85	half-ogre	cleric (1), fighter (2-7), cleric/fighter (8)
86-00	human	cleric (1), fighter (2-4), magic-user (5), thief (6), cleric/fighter (7), fighter/thief (8)

* or secondary class thereof, at the DM's discretion.

animals & creatures table

d% roll	animal	d% roll	animal
01-24	bear, black	70-79	2 owls, giant
25-50	bear, brown	80-84	ram, giant
51-60	lion, mountain	85-90	stag, giant
61-69	lynx, giant	91-00	wolf, dire

If a human or demihuman follower is rolled, that individual's level of experience will range from 1-4 (or 1-3 for multiclassed characters). Human or demihuman followers gain levels whenever their scout - master does. Multiclassed followers gain 1 level for every 2 levels their master does.

Animal and creature followers gain 1 hit point per hit die (to a maximum of 8 hit points per hit die) every time their master gains a level.

Thieves: Any thief character of 10th or greater level may establish a guild (see page 109) and attract followers. Roll 4d6 to determine the number of lesser thieves that the character will attract. Determine race and level of each thereafter, modifying the level of the followers as follows:

number of followers

4d6 roll	level modifier	4d6 roll	level modifier
4	add +15%	17-20	subtract -5%
5-7	add +10%	21-23	subtract -10%
8-11	add +5%	24	subtract -15%
12-16	no adjustment		

level for follower

d% roll	level	d% roll	level
01-20	1*	81-90	5
21-45	2	91-95	6
46-65	3	96-00	7
66-80	4		

* 25% chance of being multiclassed (use the table below)

race of follower

d% roll	race	d% roll	race
01-10	dwarf	31-35	halfling
11-20	elf	36-50	half-orc
21-25	gnome	51-55	half-ogre
26-30	half-elf	56-00	human

multiclassed thief type by race

race	other profession* (d6)
dwarf	cleric (1-2), fighter (3-6)
elf	cleric (1), fighter (2-3), magic-user (4-6)
gnome	cleric (1-2), fighter (3-4), magic-user (5-6)
half-elf	cleric (1), fighter (2-4), magic-user (5-6)
halfling	cleric (1), fighter (2-6)
half-orc	cleric (1-3), fighter (4-5), magic-user (6)
half-ogre	cleric (1-2), fighter (3-6)
human	cleric (1), fighter (2-4), magic-user (5), monk (6)

* or secondary class thereof, at the DM's discretion.

The followers gain levels whenever their master thief does. Multiclassed followers gain 1 level for every 2 levels their master does.

Level Limits: Followers of each class gain levels as detailed above, in the *GAINING FOLLOWERS* section. Most followers gain levels as their master does, though animal and/or creature followers gain additional hit points in place of added levels or hit dice.

Troops gained by anti-paladins, clerics, fighters and cavaliers gain levels independently of their lord. Assassin followers gain levels independently of their guildmaster, while barbarian followers do not gain levels during the brief time they serve they serve their barbarian-lord.

Experience Points & Treasure: Experience points need not be tracked for followers, as the rules for their gaining levels do not call for this amount of record-keeping. See the *GAINING FOLLOWERS* section on pages 80-83 and *LEVEL ADVANCEMENT* section above for more on followers' level advancement. Likewise followers don't demand a share of treasure, although they depend on the player character they follow to equip them and keep them fed.

Obligations: Most followers do not demand wages or salary, but must be fed, provided for and rewarded as suitable for the conditions. They expect to be treated with fairness and respect, and look to their lord for protection.

For those engaged in more dangerous pursuits, however, additional concessions should be granted. Since horses are expensive, player characters should be ready to cover the cost of mounts lost in combat or on campaign. It is unreasonable to expect a troop follower to buy a new mount from his meager savings. Likewise, other items of war craft - weapons and armor - must be replaced by the player character.

All military units and their leaders are equipped when they first join the player character as followers, but the player character must replace all losses. Certainly all player characters are expected to pay the cost of special transport - securing passage on ships and arranging wagons for baggage. Of the grimmer duties, player characters are expected to pay for a decent (though hardly lavish) internment.

One of the more unusual obligations of a player character is to ransom his men. This is especially true of men lost during a campaign. The greater number of soldiers lost in a battle are not slain but captured. Common practice of the medieval period was to officially ransom these prisoners for well-established prices. A common yeoman footman might ransom for 2 gp, a minor priest for 80 gp, a knight's squire for 200 gp, and a king's man for 500 gp. These are paid for by the lord of the prisoner. A player character (as a lord and master) is expected to do the same. Of course, the player character can pass much of this cost onto his subjects and the relatives of the prisoner. Thus men might languish for long periods in the hands of the enemy before their ransom is raised. Furthermore, should a player character ransom a follower, he has every reason to expect loyal service from that man in the future. After all, he has demonstrated his willingness to save that NPC from hardship and death.

In a fantasy world, a player character is also expected to bear the cost of magical spells cast to the benefit of his men. He may arrange to have his men *blessed* before battle or healed after it. He shouldn't grumble about the expense, because the spells also make good tactical sense. The *bless* spell increases the success of his army in the field. Magical cures get his army back on its feet quicker. All these things can make him very successful while also making him popular with his hired men.

Roleplaying Followers: Followers, while typically more loyal than henchmen, are played much like hirelings. Whereas henchmen may, with DM permission, be run by the players in the campaign, followers are always run by the DM. Followers always begin their service to the player character with a *preferential* attitude towards that player (see *MORALE* on the following page).

This starting attitude may be altered if the player-lord does not live up to his obligations as a master or teacher. Just as with any NPC, a follower can turn against his master if his loyalty wanes and is tested.

MORALE

All NPC companions to player characters, whether they are hirelings, henchmen or followers have a *morale rating*, which comes into play whenever that NPC's loyalty or courage is in question. This morale rating has a base score of zero (0) and is adjusted by the NPC's *attitude* (see *Encounter Reactions* on page 65) towards the player character, as well by other factors detailed below.

NPCs with a *neutral* attitude gain no bonus or penalty to their *morale rating*. Those who regard the player character with *goodwill* gain a +2 bonus to their *morale rating*, while those who *prefer* the player character gain a +5 bonus. Henchmen typically start with an attitude of *goodwill* towards their master, while followers *prefer* their master. NPCs will not willingly serve an individual they feel *hostility* or *antipathy* towards, and will only serve that individual through force or fear.

Note that an NPC's attitude towards a player character may be altered over time, depending upon how that NPC is treated. NPCs treated with cruelty or caprice will grow to dislike or hate their masters over time, while those treated with benevolence and/or fairness will become increasingly loyal.

Lawfully aligned, as well as good-aligned, NPCs tend to be more loyal towards their employers or masters. Conversely chaotic and/or evil NPCs tend to think about furthering their own aims and goals, often at the expense of others, and make for less loyal servants.

Furthermore NPCs tend to be more loyal towards those who share their beliefs. They gain a bonus to their *morale rating* if their alignment is the same as their master's. Should their master's alignment differ by 1 step along either the law/chaos axis or the good/evil axis the NPC gains no modifier to their *morale rating*. Should their master's alignment differ by 2 steps along either the law/chaos axis or the good/evil axis their *morale rating* is penalized by 2.

A lawful neutral NPC will gain a morale rating bonus of +2 if their master's alignment is also lawful neutral. He would have no morale rating adjustment if his master's alignment was within one step of lawful neutral along the law/chaos axis and the good/evil axis: lawful good, lawful evil, true neutral, neutral good, or neutral evil. If his master's alignment were 2 steps removed from his own along the law/chaos axis and/or the good/evil axis: (chaotic good, for example) his morale rating would have a -2 penalty.

Morale Rating: Morale ratings correspond to the following ranges:

morale rating	score
unreliable	-5 to -3
unsteady	-2 to -1
average	0 to 1
steady	2 to 4
elite	5 to 9
champion	10 to 14
courageous	15 to 19
fanatical	20+

Morale Rating Modifiers: The following table provides a list of *morale rating* modifiers, including those noted above:

npc attitude	modifier
has a hostile attitude	-4
holds an attitude of antipathy	-2
has a neutral attitude	±0
has an attitude of goodwill	+2
has a preferential attitude	+4
length of service	modifier
has served for 1 year or more	+2
has served for 5 years or more	+4
npc alignment	modifier
lawfully aligned	+2
chaotically aligned	-2
evil	-2
good	+2
alignment relationship between npc & master	modifier
same	+2
differs by no more than 1 step along either axis	±0
differs by 2 or more steps along either axis	-2

level of master	modifier
1-5 levels higher than the NPC	0
6-10 levels higher than the NPC	+2
11+ levels higher than the NPC	+4

Morale Checks: Morale checks are treated as a DC 15 charisma saving throw, with the following difference: Morale checks use the NPC's *morale rating* modifier in place of their level modifier.

Morale checks are made in circumstances where the loyalty or bravery of the hireling, henchman or follower is tested. The following chart gives some examples of circumstances that warrant loyalty checks, and possible outcomes of failed checks:

situation	failed check result
offered bribe	co-operates
ordered to testify against liege	agrees
has a chance to steal goods	steals
left alone in possible danger	deserts
abandoned	deserts
ordered into possible danger*	refuses
faced by an obviously superior force	deserts
50% of their allies have been slain, incapacitated, captured or have fled	deserts
their leader has been slain, captured, incapacitated or has fled	deserts
expected to perform tasks that needlessly risk their lives or go beyond their expected duties	deserts

*only applies to non-combatant hirelings

The DM may modify the morale check depending on situation at the time of the check. The following are some suggested modifiers:

situation	modifier
group outnumbered foes 2:1 or better	+2
group outnumbered by foes 2:1 or worse	-2
leader is alive	+2
leader is dead, incapacitated or has fled	-2
group is a 50% strength or less	-2

Morale checks take place at the start of the round immediately after any of the circumstances listed above, or that the DM finds warrants such a check, have occurred. Creatures act according to their morale check result on their initiative. Failure indicates that the opponents are routed (if in combat) or turn against their master.



COMBAT

The AD&D game is an adventure game designed to give players a feeling of excitement and danger. Characters brave the unknown perils of moldering dungeons and thorn-covered wilderness, facing hideous monsters and evil villains. Thus, it is important for all players to know the basic rules for handling combat.

To create the proper sense of danger and excitement, the rules for combat must be thorough, but they also must be playable and exciting enough to create a vivid picture in the minds of the players. Combat in the AD&D game has to allow many different actions and outcomes - as many as the imagination can produce. Knowing that anything could happen next, because the rules allow it, creates excitement for everyone.

Since this isn't a combat game, the rules are not ultra-detailed, defining the exact effect of every blow, the subtle differences between obscure weapons, the location of every piece of armor on the body, or the horrifying results of an actual sword fight. Too many rules slow down play (taking away from the real adventure) and restrict imagination. How much fun is it when a character, ready to try an amazing and heroic deed, is told, "You can't do that because it's against the rules."

Players should be allowed to try whatever they want - especially if what they want will add to the spirit of adventure and excitement. Just remember that there is a difference between trying and succeeding.

To have the most fun playing the AD&D game, don't rely only on the rules. Like so much in a good roleplaying adventure, combat is a drama, a staged play. The DM is both the playwright and the director, creating a theatrical combat. If a character wants to try wrestling a storm giant to the ground, let him. And a character who tries leaping from a second floor window onto the back of a passing orc is adding to everyone's fun.

The trick to making combat vivid is to be less concerned with the rules than with what is happening at each instant of play. If combat is only "I hit, I miss, I hit again," then something is missing. Combats should be more like, "One orc ducks under the table jabbing at your legs with his sword. The other tries to make a flying tackle, but misses and sprawls to the floor in the middle of the party!" This takes description, timing, strategy, humor, and - perhaps most important of all - knowing when to use the rules and when to bend them.

As important as fighting is to the AD&D game, it isn't the be-all and end-all of play. It's just one way for characters to deal with situations. If characters could do nothing but fight, the game would quickly get boring. Every encounter would be the same. Because there is more to the game than fighting, we'll cover much more than simple hack-and-slash combat in this chapter.

In addition to explaining the basic mechanics of hitting and missing, there are rules for turning undead, special ways to attack and defend, rules about poison, advice for handling heroic feats, and more.

DEFINITIONS

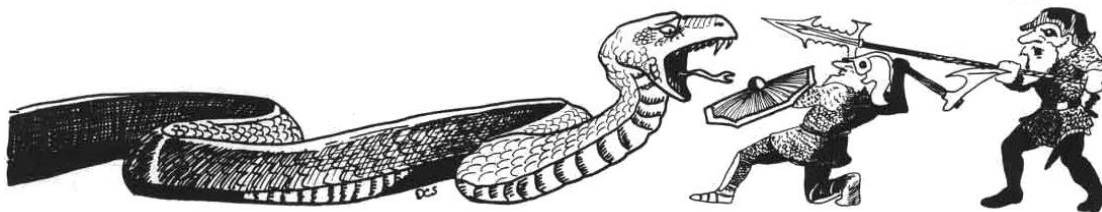
Many game terms are used throughout the combat rules. To understand the rules, players must understand these terms, so brief explanations appear below. Further details are provided throughout this chapter.

- **Armor Class (AC):** Armor class is the protective rating of a type of armor. In some circumstances, AC is modified by the amount of protection gained or lost because of the character's situation. For instance, crouching behind a boulder improves a character's armor class, while being attacked from behind worsens his AC. Abilities and situations can also affect a character's armor class. High Dexterity gives a bonus to armor class, for example. But even a character with a Dexterity bonus can have this bonus negated if he is attacked from the rear. Armor provides protection by reducing the chance that a

character is attacked successfully (and suffers damage). Armor does not absorb damage, it prevents it. A fighter in full plate may be a slow-moving target, but penetrating his armor to cause any damage is no small task.

Armor Class is measured on a scale from 10, the worst (no armor), to 30, the best (very powerful magical armors). The higher the number, the more effective the armor. Shields can also improve the AC of a character.

- **BTH:** BTH is an acronym for Bonus To Hit. All classes provide a BTH that rises as characters advance in level. All creatures have a BTH equal to the number of hit dice they possess (creatures with less than 1 hit die gain no BTH). The BTH is combined with attack bonuses for exceptional strength or dexterity scores, with magical bonuses, and with circumstantial modifiers when making attack rolls.
- **Damage (D):** Damage is what happens to a character when an opponent attacks him successfully. Damage can also occur as a result of poison, fire, falling, acid, and anything even remotely dangerous in the real world. Damage from most attacks is measured in hit points. Each time a character is hit, he suffers points of damage. It could be as little as 1 point to as many as 80 or more. These points are subtracted from the character's current hit point total. When this total reaches 0, the character is unconscious. When it reaches -10, the character is dead.
- **Hit Dice (HD):** Hit dice rolled to determine a character's hit points. Up to a certain level, one or more new hit dice are rolled each time a character attains a new class level. A fighter, for example, has only one 10-sided hit die (1d10) at 1st level, but when he rises to the 2nd level, the player rolls a second d10, increasing the character's hit points.
- **Hit Points (HP):** Hit points represent how much damage a character can suffer before being killed, and are determined by hit dice. The hit points lost to injury can usually be regained by rest or healing. Hit point damage is determined by the weapon, spell or natural attack statistics and is subtracted from a player's HP total.
- **Initiative:** Initiative determines the order in which things happen in a combat round. Like so many things in the world, initiative is determined by a combination of ability, situation, and chance. At the start of each round of a battle, an initiative roll is made by each combatant. This roll is modified by the dexterity scores of the combatants and may be modified by magic (such as *haste*, *slow* and *foresight* spells). Combatants act in order of initiative, from the highest to lowest initiative total.
- **Melee:** Melee is any situation in which characters are battling each other hand-to-hand, whether with fists, teeth, claws, swords, axes, pikes, or something else. Strength and Dexterity are valuable assets in melee.
- **Ranged Combat:** Ranged (or missile) combat is defined as any time a weapon is shot, thrown, hurled, kicked, or otherwise propelled. Missile and melee combat have the same basic rules, but there are special situations and modifiers that apply only to missile combat.
- **Saving Throws:** Saving throws (or saves) are measures of a character's resistance to special types of attacks - poisons, magic, and attacks that affect the whole body or mind of the character. The ability to make successful saving throws improves as the character increases in level.
- **Surprise:** Surprise can happen any time one party unexpectedly encounters another or is completely unaware of them.



THE COMBAT SEQUENCE

In real life, combat is one of the closest things to pure anarchy. Each side is attempting to harm the other, essentially causing disorder and chaos. Thus, combats are filled with unknowns - unplanned events, failed attacks, lack of communication, and general confusion and uncertainty. However, to play a battle in the game, it is necessary to impose some order on the actions. Within a combat round, there is a set series of steps that must be followed. These are:

1. Determine if one or more combatants are surprised
2. If so, resolve the surprise round (see below)
3. Determine initiative for the combatants.
4. Resolve combat in order of initiative, repeating actions in this same order from round-to-round.

These steps are followed until the combat ends - either one side is defeated, surrenders, or runs away.

Surprise: A surprised party is caught unprepared, becoming aware of their opponent a moment before he strikes. In such circumstances the non-surprised combatants have an immediate advantage over the other, *surprised*, combatants. A group that is aware of another's presence cannot be surprised. If a party can be *surprised* by opponents who are not attempting an ambush (for example, a party of adventurers turning the corner of a dungeon and stumbling into a band of trolls), each combatant can make a *perception* check in order to avoid being *surprised*. Those failing the DC 15 check are *surprised* and cannot act during the *surprise round*. Those who succeed may roll initiative and act during the *surprise round*.

When one group is trying to catch their opponents *unaware*, this *perception* check is an opposed check against the ambushers' *stealth* check. In such instances, the members of the potentially *unaware* party roll *perception* checks opposed by the ambushing party's *stealth* check. Any party member whose *perception* check equals or exceeds the ambushing party's *stealth* check gets to roll initiative and act during the *surprise round*. When rolling the ambushing party's *stealth* check, the DM should use the least stealthy member of that party's check to determine the effectiveness of their ambush.

In most instances the penalties for being *surprised* or *unaware* are the same. Both *surprised* and *unaware* opponents lose their dexterity bonus and shield bonus to armor class until they act. Both *surprised* and *unaware* opponents cannot act during the *surprise round*. Thieves and assassins may *backstab* and *sneak attack* *surprised* opponents. Assassins may make *death attacks* against *unaware*, but not *surprised*, opponents.

Initiative: The initiative roll determines who acts first in combat. Initiative is determined at the start of combat (or during the surprise round for those who may act) and does not change until the combat ends. Those who are surprised do not get to roll initiative until after the surprise round.

Initiative is normally determined with a single roll for each combatant in a conflict. Roll 1d20 for each combatant who is not surprised, with that combatant's dexterity bonus or penalty applied to the roll. Normally, the DM rolls for the monsters and NPCs while the players roll for their respective player characters. The highest roll wins initiative and actions are then resolved in initiative order, from the highest to lowest initiative.

- **Simultaneous Initiative:** If more than one opponent rolls the same number for initiative, their actions are resolved in dexterity order, from highest to lowest dexterity. Those with equal dexterity scores act simultaneously - all attack rolls, damage, spells and other actions are completed before any results are applied. With simultaneous actions it is possible for a magic-user to be slain by a goblin that collapses from his sleep spell.
- **Holding Initiative:** A character or creature may hold their initiative until an opponent is about to act (i.e. a paladin may wait until their foe draws his weapon or a spellcaster may hold off on casting *dispel magic* until their rival begins to cast a spell). In such instances the combatant must declare what will trigger their action and the initiative score of the creature that held its initiative drops to that of its target +1 (the combatant holding its initiative strikes just before his opponent acts). Characters with long-hafted weapons, such as polearms, or

greater natural reach, such as giants, may hold their initiative in order to strike a foe who approaches within their extended reach (and before that foe strikes them). Similarly, some polearms (see the weapon charts on page 41) may be set against a charging opponent and, in this fashion, inflict double damage against that opponent as it closes. This damage bonus only applies when the charging creature is running directly toward a polearm-equipped defender.

COMBAT ACTIONS

The *PLAYER'S HANDBOOK* notes that characters may take 1 combat action during each 10 second round (p. 55). The description of combat actions goes on to explain that some actions (such as taking a 5' sidestep) take a negligible amount of time and may be performed along with a combat action.

In order to make combat actions clearer, this tome divides combat actions into two categories: *major actions* and *minor actions*.

Major Actions: A character can accomplish only one major action in that round, be it making an attack, casting a spell, drinking a potion, or tending to a fallen comrade. This major action, however, may be combine with a minor action. Some examples of major actions a character can accomplish include the following:

- Make an attack
- Make multiple attacks, if able to
- Load and ready a heavy crossbow
- Ready a shield or don a helmet
- Charge and make a single attack
- Stand up from a prone position while defending himself
- Move up to the limit of his movement rate while actively defending himself
- Run up to twice his movement rate without defending himself
- Cast one spell (if the casting time is one round or less)
- Drink a potion
- Use a magical item
- Light a torch or lantern (using a tinderbox)
- Attempt to open a stuck or secret door
- Bind a character's wounds
- Search a body
- Hammer in a spike

Minor Actions: Minor actions take a negligible amount of time to perform. As such minor actions do not prevent a character from performing their major action for the round. Examples of minor actions include the following:

- Change weapons by dropping one and drawing another
- Draw a single weapon with each free hand
- Recover a dropped weapon
- Drop excess equipment, such as backpacks, lanterns, or torches
- grab and display a holy symbol
- Shout warnings, brief instructions, or demands for surrender - but not conversations where a reply is expected
- Wake a sleeping ally with a kick
- Drop to the floor (fall prone)
- Take a single, 5', step and/or turn around

MOVEMENT IN COMBAT

The basic move is to get closer for combat - i.e., move close enough to an enemy to attack. A combatant may approach their foe cautiously, moving up to their full movement rate in one round. When doing so, that combatant may not attack or cast spells, as he is taking his time and actively defending himself as he moves.

5' Step: Combatants may take a single, 5', step each round and retain their ability to attack or cast spells. This 5' step cannot be combined with any other movement in that round. Characters may change their facing when taking a 5' step.

Charging: Another method of closing into melee range is charging. When a combatant charges they must run in a straight line towards their opponent for at least 10' but no more than their movement rate and make a single attack. A charging combatant gains a +2 bonus to their melee attack rolls, and gains a +2 bonus to their opposed strength check for *overbear* attacks, but takes a -2 penalty to their armor class (this penalty lasts until their next round's action).

A charging combatant draws attacks from all combat-ready (e.g. not *surprised* or incapacitated) opponents within striking distance because

those opponents may take advantage of the runner's lowered defenses.

In order to charge a combatant must be able to easily traverse the ground they are covering to get to their opponent. An uneven or debris strewn patch of ground could easily prevent a character from charging unless the character makes a *balance* check with the penalty determined by the DM.

Run: A character who attempts to run during combat (moving up to double their movement rate per round) suffers the usual -2 penalty to armor class when doing so. A combatant fleeing from opponents draws a parting shot from all combat-ready (e.g. not *surprised* or incapacitated) opponents within striking distance because those opponents may take advantage of the runner's lowered defenses.

THE ATTACK ROLL

At the heart of the combat system is the attack roll. This is the die roll that determines whether an attack succeeds or fails. The number a player needs to make a successful attack roll is also called the "to hit" number.

Attack rolls are used for attacks with swords, bows, rocks, and other weapons, as well as blows from fists, tackling, and various hand-to-hand attacks. Attack rolls may also be used to resolve a variety of actions that require accuracy (e.g., throwing a rock at a small target or tossing a sword to a party member in the middle of a fight).

Figuring the To-Hit Number: The first step in making an attack roll is to find the number needed to hit the target. That number is usually equal to the target's armor class minus the attacking combatant's BTH. The character has to roll the resulting number, or higher, on 1d20 to hit the target. Here's a simple example:

Eflon Smith has reached 7th level as a fighter. His BTH is +7 meaning that he'd need to roll a "13" or better to hit a character or creature of Armor Class 20.

In combat, Rath, attacking an orc wearing chainmail armor (AC 14), needs to roll a "7" (14-7 = 7). A "7" or higher on a d20 will hit the orc. If Eflon hits, he rolls the appropriate dice (1d8 in this instance) to determine how much damage he inflicts.

Modifiers To the Attack & Damage Roll: The example above is quite simple. In a typical AD&D game combat situation, a combatant's BTH is modified by weapon bonuses, strength or dexterity bonuses, and the like. Other modifiers based on factors such as cover and concealment (PHB, p. 56), or special attack modifiers (PHB, p. 57), may affect attack rolls. Here's the same example, with some common modifiers thrown in:

Eflon is still a 7th level fighter. His BTH is +7, his STR modifier is +2, his warhammer is a +1 weapon and he is specialized with warhammers (an additional +3 bonus to hit and damage). His total "to hit" bonus is +13, meaning that he'd need to roll a 7 or better to hit a character or creature with an armor class of 20. In combat, Rath, attacking an orc wearing chainmail armor (AC 14), needs to roll a "2" (14-13 = 2). A "2" or higher on a d20 will hit the orc. If Eflon hits, he rolls the appropriate dice (1d8+6 in this instance) to determine how much damage he inflicts.

In combat, many factors can modify the number a character needs for a successful hit. These variables are reflected in modifiers to the to-hit number or to the attack roll.

- **Ability Modifiers:** A character's strength (or dexterity in the case of finesse and ranged weapons) can modify the attack roll, altering both the chance to hit and the damage caused. A character's strength modifier is always applied to melee damage rolls and damage rolls with hurled missile weapons (i.e. a spear or an axe). An attacker's strength modifier can be applied to bow damage if the character has a special bow made for him designed to take advantage of his high strength. Characters with strength penalties always suffer them when using a bow. They simply are not able to draw back the bowstring far enough. Characters never have strength modifiers when using crossbows - the power of the shot is imparted by a machine.
- **Class Ability Modifiers:** Various class abilities effect characters' attack rolls. Bards may *inspire* their allies in combat, granting them a bonus to their saves and attacks rolls. Fighters, duelists and cavaliers all gain bonuses to hit and damage with specific weapons through the *weapon specialization* ability. Fighters gain additional bonuses to attack rolls when attacking with a

tactical advantage (*combat prowess*). Barbarians temporarily boost their attack and damage rolls with melee and thrown weapons while in a *berserker rage*. Paladins and rangers gain bonuses to attack and damage rolls when fighting their traditional foes. Thieves and assassins gain additional bonuses to attack rolls made against surprised, unaware or blinded foes.

- **Cover and concealment:** the attack roll penalties granted by varying degrees of cover and concealment are shown below.

target is:	concealment	cover
25% hidden	-1	-2
50% hidden	-2	-4
75% hidden	-3	-6
100% hidden	-4	n/a

Poor lighting and poor visibility provide varying levels of concealment to combatants. The table below provides examples of the concealment granted by various conditions:

condition	concealment provided
moonlight or moderate fog	25%
starlight or dense fog	50%
total darkness or blinded	100%

Characters unable to see are effectively blinded. Opponents able to see blinded characters gain a +2 bonus to hit them, while the blind combatant suffers a -4 penalty to all of their attack rolls. Thieves and assassins may *sneak attack* blinded characters. Unseen opponents are always at an advantage. They can only be attacked if they are attacking or otherwise detected somehow (typically through a *perception* check to hear them). Spellcasters cannot directly target unseen opponents with spells, though they may use "area of affect" spells to strike them.

- **Magic:** The magical properties of a weapon can also modify combat. Items that impart a bonus to attack and damage rolls are identified by a plus sign. For example, a sword +1 improves a character's attack and damage rolls by one. Cursed items have a negative modifier (a penalty), resulting in a subtraction from attack and damage roll. Additionally spells such as *aid*, *bane*, *bless*, *curse*, *haste*, *heroes' feast*, *slow* and *strength* impart bonuses (or penalties) to their targets' attack rolls. *Invisible* creatures gain a +2 attack roll bonus against those unable to see them. Those attempting to strike an *invisible* opponent suffer a -4 penalty to their attack rolls. There is no limit to the number of modifiers that can be applied to a single die roll. Nor is there a limit to the positive or negative number (the total of all modifiers) that can be applied to a die roll.
- **Environmental Modifiers:** At times the environment in which combat takes place impacts upon combat. Underwater combat, for example, impedes both melee and missile combat. Attacks made underwater with slashing or bludgeoning weapons suffer a -2 attack penalty. Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range. Drowning or sinking characters (see page 55 of this book and pages 57 & 59 of the *PLAYER'S HANDBOOK*) suffer twice the usual penalties to their attack rolls. In a weightless environment (such as that created by a *reverse gravity* spell) character fight as is under the effects of a *levitate* spell. A *levitating* or weightless creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A round spent stabilizing allows the creature to begin again at -1.
- **Tactical Modifiers:** Opponents attacking a target's flank get a +1 to hit that target. Characters attacked from the rear do not gain their shield-based armor class bonus, and their attacker gains a +2 bonus to his attack roll. Fighters, thieves and assassins gain additional bonuses to these tactical modifiers (i.e. through *combat prowess* for fighters and *backstab* for thieves and assassins). Characters attacking from higher ground gain a +1 bonus to their attack rolls, while charging characters gain a +2 bonus to their attack rolls (but suffer a -2 penalty to their armor class).

ADVANCED COMBAT RULES (Optional)

The rules that follow may be incorporated into your game, depending on whether they suit the needs of your game or not.

Aiding Another: In melee combat, you can help a ally attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging an ally in melee combat, you can choose to use your action to aid your ally. An aided ally gains either a +1 bonus on his next attack roll against that opponent or a +1 bonus to his AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same ally.

Called Shots: AD&D game combat does not use a hit location system to determine where every blow in a battle has landed. Sometimes, however, characters and creatures will find it necessary to aim their blows at an exact point. A fighter may want to smash a vial held in the evil wizard's hand; a thief might attempt to shoot the jeweled eye out of an idol with his crossbow. These are cases where the character is attempting a "called shot".

When making a called shot, a combatant's attack roll suffers a -4 penalty. If the roll succeeds, the called shot accomplishes what the player wanted; if the roll missed, no damage occurs.

Because the AD&D game uses a generalized system for damage, called shots cannot be used to accomplish certain things. Against a creature, a called shot will only cause the normal amount of damage allowed the weapon. Attempts to blind, cripple, or maim will not succeed. So what can it do?

A called shot can cause a target to drop items or react in some other, more subtle, way. It can penetrate weak points in armor. It also can be used in attempts to knock an object out of a hand, shatter a flask, or otherwise damage items. Called shots can be very useful in activating the trigger of a known trap (if this can be done with a weapon) or in impressing the locals in an archery contest.

Ranged Weapons in Combat: In general, ranged combat is handled identically to standard melee; initiative is rolled and attack rolls are made. However, there are special rules and situations that apply only to ranged combat.

Ranged weapons are divided into two general categories. The first includes all standard, direct-fire, single-target missiles, such as slings, arrows, quarrels, spears, throwing axes, and the like. The second includes all grenade-like missiles that have an area effect. Thus an attack with these weapons does not have to hit the target directly. Included in this group are small flasks of oil, acid, poison, holy water, potions, and boulders. Hurling boulders are included because they bounce and bound along after they hit, leaving a swath of destruction. The rules for grenade-like weapons are given on page 56 of the *PLAYER'S HANDBOOK*. The rules for boulders as grenade-like weapons follow:

- **Boulders As Missile Weapons:** Hurling boulders are handled using the grenade-like missiles rules, even though they do not burst. Boulders tend to bounce beyond their initial point of impact and can hit several characters in a single attack. They are particularly devastating against tightly packed groups. When attacking with a boulder, determine the target, to-hit number, and scatter (in the case of a miss) according to the rules for grenade-like missiles. The distance the boulder scatters should be doubled, however, so roll 2d4 to determine the number of 5' squares by which the boulder missed. Once the boulder lands it moves along the ground in a straight line from the creature or siege engine that launch it, for 3d10 feet. If the targets are in a relatively open area (a group marching through a snow field, for example), there is only a slim chance that anyone will be hit by the bounding missile. If the boulder moves through a space occupied by a character (or monster), that creature must make a DC 15 dexterity saving throw in order to dodge the boulder. The damage caused by a boulder as a result of scatter is half that caused by a direct hit.
- **Firing Into a Melee:** Missile weapons are intended mainly as distance weapons. Ideally, they are used before the opponents reach your line. However, ideal situations are all too rare, and characters often discover that the only effective way to attack is to shoot arrows (or whatever) at an enemy already in melee

combat with their companions. While possible, and certainly allowed, this is a risky proposition.

A combatant engaged in melee combat will find it difficult to use ranged weapons against opponents. Because of their need to dodge incoming attacks, a combatant employing a ranged weapon in melee suffers a -2 penalty to their attack rolls.

If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you suffer a penalty to your attack roll due to the fact that your ally serves as cover. Typically a like-sized creature provides 50% cover, which imposes a -4 attack roll penalty, while a smaller creature grants 25% cover and a larger one 75% cover.

If your target (or the part of your target you're aiming at, if it's a big target) is at least 10 feet away from the nearest friendly character, you can avoid the cover penalty, even if the creature you're aiming at is engaged in melee with a friendly character.

See the *PLAYER'S HANDBOOK* for rules on striking a combatant other than your intended target (*Firing into Melee*, p. 57).

ARMOR CLASS

Armor Class is a rating for the protective value of a type of armor, figured from 10 (no armor at all) to 20 (heavily armored or difficult to hit) or even 30 (extremely difficult to hit). The higher the AC, the less vulnerable the character is to attacks.

Modifiers to Armor Class

- **Ability Modifiers:** A character's dexterity can modify his armor class, with exceptional dexterity scores boosting armor class and low dexterity scores penalizing armor class. Encumbrance penalties can reduce or eliminate dexterity bonuses to armor class (see page 53 of the *PLAYER'S HANDBOOK* for more details).
- **Armor and Shield:** Donning armor and/or a shield is the most common, and cheapest, method of boosting a character's armor class. The armor class bonus derived from armor ranges from +1 (for padded armor or a small shield) to +6 (for full plate armor). Armored characters may only gain an armor class bonus from one suit of armor at a time. As such a character wearing platemail, with an AC bonus of +7, over padded armor, with an AC bonus of +1, does not total the armor class bonuses of both armors, but gets the better of the two bonuses (+7). The armor class bonus gained from a shield may be added to that gained from armor, so a character wearing platemail (+7 AC bonus) and carrying a large shield (+2 AC bonus) has a +9 armor class bonus.
- **Class Ability Modifiers:** Various class abilities effect armor class. The *divine aura* of paladins protects them from evil foes, just as the *unholy aura* of anti-paladins wards against good-aligned attackers. Thieves, assassins and duelists all get a bonus to their armor class when lightly encumbered, due to the dodge ability. Monks, so long as they are unarmored and lightly encumbered, improve their base armor class as they advance in level.
- **Conditional Modifiers:** Conditional modifiers are temporary modifiers to armor class that result from being caught off-guard or being at a tactical advantage or disadvantage in combat. Characters that have fumbled an attack roll, by rolling a natural "1" on their d20 roll, are considered *stunned* until their next action because they are off-balance or otherwise distracted. Stunned or prone combatants suffer a -2 penalty to their armor class. Surprised or unaware opponents lose their dexterity bonus and shield bonus to armor class. Finally charging and/or running characters suffer a -2 penalty to their armor class until their next action (unless they continue to run or charge on that action).
- **Environmental Modifiers:** Land-based creatures can have considerable difficulty when fighting underwater. Non-aquatic creatures also suffer a -2 penalty to their armor class so long as they are not drowning or sinking (see pages 57 & 59 of the *PLAYER'S HANDBOOK*). Drowning or sinking characters suffer a -4 penalty to their armor class.
- **Magic:** Magical armor, protective devices (such as *rings* and *cloaks of protection*), and *bracers of defense* impart a bonus armor class. A suit of *chainmail* +1 improves the armor class of the character by one. Cursed items have a negative modifier (a penalty), resulting in a subtraction from the armor class. Additionally, spells such as *shield*, *haste*, *slow* and *protection from*

evil (or good) impart bonuses (or penalties) to their targets' armor class.

There is no limit to the number of modifiers that can be applied to armor class, though certain items do not work in conjunction with each other or with protective spells. Bracers of defense do not work for armored or shield-bearing characters, or for those using the armor spell. In instances where a character is employing armor and/or shield (or the armor spell) and bracers of defense, only the highest armor class bonus is used.

Items and spells of protection that provide armor class bonuses are not cumulative in effect either. Instead the best bonus of the item or spell, whether it is a cloak or ring of protection, or a protection from evil spell, is applied to the bearer's armor class.

SPECIAL ATTACKS

Many creatures have unusual abilities, which can include special attack forms, resistance or vulnerability to certain types of damage, and enhanced senses, among others. Monsters entries in the MONSTER MANUAL breaks these abilities into Special Attacks, Special Defenses and Special Abilities.

Details of the most common types of special attacks are given below. Additional information can be found in the creature's descriptive text.

Ability Damage & Ability Drain: Ability damage typically results from the ravages of disease, the ill-effects of poison, or through the baleful powers of monstrous creatures and spellcasters. As the PLAYER'S HANDBOOK notes, ability damage is temporary, healing at the rate of 1 point per night of rest or by 2 points for every 24 hours of complete bedrest.

Ability drain, on the other hand, permanently lowers one or more of the target's ability scores. Nothing short of a restoration spell reverses such ability loss. Permanent ability drain results from the attacks of undead creatures, such as vampires and wraiths, and other dreadful creatures, such as lamias.

The feeblemind spell permanently lowers the target's intelligence, wisdom and charisma scores but, unlike ability drain attacks, cannot be reversed through the use of restoration spells. Only a heal, limited wish, miracle or wish spell may be used to cancel the effect of feeblemind.

Characters who lose points of constitution after being raised or resurrected cannot restore that ability loss through any means short of divine intervention.

No ability scores can be damaged or drained to a value below 0. If a character's constitution is reduced to a score of zero, that character is slain. If any other ability score is reduced to a score of zero, the character is rendered immobile (in the case of strength or dexterity) or comatose (in the case of intelligence, wisdom or charisma).

Breath Weapons: Various creatures in the AD&D game possess breath weapons, the most memorable being the roaring gout of flame spewed out by a red dragon. These weapons normally affect a cone-shaped area with a starting width of 5' and an end-width equal to the length of the cone (typically 30 or 60 feet). The cone originates at the dragon's mouth and widens as it extends outward. No attack roll is required for a breath weapon. All creatures within the cone must make the appropriate saving throw and suffer the effects of the breath weapon.

Disease: When a character takes damage from the natural attack of a diseased creature, rests in a disease-ridden area, or ingests diseased matter he must make a constitution saving throw in order to avoid its ill effects. Unless otherwise stated, assume that the DC of the constitution save is 15, though higher DCs can be assigned for a particularly virulent disease. Magical diseases, such as lycanthropy or those inflicted through the cause disease spell, have a DC equal to 10 plus the hit dice or caster level of the attacker.

Characters and creatures that fail this saving throw become symptomatic in 1 day unless the disease description states otherwise. Characters who fail their saving throw suffer the listed effects of the disease. If no effects are provided, assume that the disease causes 2d4 points of temporary ability score damage. Roll a d10 and consult the following table to see what ability score (or scores) are affected. A disease that affects two ability scores divides the ability score damage between both ability scores (round fractional results up in this instance):

d10 roll					
1	2	3-7	8	9	0
str	dex	con	con & str	con & dex	str & dex

After the character has become symptomatic and suffered the ill effects of a disease, he must make a successive saving throw in order to fight off the secondary effects of that malady. Secondary effects, and the saving throw DCs to avoid them, are identical to the initial effects and modifiers for the disease.

Secondary effects occur 1 day after the character becomes symptomatic, and every day thereafter, unless the character succeeds on a constitution saving. A successful save means that the character has fought off the secondary effects of their illness and need not make any further saves against the affliction. Some disease diseases, such as lycanthropy, have no secondary effects.

Characters with the profession: healer skill can treat diseased characters in order to stave off the secondary effects of illnesses. Every time a diseased character, who is in the care of a skilled healer, must make a saving throw the healer may make a skill check and apply its results in place of the character's saving throw.

Diseases typically have other unpleasant symptoms, such as chills, fever, respiratory problems and so on that can be elaborated upon by the Dungeon Master.

If a diseased character's constitution score is reduced to 0 or less through the ravages of disease, the character succumbs to the illness and dies. If strength or dexterity is reduced to 0 or less, the diseased character is bed-ridden and unable to move. Ability damage caused by disease cannot naturally heal until the character has fought off the disease.

- **Lycanthropy:** Of all the afflictions that can strike a character, one of the most feared is lycanthropy. While often considered a disease, lycanthropy can more properly be described as a curse. Freeing a character from the grip of lycanthropy is not the simple task of casting a spell. A cure disease has no effect on the character. A remove curse allows the character to make a saving throw to free himself from the lycanthropy, but this must be cast on one of the nights when the actual change occurs. If the character makes his saving throw vs. disease, the lycanthropy is broken and will not affect the character again (unless, of course he is infected by a lycanthrope once again). Whenever a character is wounded by a lycanthrope, there is 1% chance per hit point of damage suffered that the character is stricken with lycanthropy. The DM makes this check secretly, since characters never learn of their fate until it is too late (although prudent characters may take immediate steps as if they had been affected). If stricken, the character suffers from this curse.

Cursed characters suffer uncontrollable change on the night of a full moon and the nights immediately preceding and following it. The change begins when the moon rises and ends when it sets. During this time the character is controlled by the DM, not the player. Often, the character discovers that he has done terrible things while changed and under the DM's control. While transformed the character will not be identifiable to his friends and companions unless they are familiar with his curse or can recognize him by some personal effect.

During the change, the character's armor class, attacks, movement, and immunities are identical to the type of lycanthrope that wounded him. The intelligence and alignment of the character are overwhelmed by an uncontrollable bloodlust. The player character must hunt and kill and generally chooses as his victims people he knows in his daily life. The stronger the emotion toward the person (either love or hate), the greater the likelihood the character will attempt to stalk and slay that person.

At the end of each change, the character returns to his normal form (perhaps to his embarrassment). At the same time, he heals 2d8 points of damage. While the character may know or suspect that he has done something terrible, he does not have clear memories of the preceding night. Good characters will be tormented at the thought of what they may have done, and paladins will find they have, at least temporarily, fallen from grace.

- **Mummy Rot:** Mummy rot is a powerful curse, not a natural disease. Unlike normal diseases, mummy rot deals 2d4 points of

ability damage, divided between constitution and charisma, each day until the victim reaches Constitution 0 (and dies) or is cured as described below.

A character attempting to cast any healing spell on a creature afflicted with mummy rot must succeed on a concentration check with a -10 penalty. Failure indicates that the spell has no effect on the afflicted character. To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a concentration check with a -10 penalty). If this succeeds the mummy rot can be cured as any normal disease is. An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

- **Other Magical Diseases:** A magical disease, like mummy rot, is one that functions by some unexplained magical property. As such it is not curable by normal means. The DM should understand the distinction between the two types of diseases. With that knowledge, he can rule on the effects of various cures and potions. For specific information on other, disease-causing special abilities see the relevant creature's description in the *MONSTER MANUAL*.

Energy Or Level Drain: This is a feature of powerful undead and other particularly nasty monsters. The level (or energy) drain is a horrible power, since it causes the loss of one or more experience levels.

When a character is hit by an energy-draining creature, he suffers normal damage from the attack. In addition, a level drain attack takes away levels from the victim unless a successful saving throw is made. Most level drain attacks require a successful melee attack, as mere physical contact is not enough. The full effect of a level drain, such as the number of levels taken away, is specified in the description of the monster, magic item or spell causing the drain. If it is not specified, one level is removed.

A character who loses a level this way suffers the effects of the drain immediately. The character loses one hit die of hit points of the appropriate class, and all other class abilities are reduced to the new level. The victim's experience point total is immediately set to the midpoint point of the previous level. Multiclassed characters reduce their level in both classes by 1, and have their experience point totals in each set to the $\frac{3}{4}$ point of the previous level. Split-classed characters lose the last class level they acquired and have their experience point total set to the midpoint of the previous level.

Lost levels remain until removed by spells, such as *restoration*, or other means. Sometimes level loss is temporary and will return to normal in a day's time.

A creature gains temporary hit points each time it successfully uses its level drain ability. Unless specified otherwise, the creature gains 5 hit points for every level that the victim loses. Level drain through spell or magic item use does not grant temporary hit points unless their description indicates otherwise.

A character drained below 1st level is instantly slain. When a character is drained of all energy levels, he usually becomes an undead monster of the same sort which killed him. These lesser undead are controlled by their slayer and have half the listed hit dice for a creature of their new undead type. In addition, lesser vampires regain half of the class levels they had when slain. As such an 8th level thief, drained below 1st level by a vampire, returns as a 4th level vampire thief. Vampires with class levels do not gain hit points from their character class or classes unless their character level exceeds the hit dice gained from becoming a vampire.

Upon the destruction of their master, such lesser undead gain one hit die for each creature of equal or greater hit dice they slay until they reach the full hit dice for their undead type. Upon reaching full hit die status, undead are able to create and control lesser undead as their master once did. Masterless vampires may also progress in level by earning experience points, just as they did in life. When determining the number of experience points needed to progress in level, add their vampire hit dice (8) to their level of experience. As such, a 4th level vampiric thief would have the equivalent of 12 levels and would need 1,250,000 experience points to advance to 5th level as a thief.

Gaze Attacks: Monsters with a gaze attack, such as the basilisk, have the power to affect an opponent simply by making eye contact. This makes these creatures incredibly dangerous, for the slightest glance can cause great harm.

Characters who look directly at such creatures to attack them, or those who are surprised by the creature, automatically meet the

creature's gaze. These unfortunate characters must make wisdom saving throw to avoid the creature's gaze and the effects of the creature's attack. Such attackers undergo the gaze attack each round they attack. In large groups, only the front rank can meet the gaze, a fate that can be avoided if the attacker approaches from the rear, where the creature cannot see.

Characters can also attempt to avoid the gaze by looking in the general direction of the creature without actually looking into its eyes. This enables characters to gain a saving throw bonus equal to the concealment penalty they are willing to take to their attack rolls. As such, a character who wishes to gain a +3 bonus to his saving throw must take a -3 penalty to their attack rolls (equal to 75% concealment).

Finally, a character can completely avert his gaze or close his eyes when attacking the creature, preventing any chance of meeting the creature's gaze. This is like fighting in the dark, and the character suffers all the normal penalties for fighting while blinded.

Safer than all of these methods is to use some type of reflective surface - a mirror or highly polished shield is very handy. the powers of gaze attacks are not effective in reflections, so it is safe to observe a basilisk or medusa in a mirror. For this trick to be effective, there must be some source of light available, since nothing can be reflected in darkness. Also, characters should be reminded that using a mirror can be disorienting. the character must back toward his target, holding the mirror in his shield arm. He suffers a -2 penalty to his chance to hit and does not gain the any shield or dexterity bonus to his armor class when the creature attacks him.

Creatures with gaze attacks can choose not to use their power. In this case, it is the creature that avoids looking at the characters. Not meeting their gaze, it can't affect them. Creatures intelligent enough to parley may do this on occasion.

Non-Lethal Attacks: There are times when a character wants to defeat another being without killing it. A companion may have been charmed into attacking his friends (and his friends don't want to kill him); an enemy could have information the PCs can get only by subduing him; characters might simply see the monetary value of bringing back a live monster. Whatever the case, sooner or later characters are going to try to defeat something without striking a fatal blow.

There are six types of non-lethal attacks listed in the *PLAYER'S HANDBOOK*: bull rushing (pushing), disarming, grappling, overbearing (tripping), unarmed strikes, and non-lethal weapon attacks.

Nonlethal attacks aim to incapacitate rather than kill an opponent. Non-living creatures, as well as non-intelligent creatures such as gelatinous cubes, slimes, molds and fungi, are immune to such attacks.

Bull rush, overbear and grappling attempts are nonlethal attacks that are resolved in a similar fashion. The attacker ignores the defender's armor, but not his shield, bonus in order to push (bull rush), knock-down (overbear), or hold (grapple) his opponent.

Disarm attempts, as described in the *PLAYER'S HANDBOOK*, require the attacker to successfully strike his opponent and then beat that opponent on an opposed strength check. Alternately, disarm attempts can be resolved with a simple, opposed attack roll made by both combatants. Should the attacker's result beat the defender's, the defender is disarmed. If the attacker's fails by 5 or more points he is disarmed by his opponent.

The exact method of resolution for each attack is outlined in the *PLAYER'S HANDBOOK* on page 58.

Paralysis: A character or creature affected by *paralysis* becomes immobile for the duration of the effect. The victim can breathe, think, see, and hear, but is unable to speak or move. Coherent thought needed to trigger magical items or innate powers is still possible. Paralysis affects only the general motor functions of the body and is not the ultimate destroyer of powerful creatures. It can be particularly potent on flying creatures, however.

Poison: When a character takes damage from a poisoned weapon, breathes in poisonous gas, or ingests poisoned food, he must make a constitution saving throw in order to avoid its ill effects. Unless otherwise stated, assume that the DC of this constitution save is equal to 10 plus the hit dice of the poisonous creature (when dealing with natural venoms), level of the spellcaster (for poison spells), or level of the NPC employing poison against the player character.

Characters and creatures that fail this saving throw suffer the effects of the poison immediately unless the poison description states

otherwise. If no effects are provided, assume that the poison causes 2d6 points of temporary ability score damage. Roll 1d10 and consult the following table to see what ability score (or scores) are affected. A poison that effects two ability scores deals 1d6 points of ability score damage to each ability score:

d10 roll					
1	2	3-7	8	9	0
str	dex	con	con & str	con & dex	str & dex

After the character has suffered the ill effects of a poison, he must make a successive saving throw in order to fight off the secondary effects of that poison. Secondary effects, and the saving throw DC to avoid them, are identical to the initial effects and modifiers for the poison.

Secondary effects occur 1 minute after the character is poisoned. A successful save means that the character has fought off the secondary effects of their poison, while a failed save indicates that the character suffers the ill effects of the poison again. If a poisoned character's constitution score is reduced to 0 or less by poison the character dies. If strength and/or dexterity is reduced to zero the character is paralyzed by the poison.

Non-lethal poisons, such as *sleeping gas* and *paralysis* inducing poisons, last for 1d6+6 rounds. Poisons typically have other unpleasant symptoms, such as nausea, cold sweats, respiratory problems, and so on that can be elaborated upon by the Dungeon Master.

Characters with the *profession: healer* skill can treat poisoned characters in order to stave off the secondary effects of the poison. A poisoned character in the care of a skilled healer can opt to use the healer's skill check in place of his saving throw when fighting off a poison's secondary effects (using the better of the two results).

The base cost for a lethal poison is 500 gold pieces. Poisons that incapacitate (i.e. *sleep*, *blindness*, or *paralysis* poisons) their target also have a base cost of 250 gold pieces. This cost is modified by the potency of the poison. For every point by which the save DC exceeds 15, increase the cost by 100 gold pieces. As such, a lethal poison with a DC of 20 would cost 1000 gold pieces. Note that the DC cannot exceed the level of the poison's creator plus 10.

Spells: Many spells take effect only when the target is touched by the caster. Under normal circumstances, this is no problem. The spellcaster reaches out and touches the recipient. However, if the target is unwilling, or the spell is used in the midst of a general melee, the situation is much different.

Against unwilling targets the spellcaster must make a successful attack roll for the spell to have any effect. The caster must successfully strike an unwilling target in order to deliver the touch spell. The spellcaster ignores the defender's armor and shield bonus to armor class, because they do not make the defender harder to touch. If the attacking spellcaster hits, the spell is delivered to the target creature.

Whenever a touch spell is successful, the spellcaster suffers from any special defenses of his target, if they are continually in operation. A successful touch to a vampire would not result in energy drain, since the power only works when the vampire wills it. But touching a fire elemental would result in serious burns.

When a touch spell is cast, it normally remains effective only for that round. However, certain spells list special conditions or durations. Be sure to check each spell description carefully.

Spell-Like Abilities: Many powerful creatures possess innate, spell-like abilities they can use at will. The majority of these function like spells. Thus, a brownie who is able to cause *confusion* has the same effect as a character who casts the *confusion* spell. Creatures able to become *invisible* at will usually use all the normal rules for the *invisibility* spell.

Innate abilities are different from spells in one major way, however. Unlike spells, innate abilities are natural powers and do not require any components (including gestures or words - unless these things are used for dramatic effect). Innate abilities are activated by the merest mental command of the creature, but take still use up the creature's action for the round... a creature cannot use an innate ability and make an attack in the same round.

In all other respects, innate abilities function like spells. They have the same range, area of effect, and duration limitations of the spell of the same name (unless stated otherwise). When the spell in question varies in power according to the level of the caster, the creature is assumed to have a caster level equal to its Hit Dice. Innate abilities generally can be used just once a round.

SPECIAL DEFENSES

Details of the most common types of special defenses found on creatures within the *MONSTER MANUAL* are given below. More details on special defenses can be found in the *MONSTER MANUAL*, within the creature's descriptive text.

Immunities: Many creatures are immune to one or more forms of attack. A creature with immunity to a particular effect cannot be harmed or otherwise hindered by such effects. Examples of immunities include, but are not limited to immunity to:

- Disease
- Enchantment/charm spells
- Fear
- Ghoul's paralysis
- Non-lethal damage
- Normal weapons (see *weapon immunity* below)
- Poison
- Sleep spells

Plant creatures, for example, are immune to enchantment/charm spells (except for *command plants* and *control plants*), fatigue, fear, and non-lethal damage. Undead creatures, for example, are immune to disease, enchantment/charm spells, fatigue, fear, non-lethal damage and poison. Furthermore creatures with innate poison or disease attacks are immune to the harmful effects of their own poison or disease.

Individual creature's immunities are listed and described in the *MONSTER MANUAL*.

- **Weapon Immunity:** Some monsters, particularly lycanthropes and powerful undead such as vampires, are immune to normal weapons. Attackers need special weapons to hurt them. The most common of these are cold-iron, silver and magical weapons. The rules for creating cold-iron and silver weapons are provided in the *Special Materials* section on page 47.

Special weapon requirements are listed in the monster descriptions as "silver weapons or magic to hit" or "+2 weapons or better to hit," or something similar. The listed weapon, or one of greater power, must be used to damage the monster. Magical weapons are of greater power than cold-iron or silver weapons and, as such, can strike creatures that normally can be hit by only cold-iron or silver weapons.

Even creatures immune to certain weapons can be affected by magical spells, unless a specific immunity to a spell or group of spells is listed in the description.

When a creature is hit by a weapon to which it is immune, the attack appears to leave a visible wound. However, no points of damage are inflicted.

For example, a vampire strides across the banquet hall toward the player characters. Fearfully, they loose a volley of arrows at him. Three hit, but he doesn't even break his stride. They watch, aghast, as he disdainfully plucks the arrows from his body. Just as he closes with them, Targash swings and hits him with his sword +3. The vampire's smug look of overconfidence is transformed to one of snarling rage as he realizes with a shock that one of these sniveling humans has hurt him!

One obvious question that arises in the minds of those with a logical bent is "How do other creatures fight monsters with weapon immunity?" In the case of monsters, sufficient Hit Dice enable them to attack as if they were fighting with magical weapons. In addition, if a creature shares weapon immunity with its foe (or has superior weapon immunity), it can effectively strike that foe.

- **Creature Hit Dice Versus Weapon Immunity:** The table below lists various numbers of Hit Dice and their magical weapon equivalents. These Hit Dice equivalents apply only to monsters. Player characters and NPCs cannot benefit from this.

hit dice	weapon equivalent
4	+1 weapon
6	+2 weapon
8	+3 weapon
10	+4 weapon
12	+5 weapon

Creatures with powerful weapon immunities should be used with care. Players trust the DM to create situations in which they have a chance to win. Don't use such creatures unless the party has weapons to defeat them, or there is some other reason for encountering that monster.

Every player character in the party needn't have a weapon effective against the monster, but there should be at least two in the party. Avoid making an encounter dependent on the actions of a single character. It's not much fun for the other players and too many things can go wrong with the plan if the key player doesn't cooperate or his character gets hurt.

The warning above is just that, however - a warning. It's not a rule. There are times where using such creatures on an unprepared party can lead to creative and entertaining play.

For example, say the party is just beginning an adventure involving lots of werewolves. Early on, they are attacked by a hairy creature and their weapons don't seem to do any good! If not dispatched by spells, it causes serious injury, but doesn't manage to kill anyone, before it flees for some reason or another. It shouldn't take too much for players to figure out what they need, and getting appropriate weapons can become part of the adventure.

Immune creatures also can be used to control a party that has become abusive or just too powerful. Such uses of very potent creatures should be extremely rare.

Magic Resistance: *Magic resistance*, not to be confused with *resistance to arcane spells* or to one or more specific spells, is handled differently than all other resistances (see the *Resistances* section below).

While standard resistances give their bearer a specified saving throw bonus, magic resistance has the potential to utterly negate magical effects cast upon the magic-resistant creature or object.

If a spell or spell-like ability is being resisted by a defender with magic resistance, the attacking caster or creature must pass a *concentration* check (PHB, p. 62) penalized by the target's *magic resistance* rating. As such, a creature or object with a *magic resistance* rating of 5 imposes a -5 penalty to the attacking caster's *concentration* check. If the attacking caster fails this check, the spell has no effect on that target.

The magic resistance line of the descriptive text of a spell description explains whether or not the magic resistance applies, as some spells are not affected by a target's magic resistance. Magic resistance applies even if a given spell also allows the target creature or object a saving throw. The effects of magic resistance, if any, are applied first, and then the target may also make a saving throw.

Magic resistant creatures or objects are not immune to events that occur as the consequence of spells, only to the direct energy created or released by a spell. Thus, magic resistance is effective against a *magic missile* (targeted at a creature or object) or a *fireball* spell (damaging the area the creature or object is in). Magic resistance is not effective against an earthquake caused by a spell. While the target could suffer injury or death falling into a chasm the spell opens under it, the magical energy of the spell was directed at the ground, not the target. The following guidelines detail the effects of *magic resistance* in relation to various types of magic:

- **Individually Targeted Spells:** By definition, these spells affect just one target, and only the target gains the benefits of *magic resistance*, if it has any. If a spell of this type is directed at several targets, each target rolls independently of the others. An example is a *magic missile* spell aimed at four creatures with *magic resistance*. Each would require the caster to make a *magic resistance* roll for the spell to take effect against that creature. If the magic resistance roll is failed, the spell has no effect on that target. If several targets are involved, the spell could still affect others if the caster passed his *concentration* check against those targets.
- **Area-Effect Spells:** These spells are not targeted on a single target, but on a point. The spell's effect encompasses everything within a set distance of that point. A successful *concentration* check must be made to effect each target with MR. Should the check(s) fail, however, the spell is not negated and still applies to all others in the area of effect.

- **In-Place Spells:** These spells operate continuously in a particular place or on a particular creature, character, or object. Once a creature or object with *magic resistance* come into contact with that spell, a *concentration* check is made on the caster's behalf whether or not he is present. Success indicates that the spell affects the target while failure indicates that the target may ignore the spell's effects.
- **Permanent Spells:** *Magic resistance* is insufficient to destroy a permanent spell. Instead, the spell is negated as per the guidelines given for in-place spells for as long as the magic resistant creature or object is in the area of effect.

While magic resistance enables a creature or object to ignore the effects of spells and spell-like powers, it does not protect the creature or object from magical weapon attacks or from natural forces that are a direct or accidental result of a spell. Nor does it prevent the protected target from using its own abilities or from casting spells and using magical items.

A creature or object with magic resistance must voluntarily drop the resistance in order to receive the effects of beneficial spells without the check described above. If a spell does not include a magic resistance entry, then assume no magic resistance check is allowed.



Regeneration: Creatures with this ability recover from wounds quickly. Damage dealt to the creature heals at a fixed rate per round, as given in the creature's entry. Certain attack forms, typically fire and acid, deal damage to the creature that cannot be healed through regeneration. Such damage must be healed naturally.

A regenerating creature that has been rendered unconscious must be burned or immersed in acid in order to be killed, as creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation. Attack forms that don't deal hit point damage ignore regeneration.

Resistances: Resistance to one or more attack forms is a common special defense. Unlike immunities, which offer 100% protection from a given attack form, resistances give the resistant creature either a bonus to its saving throw versus a particular type of attack or halves damage dealt by that attack form. The saving throw bonus typically ranges from +1 to +5. Common resistances include, but are not limited to:

- Arcane spells
- Disease
- Fear
- Fire
- Ghoul's paralysis
- Lightning
- Magic (see *Magic Resistance* above)
- Poison

WOUNDS & HEALING, EXPANDED

Sometimes, no degree of luck, skill, ability, or resistance to various attacks can prevent harm from coming to a character. The adventuring life carries with it unavoidable risks. Sooner or later a character is going to be hurt.

To allow characters to be heroic, and for ease of play, damage is handled abstractly in the AD&D game. All characters and monsters have a number of hit points. The more hit points a creature has, the harder it is to defeat.

Damage is subtracted from a character's or creature's hit points. Should one of the player characters hit an ogre for 8 points of damage, those 8 points are subtracted from the ogre's total hit points. Hit point loss is cumulative until a character dies or has a chance to heal his wounds.

Eflon Smith, with 16 hit points, is injured by an orc that causes 3 hit points of damage. Fifteen minutes later, Eflon runs into a bugbear that inflicts 7 points of damage. Eflon has suffered 10 points of damage. This 10 points of damage remains until Eflon heals, either naturally or through magical means.

HIT POINTS & DAMAGE

Hit points measure how hard it is to kill a character or creature. No matter how many hit points are lost, a creature isn't hindered in any way until its hit points drop to 0 or lower.

Hit points mean two things in the game world: The ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

When a character hits a monster, or vice versa, damage is suffered by the victim. The amount of damage depends on the weapon or method of attack. All weapons are rated for the amount of damage they inflict. This is given as a die range (1d8, 2d6, etc.)

Each time a hit is scored, the appropriate dice are rolled and the result – damage – is subtracted from the current hit points of the target. An orc that attacks with a sword, for example, causes damage according to the information given for the type of sword it uses. A troll that bites once and rends with one of its clawed hands causes 2d6 points of damage with its bite and 1d4 + 4 points with its claw. The DM gets this information from the *MONSTER MANUAL*.

Sometimes damage is listed as a die range along with a bonus of +1 or more. The troll's claw attack, above, is a good example. This bonus may be due to high strength, magical weapons, or the sheer ferocity of the creature's attack. The bonus is added to whatever number comes up on the die roll, assuring that some minimum amount of damage is inflicted. Likewise, penalties also can be applied, but no successful attack can result in less than 1 point of damage.

Sometimes an attack has both a die roll and a damage multiplier. The number rolled on the dice is boosted by the multiplier to determine how much damage is inflicted. This occurs mainly in backstabbing attempts. In cases where damage is multiplied, only the base damage caused by the weapon is multiplied. Bonuses due to strength or magic are not multiplied; they are added after the rolled damage is multiplied.

Effects of Hit Point Damage: Damage doesn't slow a creature down until its hit points reach 0 or lower. At 0 hit points, a living creature is knocked unconscious and dying. A living creature with 0 or fewer hit points loses 1 additional hit point per round unless healed or stabilized through successful use of the *profession (healer)* skill. Untrained healers may attempt to stabilize dying characters by binding their wounds (a common ability check).

The DC to this skill (or wisdom) check is 15. As noted in the *PLAYER'S HANDBOOK* the DC increases by 1 point for each negative hit point the target of the check has.

Once a living creature reaches -10 hit points, it is killed. Non-living creatures, such as animated objects and undead, are destroyed once they reach 0 hit points.

Specific Injuries: The AD&D combat system does not call for specific wounds – scars, broken bones, missing limbs, and the like. And in most cases they shouldn't be applied. Remember that this is a game of heroic fantasy. If characters were to suffer real-life effects from all their battles and combats, they would quickly be some of the sorriest and most depressing characters in the campaign world.

It's hard to get excited when your character is recovering from a broken leg and a dislocated shoulder suffered in a fall off a 15' foot

wall. It is not recommended that characters suffer specific injuries. In general, stick with the basic pool of hit points.

Those who wish to include specific injuries in their campaign should consider all ramifications of that decision. If the injury is one that can be healed, such as a broken arm, how long does this healing take? What are the effects on the character while the arm heals? Is there some quick way to get healed? Will the player still be able to have fun while his character is an invalid? Only after considering these questions satisfactorily should specific injuries be used.

DMs can use specific injuries to lessen a character's ability scores. A member of the party might acquire a prominent scar, lowering his charisma by a point. Although, in this case, you'll want a ready explanation of why a scar had this effect, as in some instances a scar can actually enhance the personality of a person. It can make him look tougher, more mysterious, more worldly, more magnetic, all things that could conceivably increase a character's charisma.

Similarly, the loss of a character's finger or eye could be used as an excuse to lower an excessively high dexterity. Loss of an arm could reduce strength (among other things).

Don't overdo this brute force approach to player control. Players get attached to their characters; they get used to thinking of them and roleplaying them a particular way. Mess with this too much and you'll find players deserting your campaign.

Within reason, it's okay to leave a character physically marked. This leads to good roleplaying. It adds to the feeling that each character is unique, making one player's fighter, magic-user, or whatever different from all others. A scar here, an eye patch there, or a slight limp all result in more of an individual character and thus one more interesting to roleplay.

But in these cases physical effects are tailoring the character, not punishing the player. Always try to be fair and ask the question, "Would I want to role-play such a character?" If the answer is no, then it's likely the player won't want to either. Don't load players with handicaps – their characters have enough of a challenge as it is.

Non-Lethal Damage: Certain attacks, such as unarmed strikes and blows landed with saps, deal non-lethal damage. When you take non-lethal damage, keep a running total of how much you've accumulated. *Do not deduct the non-lethal damage number from your current hit points.* It is not "real" damage. Instead, when your non-lethal damage equals or exceeds your current hit points, you're knocked unconscious but are not dying (and do not lose additional hit points each round).

Temporary Hit Points: Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away, the character's hit points drop to his current hit point total. When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

RECOVERING FROM WOUNDS

With a full night's rest (8 hours of sleep or more), a wounded creature recovers 1 hit point. 24 hours of uninterrupted rest allows a creature to recover 2 hit points. Any significant interruption during your rest prevents you from healing. Rest is defined as low activity – nothing more strenuous than riding a horse or traveling from one place to another. Fighting, running in fear, lifting a heavy boulder, or any other physical activity, prevents resting, since it strains old wounds and may even reopen them.

A wounded creature that has been tended to by a skilled healer heals twice as fast (recovering 2 hit points with 8 hours rest or 4 hit points per 24 hours of rest).

Healing Subdual Damage: You heal subdual damage at the rate of 1 hit point per hour. When a spell or a magical power cures hit point damage, it also removes an equal amount of subdual damage.

Magical Healing: Various abilities, such as a paladin's *lay on hands* or druid's *totem shape*, can restore lost hit points. Spells such as *cure* spells or the *heal* spell also restore hit points to a wounded creature. You can never recover more hit points than you lost. Magical healing, for example, won't raise your current hit points higher than your full normal hit point total.

Magical healing is particularly useful in the midst of combat or in

preparation for a grievous encounter. Remember, however, that the characters' opponents are just as likely to have access to magical healing as the player characters - an evil high priest is likely to carry healing spells to bestow on his own followers and guards.

RECOVERING FROM OTHER EFFECTS

Wounds, in AD&D, usually are represented by the loss of hit points. There are, however, many attack forms that do not result in hit point loss. Examples include poison attacks, diseases, ability and/or level drain, and fatigue.

What follows are rules for recuperating from such attacks. In some instances characters cannot recover naturally from these afflictions, requiring magical means to overcome their effects. Each entry below notes the means and rate of recovery from each affliction or attack form.

Ability Damage & Ability Drain: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest under the ministrations of a healer restores 2 points per day (24 hours) for each affected ability score.

Ability drain, on the other hand, permanently lowers one or more of the target's ability scores. Nothing short of a *restoration* spell reverses such ability loss.

The *feeblemind* spell permanently lowers the target's intelligence, wisdom, and charisma scores but, unlike ability drain attacks, cannot be reversed through the use of *restoration* spells. Only a *heal*, *limited wish*, *miracle* or *wish* spell may be used to cancel the effect of *feeblemind*.

Characters who lose points of constitution after being *raised* or *resurrected* cannot restore that ability loss through any means short of divine intervention.

Disease: As detailed in the *Special Attacks* section, the ill-effects of a disease can be resisted by making a saving throw against the disease. In order to be completely fight off the disease, however, the character needs to make 2, consecutive saving throws against the disease.

Ability damage caused by disease cannot naturally heal until the character has passed 2 consecutive saving throws (and fought off the disease).

Some diseases, such as lycanthropy and mummy rot, require magical healing. Their effects and the means of curing them are found on pages 89-90 of this book.

Fatigue and Exhaustion: Nearly all living creatures need rest each day in order to avoid the effects of fatigue. A living creature that foregoes rest, or does not get enough rest, each day is likely to suffer from fatigue.

Characters should get at least 6 hours of sleep in any 24 hour period. Failing that, the character must make a constitution save with a DC equal to 20 plus the number of hours of rest missed (i.e. a character who has only slept for 4 hours must make a DC 12 check). The DCs for lack of sleep are cumulative until the character finds the time to get a full night's rest. As such a character who only sleeps for 4 hours for 3 nights in a row would have to make a DC 12 constitution save after the first night, a DC 14 save after the second night, and a DC 16 after the third night.

Overexertion from forced marches, fighting for extended periods, and so on, can force creatures to make constitution saves in order to avoid fatigue. The exact details for such checks are up to the DM's discretion. Generally a character can walk for 8 hours a day or engage in strenuous exercise for up to 3 turns before making a fatigue check.

A failed save due to lack of sleep or overexertion indicates that the character is *fatigued*. *Fatigued* creatures suffer a -1 to attack and damage rolls, a -1 penalty to their armor class, and may only move at ¼ of their normal movement rate.

Should an already *fatigued* character fail another constitution save to avoid further fatigue, he becomes *exhausted*. *Exhausted* creatures suffer a -2 penalty to attack and damage rolls, a -2 penalty to their armor class, and may only move at ½ of their normal movement rate, rounded to the nearest 5' increment.

Fatigue and exhaustion stemming from lack of sleep can only be eliminated with proper sleep (6 hours in a 24 hour period) or through the use of *restoration* or *heal* spells. Fatigue and exhaustion from

exertion can be eliminated by resting for ½ the amount of time it took to get fatigued or exhausted.

Insanity (Optional): These rules have been included in order to present another approach to use with spells such as *insanity*, *symbol of insanity*, and *curse*. These rules may also be used to add an extra level of complexity when dealing with wisdom and/or charisma ability loss.

As presented in the *PLAYER'S HANDBOOK*, both *insanity* and *symbol of insanity* place a permanent *confusion* effect upon their target, while *curse* can cause the target to behave erratically on a turn-to-turn basis. If using the insanity rules presented here, each of these spells now afflicts its target with a randomly determined form of insanity (roll on the table below and consult the appropriate description that follows).

In addition to spell-imposed insanity, these rules can be used for characters who have lost more than ½ of their wisdom and/or charisma scores through ability damage or drain. In such instances, the character must make a DC 15 intelligence save. Those passing the save are able to keep their reason and sanity, while those who fail suffer a randomly determined form of insanity (roll on the table below and consult the appropriate description that follows).

Insanity induced by ability loss or through the *insanity* or *symbol of insanity* spells may dispelled through the use of *improved restoration*, *heal*, *limited wish*, *miracle* or *wish* spells. *Curse*-induced madness may be countered through the spells listed above, as well as *break enchantment* or *remove curse*.

d% roll	insanity gained
01-06	agoraphobia
07-13	alcoholism
14-20	amnesia
21-26	anorexia
27-33	catatonia
34-40	claustrophobia
41-44	dementia
45-46	dementia praecox
47-49	grandiose delusions
50	hebephrenia
51-54	homicidal mania
55-58	kleptomania
59-60	lunacy
61-62	mania
63-66	manic-depressive
67-71	megalomania
72-74	melancholia
75-76	monomania
77-80	paranoia
81-86	pathological liar
87-89	phobia
90-91	sado-masochism
92-93	schizoid
94-97	schizophrenia
98-00	suicidal mania

The following section is intended as a description of insanity for gaming purposes. The reality of mental illness is very different than the discussion here. It is not our intention to be insensitive towards those with real life mental illnesses. Note that this list is not so comprehensive as to preclude any addition you desire - just be sure that you follow the spirit of the rules here. As DM you may have to assume the role of the insane character whenever the madness strikes, as many players are not comfortable playing under such circumstances.

- **Agoraphobia:** The agoraphobic individual will not willingly venture outdoors or into wide open spaces, and must make a charisma saving throw to do so for brief periods (1 turn or less). If forced outside, the sufferer may become violent.
- **Alcoholism:** The alcoholic character requires strong drink every day, and may become violent if this is denied. At least once a day, and every time alcohol is available (such as when in the vicinity of a pub or tavern), the character must have a drink. After drinking, the character will insist on a further drink unless he makes a wisdom saving throw. Such behavior will continue until the character passes out or is no longer in the vicinity of spirits.
- **Amnesia:** Amnesia is most dangerous for spellcasters. Every time the character attempts to cast a spell, he must make a

concentration check (see the *PLAYER'S HANDBOOK*, page 62) or find the spell gone from his memory, in which case it cannot be recalled until the character memorizes it again. All characters with amnesia suffer a -5 penalty to intelligence checks made to recall information.

- **Anorexia:** An anorexic character will refuse all forms of food or nourishment and, if force fed, will induce vomiting unless he makes a wisdom saving throw. See the *PLAYER'S HANDBOOK*, page 59, for more information on starvation.
- **Catatonia:** When struck with this form of insanity, the character completely withdraws from reality. He will sit staring and unmoving, will not react to any outside stimuli, and will eventually die of dehydration if left alone. The catatonic individual can be moved, led around, fed, and so forth; but he will do nothing personally. If continually provoked and irritated in order to get a response, there is a 1% cumulative chance per round that the insane individual will react with homicidal mania (see below). Once provocation ceases, catatonia returns.
- **Claustrophobia:** Particularly difficult in dungeons, claustrophobia is the opposite of agoraphobia. The claustrophobic individual will not willingly venture into enclosed spaces, and must make a charisma saving throw to do so for brief periods (1 turn or less). If forced to remain in an enclosed space, there is a 50% chance that the sufferer will become violent.
- **Dementia:** The insane character permanently loses 1d6 points each of intelligence, wisdom and charisma. This loss can be reversed through the use *improved restoration*, *heal*, *limited wish*, *miracle* or *wish* spells.
- **Dementia Praecox:** The afflicted character will be quite uninterested in any undertaking when suffering from this form of madness. Nothing will seem worthwhile, and the individual will be continually filled with lassitude and a tremendous feeling of ennui. No matter how important the situation, it is probable that the afflicted will choose to ignore it as meaningless to him (a DC 20 wisdom save overcomes this ennui).
- **Grandiose Delusions:** Similar to megalomania, in this state the deluded will be convinced that he is a famous figure, monarch, demi-god, or similar personage. Those who "fail" to recognize the afflicted as such will incur great hostility. In normal affairs, this individual will seem quite sane, but the afflicted will act appropriate to a station which he does not actually have and tend to order around actual and imaginary creatures, draw upon monies and items which do not exist, and so on.
- **Hallucinatory Insanity:** This form of malady causes the afflicted to see, hear, and otherwise sense things which do not exist. Whenever under stress the character must make a charisma saving throw of suffer from hallucinations. As such, it is likely that the insane individual will behave normally until stimulated or under stress. Common delusions are: Ordinary objects which do not exist, people nearby or passing when there are none, voices giving the afflicted information or instructions, abilities or form which the character does not really have (strength, sex, wings, etc.), threatening creatures appearing from nowhere, etc. Hallucinations continue for 1d20 turns after the excitement/stress passes.
- **Hebephrenia:** When afflicted by this form of insanity, the character will evidence a withdrawal from the real world. He will wander aimlessly, talk to himself, giggle and mutter, and act childishly - sometimes even reverting to such a state as to desire to play childish games with others. This insanity is constant, but if sufficiently irritated by someone nearby, the afflicted must make a wisdom saving throw at -5 or become enraged and maniacal, attacking the offender fiercely. If the insane individual does not become so enraged, he will become catatonic for 1d6 hours and then revert to hebephrenic behavior once again.
- **Homicidal Mania:** The character has an insatiable urge to kill. The victim must be of the same race as the insane character and normally (75%) of the opposite gender. The character must kill at least once a week until cured.

The individual afflicted with this form of insanity appears absolutely normal. He will behave with what seems to be complete rationality, and nothing unusual will be noted regarding the individual - except that he will occasionally manifest a unique interest in weapons, poisons, and other lethal devices.

If prevented from killing, the frustrated individual will become uncontrollably maniacal and attack the first person he encounters, wildly seeking to slay. After such an occurrence, however, the afflicted will fall into a fit of melancholia for 1d6 days before returning to a homicidal state once again.

- **Kleptomania:** The character has an insatiable urge to steal. The character will take any opportunity to pocket a gem, coin or small magic item. If the stolen objects are taken away from the character, he must make a wisdom saving throw or become violent. Kleptomaniacs suffer a -2 penalty to *sleight of hands* or *dexterity* checks made to steal items without being noticed. This is due to the overpowering urge to immediately steal an item.
- **Lunacy:** This violent and often homicidal state occurs whenever the moon is full, or nearly full. The afflicted character will generally behave as one in a maniacal state, with paranoid, hallucinatory, or homicidal tendencies. When the moon is absent or in its first or last quarters, the afflicted will be melancholic. At other times, he will be relatively normal - perhaps a bit suspicious and irascible.
- **Mania:** Somewhat like schizophrenia, this form of insanity strikes suddenly whenever the character is in a stressful situation. When under stress the afflicted must make a charisma saving throw or become hysterical, enraged, or completely maniacal (determine randomly). The insane character will shriek, rave, and behave in a violent manner, gaining a +2 bonus to all strength checks, including melee attack and damage rolls. The maniac is unreasoning when spoken to, but he will possess great cunning. The afflicted will desire to avoid or to do something according, but not necessarily appropriate, to the situation at hand. This afflicted remains in this state for 3d6 turns. When the maniacal state passes, the afflicted will not remember his insane actions and will not believe that he is insane.
- **Manic-Depressive:** During the manic phase (which lasts 2d6 days), the character will become very excited about something - virtually anything will do. The character will select a goal (which may be a very inappropriate one) and focus totally on achieving it. Then there is an intermediary phase, which lasts 2d6 days, and a depressive phase, in which the character will always assume that there is no chance of success. A depressive character will want to remain indoors and at rest in a place of safety. The depressive phase lasts 2d6 days, followed by which there is another 2d6-day intermediary phase before the cycle begins again.
- **Megalomania:** With this condition, the insane character will be absolutely convinced that he is the best at everything the smartest, wisest, strongest, fastest, handsomest, and most powerful character of his profession. He will demand to be leader of the party, will issue peremptory orders to other party members, and must make a wisdom saving throw or become violent if their orders are not obeyed. Any suggestion that he is not the leader and/or nor the best-qualified person for any particular job will always result in violence from the megalomaniac.
- **Melancholia:** Similar to dementia praecox, this malady makes the afflicted given to black moods, fits of brooding, and feelings of hopelessness. The afflicted must make a wisdom saving throw when faced with a stressful situation or withdraw due to a fit of melancholia.
- **Monomania:** This character will seem absolutely normal until presented with an idea, goal, or similar project which seems promising or purposeful to him. As of then, the character will become obsessed with the accomplishment of the purpose. He will think of nothing else, talk of nothing else, plan and act to accomplish nothing save the fixed end. The monomaniac will brook no swerving from any friend or associate, and he will insist

that such individuals serve the "cause" with the same devotion that the afflicted character shows.

Hostility and violence could result, and certainly not a little suspicion and mistrust if co-operation is not heartfelt. Once the desired end has been accomplished, the insane character will manifest symptoms of dementia praecox until a new purpose is found.

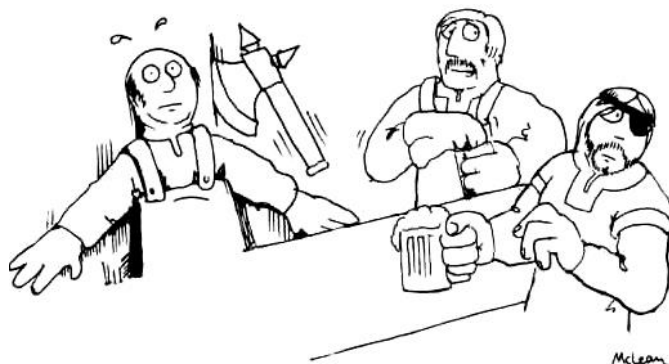
- **Paranoia:** At the onset of this derangement, the afflicted becomes convinced that "they" are plotting against him, spying, listening, and always nearby. As the affliction develops over several days, the insane character will become convinced that everyone around is part of this plot. Conversations are about him, laughter is directed at him, and every action of former friends is aimed at deluding him so as to fulfill the "plot". The paranoid will be principally concerned about position or goods first, but as the insanity advances, he will "realize" that the plotters are actually after his life. The paranoid will evidence signs of increasing suspicion, take elaborate precautions with locks, guards, devices, and food and drink.

In the later stages of the affliction, he will evidence highly irrational behavior, such as hiring assassins to do away with "plotters", and even become homicidal in order to "protect" his life. Paranoids will trust absolutely no one when the affliction has advanced, regarding their former close associates and friends as their worst enemies.

- **Pathological Liar:** This form of insanity is evident after conversing with the individual for a short period of time. The afflicted character will begin making outrageous statements regarding his abilities, possessions, experiences, or events. Whenever anything important or meaningful is discussed or in question, the afflicted cannot tell the truth, and not only will he lie, but do so with the utmost conviction, absolutely convinced that the prevarication is truth. He is capable of telling the truth, but will only normally do so if he will not be believed.
- **Phobia:** The character suffers from a strong and completely irrational fear of some substance, creature, or situation. In order to remain in the same area as the object of their fear the character must make a DC 20 charisma save. Even if able to remain in the same general area, the character will be uncomfortable and totally unwilling to come into close contact with object of their fear.
- **Sado-Masochism:** This form of insanity is coupled with maniacal urges and behavior. The afflicted individual is equally likely to be in a sadistic or masochistic phase. In the former, he will have an obsessive desire to inflict pain (and probably death) upon any living thing encountered. However, after so doing, the insane character will return to a relatively normal state for 1 to 3 days. Likewise, when in a masochistic state the afflicted individual will have an overwhelming urge to be hurt and will act accordingly. After so doing, normalcy returns for 1 to 3 days. Note that friends and associates do not matter to the afflicted individual, nor do enemies.
- **Schizoid:** This rather mild insanity form manifests its effects in a personality loss. The afflicted has no personality of his own and will make every attempt to become like a chosen role model. Selection will be based upon as different a person as is possible with regard to the insane character. Thus an insane magic-user will begin to follow the habits of a fighter, for example, dressing and speaking like that character and seeking to be like him in all ways.
- **Schizophrenia:** The character's personality splits into 1d3 separate personalities, each of which may have a different alignment or even class. Typically the personalities are not aware of each other. The onset of schizophrenia is random, with a DC 10 wisdom save being made every day. Should this save fail there is an even chance of a new (or return to the old) personality emerging. However, whenever a stress situation - decision, attack, etc. - arises, the chance of schizophrenia striking must be checked every round in which the stress continues.
- **Suicidal Mania:** The character is driven to self-harm. He may never flee from combat or any kind of dangerous situation. Faced with a pit or chasm, the insane character must jump over

it; faced with a chest, he must open it; faced with an enemy, he must fight it, etc.

The more dangerous the situation or item, the more likely the individual is to react self-destructively. If he is frustrated in suicidal attempts, then the character will become maniacal for 2d4 turns, and then fall into melancholy for 2d6 days.



"Dave, get the barbarian in the corner another drink, quick!"

Intoxication: Intoxication, whether through the use of alcohol or mind-altering substances, is handled in a manner similar to poisoning. When a character drinks to excess, or ingests, smokes and otherwise consumes a mind-altering substance, he must make a constitution saving throw.

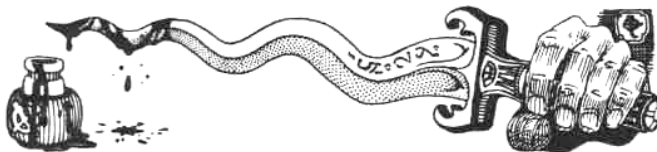
The DC of this saving throw depends on the potency of the drink or substance (from DC 10 for extremely mild substances to DC 20 for strong substances) and the amount consumed (from +5 to the DC light consumption to -10 to the DC for bacchanalian indulgence).

If the character passes this saving throw, he experiences no harmful effects and gains 1d4 temporary hit points (as the substance taken works to numb their pain). If the character fails this saving throw they are *impaired*. *Impaired* characters gain 1d4 temporary hit points but suffer a -1 penalty to all dexterity, intelligence, wisdom and charisma checks. Characters that fail their save by 5 or more are *intoxicated*, suffering a -3 penalty to all dexterity, intelligence, wisdom and charisma checks. Characters that fail by 10 or more are *inebriated* to the point of incapacitation.

These effects end after 1d4 hours per level of intoxication (the three levels being *impaired*, *intoxicated* and *incapacitated*). Afterwards *impaired* characters are mildly impaired, suffering a -1 to dexterity checks, while *intoxicated* and *incapacitated* characters are *sickened*. These after-effects last for 2d4 hours.

Level Drain: Permanently drained level can only be restored by spells, such as *restoration*. Sometimes level loss is temporary and will return to normal in a day's time. See the *energy or level drain* entry under *Special Attacks* (pages 89-91) for more details on level drain.

Paralysis: A character or creature affected by *paralysis* becomes immobile for the duration of the spell, creature or poison's effect.



Poison: As detailed in the *Special Attacks* section, the ill-effects of a poison can be resisted by making a saving throw against the poison. Ability damage caused by poison heals naturally. Non-lethal poisons have a set duration (typically 1d6+6 rounds). After this time, the poison has run its course and the character fully recovers from the poisons effects.

DEATH

There are various means by which a character will meet his end: hit point loss, constitution drain, level drain, death attacks by assassins, death spells and effects, and so on. A slain character is immediately dead and unable to do anything unless some specialized magical effect takes precedence.



Below are guidelines for dealing with death from massive damage and for handling inescapable death, as well as an overview of how the dead may be raised through magic.

Death from Massive Damage (Optional): In addition to dying when hit points reach -10, a character also runs the risk of dying abruptly when he suffers massive amounts of damage. A character who suffers 50 or more points of damage from a single attack must roll a successful DC 15 constitution saving throw or die.

This applies only if the damage was done by a single attack. Multiple attacks totaling 50 points in a single round don't require a saving throw.

For example, a character would be required to make a check if a dragon breathed on him for 72 points of damage. He wouldn't have to do so if eight orcs hit him for a total of 53 points of damage in that round.

If the saving throw is successful, the character remains alive (unless the 50-hit-point loss reduced his hit points to -10 or below). If the saving throw fails, the character immediately dies from the intense shock his body has taken. His hit points are reduced to -10. The character still can be raised in the normal ways, however.

Inescapable Death: There are occasions when death is unavoidable, no matter how many hit points a character has.

A character could be locked in a room with no exits, with a 50-ton ceiling descending to crush him. He could be trapped in an escape-proof box filled with acid. These examples are extreme (and extremely grisly), but they could happen in a fantasy world.

As a general guideline, inescapable deaths should be avoided - characters always should have some chance to escape a hopeless

situation, preferably by using common sense and intelligence. This maintains the interest of the players and helps them retain their trust in the DM.

However, if a situation of inescapable death occurs, the character dies, and there is no need to play such a situation out round-by-round. Allow the player to attempt reasonable (and, perhaps, truly heroic) methods of escape. If these fail, simply inform the player of the demise of his character. The doomed character is assumed to have lost all hit points.

Raising the Dead: Curative and healing spells have no effect on a dead character - he can only be returned to life with one of the following spells: *miracle*, *raise dead*, *reincarnate*, *resurrection* or *wish* (or a device that accomplishes one of these effects).

Coming back from the dead is an ordeal. The subject of the any of the spells listed above loses one level (or 1 hit die) when it is raised, just as if it had lost a level or a hit die to an energy-draining creature. If the subject is 1st level, it loses 2 points of constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level/HD loss or constitution loss cannot be repaired by any means. Should the character's constitution bonus go down, the character's hit point total is reduced by the appropriate number of hit points (the amount of hit point bonus lost is multiplied by the number of levels for which the character gained extra hit points from that bonus). When the character's Constitution drops to 0, that character can no longer be raised. He is permanently removed from play.

A *raised* creature has a number of hit points equal to its current hit dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal diseases are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell. A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Animated creatures, elementals, extraplanar creatures and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

A *reincarnated* creature recalls the majority of its former life and form. Its class, bonus to hit (BTH), base save bonuses and hit points are unchanged, though its new form may not be suited to its profession. The reincarnated creature gains all abilities associated with its new form, including forms of movement and movement rate, its armor class and natural attacks, its sensory powers and special defenses and its spell-like powers. It doesn't automatically speak the language of the new form. While its strength, dexterity and constitution scores depend partly on the new body (with penalties or bonuses to ability scores decided by the Dungeon Master) its intelligence, wisdom and charisma are unchanged. A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Animated creatures, elementals, extraplanar creatures and undead creatures can't be reincarnated. The spell cannot bring back a creature that has died of old age. A *wish* or a *miracle* spell can restore a reincarnated character to his original form.

Resurrection, *miracle* and *wish* all function like *raise dead*, except that you are able to restore life and complete strength to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be returned to life, but the portion receiving the spell must have been part of the creature's body at the time of death. The remains of a creature hit by a *disintegrate* spell count as a small portion of its body. The creature can have been dead no longer than 10 years per caster level. Upon completion of one of these spells, the creature is immediately restored to full hit points, vigor and health, with no loss of prepared spells. These spells can restore life to someone killed by a death effect or someone who has been turned into an undead creature and then destroyed. You cannot restore life to someone who has died of old age. Animated creatures, elementals, extraplanar creatures, and undead creatures are not affected by these spells.

ENVIRONMENTAL HAZARDS

The *PLAYER'S HANDBOOK* provides information on some of the most commonly encountered environmental hazards: drowning, suffocation, exposure to the elements, fire damage, starvation and thirst (PHB, page 59).

This section presents additional, minor environmental hazards (i.e. nuisances such as brambles, bogs, and hedgerows), new hazards (quicksand, avalanches, sinkholes, altitude sickness and cave-ins) and rules for getting lost.

MINOR HAZARDS

Brambles (Undergrowth): Vines, roots, and short bushes cover much of the ground in a forest or wetlands. An area of undergrowth reduces movement rates by 25% to 50% (depending on the density of the undergrowth) and usually offers some level of concealment to those within the area (DM's discretion). Running and charging are impossible.

Hedgerows: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes. Hedgerows function as low walls, and provide total cover, just as a wall does. Characters clambering over/through a hedgerow must make a dexterity (or *climb*) check to do so and have their movement rate penalized as if they were climbing.

Bogs: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. Bogs reduce movement by 50% and make running impossible.

Deep bogs (those deeper than 2 foot deep) reduce movement by 75% and make running impossible. Deep bogs may be traversed by swimming (small creatures must swim to move through a deep bog). Those wading through bogs gain some degree of cover, based upon how much of their body is submerged (DM's discretion).

ADDITIONAL HAZARDS

Altitude Sickness: High altitude can be extremely fatiguing - or sometimes deadly - to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the hardiest of warriors.

Creatures accustomed to high altitude generally fare better than lowlanders. Any creatures native to the mountainous areas or acclimated to the high altitude (those who have lived at a high altitude for a month or more) gain a +5 to all constitution checks made to fight off altitude sickness. Undead, animated creatures and other creatures that do not breathe are immune to altitude effects.

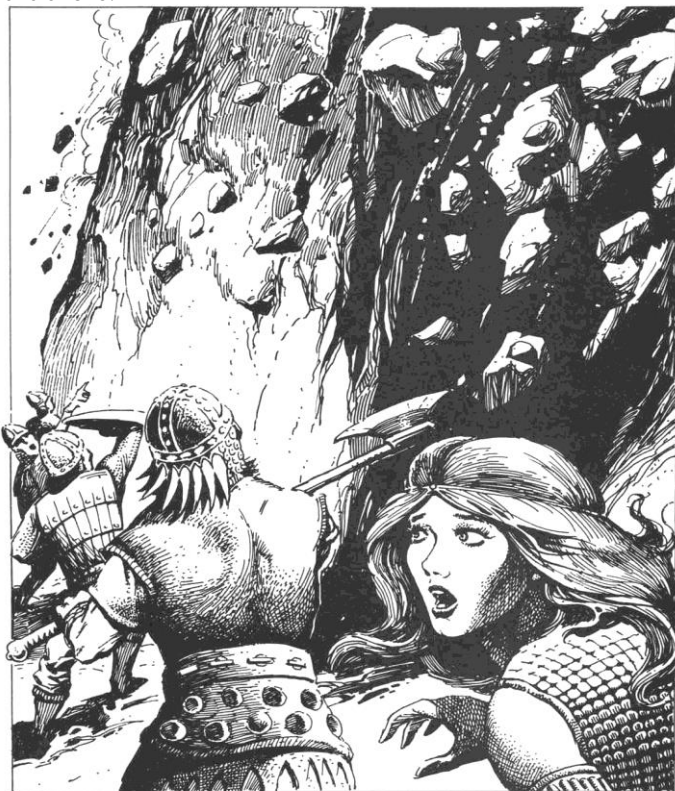
In general, mountains present three possible altitude bands:

- **Low Pass (Up to 5,000'):** Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.
- **Low Peak/High Pass (5,000' to 15,000'):** Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All non-acclimated creatures labor to breathe in the thin air at this altitude. Non-acclimated characters must succeed on a DC 10 constitution save each hour (+1 to the DC per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the save.
- **High Peak (Beyond 15,000'):** The highest mountains exceed 20,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a DC 10 constitution save (+1 to the DC per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +5 bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations.

Avalanches and Landslides: The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many

mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as 1d6×1,000 feet down slope by a character who makes a *perception* (wisdom) check with a -5 penalty. If all characters fail this check, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if you can't see it. Under optimum conditions (no other loud noises occurring), a character who makes an unmodified *perception* check can hear the avalanche or landslide when it is 1d6×500 feet away. This check is penalized if other noises (such as a thunderstorm or the din of battle) mask the sound of the avalanche.



A landslide or avalanche consists of two distinct areas: The bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a dexterity saving throw. They are subsequently buried (see below). Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 dexterity saving throw. Those who fail their saves are buried.

Buried characters take 1d6 points of subdual damage per minute. If a buried character falls unconscious, he or she must make a DC 15 constitution save or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of 1d6×100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an avalanche, roll 1d6×20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location. Avalanches of snow and ice advance at a speed of 1,000 feet per round, and rock avalanches travel at a speed of 500 feet per round.

Cave-Ins: Cave-ins deal 8d6 points of bludgeoning damage to any creature caught within the area of collapse (a DC 15 dexterity save for half) and bury them beneath the rubble (see *buried* in the *avalanches and landslides* description above).

Forest Fires: Most campfire sparks ignite nothing, but if conditions are dry, winds are strong, or the forest floor is dried out and flammable, a forest fire can result. Lightning strikes often set trees afire and start forest fires in this way.

A forest fire can be spotted from as far away as 5d6×100 feet by a character who makes a *perception* check. If all characters fail their *perception* checks, the fire moves closer to them. They automatically see it when it closes to half the original distance. Characters who are blinded or otherwise unable to make *perception* checks can feel the heat of the fire (and automatically detect it) when it is 100' away. The leading edge of a fire (the downwind side) can advance faster than a human can run (assume 240 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for 2d4×10 minutes before dying to a smoking smolder. Characters overtaken by a forest fire may find the leading edge of the fire advancing away from them faster than they can keep up, trapping them deeper and deeper in its grasp.

Characters caught within the bounds of a forest fire take 2d6 to 5d6 points of damage each round from fire damage and smoke inhalation, and must make a constitution saving throw each round (with a +1 to the DC for each previous check) or be *sickened* by coughing fits and fatigue. Also, smoke obscures vision, providing concealment to characters within it.



Getting Lost: There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents any possibility of becoming lost, but travelers striking off cross-country may become disoriented - especially in conditions of poor visibility or in difficult terrain.

- **Poor Visibility:** Any time characters cannot see at least 60 feet in the prevailing conditions of visibility, they may become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night may be at risk, too, depending on the quality of their light sources, the amount of moonlight, and whether they have darkvision or low-light vision.
- **Difficult Terrain:** Any character in forest, moor, hill, or mountain terrain may become lost if he or she moves away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.

If conditions exist that make getting lost a possibility, the character leading the way must succeed on a *survival* ability check, *knowledge (nature)* skill check, or an unskilled wisdom check in order to avoid becoming lost. This check is made once per hour spent in local or overland movement to see if travelers have become lost.

Characters with the *survival* ability or applicable skills (such as *knowledge (nature)* or *knowledge (navigation)*) may assist the leading character with their check (adding +1 to their check). The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below for sample modifiers:

circumstance	check modifier
an area map is on-hand	varies (+1 or more)
moor, hills, or light forest	±0
mountains or forest	-2
poor visibility (rain, fog, snow)	-2
dense forest	-5
no visibility (dense fog, blizzard)	-5

- **Effects of Being Lost:** If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

Once per hour of random travel, each character in the party may attempt a check (using *survival*, an applicable *knowledge* skill or an unskilled wisdom check) to recognize that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost.

A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost requires a *survival* check (with a -2 penalty per hour lost). If a character fails this check, he chooses a random direction as the "correct" direction for resuming travel. It's possible that several characters may attempt to determine the right direction to proceed after becoming lost. Make a *survival* check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right.

- **Regaining Your Bearings:** There are several ways to become unlost. First, if the characters successfully set a new course and follow it to the destination they're trying to reach, they're not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if conditions suddenly improve - the fog lifts or the sun comes up - lost characters may attempt to set a new course, as described above, with a +2 bonus to the check. Finally, magic may make their course clear.

Quicksand: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a *perception* check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. Characters with the *survival* ability or *knowledge (nature)* skill may use that ability in place of a *perception* check.

A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her 1d3×5 feet into the quicksand before he starts to sink.

Characters in quicksand must make a strength check to swim in quicksand. Those making this check may move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the *drowning* or *suffocation* entry on page 59 of the *PLAYER'S HANDBOOK*). Characters below the surface of a bog may swim back to the surface with a successful strength check made to swim (with a -1 penalty per consecutive round of being under the surface).

Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Such aid gives the trapped character a +2 bonus to all strength checks to remain afloat or escape.

Sinkholes: A sinkhole, also known as a sink, shake hole, swallow hole, swallet, doline or cenote, is a natural depression or hole in the Earth's surface. Sinkholes may vary in size from 5 to 2,000 feet both in diameter and depth, and vary in form from soil-lined bowls to bedrock-edged chasms. Sinkholes may be formed gradually or suddenly.

Those caught at the edge of a suddenly appearing sinkhole may make a DC 15 dexterity saving throw. Those who succeed may make a strength check in order to leap to safety (see jumping on pages 48-49 of the *PLAYER'S HANDBOOK*). Characters who fail their save or are caught too far within the sinkhole's diameter fall into the hole and suffer falling damage (1d6 points of damage per 10', to a maximum of 20d6 points of damage). This damage may be modified depending upon the surface that the falling character lands upon (i.e. falling into water halves damage).

MAGIC

SPELL RESEARCH

One of the most overlooked assets of full spellcasters (clerics, druids, hedge wizards, illusionist, magic-users and necromancers) is their ability to research new spells. In the hands of a clever player, this ability results in powerful and unique player characters. Since the player has to get involved to make the research rules work, it is also an excellent method for getting player ideas into the campaign. However, since there are so many different possibilities in spell research, there are few set rules. Use the following as guidelines when faced with magical research in the campaign.

Suggesting a New Spell: Spell research is not something the DM does without player input - or vice versa. The first step is for the player to decide what he wants his character to accomplish. Only after the player has suggested a new spell does the DM become involved.

Analyzing a Spell: When the player presents his suggested spell, talk it over with him. What does the player really want to accomplish? Is this the same as what he claims the spell will do? Sometimes what is written for a spell description and what was intended are two different things. This should become clear in talking to the player.

Are there already spells or combinations of spells that can do the same thing? If a spell exists in the character's group that does the same thing, no research should be allowed. If the new spell is a combination of several spells or a more powerful version of a weaker spell, it can be allowed, although it will be difficult to research. Weaker versions of a more powerful spell are certainly possible.

Is the player trying to gain a special advantage over the normal rules? Sometimes players propose new spells with the unspoken purpose of "breaking the system," and, while spell research does let a player character get an edge, it is not a way to cheat. New spells should fall within the realm and style of existing spells. Clerics casting *fireball* spells or mages healing injured characters are contrary to the styles of the two classes.

Spells allowing changes in the game rules, god-like abilities, or guaranteed success are not good and shouldn't be allowed in a campaign. Fortunately, this problem doesn't come up too often. What limits does the player think the spell has?

In their desire to have their spells approved, players often create more limitations and conditions on a spell than the DM would normally require. Be sure to ask the player what limits he thinks the spell has.

Solving the Problem of a New Spell: If the spell seems unacceptable, tell the player what the concerns are. Usually, an agreement can be reached on any problems. However, if there don't seem to be any problems with the spell, the next step can begin.

Never immediately approve a spell when it is first presented. Take the spell description and consider all the ways it could be abused. If some glaring misuse becomes apparent, fix the spell so this cannot happen. Keep doing this until all the obvious problems and abuses have been fixed. The player should then have a chance to look at all the changes in his spell. After all, once the DM has finished with it, the player may no longer want to research it.

After the player and DM have agreed on the description of the spell, the DM must decide the level of the spell, its components, research time, and research cost.

Setting a Spell's Level: The level can be determined by comparing the spell to already existing ones. If the spell inflicts damage, its level should be within one or two of the number of dice of damage it causes - thus a spell which inflicts 5d6 points of damage should be about 3rd to 5th level.

If the spell is an improvement of an existing spell, it should be at least two levels greater than that spell. If the spell is one belonging to another group, such as a cleric researching a magic-user's spell, it always should be at a higher level than it is in its natural group. Quite often it will also be less effective than the spell that inspired it.

Determining Spell Components (Optional): Spell components are limited only by your imagination, but should be tempered by the spell's power and usefulness. Spells with great power require significant or hard-to-find components. Spells of limited use need only fairly simple components. Indeed, one important type of spell research is to create a powerful spell with little in the way of components.

Determining Research Time: Research time requires the character be in good health. Further, he must refrain from adventuring while undertaking the study. During research, arcane casters study over old manuscripts while divine casters work at their devotions.

The minimum amount of time needed to research a spell is two weeks per spell level. At the end of this time, a *concentration* check is made (PHB, p. 62). If this check succeeds, the character has researched the spell. If the check fails, the character must spend another week in study before making another check. This continues until the character either succeeds or gives up.

The Cost of Spell Research: Research also costs money. If the character has access to a laboratory and library, or an appropriate place of worship, the cost of research is 500 gp per spell level. The DM can choose the actual cost or determine it randomly.

Research costs are a very important incentive for player characters to go on adventures, gathering funds to support their studies. And, of course, a magic-user who lacks a laboratory must come up with the cost of assembling one. The cost of this should be 2,000 gp per spell level achieved by the caster. Once the laboratory is assembled, it remains as part of the character's possessions.

Clerics and druids who lack a proper place of worship can pay a similar cost (in donations or whatever) to prepare a small household shrine. Neither the laboratory nor the shrine is particularly portable.

Adding a New Spell To the Spell Book: Once a character has successfully researched a spell, it is added to his spell lists or spell books. Once researched, the spell is treated like a normal spell. The player character can choose to share the spell with others or keep it to himself.

MAGIC ITEM CREATION

It is an obvious premise of the game that magic items are made somewhere by someone or something. A properly run campaign will be relatively stringent with respect to the number of available magic items, so your players will sooner or later express a desire to manufacture their own.

Fabrication Points: To create magic items, spellcasters invest time, money, and their own personal energy (in the form of Fabrication Points). Fabrication Points (FP) are first gained at level 7 (the level when spellcasters can begin creating scrolls and potions) and are expended as magic items are creation. They are, in essence, a bank of magical energy that the character may draw upon to create magical items. Points that are not spent may be saved until the character gains a level and acquires more fabrication points.

caster level	fabrication points
7 th	2,000
8 th	5,000
9 th	8,000
10 th	12,000
11 th	16,000
12 th	22,000
13 th	30,000
14 th	40,000
15 th	50,000
16 th	60,000
17 th	70,000
18 th	80,000
19 th	90,000
20 th	100,000

The specific costs and methods associated with standard magic item creation (standard items being those that appear in this book on pages 129-186) are given in the sections that describe those items.

Example: The rules for scroll creation, including the cost in gold and FPs, the materials required, as well as the spell and level prerequisites, are provided in the MAGIC ITEM section pertaining to scrolls on page 135).

Note that nearly all items have prerequisites in their descriptions. These prerequisites must be met for the item to be created. Most of the time, they take the form of spells that must be known by the item's creator (although access through another magic item or spellcaster is allowed).

While item creation costs are handled in detail in the magic item descriptions, note that normally the two primary factors in determining the creation costs are the caster level of the creator and the level of the spell or spells put into the item. A creator can create an item at a lower caster level than his own, but never lower than the minimum level needed to cast the needed spell.

The creator also needs a fairly quiet, comfortable, and well-lit place in which to work. Any place suitable for preparing spells is suitable for making items. Creating an item requires one day per 1,000 gp in the item's creation cost, with a minimum of at least one day. The caster works for 8 hours each day. He cannot rush the process by working longer each day. But the days need not be consecutive, and the caster can use the rest of his time as he sees fit.

The character must spend the gold and FP at the beginning of the construction process. A character can work on only one item at a time. If a character starts work on a new item, all materials used and FP spent on the under-construction item are wasted.

Artifacts and relics are of ancient manufacture, possibly from superior human or demihuman technology, perhaps of divine origin, thus artifacts, and relics cannot be made by players and come only from the Dungeon Master. The secrets of creating artifacts are long lost.

Creation of Non-Standard Magic Items: There are two considerations respecting non-standard magic items. The first is your invention and inclusion of them in your campaign, and this is expected and encouraged. You should put your imagination and inventiveness to work this way. Standard items can be varied so as to make it more interesting when your players are familiar with the usual forms.

New devices can be created to add freshness and new dimensions to the game. Special magic items can be devised to complement some special situation or to serve as a special reward for overcoming some special monster or difficult area. All such creations, however, must be made with care. The items must be such as to not unbalance the game. They must not make one player character too strong, either with respect to opponents or his fellows or to the campaign or to the game system as a whole.

Note: Altered forms of a standard AD&D item are not new or non-standard items, i.e., a cap which causes its wearer to be invisible is the same as a *ring of invisibility*.

Estimating Non-Standard Magic Item Creation Costs: Many factors must be considered when determining the creation cost of new magic items. The easiest way to come up with a cost is to match the new item to an item that is already priced that price as a guide. Otherwise, use the guidelines given on *Estimating Magic Item Creation Costs* table below to determine the creation cost in . The *Fabrication Point* cost paid by the item's creator (see pages 100-101) equals the creation cost (in gold pieces) divided by 2.5

- **0-Level Spells:** When multiplying spell levels to determine value, 0-level spells should be treated as ½ level.
- **Item Requires Specific Class Or Alignment To Use:** This limitation cuts the cost by 25%.
- **Multiple Different Abilities:** Abilities such as an attack roll bonus or saving throw bonus and a spell-like function are not similar, and their values are simply added together to determine the cost. For items that do take up a space on a character's body each additional power not only has no discount but instead has a 50% increase in price.
- **Multiple Similar Abilities:** For items with multiple similar abilities that don't take up space on a character's body use the following formula: Calculate the price of the single most costly ability, then add 75% of the value of the next most costly ability, plus one-half the value of any other abilities.
- **Other Considerations:** Once you have a final cost figure remember that the prices presented in the magic item descriptions are the market value, which is generally twice the item's creation cost. Since different classes get access to certain spells at different levels, the prices for two characters to make the same item might actually be different.

Not all items adhere to these formulas directly. The reasons for this are several. First and foremost, these few formulas aren't enough to truly gauge the exact differences between items. The price of a magic item may be modified based on its actual worth. The formulas only provide a starting point. The pricing of scrolls

assumes that, whenever possible, a magic-user or cleric created it. Potions and wands follow the formulas exactly. Staves follow the formulas closely, and other items require at least some judgment calls.

spell effect	creation cost	example
single use, spell completion	spell level x caster level x 25 gp	<i>scroll of haste</i>
single use, use-activated	spell level x caster level x 50 gp	<i>potion of cure light wounds</i>
50 charges, spell trigger	spell level x caster level x 750 gp	<i>wand of fireball</i>
command word	spell level x caster level x 1,500 gp	<i>rope of climbing</i>
use-activated or continuous	spell level x caster level x 2,000 gp ¹	<i>slippers of spider climb</i>

special	creation cost adjustment	example
charges per day	divide by 5, then multiply by the number of uses per day	<i>boots of teleportation</i>
no space limitation ²	multiply entire cost by 2	<i>ioun stone</i>
multiple different abilities	multiply lower item cost by 1.5	<i>helm of brilliance</i>

charged (50 charges)	spell level x caster level x 1,000 gp	<i>ring of the ram</i>
component	extra cost	example
armor, shield, or weapon	add cost of exceptional item	+1 composite longbow
spell has material component cost	add directly into price of item per charge ³	<i>wand of fireballs</i>
spell has XP cost	add 5 gp per 1 XP per charge ³	<i>ring of three wishes</i>

if the item has an effect based on a spell with a duration measured in rounds, multiply the cost by 4. If the duration is measured in

1 minutes/level, multiply the cost by 2. If the duration is measured in turns, multiply the cost by 1.5. If the duration is 1 or more days divide the cost in half

2 an item that does not take up one of the spaces on a body costs double(see *Magic Items on the Body* on page 129 for more details)

if item is continuous or unlimited, not charged, determine cost as if it

3 had 100 charges. If it has some daily limit, determine as if it had 50 charges

Recharging Magical Items: Some items, such as rods, staves and wands, are rechargeable. Recharging is relatively easy but does have its risks.

To recharge an item the spell to be imbued (i.e. A *wand of fireballs* is imbued with *fireball* spells) must be cast directly into the item. The caster level must be the same as that used in the item's creation. In addition, the process of transferring magic to the item has material costs (20gp x spell level x caster level per charge) and takes one day per 1,000gp worth of recharging that occurs. The *Fabrication Point* (FP) cost for recharging items is equal to the material cost for recharging divided by 2.5.

However, recharging is not without risk to the item. Each time the item is recharged, roll a d20. On a roll of 1-5 the character has accidentally interfered with the magic of the item and it crumbles into useless dust.

Destroying Magical Items: Occasionally characters may find it desirable, useful, or vitally necessary to bring about the destruction of a magical item. Magical items are more resistant than ordinary ones, but they are hardly indestructible, as the *Item Saving Throw* section illustrates.

Characters who have possession of a device and are determined to destroy it can do so at will. They need only snap the blade of a magical sword or burn a lock or whatever.

It is possible to target specific magical items held by others, but it is very difficult. Attempting to destroy an enemy's magical item requires a *disarm* attempt roll (*PHB*, p. 59) which, if successful, forces an item saving throw versus the attack type used (using *crushing*).

Intelligent Magical Items

Magic items sometimes have intelligence of their own. Magically imbued with sentience, these items think and feel the same way characters do and should be treated as NPCs. Intelligent items have extra abilities and, sometimes, a special purpose.

Only permanent magical items (as opposed to single-use items or those with charges) can be intelligent. In general, less than 1% of magic items have intelligence. Intelligent items are actually sentient

creatures because they have intelligence scores. Treat them as animated beings. Intelligent items often have the ability to illuminate their surroundings at will (as magic weapons do); many cannot see otherwise.

Unlike most magic items, intelligent items can activate their own abilities without waiting for a command word from their owner. Intelligent items act during their owner's turn in the initiative order.

Item Intelligence

d% roll	INT	communication	item abilities	senses (hearing and vision)	creation cost modifier
01–34	12	empathy ¹	1 primary	30'	+1,000 gp
35–59	13	empathy ¹	2 primary	60'	+2,000 gp
60–79	14	speech ²	2 primary	120'	+4,000 gp
80–91	15	speech ²	3 primary	60', with darkvision	+5,000 gp
92–97	16	speech ^{2,3}	3 primary	60', with darkvision	+6,000 gp
98	17	speech, telepathy ^{3,4}	3 primary & 1 extraordinary ⁶	120', with darkvision	+9,000 gp
99	18	speech, telepathy ^{4,5}	3 primary & 2 extraordinary ⁶	120', with darkvision & detect invisibility	+12,000 gp
100	19	speech, telepathy ^{4,5}	4 primary & 2 extraordinary ⁶	120', with darkvision & detect invisibility	+15,000 gp

¹ the possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action.

² like a character, an intelligent item speaks Common plus one language per point of intelligence bonus.

³ the item can also read any languages it can speak.

⁴ the item can use either communication mode at will, with language use as any speaking item. It can communicate telepathically with the wielder.

⁵ the item can read all languages as well as use read magic.

⁶ the intelligent item can have a special purpose (and corresponding dedicated power) rather than a greater power, if appropriate.

Intelligent Item Languages: Like a character, an intelligent item speaks Common plus one additional language per point of Intelligence bonus. Choose appropriate languages, taking into account the item's origin and purposes.

Intelligent Item Alignment: Any item with intelligence has an alignment. Note that intelligent weapons already have alignments, either stated or by implication. If you're generating a random intelligent weapon, that weapon's alignment must fit with any alignment-oriented special abilities it has.

Any character whose alignment does not correspond to that of the item (except as noted by the asterisks on the table) loses one level if he so much as picks up the item. Although this level loss is not permanent, it remains as long as the item is in hand and cannot be overcome in any way (including *restoration* spells). This negative level is cumulative with any other penalties the item might already place on inappropriate wielders. Items with Ego scores (see below) of 18 to 20 drain 2 levels. Items with Ego scores of 21 or higher drain 3 levels.

d20 roll	item alignment
1	chaotic good
2–3	chaotic neutral*
4	chaotic evil
5	neutral evil*
6	lawful evil
7–11	lawful good
12	lawful neutral*
13–16	neutral good*
17–20	neutral

* the item can also be used by any character whose alignment corresponds to the non-neutral portion of the item's alignment.

Intelligent Item Abilities: The table above determines how many lesser and greater powers an intelligent item has. To find the item's specific powers, choose or roll on the appropriate tables below.

All abilities function at the direction of the item, although intelligent items generally follow the wishes of their owner. Activating an ability takes 1 round, while concentrating on an activated ability while taking other actions requires a concentration check (intelligence-based). All abilities function at the level of the item's creator.

d% roll	primary ability*	cost
01–05	know direction	+1,250 gp
06–10	detect secret doors (10' radius)	+2,500 gp
11–13	find traps (3/day)	+5,000 gp
14–20	detect evil or good (10' radius)	+5,000 gp
21–25	locate object (precious metals) (30' radius)	+5,000 gp
26–31	locate object (gemstones) (30' radius)	+5,000 gp
32–33	know alignment (3/day)	+5,000 gp
34–36	detect invisibility (10' radius)	+5,000 gp

d% roll	primary ability (continued)*	cost
37–40	locate object 3/day	+5,000 gp
41–45	identify 1/day	+2,500 gp
46–50	detect magic (10' radius)	+2,500 gp
51–54	comprehend languages (3/day)	+2,500 gp
55–60	detect poison (10' radius)	+2,500 gp
61–66	light (30' radius)	+2,500 gp
67–72	detect animals or plants (3/day)	+2,500 gp
90–95	roll twice on this table	-
96–100	roll once on the extraordinary abilities table	-

* if the same ability is rolled twice, roll again.

d%	extraordinary ability*	Cost
01–06	cause fear (3/day)	+2,500 gp
07–10	detect undead (30' radius)	+5,000 gp
11–13	esp (3/day)	+5,000 gp
14–18	dimensional anchor (1/day)	+5,000 gp
19–23	dismissal (1/day)	+5,000 gp
24–28	minor globe of invulnerability (1/day)	+5,000 gp
29–33	detect scrying (1/day)	+5,000 gp
34–37	darkness 15' radius (3/day)	+5,000 gp
38–41	feather fall (at will)	+5,000 gp
42–45	gust of wind (3/day)	+5,000 gp
46–50	teleport (1/day)	+7,000 gp
51–54	fly (3/day)	+8,750 gp
55–59	heal (1/day)	+9,000 gp
60–64	protection from good or evil 10' radius	+17,500 gp
65–68	clairvoyance (3/day)	+8,750 gp
69–73	haste (3/day)	+8,750 gp
74–76	arcane sight (3/day)	+8,750 gp
77–80	water breathing (3/day)	+8,750 gp
81–85	invisibility purge (3/day)	+8,750 gp
86–91	slow on enemies (3/day)	+8,750 gp
91–97	fear (3/day)	+8,750 gp
98–100	roll once on the Special Purpose table	-

* if the same ability is rolled twice, roll again.

Intelligence Item's Purpose: An item's purpose must suit the type and alignment of the item and should always be treated reasonably. A purpose of "defeat/slay arcane spellcasters" doesn't mean that the sword forces the wielder to kill every wizard he sees. Nor does it mean that the sword believes it is possible to kill every wizard, sorcerer, and bard in the world. It does mean that the item hates arcane spellcasters and wants to bring the local wizard's cabal to ruin, as well as end the rule of a sorceress-queen in a nearby land. Likewise, a purpose of "defend elves" doesn't mean that if the wielder is an elf, he only wants to help himself. It means that the item wants to be used in furthering the cause of elves, stamping out their enemies and aiding their leaders. A purpose of "defeat/slay all" isn't just a matter

of self-preservation. It means that the item won't rest (or let its wielder rest) until it places itself above all others.

d% roll	purpose
01–20	defeat/slay diametrically opposed alignment*
21–30	defeat/slay arcane spellcasters (including spellcasting monsters and those that use spell-like abilities)
31–40	defeat/slay divine spellcasters (including divine entities and servitors)
41–50	defeat/slay non-spellcasters
51–55	defeat/slay a particular creature type (see the bane special ability for choices)
56–60	defeat/slay a particular race or kind of creature
61–70	defend a particular race or kind of creature
71–80	defeat/slay the servants of a specific deity
81–90	defend the servants and interests of a specific deity
91–95	defeat/slay all (other than the item and the wielder)
96–100	choose one

* the purpose of the neutral (n) version of this item is to preserve the balance by defeating/slaying powerful beings of the extreme alignments (lg, le, cg, ce).



Special Purpose Abilities: These abilities operate only when an intelligent item is in pursuit of its special purpose. This determination is always made by the item. It should always be easy and straightforward to see how the ends justify the means. Unlike its other abilities, an intelligent item can refuse to use its special purpose abilities even if the owner is dominant (see *Items against Characters*, below).

d% roll	ability	cost
01–06	wielder gets +1 bonus on attacks and ability checks	+30,000 gp
07–12	item can use <i>ice storm</i>	+50,000 gp
13–17	item can use <i>confusion</i>	+50,000 gp
18–24	item can use <i>phantasmal killer</i>	+50,000 gp
25–31	item can use <i>curse</i>	+50,000 gp
32–36	item can use <i>dimension door</i> on itself and wielder	+50,000 gp
37–43	item can use <i>stoneskin</i> on wielder (3/day)	+55,000 gp
44–50	item can use <i>hold monster</i>	+60,000 gp
51–56	item can use <i>passwall</i> (1/day)	+60,000 gp
57–62	item can cast <i>lightning bolt</i>	+60,000 gp
63–68	item can cast <i>fireball</i>	+60,000 gp
69–74	item can use <i>disintegrate</i> on contact	+75,000 gp
75–81	item can use <i>flesh to stone</i> on contact	+75,000 gp
82–87	item can use <i>improved dispel magic</i>	+75,000 gp
88–92	item can cast <i>mind blank</i> on wielder	+125,000 gp
93–98	item can use <i>trap the soul</i> (in the weapon)	+125,000 gp
99–100	item can use <i>time stop</i> (3/day)	+175,000 gp

Item Ego: Ego is a measure of the total power and force of personality that an item possesses. Only after all aspects of an item have been generated can its Ego score be calculated. An item's Ego score helps determine whether the item or the character is dominant in their relationship, as detailed below.

item attribute	ego points
each +1 of item's bonus*	1
each weapon <i>special ability</i>	1
each <i>primary ability</i>	1
each <i>extraordinary ability</i>	2
<i>special purpose (and ability)</i>	3
telepathic ability	1
read languages ability	1
read magic ability	1
each point of intelligence above 12	1

*or equivalent (see *Magic Weapon* creation rules on page 179)

Items Against Characters: When an item has an Ego of its own, it has a will of its own. The item is, of course, absolutely true to its alignment. If the character who possesses the item is not true to that alignment's goals or the item's special purpose, personality conflict - item against character - results.

Similarly, any item with an Ego score of 18 or higher always considers itself superior to any character, and a personality conflict results if the possessor does not always agree with the item.

When a personality conflict occurs, the possessor must make a charisma saving throw with a DC of 10 plus the item's creator's level. If the possessor succeeds, he is dominant. If he fails, the item is dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on). Should an item gain dominance, it resists the character's desires and demands concessions such as any of the following:

- Removal of associates or items whose alignment or personality is distasteful to the item.
- The character divesting herself of all other magic items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Magical protections and devices to protect the item from molestation when it is not in use.
- That the character carries the item with him on all occasions.
- That the character relinquishes the item in favor of a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures, such as the following acts:

- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely when harmony reigns between the character's and item's alignments or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily establish and maintain dominance over him, or a higher-level possessor so as to better accomplish its goals.

All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they are of the same alignment. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 60 feet, and most intelligent items try their best to mislead or distract their host so that he ignores or destroys the rival. Of course, alignment might change this sort of behavior.

Items with personalities are never totally controlled or silenced by the characters who possess them, even though they may never successfully control their possessors. They may be powerless to force their demands but remain undaunted and continue to air their wishes and demands.



NEW SPELL DESCRIPTIONS

These new spells are included for use with the necromancer secondary class of the magic-user, though the DM may permit magic-users, hedge wizards, and/or illusionists to use them as well.

Chill Touch

Necromancy

Level: Necromancer 1, Magic-User 1

Components: V, S

Casting Time: 1 round

Range: Touch

Target: Creature or creatures touched (up to one/level)

Duration: Instantaneous; see text

Saving Throw: See text

Spell Resistance: Yes

You can use this spell to attack up to one time per level. A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also suffers 1 point of strength damage unless it makes a successful constitution saving throw. Creatures without a strength rating suffer a -1 penalty to their attack rolls. Strength drained in this manner heals normally.

An undead creature touched by the caster takes no damage of either sort but must make a charisma saving throw or flee as if panicked for 1d4+1 rounds per caster level.

Spectral Hand

Necromancy

Level: Necromancer 2, Magic-User 2

Components: V, S

Casting Time: 1 round

Range: Medium (100')

Effect: One spectral hand

Duration: 1 hour/level; see text

Saving Throw: None

Spell Resistance: No

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance.

On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. The hand has a number of hit points equal to those lost by the caster. These hit points can be healed normally.

For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the *spectral hand* as an attack. The spell gives you a +2 bonus to attack rolls made with the hand. The hand always strikes from your direction and gains whatever flanking or rear attack bonuses you would normally gain.

After the hand delivers a spell, or if the hand goes beyond the spell range or out of your sight, it returns to you and hovers.

The hand has an armor class of 20 + your intelligence modifier and is incorporeal. It cannot be harmed by nonmagical weapons or mundane attacks. When saving against magical attacks, it uses the caster's saving throw and takes no damage on a successful save. The hand is dispelled if reduced to zero or fewer hit points.

Vampiric Touch

Necromancy

Level: Necromancer 3, Magic-User 3

Components: V, S

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: Instantaneous (1 hour); see text

Saving Throw: None

Spell Resistance: Yes

If you succeed on a melee attack your touch deals 1d6 points of damage per two caster levels, to a maximum of 6d6 at 12th level. You heal hit points equal to the damage you deal, with any hit points over the caster's maximum being treated as temporary hit points. Any damage to the caster is first subtracted from the temporary hit points. After 1 hour any temporary hit points remaining are lost.

Damage dealt through use of this spell cannot bring the target below -9 hit points. This spell has no effect on undead creatures.

Wraithform

Illusion/Phantasm

Level: Illusionist 3, Necromancer 4

Components: S, M

Casting Time: 1 round

Range: Personal

Target: Caster

Duration: 2 rounds/level

Saving Throw: See text

Spell Resistance: Yes

When this spell is cast, the caster and all of his gear becomes incorporeal. While in *wraithform* he cannot be harmed by non-magical weapons or mundane attacks.

Mindless undead will ignore an individual in *wraithform*, believing him to be a wraith or spectre, though intelligent undead may make a DC 20 intelligence save to recognize the spell.

The caster can pass through small holes or narrow openings, even mere cracks, for as long as the spell persists. Note, however, that the caster cannot fly without additional magic. No form of attack is possible when in *wraithform*, except against creatures that exist on the Ethereal Plane, where all attacks (both ways) are normal. A successful *dispel magic* spell forces the wizard in *wraithform* back to normal form.

The material components for the spell are a bit of gauze and a wisp of smoke.

REWARDS

EXPERIENCE

This chapter contains instructions for determining specific experience awards. It also gives guidelines about awarding experience in general. However, it does not provide absolute mathematical formulas for calculating experience in every situation.

Awarding experience points (XP) is one of the DM's most difficult jobs. The job is difficult because there are only a few rules (and a lot of guidelines) for the DM to rely on. The DM must learn nearly everything he knows about experience points from running game sessions. There is no magical formula or die roll to determine if he is doing the right or wrong thing. Only time, instinct, and player reactions will tell.

Experience points are a measure of this improvement, and the number of points given a player for a game session is a signal of how well the DM thinks the player did in the game - a reward for good roleplaying. As with any other reward system, there are potential problems.

If the DM consistently gives too little experience to players, they become frustrated. Frustrated players don't have fun and, usually, quit the game. Even if they don't quit, player morale can suffer. They stop trying to do their best, figuring they will only get a measly amount of experience whether they play their best or just coast along.

On the other hand, players can be given too many experience points too quickly. Players in this situation quit trying to be inventive and clever, as they feel that they will earn XP no matter how little they invest themselves in the game.

Consequently, the DM must take care not to give characters too little experience or too much. The best approach is to vary the awards given from game to game, based on the actions of the characters. Players should be rewarded according to how hard they try and how well they accomplish various goals.



Every game session should have a goal. Some goals are constant, applicable to any AD&D game. Others are dependent on the individual campaign, storyline, character levels, and specific adventure. All goals should be clear, understandable ones that players can see or decipher from clues they get during play.

CONSTANT GOALS

Three goals are constant - fun, character survival, and improvement. Each of these should be possible in a single game session.

Fun: Everyone gathered around an AD&D game table is playing a game. Games are entertainment, and entertainment is supposed to be fun. If the players don't have a good time playing in AD&D game sessions, it shows.

Therefore, one of the goals of the AD&D game is to have fun. Much of the pressure to provide this elusive quality rests on the DM's shoulders, but the players can also contribute. When they do, players should be rewarded with experience points since they are making the game a good experience for all. The DM who doles out awards for adding to the fun will find more players making the effort to contribute. To give out experience points for fun the DM should consider the following:

- Did the player actively get involved in the game? a player who does nothing but tell one funny joke during the course of the

game isn't really participating. The DM should be careful, however, not to penalize players who are naturally shy. Involvement should be measured against a player's personality.

- Did the player make the game fun for others or make fun at their expense? the second is not really deserving of any reward.
- Was the player disrupting or interfering with the flow of the game? This is seldom enjoyable and tends to get on everyone's nerves quickly.
- Was the player argumentative or a "rules lawyer?" These are players who can quote every rule in the game and try to use even the most obscure rules to their advantage, often to the detriment of the spirit of the game. This is definitely not fun for the DM, but the DM should allow a reasonable amount of disagreement with his decisions. Players will want (and should be allowed) to argue their views from time to time. However, rules arguments properly belong outside the actual game session. The DM should make a ruling for the moment and then hear appeals to his decision after the adventure. This way the game is not interrupted.

Character Survival: Although having a character live from game session to game session is a reward in itself, a player should also receive experience points when his character survives. Since there are many ways to bring a dead character back into the game, the threat of death, while present, loses some of its sting. Players should be encouraged to try to keep their characters alive, instead of relying on *resurrections* and wishes. To this end, a small reward for making it through a game session is useful. It is a direct way of telling a player that he played well.

The amount given for survival should be balanced against what happened during the adventure. Player characters who survived because they did nothing dangerous or who have so many powers and hit points that they're nearly invulnerable do not deserve as many experience points as the character who survived sure death through the use of his wits. Likewise, characters who survived by sheer luck deserve less than those who survived because of sound strategy and tactics.

Improvement: Experience points are one measure of a character's improvement, and they translate directly into game mechanics. However, players should also improve by trying to play more intelligently at each session. As the players learn more about the game, the campaign, and roleplaying, this should be reflected in their experience points. When a player thinks up a really good idea - solves a difficult puzzle, has his character talk the group out of a tight situation, or just finds a novel way around a problem - that's worth experience points. Players should be encouraged to use their brains and get involved.

VARIABLE GOALS

In addition to the constant goals listed above, every game session will have some variable goals. Most of these come from the adventure. Some may come from the players' desires. Both types can be used to spur players on to more effective roleplaying.

Story Goals: Story goals are objectives the DM sets up for an adventure. Rescue the prince, drive away a band of marauding orcs, cleanse the haunted castle, find the assassin of the late queen, recover a lost artifact and save the world - these are all story goals. When the DM sets up a story, he decides how many experience points he thinks the player characters should get for accomplishing the big goal. This must be based on just how difficult the whole adventure will be. If the characters successfully accomplish this goal (which is by no means guaranteed), they will earn this bonus experience.

Sometimes the DM might not have a clear idea of what the goal of a particular adventure is. In such a case the players can sometimes provide the goal, or at least a clue. Listen to what they think they are supposed to do or what they want to do. These can then become the goal of the adventure. Again, assign experience points based on difficulty if they accomplish this.

EXPERIENCE AWARDS

There are two categories of experience point awards: group and individual. Group awards are divided equally among all members of the adventuring party, regardless of each individual's contribution. The idea here is that simply being part of a group that accomplishes something teaches the player character something useful.

From a strictly game mechanics point of view, this ensures that all player characters will have the opportunity to advance in experience points at roughly the same rate. Individual awards are optional, given to each player based on the actions of his character. As a general guideline, experience points should be given at the end of every gaming session, while the DM still remembers what everyone did. If the awarding of experience points is delayed for several sessions, until the end of a given adventure, there is a chance the DM will overlook or forget what the characters did in previous gaming sessions.

Despite this risk, it isn't always practical to award experience immediately. If the player characters are still in the heart of the dungeon when the gaming session ends, wait to award points until they return to the surface. The DM can rule that characters receive experience only when they have the opportunity to rest and tell others of their exploits. This means that characters collect experience when they return to their homes, stop at an inn, or the like. Since experience is, in part, increased confidence and comprehension of their own abilities and events, the retelling of the tale boosts the ego of the characters, and this translates into experience.

Sometimes, even this rule is not applicable, however. For example, the player characters might be on a long journey through the desert and not see a settlement or friendly soul for weeks on end. In such cases, experience can be awarded after the characters have had time to reflect upon and analyze their accomplishments. This may be as short as overnight (for small experience awards) or as long as several days.

If, for whatever reason, the DM decides not to award experience points at the end of a gaming session, he should be sure to calculate and record the number of experience points each character should receive for the session and not rely on his memory.

Group Awards: All characters earn experience for victory over their foes. There are two important things to bear in mind here. First, this award applies only to foes or enemies of the player characters - the monster or NPC must present a real threat. Characters never receive experience for the defeat of non-hostile creatures (rabbits, cattle, deer, and friendly unicorns) or NPCs (innkeepers, beggars, and peasants). Second, no experience is earned for situations in which the PCs have an overwhelming advantage over their foes.

A 7th level player character who needs one more experience point to advance in level can't just gather his friends together and hunt down a single orc. That orc wouldn't stand a chance, so the player character was never at any particular risk. If the same character had gone off on his own, thus risking ambush at the hands of a band of orcs, the DM could rule that the character had earned the experience.

The DM must decide what constitutes a significant risk to the player characters. Often it is sufficient if the characters think they are in danger, even when they are not. Their own paranoia increases the risk (and enhances the learning experience). Thus, if the party runs into a band of five kobolds and becomes convinced that there are 50 more around the next corner, the imagined risk becomes real for them. In such a case, an experience point reward might be appropriate.

The characters must be victorious over the creature, which is not necessarily synonymous with killing it. Victory can take many forms. Slaying the enemy is obviously victory; accepting surrender is victory; routing the enemy is victory; pressuring the enemy to leave a particular neck of the woods in order to bring about peace is a kind of victory.

A creature needn't die for the characters to score a victory. If the player characters ingeniously persuade the dragon to leave the village alone, this is as much - if not more - a victory as slaying the dragon.

- **Combat Experience Awards:** To determine the number of XP to give for overcoming enemies, use the following table. Find the Hit Dice of the creature on the table. Add the additional Hit

Dice for special powers and find the adjusted Hit Dice. Add this number to the current Hit Dice value, so that a 1 Hit Die creature with +2 Hit Dice of special abilities becomes a 3 Hit Dice creature for calculation purposes.

This formula produces an experience point value (XPV). Multiply this value by the number of creatures of that type defeated and add together all total values. The result is the total XP the group earns. It should be divided among all of the player characters involved in the combat (including those who were slain, as they may be raised or otherwise returned to life).

Creature Experience Point Values (XPV)

hit dice or level	xp value	hit dice or level	xp value
less than 1	7	6+ to 7	420
1	15	7+ to 8	650
1+ to 2	35	8+ to 9	975
2+ to 3	65	9+ to 10	1,400
3+ to 4	120	10+ to 11	2,000
4+ to 5	175	11+ to 12	3,000
5+ to 6	270	over 12	+1,000 / hd

Hit Dice Value Modifiers

ability	modifier
ability or blood drain	+1
animated creature or undead immunities	+2
armor class 20 or greater	+1
attack that deals 20+ hit points per strike	+2
breath weapon	+2
causes disease	+1
energy drain	+3
fear aura	+1
flight	+1
four or more attacks per round	+1
high intelligence	+1
immune to weapon/natural attack damage	+2
magic resistance	+2
normal weapons deal ½ damage	+1
only hit by +1 or better weapons (or silver)	+1
only hit by +3 or better weapons	+2
only hit by +5 or better weapons	+3
paralysis	+2
petrification	+3
plant creature immunity	+1
poison	+2
ranged attack ability	+1
regeneration	+1
special attack, unlisted	+1 to +3
special defense, unlisted	+1 to +2
spell immunity (1 or more spells)	+1 to +3
spell-like abilities (up to 2 nd level)	+1
spell-like abilities (up to 4 th level)	+2
spell-like abilities (up to 6 th level)	+3
spell-like abilities (6 th + level)	+4
swallow whole	+2
two or more bonus hit points per HD	+1

For example, the player characters manage to defeat three orcs, a rust monster, and a green slime. Each orc is worth 15 XP, since they are one Hit Die each and have no special abilities. The rust monster is worth 420 XP. It has five Hit Dice but gains a bonus of +2 for a special magical attack form (rusting equipment). The green slime is worth 175 XP, since its base two Hit Dice are increased by 3 for an unlisted special attack form (+2), plant immunities (+1) and immunity to most weapon damage (+2). The player characters divvy up a total of 640 XP.

Not all powers and abilities are listed on the table above. When dealing with a power not on the list, either use the special entries or compare the new power to one already defined.

- **Story Experience Awards:** The other group award is that earned for the completion of an adventure. This award is determined by the DM, based on the adventure's difficulty. There is no formula to determine the size of this award, since too many variables can come into play. However, the following guidelines may help.

The story award should not be greater than the experience points that can be earned defeating the monsters encountered during the adventure. Thus if the DM knows there are roughly 1,200 experience points worth of monsters, the story award should not exceed this amount. In addition, the story award should give a character no more than 1/10th the experience points he needs to advance a level. This way the character will have to undertake several adventures before he can advance to the next level.

Within these guidelines you have a great deal of leeway. One of the most important uses of story awards is to maintain what you feel is the proper rate of advancement for player characters. By monitoring not just their levels, but also their experience point totals, you can increase or decrease the rate of character advancement through judicious use of story awards.

Once you have calculated all the experience points due your group of player characters, divide the total by the number of player characters. This is the amount that each character, including those slain or otherwise incapacitated (i.e. *feebleminded*, *petrified*, *polymorphed*, *charmed*, etc.) gets. This allows characters restored to life and/or function to share in the experience awards for the adventure.

Individual Awards: Individual experience point awards are given for things a player does or things he has his character do. Intelligent play is worth experience; good roleplaying is worth experience; actions that fit the group's style are worth experience.

Although some of these awards are tied to abilities, giving out these experience points is purely a discretionary act. It is up to the DM to decide if a player character has earned the award and, within a given range, to determine the amount of the award. These awards are normally given at the end of each session, but this isn't a hard-and-fast rule - the DM can award individual experience points any time he feels it appropriate.

Individual experience point awards are divided into two categories:

- **Common Awards:** Common Awards are awards all player characters can earn, regardless of class.

event	xp award
player has a clever idea	50-100
player has an idea that saves the party	100-500
player roleplays his character well ¹	100-200
player encourages others to participate	100-200
survival ²	250/level
treasure ³	1/gp spent

¹ this award can be greater if the player character sacrifices some game advantage to roleplay his character. A noble fighter who refuses a substantial reward because it would not be in character qualifies.

² you can award points on the basis of survival. Survival is its own reward, so this award is entirely optional. This award may be given to those characters who complete an adventure.

³ as an option, the DM can award XP for the cash value of non-magical treasures. One XP can be given per gold piece found and subsequently spent. However, overuse of this option can increase the tendency to give out too much treasure in the campaign.

- **Class Awards:** Class Awards are those that characters can earn based upon effective use of their class abilities. Notes that secondary classes of the listed primary classes (CLERIC, FIGHTER, MAGIC-USER and THIEF) use the same Class Awards as members of those primary classes.

<i>cleric</i>	xp award
class ability used to overcome foe/problem ⁴	100
spells cast to further ethos ⁵	50/spell level
<i>fighter</i>	xp award
class ability used for tactical advantage ⁶	50
class ability used to overcome foe/problem ⁴	100
spells cast to further ethos ⁵	50/spell level
<i>magic-user</i>	xp award
class ability used to overcome foe/problem ⁴	100
spell successfully researched	500/spell level

<i>monk</i>	xp award
class ability used for tactical advantage ⁶	50
class ability used to overcome foe/problem ⁴	100
<i>psionicist</i>	xp award
class ability used to overcome foe/problem ⁴	100
<i>thief</i>	xp award
class ability used for tactical advantage ⁶	50
class ability used to overcome foe/problem ⁴	100

⁴ this award can be given whenever a character uses a class ability (i.e. *persuasive*, *sleight of hands*, spells, *stealth*, *turn undead*, *track*, etc.) to disable, avoid or otherwise overcome a foe or challenge.

⁵ the divine-spell casting character gains experience for those spells which, when cast, further the beliefs and attitudes of his mythos.

⁶ combat-oriented classes can gain this benefit when they use their class abilities to gain a tactical advantage in combat (e.g. a thief uses *stealth* to sneak attack a foe or a cavalier charges into combat against a dragon while astride his warhorse).

When awarding individual experience points, be sure the use warrants the award. Make it clear to players that awards only will be given for the significant use of an ability or spell. "Significant use" is defined by a combination of several different factors. First, there must be an obvious reason to use the ability. A thief who simply climbs every wall he sees, hoping to gain the experience award, does not meet this standard.

Second, there must be significant danger. No character should get experience for using his powers on a helpless victim. A fighter does not gain experience for clubbing a shackled orc. A magic-user does not gain experience for casting a house-cleaning cantrip. A thief does gain experience for opening the lock on a merchant's counting house, since it might be trapped or magical alarms might be triggered.

Third, experience points should not be awarded when a player is being abusive to others in the group or attempting to use his abilities at the expense of others. Player characters should cooperate to succeed.

EFFECTS of EXPERIENCE

The prowess of player characters is measured in levels. Levels are earned through the accumulation of experience points. In the 3rd edition of Advanced Dungeons and Dragons, all single- or split-classed characters progress in level upon accumulating a set number of experience points, as shown on the following chart:

XP accumulated	level attained*
0 - 2,499	1 st
2,500 - 4,999	2 nd
5,000 - 9,999	3 rd
10,000 - 19,999	4 th
20,000 - 37,499	5 th
37,500 - 74,999	6 th
75,000 - 149,999	7 th
150,000 - 249,999	8 th
250,000 - 499,999	9 th
500,000 - 749,999	10 th
750,000 - 999,999	11 th
1,000,000 - 1,249,999	12 th
1,250,000 - 1,499,999	13 th
1,500,000 - 1,749,999	14 th
1,750,000 - 1,999,999	15 th
2,000,000 - 2,249,999	16 th
2,250,000 - 2,499,999	17 th
2,500,000 - 2,749,999	18 th
2,750,000 - 2,999,999	19 th
3,000,000+	20 th

* note that it takes 250,000 experience point to reach 9th level, with an additional 250,000 experience points needed to progress to each level beyond 9th.

Multiclassed characters (those progressing in 2 classes simultaneously) must accumulate double the listed number experience points in order to advance in level in both of their character classes.

When a character earns enough experience to attain the next level for his character class, he immediately gains several benefits (unless the optional rules for training, given below, are used). The character gains an additional die of hit points, or a set number of hit points at higher levels. These are added to both his current total and his maximum number of hit points. All ability checks that gain a full *level bonus* (such as *saving throws*, *skill checks* and *class ability checks*) improve by 1. *Common ability checks*, which add ½ of the character's *level bonus* (rounding fractions down), improve on every even-numbered level that the character attains.

In addition characters may improve their BTH (Bonus to Hit) as they advance in level, though the rate of BTH progression varies from class to class. Characters may gain other level-dependant benefits as detailed in their class description(s). Examples of level-dependant benefits include, but are not limited to: new spells, static bonuses to ability checks, additional languages, weapon specialization, etc.

Training (Optional): Some DMs do not like the idea that a character can instantly advance in level simply by acquiring enough experience points. To their minds all improvement is associated with schooling, practice, and study. Others argue that characters are constantly doing these things to increase their ability so formal schooling is not required. Either case may be true.

The DM might choose to require characters to train before they increase in level. To train, a character must have a tutor or instructor. First, this tutor must be of the same class and higher level than the one the character is training for. Thus, a 7th level fighter training for 8th level must be taught by a 9th level or higher fighter. The tutor must also know the appropriate things. Fighters specialized in a given weapon must find a tutor also specialized in that weapon. Magic-users seeking to study a particular spell must find a tutor who knows that spell. A thief seeking to improve his lockpicking must find a higher-level tutor more accomplished in lockpicking.

Second, the character must pay the tutor. There is no set amount for this. The tutor will charge what he thinks he can get away with, based on either greed or reputation. The exact cost must be worked out between player character and tutor, but an average of 100 gp per level per week is not uncommon.

Finally, the player character must spend time in training. The time required equals one week per level of training of sought. As such, a fighter training to attain level 8 would require 8 weeks of training.

One obvious result of the training system is the development of different academies that specialize in training different character classes. Because of their importance in the adventuring community, these academies can become quite powerful in the lives of the player characters. Imagine the disastrous effect should one of the player characters be blacklisted by his appropriate academy. Although the DM should not abuse such power, the player characters should treat such institutions with care and respect.

Rate of Advancement: The AD&D game is intentionally very flexible concerning how slowly or quickly characters earn experience - in general, this is left to the discretion of the DM. Some players prefer a game of slow advancement, allowing them time to develop and explore imaginary personalities. Other players like a much faster pace and a definite feeling of progress. Each group will likely settle into a pace that best suits them, without even realizing it.

There is only one hard and fast rule concerning advancement. Player characters should never advance more than one level per time experience is awarded. If a gaming session ends and a character has earned enough experience points to advance two levels, the excess points are lost. The DM should give the character enough experience to place him somewhere between halfway and one point below the next highest level.

An average pace in an AD&D game campaign is considered to be two to four adventures per level, with more time per level as the characters reach higher levels. However, it is possible to advance as quickly as one level per adventure or as slowly as 8 or more adventures per level. The DM should listen to his players.

If the players are enjoying themselves and aren't complaining about "not getting anywhere," then things are fine. If, on the other hand, they grouse about how they never get any better or they're quickly reaching the highest levels in the game, the pace of advancement probably needs to be adjusted. This, like much that deals with awarding experience, may not come to a DM immediately. Let experience be your guide.

Level Advancement & Prestige

As characters advance in level their skills and abilities improve, and they become better able to survive and thrive. At the same time, character advancement also bring with it a certain degree of acclaim (or notoriety) as rumors and tales their exploits spread throughout the lands.

Beginning, 1st-level, characters are only marginally exceptional, with abilities slightly superior to those of the average 1st level, NPC-classed, individual. With level advancement the character's prowess and place amongst his peers improves. The bulleted list below illustrates how class levels translate to an individual's place amongst his peers:

- 1st level: 1 in 10. The best in an extended family
- 2nd level: 1 in 50. The best on a manor or in a thorp.
- 3rd level: 1 in 100. The best in a small hamlet.
- 4th level: 1 in 250. The best in a hamlet or tiny barony.
- 5th level: 1 in 500. The best in village or small barony.
- 6th level: 1 in 1,000. – the best in a barony or large village.
- 7th level: 1 in 2,500. The best in a small town.
- 8th level: 1 in 5,000. The best in a large town or march.
- 9th level: 1 in 7,500. The best in a large town or ward.
- 10th level: 1 in 10,000. The best in a small county or small city.
- 11th level: 1 in 25,000. The best in a county or large city.
- 12th level: 1 in 50,000. The best in a small duchy or very large city.
- 13th level: 1 in 100,000. The best in a duchy or metropolis.
- 14th level: 1 in 250,000. The best in principality or vast metropolis.
- 15th level: 1 in 500,000. The best in a small kingdom.
- 16th level: 1 in 1,000,000. The best in a kingdom.
- 17th level: 1 in 2,500,000. The best in a large kingdom.
- 18th level: 1 in 5,000,000. The best on a continent.
- 19th level: 1 in 7,500,000. The best in an empire.
- 20th level: 1 in 10,000,000. The best in the world.

This gives a useful sense of scale and of threat level. For example, a 16th level wizard can threaten an entire kingdom. A 10th level fighter can threaten a small city. A 19th level assassin can strike fear throughout an empire. A 6th level thief preys on the residents of a barony. Here are some examples of famous or infamous fictional characters:

- Achilles was a 19th level duelist when he slew Hector.
- Aragorn, King of Gondor, was a 16th level warden.
- Arthur, King of the Britons, was 16th level cavalier.
- Beowulf, who was able to save the small kingdom of the Geats by defeating Grendel, was a 15th level fighter.
- Bilbo Baggins was a 6th level thief at the end of the *Hobbit*.
- Conan, king of Aquilonia, was a 16th level barbarian.
- Elric of Melniboné is a 19th level fighter/magic-user.
- Fafhrd and the Grey Mouser are both 13th level characters.
- Gimli, son of Glóin, was a 12th level fighter.
- Lancelot, the best knight in England and France, was 17th level.
- Legolas of Mirkwood was probably a 12th level warden.
- Merlin was a 17th level magic-user/druid.
- Robin Hood, hero of Nottingham County, was a 10th level fighter.
- Thoth-Amon, most powerful sorcerer-priest in Stygia, was an 17th level magic-user/cleric.

Of course these are just approximations. It's possible Robin Hood was the best archer in England (16th level). But we know he was at least 10th level. Beowulf might have been the best fighter in Christendom (17th level) but was at least 15th level.

These guidelines should help you determine the level of NPCs, as well as their place in the world. A 15th level thief would, most likely, not be content with eking out a living in a backwater village while an 8th level paladin would probably not be the champion of an emperor.

BASES of OPERATION

Any character of any level can build himself a home - if he has the money to do so. Until he is sufficiently experienced and well known, however, he cannot establish a guild or stronghold and attract followers.

Upon reaching 10th level most characters will be able to attract followers and/or set up a base of operations. The four typical bases of operation that high level characters build are guilds, strongholds, schools and druidic groves. The rules for their establishment are provided below, while the rules for attracting followers are provided in the FOLLOWERS section on pages 80-83.

Sanctioned Guilds: Guilds, by nature, are independent of local authorities but may have influence and interaction with those authorities. The chief difficulties in establishing a new guild lies in the existence of other assassin or thieves guild in the area.

Thieves and assassins do not typically permit new guilds to form in their area of operations. Player character thieves or assassins seeking to establish the own guild (see *Establishing a Guild* below) in an area with a pre-existing guild usually meet with the wrath of that guild's master.

In areas with a large population, and plentiful resources, a guild may permit the establishment of a new guild branch... but would place limits upon the branch's activities (i.e. forbidding theft in certain areas or against certain individuals/organizations) and demand a share of all profits.

Sanctioned Strongholds: When the character reaches 10th it is assumed that he has sufficient experience and reputation that the region's rulers (kings, princes, etc.) approve of him establishing a stronghold, or are cautious or respectful enough of him that they prefer not to oppose his efforts to establish a stronghold.

Characters who are granted lands by another, local lord typically are invested with a noble title, such as lord or baron. In return for the support and authority granted by that lord, the player character is expected to provide military aid to that lord and to rule granted lands in the lord's name. Character's who fail to serve their lord adequately may find themselves stripped of land and title.

When a player character has attained 10th level in one or more of his character classes he may work to establish himself in a stronghold. By establishing a base of operations, player characters of certain classes attract one or more followers. These followers might be fanatically loyal servants of the same deity (or deities) in the case of clerics, stalwart admirers of fighters, or arcane pupils drawn to the renown (or infamy) of a great wizard. See pages 80-83 for more details on gaining and maintaining followers, and on the roles of such followers.

Independent Guilds: As noted above, guilds are typically independent of local authorities and are usually to only such guild operating in a given area. Guidelines for the establishment of assassin and thieves guilds are given below.

Independent Strongholds: If a character has been denied permission to build a stronghold (owing to failure to meet his rulers' requirements), he has a couple of options.

- *Biding His Time:* The character can decide to wait and work toward gaining the acceptance of the ruler who has denied him the necessary permission. If he tries building a stronghold and employs a large mercenary force (typically 50 or more men), he will make an enemy of the region's overall ruler, who will see him as an immediate threat to the throne. The ruler may decide to march troops against the PC, or to send a series of warnings before attacking, or to take more subtle steps to curb the PC's ambitions, as the DM chooses.
- *Settling the Wilderness:* The character might instead decide to take all his worldly goods out to an area considered true wilderness: No human or demihuman ruler lays claim to this land. There, he can build his stronghold and be its ruler. In doing this, the PC is declaring his independence from his former ruler and establishing his own little nation. This could anger his former ruler; or, that ruler might approve and hope that the PC will be a success so that the ruler can later make treaties of allegiance with him.

The PC can choose his own title of rulership. If other dominions are near the newly founded dominion, however, their rulers may react unfavorably to the "upstart," depending on the title assumed.

Establishing a Guild: Not all character classes build strongholds and establish themselves as local lords. Thieves and assassins, as a matter of necessity, play a more insidious role in the world around them and avoid the entanglements and responsibility inherent to lordship over an area.

- *Assassins:* At 10th level, an assassin may attempt to start their own assassin's guild or attempt to take control of a pre-existing guild, of which they must be a member. The rules for starting or usurping control of a guild are given on pages 80 and 109, in the FOLLOWERS and BASES of OPERATION sections respectively. As noted in the FOLLOWERS section, all expenses of maintaining the guild and its members - excluding the Guildmaster - are assumed to be fully paid for by normal guild activities. Any improvements, changes, the expenses of the leader, and all other special costs must be borne by the Guildmaster Assassin. The headquarters of the guildmaster can be virtually anywhere and of any form - cavern, castle, monastery, palace, temple, you name it. However, if it is a large and obvious place, the headquarters must be located well away from all communities - such as in the midst of a murky woods, a dismal marsh or fen, a lonely moor, a deserted island, a remote coast, or far into forsaken hills or atop a mountain.
- *Thieves:* When a thief reaches 10th level or greater, he is entitled to build or buy a headquarters and attract a gang of thieves as per page 109 of the BASES of OPERATION section. If another guild is operating in the area, permission may be denied by that guild's master. Should the character attempt to establish an unsanctioned guild, he will gain the enmity of the local thieves guild. This invariably leads to a struggle to do away with the rival organization. Once begun, warfare will end only when and if all the master thieves on either or both sides are dead, or if the thief character moves to another locale. Note that thieves are not often liked by townspeople or rulers, but the guild is an accepted fact of life. Many powerful adventurers find thieves very useful during their adventures, and thus they support the guild indirectly. Rulers are too wise to incur the wrath of player and non-player characters by harassing or destroying the large thieves' guild network... unless the actions of the guild leave no other option for local authorities.

Establishing a Stronghold: Strongholds are fortifications that allows PCs to assert their authority over the surrounding countryside. The following classes typically construct strongholds upon reaching 10th level:

- *Anti-Paladins:* The anti-paladin may, upon reaching 10th level, he may opt to establish a stronghold. This may be done within civilized lands, upon lands granted by an allied ruler, or in unsettled lands. This is done by building some type of castle and gaining dominance over all lands with 20 to 50 miles of the stronghold. Once this area falls under the control of the anti-paladin and his stronghold is built, the anti-paladin will attract followers as detailed on page 80 of the FOLLOWERS section.
- *Cavaliers:* At 10th level the cavalier may establish a stronghold. Typically the cavalier is granted a noble title, such as lord or baron, by the feudal lord that he serves. Furthermore the cavalier, upon building a stronghold, gains the service of men-at-arms and a unit commander for these men (as detailed on page 81 of the FOLLOWERS section). A cavalier who has cleared a 20-to-50 mile radius wilderness area of hostile creatures may establish a freehold in unsettled lands and attract followers. If these lands are pledged to the cavalier's lord, the cost of construction will only be one-half usual due to that lord's aid. Such lands become part of that lord's holdings but granted to the cavalier, who rules in his lord's name.
- *Clerics:* When a cleric achieves 10th level and establishes a place of worship - a building of not less than 2,000 square feet in floor area with an altar, shrine, chapel, etc - he automatically

attracts followers. The rules for clerical followers are given on page 81, in the *FOLLOWERS* section.

The cleric has the option of constructing a religious stronghold. This fortified place must contain a large temple, cathedral, or church of not less than 2,500 square feet on the ground floor. It can be a castle, a monastery, an abbey or the like. It must be dedicated to the cleric's deity (or deities). The cost of construction will be only one-half the usual for such a place because of religious help.

- **Cloistered Clerics:** Cloistered clerics attract followers and establish a religious stronghold as would any other cleric. See page 81 for more details.
- **Fighters:** When a fighter attains 10th level, he may opt to establish a stronghold much as a cavalier does. See the cavalier entry above and the section on fighters' followers on pages 81-82 for more information.
- **Magic-Users, Hedge Wizards, Illusionists & Necromancers:** When a magic-user, illusionist or necromancer reaches 10th level, he usually sets out to create a stronghold. In most instances the local ruler issues a proclamation stating that his subjects are not to interfere with the magic-user or their holdings. In return for this land grant, the magic-user agrees to aid the local ruler in times of dire need.
It is possible for a magic-user, illusionist or necromancer of 10th or higher level to construct a stronghold in unclaimed wilderlands after clearing the countryside in a 10 to 20 mile radius of all monsters, thus establishing himself as lord of those lands.
At this level the magic-user, regardless of whether they have established a stronghold or not, gains the service of a 1st level apprentice. See the *FOLLOWERS* section, page 82 for more details on magic-user followers.
- **Paladins:** A paladin does not establish his own stronghold but may be given lands by his lord, much like a cavalier. Whether or not the paladin has a stronghold and lands, he gains followers as per the rules on page 82.

The *Stronghold Construction* section that follows gives an in-depth look into the process of acquiring lands, determining the type of fortification desired and having that fortification built.

Establishing Schools & Monasteries: Bards, druids, duelists, monk and psionicists, on the other hand, do not seek dominion over an area, and are content to pass on their knowledge and arts to a small band of pupils or devotees.

- **Bards:** At 10th level a bard may establish a school and attract pupils (see page 81 of the *FOLLOWERS* section). Bardic schools, called colleges, are sometimes sponsored by a noble patron or druidic enclave as a sign of appreciation, beneficence or amity. Colleges with a patron have their construction costs halved.
- **Druids:** Druids do not build strongholds, employ mercenaries, or hire civilian employees. Local rulers ignore the presence of druids, pretending they don't exist, and druids normally confine their demonstrations of authority to people who abuse and wantonly destroy the forests protected by the druid.
All druids prefer to live in scared groves, dwelling in sod, log, or stone buildings of smallish size. When attaining levels above the 10th, characters will generally inhabit building complexes set in woodlands and similar natural surroundings. Upon establishing this grove, the druid will attract neophytes, as detailed on page 81 of the *FOLLOWERS* section.
- **Duelists:** At 10th level and above, the duelist has the option of establishing a school. Such an establishment must be located in a large town or city, and must have adequate supplies and sufficient space for the exercises and activities that will go on there. Employment of a swordsmith is mandatory for such an establishment. The duelist will then attract 5d6 1st level students to his school. More information on duelists' students can be found on page 81 of the *FOLLOWERS* section.
- **Monks:** When a monk player character attains the 10th level of experience he may have a monastery or temple building constructed. Upon doing so, he attracts 1d4+1 1st level monks as noted on page 82 of the *FOLLOWERS* section.
Temples exist to spread the scholastic knowledge and discipline of the monk's order; though a temple in a dangerous area may

be built like any castle, it behaves like a school, not a ruler's fortress. For these reasons, regional rulers do not normally become involved with monks and their temples.

Monks do not rule lands. A monastery's monks may farm the surrounding lands to support themselves, and may keep the region clear of dangerous monsters. They never assert authority over nearby communities, nor are they required to send troops to local rulers.

- **Psionicists:** Upon reaching 10th level, the psionicist attains the title of Master, and can found a school if he desires. This school must have an extensive library, similar to that of a magic-user or sage. Once built, the psionicist attracts followers as per the guidelines on page 82.

STRONGHOLD CONSTRUCTION

Every character's dream is to find a plot of land, in some area of the realm, and plant the foundations of his kingdom by building a castle or keep. But there are a number of vexing obstacles that will need to be hurdled before the dream can come true. The most obvious problem, and the one that will be paramount in the player's mind, will be acquiring enough revenue to build his castle.

In feudal England, castles were very expensive to build. A simple motte-and-bailey cost a local baron 700 English pounds, or more than seven hundred and fifty thousand gold pieces in game monetary terms. To build a large concentric castle cost more than 2000 English pounds or nearly two million gold pieces. Although the monetary needs may sound enormous, this aspect of the castle construction is one of the easier tests that will bare itself before the castle is finished.

A castle is much more than a building surrounded by stone walls or wooden palisades. It is more than a headquarters for knights and their armies during battle or a storehouse for goods in the wilderness. A castle is built for a lord and his family, as a cultural centerpiece to the countryside, and as a bastion of defense for the local peasantry and farmers in case of war or invasion; it is the heart and mind of the surrounding civilized lands.

A castle is also more than the stone towers and walls that arise from a picturesque hill or outcropping of rock. To provide for the lord of the castle, his many retinue, and for the skilled artisans employed by him, a castle must also be thought to include the land that is farmed by the local peasants and the large tracts of forests where deer, wild boar, elk, and other animals can breed and then be hunted.

Aside from having fields ripe with crops and copses of trees and shrub, a castle serves as a gathering place for skilled craftsmen such as blacksmiths, bakers, and carpenters. As the castle grows and takes on new dimensions, a village, town or, city may appear around it, bringing in more professional artisans such as alchemists, bankers, and cartographers.

A castle serves as the seat of the local government and a base for judicial administration. A castle, more than likely, will also have a prison or jail, a stockade for lesser offenders, and the guillotine or block for murderers, highwaymen, or serious offenders of the law.

The castle will have at least one chapel which small hamlets or towns without a monastery or temple may use for religious ceremonies, holidays, and festivals. A castle may also act as a school for the local gentry, enabling their children to learn to read and write. Others, the select few, will come here in hopes of learning the vows and codes which will lead to their becoming a knight.

The castle, in short, is the nexus for all activity and commerce within the lands controlled by the lord or king.

Types of Castles: Though the player need not follow any one castle discipline in designing his keep, there are a number of design types that he should be aware of.

There are three basic human castle designs, which include the Motte and Bailey, the Curtain Wall Defense, and the Concentric Castle. The style in which the DM desires to play his campaign, will ultimately determine exactly which design type or parameters the player will be able to use in building his castle.

- **Motte and Bailey Castles:** The motte and bailey castle of the eleventh and twelfth centuries consisted of a large mound of earth or a natural hill (the motte) topped by a wooden keep or tower surrounded by a palisade and ditch. In many cases this was surrounded by a number of buildings (the bailey) used as accommodations for guests or extensions of the family (older son, brother, mother, etc.), servant quarters, guard towers or

posts, troop barracks, stables, livestock pens, or storage buildings. The whole area was defended by another palisade and ditch. The palisade of the bailey often continued up the motte to connect with the palisade there. Entrance to the castle was through an outer drawbridge and a gatekeep, which normally consisted of two sturdy towers flanking the drawbridge with winches within controlling the lowering and raising of either a wooden or partial metal gate.

This basic defense system proved strong enough until the early fourteenth century. But the castle design had two major flaws, the first was in its series of barriers (the palisades and ditches), which could not support each other and allowed the attackers to concentrate their forces against each barrier one at a time. The second flaw, and one that would soon be remedied, was the construction of the castle from wood, which tended to make it easy prey to fire. Nonetheless, castles of motte and bailey construction were built and inhabited throughout medieval Europe for several centuries.

The motte and bailey design began to change as early as the twelfth century by first replacing the wooden tower on the motte with a stone tower or building. Later the inner and outer bailey was changed over to stone as well. Subsequently, the baileys accrued battlements in the form of arrow slits, guard towers, and trap doors from which rocks or boiling oil could be rained down on invaders.

The castle proper, the tower on the motte, was replaced by two basic types of keeps, sometimes referred to as donjons. The easiest and cheapest type of donjon was the shell keep, which was simply a stone wall following the line of the motte palisade, with housing and other buildings taking the place of the tower, and using the stone palisade as their outer wall. With such a construction an open courtyard in the center of the motte appeared. The main advantage to the shell keep was that it could be quickly added to or taken down, and that its weight was evenly distributed over the hill so that it could be constructed on artificial mounds of dirt with little chance of the walls crumbling under their own weight.

The other type of donjon that appeared from the motte and bailey design was the stone tower. These massive buildings of stone were so heavy that they had to be built on natural hills, since constructed mottes tended to shift and crack the walls of the stone tower. When a stone tower was built, and no suitable motte was available, the engineers sometimes built the tower on flat ground then buried half of the tower, creating, in essence, an artificial motte. The walls of a stone tower averaged 15' thick and stood as high as 50'. Supported by large stone or heavy wood buttresses, the tower widened at the base to protect itself from the onslaught of a ram or pick. An average stone tower would measure approximately 3,600 square feet, or an average of 60' on a side. At the lowest levels, there would be numerous windows and slits used (at first) for ventilation and light. Later, these became arrow slits and assumed a vital role in the keep's defenses. On the second and third floors of stone towers, the air slits enlarged to about two feet wide and four feet tall, but rarely were they left open (more often than not, they were heavily barred and shuttered).

Entrances to a stone tower were either through a broad door at the bottom level, or through a more personable entry on the second floor. The second floor entrances, however, were accessible only by a narrow stairwell that wound clockwise to the doorway. In either case, many of the stone towers had a small gatekeep constructed to guard the entrances of both doors. Within the stone tower the design followed quite similar to the original wooden towers of earlier centuries, with a strong cross wall so that, should the entrance to the donjon be forced, the defenders could retire behind yet another line of defense. The cross wall, on the first and second floor, was well built and had only one door joining the tower together. As with its outer spiral staircase to the main door of the keep, all internal staircases wound clockwise giving the defenders room to swing their swords freely, while the attackers had a tough time using their swords and shields (assuming that they were right handed, of course).

The greatest weakness of the stone tower was its squared corners, which were easily broken by siege weapons and were quite difficult to defend (the defenders had to expose most of

their bodies to shoot at invaders at the base of the wall). By the beginning of the thirteenth century this problem was slightly alleviated by rounding the

corners of the building and constructing a cylindrical keep. However, just as the design started to take hold across Europe, other advances beyond the fortification of the keep itself, forever changed the view that the stone tower was the ultimate defense of a castle, and only a few rounded stone towers were built.

- *Curtain Wall Defenses:* Until the mid-thirteenth century almost all the castles of Europe were built with the motte and bailey design, a defense system based on uncoordinated walls and towers to wear the attacker down and permit the defender many opportunities to strike back. This rarely worked, however, and the attacker more often than not simply tackled each wall separately, reducing it to rubble and then moving on to the next barrier. As time went by, fortification design techniques from the east spilled into Europe. Many new features began to be added to the existing castles and many totally new designs began to appear.

The significance began to shift away from the supposedly impregnable donjon to the bailey walls, for it was wiser to keep the attackers from breaching the outer most wall, then to let him in to ravage and plunder the many buildings and storage houses on the inside of the outer bailey.

The main improvements to the fortified walls were measures allowing cover for archers, modified battlements to withstand siege engines and moving ramparts, and wide walkways (catwalks) giving free movement of large numbers of troops and knights on the walls. There still existed the main problem of sappers (miners) and siege weapons at the base of the bailey. The only solution to keeping the attackers away from the bailey wall, was not to allow the attackers to get close. This was solved by the invention and use of the merlon, which was a raised portion of a wall, with arrow slits, murder holes, and machicolations enabling full scale bombardment of warriors at the base of the fortification.

Another way to protect the wall from siege engines like the ram, pick, or screw was through the use of brattices and hoardings, a covered wooden platform built on the battlements to allow missiles and stones to be dropped through slots in the floor. These simple devices had been used since the early twelfth century, but had been overlooked because they tended to be easy targets for catapults and ballista-like weapons, but the use of the merlon and hoardings together proved an effective way of keeping attackers at bay.

The greatest advancement in castle design and fortification was the use of the flanking tower, which first began to appear in the late twelfth to early thirteenth century in parts of southern Europe. Before this time, square towers or merlons had been set even with the outer bailey, but by extending several towers outward, away from the rest of the wall, it allowed the defenders to fire from arrow slits on the sides of the towers along the length of the castle's outer wall. This meant that the warrior did not have to expose his body to attacking archers in an attempt to shoot invaders nearing the wall.

Each flanking tower also provided cross fire for its neighbors. When the outer wall was breached, it cornered or contained the invading army into distinct regions. The first flanking towers were three-sided, with their backs open to the inner bailey, so that in the event the tower was captured by the invading force, they would prove of little worth. As time went by, the flanking towers became square and protected on all sides.

The advancements in the ability to make circular keeps also came to apply to the construction of flanking towers, and by the close of the thirteenth century most new flanking towers were cylindrical.

- *Concentric Castles:* The greatest period in castle development occurred during the last days of the thirteenth century and the beginning of the fourteenth with the advancement of the concentric castle in Europe. The castles origins follows the crusaders back to the distant lands of Syria and consisted of a number of circuit walls and towers, usually quadrangular in plan, surrounded by another lower wall with its own flanking towers.

The area between these two walls, usually only a few tens of feet apart, was divided by a number of short cross walls that segmented the tight inner courtyard; thus, if any force penetrated the first wall, they would be confined to a small specific area and immediately confronted with a like secondary defensive wall. The area in the confined space became known as the killing ground, since almost all of the initial troops into this small area were decimated by archers and falling stones from the second wall.

By the end of the fourteenth century castles were so strongly defended, that attacking them was nearly out of the question. The only option open then, was a long and drawn out siege where machines of war sat idle until famine and pestilence killed all within the massive stone walls. Thus, the castle slowly faded from the focal point of war and lost its well known role as the defender of peasants and the gentry.

- **The Gatekeep:** The player should take note of one vital aspect of castle design—the gatekeep. During the eleventh and most of the twelfth centuries, the gatekeep (a structure which protected the entrance way into the castle) consisted of two square towers on each side of the bailey wall. Towards the thirteenth century this was replaced by four towers, two at each end of the entrance way, connected by a short stone wall that provided excellent protection and bottled up the enemy in the event that the gatekeep was breached. At this time however, the four towers were still squared block buildings. Drawing into the mid-thirteenth century these squared towers evolved into rounded or circular towers. By the fourteenth century the four towers had been connected by short hallways allowing freedom and security of troops within the guarded gatekeep. Now, troops were able to move freely from one tower to another without fear of being struck by enemy artillery.

With the invention and use of a guarded gatekeep, these buildings took on a more important role in fighting off invaders. Since they stood, literally, at the doorstep of the castle, the defenders inside had opportunities to sally forth outside the castle. In this way, they engaged the enemy, yet could quickly withdraw from the field of battle without endangering the castle itself.

As this principle of design took hold in Europe, additional defenses, called barbicans, were often built to protect the gatehouse. The barbican acted as a miniature bailey, extending walls at right angles from the castle's fortifications. Any attack to the gatehouse then had to pass through a very narrow cleft, from which artillery and archers from within the gatekeep could rain death down upon the intruders. As time went by, these outer bailey walls also took on stone towers, mottes, ditches, drawbridges, or water filled moats to further strengthen the entrance way into the castle proper.

There are several distinct phases or technological achievements in building castles. The DM may stipulate from which technological level, as described below, the player can choose the design specifications of his keep. Technology levels will be later used in describing the castle modules the player uses to construct his castle.

Technological Level

1. Early wooden construction
2. Advanced wooden construction
3. Early stone construction
4. Advanced stone construction
5. Early gatekeeps and hoardings
6. Advanced gatekeeps and hoardings
7. Grand gatekeeps
8. Full concentric castles

CONSTRUCTION

Now that you have a basic understanding of the evolution of castle designs during the Middle Ages, it's time to get on with the actual construction of a castle of your own. The first step in this process is fairly simple: use your imagination. Take a few moments to visualize the castle you want to build in your mind. Is it going to be a small frontier fort or the major military structure of a mighty empire? What is the area around it like? Are the local serfs going to support the castle construction or oppose it? Once you have an understanding of the overall nature of your castle and its climes, then you can get down to business.

Acquiring Lands: Obviously, in order to build a castle one must have land on which to place it. In the typical AD&D game, there are many ways to obtain land. Some are above board and heroic, others are not. The choice of techniques possible in a campaign is left up to the DM, with the exact method employed left in the hands of the players.

- **Royal Charters:** One of the most well known means of coming into possession of an estate is through the attainment of a Royal Charter. A charter is an official document from a king or emperor which gives legal permission to an individual or group to administer a section of land in the name of the crown. As a rule, such charters are issued for land which is not within the boundaries of the kingdom, but which is claimed by the throne. As such, a Royal Charter may give away land which is also claimed by another government. In such cases, open warfare or occasional skirmishes are possible.
- **Land Grants:** A land grant is issued to characters who have done some great service to the crown. As a rule, they are accompanied with a patent of nobility for the rewarded individual. Land acquired in this fashion is still assumed to belong to the person issuing the grant, but the vassal is given free charge over all that occurs on it. This is the traditional means by which feudal kingdoms are split up into manageable sections. Since a land grant is normally within the borders of the kingdom, it is seldom disputed.
- **Conquest of Land:** One of the more infamous means of coming into possession of land on which to build a castle is by taking it with force. Examples of such actions might include the "liberation" of a land which is rightly the king's (in his opinion) but which has been taken over by another state and the taking of land held by a nation of opposing alignment. As a rule, land taken in this manner will eliminate any chance of popular support for the castle construction project. In game terms, this means that worker morale (defined in the next section) will never be better than "average."
- **Purchasing Land:** In some cases, it may be possible to buy land from a king or other individual on which to build your castle. Since many feudal kingdoms do not recognize the right of an individual (other than the king) to own land, this is often not a possibility.
To determine the purchase cost for land (when it is available start with a base value of 100 gold pieces per acre for undeveloped property. Divide the base value by the Production Modifiers (see the next section) for its climate, geography, and ground cover. Developed land will be more expensive, with property in a town costing perhaps 10 times the computed value and land in a major city fetching a price upwards of 100 times its "true" value. Persons buying land will want to keep in mind that they should, as a rule, buy enough land for the castle itself, all the farms required to support it, a small village for those who work the farms, and woodlands for hunting and future development. As you can see, buying land can become a very expensive problem.

- **Claiming Land:** Among adventurers and explorers, claiming land is a favorite means of setting up housekeeping. If the character or party are recognized as the first individuals ever to tame or explore a given region of the world, then they are free to claim it. If they are planning to establish their own country, the characters are free to claim the land for themselves. Of course, if someone else comes along and claims it as well (see claim jumping), then a battle may ensue. Hopefully, the characters are prepared for this and will be able to keep their attackers from defeating them. If the players lack the resources or the desire to set up their own kingdom, they will want to claim the land in the name of the ruler they serve. By so doing, they are almost assured to receive a Royal Charter or land grant which lists them as the rightful rulers of the area. Kings and emperors will almost always look very favorably on those who work to expand their lands.
- **Theft Or Claim Jumping:** In regions which are only partially explored or which have been claimed by a rival government, it is possible to "claim jump." In short, a force moves in, makes their claim, and establishes a keep or village of some type as quickly as possible. They then attempt to hold the land, often asserting "squatter's rights" and fighting off attempts by others to reclaim their rightful territory.

Another possibility is the theft of land. Although it is obviously not possible to actually grab the land and run with it, there are many dishonest means by which ownership can be had. For example, a land owner could be forced into betting his land in a dishonest card game. When the last hand is dealt, he has lost. Falsified bills of sale or wills are another possibility. As a rule, only those of evil alignment will use such means to acquire land.

- **Leasing:** Although not a common practice, it is sometimes possible to lease property from a land owner. This is much like buying the land, but assumes that a monthly payment will be made to the lord - a sort of rent.

In return for his payments, the land is under the complete control of the leasing character. Often, a lease will be set up to allow the character a chance to begin building a castle before he has acquired the funds to buy the land outright. The price charged for a land lease is highly negotiable, and DMs should base the monthly payment on the value of the land (as computed in the section on buying land) and the perceived wealth of the character.

THE CONSTRUCTION SITE

Now that you have determined how the character will come into possession of the land on which he wishes to build, it's time to look at the land itself. The designer of the castle must take into account the climate in which work will be done, the terrain which workers must deal with, the vegetation on the site, and the availability of resources.

Climate Type: The first piece of information that must be generated about the castle is its Climate Type. As you might imagine, building a castle in a temperate region is far easier than building one in the frozen north or blistering heat of the tropics.

Each of the six climate types listed below includes a Production Modifier (PM). This number rates the difficulty associated with castle construction in that climate. A value of "1.00" is the average from which all other numbers deviate. When you record the climate type, also note the PM associated with it. PMs will be used later to determine how much it costs to build your castle and how long it will take to complete. Whenever you record a PM, remember that a low number indicates better conditions and, therefore, faster and cheaper construction.

- **Arctic (3.00):** This area of the world is marked by its frigid temperatures and otherwise hostile conditions. The ground is made up of snow and ice, for the region seldom grows warm enough for water to melt. A castle built in such a region is probably going to have to be supplied with imported provisions, as there will be no local agriculture possible. Examples of arctic climates in our own world include both the Arctic and Antarctic, as well as the peaks of some mountains.
- **Sub-Arctic (2.00):** While not as hostile as the arctic, sub-arctic climates are harsh and difficult to work in. While a short growing season is possible, it is followed by a long and deadly winter. Castles in this area will be very small if forced to depend on their own agriculture. If food can be imported regularly, then a larger castle is possible. Much of Alaska, Canada, and Scandinavia fall into the sub-arctic category, as do portions of Greenland, Iceland, and Russia.
- **Temperate (1.25):** A region marked by distinct changes in season, Temperate zones have short, but adequate, growing seasons and produce good harvests. Winters are harsh, but can be weathered by those who are ready for them. Examples of temperate zones on Earth include New England, portions of Northern Europe, and much of southern Canada and Russia.
- **Moderate (1.00):** Perhaps the best suited for human civilizations, these climates offer fairly mild winters, long growing seasons, and are otherwise comfortable to dwell in. Nearly any type of human society can be found in a moderate zone, with great empires often having their seats in such regions. Examples of moderate regions on Earth include much of the southern United States and most of the regions around the Mediterranean Sea.
- **Sub-Tropical (1.25):** Although these regions are marked by an almost year-round growing season, they are generally too warm for optimum comfort. Winters are short and, as a rule, not harsh at all. Many regions in this climate will never see snowfall unless at

higher elevations. On Earth, much of northern Africa and large portions of South America would fall into this category.

- **Tropical (1.50):** The hottest regions in the world, the tropics are marked by very high temperatures and nonexistent winters. The growing season has no end, but there is no relief from the harsh temperatures that dominate such areas. Much of Central America and portions of Africa fall into this category, as do sections of southeast Asia and the Indies.

Geography: The next important aspect that must be considered about a potential building site is that of geography. In its most simple terms, this can be thought of as the roughness of the terrain. On important distinction must be made here. An area's geography refers only to the earth itself, and not to what is growing on it. Thus, a barren arctic plain and a flat field in a temperate region both fall into the *plains* category. Later, when we discuss ground cover, you will see the forestation and vegetation of an area come into play. For now, though, think only about the rocks and soil.

As with climate type, an area's geography will generate a PM that must be recorded for later use.

- **High Mountains (3.00):** The most daunting and dangerous of geographies, high mountains include only the most lofty of peaks. Travel to and from such regions is assumed to be almost impossible, unless magical means are used to aid the voyager. Even dwarves tend to avoid such rugged lands, although they greatly admire them and their solid construction. On Earth, the mountains of Tibet might fall into this category.
- **Moderate Mountains (2.00):** Somewhat less imposing than the high mountains, these regions are still overwhelming. Dwarves and gnomes dearly love such places, and will seek them out above all others to make their homes in. Human cultures in such places will be few and far between, but not unknown. The Swiss Alps and Rocky Mountains both have areas that fall into this category.
- **Low Mountains (1.50):** Although rough and challenging, these areas are far more friendly to human societies than the other mountain types. Those cultures that do thrive in such regions will tend to be small, for the difficulties inherent in such places make large cities difficult, if not impossible, to maintain. On our own world, the White Mountains in New England and portions of the Appalachians throughout the eastern United States will fall into this grouping.
- **Foothills (1.25):** Unlike the low, rolling hills found in many parts of the typical AD&D game world, these regions are noted for their rough terrain and broken nature. They are rugged and dangerous, often considered to be mountains by those who live on or among them. Areas such as Greece, Turkey, and Italy fall into this category.
- **Rolling Hills (1.00):** A very common type of geography, rolling hills are very appealing to most human cultures. They offer the advantages of rougher terrain without the hazards and difficulties associated with mountains and the like. Much of the United States and Europe is dominated by rolling hills.
- **Plains (0.75):** Plains are regions of long, flat terrain without major geographical landmarks. They have no natural windbreaks and are often subject to strong breezes and the like. Despite this, the plains are ideal for many occupations if the climate is hospitable. The Midwestern United States and central Russia are fine examples of this type of geography.

Ground Cover: The third important feature of the construction site is the ground cover. For the most part, this refers to the vegetation that will be found in the region. For example, while it might be difficult to build a castle in a mountainous region, it becomes almost impossible if we cover the mountains with a dense rain forest.

Each type of ground cover has a PM associated with it, record this number when you determine the type of cover you will be building in as it will be used later on in the construction process.

- **Jungle (2.50):** This is the most difficult type of ground cover to work in. The combination of dense undergrowth, towering trees, and otherwise unsuitable conditions make jungle construction very daunting. Jungles are also noted for the dangerous monsters and animals that dwell in them. Examples of jungles on

Earth include the rain forests of South America and the heart of Africa.

- *Dense Forest (1.50)*: While not as difficult to clear and work as areas of jungle, dense forests are still a major challenge to any castle construction team. They offer resistance in the form of large trees, heavy undergrowth, and fairly dangerous flora and fauna. Regions of the Earth that fall into this category include the rain forests of the northwestern United States.
- *Light Forest (1.25)*: Light forests are common in many parts of the average AD&D game world. They can be difficult to work in, but most construction teams are able to overcome such ground cover with a little effort. In addition, the flora and fauna of such regions are far less dangerous than those of the jungle or dense forest environments. Many sections of North America and Europe are covered with light woods.
- *Scrub (1.00)*: This type of vegetation grows in areas where the soil is not very fertile or conditions are otherwise too harsh for larger plants to take hold. Scrub terrain is a fairly general category that is meant to include any area without large trees that is dominated by bushes, shrubs, and similar small plants. Dangerous animals are rare and construction in such a region is fairly easy.
Scrub regions are common along the seacoasts of New England and in colder climates of the world like Canada.
- *Grasslands (0.75)*: The term "grasslands" applies not only to wide regions of savannah and veldt, but also to areas that have been under cultivation. As a rule, the lack of heavy vegetation and absence of dangerous animals makes these regions well suited for the task of castle construction. Much of the Midwestern United States falls into this category, as do the farming regions of Canada and Russia.
- *Barren (1.25)*: Barren regions are noted for their absolute lack of vegetation. As a rule, however, this means that they are poorly suited to construction because of the condition of the soil. While such places are not as difficult to work in as deserts, they are exposed to strong winds and make life difficult for those forced to live and work there. Examples of barren lands on Earth include the prairies of the United States and the steppes region of Russia.
- *Desert (1.50)*: Two things make construction in the desert difficult: The lack of water or other supplies and the unsuitable nature of the soil itself. Although it is possible to build in the desert, it is not easy. On Earth, the Sahara and Gobi deserts fall into this category.
- *Swamp (1.50)*: Swamps, marshes, and similar wetlands are noted for their hostility to man and his projects. Dangerous animals abound, the land is soft and wet, and the climate is hostile. Few places are more daunting to workers and engineers alike. Examples of swamps on Earth include the Everglades in North America and portions of the Amazon river basin.

Resource Availability: Another important aspect that must be considered is that of construction resources and supplies. If a castle is being built in the arctic, then stone and food must be imported from far away. Read through this section and determine which category best describes the conditions that a specific castle will be built under.

- *Distant and Poor (2.00)*: This category is used whenever the resources (stone, food, tools, and so forth) are far from the construction site and of inferior quality. While this is the worst possible case, it is sometimes unavoidable.
- *Distant and Good (1.50)*: In this case, supplies and resources are of acceptable quality, but are very far away and must be transported to the site. This is a fairly common occurrence.
- *Near and Poor (1.25)*: In this instance, the supplies are close at hand, but are of poor quality. While this is not the best case by any means, it is the most common condition. As a rule, castles will be built with materials from the local area, even if they are not the best available.
- *Near and Good (1.00)*: By far the best of conditions, this is a rare occurrence. To fall into this category, a construction site must be near a source of high quality supplies. The most common instance of such a construction site might be the building of a castle to defend a large town whose main industry is mining and stone-working - obviously, not an everyday thing.

LABORER QUALITY

Now that the physical nature of the area has been determined and its various production modifiers recorded, the design process can move on to its next phase. In this section, we will deal with the people who live in the area where the castle is going to be built.

As with the previous section on the construction site itself, all of the following characteristics will generate a PM that must be recorded for future reference.

Local Social Structure: The nature of the local people and their native culture will have a lot of influence on the construction of the castle. The reason for this is simple enough, most of the actual work force will be drawn from these people. If they are, for example, nomads with no history of building large, static structures, then it will be difficult to work with them. While they might not directly oppose construction, they will not have an understanding of the techniques to be employed or the tools that they may be required to work with. Careful guidance and supervision of such laborers will be time consuming and expensive.

- *Nomadic (2.00)*: Nomadic people travel from place to place throughout their lives. They build no long term structures and have no concept of enduring projects. As such, they can be difficult to train and tend to think of the work they are doing as foolish and pointless. Why build such an immense thing when we will all move on in a few months?
- *Semi-Nomadic (1.50)*: Although these cultures have many of the same traits as nomadic people, they do build longer lasting structures that they may return to many times. For example, a central temple might be established which several different tribes may journey to for a brief period each year. Although working with semi-nomadic people is difficult, it is not nearly as frustrating as working with nomadic societies.
- *Primitive Agricultural (1.25)*: These people have begun to understand the importance of farming and the like. While less advanced cultures tend to be victims of the environment, these people have begun to confront and even change the local ecology to suit their needs. They have fixed settlements that they live in all year round and understand the concept of land ownership in some basic way.
- *Agricultural (1.00)*: The typical feudal culture, agricultural societies have organized farms, understand crop rotation and similar farming techniques, and have a solid understanding of land ownership. They recognize the importance of a large fortification as a benefit to themselves and their own society.
- *Advanced Agricultural (0.75)*: More advanced than the typical feudal society, advanced agricultural cultures almost demand the presence of a castle or keep in their region as a sign of power, prosperity, and ability. They also have skill and knowledge in building techniques far in excess of those possessed by lesser cultures.

Worker Skill: The next important category is that of worker skill. If the castle is being built by people who have a natural affinity for stone work and fortress design, like dwarves, then work will be quicker, cheaper, and of better quality. While some might argue that it is cheaper to use unskilled workers who can be paid less, they are not taking into account time and money lost to training, mistakes, and lack of worker pride. As a note, the following categories assume that work crews will be largely unskilled, but supervised by artisans and individuals with knowledge and experience. If no experienced professionals are available, the DM may wish to reduce the worker skill by one level. If a wealth of experts is available for some reason, the worker skill may be increased by one level.

- *Very Poor (3.00)*: This category includes all manner of people who have no familiarity with building large structures, like dryads, sylphs, or merfolk. In addition, it includes those who must be constantly supervised or are not free-thinking, like the undead or characters acting under some sort of mental domination.
- *Poor (2.00)*: This class of worker is not familiar with stone work or similar construction projects, but does not find the concept wholly alien. The typical "man-in-the-street" would fall into this category. In addition, some races that are not noted for large scale constructions (like lizard men or troglodytes) might fall into this grouping.

- **Average (1.00):** As a rule, nearly every construction project will be able to recruit workers of this caliber, unless there are unusual circumstances that dictate otherwise. Persons in this group have a natural affinity for stone work, like the average dwarf or a skilled human construction worker.
- **Good (0.75):** Workers in this category are noted for their talent, productivity, and work ethics. They can be counted on to make few (if any) mistakes and to undertake prompt corrective action when accidents occur. An experienced team of dwarven masons would fall into this category.
- **Very Good (0.50):** Those who fall into this category are the most highly skilled of all construction teams. They make almost no mistakes, have very few accidents, and are able to undertake even the most daunting projects without fear of failure. The dwarven artisans of legend fall into this category, as do stone giants and similar races.

Worker Morale: Of course, no matter how good the building site or how skilled the workers, low morale can spell disaster for a project. In fact, highly skilled workers on a project they do not support can spell doom, as they are able to sabotage the project in subtle and disastrous ways.

- **Very Poor (3.00):** Workers in this category can be counted on to avoid work whenever possible, to sabotage the project, and generally to do a very poor job. Construction time is greatly increased and costs are higher due to supervisory needs and constant reworking of past errors. Slaves and prisoners fall into this category, as do those who have no free will (skeletons, zombies, or persons who are under some form of mental domination).
- **Poor (2.00):** While workers in this group might not go out of their way to undermine a project, they will certainly not go out of their way to help it along. Minor problems that might be caught early on and corrected are ignored, leading to a potential disaster later on. Loafing is common and the pace of work is generally very slow. Poor working conditions or cruel supervision can easily drive a work crew that normally has "average" morale into this category.
- **Average (1.00):** Unless there are unusual conditions that might make a construction team more or less inclined to work on a project, they will fall into this category. Maintaining this level of morale is simple enough if supervisors are competent and skilled, conditions are fairly good, and the project is not detrimental to the interests of the workers.
- **High (0.75):** Workers with high morale tend to be interested in the project for one reason or another. For example, they might be the soldiers who will be stationed in the castle or might recognize its need to defend them from a neighboring state. For whatever the reason, they will work hard and attempt to do whatever they can to speed the project along and insure high quality construction.
- **Very High (0.50):** The most motivated work force available, very high morale workers will put in long hours in bad conditions with only a minimum of grumbling and fuss. They can be counted on to take corrective action the moment a problem (or potential problem) is spotted. Their work will be of the highest caliber and they will do everything they can to further the interests of the project. Examples of those in this category include the fanatic followers of a popular religious or military leader and the henchmen of player characters.

DETERMINING the FINAL PRODUCTION MODIFIER

Now that all of the major factors that will go into determining the ease with which the castle can be built have been defined, it's time to calculate the total Production Modifier for the castle. To do this, simply multiply all of the PMs that have been generated so far together. It is recommended that you round off your figure to two decimal places when you have completed the calculation.

Castle on the Moors (part I): In order to illustrate the design process, we will pause at this point and present you with an example of castle construction. The Castle on the Moors was built in temperate climate (Production Modifier of 1.25) on an area composed primarily of rolling hills (PM 1.00). The region around the castle was dominated by marshes and swamp lands

(PM 1.50) and the available resources were somewhat distant, but of good quality (PM 1.50).

In determining the composition of the work force, we decide that the local culture is an agricultural one (PM 1.00). The local folk who will be called upon to build the castle are typical humans. However, because the king has commanded that this castle be built, he has sent along a team of experts to supervise. The DM considers the matter, and decides that their influence will increase the worker skill from "poor" to "average", giving the project a PM of 1.00. Because the local people have been bothered by invaders from the swamps before, they support the construction of the castle and are considered to be of high morale (PM 0.75).

Putting the numbers all together, we find that we have the following modifiers:

temperate climate	1.25
rolling hills	1.00
swamp	1.50
distant/good resources	1.50
agricultural society	1.00
average workers	1.00
high morale	0.75

In order to determine the total production modifier, we multiply all these numbers together (rounding to two decimal places) giving us a PM of 2.10. Despite the worker's enthusiasm for the job the location chosen for the construction is hardly ideal.

CASTLE DESIGN

At this point, it's time to think about the actual castle itself. What features will it have? How large will it be? These and other important aspects must be decided upon now.

Castle design is a modular process. For example, a simple outpost might consist of four round towers (each four floors high), linked by a solid stone wall (also four floors high), with a basic gatekeep set in the center of one wall to allow entrance to the castle. From this basic description of the structure, we can design the entire castle.

The following modules can be used in the design of a castle. The BR (Battle Rating) given for each module is used with the MASS COMBAT & SIEGE WARFARE rules provided in APPENDIX A.

Castle Modules Table

module type	br	time	gold
barbican, small	12	1,500	20,000
barbican, medium	14	2,000	30,000
barbican, large	16	2,750	40,000
building, small stone	4	60	2,000
building, medium stone	5	90	3,000
building, large stone	6	120	4,000
building, great stone	7	300	8,000
building, grand stone	8	600	12,000
building, small wooden	2	9	50
building, medium wooden	3	12	75
building, large wooden	4	18	100
building, great wooden	5	40	175
building, grand wooden	6	75	300
ditch	16	2	10
drawbridge		40	500
gatekeep, lesser	35	2,500	25,000
gatekeep, greater	50	4,000	40,000
gatekeep, grand	60	6,000	60,000
moat/channel	32	5	25
motte	12	2	10
palisade	8	1	5
tower, small round	10	725	10,000
tower, medium round	12	900	12,500
tower, large round	14	1,250	18,000
tower, small square	8	850	12,500
tower, medium square	10	1,000	15,000
tower, large square	12	1,500	20,000
tunnel		25	100
wall, stone	10	30	400
wall, stone & hoarding	12	35	600
wall, stone & glacis	14	45	700
wall, stone & machicolation	16	50	850
wall, stone & postern	18	5	100
wall, wooden	6	1	5

Module Descriptions: Many of the terms used in the above table may be unclear to those unfamiliar with medieval architecture. In addition, the actual construction of, say, a barbican may be greatly varied in different kingdoms. Thus, we provide the following description of the castle modules in an effort to fully define them for use in castle design. Readers should note that the dimensions given in the descriptions of the various modules are internal dimensions. Thus, a small, square tower that is described as 30' by 30' has external dimensions of 50' by 50' because of its 10' thick walls.

- **Barbican:** Barbicans are a form of construction intended to protect the castle gate from attackers. In this sense, they are much like the gatekeepers that eventually evolve from them. Barbicans are set into the outer and curtain walls of a castle. Small barbicans are composed of two small, round towers set some 20' apart with a stone building linking their upper sections together. The space beneath the suspended building often houses a gate, but may be found open from time to time. In our module, a gate is always assumed to be included. Medium barbicans are composed of a brace of medium, round towers that are spaced 20' apart and connected with a small stone building. Once again, a gate is assumed to be included beneath the building. Large barbicans are also based on two medium, round towers but are spaced 40' apart and have a large linking structure between them. In all cases, the floors and walls of the connecting structure have murder holes and embrasures through which attackers can be assaulted. Further, each tower, whether small or medium, is assumed to be two stories (30') tall.
- **Buildings, Stone:** Stone buildings are generally used in the design of a bailey or castle compound, and are not an actual part of the castle itself. For those who wish to build themselves a home, warehouse, shop, or other structure (either within the confines of a castle wall or in a small village), these buildings can be used. Small buildings are generally square in shape. The walls average 2' in thickness and stand 15' tall. The interior of the building has 400 square feet of floor area (usually 20' by 20'). Medium and large buildings have similar wall constructions, but have, respectively, 800 square feet and 1,800 square feet of floor area. Usually, a medium building is 40' by 20' and a large building is 60' by 30'. Great stone buildings are two level affairs, standing 30' tall. Like the other stone structures, their walls average 2' thick (more at the base, less at the top). Each of the great building's two floors has 1,800 square feet of surface area, usually with dimensions of 30' by 60'. Grand stone buildings are large and impressive things. They stand 45' tall, having three internal levels. The building is usually 80' long by 40' wide, giving each floor 3,200 square feet of surface area. Other shapes and dimensions are possible, but the internal surface area will remain similar.
- **Buildings, Wooden:** Like stone buildings, the following structures are found within the castle walls as out-buildings. In addition, they make up the majority of buildings in a town, village, or other community. The dimensions listed for each entry are the most common, but builders are by no means restricted to them. When determining the price and labor time for a non-standard building, base your estimate on the square footage of its nearest equivalent from this listing. Small, medium, and large wooden buildings have very thin walls, usually only a few inches thick. Small buildings are 20' by 20', giving them 400 square feet of floor space. Medium buildings are 40' by 20' and have 800 square feet of floor space. Large buildings, which are often found as storage areas or large shops, are 60' by 30' and have 1,800 square feet of floor space. Great wooden buildings are two story affairs that stand 30' tall. They are 60' long and 30' wide, with 1,800 square feet of surface area on each floor. Grand wooden buildings are three stories (45') tall and measure 80' by 40'. Each floor has a surface area of 3,200 square feet for a total of 9,600 square feet.
- **Ditch:** Ditches are used in castle defense to make the land which attackers must cross uneven and dangerous. While giving their attention to getting past a ditch or other obstacle, attackers are far more vulnerable to defensive missile fire.

Each ditch section is 10' long, 10' across, and 5' deep. Thus, a 100' long ditch would require 10 ditch modules. A ditch is not finished and will not hold water like a moat, although water will pool there after a storm.

- **Drawbridge:** A drawbridge, which is assumed to include a small structure from which it is operated, is used to allow easy passage over ditches, moats, and other castle defenses. The average drawbridge is 20' long and 10' wide. Larger examples can be created by combining two (or more) drawbridge modules. The drawbridge is assumed to be made from hard wood and is braced (or even shod) with metal to increase its strength.
- **Gatekeep:** A major step in the evolution of the castle, a gatekeep permits the defenders of the castle to confront attackers before they reach the main gates themselves. In essence, a gatekeep is much like a barbican that is set away from the castle walls and connected to them via a pair of strong stone walls. Even if the outer barriers of the gatekeep are breached, the walls act to create a killing field that makes the final assault on the gates even more difficult. A lesser gatekeep consists of two small, round towers and a linking structure (essentially a small barbican) that are set some 20' out from the castle's main gate. Two 15' high walls run from the flanking towers to the main gate and secure the structure to the castle. Greater gatekeepers are somewhat larger and incorporate four medium, round towers. Two are positioned forward just as they are in a lesser gatekeep, but two more are built into the castle walls around the main gate itself. In this way, the rear towers can provide better fire into the killing fields between the castle and outer defenses and can also support the forward towers in holding off attackers. Persons in the forward towers can move along the top of the walls (which provide partial cover from enemy archers) to reach the castle towers. In times of combat, this is dangerous to attempt. Grand gatekeepers are the ultimate in gate defense. They are composed of four large towers, arranged in the same manner as the towers in the greater gatekeep, and can hold off huge numbers of enemy forces for extended periods of time. The two forward towers are set some 30' out from the castle and 40' apart. A fully enclosed stone passage runs along the upper section of the two flanking walls, allowing easy and safe passage from the towers to the castle and back again.
- **Moat/Channel:** As technology improves, the idea of making ditches even more effective by filling them with water naturally arises. Thus, in essence, a moat is nothing more than a ditch that has been finished so that water will be contained by it. Channels are used to link moats with the water ways that will fill them. In some cases, it may be necessary to dam part of a waterway to divert water into the moat. Dams can be built like stone walls, but cost twice as much and take twice as long to complete. It is sometimes possible to fill a moat with dangerous animals that can be used to increase its effectiveness during an attack. Exact details in such cases are left to the DM's imagination. It is important to keep in mind, however, that unintelligent moat guardians will attack defender and intruder alike and that intelligent denizens will require some reason for accepting a position as "moat guard."
- **Motte:** Just as it is sometimes wise to ring a castle with ditches to defend it, it is always better to build on high ground. In cases where a natural earthen mound or motte is not available, manmade ones can be created. As a rule, one motte module represents a 10' by 10' square area raised 5'. Thus, if an area 400' by 400' (160,000 square feet) were to be raised, 1,600 moat units would be required for each 5' rise in ground level.
- **Palisade:** A palisade is a fence of wooden posts (usually about six inches thick) that is set up as a defense against enemy charges and the like. Palisades are often set up along the defending edge of a ditch or moat to make them even more difficult to bypass. a palisade module runs 10' long and stands 5' high.
- **Tower, Round:** Rounded towers provide better a better defense against things like screws and sappers. As a rule, they tend to be somewhat smaller internally than their square counterparts, and

use less stone. Thus, they cost somewhat less to build. The technology required to build such structures, however, may not always be available to the castle designer.

Small towers of this type have a 30' diameter interior space available for use and are 40' in diameter on the outside. A single tower module is assumed to be 2 stories tall (30') and have walls which average 10' thick. Of course, this assumes that the walls will be thinner at the top and wider at the base. Embrasures in the wall allow fresh air into the tower and permit those within to fire on troops outside.

Medium and large towers resemble their smaller cousins in most ways. Again, they are assumed to be 30' tall and be divided into two levels. Medium towers have a 40' internal diameter while large towers are 60' across.

Larger towers can be built by combining two or more tower modules together and combining the costs. If the structure is to stand alone, then the second module must be one size smaller than the tower below it. Thus, a large round tower could act as a base with a medium round tower atop it and a small round tower atop that. If the structure is anchored to a wall, then two similar towers may stand atop each other. Thus, a six level tall anchored tower could be made up of two large towers for the base and one medium tower atop. Exceptions are possible, but are very rare, expensive, and hard to construct without magical assistance.

- **Tower, Square:** Although less sturdy and somewhat more expensive to make, square towers are easier to build than round ones. Thus, they are somewhat more common. Square towers are found in the same basic sizes as round ones, and a tower module is again assumed to be 30' tall with two internal levels. The internal space available in a square tower is somewhat greater than it is in a round tower of similar size because the chamber is not rounded off.

A small tower is 30' by 30' inside, with outer dimensions of 50' by 50'.

Medium and large towers are 40' and 60' square respectively. Square towers can be stacked just as round towers can. Further, it is possible to stack a round tower atop a square tower so long as size restrictions are obeyed.

- **Tunnel:** A tunnel module represents an under ground chamber of 1,000 cubic feet. Usually, this is a 10' long by 10' wide by 10' high section, but the configuration may vary based on need and purpose. For example, a chamber that is going to be 20' by 40' with 10' high ceilings has a volume of 8,000 cubic feet and would require 8 tunnel modules to complete.
- **Wall, Stone:** A typical section of stone wall is assumed to be 10' long, 10' thick, and 15' high. Walls can be stacked, like towers, but must follow some restrictions. For every level that is going to be stacked above it, an extra module must be added to a wall for every 50' (or fraction thereof) in its length. Thus, if we are planning a 3 level high (45' tall) wall that is 50' long we need to add 2 additional modules to the lower level and one additional module to the second level for bracing. Thus, our three level high, 50' long wall requires the 15 modules that make it up, plus an additional 3 modules for bracing.

In addition to the wall itself, a number of options are available at higher tech levels. In some cases, walls are assumed to possess certain features as described in the text that follows.

Hoardings are wooden structures that are added to the top of a wall. Because they extend outward from the castle and have numerous holes in their undersides, defenders can move about in them and fire on attackers at the base of the wall. Because they are made of wood, however, hoardings are vulnerable to fire and artillery.

A glacis is an additional section of stone added to the base of a wall that angles outward and creates a sloped or slanted base. In addition to making the wall more resistant to screws and sappers, a glacis will cause things like boiling oil to splatter when the defenders above pour it on the attackers around the glacis. A wall with a glacis is assumed to include hoardings if desired.

Machicolations replace hoardings as a means of attacking enemies at the castle walls. Advances in technology allow the wall itself to be built with a stone overhang that serves the same purpose, but is far less vulnerable to attack. As with hoardings,

machicolations are dotted with murder holes for attacks on those below them. A wall with machicolations is assumed to include a glacis at its base.

Posterns are small gates that allow one or two men to slip out of the castle without drawing attention to themselves. They are not secret doors, but are not nearly as obvious when opened as the main gates. The cost for a section of wall with a postern in it is in addition to any cost for things like machicolations. Thus, a wall section with machicolations and a postern would require 55 weeks to build and cost 950 gold pieces.

- **Wall, Wooden:** A wooden wall section is assumed to be 10' long, 3 inches thick, and 15' tall. They can be used to set up barriers or in the assembly of larger structures as internal walls. For example, the floor area of a large keep can be bought as if it was a wooden wall, as can the roof if it is made of timber. When using the wooden wall module in such a fashion just note that it has a surface area of 150 square feet.

CASTLE LAYOUT

Now that you understand the various modules and their uses, go ahead and lay out a rough floor plan of the castle you want to build. It needn't be very detailed or complex, but should identify all of the modules that you want to use.

Castle on the Moors (part II): In order to help you better understand this phase of the design process, we will switch back to our example of the Castle on the Moors. As you know, we have already determined the various environmental and social features that will dominate the construction effort, now we must lay out the castle itself.

Looking at the castle floor plan that follows this chapter, you will see that the keep is intended to have four square towers, each of which is four floors high. Because a standard tower module is only two floors high, eight modules must be used. Since the towers are to be anchored to walls, the same size module can be used on the top and bottom of the tower. The castle is not intended as a great fortress, so the designer opts to use small towers.

Next, we move to the walls that link the towers together. A distance of 110' separates each of the towers, so 44 wall sections will be required to complete the lower level of the wall. However, the wall is meant to be four floors high, so additional bracing must be included. Since three levels will be added to the lowest level of wall, three extra wall modules must be added per 50' or fraction thereof. Thus, 26 additional modules must be added to support the second level. Since the second level must support two more above it, two modules must be added for every 50' of its length, for a total of 18 modules. To support the upper level, 9 modules must be added to the third level. Note that this does not include the additional wall that is set up around the castle gate. This area works out to require 55 wall sections. Thus, for our whole castle, we will need 285 wall modules.

The lower level of the main wall (which requires 70 modules) includes a glacis, but the other 214 sections are ordinary wall sections.

As you can see, we have already accounted for the vast majority of the castle's construction. The designer wants to have the inside of the keep roofed over and split into 3 internal levels. These floors will be roughly 120' squares, so each one has a surface area of 14,400 square feet. There are four such surfaces to be created (3 floors, including the bottom one, and the roof). In the interest of simplicity, the DM agrees to assume the roof is a flat surface, despite its angular nature. Thus, a total of 57,600 square feet of wooden flooring must be purchased. Since each section of wooden wall (floor in this case) is 150 square', 384 such modules must be built.

The smaller aspects of the castle's design, like the spiral stairways, internal furnishings, and main stairs are assumed to be included in the castle's overhead costs (described later). Since the main entrance is not a grand affair, the DM agrees that it can also be included in the overhead costs. If the gate were larger, it would have to be bought as a barbican or gatekeep.

So, what do we have now? Our castle is going to require the following: 8 - small, square towers, 70 - wall sections with glacis, 214 - standard wall sections, and 384 - wooden wall sections (used as floors and roofing).

Average Construction Time & Cost: Now that you have laid out the basic structure of the castle, it's time to determine just how much all this is actually going to cost and how long it's going to take to build. Because of the modular nature of this system, that's very easy to do. Simply add up the cost of all the modules you wish to purchase and add up the time required to build them.

Once you have these totals, you know the basic values that we will be working with. The values you have just calculated are the average time and cost factors for the project. To determine the actual time and cost involved, we must go through a few more steps.

Works of Art: Of course, all of the above values have been generated with the thought of a typical castle in mind. If you wish to build an ornate complex that is both a fortress and a work of art, you may do so by adding an additional 50% to the cost and time required for your project. Such structures as this are rare in the extreme, of course, and are usually reserved for the seat of a great king or mighty emperor. Lesser structures, like the wooden buildings or free-standing towers, can be made ornate in a similar fashion. Further, it is possible to have part of a castle be ornate, the main keep is an obvious choice, while the curtain walls and outer defenses are more structural. To do this, just apply the increased cost and time to the specific module being selected.

If desired, a castle can be made very spartan. In such cases it will not be a comfortable place to live in, but will still fill its role as a military fortress. Spartan castles cost 25% less to build and require 25% less time.

Final Calculations: Once you have established the base cost you can figure out exactly how long it will take to build your castle and how much of your precious gold you are going to have to part with before it's done. To do this, simply multiply the base cost by the production modifier (PM) generated in the first part of the castle construction procedure.

Castle on the Moors (Part III): Going back to the Castle on the Moors project, we can total up the costs and times required as follows:

Eight small, square tower modules cost a total of 100,000 gold pieces to build and require 6,800 man/weeks of work.

Our wall requires 70 sections with a glacis, which requires 3,150 man/weeks to build and costs 49,000 gold pieces to finance. The upper levels of our wall require 214 standard wall sections, for a total of 6,420 man/weeks and 85,600 gold pieces.

The wooden floors and roofing will require 384 wooden wall sections. The total time required for this phase of construction is 384 man/weeks and the total cost is 1,920 gold pieces. As you can see, this is cheap when compared to the rest of the project. The castle is not intended to be overly ornate - after all, it's in the middle of a swamp. However, the knight who must live here is not expected to be uncomfortable. Hence, the castle will not be spartan either. Cost and production time values are unmodified.

Thus, our total cost for the construction of this castle is 236,520 gold pieces. As far as construction time is concerned, our base value works out as 16,754 man/weeks of labor. We're almost through, but now we have to remember that these values assume that we are working in perfectly average conditions.

The Castle on the Moors is being built in a region of swamps, far from its base of supplies. All of these things are part of our PM, which we determined was 2.10 in the first phase of design. Our next step is to multiply our most recent values for cost and time by our PM. When we do this, we find that our castle will actually require 35,183 man/weeks to build. Further, it will cost us a staggering 496,692 gold pieces.

WORK FORCE

Now that the castle plans have been committed to parchment, it's time to get on with the actual construction of your castle. The first point to consider in this phase is your work force.

The prices that you paid above assume that you will be building the castle in one year. At this point, you should take the construction time that you have and divide it by 52. The product of this calculation is the number of men that must be hired to complete the job in one year. It is assumed that the cost of supporting a work force of this size is included in the cost of your castle so far. Thus, if you take no other action at this time, you will be able to build your castle in 52 weeks.

Larger Work Forces: In order to increase the speed with which a castle is erected, designers may wish to hire additional laborers. As an average, the cost to hire a worker is assumed to average out at 10 gold pieces a week for the duration of the project. While the typical laborer is only going to receive a salary of 1 gold piece per month, they are supported by skilled supervisors and artisans who receive far greater pay. In addition, this cost assumes that they must be fed, housed, and trained.

If the designer can raise enough money (and find enough willing laborers), to increase his work force to twice its standard value, construction will be completed in 75% of the established time. If the work force is quadrupled, the construction time is cut to 50% of its calculated value. Larger work forces are not permitted.

Before you calculate the cost for all these new men, skip to the sections on *Heroic Characters*, *Magical Items*, and *Monsters*. Once you have determined the effects of these sections, return here and work out the new duration of the construction project (in weeks). Multiply it by the number of extra men who will be hired and then multiply the total from that operation by 10 to determine the total cost for the increased work force. Add this sum to the cost for the castle as a whole and don't worry about a weekly payroll.

Smaller Work Forces: If money is a factor, but time is not, the designer may wish to consider cutting his work force. For each man removed from the labor pool, the cost of the castle will be reduced by 10 gold pieces per work for the duration of the project.

If enough workers are removed to reduce the work force to 75% of its standard value, then construction time is doubled. If the work force is cut to half its standard value, then construction time is quadrupled. No reduction below 50% in the work force is possible.

It is possible to reduce the work force to below its standard number without increasing the time required so long as the contributions of heroic characters, magical objects, and monsters (as detailed in the following three sections) return the work level to its standard number.

For example, if a group of PCs is able to do the work of 100 men, then 100 laborers may be cut from the work force and the money normally spent to hire them saved.

Once you have determined the new duration of the project (in weeks), multiply it by 10 to determine the savings that is made per cut laborer. Subtract this savings from the cost of the castle now and don't worry about a weekly payroll.

Heroic Characters: Both player characters and higher level NPCs can augment the work force considerably. This is due primarily to their greater experience and worldliness, as well as their generally higher determination. After all, these special people have proven themselves to be far more than just the average citizen, otherwise they wouldn't be heroes!

As a rule, any non-magic using character will be able to do the work of one man for every level that he or she has attained. For example, a 6th level thief can do the work of six normal laborers. It is assumed that the thief need not be an actual part of the work force, but is acting in a supporting role by obtaining good prices for items and making sure that the local bandits and crime syndicates do not interfere with the project.

Characters who are able to use magic can be of tremendous help when it comes to building a castle. After all, consider the benefits of a stone shape spell or a wish spell when construction is in progress. In order to simplify matters, any spell using character who is a part of the construction force counts as one laborer for each level that they have attained. In addition, they count for one man for each spell level that they can cast in a given day. Be sure to include any bonus spells that a caster might be entitled to.

For example, a 5th level wizard would be able to do the work of 16 men. He counts as five men because of his basic level. In addition, he can throw five 1st level spells in a day (which counts as five more workers), three 2nd level spells (which counts as six more workers), and two 3rd level spell (which counts as six workers).

The importance of magic in castle construction should not be underestimated, as a 20th level wizard can do the work of over 175 normal men! While player characters are free to work on a project, DMs should make the recruitment of high level NPCs an expensive hiring who, more than likely, will require an adventure to recruit.

Magical Items: Some magical items, like the saw of mighty cutting or the spade of colossal excavation have an obvious value in the construction of a castle. In cases where some question arises as to the usefulness of a particular item, the DM must make a judgment call on whether or not the item will be a significant factor. For example, an enchanted shield is not likely to be of much help in building a castle, although gauntlets of ogre power might be.

As a rule, if the item is well suited to construction work, like the mattock of the titans, then it will be worth 5 men for each 1,000 gold pieces of value. Thus, the spade of colossal excavation (which is worth 25,000 gold pieces) counts for 125 men.

If the item seems to have some possible application, like wand of lightning (which could be useful in clearing land or digging the foundation of the castle), then it is worth 1 man for each 1,000 gold pieces of value.

Items that the DM feels are of no particular use in the construction effort, like a ring of regeneration or elven boots are not counted toward the manpower total. If the DM rules an item to be useless, the owning player should be allowed to explain how he feels the item might be useful. If the DM is swayed by his or her case, then the decision may be reversed.

Monsters: It may be possible for the character's to recruit monsters to aid in the building of the castle. Many of the monsters listed in the MONSTER MANUAL can be pressed into service, though some will be more suitable for such work than others. If the players have a means of obtaining monstrous laborers, the DM must determine how suitable they are for such work. If they might be prone to devouring other members of the work force, they should be considered poorly suited. Similarly, if they have little talent or ability in such things (like a unicorn) they might be deemed useless or poor.

If a monster is well suited to construction work, like a stone giant, centaur, or bugbear, it is worth 5 men per hit die (doubled for large creatures). As a rule, most humanoid creatures of lawful, neutral, or good alignment will fall into this category.

If a monster is somewhat suitable, but has drawbacks, it is worth 1 man per hit die (doubled for large creatures). Most chaotic or evil humanoids fall into this category, as do those who have restrictions to their movement or dexterity. Dragons, because they have no manipulatory limbs, fall into this category.

Monsters that are wholly useless to a construction project, like a green slime or shrieker, will contribute nothing to the work being done.

WORK SEASONS

Once the construction time and cost have been altered to reflect the efforts of the player characters, their spells and magic items, and changes in the size of the work force, the DM needs to consider the area's climate again.

We now know how long it will take to build the castle if the crew works straight through. Of course, it is not possible to work every day because of weather and similar factors. For example, a region that has harsh winters and is marked by severe storms during spring and autumn might restrict the construction crew to working only 25% of the year! That means that a castle might take, on the average, four calendar years to build.

In order to determine the actual number of weeks available for work in any given region begin by recording its PM values for climate type and ground cover. Multiply these two numbers together to determine the Work Time Modifier (WTM). This value should range between 0.75 and 12.00 when you are done.

Next, divide 52 (the number of weeks in a year) by the WTM to determine how many weeks are available for work in a given year. Note that in some cases you will have more weeks available than you have in the year. In this case, it is assumed that the climate is so favorable that your work precedes at a very rapid pace and you are able to accomplish much more than might normally be expected.

Castle on the Moors (Part IV): We return now to our fine example of the Castle on the Moors. As you will recall, the current calculations show that the castle will cost us 496,692 gold pieces to build. The entire project, as it now stands, will take 35,183 man/weeks of work to finish. Let's continue with the process, going through the steps that we have just outlined.

Our first step is to determine how large our standard work force will be. To do this, we divide the current time required for construction (35,183 man/weeks) by 52. The result, 676, is the number of men that must be hired to complete the castle in 52

continuous weeks. They are assumed to be included in the cost we have already paid for the castle.

Since the king and his advisors see the danger in the swamps as a growing problem, they decide quadruple the work force and attempt to complete the castle in half the usual time. Thus, they will need to hire 2,028 additional men. Before we determine the cost of such an increase, we must look at the contributions that will be made by the player characters who are in charge of the castle's construction.

The knight who will be lord of the castle is a 12th level paladin. As such, he counts as 22 laborers - 12 because of his experience level plus 10 more because of his spellcasting ability.

The paladin has four companions. Two of them are not spell casters, a 10th level thief and an 10th level fighter, who will count as 20 additional men between them. The spellcasters are a 9th level wizard (who will do the work of 49 men) and a 9th level priest with a 17 wisdom (who can do the work of 49 men).

Thus, between all the player characters, the work of 140 men can be done. In addition to their own efforts, the party has a number of magical objects that they want to use to help speed construction. The paladin has a suit of Platemail of Etherealness and a holy avenger sword, but the DM rules that these will not help the project. Similarly, the DM rules that the other magical weapons and armors of the party members will be of little value.

The priest, however, has obtained a pair of gauntlets of ogre power, which the DM rules to be of some use. Thus, the priest can save the treasury the hiring of 25 additional men (1 per 1,000 gpv). The fighter has obtained a lyre of building, which the DM agrees will be of obvious value over the course of the project. Thus, the lyre can do the work of 250 men (5 per 1,000 gpv)!

All told, we now see that the characters will be able to contribute greatly to the construction of the Castle on the Moors. Between themselves and their magical items, they can do the work of 415 men. Truly, these are the folk of whom songs will be sung!

In their efforts to further speed construction, the characters call in a debt owed to them by a stone giant. The DM agrees that a stone giant is an excellent choice for such works, so he will be worth 90 men (5 per hit die, doubled because of the giant's size). In addition, the DM rules that five of the stone giant's sons will join their father in working on the castle. Each of them counts as an additional 90 men, as they are full grown.

When all is said and done, the player characters, their magic items, and their monstrous allies can fill the slots of 955 men.

Returning now to the need for additional workers, we find that the crown still needs to hire and support 1,073 more men. Since the construction time of the castle will be cut in half by their efforts, they need only be paid for 26 weeks of work. At 10 gold pieces each this works out to be a total of 278,980 gold pieces. This figure may seem high, but remember that the efforts of the player characters have prevented the need for an additional 955 men and saved nearly 250,000 more gold pieces for the crown. The king is sure to remember their actions!

With all of that taken care of, we turn our attention to the weather and working conditions. Because the climate around the castle is temperate (PM 1.25) and the ground cover is swamp (PM 1.50), we have a WTM of 1.75. Thus, only 27 weeks out of the year will be suitable for work on the castle. Since 26 weeks are required, the project will be completed in about 6 calendar months if all goes well.



DOMINIONS

A piece of land that is owned and ruled is called a *dominion*. It may be of any size, and the ruler can be either a player character (PC) or an NPC. A dominion could be a small tower on an acre of land, or a mighty empire with thousands of people. All PC ruled strongholds are dominions.

Most dominions are part of larger territories; the ruler of the dominion typically swears an oath of service and fealty to a greater ruler. In European settings the smallest dominion is called a barony. A larger area, that contains two or more baronies, is called a "greater dominion," and may have any of several names (county, duchy, kingdom, etc.).

BASIC INFORMATION

When a dominion is established, the DM must determine details of its size, location, population, and resources. When this is done, he can determine the dominion income. Changes in population, income, and so forth are checked *once per month* (of game time).

Size: New dominions usually cover 30 miles (1 map hex). Larger dominions are certainly possible, but a PC should start with a small one at best.

Location: Every map hex of land is one of three basic types:

civilized:	well-settled lands
wilderness:	unsettled lands
borderlands:	between the above

The DM should decide what type each hex of land is as needed. When starting with a map of major terrain features, cities, and towns, the following guidelines may be used to determine which type each hex could be, based on terrain:

desert:	borderland or wilderness*
forest:	any type
hills:	any type
jungle:	borderland or wilderness
lake:	wilderness**
mountain:	wilderness or borderlands***
ocean:	wilderness**
plains:	any type
river:	any type
settled:	civilized or borderland
swamp:	borderland or wilderness

* an oasis allows for civilized lands

** shoreline and/or submerged settlements can exist in these areas

*** may be civilized if they contain a dwarven stronghold

Apply the following guidelines, based on the towns and cities placed (unless limited by terrain):

1. Demihuman settlements are considered civilized, regardless of population.
2. Any area within 12 miles of a city or large town is civilized.
3. An area 24+ miles away from a civilized area is a borderland.
4. All other areas are wilderness.

These notes are guidelines, and the DM is *not* limited to the ranges given. An area may actually contain no cities or large towns at all, and still be considered "civilized."

Population: Peasant families are needed in every dominion, to work and settle the land. As an average, each peasant family has five productive members. The normal "starting number" of peasant families present varies by the type of map hex:

civilized:	1d100 x 50 families per hex
wilderness:	1d10 x 10 families per hex
borderlands:	2d6 x 100 families per hex

Each month, the population will grow by itself, at a rate determined by the number of families present:

population (families)	monthly increase
1-100	+25%
101-200	+20%
201-300	+15%
301-400	+10%
401-500	+5%
501+	+1% to 5%

Note: Any hex may gain or lose 1-10 families per month for any of many reasons (accidents, weather, good or bad harvests, etc.). Roll 1d20 to determine how many families or gained or lost each month:

d20 roll	result	d20 roll	result
1	-10 families	11	+1 family
2	-9 families	12	+2 families
3	-8 families	13	+3 families
4	-7 families	14	+4 families
5	-6 families	15	+5 families
6	-5 families	16	+6 families
7	-4 families	17	+7 families
8	-3 families	18	+8 families
9	-2 families	19	+9 families
10	-1 family	20	+10 families

Dominion Resources: Every dominion has natural resources - either animal, mineral, or vegetable. The exact type can vary widely. Peasants use and provide resources, and the ruler gains tax income from them.

First, select or randomly determine (using 1d10) the number of resources in the dominion. For dominions larger than 1 (30-mile) map hex, this may be applied to each hex. Next, select or randomly determine (using 1d10) the type of resource. When selecting, consider the location of the dominion and its terrain; for example, a desert has very few vegetable resources.

d10 roll	resources gained	d10 roll	type of resource
1	1 resource	1-3	animal*
2-7	2 resources	4-8	vegetable**
8-9	3 resources	9-10	mineral***
10	4 resources		

* animal resource include dairy, fat and oil, fish, fowl, furs, herds, bees (honey and wax), horses, ivory.

** vegetable resources include farm produce, foodstuffs, oil, fodder, wood and timber, paper, wine.

*** mineral resources include copper, silver, gold, platinum, iron, lead, tin, gemstones, tar and oil, clay, stone quarry, coal.

DOMINION ADMINISTRATION

The ruler of a dominion sets all laws and tax rates, and controls as much of the lives of the peasants as desired. The ruler's liege normally leaves all matters in the hands of the local ruler, without interfering except in the most extreme cases. The greater ruler expects stability and very little else.

A dominion ruler is chief judge and lawmaker. A ruler holds various "courts" for formal occasions. In a court of law, criminal cases are judged. Courts of honor are held, in which awards of all types are given out. A court of welcome is held to honor visitors, especially nobles. Failure to properly honor a visiting noble is a direct insult; failure to honor a liege is treason.

Peaceful administration of the dominion is often left to a seneschal, a representative of the ruler. In time of war, the seneschal puts his abilities at the service of the castellan or other military commander designated by the ruler. A "ruling council" is made up of various advisors, each with his own area of authority.

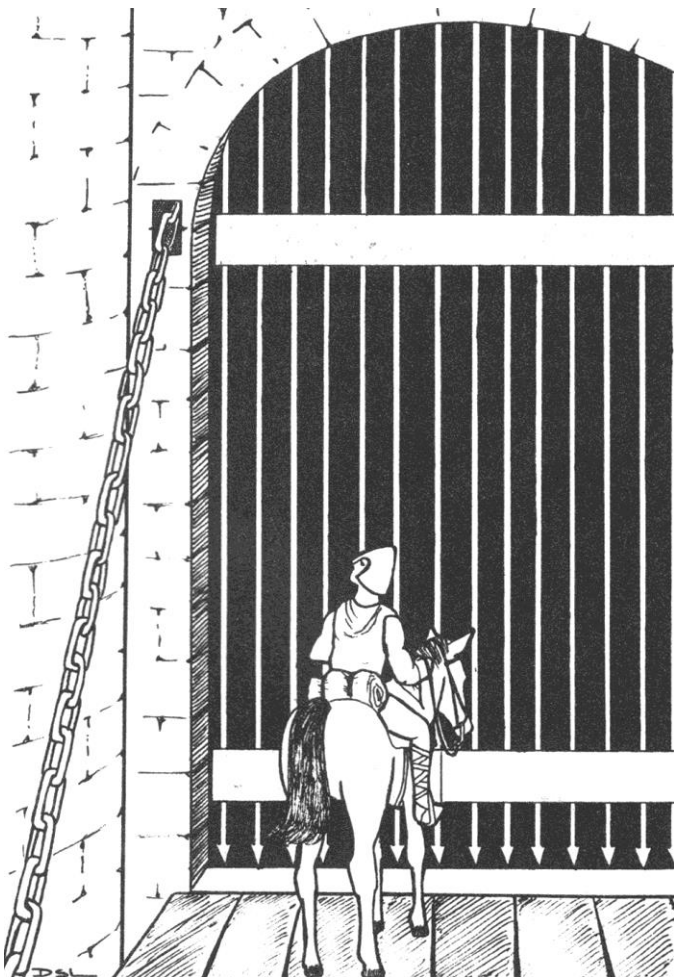
Dominion Income: Each dominion ruler receives income from three sources: standard income, resource income, and tax income.

1. Standard income is service equal to 10 gp per month per peasant family. This is *not* money; it is the value of services and materials from various sources (used for paying taxes to one's liege, for holidays, and visiting nobles). Peasants work the ruler's fields, raise and tend animals, act as servants, build the roads, repair buildings, and so forth. This simplified game mechanic is used to represent many aspects of medieval life.
2. Tax income is normally 1 gold piece per month per peasant family, paid in cash. The exact tax rate is set by the ruler, but higher or lower taxes can cause various problems (see "Confidence Level").
3. Resource income varies by the type of resources, as follows:

animal:	2 gp per peasant family
mineral	3 gp per family
vegetable	1 gp per family

When an existing dominion is obtained, income starts immediately. When a new dominion is created, all incomes begin after one month.

One other type of income applies to any ruler of more than one dominion - income from the lesser rulers who have sworn fealty to the player character, sometimes called "salt tax." Each ruler, including player character (or PC), must pay 20% of all income to his or her liege (a ruler of a greater dominion).



Dominion Income and XP: PC rulers gain experience points through rulership, by collecting resource and tax income from their peasant subjects. A PC or NPC ruler gains 1 experience point for each 1 gold piece of resource and tax income, but none for standard income or "salt tax" income.

Experience points are gained at the end of each month. As DM, you may want to make the PC work for the experience points - by fighting monster, battles, worrying about drought, etc.

Example: A PC swears fealty to an NPC count, and receives an existing wilderness barony of one map hex. It has 200 peasant families, with 1 mineral and 1 animal resource. The player decides to use the standard tax rate. In the first month, the PC baron receives 3,200 gp worth of income: 2,000 gp of Standard income, 1,000 gp of Resource income, and 200 gp of Tax income. For that month, the PC gains 1,200 XP from dominion rule. However, if the PC does nothing in the game, he should receive less experience points.

During the second month, the population increases by 40 families (20% of 200), and 5 others come of age (by random roll), for a new population of 245 families. The total income for the second month is 3,920 gp: 2,450 gp of standard income; 1,225 gp resource income; 245 gp tax income. The experience point total for the second month is 1,470.

Modify this procedure as needed to maintain game balance. PCs should not gain vast amounts of XP by avoiding adventures! A PC

should gain no more than 1 level of experience for 12-18 months of rulership (not counting XP from adventures).

PC overlords gain no XP for the payments from their lesser rulers (the salt tax). These payments are usually in the form of troops or merchandise, but may be cash. This income has already been credited to the local ruler (for XP purposes), and cannot be counted as XP for other rulers.

Note that the experience points earned by NPCs are always half the amount given to PCs, whether from adventures, rulership, or other activities.

NPC rulers may thus rise in level (and power) as time passes, but not as fast as a PC. Some Dungeon Masters may object to a PC receiving experience for passively remaining in a dominion. There are ways to discourage PC inactivity.

The DM could increase the chance of a coup by 10% for every year the PC stays in his dominion (or 5% for every month). Alternately, the DM may apply double the normal chance for *Unnatural Events* per game month. Make sure the players know of these penalties in advance.

Notes: The following are clarifications for use in determining dominion income and XP gained for special situations:

- **Rich Resources:** Any dominion hex that brings in more than 15,000 gp of resource income must have its own local ruler, lord of that hex alone. Otherwise, part of the resources (1d10x10%) are stolen by bandits, greedy peasants, nearby rulers, or other individuals who covet the wealth. The wealthy hex and its ruler may be part of a greater dominion ruled by a PC; the PC gains 20% of the income generated thereby, though not the experience for it.
- **Limit Family Skills:** Each family may work only one resource.
- **Resource Maintenance:** All the resources in an area must be worked. Animal and vegetable resources cannot be ignored in favor of total exploitation of a mineral resource; such a method of rulership would bring rebellion. Each resource should be supported by at least 20% of the total number of families in the hex. Many peasant families prefer farming to mining and would strongly resent being forced into the mineral trade. If the peasant populace is forced to mine, apply a penalty against the next dominion confidence check of -1 per 10 families greater than 50% of the total population so forced.

Record Keeping: The player should now have notes on the location, size, and population of the dominion, the number and type of resources, the three incomes, a total income per month, and total experience gained per month. The income is added to a dominion treasury, kept by the character.

Note that the treasury is a combination of cash, merchandise, and so forth. Merchandise is assumed to be sold when possible, using trade routes. The value of the treasury is used to pay for troops, new construction, and other things.

Only part of the treasury (20-50%) can be treated as cash during any one month, the rest is paid to the liege as tax. The PC may add cash to the treasury as desired.

The player should keep a record of each of the following dominion details:

- Dominion size and type of hex (each)
- Current population
- Number and type of resources
- Current treasury (both cash and total)

Dominion Expenses: The overall cost of maintaining strongholds is assumed to have already been deducted for all incomes; no extra money need be spent for this by a PC ruler. However, other costs may occur that must be paid. All dominion costs are subtracted from the dominion treasury at the end of each game month.

First, if the dominion is part of a greater dominion, 20% of all income must be given to the higher ruler each month. Such "payments" are usually made in the form of military troops, and occasionally merchandise.

Second, 10% of all dominion income should be paid to the theocracy (the local clerical order which is most prevalent). Although this is not absolutely required, it is highly recommended. If this "tithe" (tenth) is not paid, no cleric will be permitted to perform any service

in that dominion (including all forms of curing). If less is paid, certain services may be withheld; the theocracy has limited patience.

Other costs may include, but are not limited to, the following: advisors and other officials; entertaining visitors; holidays and feasts; troops; and tournaments.

- **Visitors:** Any ruler visiting a stronghold will expect to receive the services and comforts of home. This can become quite expensive, especially during visits from nobles. See page 211 for more information on noble ranks and titles.

This basic cost is in gold pieces per day of visit; the cost includes all costs for supporting the noble's retinue. When more than one noble visits at once, use the highest title applicable. For each titled visitor accompanying the higher ruler, add 50 gp to the cost. The cost includes one feast per day, but does not include any gifts given to the visiting ruler (a common practice).

<i>title (or equivalent)</i>	<i>cost (gp/day)</i>
baron	100
viscount	150
count	300
marquis	400
duke	600
archduke	700
prince	*
king	1,000
emperor	1,500

* cost is determined by the noble (dominion) title plus 100 gp; e.g., a visit from a count prince costs 400 gp per day.

Remind players to consider these costs when characters visit their own lesser dominions. A duke's week-long visit to a baron could put the poor baron deeply in debt.

Although peasants and other subjects of a dominion are loyal only to their immediate ruler, they will obey a visiting noble unless the orders are contrary to the local ruler's general instructions and laws.

- **Holidays:** Either a noble ruler or the theocracy may declare a holiday. The holiday affects all within the realm; for example, a king's holiday is nationwide.

The cost of a holiday is deducted from the total income of the person declaring it (the clerical order's tithe, the overlord's 20%, etc.). If the holiday is declared by a count or lesser noble, the cost is 1 gold piece per peasant (5 gold pieces per peasant family). If declared by a duke or higher ruler, the cost is 2 gold pieces per peasant. The theocracy usually declares 2 holidays per year; the king (if any) usually declares one.

- **Troops:** One law of medieval society, perhaps the most important of all, is "support your liege." Failure to do so can mean loss of honor, loyalty, support, dominion, and even life.

Each greater dominion can expect military support (troops) from its lesser dominions, at their expense. No set numbers or types of troops are required, but 20% of the total income must be given to, or spent for, the higher ruler; troops are an acceptable way of spending this income.

If war comes, the overlord issues a general call to arms. Each lesser dominion must then contribute even more troops for the armies of the greater dominion, possibly led by the lesser ruler. In addition, a peasant army (troop class: "poor") is raised in times of war, to help defend the homeland.

Normally, one-tenth of the total peasant population can "muster," joining the army. This number can be doubled if sorely needed, but the troop class then drops to "untrained." the only cost of a peasant army is a corresponding loss of income (of all three types). For example, if 20% of the peasants have mustered, the total income will only be 80% of normal for that month.

DOMINION CONFIDENCE LEVELS

A dominion's confidence level is a measure of the populace's satisfaction with their ruler. Ranging from 1 to 500, the confidence level is checked each game year, and as often as needed otherwise. The current confidence level should be noted, along with the notes on population, income, etc.

The base confidence level of a dominion equals the total of 151-250 (d% + 150), plus the total of all 6 of the ruler's ability scores. This level is

the same at the beginning of each new year, regardless of changes or temporary adjustments during the year. Confidence levels are checked when:

1. A game year begins.
2. A pleasure or celebration expected by the populace is canceled or not conducted (see "Holidays," etc.).
3. A natural disaster occurs (see "Events" above).
4. An enemy military force enters dominion territory.
5. Some other situation arises that could affect most of the dominion (DM's discretion).

Do not roll dice when checking confidence levels. Simply apply the results given below for the current confidence level (possibly modified for the situation):

Ideal (450-500+)

Apply the following effects:

1. All income is 10% greater than normal.
2. Enemy spies have 75% chance of being secretly revealed to the ruler.
3. If a random check indicates a disaster (see the Events Table above) during the coming year, there is a 25% chance that it will not occur.
4. No changes to the confidence level of the dominion will reduce the level below 400 for the next check.
5. Add 25 points to the confidence level for the next confidence check.

Thriving (400-449)

Apply effects 1, 2, and 3 given for "Ideal".

Prosperous (350-399)

Apply effects 1 and 3 given for "Ideal," and apply 2 with a 25% chance per agent.

Healthy (300-349)

Apply effect 1 given for "Ideal," and apply 2 with a 25% chance per agent.

Steady (270-299)

Apply effect 2 given for "Ideal," but with a 25% chance per agent.

Average (230-269)

No special notes apply.

Unsteady (200-229)

There is 1 chance in 6 that the confidence level will suddenly drop by 10%.

Defiant (150-199)

Apply the following effects:

1. Half of the peasants (2½ times the number of families) form a peasant militia (Use the War Machine mass combat system, from pages 238-241, as needed.)
Note: If a dominion force is in any population center (town, village, etc.) equal to one-third of the number of peasants, the peasants in that area will not form a militia until the troops leave or attack.
2. Tax income is zero.
3. Standard income is half normal at best, or one-third normal in any area where a peasant militia exists.
4. Resource income is half normal at best, or one-third normal in any area where a peasant militia exists.
5. No neutral dominions within or adjacent to the dominion become involved unless attacked or provoked.

Rebellious (100-149)

Apply effects 1 and 2 as given for "Defiant." Apply effect 3, but with ¼ normal standard income. Apply effect 4, but with ¼ normal resource income. In addition, apply the following effect:

1. A -5 penalty applies to the confidence level for each game month in which it remains below 200.

Belligerent (50-99)

Apply effect 2 as given for "Defiant;" apply effect 3, but with one-quarter or no normal standard income. Apply effect 4, but with one-quarter or no normal resource income.

Apply effect 1 as given for "Rebellious," but with a -10 penalty. In addition, apply the following effects:

1. All officials, trade caravans and parties of travelers will be attacked by bandits.
2. Any of the dominion's forces moving within the dominion will be attacked by peasant militia, bandits, enemy agents, deserters, or hostile demihumans.
3. All neighboring dominions become hostile, forbidding trespassing and commerce; all treaties and agreements are revoked. There is a 50% chance that a neighboring, hostile dominion will provide the peasants with military support.

Turbulent (1-49)

Apply all effects given for "Belligerent," but with double normal effects or 100% chance of all variables. In addition, apply the following effects:

1. All peasants are in open revolution; 95% of them join the peasant militia.
2. No income is obtained unless collected by force.
3. The confidence level of the dominion can never rise to 100 or above until the ruler is removed.

Changing the Confidence Level

You may adjust the base number each month because of PC actions, events, and other factors as desired. A maximum bonus or penalty of 50 per month, or 10 per item is recommended.

Many things could cause a change in confidence level, including (but not limited to) the following: tax rates, number and titles of visitors, number of tournaments held, number of advisors, officials and rulers, population growth or loss, weather, number of holidays, changes in nearby dominions, existence of bandits, wars, number and quality of magistrates and sheriffs, number and quality of military forces, number of strongholds, events of all types, and relations with demihumans nearby.



Changing Rulers: Though a ruler can appoint others to positions of authority, taking away titles is a bit more difficult. A change in noble rulers may cause a reaction based on the alignment of the deposed ruler. If the ruler was chaotic and/or evil, no reaction occurs among the ruled people. If the ruler was neutral, there is a 50% chance of a reaction. If the ruler was lawful and/or good, a removal reaction is automatic.

To find the exact reaction, roll 1d20, and compare the result to the dominion confidence level, using the following table:

confidence level	d20 roll			
	1-5	6-10	11-15	16-20
1-99	v	v	v	v
100-149	v	v	u	u
150-199	v	u	u	u
200-229	u	u	a	a
230-269	u	a	a	a
270-299	a	a	a	a
300-349	a	a	a	f
350-399	a	a	f	f
400-449	a	f	f	f
450-500+	f	f	f	f

- v: Violent reaction from the peasants. Confidence level drops to 49 ("Turbulent") if not already there. Peasant militia forces attack all strongholds; assassination attempts, sabotage, and other effects are possible (DM's choice).
- u: Unfavorable reaction from the peasants. Subtract 20 points from the confidence level (minimum 0) for the next check only.
- a: Acceptable reaction from the peasants; no change.
- f: Favorable reaction from the peasants. Add 20 points to the confidence level for the next check only.

Dominion Events: At the beginning of each game year, when a confidence check is made, the DM can also select or randomly determine events (both natural and unnatural) to occur in the coming year. A percentage chance is given for each event to determine randomly. The DM may modify chances as desired.

Each dominion should have 1d4 events per year. Random results should be modified for balance; four disasters in a single year could wipe out a dominion, which is usually unfair.

Space does not permit detailed descriptions of events; those included here will help to stimulate the DM's imagination.

- **Natural Events:** All of the following depend on the terrain, location, and other details of the dominion:

event	% chance
comet	30
death (official, ruler, hero, high priest)	10
earthquake*	10
explosion	10
fire, minor	50
fire, major*	10
flood	10-50
hurricane*	15
market glut	20
market shortage	25
meteor strike*	1
meteor shower	20
plague*	25
population change (double gain or loss)	20
resource lost	10
resource, new	10
sinkhole	5
storm	80
tornado*	25
trade route, lost	15
trade route, new	15
volcano*	2
waterspout	25
whirlpool	25

* a natural disaster

- **Unnatural Events Table:** The following are not based on nature:

event	% chance
accidental death of official or noble	25
assassination	10
bandits	50
birth in ruling family	20
border skirmish	40
cultural discovery	10
fanatic cult	10
insurrection	10
lycanthropy	15
magical event	30
migration	10
pretender/usurper	10
raiders	25
rebellion (minor)	10
spy ring	50
traitor	25
VIP visitor	10
wandering monsters (20+ HD in total)	75

TREASURE

Characters in a roleplaying game strive for many things - fame, glory, experience, among them. But for those who are not fully satisfied with such intangible rewards, there is one other goal - fortune.

Strands of glittering golden chains, stacks of silver coin, heaps of marten fur, bejeweled crowns, enameled scepters, silken cloths, and powerful magical items all wait to be discovered - or wrested from the grasp of powerful monsters. With such treasures awaiting, how could any bold adventurer be content to remain peacefully at home?

Treasure is more than just a goal or a measure of material wealth. "It takes money to get money," so the old saying goes, and for adventurers one could even say, "It takes money to stay alive." As characters survive and succeed, their challenges become greater and more deadly.

At first level a simple suit of studded armor, a stout pair of boots, and a few simple spells were all a character needed; at higher levels such simple accoutrement no longer suffices. Faced with terrible foes, characters quickly discover that they need strong armors, barded horses, a variety of weapons, fortifications, men-at-arms, potions, scrolls, and potent magical items.

These are the kinds of things the characters have to find, make, or buy. And however they go about acquiring them, they're going to need money. In a sense, then, treasure is also a method of measuring a character's power. Even a low-level character with money and magic to spare is more than a match for an impoverished fellow of higher level. Thus, getting rich and getting ahead are rewards in and of themselves.

Forms of Treasure: There are many different kinds of treasure. Some of these are obvious, their approximate value known to all. Others are less easy to spot, their value more difficult to determine.

The simplest treasures are items of set value - gold, silver, platinum, and copper coins. Virtually anyone can tell the worth of these. Those with a trained eye can assess the value of semi-precious and precious stones, both cut and uncut. A trained jeweler, goldsmith, or silversmith can appraise man's work in precious metals - plateware, necklaces, brooches, tiaras, bracelets, rings, and other pieces of jewelry. Tradesmen can evaluate the handiwork of their craft, be it enamelware, blown glass, statuary, or delicate embroidery.

Overeager adventurers can easily overlook vast treasures in the form of common goods. Few pay attention to bolts of fine linen, stacks of sable marten fur, casks of wine, or tons of raw iron ore, yet these can be worth great fortunes. Not every fortune shines, glitters, or can even be touched.

What if the characters find a sheaf of cracked papers in an ancient horde and one of the papers turns out to be a long-lost land deed? Is it valuable? Could the characters use it to enforce a claim? Documents granting land, privileges, titles, offices, and rights of taxation (or freedom from it) are all valuable. The characters may not wish to become landowners, but they can certainly find some merchant willing to pay cash money for the right.

Finally, there are magical items, desired and coveted by virtually every player character. These items give the character power beyond his level. They excite the imagination, and fill the campaign with mysterious wonder and romance. Carefully chosen and carefully awarded, magical items add an exotic element important to any AD&D game.

The DM places, awards, and controls the treasures that appear in his campaign. The amount of treasure, both monetary and magical, the characters receive will have great effects on the development of the campaign. For this reason, several questions should be answered before play begins:

Is the world poor in magical items, such that the discovery of a simple potion will be seen as a great reward? Or is it rich in magical items, such that the player characters will have many and will use them often just to survive? Will their supply of magical items be so great as to render them all but unstoppable?

Will the player characters be forced to undertake dangerous adventures just to have food from day to day, or will they have so much wealth that their adventures will involve those of the highest levels of society and power? Will the characters have too much money, making them difficult to coerce, bribe, threaten, or even challenge? Will they be poor and, possibly, depressed and frustrated? Only the DM can answer these questions. And answer them he should, for they will shape the campaign as surely as any other single factor.

Placement of Treasure: One given in the AD&D game is that there is a significant amount of treasure (monetary and magical) that is not circulated in the society. These treasures are not used to purchase goods or pay for services. They do not collect interest in banks (a foreign concept to the age, anyway). They do not represent collateral used to secure loans or maintain prestige. They are not the underpinnings of monetary systems. They are just piles of unused treasure, apparently forgotten, their potential unrealized. By normal standards, this is an illogical situation. So, just why is there so much treasure laying around?

Now, it is not important to create a detailed background that goes into the economic theories of dragon-hoarding or the supply-and-demand trade structures of dwarves. But it doesn't hurt to look at some of the basic premises behind all this loose treasure. Take these three related premises:

- Long ago the world was a wealthier place, since all this money has been taken out of circulation.
- Once the world was more culturally advanced, since only an organized society can control things like minting on a large scale.
- The world has fallen into a dark age, since now these same hoards are eagerly sought after by adventurers and there are few governments able to mint such amounts of coinage.

From these premises, the DM begins to create a background for his campaign world. Other deductions could be made and different premises reached from the same beginning. The ones given above provide a broad range of excuses for adventures, both for the players and the DM. Recovering that which was lost leads to all manner of possibilities: treasure maps, ruined empires overswept by desert, legends of powerful wizards with spells now unheard of, magical devices of unknown function, relics and artifacts from the previous age, even greater powers no longer worshiped.

Who's Got the Treasure?: The next question relating to treasure hoards is just who assembles these treasures and to what end? the answer can be divided into two simple categories, the unintelligent and the intelligent creature. Unintelligent creatures here refer not to those totally mindless beings, rather to those of animal nature for whom wealth has no meaning.

- *Unintelligent Creatures:* Few unintelligent creatures set out with the intention of amassing a fortune. Such treasures grow by chance and happenstance. The remains of victims dragged back to the creature's lair may include what fortune, arms, armor, and magical items that victim was carrying. These, unsavory and indigestible, could be thrown aside or scattered among the bones and refuse of previous meals.

Fortunately for adventurers, most animals have some sanitary habits and regularly clean their dens of refuse, creating small garbage dumps just outside their doors. Thus, the unwanted litter from the aerie of a giant eagle could be scattered around the base of its tree, while the remains of a cave bear's kill could be found somewhere near the opening to its den.

At the same time, animals (and bestial monsters) often have a fascination with the strangest of objects. Packrats and magpies are known to carry off shiny objects, pet ferrets will carry off pennies and shoes, and birds will weave all manner of things into their nests. Thus it is possible for virtually any item of interest to be found in the lair of a creature.

There won't be many items in a lair, since few animals make an industry of such gathering. However, the nest of a giant otter might include a set of leather armor and fine silks for bedding material, while the nest of a roc could have a magical rope woven into it.

In the rarest of instances, the creature could actually eat its treasure, though hardly by design. This is most often the case for creatures lacking the limbs to separate the edible from the inedible and especially for those with voracious appetites. Sharks' bellies have been known to hold such strange items as license plates, suits of armor, hubcaps, and other indigestible bits of metal. In adventuring, such instances should be limited to beasts with massive maws such purple worms, killer whales, and gelatinous cubes.

Finally, there are a few creatures that actually feed on items others consider treasure. The beast may eat gems or precious

metals. Of course, such creatures are not likely to have a sizeable hoard, and treasures found by them will not remain around forever.

- **Intelligent Creatures:** Here, the DM can begin ascribing emotions and motives. Intelligent creatures may hoard because of greed and avarice. They may do so for social status or material comforts. Indeed, many normal reasons can be given. However, the reasons are not always clearly apparent.

While a hobgoblin may kill and steal to gain a treasure he can use to become the chief of his tribe or to buy goods from unscrupulous merchants, what are the reasons for a dragon to build a treasure hoard? Dragons don't go into town and buy goods, and they don't pay builders to construct homes. They just don't seem to have any use for the vast sums of money they collect (and collect they do!).

For dragons and other intelligent creatures, the DM must create more bizarre and alien motives. Dragons may hoard treasure because they are obsessive about such things. They may have the notion that they are the guardians and recoverers of those things of the earth. They may simply feel it is their right to possess all that they can. Within their own relationships, the size of a hoard may have some bearing on the perceived might of the creature. It could even be that the wondrous beauty of treasure items brings an inner harmony and peace to the creature.

Even for those intelligent creatures with understandable motives, things are apt to be a bit different from normal. A hobgoblin society is vastly different from that of humans or most other player character races. Hobgoblins don't go to cities and spend money on palaces, fine drink, and elaborate gardens. Their expenditures are apt to be much more brutal or mundane. At the same time they do not have an economy as developed as that of human society. Perhaps they need vast sums of money because the price relationships are so bizarre.

Weapons may be astronomical in price and armor outlandish. Powerful chieftains may demand regular gifts and tribute from their underlings. Such payments may be made eagerly since death is the alternative. Indeed such a system of gifting may be culturally ingrained, each warrior attempting to prove he is still fit to be a member of the tribe.

Everything above notwithstanding, it isn't necessary to justify every hoard in existence. However, doing so provides clues about the size of a treasure and how the owner might react to someone trying to snatch it.

A dragon might take an extreme view of anyone taking even the slightest amount of treasure from its vast pile. A hobgoblin might go berserk if the characters attempt to rob him. The hobgoblin's companions might take little interest in their friend's problem. The player characters represent a threat, but after all, each hobgoblin must prove he can defend himself. On the other hand, looting the chieftain's treasure room would almost certainly lead to upheavals within the tribe. The chief is bound by the same customs as his warriors, and if he can't protect his treasures, he doesn't deserve to be chieftain - at least by this particular philosophy.

Intelligent monsters will take precautions to guard their treasure that would never dawn on unintelligent beasts. The hobgoblin chieftain isn't going to leave his treasury unguarded. Furthermore, he isn't going to trust his own guards, either, and so is likely to have the treasury rigged with at least one (and probably several) dangerous traps. Should he be so lucky, the chieftain will even have a trained guard-beast or two to discourage thieves.

Even a lowly hobgoblin warrior is going to make an effort to protect what is his. If his horde is small, he may carry his wealth with him at all times. He may bury it where only he can find it. He may place it in a trapped and locked chest, preferably one that is chained to the wall or floor. This is not a society with an overabundance of love and trust, after all. A dragon, at the other extreme, may simply consider his reputation sufficient deterrent... particularly while the dragon is present!

Planned and Random Encounter Treasure: It is important for the DM to distinguish between placed treasures and those found with random encounters. The scale of the two is vastly different.

Monster descriptions in the *Monster Manual* differentiate between treasures found in a creature's lair, den, or base and those carried by

individuals. Treasure gained through a random encounter will be smaller than treasure gained through a planned encounter. If a random treasure is larger or more significant than a placed one, the players are going to remember and value the random encounter more than the plot.

Treasures should be used to build the adventure, develop a plot, and reward intelligent and daring play. If they just appear randomly, not only is the DM throwing away a useful adventure-building device, he is threatening his overall campaign. In general, a large treasure should be a planned part of an adventure, a way to motivate players, or a goal to be achieved by the characters.

And remember, as important as treasure is, it need not be the sole motivator for a story. Indeed, there are times when it will be unimportant to the adventure. In these cases, the plot doesn't need monetary motivation to interest the players. Still, small rewards should still be made available to the players as a treasure reward, no matter how small, gives the players the feeling that their characters are succeeding and moving ahead.

Maintaining Balance: For all his good intentions, sooner or later the DM is likely to err in the awarding of treasure. Either he will award too little or hand out too much. The first is just tight-fistedness; the second leads to high-powered, low-role-playing campaigns (sometimes called "Monty Haul" dungeons). If both DM and players enjoy a particular type of campaign and are having a good time, there is no problem to fix. However, more often than not, these two extreme adventuring styles lead to game problems.

- **Too Little Treasure:** In the case of a tight-fisted DM, the most obvious signs that the players are not having fun are frustration, cynicism, and low expectations. If the characters are not finding treasures commensurate to the risks they took, the players are going to wonder if all the effort of playing is really worth it. They become frustrated when, upon solving a devious trap, they discover a pittance, or nothing at all.

Their cynicism shows as they start to make snide remarks about the level of rewards they have received or are likely to get for future efforts. Finally, they just begin to expect less and less from the DM's campaign, until it reaches the point where they expect nothing and they go home! In such a campaign, the DM may have a fine time, creating detailed settings and elaborate adventures. But if he does not have the enthusiasm of his players, there isn't much point in playing.

Such a campaign can succeed if there are other rewards that involve the players in the game. Perhaps there are ample opportunities for character advancement or personality development. The characters may have the opportunity to play a decisive role in world affairs. These things are possible, but only a DM of extraordinary skill can overcome the drawbacks he has created.

Fortunately, the problems of too little treasure are easily fixed - simply introduce more treasure into the campaign. No adjustments need to be made to the characters. The treasures available in the game world can be increased without the players even aware that the change has been effected.

- **Monty Haul Campaigns:** At the other extreme, the problems of too much treasure are not so easily solved. Here players may enjoy the game - and why not? Their characters are doing quite well. They have sufficient money and magic to best any situation the DM can devise.

However, the DM seldom has the same enjoyment. He is faced with the task of topping the last lucrative adventure. He must make each adventure a greater challenge than the last. While this is true for all DMs, it is grossly exaggerated for the DM who has given out too much: How do you top the adventure where the fighter got the Hammer of Thor or some equally valuable item?

Invariably, the players reach a point where they, too, become frustrated and bored. Encounters are no longer challenging and rewards become superfluous.

Fixing such a situation is far from easy. The first thing to do is to refrain from giving out so much treasure in future adventures. Painful as it may be to players used to a glut of treasure, cutting back on future treasure hauls is a must.

The second part of the fix is far more difficult - removing from the campaign some of what has already been given. Most players

won't voluntarily surrender their goods and equipment just because the DM made a mistake. The inventive DM must be inventive, resorting to new and bizarre taxes, accidents, theft and anything else he can think of. Use a given method only once and be sure to allow the characters a fair chance. Nothing will upset and anger players more than having their characters jerked about like a dog on a chain.

Sometimes the situation has just gotten so far out of hand that there is no way to bring it back under control. For example, because the DM has given out excessive magic, the players have near-godlike powers. They have used wishes to exceed ability score limits and enhance their classes with permanent abilities. They have fashioned other-planar stronghold impervious to anything. They have reached the point where they are dictating the structure of the game to the DM. There is only one cure - starting over.

Require all the characters to retire, and begin anew with 1st level characters, being careful not to make the same mistakes again. The players may grumble and complain, but if the DM is fair, the complaints should eventually be overcome. To this end, the DM may even want to set the new characters in a different part of his campaign world, one that has not been explored before.

TREASURE TABLES

To simplify the assignment of treasures to lairs and monsters, the AD&D game uses a set of alphabetic codes to categorize different sizes and types of treasure. Each monster listing in the *Monster Manual* has a "Treasure Type" listing followed by a series of letters. These letters refer to the following Treasure Tables.

To use these Treasure Tables, first find the letter given under the monster listing. On that row each column then lists the percentage chance of a particular type of treasure appearing and the size range for that particular type. Treasures with no percentage listed are automatically present. Either choose to have that particular treasure present (and the amount) or roll randomly to determine the result.

The first part of the table (letters A-I) lists treasures that are found in lairs only. These are sizeable treasures accumulated by social creatures (humans, orcs, hobgoblins, etc.) or by those creatures notorious for the size of their treasure hoards (especially dragons). The second part of the table lists treasures likely to be owned by intelligent individuals or to be found in the lairs of animal intelligence or less monsters. These treasures are small. Intelligent creatures seldom carry large amounts of cash, while unintelligent ones seldom make the effort to collect it. When an individual or lair treasure warrants being larger than normal, several smaller entries can be listed to create an overall larger hoard.

LAIR TREASURE

treasure type	copper	silver	gold	platinum or electrum*	gems	jewelry**	magic items or maps
A	1d3x1,000, 25%	2d10x100, 30%	1d6x1,000, 40%	3d6x100, 35%	1d4x10, 60%	2d6, 50%	any 3, 30%
B	1d6x1,000, 50%	1d3x1,000, 25%	2d10x100, 25%	1d10x100, 25%	1d8, 30%	1d4, 20%	armor or weapon, 10%
C	1d10x1,000, 20%	1d6x1,000, 30%	none	1d6x100, 10%	1d6, 25%	1d3, 20%	any 2, 10%
D	1d6x1,000, 10%	1d10x1,000, 15%	1d3x1,000, 50%	1d6x100, 15%	1d10, 30%	1d6, 25%	any 2 + 1 potion, 15%
E	1d6x1,000, 5%	1d10x1,000, 25%	1d4x1,000, 25%	3d6x100, 25%	1d12, 15%	1d6, 10%	any 3 + 1 scroll, 25%
F	none	3d6x1,000, 10%	1d6x1,000, 40%	1d4x1,000, 15%	2d10, 20%	1d8, 10%	any 5 non-weapons, 30%
G	none	none	2d10x1,000, 50%	1d10x1,000, 50%	3d6, 30%	1d6, 25%	any 5, 35%
H	3d6x1,000, 25%	2d10x1,000, 40%	2d10x1,000, 55%	1d8x1,000, 40%	3d10, 50%	2d10, 50%	any 6, 15%
I	none	none	none	1d6x100, 30%	2d6, 55%	2d4, 50%	any 1, 15%

INDIVIDUAL and SMALL LAIR TREASURE

treasure type	copper	silver	gold	platinum or electrum*	gems	jewelry**	magic items or maps
J	3d8	none	none	none	none	none	none
K	none	3d6	none	none	none	none	none
L	none	none	none	2d6	none	none	none
M	none	none	2d4	none	none	none	none
N	none	none	none	1d6	none	none	none
O	1d4x10	1d3x10	none	none	none	none	none
P	none	1d6x10	none	1d20	none	none	none
Q	none	none	none	none	1d4	none	none
R	none	none	2d10	1d6x10	2d4	1d3	none
S	none	none	none	none	none	none	1d8 potions
T	none	none	none	none	none	none	1d4 scrolls
U	none	none	none	none	2d8, 90%	1d6, 80%	any 1, 70%
V	none	none	none	none	none	none	any 2
W	none	none	5d6	1d8	2d8, 60%	1d8, 50%	any 2, 60%
X	none	none	none	none	none	none	any 2 potions
Y	none	none	2d6x100	none	none	none	none
Z	1d3x100	1d4x100	1d6x100	1d4x100	1d6, 55%	2d6, 50%	any 3, 50%

* DM's choice

** objects of art (see page 128) may be substituted for jewelry

COINS

When treasure is found in the form of coins, it will normally be bagged or kept in chests unless it has been gathered by unintelligent monsters. Coins (regardless of metal) normally weigh in at 75 to the pound.

GEMS

When gems are found, determine the value of each gem on the Base Value of Gems table below. Uncut stones, if found, have their base value reduced to 10% of the amount listed.

Base Value of Gems: The base value of gems can be determined by rolling on the following table, adjusting the base value based upon the quality and size of the particular stone. For example, a huge semi-precious stone (carnelian, for example) is worth as much as an average gem stone, quality being equal. Size may vary from stone to stone, a 50 gp ornamental stone being of above average size, while a 50 gp gem stone would most likely be very small.

d% roll	base value	stone description	size
01 -25	10 gp	ornamental	very small
26-50	50 gp	semi-precious	small
51-70	100 gp	fancy	average
71-90	500 gp	precious	large
91 -99	1,000 gp	gem	very large
00	5,000 gp	jewel	huge

Gem Quality: If you do not place specific value on each gem in a treasure, showing rather the base value of each gem instead, then variation in the worth of each stone should be allowed. This variation will generally result in some increase, although there is a chance for decreasing value as well (see below). To find if a gem increases in value, roll a d10 for each stone, and consult the table below:

d10 roll	result
1	stone increases to next higher base value. Roll again on this table, ignoring any result above "8". Stones above 5,000 gold piece double in value.
2	stone is double base value. Do not roll again.
3	stone is 1d6x10% above base value. Do not roll again on this table.
4-8	base value shown is unchanged.
9	stone is 1d4x10% below base value. Do not roll again on this table.
0	stone decreases to next lower base value. Roll again on this table, ignoring any result below "4". Stones below 10 gold piece value have their value halved.

When only the base value is known, use the table above, and roll for each stone. Stones for which a "1" or a "0" is rolled must be diced for again on the table, but all others are excluded from such rolls. If large numbers of stones are in question, it is suggested that they be diced for in groups in order to make the process less time-consuming.

Properties of Gems: The following table provides characteristics of various stones, gems and jewels, according to their base value.

<i>ornamental stones (base value 10 gp)</i>	
azurite*	mottled deep blue
banded agate	striped brown and blue and white and reddish
blue quartz	pale blue
eye agate	circles of gray, white, brown, blue and/or green
hematite*	gray-black
lapis lazuli*	light and dark blue with yellow flecks
malachite*	striated light and dark green
moss agate	pink or yellow-white with grayish or greenish "moss markings"
obsidian*	black
rhodochrosite*	light pink
tiger eye	rich brown with golden center under-hue
turquoise*	light blue-green
<i>semi-precious stones (base value 50 gp)</i>	
bloodstone*	dark gray with red flecks
carnelian*	orange to reddish brown (also called sard)
chalcedony*	white
chrysoprase	apple green to emerald green
citrine	pale yellow brown
jasper*	blue, black to brown
moonstone	white with pale blue glow
onyx*	bands of black & white, or pure black or white
rock crystal	clear

sardonyx*	bands of sard (red) and onyx (white) or sard*
smoky quartz	gray, yellow, or blue (cairngorm), all light
star rose quartz	translucent rosy stone with white "star" center
zircon	clear pale blue-green
<i>fancy to precious stones (base value 100 - 500 gp)</i>	
amber	watery gold to rich gold (100)
alexandrite	dark green (100)
amethyst	deep purple (100)
aquamarine	pale blue green (500)
chrysoberyl	yellow green to green (100)
coral*	crimson (100)
garnet	red, brown-green (100), or violet (500)
jade	light-to-deep green, green & white, white (100)
jet*	deep black (100)
pearl*	lustrous white, cream, pink, etc (100) to pure black (500)
peridot	rich olive green (chrysolite) (500)
spinel	red, red-brown, deep green (100), or very deep blue (500)
topaz	golden yellow (500)
tourmaline	pale green, blue, brown, or red (100)
<i>gem stones or jewels (base value 1,000+ gp)</i>	
black opal	dark green with black mottling and golden flecks
black sapphire	lustrous black with glowing highlights (5,000)
diamond	clear blue-white with lesser stones clear white or pale tints
emerald	deep bright green
fire opal	fiery red
jacinth	fiery orange (corundum) (5,000)
opal	pale blue with green and golden mottling
oriental amethyst	rich purple (corundum)
oriental emerald	clear bright green (corundum) (5,000)
oriental topaz	fiery yellow (Corundum)
ruby	clear red to deep crimson (corundum) (5,000)
sapphire	clear to medium blue (corundum)
star ruby	translucent ruby with white "star" center
star sapphire	translucent sapphire with white "star" center
* indicates opaque stones, <i>italics</i> indicate translucent stones	

Reputed Magical Properties of Gems: Regardless of what qualities gems (and other substances) are purported to possess, the mere possession of a score of a type of gem will convey absolutely no benefit of magical nature to the character concerned. These special qualities are given herein merely as information for Dungeon Master use in devising special formulae for potions, inks, etc. The information might also prove useful in other ways, particularly with regard to description of magic items, laboratories, and so on.

gem type	reputed effects or uses
agate	restful and safe sleep
alexandrite	good omens
amber	wards off diseases
amethyst	prevents drunkenness or drugging
beryl	wards off foes
bloodstone	weather control
carbuncle	powers of dragon's sight
carnelian	protection from evil
cats' eye agate	protection from spirits
chalcedony	wards off undead
chrysoberyl	protection from possession
chrysolite	wards off spells
chrysoprase	invisibility
coral	calms weather, safety in river crossing, cures madness, stanches bleeding
diamond	invulnerability vs. undead
hematite	aids fighters, heals wounds
jacinth	luck travelling, wards off plague, protection from fire
jade	skill at music and musical instruments
jasper	protection from venom
jet	soul object material

lapis lazuli	raises morale, courage
malachite	protection from falling
malachite & sunstone	wards off spells, evil spirits, and poisons
moonstone	causes lycanthropy
olivine	protection from spells
onyx	causes discord amongst enemies
peridot	wards off enchantments
ruby	gives good luck
sapphire	aids understanding of problems, kills spiders, boosts magical abilities
sapphire, star	protection from magic
sard	benefits wisdom
serpentine	adds to wile and cunning
topaz	wards off evil spells
turquoise	aids horses in all ways
gem color	effects or uses
black	the earth - darkness - negation
blue	the heavens - truth - spirituality
clear	the sun - luck
green	reproduction, sight and resurrection
red	hemorrhaging control, heat
white	the moon - enigmatic
yellow	secrecy, homeopathy and jaundice



JEWELRY

When jewelry is found, determine its value on the *Base Value of Jewelry* table below.

Base Value of Jewelry: The base value of jewelry is determined by percentile dice roll, just as with gems:

d% roll	base value	description*
01-10	100-1,000 gp	ivory or wrought silver
11-20	200-1,200 gp	wrought silver and gold
21-40	300-1,800 gp	wrought gold
41-50	500-3,000 gp	jade, coral or wrought platinum
51-70	1,000-6,000 gp	silver with gems
71-90	2,000-8,000 gp	gold with gems
91-00	2,000-12,000 gp	platinum with gems

* specific types of jewelry can be determined on the *Jewelry and Items Bejeweled Table* (part of APPENDIX E, *Dungeon Dressings*)

Jewelry Quality: Once jewelry's base value is determined, each piece should be checked for workmanship and design by rolling a 10-sided die. The Dungeon Master can, of course, name what each piece of jewelry is (bracelet, brooch, crown, earrings, necklace, pendant, ring, tiara, etc.), giving its substance and the number and value of its stones.

d10 roll	result
1	the piece is of exceptional quality, doubling in value. Roll again, ignoring rolls above "8".
2	the piece's value is double based. Do not roll again.
3	the piece is 1d6x10% above base value. Do not roll again on this table.
4-8	base value shown is unchanged.
9	the piece is 1d4x10% below base value. Do not roll again on this table.
10	the piece of jewelry is of poor quality, and is half of its normal value. Roll again on this table, ignoring any result below "4".

OBJECTS OF ART (Optional)



Base Value of Objects of Art: This category may be used in place of jewelry. Objects of art include ornamental drinking vessels, elaborate snuff boxes, fine crystal and glass, statuary, carvings, and all the other small embellishments that make life more pleasant and easy to bear. The value of each should be determined on the following table:

d% roll	value	d% roll	value
01-10	10d10 gp	71-80	4d6x100 gp
11-25	3d6x10 gp	81-85	5d6x100 gp
26-40	1d6x100 gp	86-90	1d4x1,000 gp
41-50	10d10x10 gp	91-95	1d6x1,000 gp
51-60	2d6 x 100 gp	96-99	2d4x1,000 gp
61-70	3d6x100 gp	00	2d6x1,000 gp

The DM should name each item found by the player characters, since this helps them picture in their minds just what they have found. Sample items, such as tapestries, spices and perfumes, are listed below in order to give you some examples of objects of art and other rare commodities.

item	value
brocade, tapestry, rug or carpet	1d20 gp/square yd
furs	see below
incense, rare	5d6 gp/stick
ivory	1d4+2 gp/lb
pepper	1 gp/oz
perfume, rare	1d6 gp/dram
silk	1d3 gp/square yd
spice, rare	1d4 sp/scripule
unguent, rare	10d6 gp/gill

Base Values of Furs:

type	pelt	trimming*	cape or jacket	coat
beaver	2 gp	20 gp	200 gp	400 gp
ermine	4 gp	120 gp	3,600 gp	7,200 gp
fox	3 gp	30 gp	300 gp	600 gp
marten	4 gp	40 gp	400 gp	800 gp
mink	3 gp	90 gp	2,700 gp	5,400 gp
muskrat	1 gp	10 gp	100 gp	200 gp
sable	5 gp	150 gp	4,500 gp	9,000 gp
seal	5 gp	25 gp	125 gp	250 gp

*on collar, cuffs, and edges of typical garment

Object of Art Quality: All objects of art are of varying quality. To determine the quality of a given object of art roll a d10 and consult the following table:

d10 roll	adjustment	d10 roll	adjustment
1	-40%	5-8	none
2	-30%	9	+10%
3	-20%	10	+20%
4	-10%		

MAGIC ITEMS OR MAPS

If the treasure in a monster's lair indicates that "magic items or maps" are there, you will often have to determine which are present by random number generation with percentile dice. This is simple and the table shows which tables to use to determine the result. This system can be used for monsters you place on the outdoor map as well as for monsters randomly encountered by a party exploring in the wilderness. In any event, you will have to make a number of additional dice rolls to find exactly what is within the treasure trove.

d% roll	result
01-90	magic item (see page 129)
91-00	treasure map (see page 202)

MAGIC ITEMS

The magic item table below is weighted towards results which balance the game. Potions, scrolls, armor and arms are plentiful. Rings, rods and miscellaneous items of magic represent only a 25% occurrence on the table. This is so done in order to keep magic-users from totally dominating play. They are sufficiently powerful characters without adding piles of supplementary goodies. What they gain from the table will typically be used up and discarded.

d% roll	type of magic item
01-18	potions (page 129)
19-32	scrolls (page 134)
33-36	rings (page 137)
37-41	rods & staves (page 141)
42-45	wands (page 145)
46-48	miscellaneous magic subtable a (page 148)
49-51	miscellaneous magic subtable b (page 148-149)
52-54	miscellaneous magic subtable c (page 149)
55-57	miscellaneous magic subtable d (page 149)
58-60	miscellaneous magic subtable e (page 149-150)
61-75	armor & shields (page 176)
76-00	weapons (page 178-179)

When determination of a magic item is needed simply roll percentile dice and consult the table above. Complete explanations of each category follow, but as many items duplicate or closely resemble the effects of various magic spells, you will need a copy of *PLAYERS HANDBOOK* for reference.

Note: Many magical items are of an expendable nature, where their power is depleted with each use and eventually used up. The Dungeon Master can use his discretion in setting such limitations on other particular items, if he wishes.

Magic Items on the Body: Many magic items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as twelve magic items at the same time. However, each of those items must be worn on (or over) a particular part of the body. A humanoid-shaped body can be decked out in magic gear consisting of one item from each of the following groups, keyed to which place on the body the item is worn:

Head:	1 headband, hat, helmet, or phylactery
Eyes:	1 pair of eye lenses or goggles
Neck:	1 amulet, brooch, medallion, necklace, periapt, or scarab
Shoulders:	1 cloak, cape, or mantle around the shoulders
Torso:	1 vest, vestment, or shirt plus 1 robe or suit of armor
Waist:	1 belt or girdle
Wrists:	1 pair of bracers or bracelets
Hands:	1 pair of gloves or gauntlets plus 1 ring on each hand
Feet:	1 pair of boots or shoes on the feet

Of course, a character may carry or possess as many items of the same type as he wishes. However, additional items beyond those listed above have no effect. Some items can be worn or carried without taking up space on a character's body. The description of an item indicates when an item has this property.

POTIONS

Potions are usually single-use magical items that are imbibed by their user. All "control" potions, such as *potions of animal control* or *potions of dragon control*, are described in the *charm monster* entry of the *STANDARD POTION DESCRIPTIONS* section. Potions not described in that section operate as the spell of the same name or as the spell specified beside the commonly used potion name.

For example, a *potion of healing* operates as a *cure light wounds* spell, as indicated below, and a *potion of water breathing* operates as the *water breathing* spell.

The caster level for a standard potion is the minimum caster level needed to cast the spell (unless otherwise specified).

All characters may use potions of any type, though it is unwise to imbibe most potions while under the effects of another potion (see *potion miscibility* below). Potions with instantaneous effects, such as

potions of *restoration*, *healing* and *cure disease*, may be imbibed at any time without any risk of mishap.

When randomly determining which potions are found, roll on the following table:

d% roll	results
01	animal control (<i>charm monster: animals</i>)
02	clairaudience
03	clairvoyance
04-05	climbing (<i>spider climb</i>)
06	delusion**
07-08	diminution (<i>reduce person</i>)
09	dragon control (<i>charm monster: dragons</i>)
10	dust of appearance
11	dust of disappearance
11	dust of dryness
12	dust of illusion
13	dust of sneezing and choking
14	dust of timelessness
15-16	elixir of health
17	elixir of life
18	elixir of madness **
19	elixir of youth
20-21	esp
22-24	extra healing (<i>cure serious wounds</i>)
25	fire breath
26-27	fire resistance (<i>protection from fire</i>)
28-29	flying (<i>fly</i>)
30-31	gaseous form
32	giant control (<i>charm monster: giants</i>)
33-34	giant strength
35-36	growth (<i>enlarge person</i>)
37-41	healing (<i>cure light wounds</i>)
42-43	heroism
44	human control (<i>charm monster: humans</i>)
45-46	invisibility
47-48	invulnerability
49-50	Keoghtom's ointment
51-53	levitation
54	longevity
55	Nolzur's marvelous pigment
56	oil of acid resistance
57	oil of disenchantment
58	oil of elemental invulnerability
59-60	oil of etherealness
61	oil of fiery burning
62	oil of fumbling **
63	oil of impact
64	oil of sharpness
65-66	oil of slipperiness
67	oil of timelessness
68	philter of beauty
69	philter of glibness
70	philter of love**
71-72	philter of persuasiveness
73	philter of stammering & stuttering**
74	plant control (<i>control plants</i>)
75-76	polymorph
77-78	poison **
79	rainbow hues
80	silversheen
81	sovereign glue
82-84	speed (<i>haste</i>)
85-86	super-heroism
87-88	sweet water
89-91	treasure finding (<i>locate object</i>)
92	ultimate solution
93	undead control (<i>turn undead ability</i>)
94-95	ventriloquism
96-97	vitality
98-00	water breathing

** appears to be a standard, beneficial potion

Using Potions: Potions, including oils, philters and elixirs, may be consumed or applied in one round, and take effect immediately, unless noted otherwise in a potion's description. Characters of every character class are able to use all of the listed potions.

Potion Miscibility: The magical mixtures and compounds which comprise potions are not always compatible. You must test the miscibility of potions whenever two potions are actually intermingled, or a potion is consumed by a creature while another such liquid already consumed is still in effect. Note that potions with instantaneous rather than ongoing effects, such as *cure* potions and *restoration* potions never cause mishaps when consumed along with another potion (though they could react if intermixed with another potion).

d% roll	results
01	explosion! If mixed internally it deals 10d6 damage (no save). If mixed externally it deals 5d6 damage to those within 10' (DC 15 dexterity save for ½ damage).
02-05	lethal poison results. This poison acts as the <i>poison</i> spell (the reverse of <i>neutralize poison</i>) if mixed internally. If mixed externally it functions as a <i>stinking cloud</i> spell. Either noxious result has a DC of 18.
06-10	mild poison results. As above but the DC is 12.
11-15	immiscible. Both potions are totally destroyed, as one cancels the other.
16-20	immiscible. One potion is negated, but the other functions normally (determine randomly).
21-90	miscible. Potions work normally unless their effects are contradictory, e.g. <i>diminution</i> and <i>growth</i> , which will simply cancel each other.
91-99	compatible result which causes one potion (determine randomly) to have 150% normal duration.
00	discovery! the admixture of the two potions has caused a special formula. Only one of the two potions functions, but its effects will be permanent. Note that some harmful side effects could well result from this.

Roll for miscibility secretly whenever it occurs. Give no uncalled-for clues until necessary.

Potion Creation: Potions may be made by any spellcaster able to cast 4th level spells if he enlists the aid of an alchemist NPC or has taken *craft: alchemy* as a background skill. Once 5th level spell-use has been gained, such assistance is no longer mandatory, although it will reduce the amount of time the player character must spend making the potion by 50%.

The costs for materials and ingredients are subsumed in the cost for brewing the potion. All ingredients and materials used to brew a potion must be fresh and unused. The character must pay the full cost for brewing each potion.

spell level	potion creation cost	minimum caster level
0	(12 gp, 10 sp + 5 FP) x caster level	1
1 st	(25 gp + 10 FP) x caster level	1
2 nd	(50 gp + 20 FP) x caster level	3
3 rd	(75 gp + 30 FP) x caster level	5
4 th	(100 gp + 40 FP) x caster level	7
5 th	(125 gp + 50 FP) x caster level	9
6 th	(150 gp + 60 FP) x caster level	11
7 th	(175 gp + 70 FP) x caster level	13
8 th	(200 gp + 80 FP) x caster level	15
9 th	(225 gp + 90 FP) x caster level	17

spell level	potion purchase cost	minimum caster level
0	25 gp x caster level	1
1 st	50 gp x caster level	1
2 nd	100 gp x caster level	3
3 rd	150 gp x caster level	5
4 th	200 gp x caster level	7
5 th	250 gp x caster level	9
6 th	300 gp x caster level	11
7 th	350 gp x caster level	13
8 th	400 gp x caster level	15
9 th	450 gp x caster level	17

The creator must have prepared the spell to be placed in the potion and must provide any material component the spell requires. All potions must be imbued with *personal* spells and *touch* spells that effect 1 creature. The DM may allow exceptions to this rule, and some exceptions can be found in the *STANDARD POTION DESCRIPTIONS* section below.

If casting the spell would reduce the caster's XP total, he pays the XP cost upon beginning the brew in addition to the FP cost for making the potion. Material components normally consumed through spellcasting are consumed when he begins working. The act of brewing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from his currently prepared spells, just as if it had been cast.) Spells need not be cast at the spellcaster's full caster level when creating potions, so long as the effective caster level is sufficient for the casting of the spell. As such, an 18th level magic-user may create a *potion of invisibility* with an effective caster level of 3. Brewing a potion requires one day for each 1,000 gp of the creation cost, with a minimum of at least one day.

Standard Potions

The following potions represent those typically found by adventurers or created by spellcasters:

Charm Monster (Specific): While it is possible to create a *potion of charm monster* capable of charming any creature susceptible to the spell of that name, it is far more effective to create a potion that targets a specific type of creature (i.e. red dragons, sharks, zombies, humans) or group of creatures (i.e. animals, dragons, demihumans). When a potion is created to charm a specific type of creatures, that creature suffers a –4 penalty to its saving throw versus the potion's effect. When a potion is created to charm a group of creatures, creatures that fall within that group suffer a –2 penalty to their saving throws versus the potion's effect.

Creation Requirements: Creator must be able to cast *charm monster* (caster level 12)

Purchase Cost: 2,400 gp

Creation Cost: 1,200 gp + 480 FP

Delusion: This potion affects the mind of the character so that he believes the liquid is some other potion (*cure light wounds*, for example). In reality the potion has no effect other than deluding the imbiber.

Creation Requirements: Creator must be able to cast *suggestion* (caster level 5)

Purchase Cost: 750 gp

Creation Cost: 375 gp + 150 FP

Dust of Appearance: This fine powder appears to be a very fine, very light metallic dust. Dust of appearance is typically stored in small silk packets or hollow bone tubes.

A single handful of this substance flung into the air coats objects within a 10' radius, making them visible even if they are *invisible*. It likewise negates the effects of *blur* and *displacement*. The dust also reveals *illusions* and *mirror images* for what they are. A creature coated with the dust takes a –20 penalty on checks made to hide. The dust's effect lasts for 5 minutes.

Creation Requirements: Creator must be able to cast *minor creation* and *detect invisibility* (caster level 7)

Purchase Cost: 1,400 gp

Creation Cost: 700 gp + 280 FP

Dust of Disappearance: This dust looks just like *dust of appearance* and is typically stored in the same manner. A creature or object touched by it becomes *invisible* (as *improved invisibility*). Normal vision can't see dusted creatures or objects, nor can they be detected by magical means such as *detect invisibility*. *Dust of appearance* or *true seeing*, however, does reveal people and objects made *invisible* by *dust of disappearance*. Other factors, such as sound and smell, also allow possible detection.

The *improved invisibility* bestowed by the dust lasts for 2d6 rounds. The *invisible* creature doesn't know when the duration will end.

Creation Requirements: Creator must be able to cast *improved invisibility* and *invisibility 10' radius* (caster level 7)

Purchase Cost: 2,000 gp

Creation Cost: 1,000 gp + 400 FP

Dust of Dryness: This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and

releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against a water elemental or native of the elemental plane of water, the creature must make a DC 25 constitution save or suffer 11d6 damage. The dust deals ½ damage (rounding fractions down) to the creature if its saving throw succeeds.

Creation Requirements: Creator must be able to cast *control water* (caster level 11)

Purchase Cost: 2,000 gp

Creation Cost: 1,000 gp + 400 FP

Dust of Illusion: This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put *dust of illusion* on a creature, and that creature is affected as if by the *change self* spell, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a DC 20 dexterity save to avoid the dust. The glamor lasts for 2 hours.

Creation Requirements: Creator must be able to cast *change self* (caster level 6)

Purchase Cost: 1,200 gp

Creation Cost: 600 gp + 240 FP

Dust of Sneezing and Choking: This fine dust appears to be *dust of appearance*. If cast into the air, it causes those within a 20' radius circle to fall into fits of sneezing and coughing. Those failing a DC 22 constitution save take 1d6 points of constitution damage immediately. In addition, those failing a second constitution save 1 minute later are dealt an additional 1d6 points of constitution damage. Those who succeed on either saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

Creation Requirements: Creator must be able to cast *poison* (caster level 7)

Purchase Cost: 2,400 gp

Creation Cost: 1,200 gp + 480 FP

Dust of Tracelessness: This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and his companions. Tossing a handful of this dust into the air causes a chamber of up to 100 square feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for 250' back into the distance. The results of the dust are instantaneous, and no magical aura lingers afterward from this use of the dust. *Survival* or *profession: hunter* checks made to track a quarry across an area affected by this dust suffer a –20 penalty.

Creation Requirements: Creator must be able to cast *pass without trace* (caster level 6)

Purchase Cost: 600 gp

Creation Cost: 300 gp + 120 FP

Elixir of Health: This special potion cures blindness, deafness, disease, feeble-mindedness, insanity, infection, infestation, poisoning, and rot. It will not heal wounds or restore hit points lost through any of the above causes. Half a flask will cure any one or two of the listed problems. Imbibing the whole potion will cure any and all of the above afflictions that the drinker may be suffering.

Creation Requirements: Creator must be able to cast *heal* (caster level 12)

Purchase Cost: 3,600 gp

Creation Cost: 1,800 gp + 720 FP

Elixir of Life: This potent draught will restore life to any creature, so long as its body is mostly intact. The power of the elixir will function only if administered internally within 1 turn of the occurrence of death. One turn later, the recipient will be unconscious but at 1 hit point strength.

Creation Requirements: Creator must be able to cast *raise dead* (caster level 9)

Purchase Cost: 7,250 gp

Creation Cost: 6,125 gp + 2,450 FP

Elixir of Madness: A single sip of this stuff will cause the imbiber to go mad, as if he were affected by a *symbol of insanity*. Once any creature is affected by the elixir, the dweomer from the entire flask instantly disappears, and the remaining draught is merely foul-tasting liquid.

Creation Requirements: Creator must be able to cast *symbol of insanity* (caster level 15)

Purchase Cost: 6,000 gp

Creation Cost: 3,000 gp + 1,200 FP

Elixir of Truth: This elixir forces the individual drinking it to say nothing but the truth for 6 minutes (a DC 20 wisdom save negates this). He is compelled to answer any questions put to him in that time, but with each question he is free to make a wisdom save. If one of these secondary saves is successful, he doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question. Only one question can be asked per round.

Creation Requirements: Creator must be able to cast *zone of truth* (caster level 6)

Purchase Cost: 600 gp

Creation Cost: 300 gp + 120 FP

Elixir of Youth: Quaffing this rare and highly dweomered elixir will reverse aging. This elixir reduces the imbiber's age by 1d4 years.

Creation Requirements: Creator must be able to cast *reincarnation* (caster level 7)

Purchase Cost: 2,400 gp

Creation Cost: 1,700 gp + 680 FP

Fire Breath: This magical draught allows the imbiber to retain the dweomer of the fluid for up to 1 hour before belching forth a tongue of flame. Each potion container holds enough liquid for four small draughts. Each draught allows the imbiber to breathe forth a 10' wide cone of fire up to 20' long which inflicts 2d4 points of damage. If a double draught is taken the damage is doubled, if a triple draught is quaffed the damage is trebled and, if the entire contents are taken at once, the damage is quadrupled (to 8d4). Dexterity saving throws apply for half damage in all cases.

Creation Requirements: Creator must be able to cast *burning hands* or *produce flame* (caster level 8)

Purchase Cost: 800gp

Creation Cost: 400 gp + 160 FP

Heroism: This potion gives the imbiber a temporary increase in life energy levels if he has fewer than 10 levels of experience. By drinking this potion, the character gains a +2 to their BTH, a +2 bonus to all saves, and 2d10 (plus constitution modifier) temporary hit points for 1 turn. While under the effects of the potion the character is proficient with all weapons, armor types and shields.

Creation Requirements: Creator must be able to cast *Tenser's Transformation* (caster level 12)

Purchase Cost: 3,600 gp

Creation Cost: 1,800 gp + 720 FP

Giant Strength: When a giant strength potion is consumed the individual gains great strength. There are 6 types of giant strength potions available, with each potion granting the strength score and the ability to hurl boulders as a giant type indicated. The duration of the potion is 1 turn.

type	giant type	strength score
1	hill giant	19
2	stone giant	20
3	frost giant	21
4	fire giant	22
5	cloud giant	23
6	storm giant	24

Creation Requirements: Creator must be able to cast *polymorph* (caster level 9 + type)

Purchase Cost: 1,800 gp + (200 gp x type)

Creation Cost: (900 gp + 360 FP) + (100 gp x type) + (40 FP x type)

Invulnerability: This potion confers immunity to non-magical weapons and attacks from creatures with no magical special attacks for 1 turn.

Creation Requirements: Creator must be able to cast *protection from normal missiles* and *shield* (caster level 10)

Purchase Cost: 1,500 gp

Creation Cost: 750 gp + 300 FP

Keoghtom's Ointment: A jar of this unguent is 3" in diameter and 1" deep and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison*). Applied to a diseased area, it cures disease (as *cure disease*). Rubbed

on a wound, the ointment cures 2d8+4 points of damage (as *cure moderate wounds*).

Creation Requirements: Creator must be able to cast *heal* (caster level 11)

Purchase Cost: 6,600 gp

Creation Cost: 3,300 gp + 1,320 FP

Longevity: The *longevity* potion reduces the character's game age by from 1d12 years when it is imbibed. The potion restores youth and vigor and is useful to counter magical aging attacks. The entire potion must be consumed to achieve the results.

Should the character ever imbibe more than 1 *longevity* potion there is a 1 in 20 chance that the potion reverses the effects of all previous *longevity* potions.

Creation Requirements: Creator must be able to cast *reincarnation* (caster level 13)

Purchase Cost: 3,600 gp

Creation Cost: 2,300 gp + 920 FP

Nolzur's Marvelous Pigments: These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of marvelous pigments is sufficient to create a 1,000 cubic foot object by depicting it two-dimensionally over a 100 square foot surface.

Only normal, inanimate objects can be created. Creatures can't be created. The pigments must be applied to a surface. It takes 1 turn and a *profession: painter* check or dexterity check (with no level bonus) to depict an object with the pigments. These pigments cannot create magic items. Objects of value depicted by the pigments - precious metals, gems, jewelry, ivory, and so on - appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs) whose value does not exceed 2,000 gp. Items created are not magical; the effect is instantaneous.

Creation Requirements: Creator must be able to cast *major creation* (caster level 15)

Purchase Cost: 3,750 gp

Creation Cost: 1,875 gp + 750 FP

Oil of Acid Resistance: When this oil is applied to skin, cloth, or any other material, it confers virtual invulnerability to acid. The oil will not wear off quickly; an application lasts for 24 hours, or until the user has taken 60 hit points of acid damage. Each flask contains sufficient oil for one man-sized creature (and accoutrements).

Creation Requirements: Creator must be able to cast *protection from energy* (caster level 6)

Purchase Cost: 5,400 gp

Creation Cost: 2,700 gp + 1,080 FP

Oil of Disenchantment: This special oil allows the removal of all enchantment/charm dweomers placed upon living things. If the contents of a flask of this substance are rubbed on a creature, all enchantments and charms placed upon it are removed. If the oil is rubbed onto objects which bear an *enchantment/charm* dweomer, this magic will be lost for 9 turns.

After that time has elapsed, the oil will have lost its potency, and the item will regain its former dweomer. The oil does not radiate any magical qualities once it is applied, and masks the dweomer of whatever it coats, so that an item so coated will not show any dweomer if magic is detected for as long as the oil remains effective.

Creation Requirements: Creator must be able to cast *break enchantment* (caster level 9)

Purchase Cost: 2,250 gp

Creation Cost: 1,125 gp + 450 FP

Oil of Elemental Invulnerability: This precious substance has equal chances for being of any of the four basic sorts - air, earth, fire, or water. (Roll d4 to determine which sort is discovered.) This oil gives total invulnerability to normal elemental forces of the indicated type (wind storms, non-magical fires, earth slides, floods, and so forth) for 24 hours. The oil also allows the person(s) treated to operate freely on the associated Elemental Plane.

Magical attacks, and attacks made by elementals or similar creatures, linked to indicated Elemental Plane deal ½ damage (rounding fractions down) to the oil's user.

Creation Requirements: Creator must be able to cast *protection from energy* (caster level 9)

Purchase Cost: 5,400 gp

Creation Cost: 2,700 gp + 1,080 FP

Oil of Ethereality: This potion is actually a light oil which is applied externally to the dress and exposed flesh. It then confers *ethereality* as per the *ethereal jaunt* spell.

The oil takes effect immediately after application and it lasts for 1 turn unless removed with a weak acidic solution prior to the expiration of its normal effective duration. It can be applied to objects as well as creatures, one potion is sufficient to anoint a normal human and such gear as he typically carries.

Creation Requirements: Creator must be able to cast *ethereal jaunt* (caster level 13)

Purchase Cost: 9,100 gp

Creation Cost: 4,550 gp + 1,820 FP

Oil of Fiery Burning: When this substance is exposed to air, it bursts into flame. If hurled, a flask containing this oil will always break, dealing 5d6 points of damage to the creature struck and all within 5' of that creature (though those adjacent to the target get a DC 20 dexterity save for ½ damage, rounding fractions down).

If the flask is opened, the creature holding it immediately suffers 1d4 points of damage. Unless that creature then proceeds to make a dexterity saving throw the flask will not be re-stoppered in time to prevent the oil from exploding, with effects described above.

Creation Requirements: Creator must be able to cast *produce flame or flaming sphere* (caster level 6)

Purchase Cost: 600 gp

Creation Cost: 300 gp + 120 FP

Oil of Fumbling: This viscous substance will initially seem to be of a useful sort - *acid resistance*, *elemental invulnerability*, or *slipperiness* for instance - until the wearer is under stress in a melee combat situation. At that point, he will have to make a DC 20 dexterity save each round or drop whatever he holds - weapon, shield, spell components and so forth. Only a thorough bath of solvent (alcohol, turpentine, etc.) will remove the substance before its potency wears off (8 hours).

Creation Requirements: Creator must be able to cast *curse* (caster level 6)

Purchase Cost: 1,800 gp

Creation Cost: 900 gp + 360 FP

Oil of Impact: This magical substance is charged with a powerful dweomer which has beneficial effects upon blunt weapons of all sorts. When applied to a blunt weapon such as a club, sling bullet, hammer, or mace, it causes the weapon to function as a +3 weapon.

A flask of this substance will coat up to 1 weapon or 50 projectiles. Weapons so coated remain magical for 12 hours.

Creation Requirements: Creator must be able to cast *improved enchanted weapon* (caster level 12)

Purchase Cost: 1,800 gp

Creation Cost: 900 gp + 360 FP

Oil of Slipperiness: This substance provides a +10 bonus on all checks made to escape bonds or grapple holds, meaning that it is almost impossible to grapple such a character or to tie or chain him up. In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail against this salve. If it is smeared on a floor or on steps, the area should be treated as a long-lasting grease spell. The salve requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution such as wine.

Oil of slipperiness is needed to coat the inside of a container that is meant to hold *sovereign glue* (see below).

Creation Requirements: Creator must be able to cast *grease* (caster level 6)

Purchase Cost: 1,200 gp

Creation Cost: 600 gp + 240 FP

Oil of Sharpness: This magical substance resembles the fine oil used to clean and protect metal armor and weapons. If it is carefully rubbed on the blade of any edged or pointed weapon, the oil will have the effect of making it equivalent to a +3 magic weapon.

A flask of this substance will coat up to 1 weapon or 50 projectiles. One such application will last 12 hours.

Creation Requirements: Creator must be able to cast *improved enchanted weapon* (caster level 12)

Purchase Cost: 1,800 gp

Creation Cost: 900 gp + 360 FP

Oil of Timelessness: This smooth liquid appears to be oil of any sort even possibly of poisonous nature. When applied to any matter which was formerly alive (leather, leaves, paper, wood, dead flesh, etc.), it enables that substance to resist the passage of time, each year of actual time affecting the object as if only a day had passed. The substance never wears off, though it can be magically removed.

The object coated with the oil also gains a +1 bonus on any saving throws which must be made for it. There is sufficient oil within one flask to coat one horse, eight humans, or an equivalent area volume of some other eligible object or substance.

Creation Requirements: Creator must be able to cast *endure elements* (caster level 3)

Purchase Cost: 300 gp

Creation Cost: 150 gp + 60 FP

Philter of Beauty: When this substance is consumed, the individual becomes beautiful for the 8 hour duration of the liquid's effect. All reactions based upon the comeliness of the character are made as if the imbiber had an 18 charisma for 8 hours.

Creation Requirements: Creator must be able to cast *alter self* (caster level 6)

Purchase Cost: 1,200 gp

Creation Cost: 600 gp + 240 FP

Philter of Glibness: This magical draught allows the imbiber to speak fluently - even tell lies - smoothly, believably, and undetectably. Magical investigation (such as *detect lie*) will not give the usual results, but will reveal that some minor "stretching of the truth" might be occurring. Characters attempting to deceive others with the aid of this item add +10 to their charisma check when doing so. The potion lasts for 1 hour.

Creation Requirements: Creator must be able to cast *undetectable lie* (caster level 6)

Purchase Cost: 2,700 gp

Creation Cost: 1,350 gp + 540 FP

Philter of Love: This potion is such as to cause the individual drinking it to become *charmed* by and enamored (as per the *fascination* ability of a 5th level bard) with the first creature seen after consuming the draught if the creature is of similar race and of the opposite sex. Otherwise, the potion causes its imbiber to be *charmed* by the first person seen after drinking the potion. The *charm* effect lasts for 5 hours. The enamoring effect is permanent unless *dispelled*.

Creation Requirements: Creator must be able to cast *suggestion* (caster level 5)

Purchase Cost: 750 gp

Creation Cost: 375 gp + 150 FP

Philter of Persuasiveness: When this potion is imbibed the individual becomes more charismatic, gaining the benefits of the *friends* spell for 1 turn. During this time the potion's imbiber may use the *suggestion* spell once. The duration of the suggestion is 5 hours, or until the target carries out the suggested course of action.

Creation Requirements: Creator must be able to cast *suggestion* (caster level 5)

Purchase Cost: 750 gp

Creation Cost: 375 gp + 150 FP

Philter of Stammering and Stuttering: When this liquid is consumed, it will seem to be a beneficial draught - one of *glibness* or *persuasiveness*, for instance. But whenever something meaningful must be spoken (the verbal component of a spell, the text of a scroll, conversation with a monster, etc.), the beverage's true effect will be revealed - nothing can be said properly, and reactions of all creatures hearing such nonsense will be at a -3 penalty. In order to properly cast a spell, the character must make a *concentration* check with a -6 penalty. The potion lasts for 8 hours.

Creation Requirements: Creator must be able to cast *curse* (caster level 6)

Purchase Cost: 900 gp

Creation Cost: 450 gp + 180 FP

Plant Control: This potion functions allows the imbiber to *control plants* (as per the 8th level druid spell).

Creation Requirements: Creator must be able to cast *control plants* (caster level 15)

Purchase Cost: 6,000 gp

Creation Cost: 3,000 gp + 1,200 FP

Poison: This potion has lost its once beneficial magical abilities and has become a potent poison. The imbiber must make a DC 22 constitution save or suffer the effects of a *poison* spell (see the reverse of *neutralize poison*).

Creation Requirements: Creator must be able to cast *poison* (caster level 12)

Purchase Cost: 2,400 gp

Creation Cost: 1,200 gp + 480 FP

Rainbow Hues: This rather syrupy draught must be stored in a metallic container. A full flask holds sufficient liquid for 8 hours' effect. The imbiber only has to concentrate on some color or colors and he will turn that very hue instantly. Any color or combination of colors is possible, if the user of the magical drink simply concentrates on the hue(s) to be effected. Once the character has changed color, no further concentration is needed unless he wishes to change hue(s) again. If used to conceal one's self, the potion give the imbiber a +6 bonus to all dexterity checks made to hide.

Creation Requirements: Creator must be able to cast *change self* (caster level 6)

Purchase Cost: 600 gp

Creation Cost: 300 gp + 120 FP

Silversheen: This substance can be applied to a weapon in one round. It will give the weapon the properties of a silver weapon for 8 hours. One vial will coat a single melee weapon or 50 units of ammunition.

Creation Requirement: None (caster level 6)

Purchase Cost: 1,200 gp

Creation Cost: 600 gp + 240 FP

Sovereign Glue: This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of *oil of slipperiness*, and each time any of the bonding agent is poured from the flask, a new application of the *oil of slipperiness* must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container. A flask of sovereign glue, when found, holds anywhere from 1 to 7 ounces of the stuff (1d8-1, minimum 1), with the other ounce of the flask's capacity taken up by the *oil of slipperiness*.

One ounce of this adhesive covers 1 square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set the bond can only be dissolved through the use of *ultimate solution*.

Creation Requirements: Creator must be able to cast *mending* (caster level 20)

Purchase Cost: 2,400 gp per ounce

Creation Cost: (1,200 gp + 480 FP) per ounce

Speed: This potion functions exactly as the *haste* spell, except that it only effects the potion's imbiber and lasts for 6 minutes (rather than 6 rounds).

Creation Requirement: Creator must be able to cast *haste* (caster level 6)

Purchase Cost: 900gp

Creation Cost: 450 gp + 180 FP

Super-Heroism: This potion gives the individual a temporary increase in life energy levels (cf. *heroism* potion) if he has fewer than 13 levels of experience. It is otherwise the same as a *heroism* potion, but grants its user a +4 bonus to their BTH, a +4 bonus to all saves, and 4d10 temporary hit points (plus modifiers for constitution) for its 1 turn.

Creation Requirements: Creator must be able to cast *Tenser's Transformation* (caster level 18)

Purchase Cost: 5,400 gp

Creation Cost: 2,700 gp + 1,080 FP

Sweet Water: This liquid is not actually a potion to be drunk (though if it is drunk it will taste good), but it is to be added to other liquids in order to change them to pure, drinkable water. It will *neutralize poison* and ruin magic potions (no saving throw allowed). The contents of the container will change up to 100,000 cubic feet of polluted, salt or alkaline water to

fresh water. It will turn up to 1,000 cubic feet of acid into pure water. The effects of the potion are permanent, but subject to later contamination or infusion after an initial period of 5d4 rounds.

Creation Requirements: Creator must be able to cast *control water* (caster level 7)

Purchase Cost: 1,400 gp

Creation Cost: 700 gp + 280 FP

Ultimate Solution: This strange and magical liquid appears to be nothing more remarkable than some sort of minor oil or potion. However, if it is applied to any form of adhesive or sticky material, the solution will immediately dissolve it. Thus, for instance, the effect of *sovereign glue* will immediately be negated by this liquid, as will any other form of cement, glue or adhesive.

The area of effect of this liquid is 1 cubic foot per ounce, and a typical container holds 8 ounces.

Creation Requirements: none

Purchase Cost: 50 gp

Creation Cost: 25 gp + 10 FP

Ventriloquism: When it is imbibed, this potion enables the drinker to duplicate the effects of a *ventriloquism* spell as if he were a magic-user. The potion lasts for 1 turn.

Creation Requirements: Creator must be able to cast *ventriloquism* (caster level 10).

Purchase Cost: 500 gp

Creation Cost: 250 gp + 100 FP

Vitality: This potion enables the consumer to be refreshed and full of vitality despite exertion, lack of sleep, and going without food and drink. If the potion is consumed after one or more days of such exertion or deprivation, it will nullify the adverse effects and still bestow vitality to the potion's drinker. In addition, the potion is proof against poisons and diseases for the indicated period.

Creation Requirements: Creator must be able to cast *restoration* (caster level 7)

Purchase Cost: 1,400 gp

Creation Cost: 700 gp + 280 FP

SCROLLS

Most scrolls found contain scribed spells of levels 1-8. Scrolls of scribed spells hold either arcane or divine spells. 70% of scrolls found have arcane spells (particularly magic-user spells), while 30% have divine spells (particularly cleric spells). The rules for using such scrolls is found in the *Using Scrolls* section that follows. When randomly determining which scrolls are found, roll on the following table:

d% roll	results	spell level range
01-10	1 spell	1-4
11-16	1 spell	1-6
17-19	1 spell	2-8
20-24	2 spells	1-6
25-27	2 spells	1-8
28-32	3 spells	1-6
33-35	3 spells	1-8
36-39	4 spells	1-6
40-42	4 spells	1-8
43-46	5 spells	1-6
47-49	5 spells	1-8
50-52	6 spells	1-6
53-54	6 spells	1-8
55-57	7 spells	1-4
58-59	7 spells	1-6
60	7 spells	1-8
61-62	antilife shell	
63-64	antimagic shell	
65-66	antiplant shell	
67-68	immunity to paralyzation 10' radius	
69-70	immunity to petrification 10' radius	
71-72	immunity to poison 10' radius	
73	protection from aberrations	
74-75	protection from dragons	
76-77	protections from extra-planar creatures (demons)	
78-79	protections from extra-planar creatures (devils)	
80-81	protections from extra-planar creatures (elementals)	
82	protection from faeries	
83	protection from golems	
84	protection from lycanthropes	
85-86	protection from undead	
87	resist acid 10' radius	
88-89	resist cold 10' radius	
90-91	resist fire 10' radius	
92-93	resist lightning 10' radius	
94	resist sonic attacks 10' radius	
95	weapon turning: (missiles)	
96	weapon turning (bludgeoning)	
97	weapon turning (piercing)	
98	weapon turning (slashing)	
99-00	cursed*	

* cursed scrolls take effect as soon as the spellcaster attempts to decipher its contents.

Using Scrolls: *Protection* scrolls, as well *immunity*, *resist (energy)* and *weapon turning* scrolls, can be read by any class or race of character, so long as the character is able to read the scroll aloud.

Scroll with spells inscribed upon them must first be read through the use of a *read magic* spell or *decipher script* ability. Once the scroll is read the caster may use the scroll so long as he uses the type of magic (arcane or divine) necessary to cast the inscribed spell(s), has the spell on his spell list, and is of sufficient level to use the spell. Characters of insufficient level to cast an inscribed spell may attempt to do so, but run the risk of a *spell mishap* (see below).

Arcane spellcasters may use an inscribed spell even if they do not currently have that spell in their spellbook, so long as it appears on their class spell list. Alternately they may scribe the spell into their spellbook (which is detailed in the *PLAYER'S HANDBOOK* on pages 61 and 151).

When an inscribed spell is cast or transcribed, the writing completely and permanently disappears from the scroll. The magic content of the spell is bound up in the writing, and use releases and erases it. Thus reading a spell from a scroll of 7 spells makes it a scroll of 6 spells. No matter what a player may attempt, a scroll spell is usable but once and once only. No exceptions should be made save in the case where you have a special magic item in mind - perhaps a scroll which can be read from once per week or whatever - and always only in rare finds.



Caster Level of Inscribed Spells: All scroll spells are assumed to be written so as to make it as easy and quick as possible for the writer. Thus, the level of the spell, its characteristics with respect to range, duration, area of effect, etc., where level is a factor, is typically the minimum required to actually use the spell.

As such sixth level magic-user spells are written at 11th level of ability, while seventh level spells are written at caster level 13.

Spell Mishap: If a spell-user acquires a scroll with a spell(s) of a level not yet usable by the character, the spell-user may still attempt to use the spell. In order to do so, the character must succeed at a *concentration* check (see the *PLAYER'S HANDBOOK*, page 62) with a penalty equal to the caster level required to cast the spell(s).

If the check fails by 1-4 the spell fails but remains on the scroll. Failure by 5 or more indicates that the spell fails and disappears from the scroll. Rolling a natural "1" on this *concentration* check indicates that the spell is cast, but that its effects are reversed or are detrimental to the caster. If this is not possible, the spell simply fails.

Scroll Creation: Scrolls are exceptional in that they are simply storage space for spells of one sort or another. Clerics, bards, druids, magic-users, hedge wizards, necromancers and illusionists inscribe scrolls with spells applicable to their particular professions. Cursed scrolls can be made by any sort of spell user noted above.

Scrolls may be inscribed only by characters of 7th or higher level, and the spells placed upon the scroll must be of a level which the inscribing character is able to employ, i.e. a 9th level magic-user could not place a 7th level spell on a scroll. (Note that the *write* spell enables the magic-user to inscribe his own reference works so as to be able to read and remember higher level spells than he is currently able to use; it does not enable casting or scroll inscription.) Spells need not be scribed at the spellcaster's full caster level when creating scrolls, so long as the effective caster level is sufficient for the casting of the spell. As such, an 18th level magic-user may create a *scroll of invisibility* with an effective caster level of 3.

Ink is a very special requirement. Scroll spell ink, just as the ink for detailing spells in spell books, is compounded only by the inscriber from secret and strange ingredients. The basic medium should be sepia from a giant squid or ink from a giant octopus. To this liquid must be added blood, powdered gems, herbal and spice infusions, draughts concocted from parts of monsters, and so on. Formulas will be devised according to the dictates of the DM. Ingredients should suit the overall purpose of the ink. It is recommended that each different spell to be transcribed require a different ink compound - clerical spells requiring more venerated and holy materials, druid spells being basically rare roots and herbs in infusions, and so on. Garments, wrappings, dust, sweat, tears, teeth, fangs, organs, blood, and so forth are all ideal components.

The quill used for each spell must be fresh and unused. Lingering energies of the spell just transcribed cling to the quill. If the quill were used again, these energies would flow and intermingle with later attempts, causing them to fail. Furthermore, the pen can't be just an ordinary goose quill. It must be from a strange and magical creature, perhaps one appropriate to the nature of the spell (the feather of a cockatrice for a *flesh to stone*, etc.). The task of gathering the right quill can be an adventure in itself.

The paper or other material upon which the scroll is inscribed must also be of fine quality. Paper is best for this purpose, followed by parchment, and then papyrus. Scrolls written on parchment have a 5% chance of failing, while those written on papyrus have a 10% chance of failing.

Once material, quill, and ink are ready, the spell scribe must actually write the magical runes, glyphs, symbols, characters, pictograms, and words upon the surface of the scroll. Transcription must be from his spellbooks or upon an altar (for clerics and druids). Special candles and incense must be burning while the inscription is in progress. Clerics must have prayed and specially sacrificed to their deity, while magic-users must have drawn a magic circle and remain uninterrupted.

The creator must have prepared the spell to be scribed and must provide any material component the spell requires. If casting the spell would reduce the caster's XP total, he pays the cost upon beginning the scroll in addition to the FP cost for making the scroll. Material components normally consumed through spellcasting are consumed when he begins writing a scroll. The act of writing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from his currently

prepared spells, just as if it had been cast.) Scribing a scroll requires one day per each 1,000 gp of the creation cost (one day minimum).

spell level	scroll creation cost	minimum caster level
0	(6 gp, 5 sp + 2.5 FP) x caster level	1
1 st	(12 gp, 10 sp + 5 FP) x caster level	1
2 nd	(25 gp + 10 FP) x caster level	3
3 rd	(37 gp, 10 sp + 15 FP) x caster level	5
4 th	(50 gp + 20 FP) x caster level	7
5 th	(62 gp, 10 sp + 25 FP) x caster level	9
6 th	(75 gp + 30 FP) x caster level	11
7 th	(87 gp, 10 sp + 35 FP) x caster level	13
8 th	(100 gp + 40 FP) x caster level	15
9 th	(112 gp, 10 sp + 45 FP) x caster level	17

spell level	purchase cost	minimum caster level
0	(12 gp, 10 sp) x caster level	1
1 st	25 gp x caster level	1
2 nd	50 gp x caster level	3
3 rd	75 gp x caster level	5
4 th	100 gp x caster level	7
5 th	125 gp x caster level	9
6 th	150 gp x caster level	11
7 th	175 gp x caster level	13
8 th	200 gp x caster level	15
9 th	225 gp x caster level	17

Standard Scrolls

The following scrolls represent those typically found by adventurers or created by spellcasters:

Cursed: A curse takes effect immediately upon reading. Suggested curses are:

d% roll	effect
01-25	reader <i>polymorphed</i> to monster of equal level which attacks any creatures nearby.
26-30	reader <i>polymorphed</i> into liquid and drains away.
31-40	reader and all within a 20' radius <i>teleported</i> 2d6x100 miles away in a random direction.
41-50	reader and all in 20' radius <i>plane shifted</i> to another planet, plane or continuum.
51-75	reader contracts a fatal disease, which must be cured within 1 day.
76-90	<i>explosive runes</i>
91-99	random magic item on reader nearby is "de-magicked" through <i>Mordenkainen's disjunction</i> .
00	randomly rolled spell effects reader (caster level 12)

Creation Requirements: Creator must be able to cast *curse* and whatever other spell is invoked with the curse (caster level varies).

Purchase Cost: spell level x caster level x 25 gp

Creation Cost: (spell level x casters level x 12.5 gp) + (spell level x caster level x 5 FP)

Immunity to Paralyzation 10' Radius: This scroll protects the reader and those within 10' of him from any form of paralysis, including that induced by poison, *hold person* spells, or ghoul's attacks, for 1 turn.

Creation Requirements: Creator must be able to cast *remove paralysis* and have a caster level of 12 or higher

Purchase Cost: caster level (minimum of 12th level) x 100 gp

Creation Cost: (caster level x 50 gp) + (caster level x 20 FP)

Immunity to Petrification 10' Radius: This scroll protects the reader and those within 10' of him from any form of petrification, including that induced by gorgon's breath, *flesh to stone*, the attack of a basilisk or the gaze of a medusa, for 1 turn.

Creation Requirements: Creator must be able to cast *stone to flesh* (caster level 11).

Purchase Cost: 1650 gp

Creation Cost: 825 gp + 330 FP

Immunity to Poison 10' Radius: This scroll protects the reader and those within 10' of him from any form of poison, magical or mundane, for 1 hour.

Creation Requirements: Creator must be able to cast *neutralize poison* and have a caster level of 12 or higher.

Purchase Cost: caster level (minimum of 12th level) x 100 gp

Creation Cost: (caster level x 50 gp) + (caster level x 20 FP)

Protection Scrolls

Protection scrolls function much like the *protection from evil 10' radius* spell, but only with regard to the type of creature specified by the scroll. All protection scrolls have the following in common:

- They may be read in 1 round by any character, regardless of race, class or level.
- Once read the protective circle forms instantly and lasts for 1 turn.
- The 10' radius circle of protection is centered upon the scroll's reader. Others may leave or enter this circle at will and may attack from within the circle. The reader may attack freely but cannot get within 10' of the warded off creature(s) without disrupting the circle (see #7, below).
- All creatures within the circle gain a +2 to armor class and to saving throws against attacks made, or effects created by, the specified creature(s).
- The circle blocks any attempt to possess the warded creature or to exercise mental control over the creature (see the *protection from evil* spell for more details) for as long as it is in effect. This benefit applies to all attempts made against the warded creatures, regardless of their source... it is not limited to attempts made by the specified creature(s).
- The circle prevents bodily contact by the specified creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creatures.
- The protection ends if the reader, upon whom the circle is centered, tries to force the circle against the blocked creature.
- The circle of protection protects against 36 hit dice of creatures. If more than 36 hit dice of creatures are encountered, those with the least hit dice are warded off first and their hit dice are totaled until all 36 hit dice are accounted for. Any remaining creatures may freely attack the warded characters.
- Spell resistance can allow a creature to overcome this protection and touch the warded creatures, though the other protections afforded by the circle remain in effect.

Creation Requirements: Creator must be able to cast *protection from evil 10' radius* and have a caster level 12 or higher

Purchase Cost: caster level (minimum of 12th level) x 200 gp

Creation Cost: (caster level x 100 gp) + (caster level x 40 FP)

Protection from Aberrations: This scroll protects the reader and all within 10' from attacks from aberrations: aboleths, beholders, catoblepas, carrion crawlers, cloaklers, executioner's hoods, gibbering mouther, hook horrors, intellect devourers, flumphs, lurkers above, mimics, mind flayers, otyughs, rust monsters, spectators, trappers, umber hulks. As with all protection scrolls, this scroll does not provide immunity to the ranged attacks and spell-like abilities of such creatures, but does provide armor class and saving throw bonuses against such attacks.

Protection from Dragons: This scroll protects against all sorts of dragons, including dragonnoses, dragon turtles, ice lizards, drakes and pseudo-dragons. It provides no protection from wyverns or other reptilian monsters. As with all protection scrolls, this scroll does not provide immunity to the ranged attacks and spell-like abilities of such creatures, but does provide armor class and saving throw bonuses against such attacks.

Protection from Extra-Planar Creatures (Type): Unlike other protection scrolls, which protect a broad array of related creatures, a *protection from extra-planar creatures* scroll is limited to a specific type of creature that is not native to the Prime Material Plane. This creature type must be specified when the scroll is created (or discovered, if unspecified):

- Angels: Including devas, foo creatures, hollyphants, kirin, lammusu, planatars, shedu, and solars.
- Astral Creatures: Including githyanki, githzerai, astral stalkers, etc.
- Daemons: Including all daemons, diakk, hordlings, larvae, mezzodaemons, night hags, nightmares, and nycadaemons.
- Demons: Including all demons, alu-demons, archaierai, bodak, cambions, demodands, larvae, mephits, nightmares, quasits, shadow demons, vargouille and yochlol.
- Devils: Including all true devils, barghests, hellcats, hell hounds, imps, larvae, mephits, and nightmares.

- Elementals: Including elementals, grue elementals, para-elementals, and quasi-elementals.
- Shadow creatures: Including hounds of ill omen, shades, shadows, shadow demons, shadow mastiffs and tenebrous worms.
- Modrons: Including all base and hierarch modron.
- Slaad: Including red, blue, death, green, and grey slaad, and all slaad lords.

Other types of *protection* scrolls can be created, with natives of a particular Outer (the Abyss, the Seven Heavens, Nirvana, etc.) or Inner Plane (the Ethereal, Astral, the Positive or Negative Material Plane, the Plane of Shadow or one of the Elemental Planes) being warded against. As with all protection scrolls, this scroll does not provide immunity to the ranged attacks and spell-like abilities of such creatures, but does provide armor class and saving throw bonuses against such attacks.

Protection from Faeries: This scroll protects against fey creatures such as atomies, booka, brownies, buckawn, dryads, grig, forlarren, jemlaine, killmoulis, korred, leprechauns, mites, naiads, nixies, nymphs, pixies, quicklings, satyrs, snyads and sprites. As with all protection scrolls, this scroll does not provide immunity to the ranged attacks and spell-like abilities of such creatures, but does provide armor class and saving throw bonuses against such attacks.

Protection from Golems: This scroll protects the reader, and those within 10' of him, from all manner of golems, including: clay, flesh, iron and stone golems, caryatid columns, iron cobras, necrophidius, scarecrows, and stone guardians. Breathe weapons and other ranged attacks made by golems are not blocked by this scroll, though save and armor class bonuses still apply against them.

Protection from Lycanthropes: This scroll protects against attacks made by all were-creatures, including werebears, wereboars, wererats, weretigers, werewolves and jackalweres, as well as from foxwomen, seawolves, and wolfweres. As with all protection scrolls, this scroll does not provide immunity to the ranged attacks and spell-like abilities of such creatures, but does provide armor class and saving throw bonuses against such attacks.

Protection from Undead: This scroll protects the reader and those within 10' of him from attacks made by undead creatures such as apparitions, coffer corpses, crypt things, death knights, demiliches, ghosts, ghouls, haunts, huecuva, liches, penanggalan, phantom, poltergeists, revenants, shadows, skeletons, skeleton warriors, sons of Kyuss, spectres, wights, wraiths, vampires, and zombies.

Resist Energy (Type): Resist energy scrolls function exactly as the spell of the same name except that the scroll protects the reader and all within 10' of him from the type of energy specified by the scroll for 1 turn.

Creation Requirements: Creator must be able to cast *resist energy* and have a caster level of 12 or higher

Purchase Cost: caster level (minimum of 12th level) x 50 gp

Creation Cost: (caster level x 25 gp) + (caster level x 10 FP)

Weapon Turning (Type): The warded creature gains total invulnerability to the type of weapon specified for 1 turn. The following types of weapons may be warded against:

- Missile weapons, including thrown & projectile weapons.
- Bludgeoning weapons, including clubs, quarterstaves, maces, morningstars, saps, bolas, hammers, etc.
- Piercing weapons, includes daggers, short swords, picks, spears, lances, etc.
- Slashing weapons, including longswords, broadswords, scimitars, scythes, sickles, axes, etc.

This scroll does not convey any protection from magical weapons and offers limited protection from weapons wielded by giant-sized creatures and the natural weapons of creatures with 4 or more hit dice. Against such weapons a *scroll of weapon turning* reduces the damage by 1 point for each die of damage rolled.

Creation Requirements: Creator must be able to cast *protection from normal missiles* and have a caster level of 12 or higher

Purchase Cost: caster level (minimum of 12th level) x 50 gp

Creation Cost: (caster level x 25 gp) + (caster level x 10 FP)

RINGS

All magic rings will normally radiate magic, but most are impossible to detect as magic rings without some mystic means. Furthermore, most magic rings look alike, so that determination of a given ring's magical powers is very difficult.

When randomly determining which rings are found, roll on the following table:

d% roll	results
01-05	animal friendship
06-10	blinking
11	Boccob
12-13	chameleon power
14-15	clumsiness**
16-19	contrariness**
20-21	counterspells
22-24	delusion**
25	djinni summoning
26	elemental command
27	energy resistance (acid)
28-29	energy resistance (cold)
30-31	energy resistance (electricity)
32-35	energy resistance (fire)
36	energy resistance (sonic)
37	faerie
38-42	feather falling
43-45	force shield
46-48	free action
49-50	human influence
51-54	invisibility
55-56	jumping
57	mammal control
58-59	mind shielding
60	multiple wishes
61-68	protection
69-70	ram (of the)
71	regeneration
72-74	shocking grasp
75-76	shooting stars
77-78	spell storing
79-80	spell turning
81-83	sustenance
84-86	swimming
87-88	telekinesis
89-90	three wishes
91	truth
92	vampiric regeneration
93-96	warmth
97	water walking
98	weakness
99	wizardry
00	x-ray vision

** appears to be a standard, beneficial magical ring

Using Rings: All magic rings will normally radiate magic, but most are impossible to detect as magic rings without some mystic means. Furthermore, most magic rings look alike, so that determination of a given ring's magical powers is very difficult. Usually, a ring's ability is activated by a command word (which counts as your action during a combat round) or it works continually. Some rings have exceptional activation methods, according to their descriptions.

No more than 2 magic rings can be worn by a character at the same time. If more are worn, then none will function. No more than 1 magic ring can be worn on the same hand; a 2nd will cause both to be useless. Rings must be worn on the fingers. Rings on toes, in ear lobes, etc. do not function as magic rings.

Rings can be used by any race of character, and will resize themselves to fit the wearer. Rings worn by dwarves and halflings, however, have a chance of malfunctioning on their first use. Whenever a magical ring is first used by a dwarf or halfling, roll a d20. On a roll of "1", the ring does not function. This applies to cursed rings (*contrariness*, *delusion*, *weakness*) as well; if they do not work they are recognized and can be removed.

Ring Creation: To create a magic ring, a character needs a heat source. He also needs a supply of materials, the most obvious being a

ring or the pieces of the ring to be assembled. The cost for the materials is subsumed in the cost for creating the ring. Ring costs are difficult to formalize. Refer to the *Estimating Magic Item Gold Piece Values Table* and use the ring prices in the ring descriptions as a guideline. Creating a ring generally costs half the ring's Purchase Cost.

A spellcaster must be of 10th level or higher to craft a magical ring, and the spells placed within the ring must be of a level which the character is able to employ, i.e. a 10th level magic-user could not place a 7th level spell in a ring. Spells imbued within magical rings need not be cast at the spellcaster's full caster level, so long as the effective caster level is sufficient for the casting of the spell. As such, an 18th level magic-user may create a *ring of invisibility* with an effective caster level of 3.

Rings that duplicate spells with costly material or XP components add in the value of 500 x the spell's component cost. Having a spell with a costly component as a prerequisite does not automatically incur this cost. The act of working on the ring triggers the prepared spells, making them unavailable for casting during each day of the ring's creation.

Creating some rings may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details. Creating a magic ring costs half the Purchase Cost listed, +1 FP for every 2½ gp of its creation cost.

Forging a ring requires one day for each 1,000 gp of the creation cost.

Standard Rings

The following rings represent those typically found by adventurers or created by spellcasters:

Animal Friendship: On command, this ring affects an animal as if the wearer had cast *animal friendship* (caster level 3). A druid or ranger who wears this ring adds 3 to his caster level when casting *animal friendship*.

Creation Requirements: Must be able to cast *animal friendship* (caster level 3)

Purchase Cost: 12,000 gp

Creation Cost: 6,000 gp + 2,400 FP

Blinking: On command, this ring makes the wearer *blink*, as with the *blink* spell (caster level 10). The *blinking* always lasts for 10 rounds and then ceases for 6 turns (1 hour) while it replenishes itself.

Creation Requirements: Must be able to cast *blink* (caster level 10)

Purchase Cost: 40,000 gp

Creation Cost: 20,000 gp + 8,000 FP

Boccob: This ornate piece of jewelry initially appears to be a valuable but non-magical ring. Even magical detection of the most powerful sort will not reveal the dweomer of the item. The function of the ring comes into play whenever the wearer is assailed by some magical device which actually contacts his person.

Upon contact with the wearer the magical device will malfunction. Any magical properties of the item fail to affect the ring's wearer and it is effected as targeted by an *improved dispel magic* spell (+16 to the *dispel* check).

Creation Requirements: Must be able to cast *improved dispel magic* and *antimagic shell* (caster level 11)

Purchase Cost: 66,000 gp

Creation Cost: 33,000 gp + 13,200 FP

Chameleon Power: The wearer of this ring can gain the ability to magically blend in with the surroundings at will, gaining a +10 bonus on all dexterity checks made to hide. By concentrating upon the ring for 1 round he can also command the ring to utilize the spell *change self* (caster level 3) as often as he wants.

Creation Requirements: Must be able to cast *change self* and *invisibility* (caster level 3)

Purchase Cost: 14,000 gp

Creation Cost: 7,000 gp + 3,000 FP

Clumsiness: This ring operates exactly like a *ring of feather falling*. However, it also makes the wearer clumsy. He takes a -2 penalty to all dexterity checks, and must make a concentration check at -2 when trying to cast any spell that has a somatic component.

Creation Requirements: Must be able to cast *feather fall* and *curse* (caster level 15)

Purchase Cost: 2,000 gp

Creation Cost: 1,000 gp + 400 FP

Contrariness: This magic ring is cursed so as to make its wearer unable to agree with any idea or statement or action. Once put on, the ring can be removed only after a *remove curse* spell is cast upon the individual wearing it. Because of the curse, the wearer will resist any attempts to cast such a spell. Furthermore, the *contrariness* ring will have one of the following additional magical properties:

d20 roll	magical ability
1-5	fly
6-8	invisibility
9-12	levitation
13-14	shocking grasp (once per round)
15-16	spell turning
17-20	strength

Note that *contrariness* can never be removed from the ring. The wearer will use his own powers, plus those of the ring, to retain it on his finger. The wearer of the ring will never damage himself. If, for example, other characters suggest that the wearer should make certain that attacks upon him are well-defended against, or that he should not strike his own head, the ring wearer will agree – possibly attacking or striking at the speaker's head – because obviously the result must be contrary in this case. If a *ring of contrariness* turns spells, the *remove curse* cast upon the individual might be turned (see *ring of spell turning* for details).

Creation Requirements: Must be able to create the ring mimicked by the ring of *contrariness*. Must be able to cast *dominate person* (caster level 9)

Purchase Cost: As per the ring mimicked

Creation Cost: As per the ring mimicked

Counterspells: This ring might seem to be a *ring of spell storing* upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

Creation Requirements: Must be able to cast *imbue with spell ability* (caster level 11)

Purchase Cost: 4,800 gp

Creation Cost: 2,400 gp + 960 FP

Delusion: A *delusion* ring will convince the wearer that it is some other sort of ring, a ring of whatever sort the wearer really desires. As the wearer will be completely convinced that the ring is actually one with other magical properties, he will unconsciously use his abilities of any sort (including those of other magical items available) to actually produce a result commensurate with the supposed properties of the *delusion* ring. As referee, you will have to be most judicious in determining how successful the self-delusion can be, as well as how observers can be affected and what they will observe. The ring can be removed at any time.

Creation Requirements: Must be able to cast *suggestion* (caster level 7)

Purchase Cost: 4,000 gp

Creation Cost: 2,000 gp + 800 FP

Djinni Summoning: One of the many rings of fable, this "genie" ring is most useful indeed. It serves as a special gate by means of which a specific djinni can be called from the Elemental Plane of Air. When the ring is rubbed, the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes non-magical and worthless.

Creation Requirements: Must be able to cast *gate* (caster level 17)

Purchase Cost: 128,000 gp

Creation Cost: 64,000 gp + 25,600 FP

Elemental Command: All four kinds of elemental command rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties.

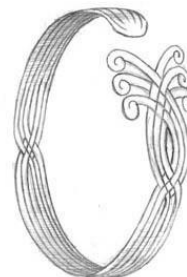
Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (as *charm monster*, with a DC 25 saving throw). If the *charm* attempt fails, however, absolute protection is lost and no further attempt at *charming* can be made.

Creatures from the plane to which the ring is attuned who attack the wearer take a –1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 bonus. He gains a +4 bonus on all attack rolls against such creatures. Any weapon used by the ring wearer can hit elementals or elemental creatures even if it is not magical.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a *ring of elemental command* takes a saving throw penalty as follows:

element	saving throw penalty
air	–2 against earth-based effects
earth	–2 against air- or electricity-based effects
fire	–2 against water- or cold-based effects
water	–2 against fire-based effects



In addition to the powers described above, each specific ring gives its wearer the following abilities according to its kind. The caster level for these abilities is 15.

- **Ring of Elemental Command (Air)**
 - feather fall* (unlimited use, wearer only)
 - resist energy* (electricity) (unlimited use, wearer only)
 - gust of wind* (twice per day)
 - wind wall* (unlimited use)
 - fly* (once per day, wearer only)
 - invisibility* (twice per day)
 - control winds* (once per week)

The ring appears to be a *ring of feather falling* until a certain condition is met to activate its full potential. It must be reactivated each time a new wearer acquires it.

- **Ring of Elemental Command (Earth)**
 - meld into stone* (unlimited use, wearer only)
 - soften earth and stone* (unlimited use)
 - stone shape* (twice per day)
 - stoneskin* (once per week, wearer only)
 - passwall* (twice per week)
 - wall of stone* (once per day)

The ring appears to be a ring of *meld into stone* until the established condition is met.

- **Ring of Elemental Command (Fire)**
 - resist energy* (fire)
 - burning hands* (unlimited use)
 - pyrotechnics* (twice per day)
 - wall of fire* (once per day)
 - flame strike* (twice per week)

The ring appears to be a major ring of energy resistance (fire) until the established condition is met.

- **Ring of Elemental Command (Water)**
 - water walk* (unlimited use)
 - create water* (unlimited use)
 - water breathing* (unlimited use)
 - wall of ice* (once per day)
 - airy water* (once per day)
 - control water* (twice per week)

The ring appears to be a ring of water walking until the established condition is met.

Creation Requirements: Must be able to cast *monster summoning VI* and all appropriate spells (minimum caster level 15)

Purchase Cost: 200,000 gp

Creation Cost: 100,000 gp + 40,000 FP

Energy Resistance (Type): This reddish iron ring continually protects the wearer from damage from one type of energy - acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). The wearer of the ring makes all saving throws against such attacks with a +2 bonus. Each time the wearer takes damage from such attacks, they suffer ½ of the damage they normally would (rounding fractions down).

Rings of fire or cold resistance impart their wearer with immunity to non-lethal damage from extreme temperatures (see page 59 of the *PLAYERS HANDBOOK* for more details)

Creation Requirements: Must be able to cast *resist energy* (caster level 3).

Purchase Cost: 12,000 gp

Creation Cost: 6,000 gp + 2,400 FP

Faerie: This specially dweomered ring is given by the grey elves to their closest associates and allies only. Each ring is aligned either toward evil (5%), good (75%), or neutrality (20%). If worn by a character of suitable alignment, it grants the following elven abilities: *enhanced senses*, *stealth bonus*, *spot hidden doors* and *twilight vision*. It offers no benefit to characters of an unsuitable alignment. Should a character have one or more of the listed racial abilities, they gain no added benefit to any duplicated racial ability.

Creation Requirements: Must be a grey elf and be able to cast *polymorph* (caster level 9)

Purchase Cost: 12,000 gp

Creation Cost: 6,000 gp + 2,400 FP

Feather Falling: This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell (caster level 1), activated immediately if the wearer falls more than 5 feet.

Creation Requirements: Must be able to cast *feather fall* (caster level 1)

Purchase Cost: 2,000 gp

Creation Cost: 1,000 gp + 400 FP

Force Shield: An iron band, this simple ring generates a shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a large shield (+2 AC). This special creation is weightless and encumbrance-free. It can be activated and deactivated at will and may be used, without penalty, by characters who may not usually employ shield.

Creation Requirements: Must be able to cast *wall of force* (caster level 9)

Purchase Cost: 9,000 gp

Creation Cost: 4,500 gp + 1,800 FP

Free Action: This gold ring allows the wearer to act as if continually under the effect of a *freedom of movement* spell.

Creation Requirements: Must be able to cast *freedom of movement* (caster level 7)

Purchase Cost: 56,000 gp

Creation Cost: 28,000 gp + 11,200 FP

Human Influence: This ring has the effect of augmenting wearer's charisma (as per the *friends* spell). The wearer can also make a *suggestion* to any human, demihuman or humanoid conversed with (a DC 15 saving throw applies) once per day.

The wearer can also *charm person* once per day. All of these effects have a caster level of 5

Creation Requirements: Must be able to cast *friends*, *charm person* and *suggestion* (caster level 5)

Purchase Cost: 40,000 gp

Creation Cost: 20,000 gp + 8,000 FP

Invisibility: By activating this simple silver ring, the wearer can benefit from *invisibility*, as the spell (caster level 5).

Creation Requirements: Must be able to cast *invisibility* (caster level 5)

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 5,000 FP



Jumping: This ring continually allows the wearer to leap about, providing a +15 bonus on all strength checks made in order to jump.

Creation Requirements: Must be able to cast *jump* (caster level 6)

Purchase Cost: 3,000 gp

Creation Cost: 1,500 gp + 600 FP

Mammal Control: This ring has the effect of augmenting wearer's charisma (as per the *friends* spell), but only with respect to mammalian animals. In addition, the character gets the *animal empathy* ability of druids and ranger. The wearer can also cast *calm animals* and *dominate animal* once per day. All of these effects have a caster level of 5.

Creation Requirements: Must be able to cast *animal friendship*, *calm animals* and *dominate animal* (caster level 5)

Purchase Cost: 40,000 gp

Creation Cost: 20,000 gp + 8,000 FP

Mind Shielding: This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to *ESP*, *detect lies*, and any attempt to magically discern his alignment.

Creation Requirements: Must be able to cast *nondetection* (caster level 5)

Purchase Cost: 30,000 gp

Creation Cost: 15,000 gp + 6,000 FP

Multiple Wishes: This ring is set with six flawless rubies. Each ruby stores a *wish* spell, activated by the ring. When a *wish* is used, that ruby disappears. For a randomly generated ring, roll 1d4+2 to determine the remaining number of rubies. When all the *wishes* are used, the ring becomes a non-magical item.

Creation Requirements: Must be able to cast *wish* or *miracle* (caster level 19)

Purchase Cost: 200,000 gp

Creation Cost: 100,000 gp + 40,000 FP

Protection: A ring of protection increases the wearer's armor class value and saving throws versus all forms of attack. A +1 ring raises AC by 1 and gives a bonus of +1 on all saving throw die rolls.

The magical properties of a *ring of protection* are cumulative with most other protective magical items except the ring does not add to armor value if magical armor is worn. If more than 1 item or spell of *protection* is operating on the same person, only the strongest item (whether it be a *ring*, *cloak* or *protection from evil*) will function.

Creation Requirements: Caster must be of a level at 9 + the bonus of the ring

Purchase Cost: 3,000 gp (+1); 12,000 gp (+2); 27,000 gp (+3); 48,000 gp (+4); 75,000 gp (+5)

Creation Cost: 1,500 gp + 600 FP (+1); 6,000 gp + 2,400 FP (+2); 13,500 gp + 5,400 FP (+3); 24,000 gp + 9,600 FP (+4); 37,500 gp + 15,000 FP (+5)

Ram: The *ring of the ram* is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device.

The wearer can command the ring to give forth a ram-like force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50' maximum range and no penalties for distance.

The force of the blow is considerable and those struck by the ring must make a strength save, or be knocked off of their feet, if within 30 feet of the ring-wearer. The DC is 15 if 1 charge is expended, 20 if 2 charges are expended or 25 if 3 charges are expended.

In addition to its attack mode, the ring of the ram also has the power to open doors as if it were a character with a strength of 21. If 2 charges are expended, the effect is equivalent to a character with a strength of 23. If 3 charges are expended, the effect is that of a character with a strength of 25.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes a non-magical item.

Creation Requirements: Must be able to cast *telekinesis* (caster level 9)

Purchase Cost: 9,000 gp

Creation Cost: 4,500 gp + 1,800 FP

Regeneration: This white gold ring continually allows a living wearer to heal 1 point of damage per turn. Non-lethal damage heals at a rate of 1 point per round. If the wearer loses a limb, an organ, or any other

body part while wearing this ring, the ring *regenerates* it as per the spell. In either case, only damage taken while wearing the ring is *regenerated*. Characters reduced to negative hit points automatically stabilize (PHB, p. 59) if wearing a *ring of regeneration*. It will bring its wearer back from death (but if poison is the cause, the saving throw must be made or else the wearer dies again from the poison still in his system). Only total destruction of all living tissue by fire or acid or similar means will prevent *regeneration*. Of course the ring must be worn, and its removal stops *regeneration* processes.

Creation Requirements: Must be able to cast *regeneration* (caster level 15)

Purchase Cost: 100,000 gp

Creation Cost: 50,000 gp + 20,000 FP

Shooting Stars: This ring has two modes of operation, one for being in shadowy darkness or outdoors at night and a second one when the wearer is under ground or indoors at night.

During the night under the open sky or in areas of shadow or darkness, the ring of shooting stars can perform the following functions on command.

- *Dancing lights* (once per hour)
- *Light* (twice per night)
- *Ball lightning* (special, once per night)
- *Shooting stars* (special, three per week)

The first special function, ball lightning, releases one to four balls of lightning (ring wearer's choice). These glowing globes resemble dancing lights, and the ring wearer controls them in the same fashion (see the dancing lights spell description). The spheres have a 120-foot range and duration of 4 rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature who comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process according to the number of balls created (5d6 – 1d6 per ball created, to a minimum of 1d6 for 4 balls). Once the ball lightning function is activated, the balls can be released at any time before the sun rises. (Multiple balls can be released in the same round.)

The second special function produces three shooting stars that can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and spread, as a *fireball*, in a 5' radius sphere for 24 points of fire damage.

Any creature struck by a shooting star takes full damage (both impact and fire damage) unless it makes a DC 22 dexterity save. Creatures not directly struck but within the 5' spread ignore the impact damage and take only half of the fire damage on a successful DC 22 dexterity save. Range is 70', at the end of which the shooting star explodes, unless it strikes a creature or object before that. A shooting star always follows a straight line, and any creature in its path must make a save or be hit by the projectile.

Indoors at night, or under ground, the ring of shooting stars has the following properties:

- *Faerie fire* (twice per day)
- *Spark shower* (special, once per day)

The *spark shower* is a flying cloud of sizzling purple sparks that fan out from the ring for a distance of 20' in an arc 10' wide. Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying a metal weapon. Those wearing metal armor and/or carrying a metal weapon take 4d8 points of damage.

Creation Requirements: Must be able to cast *light*, *faerie fire*, *fireball*, and *lightning bolt* (caster level 12)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 FP

Spell Storing: A *ring of spell storing* contains up to six levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components, or pay an XP cost to cast the spell, and there is no penalty to spellcasting for wearing armor (because the ring wearer needs not gesture). The casting times for the spells within the ring are unchanged.

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over the six-level limit, ignore that roll; the ring has no more spells in it. (Not every newly discovered ring need be fully charged.)

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than six. A spellcaster can use a scroll to put a spell into the *ring of spell storing*.

The ring magically imparts to the wearer the names of all spells currently stored within it.

Creation Requirements: Must be able to cast *imbue with spell ability* (caster level 13)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 FP

Spell Turning: Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer, exactly as if *spell turning* had been cast upon the wearer.

Creation Requirements: Must be able to cast *spell turning* (caster level 13)

Purchase Cost: 100,000 gp

Creation Cost: 50,000 gp + 20,000 FP

Sustenance: This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to re-attune it to himself.

Creation Requirements: Must be able to cast *create food & water* (caster level 5)

Purchase Cost: 2,500 gp

Creation Cost: 1,250 gp + 500 FP

Swimming: This silver ring has a wave pattern etched into the band. It bestows upon its wearer the ability to swim at their full base speed assuming, of course, he is clad only in garments appropriate for such activity. It further enables the wearer to dive up to 50' into water without injury, providing the depth of the water is at least 1' per 10' of diving elevation; and the wearer can hold his breath for twice the usual duration (2 rounds per point of constitution).

Should the character have to make a strength check in order to swim in difficult conditions, this check is made with a +10 bonus. This bonus also applies to constitution checks made to continue swimming for extended periods.

Creation Requirements: Must be able to cast *freedom of movement* and *lesser restoration* (caster level 5)

Purchase Cost: 12,500 gp

Creation Cost: 6,250 gp + 2,500 FP

Telekinesis: This ring allows the caster to use the spell *telekinesis* on command.

Creation Requirements: Must be able to cast *telekinesis* (caster level 12)

Purchase Cost: 75,000 gp

Creation Cost: 37,500 gp + 15,000 FP



Three Wishes: This ring is set with three rubies. Each ruby stores a *wish* spell, activated by the ring. When a *wish* is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the wishes are used, the ring becomes a non-magical item.

Creation Requirements: Must be able to cast *wish* or *miracle* (caster level 17)

Purchase Cost: 100,000 gp

Creation Cost: 50,000 gp + 20,000 FP

Truth: The wearer of this ring is able to *detect lies* at will by concentrating upon another's words. Only one person's words may be concentrated upon in a given round and, while concentrating, the ring's bearer can't cast spells or attack. They may still move at their normal movement rate and take simple actions, such as talking, eating, and dressing, while concentrating.

The ring does not reveal lies spoken by an individual employing an *undetectable lie* spell or under the effect of a *potion of glibness*.

Creation Requirements: Must be able to cast *detect lie* (caster level 7)

Purchase Cost: 30,000 gp

Creation Cost: 15,000 gp + 6,000 FP

Vampiric Regeneration: This rare form of *ring of regeneration* bestows 1 hit point upon the wearer each time he inflicts damage upon an opponent in melee combat. Hit points gained in this manner heal the wearer of his wounds. It does not otherwise cause *regeneration* or restore life, limb or organ.

Creation Requirements: Must be able to cast *regeneration* (caster level 15)

Purchase Cost: 90,000 gp

Creation Cost: 45,000 gp + 18,000 FP

Water Walking: This ring, set with an opal, allows the wearer to continually utilize the effects of the spell *water walk*. This ring enables the wearer to walk upon any liquid without sinking into it; this includes mud, quicksand, oil, running water, and even snow.

Creation Requirements: Must be able to cast *water walk* (caster level 9)

Purchase Cost: 15,000 gp

Creation Cost: 7,500 gp + 3,000 FP

Weakness: This cursed ring appears to be a *ring of invisibility* and functions just as a standard *ring of invisibility* with one major exception. When the ring is first activated it causes the wearer to lose 1 point of strength and 1 point of constitution per turn until the individual reaches 3 in each ability score.

This loss is not noticeable until the individual actually observes his weakened state due to some exertion (such as in combat or when making a strength or constitution ability check).

The *weakness ring* can be removed only if a *remove curse* spell, followed by a *dispel magic* spell, is cast upon the ring.

Creation Requirements: Must be able to cast *invisibility and curse* (caster level 5)

Purchase Cost: 30,000 gp

Creation Cost: 15,000 gp + 6,000 FP

Wizardry: This special ring comes in four kinds (type I, type II, type III, and type IV), all of them useful only to arcane spellcasters (magic-users, hedge wizards, illusionists and necromancers). The wearer's arcane spells per day are doubled for one specific spell level. Type I doubles 1st level spells, type II doubles 2nd level spells, type III doubles 3rd level spells, and a type IV doubles 4th-level spells. Bonus spells from high ability scores are not doubled.

Creation Requirements: Must be able to cast *limited wish* (caster level 11 - type I, 14 - type II, 17 - type III, or 20 - type IV)

Purchase Cost: 20,000 gp (type I), 40,000 (type II), 70,000 (type III), or 100,000 (type IV)

Creation Cost: 10,000 gp + 4,000 FP (type II), 20,000 gp + 8,000 FP, 35,000 gp + 14,000 FP (type III) or 50,000 gp + 20,000 FP (type IV)

X-Ray Vision: On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20', with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1' of stone, 1" of common metal, or up to 3' of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.

Using the ring is physically exhausting, causing the wearer 1 point of Constitution damage per minute after the first turn of use in a single day.

Creation Requirements: Must be able to cast *true seeing* (caster level 6)

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 5,000 FP



RODS & STAVES

Rods are scepter-like devices that have unique magical powers and either hold magical charges or have a set number of uses each day. Rods are about 3' long and as thick as your thumb. They are fashioned from metal, strange wood, ivory or bone and can be plain or decorated and carved, tipped or not. Rods will usually be found in cases or similar storage places.

Staffs are about 5' or 6' long and as thick as a young sapling, i.e. about an inch and a half at the base, tapering to an inch at the tip, although they can be of nearly equal diameter throughout, knurled, etc. Most staves are wood, but a rare few are bone, metal, or even glass. Staffs often have a gem or some device at their tip or are shod in metal at one or both ends. Staffs are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel. Rods that make use of non-renewable charges and all staves can hold up to 50 charges. When randomly determining which rods and staves are found, roll on the following table:

d% roll	results	class restrictions
01-06	rod of absorption	
07-10	rod of alertness	
11	rod of beguiling	
12-21	rod of cancellation	
22-26	rod of flailing	
27	rod of lordly might	
28-30	rod of passage	magic-users
31	rod of resurrection	clerics
32	rod of rulership	
33-36	rod of security	
37	rod of smiting	
38-40	rod of splendor	
41-42	staff of abjuration	
43	staff of command	
44-48	staff of curing	divine casters
49-51	staff of defense	
52-54	staff of divination	
56-58	staff of enchantment	magic-users, illusionists
59-61	staff of evocation	magic-users
62-63	staff of necromancy	clerics, necromancers
64	staff of power	magic-users
65-70	staff of the serpent	
71-79	staff of striking	
80-82	staff of swarming insects	
83	staff of thunder & lightning	
84-86	staff of transmutation	magic-users
87-90	staff of withering	
91-00	staff of the woodlands	bard, druids, rangers

Using Rods & Staves: Unless noted otherwise on the *RODS & STAVES* table, rods are usable by characters of all classes. Staffs may be used by all spellcasting characters (bards, clerics, cloistered clerics, druids, hedge wizards, illusionists, magic-users, necromancers, paladins and rangers) unless otherwise specified. *Staves of the serpent* may be used by all characters of suitable alignment, as detailed in their item description. *Staves of striking* may be used by all characters, regardless of class.

Weapon proficiencies should be kept in mind when wielding rods and staves in combat, with non-proficiency penalties applying as usual.

Activating a rod or staff takes one round and requires the user to speak its command word aloud. Rod and staves cannot be activated in an area of silence or by a user who has been rendered speechless.

Rod & Staff Creation: Rods and staves have a set caster level, which is the minimum caster level required to create the rod or staff. The caster level of all spells in a rod or staff must be the same, and no rod or staff can have a caster level of less than 10th, even if all the spells in the staff are low-level spells.

To create a magic rod or staff, a character needs a supply of materials, the most obvious being a rod or quarterstaff. The cost for the materials is subsumed in the cost for creating the rod or staff. The creator must have prepared the spells to be stored and must provide the material and XP component costs sufficient to activate the spell a maximum number of times (50 divided by the number of charges one use of the spell expends). This is in addition to the FP cost for making the staff. Material components normally consumed through spellcasting are consumed when he begins working. The act of working on the rod or staff triggers the prepared spells, making them unavailable for casting

during each day of the rod or staff's creation. Those spell slots are expended from his currently prepared spells, just as if they had been cast.

Charged rods and all staves are always fully charged (50 charges) when created. Crafting a rod or staff requires one day for each 1,000 gp of the creation cost. Standard rods and staves are described below.

type	rod & staff creation cost	caster level
rod of absorption	25,000 gp + 10,000 FP	15
rod of alertness	42,500 gp + 17,000 FP	15
rod of beguiling	20,000 gp + 8,000 FP	15
rod of cancellation	5,000 gp + 2,000 FP	17
rod of flailing	20,000 gp + 8,000 FP	11
rod of lordly might	35,000 gp + 14,000 FP	19
rod of passage	75,000 gp + 30,000 FP	17
rod of resurrection	75,000 gp + 30,000 FP	13
rod of rulership	25,000 gp + 10,000 FP	20
rod of security	30,000 gp + 12,000 FP	20
rod of smiting	36,000 gp + 14,400 FP	15
rod of splendor	12,500 gp + 5,000 FP	12
staff of abjuration	32,500 gp + 13,000 FP	13
staff of command	8,250 gp + 3,300 FP	10
staff of curing	13,750 gp + 5,500 FP	10
staff of defense	29,125 gp + 11,650 FP	15
staff of divination	36,750 gp + 14,700 FP	13
staff of enchantment	32,500 gp + 13,000 FP	13
staff of evocation	32,500 gp + 13,000 FP	13
staff of necromancy	32,500 gp + 13,000 FP	13
staff of power	100,000 gp + 40,000 FP	17
staff of the serpent	7,500 gp + 3,000 FP	10
staff of striking	13,500 gp + 5,400 FP	12
staff of swarming insects	12,500 gp + 5,000 FP	10
staff of thunder & lightning	15,000 gp + 6,000 FP	13
staff of transmutation	32,500 gp + 13,000 FP	13
staff of withering	12,500 gp + 5,000 FP	13
staff of the woodlands	50,000 gp + 20,000 FP	13

type	rod & staff purchase cost	caster level
rod of absorption	50,000 gp	15
rod of alertness	85,000 gp	15
rod of beguiling	40,000 gp	15
rod of cancellation	10,000 gp	17
rod of flailing	40,000 gp	11
rod of lordly might	70,000 gp	19
rod of passage	150,000 gp	17
rod of resurrection	150,000 gp	13
rod of rulership	50,000 gp	20
rod of security	60,000 gp	20
rod of smiting	72,000 gp	15
rod of splendor	25,000 gp	13
staff of abjuration	65,000 gp	13
staff of command	16,500 gp	10
staff of curing	27,500 gp	10
staff of defense	58,250 gp	15
staff of divination	73,500 gp	13
staff of enchantment	65,000 gp	13
staff of evocation	65,000 gp	13
staff of necromancy	65,000 gp	13
staff of power	200,000 gp	17
staff of the serpent	15,000 gp	10
staff of striking	27,000 gp	12
staff of swarming insects	25,000 gp	10
staff of thunder & lightning	30,000 gp	13
staff of transmutation	65,000 gp	13
staff of withering	25,000 gp	13
staff of the woodlands	100,000 gp	13

Non-Standard Rods & Staves: Use the following formula to determine the creation costs for non-standard rods and staves:

$(375 \text{ gp}) \times [(\text{highest spell level}) + (.75 \times \text{next highest spell level}) + (.5 \times \text{all of the remaining spells' levels})] \times (\text{the caster level of the item})$

The creator of the rod or staff must spend 1 FP for every 2 ½ gp of its creation cost. The purchase cost of any non-standard rod or staff is twice its creation cost. Crafting a non-standard rod or staff requires one day for each 1,000 gp of the creation cost.

Standard Rods & Staves

The following rods and staves represent those typically found by adventurers or created by spellcasters:

Rod of Absorption: This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or his gear. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of his own spells. He can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept. The wielder of the rod can use captured spell energy to cast any spell he has prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting.

A rod of absorption absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2. Then roll d% again: On a result of 71–100, half the levels already absorbed by the rod are still stored within.

Creation Requirements: Creator must be able to cast *spell turning*.

Rod of Alertness: This rod is indistinguishable from a +1 *horseman's mace*. It has eight flanges on its mace-like head. The rod bestows a +1 bonus on initiative checks and to wisdom checks versus surprise. If grasped firmly, the rod enables the holder to use *detect evil*, *detect good*, *detect lies*, *detect magic*, *light*, or *detect invisibility*. Each different use takes 1 round to activate.

If the head of a *rod of alertness* is planted in the ground, and the possessor wills it to alertness (taking 1 round), the rod senses any creature within 120 feet who intends to harm the possessor. At the same time, the rod creates the effect of a *prayer* spell upon all creatures friendly to the possessor in a 50' radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120' radius. These effects last for 10 minutes, and the rod can perform this function once per day.

Last, the rod can be used to simulate the casting of an *animate objects* spell, utilizing any 15 or fewer small objects located roughly around the perimeter of a 5' radius circle centered on the rod when planted in the ground. Objects remain animated for 15 rounds. The rod can perform this function once per day.

Creation Requirements: Creator must be able to cast *alarm*, *detect evil*, *detect good*, *detect invisibility* or *true seeing*, *detect lie* or *ESP*, *detect magic*, *light*, *prayer*, *animate objects*.

Rod of Beguiling: This rod enables its possessor to radiate an aura of goodwill and felicity to all intelligent creatures within 30' by expending one of the rod's charges. When the bearer expends a charge up to 30 hit dice worth of creatures within 30' of the device must succeed at a DC 25 charisma save or be *charmed* by the rod's bearer, regarding him as their comrade, friend, and/or mentor.

If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD. If any creatures are currently being threatened or attacked by you or your allies, however, they receive a +3 bonus on their saving throws.

The spell does not enable you to control the *charmed* creatures as if they were automatons, but they perceive your words and actions in the most favorable way. You can try to give the subjects orders, but you must win an opposed charisma check in order to convince them to do anything they wouldn't ordinarily do (retries are not allowed). Affected creatures never obey suicidal or obviously harmful orders, but he might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the *charmed* person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

The bearer of the rod may also expend a charge in order to cast *friends* upon himself. This causes the caster to gain a +3 bonus to all charisma ability checks, excluding saving throws, for the spell's duration.

In addition *friends* offers limited protection to the caster. Hostile living creatures (of animal or greater intelligence) must succeed at a DC 25 charisma save in order to attack the caster. Any creature

attacked by the caster is immune to this effect of the spell, as are those with more than 15 hit dice.

Each charge of the rod beguiles for 1 turn. It can be recharged.

Creation Requirements: Creator must be able to cast *friends and mass charm*.

Rod of Cancellation: This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a successful DC 27 intelligence save or be turned into a normal item. An item in a creature's possession uses its own intelligence save bonus or its possessor's, whichever is higher.

In the latter case, contact is made by making a melee attack roll to hit the desired object. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by *wish* or *miracle*. If a *sphere of annihilation* and a *rod of cancellation* negate each other, nothing can restore either of them.

Creation Requirements: Creator must be able to cast *Mordenkainen's disjunction*.

Rod of Flailing: Upon the command of its possessor, the rod activates, changing from a normal-seeming rod to a +3 *footman's flail*. Once per day the wielder can expend a charge to cause the rod to grant him a +4 bonus to armor class and saving throws for 1 turn. The rod need not be in weapon form to grant this benefit. The wielder of this item may automatically transform it into a weapon or back into a rod each round.

Creation Requirements: Creator must be able to cast *bless*.

Rod of Lordly Might: This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six stud-like buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon and takes 1 round.) It weighs 10 pounds.

The following spell-like functions of the rod can each be used once per day and take 1 round to activate.

- *Hold person* upon touch, if the wielder so commands (DC 25 strength save). The wielder must choose to use this power and then succeed on a melee attack to activate the power. If the attack fails, the effect is lost.
- *Fear* upon all enemies in a 10' radius, if the wielder so desires (DC 25 charisma save).
- Deal 2d4 hit points of damage to an opponent on a successful touch attack (DC 25 constitution save for half damage) and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with *hold person*.

The following weapon functions of the rod have no limit on the number of times they can be employed. In its normal form, the rod can be used as a +2 *horseman's mace*. It has 6 buttons that, when pushed, activate the rod's alternate forms:

1. The rod becomes a +1 flaming longsword. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet and functions as a +1 *flaming longsword*.
2. The rod becomes a +4 *battleaxe*. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
3. The rod becomes a +3 *longspear or lance (heavy or light)*.
4. The rod converts into a ladder. A spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds.
5. The ladder (button #4) retracts into the rod by pushing button 5.
6. When button 6 is pushed, the rod indicates magnetic north and gives the wielder knowledge of his approximate depth beneath the surface or height above it.

The ladder function (button #4) can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a Strength modifier of +10.

Creation Requirements: Creator must be able to cast *cause light wounds*, *flame blade* or *improved enchanted weapon*, *hold person*, and *fear*.

Rod of Passage: This highly dweomered item allows use of the following spells:

- *Dimension door* (1 charge)
- *Passwall* (1 charge)
- *Phase door* (2 charges)
- *Teleport without error* (2 charges)
- *Astral spell* (2 charges)

Creation Requirements: Creator must be able to cast *astral spell*, *dimension door*, *passwall*, *phase door*, and *teleport without error*.

Rod of Resurrection: Made of thick oak shod in gold, this rod allows use of the following spells:

- *Heal* (1 charge)
- *Resurrection* (5 charges)

Creation Requirements: Creator must be able to cast *heal* and *resurrection*.

Rod of Rulership: This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 200 feet when he activates the device (taking 1 round). Creatures totaling 200 Hit Dice can be ruled, but creatures with Intelligence scores of 15 or higher, or of 10 hit dice/levels or higher, are entitled to a DC 30 charisma save to negate the effect.

Ruled creatures obey the wielder as if he were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 20 days before crumbling to dust.

Creation Requirements: Creator must be able to cast *mass charm*.

Rod of Security: This item creates a non-dimensional space, a pocket paradise. There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected. All fractions are rounded down.

In this pocket paradise, creatures don't age, and natural healing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved.

Activating the rod takes 1 round and causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod. Unwilling creatures get a DC 30 wisdom (for cleric-made rods) or intelligence save (for rods crafted by magic-users) to negate the effect. If such a creature succeeds on its save, other creatures beyond that point in a chain can still be affected by the rod.

When the rod's effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for reentry. The rod's possessor can dismiss the effect whenever he wishes before the maximum time period expires, but the rod can only be activated once per week.

Creation Requirements: Creator must be able to cast *gate*.

Rod of Smiling: This rod strike as a +3 *footman's mace* and deals double damage (2d8+6) to any animated creatures it strikes. The rod automatically destroys animated creatures whenever a natural "20" is rolled to hit them. Any extraplanar creature hit with a natural "20" takes double the usual, maximum damage from the rod.

Creation Requirements: Must be able to cast *disintegrate*.

Rod of Splendor: The possessor of this rod gains a +2 bonus to his Charisma score for as long as he holds or carries the item. Once per day, the rod creates and garbs him in clothing of the finest fabrics, plus adornments of furs and jewels.

Apparel created by the magic of the rod remains in existence for 12 hours. However, if the possessor attempts to sell or give away any part of it, to use it for a spell component, or the like, all the apparel immediately disappears. The same applies if any of it is forcibly taken from her.

The value of noble garb created by the rod ranges from 7,000 to 10,000 gp (1d4+6 x 1,000 gp): 1,000 gp for the fabric alone, 5,000 gp for the

furs, and the rest for the jewel trim (maximum of twenty gems, maximum value 200 gp each).

In addition, the rod has a second special power, usable once per week. Upon command, it creates a palatial tent - a huge pavilion of silk 60 feet across. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as one hundred persons. The tent and its trappings last for one day. At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

Creation Requirements: Creator must be able to cast *friends and major creation* or *Mordenkainen's magnificent mansion*.

Staff of Abjuration: Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells:

- *Dispel magic* (1 charge)
- *Resist energy* (1 charge)
- *Shield* (1 charge)
- *Dismissal* (2 charges)
- *Minor globe of invulnerability* (2 charges)
- *Repulsion* (3 charges)

Creation Requirements: Creator must be able to cast *dismissal*, *dispel magic*, *minor globe of invulnerability*, *resist energy*, *repulsion*, and *shield*.

Staff of Command: Made of twisting wood ornately shaped and carved, this staff allows use of the following spells:

- *Charm person* (1 charge)
- *Charm monster* (2 charges)

Creation Requirements: Creator must be able to cast *charm person*, and *charm monster*.

Staff of Curing: This white ash staff, with inlaid silver runes, allows use of the following spells:

- *Cure serious wounds* (1 charge)
- *Lesser restoration* (1 charge)
- *Cure blindness/deafness* (2 charges)
- *Cure disease* (3 charges)

Creation Requirements: Creator must be able to cast *cure serious wounds*, *lesser restoration*, *cure blindness/deafness*, and *cure disease*.

Staff of Defense: The staff of defense is a simple-looking staff that throbs with power when held defensively. It allows use of the following spells:

- *Sanctuary* (1 charge)
- *Shield* (1 charge)
- *Shield of faith* (1 charge)
- *Iron body* (3 charges)

Creation Requirements: Creator must be able to cast *sanctuary*, *shield*, *shield of faith*, and *iron body*.

Staff of Divination: Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells:

- *Detect secret doors* (1 charge)
- *Locate object* (1 charge)
- *Tongues* (1 charge)
- *Locate creature* (2 charges)
- *Prying eyes* (2 charges)
- *True seeing* (3 charges)

Creation Requirements: Creator must be able to cast *detect secret doors*, *locate creature*, *locate object*, *prying eyes*, *tongues*, *true seeing*.

Staff of Enchantment: Often made from applewood and topped with a clear crystal, this staff allows use of the following spells:

- *Sleep* (1 charge)
- *Suggestion* (1 charge)
- *Tasha's hideous laughter* (1 charge)
- *Charm monster* (2 charges)
- *Mind fog* (2 charges)
- *Mass suggestion* (3 charges)

Creation Requirements: Creator must be able to cast *charm monster*, *mass suggestion*, *mind fog*, *sleep*, *suggestion*, *Tasha's hideous laughter*.

Staff of Evocation: Usually very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells:

- *Fireball* (1 charge)
- *Magic missile* (1 charge)
- *Shatter* (1 charge)
- *Ice storm* (2 charges)
- *Wall of force* (2 charges)
- *Chain lightning* (3 charges)

Creation Requirements: Creator must be able to cast *chain lightning*, *fireball*, *ice storm*, *magic missile*, *shatter* and *wall of force*.

Staff of Necromancy: This staff is made from ebony or other dark wood and carved with the images of bones and skulls. It allows use of the following spells:

- *Animate dead* (1 charge)
- *Cause fear* (1 charge)
- *Scare* (1 charge)
- *death spell* (2 charges)
- *Ethereal jaunt* (3 charges)

Creation Requirements: Creator must be able to cast *animate dead*, *cause fear*, *death spell*, *ethereal jaunt*, and *scare*.

Staff of Power: The staff of power is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:

- *Magic missile* (1 charge)
- *Ray of enfeeblement* (1 charge)
- *Continual light* (1 charge)
- *Levitate* (1 charge)
- *Lightning bolt*, 5d6 (1 charge)
- *Fireball*, 5d6 (1 charge)
- *Cone of cold* (2 charges)
- *Hold monster* (2 charges)
- *Wall of force* (2 charges): creates a 5' radius hemisphere around user
- *Globe of invulnerability* (2 charges)

The wielder of a staff of power gains a +2 bonus to AC and saving throws. The staff is also a +2 *quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended, the staff causes double damage for 1 round.

A staff of power can be used for a retributive strike, requiring it to be broken by its wielder. This takes 1 round but does not require the wielder to make a strength check. All charges currently in the staff are instantly released in a 30' radius. All within 10' of the broken staff take points of damage equal to 8 x the number of charges in the staff, those from 11' up to 20' away take 6 x the number of charges in damage, and those from 21' up to 30' away take 4 x the number of charges in damage. All those affected can make a DC 30 dexterity save to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy destroys him. Only certain items, including the *staff of the magi* and the *staff of power*, are capable of being used for a retributive strike.

After all charges are used up from the staff, it remains a +2 *quarterstaff*. Once empty of charges, it cannot be used for a retributive strike.

Creation Requirements: Creator must be able to cast *magic missile*, *ray of enfeeblement*, *continual light*, *levitate*, *fireball*, *lightning bolt*, *cone of cold*, *hold monster*, *wall of force* and *globe of invulnerability*.

Staff of the Serpent: This staff comes in two varieties: python and adder. Both strike as +1 *quarterstaves*. If the user throws the staff to the ground it grows to become either a giant constrictor or a giant adder (see the *MONSTER MANUAL* for details on either serpent) by the end of the round. The snake obeys all commands of the owner. In animal form, it retains the +1 bonus on attacks and damage possessed by the staff's form.

The serpent returns to staff form whenever the wielder desires (this transformation takes 1 round), or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to staff form and cannot be activated again for three days. Only good creatures may use the python variety of the staff while only evil creatures may use the adder variety of the *staff of the serpent*.

Creation Requirements: Creator must be able to cast *polymorph any object* or *sticks to snakes*. The creator must be good to create a *staff of the python* or evil to create a *staff of the adder*.

Staff of Striking: This oaken staff is the equivalent of a +3 magic weapon. If a charge is expended upon striking a creature, the staff deals double damage (2d6+6). If 3 charges are expended the staff deals triple damage (3d6+9). No more than 3 charges can be expended per strike. The staff can be recharged.

Creation Requirements: Creator must be able to cast *magic missile* or *spiritual hammer*.

Staff of Swarming Insects: Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:

- *Summon insects* (1 charge)
- *Insect plague* (3 charges)

Creation Requirements: Creator must be able to cast *insect plague*, *summon insects*.

Staff of Thunder & Lightning: This stout quarterstaff, constructed of bronzewood set with silver rivets, has the properties of a +2 quarterstaff. Its other magical powers are as follows.

- **Thunder:** If the wielder of the staff expends a charge the staff can strike as a +3 quarterstaff, and the opponent struck is stunned from the noise of the staff's impact (a constitution check at -12 negates this). This power can be activated automatically and it works if the wielder strikes an opponent within 1 round.
- **Lightning:** When the wielder expend 1 charge, a short spark of electricity can leap forth when the staff strikes an opponent to deal the normal damage for a +2 quarterstaff and an extra 6 points of electricity damage. If the wielder misses his target by 5 or less, the lightning damage is still applied to the target.
- This power can be activated automatically and it works if the wielder strikes an opponent within 1 round.
- **Thunderclap:** By expending 2 charges the wielder can cause the staff to give out a deafening noise, just as a *shout* spell cast by a 12th level caster. This use takes 1 round to activate.
- **Lightning stroke:** The wielder can cause the staff to shoot out a *lightning bolt* that functions as if cast by a 12th level caster. This use takes 1 round to activate and uses 2 charges.
- **Thunder and lightning:** The wielder of the staff can combine the thunderclap described above with a lightning bolt, as in the lightning stroke. The thunderclap affects all within 10 feet of the bolt. The lightning stroke deals 12d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 36 to 72 points), and the thunderclap deals 2d6 points of sonic damage. A single DC 22 dexterity save negates both effects. This use expends 4 charges from the staff.

Creation Requirements: Creator must be able to cast *lightning bolt* and *shout*.

Staff of Transmutation: This staff is generally carved from or decorated with petrified wood and allows use of the following spells:

- *Run* (1 charge)
- *Alter self* (1 charge)
- *Blink* (1 charge)
- *Polymorph* (2 charges)
- *Disintegrate* (3 charges)
- *Polymorph any object* (3 charges)

Creation Requirements: Creator must be able to cast *alter self*, *polymorph any object*, *blink*, *disintegrate*, *run*, and *polymorph*.

Staff of Withering: A *staff of withering* acts as a +1 quarterstaff. If 1 charge is expended, the creature struck loses 1d4 points of strength and dexterity unless it makes a DC 23 constitution save. If 2 charges are expended, the creature is affected by the *wither* spell unless it makes a DC 23 constitution save.

Creation Requirements: Creator must be able to cast *wither*.

Staff of the Woodlands: Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:

- *Calm animals* (1 charge)
- *Speak with animals* (1 charge)
- *Barkskin* (2 charges)
- *Wall of thorns* (3 charges)
- *Animal summoning III* (3 charges)
- *Animate plants* (4 charges)

The staff may be used as a weapon, functioning as a +2 quarterstaff. The staff of the woodlands also allows its wielder to pass without trace at will, with no charge cost. These two attributes continue to function after all the charges are expended.

Creation Requirements: Creator must be able to cast *animate plants*, *barkskin*, *calm animals*, *pass without trace*, *speak with animals*, *animal summoning III*, and *wall of thorns*.

WANDS

A typical wand is 6" to 12" long and about 1/4" thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. Wands can hold up to 50 charges. When randomly determining which wands are found, roll on the following table:

d% roll	results	class restrictions
01-02	conjuration	magic-users
03-05	defoliation	
06-07	earth & stone	
08-11	enemy detection	
12-15	fear	spellcasters
16-17	fire	magic-users
18-21	fireballs	
22-25	flame extinguishing	
26	force	magic-users
27-29	frost	magic-users
30-32	ice storms	
33-36	illumination	
37-40	illusion	magic-users, illusionists
41-43	lightning	magic-users
44-47	lightning bolts	
48-52	magic detection	
53-61	magic missiles	
62-66	metal & mineral detection	
67-68	metal command	
69-74	negation	
75-78	paralyzation	magic-users, hedge wizards, necromancers
79-82	polymorphing	magic-users, hedge wizards, illusionists
83-86	secret door & trap location	
87-90	size alteration	
91-92	steam & vapor	magic-users
93-00	wonder	

Using Wands: Wands are useable by characters of all classes unless otherwise specified on the table above. Activating a wand takes one round and requires the user to speak its command word aloud. Wands cannot be activated in an area of *silence* or by a user who has been rendered speechless.

Wand Creation: Wands may only be created by spellcasters of 10th or higher level. The spells placed within a given wand are usually of 4th level or lower. Spells placed within a wand need not be cast at the spellcaster's full caster level, so long as the effective caster level is sufficient for the casting of the spell. As such, an 18th level magic-user may create a *wand of invisibility* with an effective caster level of 3. Wands are always fully charged (50 charges) when created.

The creator must have prepared the spell to be stored and must provide any material components the spell requires. Fifty of each needed material component are required, one for each charge. If casting the spell would reduce the caster's XP total, he pays the cost (multiplied by 50) upon beginning the wand in addition to the FP cost for making the wand. Likewise, material components normally consumed through spellcasting are consumed when he begins working on the wand. The act of working on the wand triggers the prepared spell, making it unavailable for casting during each day devoted to the wand's creation. Crafting a wand requires one day per each 1,000 gp of the creation cost.

Non-Standard Wands: Use the following formula to determine the creation costs for non-standard wands:

$$(375 \text{ gp}) \times [(highest \text{ spell level}) + (.75 \times next \text{ highest spell level}) + (.5 \times all \text{ of the remaining spells' levels})] \times (the \text{ caster level of the item})$$

The creator of the wand must spend 1 FP for every 2½ gp of its creation cost. The purchase cost of any non-standard wand is twice its creation cost. Crafting a non-standard wand requires one day for each 1,000 gp of the creation cost.

type	wand creation cost	caster level
conjunction	32,500 gp + 13,000 FP	13
defoliation	32,500 gp + 13,000 FP	13
earth & stone	40,250 gp + 16,100 FP	11
enemy detection	11,750 gp + 4,700 FP	11
fear	5,250 gp + 2,100 FP	7
fire	14,250 gp + 5,700 FP	10
fireballs	3,375 gp + 1,350 FP	6
flame extinguishing	5,000 gp + 2,000 FP	11
force	37,500 gp + 15,000 FP	13
frost	28,125 gp + 11,250 FP	10
ice storms	5,250 gp + 2,100 FP	7
illumination	24,125 gp + 9,650 FP	15
illusion	32,500 gp + 13,000 FP	13
lightning	17,500 gp + 7,000 FP	11
lightning bolt	3,375 gp + 1,350 FP	6
magic detection	6,250 gp + 2,500 FP	10
metal & mineral detection	3,750 gp + 1,500 FP	10
metal command	30,250 gp + 12,100 FP	17
negation	18,500 gp + 7,400 FP	15
paralyzation	9,375 gp + 3,750 FP	9
polymorphing	22,500 gp + 9,000 FP	15
secret door & trap location	5,000 gp + 2,000 FP	10
size alteration	7,500 gp + 3,000 FP	10
steam & vapor	15,000 gp + 6,000 FP	7
wonder	6,000 gp + 2,400 FP	10

type	wand purchase cost	caster level
conjunction	65,000 gp	13
defoliation	65,000 gp	13
earth & stone	80,500 gp	11
enemy detection	23,500 gp	11
fear	10,500 gp	7
fire	28,500 gp	10
fireballs	6,750 gp	6
flame extinguishing	10,000 gp	11
force	75,000 gp	13
frost	56,250 gp	10
ice storms	10,500 gp	7
illumination	48,250 gp	15
illusion	65,000 gp	13
lightning	35,000 gp	11
lightning bolt	6,750 gp	6
magic detection	12,500 gp	10
metal & mineral detection	7,500 gp	10
metal command	60,500 gp	17
negation	37,000 gp	15
paralyzation	18,750 gp	9
polymorphing	45,000 gp	15
secret door & trap location	10,000 gp	10
size alteration	15,000 gp	10
steam & vapor	30,000 gp	10
wonder	12,000 gp	10

Standard Wands

The following wands represent those typically found by adventurers or created by spellcasters:

Conjunction: This wand is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures. It allows use of the following spells:

- *Stinking cloud* (1 charge)
- *Summon swarm* (1 charge)
- *Unseen servant* (1 charge)
- *Minor creation* (2 charges)
- *Cloudkill* (2 charges)
- monster summoning V (3 charges)

Creation Requirements: Creator must be able to cast *cloudkill*, *monster summoning V*, *stinking cloud*, *summon swarm*, and *unseen servant*.

Defoliation: This wand is never constructed of any sort of wood; instead, ivory or bone is typically the major component. It has the following functions:

When 1 charge is expended, all plants in a 30' cone are withered and forced into a dormant state. Leaves turn to autumnal colors and drop

off, grass becomes brown and dry, and so forth. All plants creatures in this area suffer 2d8 points of damage unless they make a DC 25 dexterity save for ½ damage (rounding fractions down).

When 2 charges are expended, all plants in a 30' cone are slain. All plant creatures in this area suffer 6d8 points of damage unless they make a DC 25 dexterity save for ½ damage (rounding fractions down).

Either use of the wand negates the *entangle* spell.

Creation Requirements: Creator must be able to cast *wither* (the reverse form of the *regenerate* spell).

Earth & Stone: A wand of this sort is typically of short length and tipped with some form of mineral. It is imbued with the following dweomers:

- *Passwall* (1 charge)
- *Transmute mud to rock* (1 charge)
- *Transmute rock to mud* (1 charge)
- *Move earth* (2 charges)

Creation Requirement: Creator must be able to cast *move earth*, *passwall* and *transmute rock to mud*.

Enemy Detection: Upon expending a charge this device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be *invisible*, *ethereal*, *hidden*, *disguised*, or in plain sight. Detection range is 60 feet.

If the bearer of the wand concentrates for a round, the wand pinpoints the location of the nearest enemy and indicates how many enemies are within range. Each charge permits enemy detection for up to 1 turn.

Creation Requirements: Creator must be able to cast *true seeing*.

Fear: When this amber wand is activated a cone of *fear* emanates from the wand. This operates exactly as spell of the same name. The wand can be recharged.

Creation Requirements: Creator must be able to cast *fear*.

Fire: Crafted from bronzewood, this wand allows use of the following spells:

- *Burning hands* (1 charge)
- *Fireball* (1 charge)
- *Wall of fire* (2 charges)

Creation Requirements: Creator must be able to cast *burning hands*, *fireball*, and *wall of fire*.

Fireballs: This wand simply enables the wielder to cast a *fireball* spell as if he was a 6th level magic-user.

Creation Requirements: Creator must be able to cast *fireball*.

Flame Extinguishing: This wand can extinguish non-magical fires (up to the size of a bonfire or a fire in a regular fireplace) with a touch. For the wand to be effective against other sorts of fires, the wielder must expend 1 or more of the wand's charges. Extinguishing a larger non-magical fire, or a magic fire, such as that of a *flaming weapon* or a *burning hands* spell, expends 1 charge.

When applied to large, magical fires, such as those caused by *fireballs*, *flame strikes*, or *wall of fires*, extinguishing the flames expends 2 charges from the wand. Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds (1 minute) and flare up again after that time.

To extinguish an instantaneous fire spell, such as a *fireball* or *flame strike*, the wand must be within the area of the effect and the wielder must be holding his initiative (*PLAYERS HANDBOOK*, 55).

If the device is used upon a fire creature (a melee attack), it deals 6d6 points of damage to the creature. This use requires 2 charges.

Creation Requirements: Creator must be able to cast *pyrotechnics*.

Force: This silvery, metallic wand has three functions:

- *Wall of force* (1 charge)
- *Bigby's forceful hand* (2 charges)
- *Mordenkainen's sword* (2 charges)

The sword function last for 1 turn per charge spent. The other effects last for 13 rounds. The device can be recharged.

Creation Requirements: Creator must be able to cast *Mordenkainen's sword*, *Bigby's forceful hand* and *wall of force*.

Frost: Tipped on either end with a glistening diamond, this rune-covered wand allows use of the following spells:

- *Ice storm* (1 charge)
- *Wall of ice* (1 charge)

- *Cone of cold* (2 charge)

Creation Requirements: Creator must be able to cast *cone of cold*, *ice storm*, and *wall of ice*.

Ice Storms: This device enables the wielder to cause an *ice storm* just as if he were a 7th level spellcaster.

Creation Requirements: Creator must be able to cast *ice storm*.

Illumination: This wand is usually sheathed in silver and decorated with sunbursts. It allows use of the following spells:

- *Dancing lights* (1 charge)
- *Light* (1 charge)
- *Continual light* (2 charges)
- *Sunburst* (3 charges)

Creation Requirements: Creator must be able to cast *dancing lights*, *continual light*, *light*, and *sunburst*.

Illusion: This wand is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells:

- *Change self* (1 charge)
- *Mirror image* (1 charge)
- *Improved phantasmal force* (1 charge)
- *Rainbow pattern* (2 charges)
- *Persistent image* (2 charges)
- *Mislead* (3 charges)

Creation Requirements: Creator must be able to cast *change self*, *improved phantasmal force*, *mirror image*, *persistent image*, *project image*, and *rainbow pattern*.



Lightning: This copper and crystal wand has 3 functions:

- *Lightning bolt* (1 charge)
- *Shocking grasp* (1 charge)
- *Chain lightning* (2 charges)

The wand may be recharged. It can perform but 1 function per round. Creation Requirements: Creator must be able to cast *shocking grasp*, *lightning bolt*, and *chain lightning*.

Lightning Bolts: A wand of this nature enables the possessor to cast a *lightning bolt* as if he was a 6th level magic-user.

Creation Requirements: Creator must be able to cast *lightning bolt*.

Magic Detection: This wand is similar in operation to the *enemy detection* wand. If any form of magic is in operation, or a magic item exists, within a 30' radius, the magic detection wand will pulse and point to the strongest source if 1 charge is expended. If the wand's user concentrates during subsequent rounds the wand will point out successively less powerful magic radiations, pointing out 1 aura per round.

The category of magic (*abjuration*, *alteration*, etc.) can be determined if and additional round is spent concentrating on the subject emanation.

One charge is expended for each turn, or fraction thereof, that the wand is used. The wand may be recharged.

Creation Requirements: Creator must be able to cast *arcane sight*.

Metal & Mineral Detection: This wand pulses in the wielder's hand and points to the largest mass of metal within 30 feet. However, the wielder can concentrate on a specific metal or mineral. If the specific mineral is within 30 feet, the wand points to any places it is located, and the wand wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the wand points to the largest cache during the first round and to successively smaller caches in the following rounds (1 cache per round is indicated).

One charge is expended for each turn, or fraction thereof, that the wand is used.

Creation Requirements: Creator must be able to cast *locate object*.

Metal Command: This wand appears to be nothing more useful than a *wand of metal and mineral detection*, but in the hands of a dwarf or gnome, its exceptional powers become operational. Dwarven and gnomish characters can use the following functions:

- *Heat metal* (1 charge)
- *Glasse* (2 charges)
- *Glassteel* (3 charges)
- *Crystalbrittle* (3 charges)

Creation Requirements: Creator must be a dwarf or gnome and be able to cast *polymorph any object* and *crystalbrittle*.

Negation: This device negates the spell or spell-like function or functions of magic items. The wielder points the wand at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged attack).

The ray functions as an *improved dispel magic* spell, except it only affects magic items. To negate instantaneous effects from an item, the wand wielder needs to have held their initiative in anticipation of that item's use. The *dispel* check uses the wand's caster level (15th). The target item gets no saving throw, although the wand can't negate artifacts (even minor artifacts).

Creation Requirements: Creator must be able to cast *improved dispel magic*, *limited wish* or *miracle*.

Paralyzation: This wand shoots forth a thin ray of bluish color to a maximum range of 100'. If this beam touches any creature through a successful attack roll it must make a DC 20 strength save or suffer the effects of a *hold monster* spell. The wand may be recharged.

Creation Requirements: Creator must be able to cast *hold monster*.

Polymorphing: The polymorphing wand emits a green beam, a thin ray which darts forth to a maximum distance of 60'. If this beam touches any creature or targeted item through a successful attack roll, it must make a DC 25 wisdom save or be *polymorphed* as per the *polymorph any object* spell.

Each use draws 1 charge. The wand may be recharged.

Creation Requirements: Creator must be able to cast *polymorph any object*.

Secret Door & Trap Location: This wand may be used to detect secret and traps within 30' is the wand's user. When a charge is expended the wand will pulse and point to either a secret door or trap that is within its detection range, depending upon which is specified by the wand's user. After this first round, the user may concentrate in order to find additional secret doors or traps within range each round. The wand may only detect 1 secret door or trap each round.

Each use of the wand permits the user to locate secret doors and/or traps for up to 1 turn. The wand may be recharged.

Creation Requirements: Creator must be able to cast *find traps* or *detect secret doors*.

Size Alteration: Stout and sturdy, this wand of dark wood allows use of the following spells:

- *Enlarge person* (1 charge)
- *Reduce person* (1 charge)
- *Shrink item* (1 charge)

Creation Requirements: Creator must be able to cast *enlarge person*, *reduce person*, and *shrink item*.

Steam & Vapor: A wand of this sort has three functions, each of which requires the expenditure of charges:

- *Obscurement* (1 charge)
- *Fog cloud* (1 charge)
- *Cone of steam* (2 charges)

The *fog cloud* use of this wand differs from the spell of this name in that it's warm steam causes 1 point of damage to all cold-based creatures within the cloud.

The *cone of steam* use of this wand functions as the *cone of cold* spell but substitutes scalding hot steam in place of a freezing blast of air, and deals 10d6 points of damage.

Creation Requirements: Creator must be able to cast *wall of fire*.

Wonder: A *wand of wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is

used. Activating the wand takes 1 round. All effects have a caster level of 10. Roll on the following table each time the wand is used:

d% roll	effect
01–05	slow creature pointed at for 10 rounds (intelligence negates).
06–10	faerie fire surrounds the target.
11–15	deludes wielder for 1 round into believing the wand functions as indicated by a second die roll (no save).
16–20	gust of wind emanates from the wand. Strength negates.
21–25	wielder learns target's surface thoughts (as with esp) for 1d4 rounds (no save).
26–30	stinking cloud appears 30' away (constitution negates).
31–33	heavy rain falls for 1 round in 60' radius centered on wand wielder.
34–36	summon an animal (roll a d20): a rhino (1–5), elephant (6–10), or mouse (11–20) is summoned.
37–46	lightning bolt, caster level 10 (DC 20 dexterity save for ½ damage, rounding fractions down).
47–49	stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25' (DC 20 dexterity save negates).
50–53	enlarge person if within 60' (DC 20 intelligence save negates).
54–58	darkness 15' radius centered 30' away from wand.
59–62	grass grows in a 160 square foot area before the wand, or grass existing there grows to ten times its normal size.
63–65	turn ethereal any non-living object of up to 1,000 lb. mass and up to 30 cubic feet in size.
66–69	reduce wielder to 1/12 height (no save).
70–79	fireball at target or 100' straight ahead, 10d6 damage (DC 20 dexterity save for half damage).
80–84	invisibility covers wand wielder.
85–87	leaves grow from target if within 60' of wand. These last 24 hours.
88–90	10d4 gems, value 1 gp each, shoot forth in a 30' long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits and divide them among the available targets (DC 20 dexterity save for ½ damage, rounding fractions down).
91–95	shimmering colors dance and play over a 40' by 30' area in front of wand. Creatures therein are blinded for 1d6 rounds (DC 20 wisdom negates).
96–97	wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).
98–00	flesh to stone (or stone to flesh if target is stone already) if target is within 60' (DC 20 wisdom negates).

Creation Requirements: Creator must be able to cast *confusion* and be chaotic.

MISCELLANEOUS MAGIC ITEMS

As the name implies, this category is a catch-all for many sorts of magical items. Some are powerful, others weak; some are highly desirable, others are deadly to the finder. The number of such items is great in order to make it improbable that there will be duplicates in a campaign - or at least not more than 2 or 3.

Use care in revealing information regarding any item found by players. Describe an item only in the most general of terms, viz. wood, metal, cloth, leather, etc. Allow player questions to simulate visual and tactile examination. A cloak appears as a cloth object - only examination will reveal its form and probable nature. Likewise, do not simply blurt out the properties and powers of an item. It must be held, or worn, or whatever; and experiment and experience are the best determinators of magical qualities if some other means is not available (a bard or sage, an *identify*, *legend lore*, *commune*, *contact higher plane*, *true seeing* or *vision* spell, and so on).

Items are listed alphabetically. If you do not desire such an item to occur, substitute a *bag of beans*, or the next item on the table. Unless noted in the item's description, miscellaneous magic items are usable by any class not otherwise prohibited.

Special Note: All magical books, librums, manuals, tomes, etc. appear to be "normal" works of arcane lore. Each is completely indistinguishable from the other by visual examination of the outer parts. Their magical auras, as seen through *detect magic* may provide a glimpse into their nature. Bard characters will have normal chances of finding out the nature of such writings, as will an *identify*, *legend lore* or *vision* spell.

When randomly determining which miscellaneous magic items are found, roll on the following table:

d% roll	results
01–20	roll on <i>miscellaneous magic subtable A</i>
21–40	roll on <i>miscellaneous magic subtable B</i>
41–60	roll on <i>miscellaneous magic subtable C</i>
61–80	roll on <i>miscellaneous magic subtable D</i>
81–00	roll on <i>miscellaneous magic subtable E</i>

miscellaneous magic subtable A

d% roll	results
01	alchemy jug
02	amulet of barkskin
03	amulet of inescapable location*
04	amulet of life protection
05	amulet of mighty fists
06	amulet of the planes
07–08	amulet of proof against detection & location
09–10	amulet versus undead
11	apparatus of Kwalish
12	arrow of direction
13	artifact or relic (see page 188)
14–15	bag of beans
16	bag of devouring*
17–21	bag of holding
22	bag of transmuting*
23	bag of tricks
24–25	bead of force
26	beaker of plentiful potions
27	boat, folding
28–30	Boccob's blessed book
31	boots of dancing*
32–36	boots of elvenkind
37–40	boots of levitation
41	boots of the north
42–44	boots of speed
45–47	boots of striding & springing
48	boot of teleportation
49–50	boots of varied tracks
51	boots, winged
52–53	bowl of commanding water elementals
54	bowl of watery death*
55–57	bracers of archery
58	bracers of brachiation
59–79	bracers of defense
80–81	bracers of defenselessness*
82–84	brazier of commanding fire elementals
85	brazier of sleep smoke*
86–92	brooch of shielding
93	broom of animated attack*
94–98	broom of flying
99–00	Bucknard's everful purse

* appears to be a standard, beneficial item

miscellaneous magic subtable B

d% roll	results
01–03	candle of invocation
04–05	candle of truth
06–07	cape of the mountebank
08–09	carpet of flying
10–11	censer of controlling air elementals
12	censer of summoning hostile air elementals*
13	chaos diamond
14	chime of hunger*
14	chime of interruption
16–17	chime of opening
18	circlet of persuasion
19	cloak of arachnidia

miscellaneous magic subtable B (continued)

20-22	cloak of the bat
23-26	cloak of displacement
27-33	cloak of elvenkind
34	cloak of etherealness
35-37	cloak of the manta ray
38	cloak of poisonousness*
39-64	cloak of protection
65-69	crystal ball
70-72	cube of force
73-74	cube of frost resistance
75-76	cubic gate
77	cyclocone
78-79	Daern's instant fortress
80-82	decanter of endless water
83	deck of illusions
84	dicerion of light & darkness
85	dimensional shackles
86	drums of deafening*
87-88	drums of panic
89	efreeti bottle
90	egg of desire
91	egg of reason
92	egg of shattering*
93	eversmoking bottle
94	eyes of charming
95	eyes of doom
96-97	eyes of the eagle
98-99	eyes of minute seeing
00	eyes of petrification*

* appears to be a standard, beneficial item

miscellaneous magic subtable C

d% roll	results
01-12	figurine of wondrous power
13	flask of curses*
14-15	gauntlets of dexterity
16	gauntlets of fumbling**
17-18	gauntlets of ogre power
19	gauntlets of rust
20-21	gauntlets of swimming & climbing
22	gem of brightness
23-24	gem of insight
25	gem of seeing
26-27	girdle of dwarvenkind
28	girdle of femininity/masculinity
29	girdle of giant strength
30-33	girdle of many pouches
34-35	gloves of missile snaring
36-38	gloves of thievery
39	hand of glory
40	harp of charming
41-43	hat of difference
44-48	hat of disguise
49-50	hat of stupidity*
51	helm of brilliance
52-56	helm of comprehend language & reading magic
57	helm of opposite alignment*
58	helm of telepathy
59	helm of teleportation
60-61	helm of underwater action
62-65	Heward's handy haversack
68	horn of blasting
69-70	horn of bubbles*
71	horn of collapsing
72-76	horn of fog
77	horn of goodness/evil
78-81	horn of tritons
82-88	horn of Valhalla
89-91	horseshoes of speed
92-93	horseshoes of a zephyr
94-98	incense of meditation
99	incense of obsession*
00	ioun stones

* appears to be a standard, beneficial item

miscellaneous magic subtable D

d% roll	results
01-06	instruments of the bards
07	iron bands of Bilarro
08	jewel of attacks*
09	jewel of flawlessness*
10-11	lantern of revealing
12-13	lens of darkvision
14-15	lens of detection
16	libram of gainful conjuration
17	libram of ineffable damnation
18	libram of silver magic
19	lyre of building
20	mantle of Celestian
21-22	mantle of magic resistance
23	manual of bodily health
24	manual of gainful exercise
25	manual of golems
26	manual of puissant skill at arms
27	manual of quickness of action
30	manual of stealthy pilfering
31	mask of the skull
32	mattock of the titans
33	maul of the titans
34-36	medallion of ESP
37	medallion of thought projection*
38	mirror of life trapping
39	mirror of mental prowess
40	mirror of opposition*
41-42	Murlynd's spoon
43-45	necklace of adaptation
46-50	necklace of missiles
51-55	necklace of prayer beads
56	necklace of strangulation*
57	orb of storms
58-60	pearl of power
61	pearl of sirines
62	pearl of wisdom
63	periapt of foul rotting*
64-65	periapt of health
66-70	periapt of proof against poison
71-75	periapt of wound closure
76-80	phylactery of faithfulness
81-84	phylactery of long years
85	phylactery of monstrous attention*
86	pipes of haunting
87	pipes of pain
88-94	pipes of the sewers
95	pipes of sounding
96	portable hole
97-00	pouch of accessibility

* appears to be a standard, beneficial item

miscellaneous magic subtable E

d% roll	results
01	prison of Zagyg
02-06	Quaal's feather token
07-10	quiver of Ehlonna
11-12	ring gates
13	robe of the archmagi
14-19	robe of blending
20-21	robe of bones
22-23	robe of eyes
24	robe of powerlessness**
25-26	robe of scintillating colors
27	robe of stars
28-29	robe of vermin*
30-35	robe of useful items
36-38	rope of climbing
39	rope of constriction*
40-42	rope of entanglement
43	rug of smothering*
44	rug of welcome
45	saw of mighty cutting
46	scarab of death*

miscellaneous magic subtable E (continued)

47-48	scarab of enraging enemies
49-50	scarab of insanity
51-56	scarab of protection
57	scarab versus golems
58-59	shadow lanthorn
60	sheet of smallness
61-62	shoes of Farlanghn
63	shrouds of disintegration
64	slippers of kicking
65-69	slippers of spider climbing
70	spade of colossal excavation
71-72	spoon of stirring
73-75	stone horse
76-77	stone of controlling earth elementals
78-79	stone of good luck (luckstone)
80	stone of weight (loadstone)*
81	tome of clear thought
82	tome of leadership & influence
83	tome of understanding
84	vacuous grimoire*
85	vest of escape
86-87	vestment, druid's
88-89	well of many worlds
90-91	wind fan
92-95	wings of flying
95-97	Zagyg's flowing flagon
98-00	Zagyg's spell component case

* appears to be a standard, beneficial item

Using Miscellaneous Magic Items: Most *miscellaneous magic items* simply have to be used in order to be activated. As such, a character merely has to look through a lens, wear an amulet, don a hat and so on in order to properly utilize the item.

Unless stated otherwise, activating a *miscellaneous magic item* takes no time, command word or arcane gestures. Many miscellaneous items operate continuously and require neither thought nor action on the part of their owner. Continually functioning items are practically always items that one wears. Such items must simply be in the character's possession (on his person). However, some items made for wearing must still be activated. Although this activation sometimes requires a command word, usually it means mentally willing the activation to happen. The description of an item states whether a command word is needed in such a case.

All magical articles of clothing automatically resize themselves in order to fit their wearer, whether he be a 2'10" halfling or 7'10" half-ogre.

Miscellaneous Magic Item Creation: To create a miscellaneous magic item, a character usually needs some sort of equipment or tools to work on the item. He also needs a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Miscellaneous magic item costs are difficult to formalize. Refer to the *Estimating Magic Item Gold Piece Values Table* on page 101 and use the item prices in the item descriptions as a guideline. Creating an item costs half the item's market value + 1 FP per 2½ gp of the item's creation cost.

If spells are involved in the prerequisites for making the item, the creator must have prepared the spells to be cast but need not provide any material components the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the item triggers the prepared spells, making them unavailable for casting during each day of the item's creation.

Spells need not be cast at the spellcaster's full caster level when creating miscellaneous magic items, so long as the effective caster level is sufficient for the casting of the spell. As such, an 18th level magic-user may create a *cloak of invisibility* with an effective caster level of 3.

Creating some items may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details. Crafting a miscellaneous magic item requires one day for each 1,000 gp of the creation cost. Standard miscellaneous magic items are described below.

Standard Miscellaneous Magic Items

The following miscellaneous magic items represent those typically found by adventurers or created by spellcasters:

Alchemy Jug: This magical device can pour forth varying liquids upon command. The quantity of each liquid is dependent upon the liquid itself.

The jug can pour only 1 kind of liquid on any given day, 4 pourings maximum. The liquids pourable and quantity per pouring are:

<i>liquid created</i>	<i>volume created</i>
salt water	16 gallons
fresh water	8 gallons
beer	4 gallons
vinegar	2 gallons
wine	1 gallon
ammonia	1 quart
oil (flammable)	1 pint
alcohol	1 cup (8 ounces)
aqua regia (acid)	1 gill (4 ounces)

The jug will pour forth 2 gallons per round, so it will require 8 rounds to complete 1 pouring of salt water.

Creation Requirements: Must be able to cast *major creation* or *polymorph any object* (caster level 15)

Purchase Cost: 30,000 gp

Creation Cost: 15,000 gp + 6,000 FP

Amulet of Barkskin: This amulet, usually woven from mistletoe sprigs, toughens the wearer's body and flesh, giving him a +2 bonus to his armor class.

Creation Requirements: Must be able to cast *barkskin* (caster level 3)

Purchase Cost: 12,000 gp

Creation Cost: 6,000 gp + 2,400 FP

Amulet of Inescapable Location: This device is typically worn on a chain or as a brooch. It appears, to magical analysis, to prevent location, scrying or detection or influence by *detect thoughts* or telepathy. It seems to be an *amulet of proof against detection and location*. Actually, the amulet gives the wearer a -10 penalty on all saves against divination spells.

Creation Requirements: Must be able to cast *curse* (caster level 10)

Purchase Cost: 1,000 gp

Creation Cost: 500 gp + 200 FP

Amulet of Life Protection: This pendant or brooch device serves as a ward for the psyche (soul). The wearer cannot be possessed by *magic jar* spell or any similar mental attack, including demonic or diabolic possession.

If the wearer is slain, the psyche enters the amulet and is protected for 7 full days. Thereafter it goes to the plane of its alignment, however. If the amulet is destroyed during the 7 days, the psyche is utterly and irrevocably annihilated. Note: psionic attack modes *psionic blast* or *psychic crush* will not harm the wearer.

Creation Requirements: Must be able to cast *soul bind* (caster level 17)

Purchase Cost: 75,000 gp

Creation Cost: 37,500 gp + 15,000 FP

Amulet of Mighty Fists: This amulet grants a bonus of +1 to +5 on attack and damage rolls with unarmed attacks. If found as part of randomly generated treasure, roll a d20 to determine the magical bonus of the amulet: 1-15 (+1), 16-17 (+2), 18 (+3), 19 (+4) and 20 (+5).

Creation Requirements: Must be able to cast *improved magic fang*.

<i>bonus</i>	<i>amulet creation cost</i>	<i>minimum caster level</i>
+1	2,000 gp + 800 FP	10
+2	8,000 gp + 3,200 FP	10
+3	18,000 gp + 7,200 FP	12
+4	32,000 gp + 12,800 FP	16
+5	50,000 gp + 20,000 FP	20

<i>bonus</i>	<i>amulet purchase cost</i>	<i>minimum caster level</i>
+1	4,000 gp	10
+2	16,000 gp	10
+3	36,000 gp	12
+4	64,000 gp	16
+5	100,000 gp	20

Amulet of the Planes: This device usually appears to be a black circular amulet, although any character looking closely at it sees a

dark, moving swirl of color. The amulet allows its wearer to utilize plane shift. However, this is a difficult item to master. The user must make an intelligence check with a -5 penalty in order to get the amulet to take him to the plane (and the specific location on that plane) that he wants. If he fails, the amulet transports him and all those traveling with him to a random location on the Prime Material Plane or to a random plane (roll on the following chart to determine the destination).

d20 roll	location	d20 roll	location
1	Seven Heavens	11	Hades
2	Twin Paradises	12	Gehenna
3	Elysium Fields	13	The Nine Hells
4	Happy Hunting Grounds	14	Acheron
5	Olympus	15	Nirvana
6	Gladseim	16	Arcadia
7	Limbo	17	Ethereal Plane
8	Pandemonium	18	Astral Plane
9	The Abyss	19	Prime Material Plane*
10	Tarterus	20	Prime Material Plane **

* teleports users to a random location on their native world

** transports users to a random location on an alternate world

Creation Requirements: Must be able to cast *plane shift* (caster level 15)

Purchase Cost: 120,000 gp

Creation Cost: 60,000 gp + 24,000 FP

Amulet of Proof against Detection and Location: This silver amulet protects the wearer from *screaming* and magical location just as a *nondetection* spell does. If a divination spell is attempted against the wearer, the caster of the divination must succeed on a caster level check with a -8 penalty.

Creation Requirements: Must be able to cast *nondetection* (caster level 8)

Purchase Cost: 35,000 gp

Creation Cost: 17,500 gp + 7,000 FP

Amulet Versus Undead: This item is a boon to any character able to turn undead, allowing him to do so as if he were 3 levels higher than his actual level.

Creation Requirements: Must be able to cast *dispel evil* (caster level 9)

Purchase Cost: 10,000 gp

Creation Cost: 5,000 gp + 2,000 FP

Apparatus of Kwalish: This item appears to be a large, sealed iron barrel, but it has a secret catch (intelligence check with a -10 penalty to find) that opens a hatch in one end. Anyone who crawls inside finds ten (unlabeled) levers:

lever	function
1	extend/retract legs and tail
2	uncover/cover forward porthole
3	uncover/cover side portholes
4	extend/retract pincers and feelers
5	snap pincers
6	move forward/backward
7	turn left/right
8	open "eyes" with continual light inside/close "eyes"
9	rise/sink in water
10	open/close hatch

The device has the following characteristics:

AC 20; 200 hit points; Move: 45'/145' (sw); Attacks: 2 pincers (+12 to hit, 2d8 damage); Weight: 500 lbs.

Operating a lever takes 1 round, and no lever may be operated more than once per round. However, since two Medium-sized characters can fit inside, the apparatus can move and attack in the same round. The device can function in water up to 900' deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

Creation Requirements: Must have knowledge: *engineering* as a background skill. Must be able to cast *animate object* and *continual light* (caster level 19)

Purchase Cost: 90,000 gp

Creation Cost: 45,000 gp + 18,000 FP

Arrow of Direction: An arrow of direction typically appears to be a normal (or possibly magic) arrow. Its magical properties make it function much as a *find the path* spell, however, empowering the arrow to show the direction of the desired way.

Once per day the device can be tossed into the air; it will fall and point towards the desired way, and this process can be repeated up to ten times per day.

Note: The arrow will point only towards the requested location. The request can be only for one of the following: stairway (up or down), sloping passage (up or down), dungeon exit or entrance, cave, cavern. Requests must be phrased by distance (nearest, farthest, highest, lowest) or by direction (north, south, east, west, etc.).

Creation Requirements: Must be able to cast *path the path* (caster level 11)

Purchase Cost: 6,000 gp

Creation Cost: 3,000 gp + 1,200 FP

Bag of Beans: This bag is constructed of heavy cloth. It is about 2' wide and 4' long (the size of any other bag or large sack). When it is opened and examined it will reveal several, large pebble-like objects. If these objects are dumped out of the bag they will each explode for 5d4 hit points of damage, all creatures within a 10' radius must make a DC 20 dexterity save or take full damage.

To be removed safely, the beans in the bag must be taken out by hand; telekinesis will not work, nor can they be removed using tools in any way as this will cause them to explode.

Each pebble-like bean must be placed in dirt and watered. From each, in succession, will spring some creature or object after 1d6 rounds. It is suggested that 1d4+4 beans are optimum, and only 1 or 2 will be beneficial, the others being monsters or useless things.

d10 roll	result
1	3 shriekers spring up and begin wailing
2	an ice storm (caster level 9) strikes the area
3	a poisonous raspberry bush with animated runners shoots up, but 5d4 of its 5-20 berries are gems worth 100-500 gold piece
4	a hole opens in the ground; a purple worm or a <i>djinni ring</i> waits within (50% of either)
5	a fog cloud (caster level 6) covers a 60' radius for 1 hour.
6	a wyvern grows instantly and attacks
7	cloudkill gas seeps out slowly (spreading out 5' per round) until it forms a 20' radius cloud that persists for 1 turn
8	dirt around the bean is transformed into magical dust (determine randomly)
9	a shambling mound grows from the pit and attacks
10	DM's choice

Purchase Cost: 6,000 gp

Creation Cost: 3,000 gp + 1,200 FP

Bag of Devouring: This bag appears as a typical sack - possibly appearing to be empty, possibly as having beans in its bottom. The sack is, however, the lure used by an extra-dimensional creature. It is one of its feeding orifices. Any substance of animal or vegetable nature is subject to "swallowing" if it is thrust within the bag.

The bag of devouring is likely to ignore any initial intrusions, reacting only on a roll of "1" on a d20. Afterwards, any living creature that attempts to place an item into, or retrieve an item from, the bag runs the risk of having the bag attack them. Each time the sack is opened a d20 is rolled and, on a roll of 1-13, the bag attempts to draw the whole victim within. The would-be victim must win an opposed strength check (the bag gets a +9 bonus to its strength check). Creatures drawn within are consumed in 1 round, eaten, and forever gone. Before that happens the character may make 1 attempt to free himself from the bag with a successful strength check.

The bag radiates magic and, until it attacks, acts in all respects as a Type I bag of holding (see below). Once the bag attacks, all of its contents are expelled into an extradimensional "non-space", forever lost. There is a 50% chance that a *wish* or *miracle* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

Creation Requirements: Must be able to cast *Leomund's secret chest* and *plane shift* (caster level 13)

Purchase Cost: 3,750 gp

Creation Cost: 1,875 gp + 750 FP

Bag of Holding: This appears to be a common cloth sack about 2' by 4' in size. The *bag of holding* opens into a non-dimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, the bag's carrying capacity, and volume of the bag's contents, depend on the bag's type, as shown on the table below.

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a bag of holding is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 1 turn, after which time they suffocate. Retrieving a specific item from a bag of holding takes 1 round - unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item requires 2 rounds (a dexterity check may be made to reduce the retrieval time to 1 round).

If a bag of holding is placed within a *portable hole* a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10' radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Creation Requirements: Must be able to cast *Leomund's secret chest* (caster level 9)

Purchase Cost:

type	weight	capacity	volume limit	purchase cost
type I	15 lb.	250 lb.	30 cu. ft.	2,500 gp
type II	25 lb.	500 lb.	70 cu. ft.	5,000 gp
type III	35 lb.	1,000 lb.	150 cu. ft.	7,500 gp
type IV	60 lb.	1,500 lb.	250 cu. ft.	10,000 gp

Creation Cost: 1,250 gp + 500 FP (type I), 2,500 gp + 1,000 FP (type II), 3,750 gp + 1,500 FP (type III), 5,000 gp + 2,000 FP (type IV)

Bag of Transmuting: This magical sack appears to be a *bag of holding*. It will perform properly for 1d4+1 uses. However, at some point the magic field will waver, and precious metals and gems within the bag will be turned into common metals and stones of no worth. When emptied, the bag will burst to pour forth these transmuted metals and minerals. Any magic items (other than artifacts and relics) placed in the bag will become ordinary and dull lead, glass or wood as appropriate (DC 25 saving throw) once the transmuting effects have begun.

Creation Requirements: Must be able to cast *Leomund's secret chest*, *polymorph any object* and *dispel magic* (caster level 15)

Purchase Cost: 8,500 gp

Creation Cost: 4,250 gp + 1,700 FP

Bag of Tricks: This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20', it turns into an animal. The animal serves the character who drew it from the bag for 1 turn (or until slain or ordered back into the bag), at which point it disappears. It follows the commands of the character as best it can. Each of the three kinds of a bag of tricks produces a different set of animals. Use the following tables to determine what animals can be drawn out of each. The heavy warhorse appears with harness and tack and accepts the character who drew it from the bag as a rider.

Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week.

d20	gray bag	d20	rust bag	d20	tan bag
1-6	bat	1-6	wolverine	1-6	brown bear
7-12	rat	7-12	wolf	7-12	lion
13-15	cat	13-17	boar	13-16	heavy warhorse
16-18	weasel	18-20	black bear	17-18	tiger
19-20	badger			19-20	rhinoceros

Creation Requirements: Must be able to cast *animal summoning*. The caster level required for each bag is 7, 9 and 11 respectively.

Purchase Cost: 2,100 gp (gray); 4,500 gp (rust); 7,700 gp (tan).

Creation Cost: 1,050 gp + 420 FP (gray), 2,250 gp + 900 FP (rust), 3,850 gp + 1,540 FP (tan)

Bead of Force: This small black sphere appears to be a lusterless pearl. You can throw it up to 60' with no range penalties. Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force damage to all creatures within a 10' radius (DC 20 dexterity save for ½ damage, rounding fractions down).

It functions like an *Otiluke's Resilient Sphere* spell (a DC 20 dexterity save with negates this) with a radius of 10' and a duration of 1 turn. A globe of shimmering force encloses a creature, provided the latter is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the globe cannot be physically moved either by people outside it or by the struggles of those within.

The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, *disintegrate*, or a targeted *dispel magic* spell. These effects destroy the sphere without harm to the subject. The explosion completely consumes the bead, making this a one-use item.

Creation Requirements: Must be able to cast *Otiluke's resilient sphere* (caster level 10)

Purchase Cost: 3,000 gp

Creation Cost: 1,500 gp + 600 FP

Beaker of Plentiful Potions: This container resembles an earthen jug or glassware flask. It is actually a magical beaker that can store up to 20 doses of varying potions. Potions poured into the flask need not roll for potion miscibility (see page 129) and can be called forth as the user wishes, taking 1 round for each potion poured.

Creation Requirements: Must be able to cast *shrink item* (caster level 5)

Purchase Cost: 2,750 gp

Creation Cost: 1,375 gp + 550 FP

Boat, Folding: A folding boat looks like a small wooden box - about 12" long, 6" wide, and 6" deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10' long, 4' wide and 2' in depth. A second command word causes it to unfold to a ship 24' long, 8' wide, and 6' deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries fifteen with ease.

A third word of command causes the boat or ship to fold itself into a box once again.

Creation Requirements: Must have the *profession: shipwright* background skill

Purchase Cost: 7,500 gp

Creation Cost: 3,750 gp + 1,500 FP

Boccob's Blessed Book: This well-made tome is always of small size, typically no more than 12" tall, 8" wide, and 1" thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked.

A magic-user or illusionist can fill the 1,000 pages of a blessed book with spells without paying the 100 gp per page material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

Creation Requirements: Must be able to cast *secret page* (caster level 7)

Purchase Cost: 12,500 gp

Creation Cost: 6,250 gp + 2,500 FP

Boots of Dancing: These boots initially appear and function as one of the other kinds of magic boots. But when the wearer is in (or fleeing from) melee combat, *boots of dancing* impede movement, making him behave as if *Otto's irresistible dance* had been cast upon him. Only a *remove curse* spell enables the wearer to be rid of the boots once their true nature is revealed.

Creation Requirements: Must be able to cast *Otto's irresistible dance* (caster level 16)

Purchase Cost: 30,000 gp

Creation Cost: 15,000 gp + 6,000 FP

Boots of Elvenkind: These soft boots grant their wearer the boots grant their wearer a +3 bonus to all *stealth* checks made to move silently.

The wearer may attempt to move silently at ½ his normal movement rate, rounded to the nearest 5' increment, with no penalty.

Creation Requirements: Must be an elf

Purchase Cost: 3,600 gp

Creation Cost: 1,800 gp + 720 FP

Boots of Levitation: On command, these leather boots allow the wearer to levitate as if he had cast *levitate* on himself.

Creation Requirements: Must be able to cast *levitate* (caster level 3)

Purchase Cost: 7,500 gp

Creation Cost: 3,750 gp + 1,500 FP

Boots of the North: This footgear bestows many powers upon the wearer. First, he is able to travel across snow at his normal speed, leaving no tracks. The boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, *boots of the winterlands* warm the wearer, as if he were affected by an *endure elements* spell.

Creation Requirements: Must be able to cast *endure elements* (caster level 5)

Purchase Cost: 2,500 gp

Creation Cost: 1,250 gp + 500 FP

Boots of Speed: These boots enable the wearer to move at twice their usual movement rate. In addition, boots of speed give +1 bonus to all dexterity saves.

Creation Requirements: Must be able to cast *haste* (caster level 10)

Purchase Cost: 12,000 gp

Creation Cost: 6,000 gp + 2,400 FP

Boots of Striding & Springing: These boots increase the wearer's Movement Rate by 15' (3"). In addition to this striding ability, these boots allow the wearer to make great leaps.

Wearers of boots of striding & springing can jump a base distance equal to 2/5th of their Movement Rate (rather than of 1/5th).

For high jumps, characters may jump number of feet equal to 1/5th of their Movement Rate (in feet) with a successful strength check (rather than 1/10th). See page 49 of the *PLAYER'S HANDBOOK* for more on jumping checks.

Creation Requirements: Must be able to cast *run and jump* (caster level 3)

Purchase Cost: 6,000 gp

Creation Cost: 3,000 gp + 1,200 FP

Boots of Teleportation: Any character wearing this footwear may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Creation Requirements: Must be able to cast *teleport* (caster level 12)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 FP

Boots of Varied Tracks: The wearer of these ordinary-looking boots is able, on command, to alter the tracks he makes while wearing them. Boots of varied tracks have the basic power of making the footprints of the wearer as small as those of a halfling or as large as those of an ogre, appearing to be bare or shod as desired.

Creation Requirements: Must be able to cast *pass without trace* (caster level 5)

Purchase Cost: 1,850 gp

Creation Cost: 925 gp + 370 FP

Boots, Winged: These boots appear to be ordinary footgear. On command, the boots sprout wings at the heel and let the wearer fly, as if affected by a *fly* spell. He can fly for up to 1 hour per day.

Creation Requirements: Must be able to cast *fly* (caster level 6)

Purchase Cost: 21,000 gp

Creation Cost: 10,500 gp + 4,200 FP

Bottle of Air: This item appears to be a normal glass bottle with a cork. When taken to any airless environment it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters, who may pass it around. Breathing out of the bottle takes 1 round, but a character so doing can then act for as long as he can hold his breath.

Creation Requirements: Must be able to cast *water breathing* (caster level 7)

Purchase Cost: 7,500 gp

Creation Cost: 3,250 gp + 1,300 FP

Bowl of Commanding Water Elementals: This large container is usually fashioned from blue or green semiprecious stone. It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, a 12 hit die water elemental appears. The summoning words require 1 round to speak. In all ways the bowl functions as the *conjure elemental* spell. Only one elemental can be called at a time. A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is *dispelled*, dismissed, or slain).

Note that if salt water is used, the elemental will be stronger (+2 hit points per hit die).

Creation Requirements: Must be able to cast *conjure elemental* (caster level 12)

Purchase Cost: 100,000 gp

Creation Cost: 50,000 gp + 20,000 FP

Bowl of Watery Death: This device exactly resembles a *bowl of commanding water elementals*, including color, design, magic radiation, etc. However, when it is filled with water, the magic-user must make a DC 22 save versus arcane magic or be shrunk to the size of a small ant and plunged into the center of the bowl.

Note: if salt water is poured into the bowl the saving throw is DC 24. The victim will drown in from 1d6+2 rounds, unless magic is used to save the individual, for he cannot be physically removed from the bowl of watery death except by magical means: *enlarge person*, *polymorph*, or *wish* are the only spells which will free the victim, and restore normal size; a *growth* potion (i.e. a *potion of enlarge person*) poured into the water will have the same effect; a *sweet water* potion will allow the victim another saving throw.

If the victim drowns, death is permanent, no *resurrection* is possible, and even a *wish* will not work.

Creation Requirements: Must be able to cast *conjure elemental* (caster level 12)

Purchase Cost: 100,000 gp

Creation Cost: 50,000 gp + 20,000 FP

Bracers of Archery: These wristbands look like normal protective wear. The bracers empower the wearer to use any bow (not including crossbows) as if he were proficient in its use. If he already has proficiency with any type of bow, he gains a +1 on attack and damage rolls whenever using a bow. Both bracers must be worn for the magic to be effective.

Creation Requirements: Must be able to use all bows (caster level 9)

Purchase Cost: 20,000 gp

Creation Cost: 10,000 gp + 4,000 FP

Bracers of Brachiation: These wrist bands appear to be of the ordinary sort, but they have the power to enable the wearer to move by brachiation - swinging from one tree limb, vine, etc., to another. The power can only be employed in locales where these sorts of handholds can be found or improvised (ship's riggings, whips, and chandeliers are all suitable for brachiation). Movement is at a rate equal to their usual movement rate. The wearer is also gains a +5 bonus to all ability checks made to climb or perform acrobatics.

Creation Requirements: Must be able to cast *spider climb* (caster level 3)

Purchase Cost: 6,000 gp

Creation Cost: 3,000 gp + 1,200 FP

Bracers of Defense: These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +2 to +8, just as though he were wearing armor. Both bracers must be worn for the magic to be effective. Of course, if armor is actually worn, the bracers will not be effective, but they do work in conjunction with other magical items of protection.

Creation Requirements: Must be able to cast *armor* (caster level 9 + 1 per point of armor bonus)

Purchase Cost: 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5), 36,000 gp (+6), 49,000 gp (+7), 64,000 gp (+8)

Creation Cost: 2,000 gp + 800 FP (+2), 4,500 gp + 1,800 FP (+3), 8,000 gp + 3,200 FP (+4), 12,500 gp + 5,000 FP (+5), 18,000 gp + 7,200 FP (+6), 24,500 gp + 9,800 FP (+7), 32,000 gp + 12,800 FP (+8)

Bracers of Defenselessness: These appear to be *bracers of armor* +5 and actually serve as such until the wearer is attacked in anger by an enemy with hit dice equal to or greater than his level. At that moment and thereafter, the bracers cause a –5 penalty to AC. Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.

Creation Requirements: Must be able to cast *mage armor* (caster level 15)

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 5,000 FP

Brazier of Commanding Fire Elementals: This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, a 12 hit die fire elemental appears. The summoning words require 1 full round to speak. In all ways the brazier functions as the *conjure elemental* spell. If brimstone is added, the elemental will be stronger (+2 hit points per hit die).

Only one elemental can be summoned at a time. A new elemental requires a new fire, which cannot be lit until after the first elemental disappears (is *dispelled*, dismissed, or slain).

Creation Requirements: Must be able to cast *conjure elemental* (caster level 12)

Purchase Cost: 100,000 gp

Creation Cost: 50,000 gp + 20,000 FP

Brazier of Sleep Smoke: This device is exactly similar to the brazier of commanding fire elementals. However, when a fire is started within it the burning will cause great clouds of magical smoke to pour forth in a cloud with a 10' radius from the brazier. All creatures within the cloud must make an intelligence save (DC 22) or fall into a deep sleep.

At the same moment a fire elemental of 12 hit dice will appear and attack the nearest creature. Sleeping creatures can only be awakened by means of a *break enchantment*, *dispel magic* or *remove curse* spell. The brazier may only call forth a single fire elemental each week.

Creation Requirements: Must be able to cast *conjure elemental* and *curse* (caster level 12)

Purchase Cost: 20,000 gp

Creation Cost: 10,000 gp + 4,000 FP

Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by spell or spell-like ability. A brooch can absorb up to 101 points of damage from *magic missiles* before it melts and becomes useless.

Creation Requirements: Must be able to cast *shield* (caster level 1)

Purchase Cost: 1,500 gp

Creation Cost: 750 gp + 300 FP

Broom of Animated Attack: This item is indistinguishable in appearance from a normal broom. It is identical to a *broom of flying* by all tests short of attempted use.

If a command is spoken, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting the face with the straw or twig end and beating him with the handle end.

The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round). It attacks with a +5 bonus on each attack roll. The straw end causes a victim to be blinded for 1 round when it hits. The handle deals 1d6 points of damage when it hits. The broom has AC 13 and 30 hit points.

Creation Requirements: Must be able to cast *fly* and *animate objects* or *telekinesis* (caster level 11)

Purchase Cost: 5,500 gp

Creation Cost: 2,250 gp + 900 FP

Broom of Flying: This broom is able to fly through the air as if affected by a *fly* spell (maneuverability class C) for up to 6 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a movement rate of 90' (18"), or up to 400 pounds at a speed at 60' (12"). In addition, the broom can travel alone to any destination named by the owner as long as he has a good idea of the location and layout of that destination. It comes to its owner from as far away

as 900' when he speaks the command word. The broom of flying has a movement rate of 90' when it has no rider.

Creation Requirements: Must be able to cast *fly* (caster level 12)

Purchase Cost: 17,500 gp

Creation Cost: 8,750 gp + 3,500 FP

Bucknard's Everfull Purse: Appearing as nothing more than a leather pouch or small bag, this magical poke is most useful to its owner, for each morning it will duplicate certain coins. When found, the purse will be full of coins. If totally emptied, and left so for more than a few minutes, the magic of the purse is lost, but if 3 of each type of coin is placed within the bag, the next morning 27 of each applicable type will be found inside. *Bucknard's Everfull Purse* can contain:

d% roll	coins drawn				
	cp	sp	ep	gp	pp
01-50		27	27	27	
51-90	27		27		27
91-00	27		27		

Once the type of bag is first determined by roll, its abilities will not change. This item was designed to maintain spice, providing a constant source of funds without attracting undue attention to the bearer or necessitating chests of treasure.

Creation Requirements: Must be able to cast *major creation* (caster level 9)

Purchase Cost: 4,000 gp

Creation Cost: 2,000 gp + 800 FP

Candle of Invocation: Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual so doing if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 bonus on attack rolls and ability checks (including saving throws) while within 30' of the flame.

A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time. He can even cast spells normally unavailable to him, as if he were of that higher level, but only so long as the candle continues to burn. Except in special cases (see below), a candle burns for 4 hours.

In addition, burning a candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

Creation Requirements: Must be able to cast *gate* and must be of the same alignment as the candle created (caster level 17)

Purchase Cost: 8,500 gp

Creation Cost: 4,250 gp + 1,700 FP

Candle of Truth: This white tallow candle, when burned, calls into place a *zone of truth* spell (a DC 15 wisdom save negates this) in a 5' radius centered on the candle. The zone lasts for 1 hour, as the candle burns. If the candle is snuffed before that time, the effect is canceled and the candle ruined.

Creation Requirements: Must be able to cast *zone of truth* (caster level 3)

Purchase Cost: 2,500 gp

Creation Cost: 1,250 gp + 500 FP

Cape of the Mountebank: On command, this bright red and gold cape allows the wearer to use the magic of the *dimension door* spell once per day. When he disappears, he leaves behind a cloud of smoke, appearing in a similar fashion at his destination.

Creation Requirements: Must be able to cast *dimension door* (caster level 9)

Purchase Cost: 10,500 gp

Creation Cost: 5,250 gp + 2,100 FP

Carpet of Flying: This rug is able to fly through the air as if affected by a *fly* spell of unlimited duration. The size, carrying capacity, and speed of the different carpets of flying are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it - if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

A *carpet of flying* can carry up to double its capacity, but doing so reduces its speed to 30 feet. It has maneuverability class C, but a *carpet of flying* can still hover.

size	capacity	movement rate	wgt	purchase cost
5' x 5'	200 lb.	120' (24")	10 lb.	25,000 gp
5' x 10'	400 lb.	90' (18")	15 lb.	50,000 gp
10' x 10'	800 lb.	60' (12")	20 lb.	75,000 gp

Creation Requirements: Must be able to cast *fly* (caster level 15)

Creation Cost: 12,500 gp + 5,000 FP (200 lb capacity), 25,000 gp + 10,000 FP (400 lb capacity), 37,500 gp + 15,000 FP (800 lb capacity)

Censer of Controlling Air Elementals: This 6" wide, 1" high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and lit, summoning words spoken over it summon forth a 12 hit die air elemental. The summoning words require 1 full round to speak. In all ways the censer functions as the *conjure elemental* spell. If *incense of meditation* is burned within the censer, the air elemental will be stronger (+2 hit points per hit die).

Only one elemental can be summoned at a time. A new elemental requires a new piece of incense, which cannot be lit until after the first elemental disappears (is *dispelled*, dismissed, or slain).

Creation Requirements: Must be able to cast *conjure elemental* (caster level 12)

Purchase Cost: 100,000 gp

Creation Cost: 50,000 gp + 20,000 FP

Censer of Summoning Hostile Air Elementals: This thurible is indistinguishable from other censers - magical or ordinary. It is cursed, so that if incense is burned within it from 1 to 4 enraged air elementals will appear, 1 per round, from the censer and attack any and all creatures within sight. The censer will burn and cannot be extinguished until either the summoner or elementals have been killed. The censer may only be used once per week.

Creation Requirements: Must be able to cast *conjure elemental* (caster level 12)

Purchase Cost: 20,000 gp

Creation Cost: 10,000 gp + 4,000 FP

Chaos Diamond: This lustrous gemstone is uncut and about the size of a human fist. The gem grants its possessor the following powers: *chaos*, *confusion*, *symbol of insanity*. Each power is usable 1d4 times per day (the DM secretly rolls the number of uses for each power separately).

A non-chaotic character who possesses a *chaos diamond* loses 1 level of experience. Although this never results in permanent level loss, it remains as long as the diamond is in the character's possession and cannot be overcome in any way (including *restoration* spells).

Creation Requirements: Must be able to cast *chaos*, *confusion*, *symbol of insanity* (caster level 19)

Purchase Cost: 150,000 gp

Creation Cost: 75,000 gp + 30,000 FP

Chime of Hunger: This device exactly resembles a *chime of opening*. When it is struck all creatures within a 30' radius are immediately struck with ravenous hunger unless they succeed at a DC 22 charisma save. Characters will tear into their rations, ignoring everything else, and even dropping everything they are holding in order to eat. Creatures without food immediately available will rush to where the *chime of hunger* sounded and attack any creatures there in order to kill and eat them.

All creatures that fail their saves must eat (or attack their prospective meal) for at least 1 round, but are entitled to another saving throw on each successive round until they pass their saving throw or until 12 rounds have passed.

Creation Requirement: Must be able to cast *mass suggestion* (caster level 12)

Purchase Cost: 20,000 gp

Creation Cost: 10,000 gp + 4,000 FP

Chime of Interruption: This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes (18 rounds). While the chime is resonating, no spell requiring a verbal component can be cast within a 30' radius of it unless the caster can make a concentration check (*PHB*, p. 62) with a DC of 22.

Creation Requirements: Must be able to cast *shout* (caster level 7)

Purchase Cost: 17,500 gp

Creation Cost: 7,000 gp + 2,800 FP

Chime of Opening: A *chime of opening* is a hollow mithral tube about 1' long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A *chime of opening* also automatically *dispels* a *hold portal* spell or even an *arcane lock* cast by a magic-user of lower than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and arcane locked, it takes four uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. A brand-new chime can be used a total of ten times before it cracks and becomes useless.

Creation Requirements: Must be able to cast *knock* (caster level 11)

Purchase Cost: 3,000 gp

Creation Cost: 1,500 gp + 600 FP

Circlet of Persuasion: This silver headband grants a +1 bonus to the wearer's charisma.

Creation Requirements: Must be able to cast *friends* (caster level 5)

Purchase Cost: 4,000 gp

Creation Cost: 2,000 gp + 800 FP

Cloak of Arachnidia: This black garment, embroidered with a web-like pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon him. In addition, the cloak grants him immunity to entrapment by *web* spells or webs of any sort—he can actually move in webs at half his normal speed. Once per day, the wearer of this cloak can cast *web*. He also gains a +2 bonus on all saves against spider poisons.

Creation Requirements: Must be able to cast *spider climb and web* (caster level 6)

Purchase Cost: 15,000 gp

Creation Cost: 7,500 gp + 3,000 FP

Cloak of the Bat: Fashioned of dark brown or black cloth, this cloak bestows a +5 bonus on all dexterity checks made to hide. The wearer is also able to hang upside down from the ceiling, like a bat.

By holding the edges of the garment, the wearer is able to *fly* as per the spell. If he desires, the wearer can actually *polymorph* himself into an ordinary bat and fly accordingly. All possessions worn or carried are part of the transformation.

Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment under ground). Either of the flying powers is usable for up to 7 minutes at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.

Creation Requirements: Must be able to cast *fly and polymorph* (caster level 7)

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 5,000 FP

Cloak of Displacement: This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. This displacement works similar to the *blink* spell except that it only grants a 25% miss chance on attacks directed against the wearer.

The wearer of the *cloak of displacement* appears 1' to 2' from his actual position at all times, with the phantom image constantly shifting but never disappearing completely. As such, the other benefits, and drawbacks, of the *blink* spell do not apply to the cloak's wearer. It functions continually.

Creation Requirements: Must be able to cast *blink* (caster level 5)

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 5,000 FP

Cloak of Elvenkind: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it grants the wearer a +3 bonus to all *stealth* checks made to hide. In addition the cloak allows the wearer to hide while moving at up to ½ of his normal movement rate (rounded to the nearest 5' increment) with no penalty, so long as the character has cover or concealment from viewers.

Creation Requirements: Must be an elf

Purchase Cost: 3,600 gp

Creation Cost: 1,800 gp + 720 FP

Cloak of Etherealness: This silvery-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal (as the *ethereal jaunt* spell). The effect is dismissible. The cloak works for a total of up to 1 turn per day. This duration need not be continuous.

Creation Requirements: Must be able to cast *ethereal jaunt*

Purchase Cost: 55,000 gp

Creation Cost: 27,500 gp + 11,000 FP

Cloak of the Manta Ray: This cloak appears to be made of leather until the wearer enters salt water. At that time the cloak of the manta ray adheres to the individual, and he appears nearly identical to a manta ray (as the *polymorph* spell, except that it allows only manta ray form). His armor class becomes 13 (not including dexterity bonuses), he gains the ability to breathe underwater and has a swimming movement rate 60' per round, like a real manta ray.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage. This attack can be used in addition to any other attack the character has, using his highest melee attack bonus. The wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

Creation Requirements: Must be able to cast *polymorph* and *water breathing* (caster level 9)

Purchase Cost: 7,500 gp

Creation Cost: 3,750 gp + 1,500 FP

Cloak of Poisonousness: This cloak is usually made of a woolen material, although it can be made of leather. A *detect poison* spell can reveal the presence of poison impregnated in the cloak's fabric. The garment can be handled without harm, but as soon as it is actually donned the wearer is killed instantly unless he succeeds on a DC 25 constitution save.

Once donned, a *cloak of poisonousness* can be removed only with a *remove curse* spell; doing this destroys the magical property of the cloak. If a *neutralize poison* spell is then used, it is possible to revive the victim with a *raise dead* or *resurrection* spell, but not before.

Creation Requirements: Must be able to cast *poison* and *limited wish* or *miracle* (caster level 15)

Purchase Cost: 60,000 gp

Creation Cost: 30,000 gp + 12,000 FP

Cloak of Protection: A cloak of protection increases the wearer's armor class value and saving throws versus all forms of attack. A +1 cloak raises AC by 1 and gives a bonus of +1 on saving throw die rolls. The magical properties of a *cloak of protection* are cumulative with most other protective magical items except the cloak does not add to armor value if magical armor is worn. If more than 1 item or spell of *protection* is operating on the same person, only the strongest item (whether it be a *ring*, *cloak* or *protection from evil*) will function.

Creation Requirements: Caster must be of a level at 9 + the bonus of the cloak

Purchase Cost: 3,000 gp (+1); 12,000 gp (+2); 27,000 gp (+3); 48,000 gp (+4); 75,000 gp (+5)

Creation Cost: 1,500 gp + 600 FP (+1); 6,000 gp + 2,400 FP (+2); 13,500 gp + 5,400 FP (+3); 24,000 gp + 9,600 FP (+4); 37,500 gp + 15,000 FP (+5)

Crystal Ball: This is the most common form of scrying device, a crystal sphere about 6" in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the spell *scrying* (an intelligence check at -10 negates scrying attempts). Certain crystal balls have additional powers that can be used through the crystal ball on the target viewed. Crystal balls weigh 7 pounds.

type	purchase cost	creation cost
crystal ball	40,000 gp	20,000 gp + 8,000 FP
crystal ball with <i>detect invisibility</i>	50,000 gp	25,000 gp + 10,000 FP
crystal ball with <i>esp</i>	50,000 gp	25,000 gp + 10,000 FP
crystal ball with <i>telepathy</i> *	75,000 gp	37,500 gp + 15,000 FP
crystal ball with <i>true seeing</i>	80,000 gp	40,000 gp + 16,000 FP

* the viewer can send and receive silent mental messages with the person appearing in the crystal ball. Once per day the character may attempt to implant a *suggestion* as well.

Creation Requirements: Must be able to cast *scrying* (plus any additional spells put into the item)

Cube of Force: This device is about 3/4 inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special *wall of force* 10' on a side around his person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device.

cube face	charges per minute	maximum movement rate	effect
1	1	3" (15')	keeps out gases, wind, etc.
2	2	9" (45')	keeps out non-living matter
3	3	6" (30')	keeps out living matter
4	4	3" (15')	keeps out magic
5	6	3" (15')	keeps out all things
6	0	as normal	deactivates

Each effect costs a certain number of charges to maintain for every minute (or portion of a minute) it is in operation. Also, when an effect is active, the possessor's movement rate is limited to the maximum value given on the table.

When the cube of force is active, attacks dealing more than 30 points of damage drain 1 charge for every 10 points of damage beyond 30 that they deal. Spells that affect the integrity of the screen also drain extra charges. These spells (given in the list below) cannot be cast into or out of the cube:

attack form	extra charges
<i>prismatic spray</i>	7
<i>disintegrate</i>	6
<i>horn of blasting</i>	6
<i>phase door</i>	5
<i>passwall</i>	3
<i>wall of fire</i>	2

Creation Requirements: Must be able to cast *wall of force* (caster level 10)

Purchase Cost: 60,000 gp

Creation Cost: 30,000 gp + 12,000 FP

Cube of Frost Resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10' on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a 1 turn period, the cube is destroyed.

Creation Requirements: Must be able to cast *protection from energy* (caster level 5)

Purchase Cost: 27,500 gp

Creation Cost: 13,750 gp + 5,500 FP

Cubic Gate: This item is fashioned from carnelian. Each of the six sides of the cube is keyed to a plane, one of which is the Material Plane. The character creating the item should choose the planes to which the other five sides are keyed.

If a side of the cubic gate is pressed once, it opens a *gate* to a random point on the plane keyed to that side. There is a 10% chance per minute that an extraplanar creature from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a second time closes the *gate*. It is impossible to open more than one *gate* at a time.

If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures in adjacent squares. (The other creatures may avoid this fate by succeeding on a DC 23 intelligence save).

Creation Requirements: Must be able to cast *plane shift* (caster level 13)

Purchase Cost: 164,000 gp

Creation Cost: 82,000 gp + 32,800 FP

Cyclocone: Appearing as an ordinary pointed hat, this magical device will radiate a powerful *dweomer* of the *evocation* sort. Its possessor can cause its power to function by pointing the small end of

the cone toward the ground and then tossing the cyclocone forward with a spinning motion imparted by opposite movement of the palms of the hands. When thus set in motion, the cone begins to rotate at blurring speed and grows into a miniature but exceptionally powerful whirlwind the following round. The whirlwind functions as the spell of the same name. The cyclocone is not reusable; the item is destroyed when the whirlwind is dissipated.

Creation Requirements: Must be able to cast *cyclocone* (caster level 15)

Purchase Cost: 4,000 gp

Creation Cost: 2,000 gp + 800 FP

Darkskull: This skull, carved from ebony, is wholly evil. Wherever the skull goes, the area around it is treated as though a *desecrate* spell had been cast with the skull as the touched point of origin.

Creation Requirements: Must be able to cast *desecrate* (caster level 3)

Purchase Cost: 12,000 gp

Creation Cost: 6,000 gp + 2,400 FP

Daern's Instant Fortress: This metal cube is small, but when activated by speaking a command word it grows to form a tower 20' square and 30' high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10' into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress - even *knock* spells can't open the door.

The adamantite walls of instant fortress have 200 hit points and can only be damaged by magical or siege weapons (both deal a single hit point of damage per strike). The fortress cannot be repaired except by a *wish* or a *miracle*, which restores 50 points of damage taken.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage (a DC 23 dexterity save halves this).

The fortress is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty.

Creation Requirements: Must be able to cast *Mordenkainen's Magnificent Mansion* (caster level 13)

Purchase Cost: 60,000 gp

Creation Cost: 30,000 gp + 12,000 FP

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:

command	result
"stream"	pours out 1 gallon per round
"fountain"	produces a 5' long stream at 5 gallons per round
"geyser"	produces a 20' long, 1' wide stream at 30 gallons per round

The geyser effect causes considerable back pressure, requiring the holder to make a strength check to avoid being knocked down. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it. The decanter weighs 2 lbs.

Creation Requirements: Must be able to cast *control water* (caster level 9)

Purchase Cost: 9,000 gp

Creation Cost: 4,500 gp + 1,800 FP

Deck of Illusions: This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of thirty-four cards. When a card is drawn at random and thrown to the ground, a *permanent image* of a creature is formed. The illusion lasts until *dispelled*. The illusory creature cannot move more than 30' away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is *dispelled*, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly *dispelled*. The cards in a deck and the illusions they bring forth are summarized on the following table. (Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

playing card	tarot card	creature
ace of hearts	IV. the emperor	red dragon
king of hearts	knight of swords	male human fighter and 4 guards
queen of hearts	queen of staves	female human magic-user
jack of hearts	king of staves	male human druid
ten of hearts	VII. the chariot	cloud giant
nine of hearts	page of staves	ettin
eight of hearts	ace of cups	bugbear
two of hearts	five of staves	goblin
ace of diamonds	III. the empress	glabrezu (demon)
king of diamonds	two of cups	male elf magic-user and female apprentice
queen of diamonds	queen of swords	half-elf ranger (female)
jack of diamonds	XIV. temperance	harpy
ten of diamonds	seven of staves	male half-orc barbarian
nine of diamonds	four of pentacles	ogre mage
eight of diamonds	ace of pentacles	gnoll
two of diamonds	six of pentacles	kobold
ace of spades	II. the high priestess	lich
king of spades	three of staves	3 male human clerics
queen of spades	four of cups	medusa
jack of spades	knight of pentacles	male dwarf paladin
ten of spades	seven of swords	frost giant
nine of spades	three of swords	troll
eight of spades	ace of swords	hobgoblin
two of spades	five of cups	goblin
ace of clubs	VIII. strength	iron golem
king of clubs	page of pentacles	3 male halfling thieves
queen of clubs	ten of cups	pixies
jack of clubs	nine of pentacles	female half-elf bard
ten of clubs	nine of staves	hill giant
nine of clubs	king of swords	ogre
eight of clubs	ace of staves	orc
two of clubs	five of cups	kobold
joker	two of pentacles	illusion of deck's owner
joker (with ™)	two of staves	illusion of deck's owner (sex reversed)

A randomly generated deck is usually complete (3–20 on a d20), but may be discovered (1–2 on a d20) with 1d20 of its cards missing. If cards are missing, reduce the price by a corresponding amount.

Creation Requirements: Must be able to cast *permanent image* (caster level 11)

Purchase Cost: 20,000 gp

Creation Cost: 10,000 gp + 4,000 FP

Dicerion of Light and Darkness: This clerical candlestick is a specially alloyed metal holder with two branches. One is of silver and mithral, the other arm of iron and adamantite - as dark and lusterless as the first branch is bright and glittering. The two branches intertwine to form a twisting stem of intermittent bright and dull bands.

The base is likewise formed of alternating projections of the silvery and ebon metals spreading to form eight legs. The whole object is about 1 foot tall and just over half as broad, with a weight of between 3 and 4 lbs.

Although the dicerion of light and darkness gives off a faint dweomer of its own, it must have specially manufactured candles to function magically. This pair of candles must be made from the purest wax, with finely powdered obsidian and crystal layered throughout (50 gpv for the pair), and then be *blessed*.

When both special candles are alight, the candles illuminate the area with a brightness equal to normal daylight. All magical *darkness* effects within 60' are suppressed while the candles are lit.

The candles will burn for 6 turns (1 hour) and will not be extinguished by breezes, though a gust of wind spell or strong wind gusts (50 mph or greater) will blow out the candles.

If only the candle held in the black arm of the dicerion is lit the holder of the dicerion will be englobed by *darkness 15' radius* spell. This lack

of illumination will not hamper the holder's vision or movement, but will affect any other creatures within the 15' radius.

Conversely, when only the candle in the bright branch is lighted, a sphere of brilliant light will surround the holder. While his vision is not impaired other's within a 15' radius will be blinded for as long as they remain in this area of brilliant light, unless they pass a DC 20 wisdom saving throw. Undead creatures and those that are sensitive to light are blinded for 2d4 after leaving the area of brilliant light.

Creation Requirements: Must be able to cast *bless*, *continual light* and *darkness 15' radius* (caster level 10)

Purchase Cost: 9,000 gp

Creation Cost: 4,500 gp + 1,800 FP

Dimensional Shackles: These shackles have golden runes traced across their cold iron surface. Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon his (no save). They fit any Small to Large creature. The DC of the strength check to break or slip out of the shackles is 30. They weigh 5 lbs.

Creation Requirements: Must be able to cast *dimensional anchor* (caster level 11)

Purchase Cost: 28,000 gp

Creation Cost: 14,000 gp + 5,600 FP

Drums of Deafening: This item is a pair of kettle drums, radiating magic if so detected, but otherwise unremarkable. If either is struck nothing happens, but if both are sounded together all creatures within 120' are permanently deafened and will remain so until a *heal* spell or *cure blindness/deafness* is used to restore the victims' shattered eardrums. Furthermore, those within 20' of the drums will be stunned by the noise for from 2d4 rounds, as well as deafened. Each drum is a hemisphere of about 1-1/2' in diameter, weighing 5 lbs.

Creation Requirements: Must be able to cast *cause blindness/deafness* and *curse* (caster level 7)

Purchase Cost: 30,000 gp

Creation Cost: 15,000 gp + 6,000 FP

Drums of Panic: These drums are kettle drums (hemispheres about 1-1/2' in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120' (with the exception of those within a 20' radius safe zone around the drums) are affected as by a *fear* spell (DC 17). *Drums of panic* can be used once per day. They weigh 10 lbs.

Creation Requirements: Must be able to cast *fear* (caster level 7)

Purchase Cost: 30,000 gp

Creation Cost: 15,000 gp + 6,000 FP

Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly. There is a 10% chance (1–2 on a d20) that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance (19–20 on a d20) that the efreeti of the bottle grants *three wishes*. In either case, the efreeti afterward disappears forever. The other 80% of the time (3–18 on a d20), the inhabitant of the bottle loyally serves the character for up to 1 turn per day (or until the efreeti's death), doing as he commands. Roll each day the bottle is opened for that day's effect. The bottle weighs 1 lb.

Creation Requirements: Must be able to cast *monster summoning VII* (caster level 17)

Purchase Cost: 175,000 gp

Creation Cost: 87,500 gp + 35,000 FP

Egg of Desire: There are at least five different sorts of these items, each more strange and potent than the last. An egg of desire is a smallish ovoid which when placed upon its large end and touched in a certain way will commence to rock back and forth rhythmically, issuing a soft, chiming sound in the process. Once it is so activated, any creature within 30' must make a wisdom save or be affected by the egg's dweomer. The effect of each sort of egg is:

egg	effect
black	holds viewers permanently, unless circumstances permit a breaking of the spell or they die.
bone	causes viewers to place their most prized magic item before the egg, and then leave and forget what occurred.
crystal	causes viewers to place all the gems they possess

before the egg, and then leave and forget what occurred.

golden causes viewers to place all precious metals they possess before the egg, and then leave and forget what occurred.

scarlet holds viewers for one minute, then causes them to become enraged and attack the first living thing they see after the one-minute time limit has expired.

The effects of one can be removed by a *break enchantment* or *remove curse* spell. Even unintelligent creatures can be affected by an egg, since each such item sends signals directly to the viewer's brain.

Creation Requirements: Must be able to cast *curse* and *geas/quest* (caster level 11)

Purchase Cost: 24,000 gp

Creation Cost: 12,000 gp + 4,800 FP

Egg of Reason: A specially enchanted egg of this sort is always coated with *oil of timelessness*. Although very old and quite vile smelling, each such egg has the possibility of increasing the eater's intelligence or wisdom. However, an individual who consumes an egg of reason must first make a DC 20 saving throw versus poison or be slain. The effect of this poison cannot be *neutralized* or *slowed*.

If eating the egg does not prove fatal, the eater of the egg gains 1 point of intelligence or wisdom (roll randomly). No score may be raised above a "20".

Creation Requirements: Must be able to cast *wish* or *miracle* (caster level 17)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 FP

Egg of Shattering: This magical egg-shaped object is most undesirable, for when it is handled normally or touched by a detection spell, it shatters with a loud noise, sending sharp pieces of its case everywhere within a 1 " radius. Each creature in that area will take 7d4 points of damage from fragments of the egg, with a DC 17 dexterity save halving that damage.

The shattering of the egg also acts as a *shatter* spell (PHB, p. 135).

Creation Requirements: Must be able to cast *shatter* (caster level 7)

Purchase Cost: 700 gp

Creation Cost: 350 gp + 140 FP

Elemental Gem: This gem contains a conjuration spell attuned to a specific Elemental Plane (Air, Earth, Fire, or Water).

When the gem is crushed, smashed, or broken (taking 1 round), a 12 hit die elemental appears as if summoned by a *conjure elemental* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. Air elemental gems are transparent, earth elemental gems are light brown, fire elemental gems are reddish orange, and water elemental gems are blue-green.

Creation Requirements: Must be able to cast *conjure elemental* (caster level 11)

Purchase Cost: 2,500 gp

Creation Cost: 1,250 gp + 500 FP

Eversmoking Bottle: This metal urn is identical in appearance to an *efreeti bottle*, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision (offering 100% concealment to all within the smoke) across a 50' spread in 1 round. If the bottle is left unstoppered, the smoke billows out another 10' per round until it has covered a 100' radius.

This area remains smoke-filled until the *eversmoking bottle* is stoppered. The bottle must be resealed by a command word, after which the smoke dissipates normally. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round. The bottle weighs 1 lb.

Creation Requirements: Must be able to cast *pyrotechnics* (caster level 3)

Purchase Cost: 5,400 gp

Creation Cost: 2,700 gp + 1,080 FP

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to use *charm person* (one target per round) merely by meeting a target's gaze. Those failing a DC 17 charisma check are

charmed as per the spell. If the wearer has only one lens, the target gets a makes his save with a +10 bonus.

Creation Requirements: Must be able to cast *charm person* (caster level 7)

Purchase Cost: 60,000 gp for a pair

Creation Cost: 30,000 gp + 12,000 FP

Eyes of Doom: These crystal lenses fit over the user's eyes, enabling him to cast *bane* (the reverse of *bless*) upon those around him (one target per round) as a free gaze attack each round. Those failing a DC 21 charisma save are affected as by the *bane* spell. If the wearer has only one lens, the target gets a makes his save with a +10 bonus.

If the wearer has both lenses, he gains the additional power of *detect undead* that may be used at will and can use *fear* as a gaze attack once per week. This use of the eyes counts as the wearer's action for the round.

Creation Requirements: Must be able to cast *bane*, *detect undead*, and *fear* (caster level 11)

Purchase Cost: 25,000 gp for a pair

Creation Cost: 12,500 gp + 5,000 FP

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 bonus on wisdom checks made to view objects over long distances (over 100' away). Distant objects are seen with 100 times greater clarity (an object 1,000 feet away would be a clearly seen as an object only 10' away). All range penalties to attack rolls are halved for the wearer of the eyes of the eagle.

Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as he covers his other eye. Of course, he can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness.

Range penalties are not reduced for a character wearing a single eye of the eagle.

Creation Requirements: Must be able to cast *clairaudience/clairvoyance* (caster level 5)

Purchase Cost: 5,000 gp for a pair

Creation Cost: 2,500 gp + 1,000 FP

Eyes of Minute Seeing: The lenses of this item are made of special crystal. When placed over the eyes of the wearer, the lenses enable him to see much better than normal at distances of 1 foot or less, granting him a +5 bonus on intelligence checks made to find secret doors, traps, and similar concealed objects. Both lenses must be worn for the magic to be effective.

Creation Requirements: Must be able to cast *true seeing* (caster level 9)

Purchase Cost: 3,000 gp

Creation Cost: 1,500 gp + 600 FP

Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. They allow him to use a *petrification* gaze attack for 10 rounds per day. Both lenses must be worn for the magic to be effective. 25% of these devices are cursed, instantaneously turning their wearer to stone. Both effects are negated with a successful DC 22 wisdom save.

Creation Requirements: Must be able to cast *flesh to stone*. Cursed items require that the caster be able to cast *curse* (caster level 12)

Purchase Cost: 100,000 gp for a pair

Creation Cost: 50,000 gp + 20,000 FP

Figurines of Wondrous Power: Each of the several kinds of figurines of wondrous power appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

If a figurine of wondrous power is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

- **Bronze Griffon:** When animated, a bronze griffon acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the bronze griffon once again becomes a tiny statuette.

Creation Requirements: Must be able to cast *animate object* (caster level 11)

Purchase Cost: 10,000 gp

Creation Cost: 5,000 gp + 2,000 FP

- **Ebony Fly:** When animated, an ebony fly is the size of a pony and has all the statistics of a hippogriff but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the ebony fly again becomes a tiny statuette.

Creation Requirements: Must be able to cast *animate object* (caster level 11)

Purchase Cost: 10,000 gp

Creation Cost: 5,000 gp + 2,000 FP

- **Golden Lions:** These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

Creation Requirements: Must be able to cast *animate object* (caster level 11)

Purchase Cost: 16,500 gp

Creation Cost: 8,250 gp + 3,300 FP

- **Ivory Goats:** These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

The Goat of Traveling: This statuette provides a speedy and enduring mount equal to that of a heavy horse in every way except appearance. The goat can travel for a maximum of one day each week - continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.

The Goat of Travail: This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4 for each horn). If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round). It can be called to life just once per month for up to 12 hours at a time.

The Goat of Terror: When called upon with the proper command word, this statuette becomes a destrier-like mount, with the statistics of a light warhorse. However, its rider can employ the goat's horns as weapons (one horn as a +3 heavy lance, the other as a +5 longsword). When ridden in an attack against an opponent, the goat of terror radiates *fear* as the spell in a 30' radius (a DC 21 charisma save negates this effect). It can be used once every two weeks for up to 3 hours per use.

Creation Requirements: Must be able to cast *animate object* and *fear* (caster level 11)

Purchase Cost: 21,000 gp

Creation Cost: 10,500 gp + 4,200 FP

- **Marble Elephant:** This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a marble elephant grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time.

Creation Requirements: Must be able to cast *animate object* (caster level 11)

Purchase Cost: 17,000 gp

Creation Cost: 8,500 gp + 3,400 FP

- **Obsidian Steed:** This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a fantastic mount. Treat it as a heavy warhorse with the following additional powers usable once per round at will: *fly*, *plane shift*, and *ethereal jaunt*. The steed allows itself to be ridden, but if the rider is of good alignment, the steed is 10% (1-2 on a d20) likely per use to carry him to the lower planes and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours.

Note that when an obsidian steed becomes *ethereal* or *plane shifts*, its rider and his gear follow suit. Thus, the user can travel to other planes via this means.

Creation Requirements: Must be able to cast *animate object*, *etherealness*, *fly* and *plane shift* (caster level 15)

Purchase Cost: 28,500 gp

Creation Cost: 14,250 gp + 5,700 FP

- **Onyx Dog:** When commanded, this statuette changes into a creature with the same properties as a riding dog except that it is endowed with a low (8) intelligence, can communicate in Common, and has exceptional olfactory and visual abilities. (It has the *track* ability of rangers and adds +4 to all wisdom checks related to sensory perception.) It has 60' darkvision, and it can *detect invisibility*. An onyx dog can be used once per week for up to 6 hours. It obeys only its owner.

Creation Requirements: Must be able to cast *animate object* (caster level 11)

Purchase Cost: 15,500 gp

Creation Cost: 7,750 gp + 3,100 FP

- **Serpentine Owl:** This figurine becomes either a normal-sized horned owl or a giant owl according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl communicates with its owner by telepathic means, informing him of all it sees and hears. (Remember the limitations of its intelligence.)

Creation Requirements: Must be able to cast *animate object* (caster level 11)

Purchase Cost: 9,000 gp

Creation Cost: 4,500 gp + 1,800 FP

- **Silver Raven:** This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it an armor class of 20). Another command sends it off into the air, bearing a message just like a creature affected by an animal messenger spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its non-figurine status for only 24 hours per week, but the duration need not be continuous.

Creation Requirements: Must be able to cast *animate object* (caster level 11)

Purchase Cost: 6,000 gp

Creation Cost: 3,000 gp + 1,200 FP

Flask of Curses: This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. When the flask is first unstoppered, all within 30 feet must make a DC 17 intelligence saving throw or be *curse*d, taking a -2 penalty on attack rolls and ability checks until a *remove curse* spell is cast upon them.

Creation Requirements: Must be able to cast *curse* (caster level 7)

Purchase Cost: 2,100 gp

Creation Cost: 1,050 gp + 420 FP

Gauntlets of Dexterity: A pair of these gloves appears to be nothing more than light leather handwear of the everyday sort. Naturally, they radiate magic if so detected. They size themselves magically to fit any hand, from that of a huge human to that of a small halfling, when drawn on. A pair of *gauntlets of dexterity* grant the wearer an 18 dexterity. Those with an 18 or greater dexterity gain no benefit from this item. Both gauntlets must be worn for the magic to be effective.

Creation Requirements: Must be able to cast *haste* (caster level 9)

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 5,000 FP

Gauntlets of Fumbling: These gauntlets may be of supple leather or heavy protective material suitable for use with armor. The gauntlets perform according to every test as if they were *gauntlets of ogre power* until the wearer finds herself under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. The gauntlets also grant a -1 to all dexterity checks and attack rolls (no save is allowed versus these effects). Once the curse is activated, the gloves can be removed only by means of a *remove curse* or *break enchantment* spell, a *wish*, or a *miracle*.

Creation Requirements: Must be able to cast *curse* (caster level 7)

Purchase Cost: 1,500 gp

Creation Cost: 750 gp + 300 FP

Gauntlets of Ogre Power: These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer an 18 strength. Those with an 18 or greater strength gain no benefit from this item. Both gauntlets must be worn for the magic to be effective.

Creation Requirements: Must be able to cast *strength* (caster level 9)

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 5,000 FP

Gauntlet of Rust: This single metal gauntlet looks rusted and pitted but is actually quite powerful. Once per day, it can affect a metallic object as if it were struck by a rust monster. It also completely protects the wearer and his gear from rust (magical or otherwise), including the attack of a rust monster.

Creation Requirements: Must have a rust monster antenna and be able to cast *curse* (caster level 9)

Purchase Cost: 12,500 gp

Creation Cost: 6,250 gp + 2,500 FP

Gauntlet of Swimming and Climbing: A pair of these gloves appears as normal lightweight handwear, but they are most useful magic items, and radiate their dweomer if a detection is attempted. These gloves grant a +5 bonus to all strength checks made to swim and all dexterity checks made in order to climb. Both gloves must be worn for the magic to be effective.

Of course, these gauntlets do not empower the wearer to breathe water. When wearing these gloves, the character may swim and climb at their full movement rate, so long as they are no more than lightly encumbered.

Creation Requirements: Must be able to cast *freedom of movement* (caster level 7)

Purchase Cost: 10,000 gp

Creation Cost: 5,000 gp + 2,000 FP

Gem of Brightness: This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts.

- One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges.
- Another command word causes the gem of brightness to send out a bright ray 1' in diameter and 50' long. This strikes as a ranged attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a DC 16 dexterity save. This use of the gem expends 1 charge.
- The third command word causes the gem to flare in a blinding flash of light that fills a 30' cone. Although this glare lasts but a moment, any creature within the cone must make a DC 16 dexterity save or be blinded for 1d4 rounds. This use expends 5 charges.

A newly created gem of brightness has 50 charges. When all its charges are expended, the gem becomes non-magical.

Creation Requirements: Must be able to cast *continual light* (caster level 6)

Purchase Cost: 13,000 gp

Creation Cost: 6,500 gp + 2,600 FP

Gem of Insight: This appears to be nothing more than a well cut stone of not less than 5,000 gp value upon a finely wrought mithral chain. If any character possesses the item, he will begin to feel its power after keeping the gem on his person for one week. At the end of two weeks, the individual will discover that he is able to understand things more easily, have better insight, memory, recall, etc. In fact, possession of the gem on a continuing basis (3 or more months) grants the wearer a +1 bonus on all intelligence and wisdom checks. This item may not be used in conjunction with another *gem of insight* or with incandescent blue *ioun stones* (which boost wisdom checks) or scarlet & blue *ioun stones* (which boost intelligence checks).

Creation Requirements: Must be able to cast *foresight* (caster level 17)

Purchase Cost: 48,000 gp

Creation Cost: 24,000 gp + 9,600 FP

Gem of Seeing: This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a gem of seeing enables the user to see as though he were affected by the *true seeing* spell. A gem of seeing can be used for as much as 30

minutes a day, divided up into periods of turns (3 turns), minutes or rounds (180 rounds) as the user sees fit.

Creation Requirements: Must be able to cast *true seeing* (caster level 11)

Purchase Cost: 75,000 gp

Creation Cost: 37,500 gp + 1,500 FP

Girdle of Dwarvenkind: This belt gives the wearer a +2 bonus on charisma checks made to influence dwarves, a +1 bonus when attempting to influence gnomes and stout halflings, and a -1 penalty to similar checks when dealing with all other races.

The wearer can understand, speak and read dwarven. If the wearer is not a dwarf, he gains 60' darkvision, the dwarven metalcraft and stonemasonry abilities, and a +1 bonus on saves versus poison, spells and spell-like abilities.

Creation Requirements: Must be able to cast *tongues* (caster level 12) and be a dwarf

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 5,000 FP

Girdle of Femininity/Masculinity: This broad leather band appears to be a normal belt used commonly by all sorts of adventurers, but of course it is magical. If buckled on, it will immediately change the sex of its wearer to the opposite gender (no save is allowed). Its magical curse fulfilled, the belt then loses power.

The original sex of the character cannot be restored by any normal means, although a *wish* might do so (50% chance) and a powerful being can alter the situation, i.e., it takes a god-like creature to set matters aright with certainty.

Creation Requirements: Must be able to cast *curse* (caster level 20)

Purchase Cost: 24,000 gp

Creation Cost: 12,000 gp + 4,800 FP

Girdle of Giant Strength: This wide belt is made of thick leather and studded with iron. When donned the wearer gains great strength. There are 6 types of belts of giant strength available, with each type granting the strength score and the ability to hurl boulders as a giant type indicated.

type	giant type	strength score
1	hill giant	19
2	stone giant	20
3	frost giant	21
4	fire giant	22
5	cloud giant	23
6	storm giant	24

Creation Requirements: Creator must be able to cast *polymorph* (caster level 9 + type)

Purchase Cost: 36,000 gp (type I), 45,000 gp (type II), 60,000 gp (type III), 90,000 gp (type IV), 120,000 gp (type V), 150,000 gp (type VI)

Creation Cost: 18,000 gp + 7,200 FP (type I), 22,500 gp + 9,000 FP (type II), 30,000 gp + 12,000 FP (type III), 45,000 gp + 18,000 FP (type IV), 60,000 gp + 24,000 FP (type V), 75,000 gp + 30,000 FP (type VI)

Girdle of Many Pouches: This broad waist-belt seems to be nothing more than a well-made article of dress. However, if magic is detected for, the item will radiate a strong enchantment *dweomer*, along with a fainter aura of alteration. Examination will reveal that the girdle has eight small pouches on its inner front area. In fact, there are a total of 64 magical pouches in the girdle, seven others "behind" each of the eight apparent ones.

Each of these pouches is similar to a miniature *bag of holding*, able to contain up to one cubic foot of material weighing as much as 5 pounds. The girdle responds to the thoughts of its wearer by either providing a full pouch (to extract something from) or an empty one (to put something in) as desired. Naturally, this item is greatly prized by spell casters, for it will hold components for many spells and make them readily available.

Of course, this item is similar to a *bag of holding* and *portable hole*, and the strictures about placement within such magical spaces apply fully. Weight: 2 lbs.

Creation Requirements: Must be able to cast *Leomund's secret chest* (caster level 9)

Purchase Cost: 3,600 gp

Creation Cost: 1,800 gp + 720 FP

Gloves of Missile Snaring: Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. Twice per day, the wearer can act as if he had the monk ability of *deflect missiles*, even if he is

wearing armor. Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic.

Creation Requirements: Must be able to cast *shield* (caster level 3)

Purchase Cost: 4,000 gp

Creation Cost: 2,000 gp + 800 FP

Glove of Storing: This device is a simple leather glove. On command, one item held in the hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. While stored, the item has negligible weight. With a snap of the fingers wearing the glove, the item reappears. A glove can only store one item at a time. Storing or retrieving the item takes no time and may be done once per round in addition to the character's other actions.

The item is held in stasis and shrunk down so small within the palm of the glove that it cannot be seen. Spell durations are not suppressed, but continue to expire. If an effect is suppressed or *dispelled*, the stored item appears instantly.

Creation Requirements: Must be able to cast *Leomund's secret chest* (caster level 9)

Purchase Cost: 15,000 gp (per glove)

Creation Cost: 7,500 gp + 3,000 FP

Gloves of Thievery: This normal-seeming handwear radiates a faint aura of alteration if analyzed with *detect magic* or *analyze dweomer*. When placed snugly upon the hands, these gloves cannot be seen, except by means of magical sight or detection.

Wearing them allows the possessor to use *disable device* and *sleight of hands* as if he were a thief (the character may add his class level to such checks). If actually worn by a thief or assassin, the gloves grant the character a +1 bonus to such checks.

Creation Requirements: Must have the *disable device* and *sleight of hands* class abilities

Purchase Cost: 5,000 gp

Creation Cost: 2,500 gp + 1,000 FP

Hand of Glory: This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it himself, and it does not count against his two-ring limit. The hand can wear only one ring at a time.

Even without a ring, the hand itself allows its wearer to use *darkness* 15' radius and *detect invisibility* each once per day.

Creation Requirements: Must be able to cast *animate dead*, *darkness* 15' radius, and *detect invisibility* (caster level 5)

Purchase Cost: 8,000 gp

Creation Cost: 4,000 gp + 1,600 FP

Harp of Charming: This instrument is a golden, intricately carved harp. When played, it enables the performer to work one *suggestion* (as the spell, with a DC of 20) into the music for each turn of playing if he can succeed on a *performance*: *harp* check. If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours. Weight 5 lb.

Creation Requirements: Must be able to cast *suggestion* (caster level 5)

Purchase Cost: 7,500 gp

Creation Cost: 3,750 gp + 1,500 FP

Hat of Difference: When this *dweomered* chapeau is donned, the wearer is able to assume the role of a character of a profession different from that he actually follows. Once worn for 1 week or more, the wearer of the *hat of difference* may take up a new character class, starting at 1st level and no experience points. As long as the hat is worn the possessor is able to act as a member of the named profession. Alignment and racial restrictions must be adhered to when choosing this alternate career, and the character must possess the required ability scores for his chosen profession.

Any experience gained while wearing the *hat of difference* is applied towards advancement in this new profession, so that he will retain that whatever level(s) he has achieved while wearing the hat. Such progress may continue indefinitely, but if the hat is not within a one-mile radius of its owner for any 24-hour period, then all experience in the different profession is likewise lost.

The character retains whatever hit points he has gained prior to donning the hat but loses all other class abilities and level-related bonuses (including saving throws and BTH bonuses) while wearing the *hat of difference*. He is, in all respects, save hit points, a starting

character. If his class level, while wearing the hat, ever exceeds those levels gained before donning it the character may gain hit points for these levels. These hit points are lost if the hat is removed.

Creation Requirements: Must be able to cast *Tenser's transformation self* (caster level 11)

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 5,000 FP

Hat of Disguise: This apparently normal hat allows its wearer to alter his appearance as with a *change self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, and so on.

Creation Requirements: Must be able to cast *change self* (caster level 1)

Purchase Cost: 2,500 gp

Creation Cost: 1,250 gp + 500 FP

Hat of Stupidity: This hat is totally indistinguishable from any of the other magical headgear. When placed upon one's head, the hat *feebleminds* the wearer (unless he makes a DC 21 intelligence saving throw). Without the benefit of a *remove curse* spell the wearer will never be free from the dweomer of the hat.

Creation Requirements: Must be able to cast *curse and feeblemind* (caster level 11)

Purchase Cost: 12,500 gp

Creation Cost: 6,250 gp + 2,500 FP

Helm of Brilliance: This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with large magic gems: ten diamonds, twenty rubies, thirty fire opals, and forty opals. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crown-like, gem-tipped spikes. The jewels' functions are as follows:

- Diamond: *Prismatic spray*
- Ruby: *Wall of fire*
- Fire opal: *Fireball* (13d6)
- Opal: *Continual light*

The helm may be used once per round, but each gem can perform its spell-like power just once. Until all its jewels are depleted, a *helm of brilliance* also has the following magical properties when activated:

- It emanates a bluish light when undead are within 30'. This light causes 1d6 points of damage per round to all such creatures within that range.
- The wearer may command any weapon he wields to become a flaming weapon. This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon). The command takes 1 round to take effect.
- The helm protects the wearer as a double-strength *resist energy (fire)* spell, adding +4 to all saves versus fire spells and effects, and reducing all fire damage taken by ¾. This protection does not stack with similar protection from other sources.
- The wearer may *produce flame*, as a 5th level caster, once per day.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional save versus the same effect, without the benefits of the helm's protection, the remaining gems on the helm overload and detonate. Remaining diamonds become prismatic sprays that each randomly target a creature within range (possibly the wearer), rubies become straight-line walls of fire extending outward in a random direction from the helm wearer, and fire opals become fireballs centered on the helm wearer. The opals and the helm itself are destroyed. Weight 3 lb.

Creation Requirements: Must be able to cast *continual light*, *detect undead*, *fireball*, *flame blade*, *prismatic spray*, *produce flame*, *resist energy* and *wall of fire* (caster level 13)

Purchase Cost: 125,000 gp

Creation Cost: 62,500 gp + 25,000 FP

Helm of Comprehending Languages and Reading Magic: Appearing as a normal helmet, a *helm of comprehending languages and reading magic* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer gains a +5 bonus on *decipher script* checks to

understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use. Weight 3 lb.

Creation Requirements: Must be able to cast *comprehend languages and read magic* (caster level 4)

Purchase Cost: 5,200 gp

Creation Cost: 2,600 gp + 1,040 FP

Helm of Opposite Alignment: This metal hat looks like a typical helmet. When placed upon the head, however, its curse immediately takes effect (a DC 22 charisma save negates this). On a failed save, the alignment of the wearer is radically altered to an alignment as different as possible from the former alignment - good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG). Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys his new outlook. A character who succeeds on his save can continue to wear the helmet without suffering the effect of the curse, but if he takes it off and later puts it on again, another save is required. The curse only works once; that is, a character whose alignment has been changed cannot change it again by donning the helmet a second time.

Only a *wish* or *miracle* can restore former alignment, and the affected individual does not make any attempt to return to the former alignment. (In fact, he views the prospect with horror and avoids it in any way possible.) If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated. When a *helm of opposite alignment* has functioned once, it loses its magical properties. Weight 3 lb.

Creation Requirements: Must be able to cast *curse* (caster level 12)

Purchase Cost: 4,000 gp

Creation Cost: 2,000 gp + 800 FP

Helm of Telepathy: The wearer can use ESP at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a *suggestion* (as the spell, a DC 15 charisma save negates) along with his telepathic message. Weight 3 lb.

Creation Requirements: Must be able to cast *ESP and suggestion* (caster level 5)

Purchase Cost: 27,000 gp

Creation Cost: 13,500 gp + 5,400 FP

Helm of Teleportation: A character wearing this device may *teleport* three times per day, exactly as if he had cast the spell of the same name. Weight 3 lb.

Creation Requirements: Must be able to cast *teleport* (caster level 12)

Purchase Cost: 75,000 gp

Creation Cost: 37,500 gp + 15,000 FP

Helm of Underwater Action: The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing him to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling him to breathe freely.

Creation Requirements: Must be able to cast *water breathing* (caster level 5)

Purchase Cost: 60,000 gp

Creation Cost: 30,000 gp + 12,000 FP

Howard's Handy Haversack: A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack takes practically no time, allowing the character to take their normal action for the round after doing so.

Of course, this item is similar to a *bag of holding* and *portable hole*, and the strictures about placement within such magical spaces apply fully. Weight 5 lb.

Creation Requirements: Must be able to cast *Leomund's secret chest* (caster level 9)

Purchase Cost: 2,500 gp

Creation Cost: 1,250 gp + 500 FP

Horn of Blasting: This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 4d4 points of sonic damage to creatures within a 30' cone and causes them to be stunned for 1d4 rounds (a DC 17 constitution save reduces the damage by half and negates the stun effect). Crystalline objects and creatures take double damage from the horn.

If a horn of blasting is used magically more than once in a given day, there is a 10% cumulative chance per use that it explodes and deals 12d4 points of damage to the person sounding it. Weight 1 lb.

Creation Requirements: Must be able to cast *shout* (caster level 7)

Purchase Cost: 20,000 gp

Creation Cost: 10,000 gp + 4,000 FP

Horn of Bubbles: This musical instrument will radiate magic if detected for. It appears as a normal horn, or possibly any one of the many magical ones. It will sound a note and call forth a 10' radius mass of bubbles which completely surround the individual who blew the horn for 5d4 rounds, but these bubbles will only appear in the presence of a creature actively seeking to slay the character who winded the horn, so their appearance might be delayed for a very short or extremely lengthy period.

The character and other creatures trapped within the bubbles may attempt to escape from the bubbles by attempting a DC 15 strength check. Each passed save allows the horn's target to move 5'. One check may be made each round, provided the character takes no other actions. Weight 1 lb.

Creation Requirements: Must be able to cast *curse* (caster level 5)

Purchase Cost: 2,000 gp

Creation Cost: 1,000 gp + 400 FP

Horn of Collapsing: The horn appears to be a normal musical instrument, perhaps a bugle or warning horn of some sort. If it is sounded without first speaking the proper rune, or if used incorrectly (see below), the following will result:

- **Outside:** A rain of fist-sized rocks will strike the individual sounding the horn, from 2d6 in number, each causing 1d6 hit points of damage.
- **Indoors:** The ceiling overhead will collapse when the device is blown, so the character will take from 3d12 hit points of damage.
- **Under Ground:** The area immediately above the character sounding the horn will fall upon him. The damage is 5d4 hit points base, multiplied by 1 factor for each 10' of height from which the material above drops (i.e., twice damage if a 20' ceiling, three times damage if a 30' ceiling, etc).

Proper use of a *horn of collapsing* requires the character to know the proper command word and succeed at a *performance: horn* skill check. If successful the character may sound it while it is pointed at the roof up to 60' away from the user. The effect is to collapse the targeted section of roof with a 10' radius which inflicts damage as noted above if indoors or under ground only. Weight 1 lb.

Creation Requirements: Must be able to cast *shout* (caster level 5)

Purchase Cost: 10,000 gp

Creation Cost: 5,000 gp + 2,000 FP

Horn of Fog: This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of a *fog cloud* spell. The fog covers a 10' radius cloud in front of the horn blower each round that the user continues to blow the horn. The *fog clouds* travels 10' away from the horn's user each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. Weight 1 lb.

Creation Requirements: Must be able to cast *fog cloud* (caster level 3)

Purchase Cost: 2,000 gp

Creation Cost: 1,000 gp + 400 FP

Horn of Goodness/Evil: This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If he is good, then blowing the horn has the effect of a *protection from evil 10' radius* spell. If he is evil, then blowing the horn has the effect of a *protection from good 10' radius* spell. In either case, this ward lasts for 1 hour. The horn can be blown once per day. Weight 1 lb.

Creation Requirements: Must be able to cast *protection from good (or evil) 10' radius* (caster level 6)

Purchase Cost: 6,500 gp

Creation Cost: 3,250 gp + 1,300 FP

Horn of the Tritons: This device is a conch shell that can be blown once per day except by a triton which can sound it three times per day. A *horn of the tritons* can perform any one of the following functions when blown.

- Calm rough waters in a 1-mile radius. This effect automatically dispels a conjured water elemental or water weird.
- Attract 5d4 hippocampi ("1-2" on a d6), 5d6 giant sea horses ("3-4" on a d6), or 1d10 sea lions ("6" on a d6) if the character is in a body of water in which such creatures dwell. The creatures are friendly and obey, to the best of their ability, the one who sounded the horn.
- Cause aquatic creatures with animal or lower intelligence scores within 500' to flee as if they had been targeted by a *fear* spell. Those who successfully make a DC 18 charisma save take a -4 penalty to all attack rolls for 5d6 minutes (30-180 rounds).

Any sounding of a *horn of the tritons* can be heard by all tritons within a 3-mile radius. Weight 2 lb.

Creation Requirements: Creator must be a triton or be aided by a triton. Must be able to cast *fear*, *control water*, and *monster summoning III* (caster level 9)

Purchase Cost: 15,000 gp

Creation Cost: 7,500 gp + 3,000 FP

Horn of Valhalla: This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll a d20 and refer to the table below to see what type of horn is found. The horn's type determines what barbarians are summoned and what classes may use the horn. Any character who uses a *horn of Valhalla* but doesn't have the prerequisite is attacked by the barbarians he has summoned.

d20 roll	type	barbarians summoned	usable by
1-8	silver	2d4+2, 2 nd level	all classes
9-15	brass	2d4+1, 3 rd level	clerics, fighter & thieves*
16-18	bronze	2d4, 4 th level	clerics & fighters*
19-20	iron	1d4+1, 5 th level	fighters*

* including secondary classes of these classes

Summoned barbarians are extraplanar creatures called from their home plane, not actual people (though they seem to be) and arrive arrayed for battle (chain shirt and large shield for AC16 and armed with either: ("1" on a d6) a longsword, ("2" on a d6) a short sword, ("3" on a d6) a spear, ("4" on a d6) a hand axe, ("5" on a d6) a battle axe, or ("6" on a d6) a warhammer. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first. All gain a +2 strength bonus to hit and damage rolls and have 8 hit points per hit die. Weight 2 lb.

Creation Requirements: Must be able to cast *monster summoning V* (caster level 13)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 FP

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they double the animal's movement rate. As with other effects that increase movement rate, jumping distances increase proportionally. All four shoes must be worn by the same animal for the magic to be effective. Weight 12 lb.

Creation Requirements: Must be able to cast *haste* (caster level 5)

Purchase Cost: 4,500 gp

Creation Cost: 2,250 gp + 900 FP

Horseshoes of a Zephyr: These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that non-solid or unstable surfaces can be crossed, and that movement is possible without leaving tracks on any sort of ground. The horse moves at its normal movement rate but may travel for up to 12 hours before tiring. All four shoes must be worn by the same animal for the magic to be effective. Weight 4 lb.

Creation Requirements: Must be able to cast *levitate* (caster level 3)

Purchase Cost: 6,000 gp

Creation Cost: 3,000 gp + 1,200 FP

Incense of Meditation: This small rectangular block of sweet smelling incense is visually indistinguishable from non-magical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by anyone making a wisdom check. When a divine spellcaster lights a block of incense of meditation and then spends 8 hours praying and meditating nearby, the incense enables him to cast all of his spells with maximum efficacy. All variable spell effects are automatically increased to maximum amount possible. As such, all *cure* spells heal 8 hit points per die. Each block of incense burns for 8 hours, and the effects persist for 24 hours. Weight 1 lb.

Creation Requirements: Must be able to cast *bless* (caster level 7)

Purchase Cost: 5,000 gp

Creation Cost: 2,500 gp + 1,000 FP

Incense of Obsession: These blocks of incense appear to be *incense of meditation*. If meditation and prayer are conducted while *incense of obsession* is burning nearby, its odor and smoke cause the user to become totally confident that his spell ability is superior, due to the magic incense. The user is determined to use his spells at every opportunity, even when not needed or when useless. The user remains obsessed with his abilities and spells until all have been used or cast, or until 24 hours have elapsed. Weight 1 lb.

Creation Requirements: Must be able to cast *curse* (caster level 7)

Purchase Cost: 600 gp

Creation Cost: 300 gp + 120 FP

Ioun Stones: These crystalline stones always float in the air and must be within 3' of their owner to be of any use. When a character first acquires a stone, he must hold it and then release it, whereupon it takes up a circling orbit 1d3' from his head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while he is sleeping, for example), but he loses the benefits of the stone during that time.

color	shape	effect	purchase cost (gp)
clear	spindle	sustains creature without food or water	4,000 gp
deep red	sphere	+1 bonus to dexterity checks	16,000 gp
dull gray	any	burned out, "dead" stone*	1,000 gp
dusty rose	prism	+1 bonus to AC	5,000 gp
incandescent blue	sphere	+1 bonus to wisdom checks	16,000 gp
iridescent	spindle	sustains creature without air	18,000 gp
lavender & green	ellipsoid	absorbs spells of up to 8 th level ²	40,000 gp
orange	prism	+1 caster level	30,000 gp
pale blue	rhomboid	+1 bonus to strength checks	16,000 gp
pale green	prism	+1 bonus on attack rolls and ability checks	30,000 gp
pale lavender	ellipsoid	absorbs spells of up to 4 th level ¹	20,000 gp
pearly white	spindle	regenerate 1 point of damage per turn	20,000 gp
pink	rhomboid	+1 bonus to constitution checks	16,000 gp

pink & green	sphere	+1 bonus to charisma checks	16,000 gp
scarlet & blue	sphere	+1 bonus to intelligence checks	16,000 gp
vibrant purple	prism	stores 3 levels of spells, as a <i>minor ring of spell storing</i>	36,000 gp

* grants a psionist 1 additional power per day (with a maximum power level of 5). Only one stone can be used in such a manner.

¹ after absorbing 20 spell levels, the stone burns out & turns dull gray, forever useless.

² after absorbing 50 spell levels, the stone burns out & turns dull gray, forever useless.

Ioun stones have AC 24, 10 hit points, and save as hard metal items with a +3 magical bonus.

Regeneration from the pearly white ioun stone works like a *ring of regeneration*. The pale lavender and lavender and green stones work like a *rod of absorption*. Stored spells in the vibrant purple stone must be placed by a spellcaster but can be used by anyone (see *minor ring of spell storing*).

Creation Requirements: Must be able to cast *limited wish* (caster level 13)

Purchase Cost: see above gp

Creation Cost: ½ of the listed purchase cost + 1 FP for each 2.5 gp of the creation cost.

Instrument of the Bards: There are 7 magical instruments. Each can be fully utilized only by a bard, particularly a bard who meets the instrument's prerequisite level. The type of instrument found is determined by the table below:

d20 roll	instrument	d20 roll	instrument
1-5	Fochlucan bandore	16-17	Cli lyre
6-9	Mac-Fuirmidh cittern	18-19	Anstruth harp
10-12	Doss lute	20	Ollamh harp
13-15	Canaith mandolin		

Bards of lower status, as well as other characters able to play such an instrument, will be able to use the device as an exceptional instrument (which grants a +2 bonus to *performance* checks) but not employ its magical properties. The 7 instruments are described below:

- **Fochlucan Bandore:** If this small, 3-stringed instrument is played by any bard it increases the difficulty of saving throws versus his *fascinate* ability by 1. Furthermore, the bandore also has the following song properties when properly played:

Faerie fire once per day

Entangle spell once per day

Shillelagh spell once per day

Speak with animals once per day

All spells function as if cast by a 3rd level caster.

Creation Requirements: Must be able to cast *faerie fire*, *entangle*, *shillelagh*, and *speak with animals* (caster level 3)

Purchase Cost: 7,500 gp

Creation Cost: 3,750 gp + 1,500 FP

- **Mac-Fuirmidh Cittern:** This lute-like instrument is may be properly played by any bard of 3rd level or higher. A 3rd or higher level bard who uses the cittern has the DC of his *fascinate* ability increased by 2. In addition, he can sing the following songs once per day:

Barkskin spell

Cure moderate wounds

Obscurement spell

All of these spells function as if cast by a 5th level caster.

Creation Requirements: Must be able to cast *barkskin*, *cure moderate wounds*, and *obscurement* (caster level 5)

Purchase Cost: 12,500 gp

Creation Cost: 6,250 gp + 2,500 FP

- **Doss Lute:** This instrument may only be properly played by a bard of 5th level or higher. A 5th or higher level bard who plays the lute adds 3 to the DC of their *fascinate* ability and can sing each magical song once per day:

Hold animal

Neutralize poison

cast a *protection from energy (fire)* in a 10' radius

All spells function as if cast by a 7th level caster.

Creation Requirements: Must be able to cast *hold animal*, *neutralize poison*, and *protection from energy* (caster level 7)

Purchase Cost: 20,000 gp
Creation Cost: 10,000 gp + 4,000 FP

- **Canaith Mandolin:** A 7th level or higher level bard is able to employ this mandolin to add 4 to the DC of their *fascinate* ability. They may also to cast the following spells once per day:

Cure serious wounds
Dispel magic

cast a *protection from energy (electricity)* in a 10' radius

All spells function as if cast by a 9th level caster.

Creation Requirements: Must be able to cast *cure serious wounds*, *dispel magic*, and *protection from energy* (caster level 9)

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 5,000 FP

- **Cli Lyre:** A Cli lyre, when used by a bard of 9th level or higher adds 5 to the DC of their *fascinate* ability and can cast the following spells by playing the Lyre, once each per day:

Control winds
Transmute rock to mud
Wall of fire

All spells function as if cast by an 11th level caster.

Creation Requirements: Must be able to cast *control winds*, *transmute rock to mud*, and *wall of fire* (caster level 11)

Purchase Cost: 42,500 gp

Creation Cost: 21,250 gp + 8,500 FP

- **Anstruth Harp:** This powerful instrument may only be used by a bard of 11th level or higher. In the hands of such a bard the harp adds 6 to the DC of their *fascinate* ability and can be played so as to cast the following spells, once each per day:

Cure critical wounds
Wall of thorns
Control weather

All spells function as if cast by a 13th level caster.

Creation Requirements: Must be able to cast *cure critical wounds*, *wall of thorns*, and *control weather* (caster level 13)

Purchase Cost: 57,500 gp

Creation Cost: 9,000 gp + 11,500 FP

- **Ollamh Harp:** If an Ollamh harp is played by a bard of 13th level or higher it adds 5 to the DC of their *fascinate* ability. It can cast one each of the following spells daily:

Confusion
Sunburst
Fire storm

All spells function as if cast by a 15th level caster.

Creation Requirements: Must be able to cast *confusion*, *sunburst*, and *fire storm* (caster level 15)

Purchase Cost: 75,000 gp

Creation Cost: 37,500 gp + 15,000 FP

Iron Bands of Bilarro: When initially discovered, this very potent item will appear to be little more than a somewhat rusty iron sphere. Close examination will reveal that there are bandings on the 3" diameter globe.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands will expand and tightly constrict the target creature if a successful grapple check is made. The strength check for the bands' grapple attempt is made at +20 and the bands are able to grapple a creature up to the size of a frost or fire giant. Once grappled the creature may attempt to break free of the bonds each round (*PHB*, p. 58). The bands will also release the held target if its owner speak the release command word.

Creation Requirements: Must be able to cast *Evard's black tentacles* (caster level 12)

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 5,000 FP

Jewel of Attacks: This gleaming gem radiates magic and appears to be a valuable item. It is *cursed*, however, and it doubles the likelihood of encountering wandering monsters and imposes a -5 penalty to all encounter reaction checks made by its bearer to avoid combat. Once picked up, the *jewel of attacks* will always magically return to its finder (secreting itself in pouch, bag, pack, pocket, etc.) until a *remove curse* spell or an *atonement* is cast upon him.

Creation Requirements: Must be able to cast *curse* (caster level 7)

Purchase Cost: 3,000 gp

Creation Cost: 1,500 gp + 600 FP

Jewel of Flawlessness: This magical gem appears to be a very fine stone of some sort, but if magic is detected for, its *dweomer* will be noted. When a *jewel of flawlessness* is placed with other gems, it increases their value by 25%.

The jewel has from 10d10 facets, and whenever a gem increases in value because of the magic of the *jewel of flawlessness*, 1 of these facets disappears. When all are gone, the jewel is a spherical stone of no value.

Creation Requirements: Must be able to cast *major creation* (caster level 11)

Purchase Cost: 30,000 gp

Creation Cost: 15,000 gp + 6,000 FP

Lantern of Revealing: This lantern operates as a normal hooded lantern. While it is lit, it also reveals all *invisible* creatures and objects within 30', just like the spell *invisibility purge*. Weight 2 lb.

Creation Requirements: Must be able to cast *invisibility purge* (caster level 6)

Purchase Cost: 30,000 gp

Creation Cost: 15,000 gp + 6,000 FP

Lens of Darkvision: The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable him to see normally and also grant him 60' darkvision. Both lenses must be worn for the magic to be effective.

Creation Requirements: Must be able to cast *true seeing* (caster level 9)

Purchase Cost: 12,000 gp

Creation Cost: 6,000 gp + 2,400 FP

Lens of Detection: This circular prism enables its user to detect minute details, granting a +5 bonus on all checks made to search for secret doors or detect traps.

It also aids in following tracks, adding a +5 bonus on *survival* checks when tracking. The lens is about 6" in diameter and set in a frame with a handle.

Creation Requirements: Must be able to cast *true seeing* (caster level 9)

Purchase Cost: 3,500 gp

Creation Cost: 1,750 gp + 700 FP

Libram of Gainful Conjuration: This mystic compilation contains much arcane knowledge for magic-users (including illusionists) of neutral (neutral, chaotic neutral, lawful neutral) alignment. If a character of this class and alignment spends a full week, cloistered and undisturbed, pondering its contents, he will gain experience points sufficient to place him exactly at the mid-point of the next higher level. When this occurs, the libram will disappear - totally gone - and that same character can never benefit again from reading such a work.

Any non-neutral magic-user reading so much as a line of the libram will take 5d4 points of damage, be unconscious for a like number of turns, and must seek a cleric to *atone* in order to regain the ability to progress in experience (until doing so, he will gain no further experience).

Any divine caster perusing the work will be required to make a DC 30 charisma save in order to avoid insanity. Those characters going insane must receive a *remove curse* and rest for 1 month or have a cleric *heal* them.

Creation Requirements: Creator must be neutral and must be able to cast *wish* (caster level 17)

Purchase Cost: 200,000 gp

Creation Cost: 100,000 gp + 40,000 FP

Libram of Ineffable Damnation: This work is exactly like the *Libram of Gainful Conjuration* except that it benefits evil magic-users, and non-evil characters of that class will lose 1 level of experience merely from looking inside of its brass-bound covers, in addition to the other ill effects of perusing but 1 line of its contents.

Creation Requirements: Creator must be evil and must be able to cast *wish* (caster level 20)

Purchase Cost: 200,000 gp

Creation Cost: 100,000 gp + 40,000 FP

Libram of Silver Magic: This mystic text is the reverse of the *Libram of Ineffable Damnation*, greatly beneficial to good magic-users, most

baneful to non-good ones. Like all magical works of this sort, it vanishes after 1 week of study, and the character having benefited from it can never be so aided again.

Creation Requirements: Creator must be evil and must be able to cast *wish* (caster level 17)

Purchase Cost: 200,000 gp

Creation Cost: 100,000 gp + 40,000 FP

Lyre of Building: If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300'. This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 3 turns.

The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days.

Each hour after the first, a character playing the lyre must make a *performance (lyre)* check with a cumulative -2 penalty for subsequent hour. If it fails, he must stop and cannot play the lyre again for this purpose until a week has passed.

Creation Requirements: Must be able to cast *move earth* (caster level 15)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 FP

Mantle of Celestian: This garment is of black cloth -the color of the 7th Order of clerics of Celestian. It is otherwise unremarkable. The mantle is extremely well-suited for travel, having the following qualities:

- **Belongings:** The mantle has seven large and seven small pockets. Each large pocket acts as a miniature *bag of holding* that holds up to 14 lbs of items, while each smaller pocket holds up to 7 lbs of items, without adding any weight or bulk to the wearer's burden. One small and one large pocket must be left empty in order for the *drink* and *food* functions of the mantle to operate.
- **Drink:** In one of the seven small pockets rests a small ewer which will provide up to seven gallons of water, pouring cold or warm as the pourer commands. Such a draught is obtainable once per day and requires that one, small pocket be left empty.
- **Food:** The wearer may simply reach inside one of the mantle's large pockets and find sufficient rations for one person for one day. This nourishment is available once per day and requires that one, large pocket be left empty.
- **Shelter:** The wearer will not grow cold or hot or become wet or damp while wearing the mantle. As such the wearer is immune to all environmental damage due to extremes of temperature, and takes ½ damage from all fire and cold attacks (round fractions down). In addition, the wearer of the mantle is surrounded by a pocket of breathable air at all times. As such he is immune to all poisonous gas attacks. This bubble of air also protects the mantle's wearer from the ill-effects of pressure changes, even in the depths of the ocean and in outer space.

The mantle also has a special power which is conveyed to the wearer only if he is a priest of Celestian, whether druidical or clerical. This *dweomer* enables the wearer to "see" the aura of any stranger met along the way, so as to give warning of evil, neutral, or good intent. This *know alignment* power is not automatically bestowed, however, for the wearer must concentrate in order to sense the aura.

Of course, this item is similar to a *bag of holding* and *portable hole*, and the strictures about placement within such magical spaces apply fully. Weight 5 lb.

Creation Requirements: Must worship Celestian and be able to cast *plane shift* (caster level 13)

Purchase Cost: 91,000 gp

Creation Cost: 45,500 gp + 18,200 FP

Mantle of Magic Resistance: This garment, worn over normal clothing or armor, grants the wearer *magic resistance* of +8.

Creation Requirements: Must be able to cast *Serten's spell immunity* (caster level 15)

Purchase Cost: 75,000 gp

Creation Cost: 37,500 gp + 15,000 FP

Manual of Bodily Health: This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains a permanent +1 bonus to his Constitution score (to a maximum score of 20). Once the book is read, the magic disappears from the pages and it becomes a normal book. Weight 5 lb.

Creation Requirements: Must be able to cast *wish* or *miracle* (caster level 17)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 FP

Manual of Gainful Exercise: This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains a permanent +1 bonus to his Strength score (to a maximum score of 20). Once the book is read, the magic disappears from the pages and it becomes a normal book. Weight 5 lb.

Creation Requirements: Must be able to cast *wish* or *miracle* (caster level 17)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 FP

Manual of Golems: A golem manual contains information, incantations and magical power that help a character to craft a golem. Any golem built using a golem manual does not cost the creator any XP, since the requisite XP are "contained" in the book and "expended" by the book during the creation process.

The cost of the book does not include the cost of constructing the golem's body. Once the golem is finished, the writing in the manual fades and the book is consumed in flames. When the book's ashes are sprinkled upon the golem, it becomes fully animated. Weight 5 lb.

- **Clay Golem Manual:** The book contains *animate objects*, *bless*, *commune*, and *resurrection*. The creator must still provide materials worth 50,000 gold pieces in order to craft the golem. **Creation Requirements:** Must be able to cast *animate objects*, *bless*, *commune*, and *resurrection* (caster level 17)
Purchase Cost: 12,000 gp
Creation Cost: 6,000 gp + 2,400 FP
- **Flesh Golem Manual:** The book contains *polymorph any object*, *geas*, *protection from normal missiles*, *strength* and *limited wish*. The creator must still provide materials worth 40,000 gold pieces in order to craft the golem. Weight 5 lb. **Creation Requirements:** Must be able to cast *polymorph any object*, *geas*, *protection from normal missiles*, *strength* and *limited wish* (caster level 13)
Purchase Cost: 8,000 gp
Creation Cost: 4,000 gp + 1,600 FP
- **Iron Golem Manual:** The book contains *cloudkill*, *geas/quest*, *wish*, and *polymorph any object*. The creator must still provide materials worth 80,000 gold pieces in order to craft the golem. **Creation Requirements:** Must be able to cast *cloudkill*, *geas/quest*, *wish* or *miracle*, and *polymorph any object* (caster level 17)
Purchase Cost: 36,000 gp
Creation Cost: 18,000 gp + 7,200 FP
- **Stone Golem Manual:** The book contains *geas/quest*, *wish*, *polymorph any object*, and *slow*. The creator must still provide materials worth 60,000 gold pieces in order to craft the golem. **Creation Requirements:** Must be able to cast *geas/quest*, *wish* or *miracle*, *polymorph any object*, and *slow* (caster level 15)
Purchase Cost: 24,000 gp
Creation Cost: 12,000 gp + 4,800 FP

Manual of Puissant Skill At Arms: This scholarly study contains expert advice and instruction regarding weapon use and various attack and defense moves.

Any fighter-type character (including literate barbarians as well as cavaliers, duelists, paladins and rangers) who spends a full week reading the manual and practicing the skills described therein will gain experience points sufficient to place him exactly at the mid-point of the next higher level. When this occurs, the libram will disappear - totally gone - and that same character can never benefit again from reading such a work. The fighter cannot articulate what he has read, nor can it be recorded in any fashion.

Any cleric (including bards or druids), thief (including assassin), or monk who handles and/or reads the manual will not understand it. If a magic-user (including an illusionist) so much as scans a few of its letters, he will be stunned for 1d6 turns and lose 1d6x10,000 experience points as the work is so opposed to the magic-using profession.

Creation Requirements: Creator must be proficient with all melee weapons and must be able to cast *miracle* or *wish* (caster level 17)

Purchase Cost: 200,000 gp

Creation Cost: 100,000 gp + 40,000 FP

Manual of Quickness of Action: This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains a permanent +1 bonus to his dexterity score (to a maximum score of 20). Once the book is read, the magic disappears from the pages and it becomes a normal book. Weight 5 lb.

Creation Requirements: Must be able to cast *wish* or *miracle* (caster level 17)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 FP

Manual of Stealthy Pilfering: This guide to expertise at thievery is so learned and erudite that any thief or assassin who reads it and then spends 1 week thereafter practicing the skills therein will gain experience points sufficient to place him at the mid-point of the next higher level. The text disappears after reading and that same character can never benefit again from reading such a work.

All fighter-type (except for paladins), magic-users (including illusionists), and monks will not comprehend the work. Clerics (including bards and druids) and paladins who read even a word of the book take 5d4 hit points of damage, are stunned for a like number of rounds, and, should they fail a DC 27 wisdom save, lose 5d4x1,000 experience points as well. In addition, such characters must atone within 1 day or lose 1 point of wisdom.

Creation Requirements: Creator must have the *stealth* class ability and must be able to cast *miracle* or *wish* (caster level 17)

Purchase Cost: 200,000 gp

Creation Cost: 100,000 gp + 40,000 FP

Mask of the Skull: This ivory mask has been fashioned into the likeness of a human skull. Once per day the mask's wearer may cast *finger of death* at a single target of their choosing. The wearer of the mask and his target must be able to see one another for the item to work. Weight 3 lb.

Creation Requirements: Creator must be able to cast *finger of death* (caster level 15)

Purchase Cost: 30,000 gp

Creation Cost: 15,000 gp + 6,000 FP

Mattock of the Titans: This digging tool is 10' long and weighs 120 pounds. Any Large-sized creature with a strength of 20 or more can use it to loosen or tumble earth or earthen ramparts (a 10' cube every turn). It also smashes rock (a 10' cube per hour). If used as a weapon, it strikes as a +3 warhammer that deals 5d6 damage.

Creation Requirements: Creator must be able to cast *move earth* (caster level 15)

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 5,000 FP

Maul of the Titans: This mallet is 8 feet long and weighs 160 pounds. If used as a weapon, it strikes as a +3 warhammer that deals 10d4 damage. Against inanimate objects the maul deals triple damage. However, the wielder must be of Large size and have a strength of at least 20 to wield it properly.

Creation Requirements: Creator must be able to cast *Bigby's clenched fist* (caster level 15)

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 5,000 FP

Medallion of ESP: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell ESP.

Creation Requirements: Creator must be able to cast ESP (caster level 15)

Purchase Cost: 12,500 gp

Creation Cost: 6,250 gp + 2,500 FP

Medallion of Thought Projection: This device seems like a medallion of ESP, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring an intelligence check at -5 to sort out.

However, while the user thinks he is picking up the thoughts of others, all he is really hearing are figments created by the medallion itself. These illusory thoughts always seem plausible and thus can seriously mislead any who rely upon them. What's worse, unknown to her, the cursed medallion actually broadcasts his thoughts to creatures in the path of the beam, thus alerting them to his presence.

Creation Requirements: Creator must be able to cast ESP and *audible glamer* (caster level 15)

Purchase Cost: 12,500 gp

Creation Cost: 6,250 gp + 2,500 FP

Mirror of Life Trapping: This crystal device is usually about 4' square and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. The same command word deactivates the mirror. A mirror of life trapping has fifteen non-spatial extradimensional compartments within it. Any creature coming within 30' of the device and looking at its own reflection must make a DC 27 intelligence save or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its own reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it (treat as a gaze attack).

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other non-living matter. A victim's equipment (including clothing and anything being carried) remains behind. If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed. Weight 50 lb.

Creation Requirements: Creator must be able to cast *imprisonment* (caster level 17)

Purchase Cost: 250,000 gp

Creation Cost: 125,000 gp + 50,000 FP

Mirror of Mental Prowess: This mirror resembles an ordinary looking glass 5' tall by 2' wide, and weighs 40 pounds. The possessor who knows the proper commands can cause it to perform as follows:

- Read the thoughts of any creature reflected therein, as long as the owner is within 25' of the mirror, even if those thoughts are in an unknown language.
- View other creatures as if with *scrying* or view other places as if with *clairvoyance*, but vision extends even onto other planes if the viewer is sufficiently familiar with them.
- Use it as a portal to visit other places. The user first views the place with the *clairvoyance* function, then steps through the mirror to the place pictured. Others can follow his through the mirror if they like. An invisible portal remains on the other side where he arrives, and he can return through that portal. Once he returns, the portal closes. The portal closes on its own after 24 hours (trapping the user if she's still in the other place), and the user can also close it with a command word. Creatures being scried upon can step through the portal if they detect the scrying (by making a DC 27 intelligence save versus that effect. Any creature who steps through the portal appears in front of the mirror.
- Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers similar to those from the legend lore spell).

Creation Requirements: Creator must be able to cast ESP, *clairaudience/clairvoyance*, *gate*, *legend lore* and *scrying* (caster level 17)

Purchase Cost: 200,000 gp

Creation Cost: 100,000 gp + 40,000 FP

Mirror of Opposition: This item resembles a normal mirror about 4' long and 3' wide. It can be hung or placed on a surface and then activated by speaking a command word. The same command word deactivates the mirror. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and his items disappear completely. The mirror functions up to three times per day. Weight 45 lb.

Creation Requirements: Creator must be able to cast *clone* (caster level 15)

Purchase Cost: 100,000 gp

Creation Cost: 50,000 gp + 20,000 FP

Murlynd's Spoon: This unremarkable eating utensil is typically fashioned from horn. If the spoon is placed in an empty container the vessel fills with a thick, pasty gruel. Although this substance has a flavor similar to that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

Creation Requirements: Creator must be able to cast *create food and water* (caster level 5)

Purchase Cost: 5,700 gp

Creation Cost: 2,700 gp + 1,080 FP

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making him immune to all harmful vapors and gases (such as *cloudkill* and *stinking cloud* effects, as well as inhaled poisons) and allowing him to breathe, even underwater or in a vacuum.

Creation Requirements: Creator must be able to cast *alter self* (caster level 7)

Purchase Cost: 10,000 gp

Creation Cost: 5,000 gp + 2,000 FP

Necklace of Missiles: This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.)

If a character holds it, however, all can see the strand as it really is - a golden chain from which hang a number of golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70'. When a sphere arrives at the end of its trajectory, it detonates as a DC 20 *fireball* spell.

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The Purchase Cost of a sphere is 150 gp for each die of damage it deals.

Each necklace of fireballs contains a combination of spheres of various strengths. Some traditional combinations, designated types I through VII, are detailed below.

If the necklace is being worn or carried by a character who fails his saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

type	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	purchase cost
type I						1	2			1,650 gp
type II				1	2			2		2,700 gp
type III			1		2		4			4,350 gp
type IV			1		2		2		4	5,400 gp
type V		1		2		2		2		5,850 gp
type VI	1		2		2		4			8,100 gp
type VII	1	2		2		2		2		8,700 gp

Creation Requirements: Creator must be able to cast *fireball* (caster level 10)

Purchase Cost: 1,650 gp (Type I), 2,700 gp (Type II), 4,350 gp (Type III), 5,400 gp (Type IV), 5,850 gp (Type V), 8,100 gp (Type VI), 8,700 gp (Type VII)

Creation Cost: 825 gp + 330 FP (Type I), 1,350 gp + 540 FP (Type II), 2,175 gp + 870 FP (Type III), 2,700 gp + 1080 FP (Type IV), 2,925 gp + 1,170 FP (Type V), 4,050 gp + 1,620 FP (Type VI), 4,350 + 1,740 FP (Type VII)

Necklace of Prayer Beads: This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them.

Each strand includes two or more special beads, each with a different magic power.

A lesser necklace of prayer beads has a *bead of blessing* and a *bead of curing*. A necklace of prayer beads has a *bead of atonement*, a *bead of curing*, and a *bead of karma*. a greater necklace of prayer beads has a *bead of curing*, a *bead of karma*, a *bead of summons*, and a *bead of water walking*.

type of bead	special bead ability
<i>bead of atonement</i>	wearer can cast <i>atonement</i>
<i>bead of blessing</i>	wearer can cast <i>bless</i> .
<i>bead of curing</i>	wearer can cast his choice of <i>cure serious wounds</i> , <i>cure blindness/deafness</i> , or <i>cure disease</i> .
<i>bead of karma</i>	wearer casts his spells as if 4 levels higher. This effect lasts for 1 turn.
<i>bead of summons</i>	summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc.) to aid the wearer for one day. (If the wearer uses the bead of summons to summon a deity's emissary frivolously, the deity takes that character's items and places a geas upon him as punishment in the very least.)
<i>bead of water walking</i>	wearer can cast <i>water walking</i> .

Each special bead can be used once per day, except for the bead of summons, which works only once and then becomes non-magical. The beads of *curing*, *atonement*, and *water walking* may only be used by clerics; the beads of *karma* and *summons* can be activated by any character capable of casting divine spells. The necklace of prayer beads does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.

The power of a special bead is lost if it is removed from the necklace. Reduce the price of a strand of prayer beads that is missing one or more beads by the following amounts: *bead of blessing* -1,000 gp, *bead of curing* -9,000 gp, *bead of karma* -21,000 gp, *bead of atonement* -20,000 gp, *bead of summons* -50,000 gp, *bead of water walking* -10,000 gp.

Creation Requirements: Lesser necklace of prayer beads: Creator must be able to cast *bless*, *cure blindness/deafness*, *cure disease*, and *cure serious wounds* (caster level 9). Necklace of prayer beads: Creator must be able to cast *atonement*, *cure blindness/deafness*, *cure disease*, and *cure serious wounds* (caster level 11). Greater necklace of prayer beads: Creator must be able to cast *cure blindness/deafness*, *cure disease*, *cure serious wounds*, *gate and water walking* (caster level 17).

Purchase Cost: 10,000 gp (lesser necklace of prayer beads), 30,000 gp (necklace of prayer beads), 90,000 gp (greater necklace of prayer beads)

Creation Cost: 5,000 gp + 2,000 FP (lesser necklace of prayer beads), 15,000 + 6,000 FP (necklace of prayer beads), 50,000 + 20,000 FP (greater necklace of prayer beads).

Necklace of Strangulation: A necklace of strangulation appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a *miracle* or a *wish*, can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, dealing 6 points of damage per round. It cannot be removed by any means short of a *limited wish*, *wish*, or *miracle* and remains clasped around the victim's throat even after his death. Only when he has decayed to a dry skeleton (after approximately one month) does the necklace loosen, ready for another victim.

Creation Requirements: Creator must be able to cast *slay living* (caster level 18)

Purchase Cost: 60,000 gp

Creation Cost: 30,000 gp + 12,000 FP

Orb of Storms: This glass sphere is 8 inches in diameter. The possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day he can call upon the orb to use a *control*

weather spell. Once per month, he can conjure a *storm of vengeance*. The possessor of the orb is continually protected by an *endure elements* effect. Weight 6 lb.

Creation Requirements: Creator must be able to cast *control weather* and *storm of vengeance* (caster level 18)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 FP

Pearl of Power: This seemingly normal pearl of average size and luster is a potent aid to all spellcasters. Once per day on command, a pearl of power enables the possessor to recall any one spell that he had cast. The spell is available again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

1 in 20 of these pearls is of opposite effect, causing a spell of the indicated level to be forgotten each day. These pearls can be gotten rid of only by means of *exorcism*, *limited wish*, *miracle* or *wish*!

Creation Requirements: Creator must be able to cast spells of the spell level to be recalled.

Purchase Cost: 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th), or 70,000 gp (two spells).

Creation Cost: 500 gp + 200 FP (1st), 2,000 gp + 800 FP (2nd), 4,500 gp + 1,800 FP (3rd), 8,000 gp + 3,200 FP (4th), 12,500 gp + 5,000 FP (5th), 18,000 gp + 7,200 FP (6th), 24,500 gp + 9,800 FP (7th), 32,000 gp + 12,800 FP (8th), 40,500 gp + 16,200 FP (9th), or 35,000 + 14,000 gp (two spells).

Pearl of Sirines: This normal-seeming pearl is beautiful and worth at least 1,000 gp on that basis alone. If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl's powers, he understands and is able to employ the item.

The pearl enables its possessor to breathe in water as if he were in clean, fresh air. His swimming movement is 12" (60') if unencumbered and he can cast spells and act underwater without hindrance.

Creation Requirements: Creator must be able to cast *freedom of movement* and *water breathing* (caster level 7)

Purchase Cost: 15,000 gp

Creation Cost: 7,500 gp + 3,000 FP

Pearl of Wisdom: Although it appears to be a normal pearl on a light chain, a *pearl of wisdom* actually increases the possessor's wisdom score if he retains it for a 1 month period. Thereafter the pearl must be kept on his person or the 1 point gain will be lost. Wisdom may not be boosted above a score of 20.

Note that 1 in 20 of these pearls is cursed to work in reverse, but once the 1 point of Wisdom is lost the pearl crumbles into powder. This loss is permanent barring some magical restoration, such as *improved restoration*, *limited wish* or *wish*.

Creation Requirements: Must be able to cast *wish* or *miracle* (caster level 17)

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 6,250 FP

Periapt of Foul Rotting: This engraved gem appears to be of little value. If any character keeps the periapt in his possession for more than 24 hours, he contracts a terrible rotting affliction that permanently drains 1 point of Dexterity, Constitution, and Charisma every week. The periapt (and the affliction) can be removed only by application of a *remove curse* spell followed by a *cure disease* and then a *heal*, *miracle*, *limited wish*, or *wish* spell. The rotting can also be countered by crushing a *periapt of health* and sprinkling its dust upon the afflicted character, whereupon the periapt of foul rotting likewise crumbles to dust.

Creation Requirements: Creator must be able to cast *wither* (caster level 13)

Purchase Cost: 20,000 gp

Creation Cost: 10,000 gp + 4,000 FP

Periapt of Health: The wearer of this blue gem on a silver chain is immune to disease, including supernatural diseases.

Creation Requirements: Creator must be able to cast *cure disease* (caster level 5)

Purchase Cost: 7,500 gp

Creation Cost: 3,750 gp + 1,500 FP

Periapt of Proof Against Poison: This item is a brilliant-cut black gem on a delicate silver chain. The wearer is immune to poison, although poisons still active when the periapt is first donned still run their course.

Creation Requirements: Creator must be able to cast *neutralize poison* (caster level 7)

Purchase Cost: 27,000 gp

Creation Cost: 13,500 gp + 5,400 FP

Periapt of Wound Closure: This stone is bright red and dangles on a gold chain. The wearer of this periapt automatically becomes stable if his hit points drop to between -1 and -9 inclusive. The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding is negated for the wearer of the periapt.

Creation Requirements: Must be able to cast *regeneration* (caster level 13)

Purchase Cost: 15,000 gp

Creation Cost: 7,500 gp + 3,000 FP

Phylactery of Faithfulness: This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a *phylactery of faithfulness* is aware of any action or item that could adversely affect his alignment and his standing with his deity, including magical effects. He acquires this information prior to performing such an action or becoming associated with such an item if he takes a moment to contemplate the act.

Creation Requirements: Must be able to cast *commune* (caster level 9)

Purchase Cost: 2,800 gp

Creation Cost: 1,400 gp + 560 FP

Phylactery of Long Years: This device slows the aging process for its wearer. While worn, the phylactery slows the aging process to half of usual rate. This reduction applies even to magical aging. Thus, if a cleric dons the phylactery at age 20, he will age 6 months each year; so that in 12 chronological years, he will have aged but 6 and will physically be 26 rather than 32.

1 in 20 of these devices is cursed to operate in reverse, doubling the rate of aging. Cursed phylacteries can be gotten rid of only by means of a *remove curse*, *limited wish*, *miracle* or *wish*.

Creation Requirements: Must be able to cast *reincarnation* or *limited wish* (caster level 13)

Purchase Cost: 25,000 gp

Creation Cost: 12,500 gp + 5,000 FP

Phylactery of Monstrous Attention: While this arm wrapping appears to be some sort of beneficial device, it actually draws the attention of supernatural creatures of exactly the opposite alignment of the cleric wearing it.

This results in the character being plagued by powerful and hostile creatures whenever he is in an area where such creatures are or can appear.

If the cleric is of 10th or higher level, the attention of his deity's most powerful enemy will be drawn, so as to cause this being to interfere directly.

For example, a lawful good cleric attracts various demons and eventually the notice of Orcus or Demogorgon. Once donned, a *phylactery of monstrous attention* cannot be removed without a *remove curse* spell followed immediately by an *exorcism* spell.

Creation Requirements: Must be able to cast *dispel evil* or *good*, *curse* and *gate* (caster level 18)

Purchase Cost: 30,000 gp

Creation Cost: 15,000 gp + 6,000 FP

Pipes of Haunting: This magic item appears to be a small set of pan pipes. When played by a person who succeeds on a *performance (wind instruments)* skill check, the pipes create an eerie, spellbinding tune. Those within 30' who hear the tune must succeed on a DC 14 charisma save or become frightened and flee from the piper for 4 rounds. Creatures with 6 or more Hit Dice are unaffected. *Pipes of haunting* can be sounded twice a day. Weight 3 lb.

Creation Requirements: Must have the *performance (wind instrument)* skill and be able to cast *scare* (caster level 4)

Purchase Cost: 6,000 gp

Creation Cost: 3,000 gp + 1,200 FP

Pipes of Pain: These appear to be like any other standard set of pipes with nothing to reveal their true nature. When played by a person who succeeds on a *performance (wind instruments)* skill check, the pipes create a wondrous melody. All within 30' must make a DC 16 charisma save or be *fascinated* by the sound (as per the bard ability of the same name).

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless a character is in a totally silent area, he takes 1d4 points of damage per round for 2d4 rounds. During this time, damage from sonic attacks is doubled. Thereafter, the least noise causes an affected character to become mildly sickened (except when he is in a totally silent area), suffering a -1 to all strength and dexterity checks, including saves, attack rolls, initiative checks and damage rolls. This hypersensitivity may be countered with a *silence 15' radius spell*, which suppresses the after-effects so long as the effected creatures remain within the silent area, or with a *remove curse spell*, which frees the targeted creature from the pipe's effect. Weight 3 lb.

Creation Requirements: Must have the *performance (wind instrument)* skill, the *fascinate* class ability and be able to cast *sound burst* (caster level 6)

Purchase Cost: 12,000 gp

Creation Cost: 6,000 gp + 2,400 FP

Pipes of the Sewers: These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract 1d6x10 giant rats (80% chance) or 3d6x10 normal rats (20% chance) if rats are within 400'. For each 50' distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a *performance (wind instruments)* skill check. Success means that they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, the *performance* skill check suffers a -5 penalty.

If the rats are under the control of another creature, add the HD of the controller to the *performance* skill check's penalty. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control. Weight 3 lb.

Creation Requirements: Must have the *performance (wind instrument)* skill and be able to cast *charm person or mammal* (caster level 3)

Purchase Cost: 2,400 gp

Creation Cost: 1,200 gp + 480 FP

Pipes of Sounding: When played by a character who has the *performance (wind instruments)* skill, these pipes create a variety of sounds. The figment sounds are the equivalent of *audible glamor*. Weight 3 lb.

Creation Requirements: Must have the *performance (wind instrument)* skill and be able to cast *audible glamor* (caster level 3)

Purchase Cost: 2,400 gp

Creation Cost: 1,200 gp + 480 FP

Portable Hole: A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a *portable hole* is 6' in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10' deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium-sized creature or two Small creatures for 1 turn. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular non-dimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10' radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

Creation Requirements: Must be able to cast *plane shift* (caster level 13)

Purchase Cost: 20,000 gp

Creation Cost: 10,000 gp + 4,000 FP

Pouch of Accessibility: This normal-seeming pouch is actually a strongly magicked item which can contain up to 300 lbs of weight in 30 specially constructed pockets within it. Each pocket, in turn, holds a maximum of 10 lbs weight, or 1 cubic foot of volume, whichever is reached first. Better still, this device enables the possessor to open the pouch and call forth the item(s) desired. Merely speaking the name of a desired object causes it to appear at the top of the pouch, ready for instant grasp.

Of course, these items are similar to *bags of holding* and *portable holes*, and the strictures about placement within such magical spaces apply fully. The pouch weighs 1 lb when empty and 4 lbs when full.

Creation Requirements: Must be able to cast *Leomund's secret chest* (caster level 9)

Purchase Cost: 3,600 gp

Creation Cost: 1,800 gp + 720 FP

Prison of Zagyg: Only five of these brass devices are thought to exist. Each is nearly identical, appearing to be nothing more than a small, well-made birdcage. No amount of normal handling or examination will reveal it to be magical, but if a detect magic spell is cast upon one, it is 50% likely to show a vague dweomer of uncertain nature - either no class of magic or an erroneous one will be detected.

Each prison-cage has a permanent anti-magic and non-detection spell in and upon it. Each such item attunes itself to the magic-user possessing it when he learns the wording which activates that particular *Prison of Zagyg*. Speaking the activation word (which takes 1 round) has two effects:

- The door to the cage is immediately held fast by a *wizard lock* spell (caster level 15).
- The cage enables its possessor to imprison a creature within the cage. This activation word must be followed by the true name of the creature to be imprisoned, or else its history (in great detail) in the case of creatures without a name. The creature may make an intelligence check at -15 to avoid imprisonment. An imprisoned creature shrinks to about one foot in height and is instantaneously transported into the cage. Since magic does not function within the cage, the imprisoned creature cannot itself escape. It can be freed by someone able to bypass or *dispel* the *wizard lock* upon the cage door or by any being who employs a *wish* or *miracle* spell to free the creature.

A *Prison of Zagyg* cannot be harmed or affected by the use of force or magic. Any creature inside cannot be located by any means except actual sight or hearing (*clairvoyance*, *clairaudience*, *locate creature* and *scrying* spells automatically fail).

Naturally, the possessor can free a prisoner by use of a single freedom word. Once freed, the former captive is restored to its former size and abilities. Imprisoned creatures need neither food nor drink when in the cage, for its magic negates the need for either.

Creation Requirements: Must be able to cast *force cage* and *gate* (caster level 17)

Purchase Cost: 75,000 gp

Creation Cost: 37,500 gp + 15,000 FP

Quaal's Feather Token: Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once.

- **Anchor:** A token useful to moor a craft in water so as to render it immobile for up to one day.
- **Bird:** A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.
- **Fan:** A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.
- **Swan Boat:** A token that forms a swanlike boat capable of moving on water at a 60' movement rate. It can carry eight horses and gear or thirty-two Medium-sized characters or any equivalent combination. The boat lasts for one day.

- **Tree:** A token that causes a great oak to spring into being (5' diameter trunk, 60' height, 40' top diameter). This is an instantaneous effect.
- **Whip:** A token that forms into a huge leather whip and wields itself against any opponent desired just like a *dancing weapon*. The weapon has a +10 bonus "to hit", does 1d6+1 points of damage, strikes as a +1 weapon and makes a free grapple attack (with a +15 bonus on the opposed strength check) if it hits. The whip lasts no longer than 1 hour.

Creation Requirements: Must be able to cast *major creation* (caster level 12)

Purchase Cost: 50 gp (anchor), 300 gp (bird), 200 gp (fan), 450 gp (swan boat), 400 gp (tree), 500 gp (whip)

Creation Cost: 25 gp + 10 FP (anchor), 150 gp + 60 FP (bird), 100 gp + 40 FP (fan), 225 gp + 90 FP (swan boat), 200 gp + 80 FP (tree), 250 gp + 100 FP (whip)

Quiver of Ehlonna: This appears to be a typical arrow container capable of holding about twenty arrows. It has three distinct portions, each with a non-dimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staves, or the like). Once the owner has filled it, the quiver can produce any item he wishes, as if from a regular quiver or scabbard. The quiver weighs the same no matter what's placed inside it. Weight 2 lb.

Creation Requirements: Must be able to cast *Leomund's secret chest* (caster level 9)

Purchase Cost: 2,500 gp

Creation Cost: 1,250 gp + 500 FP

Ring Gates: These always come in pairs - two iron rings, each about 18" in diameter. The rings must be on the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count.)

This useful device allows for instantaneous transport of items or messages, and even attacks. A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spellcaster could even cast a spell through a *ring gate*. A small-sized creature can make a dexterity check to slip through. Each ring has an "entry side" and an "exit side," both marked with appropriate symbols. Weight 1 lb. each.

Creation Requirements: Must be able to cast *gate* (caster level 17)

Purchase Cost: 40,000 gp

Creation Cost: 20,000 gp + 8,000 FP

Robe of the Archmagi: This normal-appearing garment can be white (45%, good alignment), gray (30%, neither good nor evil alignment), or black (25%, evil alignment). Its wearer, if an arcane spellcaster, gains the following benefits:

- A +5 bonus to their armor class. This may not be used in conjunction with *bracers of armor* nor with armor of any sort.
- The wearer of the robe gains *magic resistance* of +5.
- The robe confers a +2 bonus to all saving throws upon its wearer.
- A +2 bonus on caster level checks made to overcome others' *magic resistance*.

If a white robe is donned by an evil character, he immediately loses three levels and suffers 12d4 damage. The reverse is true with respect to a black robe donned by a good character. An evil or good character who puts on a gray robe, or a neutral character who dons either a white or black robe, loses two levels and suffers 6d4 damage.

While these lost levels are not permanent, they remain as long as the garment is worn and cannot be overcome in any way (including *restoration* spells). Weight 1 lb.

Creation Requirements: Must be of an alignment compatible with use of the robe and must be able to cast *antimagic field and armor* (caster level 18)

Purchase Cost: 120,000 gp

Creation Cost: 60,000 gp + 24,000 FP

Robe of Blending: When this robe is put on, the wearer intuitively knows that the garment has very special properties. A robe of blending enables its wearer to appear to be part of his surroundings. This allows him a +10 bonus to dexterity checks made to hide or otherwise conceal himself. The wearer can adopt the appearance of another creature, as with the *change self* spell, at will. All creatures acquainted with and friendly to the wearer see him normally. Weight 1 lb.

Creation Requirements: Must have be able to cast *disguise self* (caster level 10)

Purchase Cost: 30,000 gp

Creation Cost: 15,000 gp + 6,000 FP

Robe of Bones: This handy item functions much like a *robe of useful items* for the serious necromancer. It appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small embroidered figures representing undead creatures. Only the wearer of the robe can see the embroidery and recognize them for the creatures they become, and detach them. One figure can be detached each round. Detaching a figure causes it to become an actual undead creature. The skeleton or zombie is not under the control of the wearer of the robe, but may be subsequently commanded, rebuked, turned, or destroyed. A newly created robe of bones always has three embroidered figures of skeletons and three embroidered zombies upon it. Weight 1 lb.

Creation Requirements: Must able to cast *animate dead* (caster level 6)

Purchase Cost: 3,000 gp

Creation Cost: 1,500 gp + 600 FP

Robe of Eyes: This valuable garment appears to be a normal robe until it is put on. Its wearer is able to see in all directions at the same moment due to scores of visible, magical eyelike patterns that adorn the robe. He also gains 120' darkvision. The robe of eyes sees all forms of *invisible* or *ethereal* things within 120'.

The wearer of a robe of eyes gains the *track* ability of rangers and the *combat sense* ability of barbarians, thieves and assassins. The character cannot be surprised, unless blinded, and gains a +5 bonus to all checks made to notice hidden or minute details, including *track* checks, checks made to find secret or concealed doors and *traps* checks.

At the same time, the wearer is not able to avert his eyes or close his eyes when confronted by a creature with a gaze attack. A *light* or *continual light* spell cast directly on a *robe of eyes* causes it to be blinded for 1d3 minutes. A *sunray* spell blinds it for 2d4 minutes. Weight 1 lb.

Creation Requirements: Must able to cast *true seeing* (caster level 11)

Purchase Cost: 125,000 gp

Creation Cost: 62,500 gp + 25,000 FP

Robe of Powerlessness: A *robe of powerlessness* appears to be a magic robe of another sort. As soon as a character dons this garment, his strength and intelligence scores drop to 3, causing him to forget spells and magic knowledge accordingly (no save is allowed to avoid this curse).

The robe can be removed easily, but in order to restore mind and body, the character must receive a *remove curse* spell followed by *heal*.

Creation Requirements: Must able to cast *curse* (caster level 13)

Purchase Cost: 6,000 gp

Creation Cost: 3,000 gp + 1,200 FP

Robe of Scintillating Colors: The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors stun those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 round after the wearer speaks the command word for the colors to start flowing on the robe. The colors create the equivalent of a gaze attack with a 30' range. Those who look at the wearer are stunned for 1d4+1 rounds (a DC 20 wisdom save negates this effect).

Every round of continuous scintillation of the robe gives the wearer better concealment. The concealment rating of robe's wearer starts at 25% and improves by 25% each round thereafter, with a maximum concealment rating of 100% occurring on the 4th round of continuous scintillation. Characters with 100% concealment are effectively

invisible. See page 56 of the *PLAYER'S HANDBOOK* for more details on concealment and *invisible* or unseen opponents. The scintillation effect can be used no more than a total of 10 rounds per day.

The robe illuminates a 30' radius at all times. Weight 1 lb.

Creation Requirements: Must able to cast *blur* and *rainbow pattern* (caster level 10)

Purchase Cost: 27,000 gp

Creation Cost: 13,500 gp + 5,400 FP

Robe of Stars: This garment is typically black or dark blue and embroidered with small white or silver stars. The robe has three magical powers:

- It enables its wearer to travel physically to the Astral Plane, along with all that he is wearing or carrying.
- It gives its wearer a +1 bonus on all saving throws.
- Its wearer can use up to six of the embroidered stars on the chest portion of the robe as +5 shurikens. Each shuriken disappears after it is used.

Weight: 1 lb.

Creation Requirements: Must able to cast *magic missile* and *astral spell* or *plane shift* (caster level 17)

Purchase Cost: 60,000 gp

Creation Cost: 30,000 gp + 12,000 FP

Robe of Useful Items: This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created robe of useful items always has two each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Mirror (a highly polished 2-foot-by-4-foot steel mirror)
- Pole (10-foot length)
- Hempen rope (50-foot coil)
- Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature.

d% roll	result
01–08	bag of 100 gold pieces
09–15	coffer, silver (6" by 6" by 1'), 500 gp value
16–22	door, iron (up to 10' wide & 10' high) - barred on one side. Once placed upright it attaches & hinges itself
23–30	gems, 10 (100 gp value each)
31–44	ladder, wooden (24' long)
45–51	mule (with saddle bags)
52–59	pit, open (10 cubic feet)
60–68	potion of <i>cure serious wounds</i>
69–75	rowboat (12' long)
76–83	scroll of one randomly determined spell of 1 st – 6 th level
84–90	war dogs, pair
91–96	window (2' by 4', up to 2' deep)
97–100	roll twice more (re-roll if rolled more than once)

Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced. Weight 1 lb.

Creation Requirements: Must able to cast *major creation* or *polymorph any object* (caster level 15)

Purchase Cost: 8,000 gp

Creation Cost: 4,000 gp + 1,600 FP

Robe of Vermin: The wearer notices nothing unusual when the robe is donned, other than that it offers great magical defense (as a *cloak of protection* +4). However, as soon as he is in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe, and generally show signs of the extreme discomfort caused by the bites and movement of these pests.

The wearer takes a –3 penalty on initiative checks and a –3 penalty on all attack rolls and ability checks, including saves. If he tries to cast a spell, he must make a concentration check (with a –3 penalty) or lose the spell. Weight 1 lb.

Creation Requirements: Must able to cast *curse* (caster level 13)

Purchase Cost: 16,500 gp

Creation Cost: 8,250 gp + 3,300 FP

Rope of Climbing: A 60' long rope of climbing is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10' per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A *rope of climbing* can be commanded to knot or unknot itself. This causes large knots to appear at 1' intervals along the rope. Knotting shortens the rope to a 50' length until the knots are untied makes climbing checks much easier (an easy check with a +5 bonus as opposed to a *tough* check with a –5 penalty). A creature must hold one end of the rope when its magic is invoked. Weight 3 lb.

Creation Requirements: Must able to cast *animate rope* (caster level 3)

Purchase Cost: 3,000 gp

Creation Cost: 1,500 gp + 600 FP

Rope of Constriction: This rope exactly resembles a *rope of climbing* or *entanglement*, but as soon as it is commanded to perform some action, it lashes itself about the neck of the character holding it, and from 1–4 others within 10' of the victim.

If it successfully grapples a creature (the rope gets a +15 on its strength check) it strangles and crushes the life from it every round thereafter. Each round it delivers 2d6 hit points of strangulation damage, preventing the creature from speaking, and continues to constrict until a *remove curse* is cast upon it, the creature breaks free or it is sawn through.

Once grappled a creature may attempt to pry the rope from their throat by winning an opposed strength check (against the rope's +15 bonus) or by cutting the rope (which destroys it). The rope may only be cut by magical weapons and takes 50 points of damage to sever. Note that any creature entwined by the rope cannot cast spells with verbal components and must still make a concentration check at –10 to cast spells without verbal components. Weight 5 lb.

Creation Requirements: Must able to cast *animate rope* and *curse* (caster level 12)

Purchase Cost: 7,500 gp

Creation Cost: 3,750 gp + 1,500 FP

Rope of Entanglement: A *rope of entanglement* looks just like any other hempen rope about 30'. Upon command, the rope lashes forward 20' or upward 10' to entangle a victim.

Doing so requires a successful attack roll on the wielder's part, followed by a successful grapple check (the rope gets a +10 bonus to its strength checks).

A *rope of entanglement* has 22 hit points, an armor class of 22 and may only be damaged by slashing or piercing weapons. A damaged *rope of entanglement* repairs itself in 1 hour.

The only spells the character can cast while grappling or pinned are those without somatic components and whose material components the character has in hand at the time. Even so an entangled character casting a spell must succeed at a *concentration* check in order to cast while held.

A grappled creature can break the hold by making an opposed strength check against the rope, which gets a +12 bonus to its strength check. Weight 5 lb.

Creation Requirements: Must able to cast *animate rope* (caster level 12)

Purchase Cost: 21,000 gp

Creation Cost: 10,500 gp + 4,200 FP

Rug of Smothering: This finely woven carpet resembles a *carpet of flying* and will give off magical radiations if detected for. The character seating himself upon it and giving a command will be surprised, however, as the *rug of smothering* will tightly roll itself around that individual and suffocate him (see the *PLAYERS HANDBOOK*, page 59 for rules on suffocation).

A character seated on the rug may make a DC 23 dexterity save in order to escape the rug before it engulfs him. Failing that, the rug cannot be physically prevented from so wrapping itself around its victim (or victims, if more than one person sits upon the rug).

Trapped victims may not force their way out of the rug but may use light weapons to cut themselves from the rug, using slashing or piercing weapons. The rug has an armor class of 5 and 50 hit points.

Those outside of the rug may use piercing or slashing weapons to free those who are trapped, but all attacks originating from outside of the

rug deal ½ damage to the rug and ½ damage to those trapped within (round fractions down). Blunt weapon attacks deal full damage to those trapped by a *rug of smothering* but do not harm the rug at all. A damaged *rug of smothering* repairs itself in 1 hour.

The rug is exceptionally tough and can be prevented from smothering its victim by the casting one of the following spells: *animate object*, *hold plant*, or *wish*. Weight 15 lb.

Creation Requirements: Must able to cast *animate object* (caster level 13)

Purchase Cost: 24,000 gp

Creation Cost: 12,000 gp + 4,800 FP

Rug of Welcome: A rug of this type appears exactly the same as a *carpet of flying*, and it performs the functions of one (5' X 10' size), but a *rug of welcome* has other powers in addition. Upon command it will function as a *rug of smothering*, entrapping any creature up to ogre-size which steps upon it. A *rug of welcome* will also elongate itself and stiffen to become as hard and strong as steel, the maximum length being 30' long at 2' width, to serve as a bridge, barricade, etc. In this latter form it is AC 20 and will take 100 hit points to destroy. Best of all, the possessor need only utter a word of command, and the rug will shrink to 1/12th size for easy storage and transportation. Weight 15 lb.

Creation Requirements: Must be able to cast *fly* (caster level 15)

Creation Cost: 25,000 gp + 10,000 FP

Saw of Mighty Cutting: This notched adamantite blade is 12' long and over 1' wide. It requires a 20 or greater strength to operate alone, or 2 persons of 18 or greater strength to work in tandem. The blade will slice through a 1' on hardwood per minute. After 1 turn of cutting with the saw, the character or characters must rest for 1 hour before doing any further work.

Creation Requirements: Must able to cast *animate object* (caster level 10)

Purchase Cost: 5,000 gp

Creation Cost: 2,500 gp + 1,000 FP

Scarab of Death: This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried by a living creature for 1 minute, it changes into a horrible burrowing beetle-like creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. A DC 20 dexterity save allows the wearer to tear the scarab away before it burrows out of sight, but he still takes 3d6 points of damage. The beetle then returns to its scarab form. Placing the scarab in a container of wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.

Creation Requirements: Must able to cast *slay living* (caster level 19)

Purchase Cost: 80,000 gp

Creation Cost: 40,000 gp + 16,000 FP

Scarab of Enraging Enemies: When one of these devices is displayed and a command uttered, all intelligent hostile creatures within a 20' radius must make a DC 20 wisdom save or become enraged. Those making the saving throw may perform normally; enraged enemies will fly into a berserk fury and attack the nearest creature (even their own comrades) with +2 bonus "to hit" and +2 on damage. They suffer a -2 penalty to their armor class and may not do anything other than attack with whatever melee weapon is at hand.

The rage lasts for 10 rounds, and during this period, the enraged creatures will continually attack without reason or fear, moving on to attack other creatures nearest them if initial opponents are slain. A scarab of this type contains from 24 charges.

Creation Requirements: Must able to cast *confusion* (caster level 10)

Purchase Cost: 15,000 gp

Creation Cost: 7,500 gp + 3,000 FP

Scarab of Insanity: This scarab is absolutely indistinguishable from any other amulet, brooch, or scarab. When displayed and a command word is spoken, all other creatures within a 10' radius must make a DC 20 wisdom save.

Those failing the save are completely insane for 10 rounds, unable to cast spells or use reasoning of any sort (treat as a *confusion* spell (q.v.) with no chance for acting in a non-confused manner). The scarab has 12 charges.

Creation Requirements: Must able to cast *symbol of insanity* (caster level 10)

Purchase Cost: 5,000 gp

Creation Cost: 2,500 gp + 1,000 FP

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.

The scarab's possessor gains *magic resistance* of +10. The scarab can also absorb level-draining attacks, death effects, and ability draining effects. Upon absorbing twelve such attacks, the scarab turns to powder and is destroyed.

Creation Requirements: Must able to cast *Serten's spell immunity* and *negative plane protection* (caster level 18)

Purchase Cost: 40,000 gp

Creation Cost: 20,000 gp + 8,000 FP

Scarab Versus Golems: This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although he must concentrate in order for the detection to take place. A scarab enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no special resistance against those attacks.

Creation Requirements: Must able to cast *detect magic* (caster level 10)

Purchase Cost: 12,000 gp

Creation Cost: 6,000 gp + 2,400 FP

Shadow Lantern: This mundane-appearing light radiates a faint, evil dweomer. If it is fueled by oil rendered from fat of human corpses, its beam will generate 1d4+4 shadows who will serve the possessor of the device for as long as it burns. When the oil is consumed the shadows will disappear. The typical burning time is one hour and the lantern may only be used once per day.

Creation Requirements: Must able to cast *monster summoning V* (caster level 9)

Purchase Cost: 6,000 gp

Creation Cost: 3,000 gp + 1,200 FP

Sheet of Smallness: A magic item of this sort appears to be nothing more than a well-made piece of material - possibly some sort of covering or sheet woven of very fine linen or possibly silk. One side will have a larger pattern than the other, or perhaps one side will be white, the other black. In any event, there will be an aura of alteration detectable from this cloth if magic is checked for. The power of this dweomer is such that any regular or magical item is wrapped within the cloth will shrink as per the magic-user spell.

Creation Requirements: Must able to cast *shrink item* (caster level 5)

Purchase Cost: 6,000 gp

Creation Cost: 3,000 gp + 1,200 FP

Shoes of Fharlanghn: These low, thick-soled shoes are so durable and tough that they never wear out. Better still, the individual shod in this footgear will never grow fatigued from walking, doubling the distance they may walk in one day (*PHB*, p. 53).

If the wearer is of neutral or neutral good alignment, the following additional benefits are gained:

- The wearer benefits from the *woodland stride* class ability whenever walking upon solid ground.
- The dweomer of the shoes grants the wearer a +5 bonus to all dexterity checks made to climb.
- The wearer gains a +5 bonus to all dexterity checks made to keep his balance or avoid slipping.

Should the person shod actually be a worshiper of Fharlanghn, then he will also get these additional benefits:

- Becoming lost is impossible for the wearer.
- Nothing walking on the earth can surprise the wearer.
- The wearer's running speed and base jumping distance is doubled. As such, his movement rate when running is four times his normal movement rate. His base jumping distance is equal to his normal movement rate divided by 2.5.
- The wearer gets a +10 bonus to all dexterity checks made to climb (this supersedes the bonus given above).

At least a dozen pairs of these magical shoes are known to exist in treasure troves.

Creation Requirements: Must worship Pharlanghn and be able to cast *freedom of movement and foresight* (caster level 17)

Purchase Cost: 68,000 gp

Creation Cost: 34,000 gp + 13,600 FP

Shrouds of Disintegration: These burial wrappings look to be made of fine, embroidered materials. When a body is placed inside, a command word will turn it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth.

Creation Requirements: Must be able to cast *disintegrate* (caster level 15)

Purchase Cost: 6,600 gp

Creation Cost: 3,300 gp + 13,200 FP

Slippers of Kicking: The wearer of these magical shoes is empowered to utilize his feet as effective weapons. While wearing the boots the wearer's kicks deal 1d6 points of damage (the character may choose whether their kicks inflict normal or subdual damage).

A monk who wears these boots gains a +1 bonus to their unarmed attack and damage rolls.

Creation Requirements: Must be a monk and be able to cast *magic fang* or *enchanted weapon* (caster level 10)

Purchase Cost: 2,500 gp

Creation Cost: 1,250 gp + 500 FP

Slippers of Spider Climbing: When worn, a pair of these slippers enables movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free. The movement rate of a *spider climbing* character is reduced to half of its usual value. Severely slippery surfaces - icy, oiled, or greased surfaces - make these slippers useless. Weight ½ lb.

Creation Requirements: Must be able to cast *spider climb* (caster level 5)

Purchase Cost: 12,000 gp

Creation Cost: 6,000 gp + 2,400 FP

Spade of Colossal Excavation: This digging tool is 8' long with a spade-like blade 2' wide and 3' long. Any character with 18 strength can use this magical shovel to dig great holes. 1 cubic yard of normal earth can be excavated in 1 minute. Hard pan clay takes twice as long to dig, as does gravel. Loose soil takes only half as long.

For every turn the user digs he must rest for 1 hour.

Creation Requirements: Must be able to cast *animate object* (caster level 10)

Purchase Cost: 5,000 gp

Creation Cost: 2,500 gp + 1,000 FP

Spoon of Stirring: Appearing as a normal spoon of unremarkable sort, this instrument will radiate alteration magic. Upon being inserted into a container holding a magical potion, the spoon will give off a burst of the alteration sort of magic.

The contents of the container will be magically altered into some other sort of potion. To find out the type of potion produced by the spoon, simply use percentile dice to determine it from POTIONS table. If the result is the same as the previous contents, then the appearance of the liquid has changed and the strength of the stuff is either twice normal (01-50 on percentile dice) or half normal (51-00 on percentile dice).

The spoon may only be used once per day and only once per potion.

Creation Requirements: Creator must be able to cast *major creation* or *airy water* (caster level 10).

Purchase Cost: 5,000 gp

Creation Cost: 2,500 gp + 1,000 FP

Stone Horse: Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate kind.

A stone horse can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a *stone to flesh* spell, thus causing the stone horse to become a normal horse that can be healed normally. When fully healed, it automatically reverts to its stone form. While in its stone form, it can be fed gems, healing 1 point of damage for each 50 gp worth of mineral it is given.

There are two sorts of stone horses:

- **Courser:** This item has the statistics of a heavy horse, though its armor class is 20 and it has 50 hit points.

- **Destrier:** This item has the statistics of a heavy warhorse, though its armor class is 20 and it has 60 hit points.

Weight: 6,000 lb.

Creation Requirements: Must be able to cast *flesh to stone* and *animate objects* (caster level 15)

Purchase Cost: 12,000 gp (courser) or 15,000 gp (destrier)

Creation Cost: 6,000 gp + 2,400 FP (courser) or 7,500 gp + 3,000 FP (destrier)

Stone of Alarm: This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers). Weight 2 lb.

Creation Requirements: Must be able to cast *alarm* (caster level 3)

Purchase Cost: 2,700 gp

Creation Cost: 1,850 gp + 740 FP

Stone of Controlling Earth Elementals: A stone of this nature is typically an oddly shaped bit of roughly polished rock. The possessor of such a stone need but utter a few words of summoning, and a 12 hit die elemental comes to the summoner. The summoning words require 1 full round to speak, and in all ways the stone functions as the *conjure elemental* spell. If sand or rough, unhewn stone is the summoning medium, the elemental will be stronger (+2 hit points per hit die).

The elemental appears in 1d4 rounds. Only one elemental can be summoned at a time. A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain). Weight 5 lb.

Creation Requirements: Must be able to cast *conjure elemental* (caster level 12)

Purchase Cost: 100,000 gp

Creation Cost: 50,000 gp + 20,000 FP

Stone of Good Luck (Luckstone): This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a +1 bonus on all saving throws. This item may be used in conjunction with items of *protection*, such as cloaks and rings.

Creation Requirements: Must be able to cast *limited wish* (caster level 13)

Purchase Cost: 30,000 gp

Creation Cost: 15,000 gp + 6,000 FP

Stone of Weight (Loadstone): This stone appears to be a dark, smoothly polished stone. It increases the encumbrance category of its carrier by one category (i.e. from a *light* to a *medium* load). Once picked up, the stone cannot be disposed of by any non-magical means - if it is thrown away or smashed, it reappears somewhere on his person. If a *remove curse* spell is cast upon a *loadstone*, the item may be discarded normally and no longer haunts the individual.

Creation Requirements: Must be able to cast *curse* (caster level 5)

Purchase Cost: 1,500 gp

Creation Cost: 750 gp + 300 FP

Tome of Clear Thought: This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains a bonus of +1 to his Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Weight 5 lb.

Creation Requirements: Must be able to cast *wish* or *miracle* (caster level 17)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 FP

Tome of Leadership and Influence: This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, he gains a bonus of +1 to his Charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Weight 5 lb.

Creation Requirements: Must be able to cast *wish* or *miracle* (caster level 17)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 FP

Tome of Understanding: This thick book contains tips for improving instinct and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48

hours over a minimum of six days, he gains an inherent bonus of +1 to his Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Weight 5 lb.

Creation Requirements: Must be able to cast *wish* or *miracle* (caster level 17)

Purchase Cost: 50,000 gp

Creation Cost: 25,000 gp + 10,000 FP

Vacuous Grimoire: A book of this sort looks like a normal one on some mildly interesting topic. Any character who opens the work and reads so much as a single word therein must make two DC 30 intelligence saves. The first is to determine if the reader takes 1 point of permanent Intelligence drain. The second is to find out if the reader takes 2 points of permanent Wisdom drain. To destroy the book, a character must burn it while casting *remove curse*. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those other works. Weight 5 lb.

Creation Requirements: Must be able to cast *curse* and *feeblemind* (caster level 20)

Purchase Cost: 21,000 gp

Creation Cost: 11,500 gp + 4,600 FP

Vest of Escape: Hidden within secret pockets of this simple silk vest are lockpicks and tools that provide a +2 bonus to all checks made to *disable devices*. The vest also grants its wearer a +5 bonus on all dexterity checks made to escape from bonds or constriction of any sort.

Creation Requirements: Caster must be a thief. Must be able to cast *grease* (caster level 5)

Purchase Cost: 5,000 gp

Creation Cost: 2,500 gp + 1,000 FP

Vestment, Druid's: This light garment is worn over normal clothing or armor. Most such vestments are green, embroidered with plant or animal motifs. When this item is worn by a character with the *totem shape* ability, the character can use that ability one additional time each day.

Creation Requirements: Caster must be a druid with the *totem shape* ability.

Purchase Cost: 10,000 gp

Creation Cost: 5,000 gp + 2,000 FP

Well of Many Worlds: This strange, interdimensional device looks just like a *portable hole*. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a *portable hole* can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.)

Creation Requirements: Caster must be able to cast *gate* (caster level 17).

Purchase Cost: 80,000 gp

Creation Cost: 40,000 gp + 16,000 FP

Wind Fan: A wind fan appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a *gust of wind* spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, non-magical tatters.

Creation Requirements: Caster must be able to cast *gust of wind* (caster level 5).

Purchase Cost: 5,500 gp

Creation Cost: 2,750 gp + 1,100 FP

Wings of Flying: A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that

ARMOR & SHIELDS

Magical armor is always of exceptional quality. As is the case with all exceptional armor, magical armor weighs less than usual and has its weight better distributed (see page 46 for more details on exceptional armor).

empower him to fly with at a 12" movement rate (maneuverability class B) for 1 hour. The user must rest for 1 hour for each hour of flight. Weight 2 lb.

Creation Requirements: Caster must be able to cast *fly* (caster level 10).

Purchase Cost: 55,000 gp

Creation Cost: 27,500 gp + 11,000 FP

Zagyg's Flowing Flagon: This magical drinking vessel appears to be nothing more than a rather well-made figure, usually of nickel-silver, with some fair amount of engraving and bas-relief sculptures depicting grapes, vines, wine cellars, drinking, etc.

Somewhere on the vessel will be a line of magical writing - the words of a toast. The first individual to pick up the flagon will be able to read what is written, but no other can do so, normally or magically, until they become the owner of the vessel. The toast phrase is read to activate the flagon (this takes one round) - and each time it is activated, the phrase changes.

Recitation of the magical toasting words causes the flagon to fill with good-tasting, but rather weak, wine. Each time thereafter that the flagon is drained, it refills itself with better-tasting, and more potent, liquid:

1. A weak wine with 6% alcohol content
2. A rich wine with 12% alcohol content
3. A fortified wine with 18% alcohol content
4. A port-like wine with 24% alcohol content
5. A near-liquor of some 40% alcoholic content
6. A brandy-like liquid of nearly 80% alcohol

The typical flagon contains about 1 pint of liquid. Any creature who repeatedly partakes of the flagon may make a perception checks (with a -10 penalty) to notice the increase in potency from one draught to the next. Thus, unsuspecting drinkers are quickly and easily made intoxicated and possibly brought to stupor from the contents of the flagon. The container is usable a maximum of three times per day.

Creation Requirements: Caster must be able to cast *confusion* (caster level 9).

Purchase Cost: 75,000 gp

Creation Cost: 37,500 gp + 15,000 FP

Zagyg's Spell Component Case: This item appears to be a normal belt pouch of unremarkable sort, although it will radiate a faint magic aura if such is detected for.

An arcane caster possessing this pouch simply thinks of the material components desired for a certain spell, and they will appear in the pouch. If these components are not used within 1 round after they appear, they immediately disappear, and that usage of the pouch becomes wasted. If the components are employed in spell casting, they likewise immediately disappear as soon as the spell is cast.

Expensive material components (those worth 5 or more gold pieces) may not be called forth from the pouch.

Creation Requirements: Caster must be able to cast *Leomund's secret chest* (caster level 10).

Purchase Cost: 15,000 gp

Creation Cost: 7,500 gp + 3,000 FP

75% of all magical armor found is sized to fit Medium-sized characters, magically altering itself to perfectly fit its wearer, while 25% is sized to fit Small characters.

Unless noted in the armor or shield description 95% of all randomly generated armor and shields are made of normal materials (leather,

steel and/or wood). 5% are made from special materials, such as bronzewood, dragonhide, adamantite, mithral, or glassteel (see *SPECIAL MATERIALS* on page 47 for more information). Armor with a +4 bonus must be made from special meteorite iron steel, while +5 armor is made from adamantite alloyed steel.

Using Magic Armor & Shields: Magical armor and shields simply have to be worn in order to be activated. Unless stated otherwise, *magical armor* operates continuously and requires neither thought nor action on the part of its owner.

Some magical armors have abilities that must be activated. Although this activation sometimes requires a command word, usually it means mentally willing the activation to happen. The description of an item states whether a command word is needed in such a case.

The magical bonus of armor is added to its base AC Bonus, so that *chainmail* +3 (for example) has an armor class bonus of +8, while a *small steel shield* +3 has an armor class bonus of +4. *Rings* and *cloaks of protection*, as well as *protection from evil* spells do not work in conjunction with magical armor or shields to raise their wearer's AC. The highest magical bonus, or combined bonus (in the case of armor and shield), to AC is used when magical armor and magical "protection" items or spells are employed by the same individual.

d% roll	results
01-03	banded mail +1
04-05	banded mail +2
06	banded mail +3
07	banded mail +4
08	banded mail of luck
09-14	chainmail +1 ^
15-18	chainmail +2 ^
19-20	chainmail +3 ^
21	chainmail +4 ^
22	chainmail +5 ^
23-25	chain shirt +1 ^
26-27	chain shirt +2 ^
28	chain shirt +3 ^
29	chain shirt +4 ^
30	celestial chainmail
31	demon armor
32-33	full plate +1
34-35	full plate +2
36	full plate +3
37	full plate +4
38	full plate +5
39	full plate of arrow attraction
40	full plate of command
41	full plate of the deep
42	full plate of rage
43	full plate of speed
44-50	leather armor +1
51-52	leather armor +2
53	padded armor +1
54-57	platemail +1
58-59	platemail +2
60-61	platemail +3
62	platemail +4
63	platemail +5
64	platemail of etherealness
65	platemail of vulnerability
66-68	ringmail +1
69-70	ringmail +2
71-72	scalemail +1
73-74	scalemail +2
75	scalemail +3
76-77	splint mail +1
78-79	splint mail +2
80	splint mail +3
81	splint mail +4
82-85	studded leather +1**
86-87	studded leather +2**
88-92	shield +1**
93-95	shield +2**
96-97	shield +3**
98	shield +4**
99	shield +1, +4 versus missiles

00 shield -1, missile attractor

* appears to be standard, beneficial armor

^ 5% of magical chain armor found is *elfin chain*. See the *elfin chainmail* or *elfin chain shirt* description if *elfin chain* is indicated.

** See the *shields* entry below for more information.

Creating Magical Armor & Shields: To create magic armor, a character needs a heat source and some iron, wood, or leatherworking tools. He also needs a supply of materials, the most obvious being the armor or the pieces of the armor to be assembled. Armor to be made into magic armor must be exceptional armor, and the cost of this armor is added to the creation cost of the enchantment to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic armor.

Creating magic armor has a special prerequisite: The creator's caster level must be at least 9 + the magical bonus of the armor. Note that no suit of armor or shield may have a bonus greater than +5 and non-metal armor or shields may not have a bonus greater than +2. Armor with a +4 bonus is of special meteorite iron steel, while +5 armor is made from adamantite alloyed steel.

If spells are involved in the prerequisites for making the armor, the creator must have prepared the spells to be cast, must provide any material components the spells require, and must pay any XP costs required for the spells. The act of working on the armor triggers the prepared spells, making them unavailable for casting during each day of the armor's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.) Creating some armor may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Enchanting exceptional armor requires one day for each 1,000 gp of the creation cost.

magical bonus	magic armor creation cost*	minimum caster level
+1	1,000 gp + 400 FP	10
+2	4,000 gp + 1,600 FP	11
+3	9,000 gp + 3,600 FP	12
+4	16,000 gp + 6,400 FP	13
+5	25,000 gp + 10,000 FP	14

* not including the cost of the exceptional armor or shield

magical bonus	magic armor purchase price*	minimum caster level
+1	2,000 gp	10
+2	8,000 gp	11
+3	18,000 gp	12
+4	32,000 gp	13
+5	50,000 gp	14

* not including the cost of the exceptional armor or shield

Standard Armor & Shields

The following suits of armor and shields represent those typically found by adventurers or created by spellcasters:

Banded Mail of Luck: Ten 100 gp gems adorn this +3 *banded mail*. Once per week, the armor allows its wearer to require that an attack roll made against him be rerolled. He must take whatever consequences come from the second roll. The wearer's player must decide whether to have the attack roll rerolled before damage is rolled.

Creation Requirements: Must be able to cast *bless* (caster level 12)

Purchase Cost: 27,000 gp*

Creation Cost: 13,500 gp* + 5,400 FP

Celestial Chainmail: This bright silver or gold +3 *chainmail* is so fine and light that it can be worn under normal clothing without betraying its presence. It is considered light armor for the purposes of encumbrance and may be worn by all proficient in the use of light armor.

It weighs only 20 pounds, and it allows the wearer to use *fly* on command (as the spell) once per day for up to 5 minutes (30 rounds). Creation Requirements: Must be able to cast *fly* (caster level 5), must be created by a caster of 14th level or greater

Purchase Cost: 50,000 gp*

Creation Cost: 25,000 gp* + 10,000 FP

Demon Armor: This plate armor is fashioned to make the wearer appear to be a demon. The helmet is shaped to look like a horned

demon head, and its wearer looks out of the open, tooth-filled mouth. This +4 *full plate* allows the wearer to make claw attacks that deal 1d10 points of damage, strike as +1 weapons, and afflict the target as if he had been struck by a *cause disease* spell (a DC 23 constitution save). Use of *cause disease* requires a normal melee attack with the claws. The "claws" are built into the armor's vambraces and gauntlets.

The armor drains 1 level from any non-evil creature wearing it. This drained level persists as long as the armor is worn and disappears when the armor is removed. The drained level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the armor is worn.

Creation Requirements: Must be able to cast *cause disease* (caster level 13)

Purchase Cost: 100,000 gp*

Creation Cost: 50,000 gp* + 20,000 FP

Elfin Chainmail: This extremely light chainmail is made of very fine mithral links (see *SPECIAL MATERIALS* on page 47 for more details). It is considered to be light armor and weighs 15 pounds (rather than 17½ lbs) due to elven expertise in working with this rare metal. This armor is so fine and non-encumbering that arcane spellcasters trained in the use of light armor (such as fighter/magic-users) may cast spells in elfin chain without impairment. The cost of unenchanted elfin chainmail is 4,500gp, though such armor is exceedingly rare and rarely offered to non-elves.

Creation Requirements: Must be elven.

Elfin Chain Shirt: This extremely light chain shirt is made of very fine mithral links (see *SPECIAL MATERIALS* on page 47 for more details). It is considered to be light armor and weighs 10 pounds (rather than 12½ lbs) due to elven expertise in working with this rare metal. This armor is so fine and non-encumbering that arcane spellcasters trained in the use of light armor (such as fighter/magic-users) may cast spells in elfin chain without impairment. The cost of an unenchanted elfin chain shirt is 2,750gp, though such armor is exceedingly rare and rarely offered to non-elves.

Creation Requirements: Must be elven

Full Plate of Arrow Attraction: Magical analysis indicates that this armor is a normal suit of +3 *full plate*. However, the armor is cursed. It works normally with regard to melee attacks but actually serves to attract ranged weapons. The wearer takes a -15 penalty to AC against any attack by a ranged weapon. The true nature of the armor does not reveal itself until the character is fired upon in earnest.

Creation Requirements: Must be able to cast *curse* (caster level 12)

Purchase Cost: 15,000 gp*

Creation Cost: 7,500 gp* + 3,000 FP

Full Plate of Command: This finely crafted +2 *full plate* radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer gains a +2 bonus on all charisma ability checks, including saves.

Friendly troops within 360' of the user become braver than normal (+2 to all charisma saves versus fear). Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal himself in any way and still have the effect function.

Creation Requirements: Must be able to cast *mass charm* (caster level 15)

Purchase Cost: 50,000 gp*

Creation Cost: 25,000 gp* + 10,000 FP

Full Plate of the Deep: This +1 *full plate* is decorated with a wave and fish motif. The wearer of *plate armor of the deep* is treated as unarmored when making strength checks to swim. The wearer can breathe underwater and can converse with any creature with a language that breathes water.

Creation Requirements: Must be able to cast *freedom of movement* (caster level 11)

WEAPONS

Magic weapons have bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magic weapons must be exceptional weapons. Exceptional weapons normally grant their wielder a +1 bonus to attack rolls but lose this bonus when enchanted, as the magical

Purchase Cost: 50,000 gp*

Creation Cost: 25,000 gp* + 10,000 FP

Full Plate of Rage: This armor is similar in appearance to *armor of command* and functions as a suit of +1 *full plate*. However, when it is worn, the armor causes the character to take a -2 penalty to all charisma checks made to influence others. All unfriendly characters within 300' have a +1 bonus on attack rolls against him.

The effect is not noticeable to the wearer or those affected. (In other words, the wearer does not immediately notice that donning the armor is the cause of his problems, nor do foes understand the reason for the depth of their enmity.)

Creation Requirements: Must be able to cast *curse* (caster level 10)

Purchase Cost: 2,000 gp*

Creation Cost: 1,000 gp* + 400 FP

Full Plate of Speed: The wearer of this fine set of +1 *mithral full plate* can act as though affected by a *haste* spell for up to 10 rounds each day. The *haste* effect need not be used in consecutive rounds and requires no time to activate each round (though the wearer must declare when they are activating or deactivating the *haste* effect). This armor is considered medium armor for the purposes of encumbrance and weighs 25 pounds.

Creation Requirements: Must be able to cast *haste* (caster level 10)

Purchase Cost: 50,000 gp*

Creation Cost: 25,000 gp* + 10,000 FP

Platemail of Etherealness: *Platemail of etherealness* is seemingly normal +5 armor, but if a command word is spoken, the suit enables its wearer and all non-living items he wears and carries to become ethereal, as per the *ethereal jaunt* spell, once per day.

The character can remain ethereal for as long as desired, but once he returns to normal, he cannot become ethereal again that day.

Creation Requirements: Must be able to cast *ethereal jaunt* (caster level 13), creator must be 14th level or greater

Purchase Cost: 150,000 gp*

Creation Cost: 75,000 gp* + 30,000 FP

Platemail of Vulnerability: This armor appears to every test to be magical +1 armor, but it is actually cursed platemail that provides no protection to its wearer.

Creation Requirements: Must be able to cast *curse* (caster level 10)

Purchase Cost: 2,000 gp*

Creation Cost: 1,000 gp* + 400 FP

Shields, Magical: Half of all magical shields discovered are large shields and half are small shields. Shields with a +1 or +2 bonus may be wooden (50%) or steel (50%), while those with a +3 or +4 bonus are always steel shields.

Shield, Large, +1, +4 versus Missiles: This large steel shield provides a higher, +4, bonus to armor class when brought to bear against missile attacks. It negates all *magic missile* attacks targeting the shield's bearer. These bonuses do not apply against attacks originating from behind the character, as shields offer no protection against rear attacks (*PHB*, p. 57).

Creation Requirements: Must be able to cast *shield* (caster level 10)

Purchase Cost: 18,000 gp*

Creation Cost: 9,000 gp* + 3,600 FP

Shield -1, Missile Attractor: This cursed buckler (small steel shield) not only makes the bearer equivalent to a shieldless person, it also attracts missiles of all sorts to itself. The wearer takes a -15 penalty to AC against any attack by a ranged weapon. The true nature of the armor does not reveal itself until the character is fired upon in earnest.

Creation Requirements: Must be able to cast *curse* (caster level 12)

Purchase Cost: 8,000 gp*

Creation Cost: 4,000 gp* + 1,600 FP

bonuses (or penalties, in the case of *cursed* weapons) supersede the exceptional weapon attack roll bonus.

Unless noted in the weapon description 95% of all randomly generated weapons are made of normal materials (steel and/or wood). 5% are made from special materials, such as cold-iron,

bronzewood, adamantite, mithral, glassteel or silvered-steel (see SPECIAL MATERIALS on page 47 for more information). Weapons with a +4 bonus must be forged from special meteorite iron steel, while +5 weapons are made from adamantite alloyed steel.

d% roll	results
01-28	roll on the miscellaneous weapon subtable a
29-56	roll on the miscellaneous weapon subtable b
57-00	roll on the sword subtable



miscellaneous weapon subtable a

d% roll	results
01-05	arrows +1, 4d6 in number
06-08	arrows +2, 4d6 in number
09	arrows +3, 4d6 in number
11	arrows of slaying, 4d6 in number
12	arrows of sleep, 4d6 in number
13-16	axe, +1 ^
17-19	axe +2 ^
20-21	axe +3 ^
22	axe of hurling
23	axe, life-drinker
21-24	bolts, +1, 4d6 in number
25-27	bolts, +2, 4d6 in number
28	bolts, +3, 4d6 in number
29-33	bow +1 ^
34-37	bow +2 ^
38-41	bullets, sling +1, 4d6 in number
42-44	bullets, sling +2, 4d6 in number
45	bullets, sling +3, 4d6 in number
46	bullets, sling, of impact, 4d6 in number
47-51	crossbow +1 ^
52-55	crossbow +2 ^
56	crossbow of accuracy ^
57	crossbow of distance ^
58	crossbow of speed ^
59-63	dagger +1
64-66	dagger +1, +3 vs. small humanoids & demihumans
66-67	dagger +1, +3 vs. large humanoids & giants
68-70	dagger +2
71	dagger +2, longtooth
72-73	dagger +3
74	dagger of throwing
75	dagger of venom

76-79	dart +1
80-82	dart +2
83-84	dart +3
85	dart of homing
86	dart of the hornet's nest
87-89	flail +1 ^
90-91	flail +2 ^
92-95	hammer +1 ^
96-98	hammer +2 ^
99-00	hammer +3 ^

* appears to be a standard, beneficial weapon

^ see the item description for more details

miscellaneous weapon subtable b

d% roll	Results
01	hammer +3, dwarven thrower
02	hammer +4 ^
03	hammer of thunderbolts
04-07	javelin +1
08-10	javelin +2
11	javelin +3
12	javelin of lightning
13	javelin of piercing
14-18	lance +1 ^
19-21	lance +2 ^
22-26	mace +1 ^
27-29	mace +2 ^
30-31	mace +3 ^
32	mace of disruption
33	mace of terror
34-37	morningstar +1
38-39	morningstar +2
40	net of snaring
41-44	pick +1 ^
45-46	pick +2 ^
47-51	polearm +1 ^
52-54	polearm +2 ^
55-58	quarterstaff +1
59-61	quarterstaff +2
62	quarterstaff, bronzewood, +3
63-65	scythe +1
66-67	scythe +2
68-70	sickle +1
71-72	sickle +2
73-74	sling +1
75	sling of seeking
76-79	spear +1 ^
80-82	spear +2 ^
83	spear +3 ^
84-85	spear, cursed backbiter ^*
86	staff-mace
87	staff-sling
88	staff-spear
89-91	trident +1
92-93	trident +2
94	trident (military fork) +3
95	trident of fish command
96	trident of submission
97	trident of warning
98	trident of yearning *
99-00	whip +1

* appears to be a standard, beneficial weapon

^ see the item description for more details

sword subtable ¥

d% roll	results
01-25	sword +1 ^
26-29	sword +1, flame-tongue ^
30	sword +1, luck blade ^
31-34	sword +1, +3 vs. lycanthropes & shape-changers ^
35-38	sword +1, +3 vs. magic-using & enchanted creatures ^
39-42	sword +1, +3 vs. regenerating creatures ^
43-46	sword +1, +3 vs. reptiles ^
47-56	sword +2 ^
57-58	sword +2, dragon slayer ^
59-60	sword +2, giant slayer ^

61-62	sword +2, nine-lives stealer [^]
63-67	sword +3 [^]
68-69	sword +3, frost brand [^]
70-72	sword +4 [^]
73	sword +4, defender [^]
74-75	sword +5 [^]
76	sword +5, defender [^]
77	sword +5, holy avenger [^]
78	hornblade
79-81	sun sword
82	sword, broad, "Final Word" type
83-84	sword of dancing [^]
85	sword of life stealing [^]
86-87	sword of the planes [^]
88-89	sword of sharpness [^]
90-91	sword of subtlety [^]
92-93	sword of wounding [^]
94-96	sword, short, of quickness
97	sword, vorpal weapon [^]
98	sword +1, cursed* [^]
99	sword +2, cursed berserking* [^]
00	sword -2, cursed* [^]

¥ may be intelligent, see page 180 and pages 102-103.

* appears to be a standard, beneficial weapon

[^] roll a d20 to determine the type of sword, unless the description indicates otherwise: [1-9] longswords [10-13], broadsword, [14] scimitar, [15-17] short sword, [18] bastard sword, [19-20] two-handed sword.

Using Magic Weapons: All magic weapons receive their stated bonus to both attack and damage roll. The special features of listed weapons are described below in the *Weapon Special Abilities* or the relevant weapon (*Miscellaneous* or *Sword*) section.

Most swords and daggers (75%) of magical nature shed light, equal to that produced by the *light* spell, when drawn from their scabbard. Exceptions to this include *Flame Tongue*, *Frost Brand*, *Holy Avenger*, *Life Stealing* and *Sharpness* swords. This light may not be dimmed by weapon's wielder.

Magic arrows, bolts and sling bullets which miss their target are 50% likely to be broken or otherwise rendered useless. All that hit are destroyed.

Magic Weapon Creation: To create a magic weapon, a character needs a heat source and some iron, wood, or leatherworking tools. He also needs a supply of materials, the most obvious being the weapon or the pieces of the weapon to be assembled. Only an exceptional weapon can become a magic weapon, and the exceptional weapon cost is added to the total cost to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for creating the magic weapon according to the weapon's total effective bonus.

Creating a magic weapon has a special prerequisite: The creator's caster level must be at least 9 + the magical bonus (or equivalent bonus) of the weapon. A magic weapon must have at least a +1 bonus to have any of the abilities listed on the *Weapon Special Ability Table*. Note that no magic weapon may have a bonus greater than +5, though it may have an equivalent bonus of +6 or greater due to *Special Abilities*, and a weapon that is not forged from steel or fashioned from bronzewood may not have a bonus (excluding equivalent bonuses due to *Special Abilities*) greater than +2. Weapons with a +4 bonus must be forged from special meteorite iron steel, while +5 weapons are made from adamantite alloyed steel.

If spells are involved in the prerequisites for making the weapon, the creator must have prepared the spells to be cast but need not provide any material components the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the weapon triggers the prepared spells, making them unavailable for casting during each day of the weapon's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.)

At the time of creation, the creator must decide if the weapon glows or not as a side-effect of the magic imbued within it. This decision does not affect the price or the creation time, but once the item is finished, the decision is binding.

Creating some weapons may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details. Creating magical armor costs half the Purchase Cost listed, +1 FP for every 2 ½ gp

of its creation cost. Crafting a magic weapon requires one day for each 1,000 gp value of the creation cost.

magical bonus or equivalent	magic weapon creation cost*	minimum caster level
+1	1,000 gp + 400 FP	10
+2	4,000 gp + 1,600 FP	11
+3	9,000 gp + 3,600 FP	12
+4	16,000 gp + 6,400 FP	13
+5	25,000 gp + 10,000 FP	14
+6	36,000 gp + 14,400 FP	15
+7	49,000 gp + 19,600 FP	16
+8	64,000 gp + 25,600 FP	17
+9	81,000 gp + 32,400 FP	18
+10	100,000 gp + 40,000 FP	19

magical bonus or equivalent	magic weapon purchase cost*	minimum caster level
+1	2,000 gp	10
+2	8,000 gp	11
+3	18,000 gp	12
+4	32,000 gp	13
+5	50,000 gp	14
+6	72,000 gp	15
+7	98,000 gp	16
+8	128,000 gp	17
+9	162,000 gp	18
+10	200,000 gp	19

* not including the cost of the exceptional weapon. The cost listed above is for 1 weapon or for 50 arrows, bolts or bullets.

- a weapon can't actually have a bonus higher than +5. Use these lines to determine price when special abilities are added in.

special ability	creation cost modifier ¹	notes
bane	+1 bonus	
brilliant energy	+4 bonus	see below
dancing	+4 bonus	
defending	+1 bonus	
disruption	+2 bonus	bludgeoning weapons only
distance	+1 bonus	ranged weapons only
flaming	+1 bonus	
frost	+1 bonus	
ghost touch	+1 bonus	
holy/unholy	+2 bonus	
intelligence	see page 102	
merciful	+1 bonus	
returning	+1 bonus	thrown weapons only
seeking	+1 bonus	ranged weapons only
shock	+1 bonus	
speed	+3 bonus	
spell storing	+1 bonus	
thundering	+1 bonus	
vorpal	+5 bonus	slashing weapons only
wounding	+2 bonus	

¹ add to the magical bonus or equivalent on the tables above to determine the creation and purchase costs

Weapon Special Abilities

Bane: A bane weapon excels at attacking one type of creature (humans, dragons, ghouls, etc). Against its designated foe, its effective bonus is +2 better than its normal bonus and the weapon deals double damage. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.

Brilliant Energy: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (30' radius). A brilliant energy weapon ignores non-living matter. Armor bonuses to AC do not count against it because the weapon passes through armor, though dexterity and magical bonuses still apply.

A brilliant energy weapon cannot harm undead, animated creatures, and objects. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Creation Requirements: Creator must be able to cast a *plane shift*, *ethereal jaunt*, or *etherealness*

Dancing: A dancing weapon can be loosed to attack on its own. It fights for 4 rounds, using the combat abilities of the one who loosed it,

and then drops. While dancing the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items.

The dancing weapon accompanies the person who activated it everywhere, whether he moves by physical or magical means. If the wielder who loosed it has an unoccupied hand, he can automatically grasp it while it is attacking; when so retrieved the weapon can't dance (attack on its own) again for 4 rounds.

Creation Requirements: Creator must be able to cast *animate object*

Defending: A defending weapon allows the wielder to transfer some or all of the sword's bonus to his AC. Each round the wielder chooses how to allocate the weapon's bonus before using the weapon, and the effect to AC lasts until his next turn.

Creation Requirements: Creator must be able to cast *shield* or *shield of faith*

Disruption: A weapon of disruption is the bane of all undead. Any undead creature struck in combat must succeed on a DC 20 charisma save or be destroyed. A weapon of disruption must be a bludgeoning weapon. (If you roll this property randomly for a piercing or slashing weapon, reroll.)

Creation Requirements: Creator must be able to cast *heal*

Distance: This property can only be placed on a ranged weapon. A weapon of distance has double the range increment of other weapons of its kind.

Creation Requirements: Creator must be able to cast *clairvoyance*

Flaming: Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 3 points of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

Creation Requirements: Creator must be able to cast a fire-based spell of 3rd level or higher, such as *fireball* or *flamestrike*

Frost: Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 3 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

Creation Requirements: Creator must be able to cast an *ice* or *cold* spell of 3rd level or higher, such as *sleet storm* or *cold of cold*

Ghost Touch: A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. The weapon can be picked up and moved by an incorporeal creature at any time. A ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Creation Requirements: Creator must be able to cast a *plane shift*, *ethereal jaunt*, or *etherealness*

Holy/Unholy: A holy weapon is imbued with holy power. This power makes the weapon good-aligned. It deals an extra 3 points of damage against all creatures of evil alignment. Any evil creature attempting to wield it loses 1 level of experience. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Unholy weapons function exactly as holy weapons, except that they are evil in alignment and harm good creatures.

Creation Requirements: Creator must be good (or evil, for unholy weapons) and able to cast *holy aura* (or its reverse)

Intelligence: Intelligent weapons follow the guidelines and restrictions given on pages 102-103. While swords are the most commonly found intelligent weapons, all permanently enchanted weapons (and items) may be given intelligence.

Creation Requirements: Caster level 15 (see page 179)

Merciful: The weapon deals non-lethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, and slings so crafted bestow the merciful effect upon their ammunition.

Creation Requirements: Creator must be able to cast a *cure light wounds*

Returning: This special ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a returning weapon when it comes back is automatically successful and takes no time. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the spot from which it was thrown.

Seeking: Only ranged weapons can have the seeking ability. The weapon veers toward its target, negating any armor class bonuses gained due to cover or concealment, though the wielder still has to aim the weapon at the right square. Targets with 100% cover may not be struck, even with seeking weapons.

Shock: Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 3 points of electricity damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

Creation Requirements: Creator must be able to cast a *lightning* spell of 3rd level or higher, such as *call lightning* or *lightning bolt*

Speed: The wielder of a speed weapon may make one extra attack with it each round. (This benefit is not cumulative with similar effects, such as a *haste* spell.)

Creation Requirements: Creator must be able to cast a *haste*

Spell Storing: A *spell storing* weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 round.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled *spell storing* weapon has a 50% chance to have a spell stored in it already.

Thundering: A thundering weapon creates a cacophonous roar like thunder when its wielder hits a foe with a roll of a natural "20". The thunder does not harm the wielder but deals an extra 6 points of sonic damage to the stricken foe. Living creatures that are hit by a thundering weapon on a natural "20" must make a DC 20 constitution save or be deafened permanently. Bows, crossbows, and slings so crafted bestow the sonic energy upon their ammunition.

Creation Requirements: Creator must be able to cast *shout* or *blindness/deafness*

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon the roll of a natural "20", the weapon severs the opponent's head (if it has one) from its body. Creatures with no discernible head (such as oozes or plants), most undead (excluding vampires) and golems are not affected by this effect. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon.

Wounding: A wounding weapon deals wounds that may not be regenerated or magically healed. Any wound dealt to a living creature bleeds for 10 rounds, dealing 1 hit point per round to that creature, until the wound closes.

Creation Requirements: Creator must be able to cast *wither*

Standard, Miscellaneous Weapons

The following weapons usually are pre-constructed with the weapon abilities described above. Use the equivalent bonus to determine the creator level, creation costs and Purchase Cost for each item. The various items listed have their bonus applied to both "to hit" and damage dice. Any miscellaneous weapon which is not totally self-explanatory is detailed in one of the following paragraphs.

Arrows, Magical: When randomly determining magical treasure, roll 4d6 to determine the number of magical arrows found.

Arrows of Slaying: These +3 arrows are keyed to a particular type or subtype of creature. If one strikes such a creature, the target must make a DC 22 charisma save or die (or, in the case of unliving targets, be destroyed) instantly. On a successful save, the target suffers quintuple damage. When keyed to a living creature, this is a death effect (and thus *negative plane protection* shields a target). To determine the type or subtype of creature the arrow is keyed to, roll a d20 and consult the following table.

d20 roll	result
1	aberrations
2	amphibians
3	arachnids
4	avians
5	dragons
6	dwarves
7	elves
8	extraplanar creatures (evil)
9	extraplanar creatures (good)
10	extraplanar creatures (neutral)
11	faeries
12	giants
13	goblinoids
14	golems
15	halflings
16	humans
17	mammals (animals)
18	orcs
19	reptiles
20	sea monsters

Develop your own types and modify and/or limit the foregoing as fits your campaign.

Creation Requirements: Must be able to cast *finger of death* or *death spell*

Equivalent Bonus: +5

Arrows, Sleep: These +1 arrows are painted white and have white fletching. If one strikes a foe it bursts into magical energy that deals non-lethal damage (in the same amount as would be lethal damage) and forces the target to make a DC 20 intelligence save or fall asleep.

Creation Requirements: Must be able to cast *sleep*

Equivalent Bonus: +2

Axes, Magical: Unless otherwise specified, half of all magical axes found are hand axes, while 40% are battle axes. The remaining 10% are great axes.

Axe +2, Throwing: This magical hand axe's range is doubled, as per the *distance* special ability (see *WEAPON SPECIAL ABILITIES* above). As such each range increment is 20' rather than 10'.

Creation Requirements: Creator must be able to cast *clairvoyance*

Equivalent Bonus: +3

Axe of Hurling: This appears to be a normal, +3 hand axe. With familiarity and practice, however, the possessor discovers that the axe has *distance* and *returning* special abilities (see *WEAPON SPECIAL ABILITIES* above).

Creation Requirements: Creator must be able to cast *clairvoyance*

Equivalent Bonus: +5

Axe, Life-Drinker: This +1 greataxe is favored by both undead and animated creatures, who do not suffer its drawback. A life-drinker drains 1 level from its target whenever it a natural "20" is rolled by the sword's wielder.

There is no saving throw to avoid this level drain, but 24 hours later, the subject must make a DC 20 constitution saving throw for each

level lost. If the save succeeds, that lost level is regained. If it fails one of the subject's character levels is permanently drained.

Each time a life-drinker drains a level from its target, it also drains a level from its wielder. The wielder's lost level is regained after 1 hour, requiring no saving throw on his behalf.

Creation Requirements: Must be able to cast *slay living* or *energy drain*

Equivalent Bonus: +4

Bolts, Magical: When randomly determining magical treasure, roll 4d6 to determine the number of magical bolts found.

Bows, Magical: Unless otherwise specified half of all magical bows found are longbows, while the other half are shortbows. Furthermore half of all magical bows found, whether long- or short-, are composite bows. Composite bows are often made to accommodate exceptionally strong bowmen (*PHB*, p. 45). 30% are made for bowmen with a 13-15 strength, 15% are made for bowmen with a 16-17 strength, 5% are made for 18 strength bowmen. The remaining 50% are made for bowmen with average (9-12) strength. Magical bows impart their bonus to arrows fired from them. If magic arrows are used with a magical bow, the bonuses of the bow and arrows are totaled.



Bow, Oathbow: Of elven make, this white +2 *composite longbow* (that can accommodate up to a +2 strength bonus to damage) whispers "Swift defeat to my enemies" in elven when nocked and pulled.

Once per day, if the firer swears aloud to slay his target, the bow's whisper becomes the low shout "Swift death to those who have wronged me." Against such a sworn enemy the next arrow fired functions as an *arrow of slaying*.

The Oathbow may only have one sworn enemy at a time. Once the wielder swears to slay a target, he cannot make a new oath until he has slain that target or seven days have passed. Even if the wielder slays the sworn enemy on the same day that he makes the oath, he cannot activate the Oathbow's special power again until 24 hours have passed from the time he made the oath.

Creation Requirements: Must be an elf

Equivalent Bonus: +4

Bullets, Sling, Magical: When randomly determining magical treasure, roll 4d6 to determine the number of magical sling bullets found.

Bullets, Sling, of Impact: These appears to be little more than a well-cast sling bullets. Close examination will reveal minute runes engraved upon these missiles, and they radiate an aura of enchantment. Composed of a mixed iron, silver and lead alloy, each bullet is equal to a +2 missile. They strike for double damage (2d4 + bonuses) upon impact.

Creation Requirements: Must be able to cast *magic stone* or *magic missile*

Equivalent Bonus: +3

Crossbows, Magical: Unless otherwise specified, 75% of all magical crossbows found are light crossbows, 20% are heavy crossbows and the remaining 5% are hand crossbows. Magical crossbows impart

their bonus to bolts fired from them. If magic bolts are used with a magical crossbow, the bonuses of the crossbow and bolts are totaled.

Crossbow of Accuracy, +3: This crossbow is incredible accurate, negating all attack penalties due to cover or concealment (except in instances of total cover or concealment). All range penalties are halved as well. 75% of these crossbows are light crossbows and 25% are heavy crossbows.

Creation Requirements: Creator must be able to cast *clairvoyance*
Equivalent Bonus: +4

Crossbow of Distance: This +1 crossbow has the *distance* special ability (see *WEAPON SPECIAL ABILITIES* above). 75% of these crossbows are light crossbows and 25% are heavy crossbows.

Creation Requirements: Creator must be able to cast *clairvoyance*
Equivalent Bonus: +2

Crossbow of Speed: This +1 crossbow allows its wielder to fire first in any melee round. 75% of crossbows of speed are light crossbows, 15% are hand crossbows and 10% are heavy crossbows.

Hand- and light crossbows of speed may be fired 1 additional time each round, while heavy crossbows of speed may be fired once per round.

Creation Requirements: Creator must be able to cast *haste*
Equivalent Bonus: +4

Dagger +1, +3 versus Goblins: This +1 dagger acts as *bane* weapon (see *WEAPON SPECIAL ABILITIES* above) when employed against goblinoid creatures (bugbears, goblins, hobgoblins, and norkers).

Equivalent Bonus: +2

Dagger +1, +3 versus Giants: This sword acts as a *bane* weapon (see *WEAPON SPECIAL ABILITIES* above) against true giants. Ogres, cyclopes, trolls, titans and ettins, while kin to giants, are not true giants.

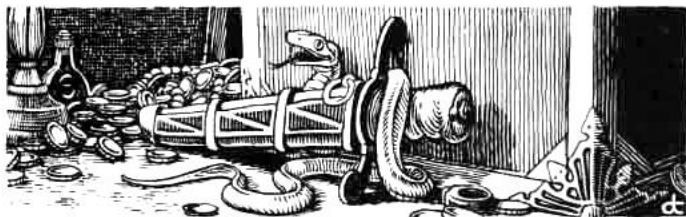
Equivalent Bonus: +2

Dagger, Longtooth: This +2 dagger appears to be a normal weapon, or perhaps a magical weapon of the standard (mundane) sort. However, when this broad-bladed weapon is wielded by a small demihuman (gnome or halfling), it will actually lengthen and function as a short sword as its wielder strikes blows (retaining its +2 bonus in this form), yet it will be as light and handy to use as a dagger would be in the hands of the same character. The weapon will actually penetrate wood or stone as easily as if it were softer material when used by a gnome or halfling, inflicting maximum damage against either substance.

Creation Requirements: Creator must be a small demihuman
Equivalent bonus: +3

Dagger of Throwing: This +2 dagger's range is doubled, as per the *distance* special ability (see *WEAPON SPECIAL ABILITIES* above).

Creation Requirements: Creator must be able to cast *clairvoyance*
Equivalent Bonus: +3



Dagger of Venom: This black +1 dagger allows the wielder to use a *poison* effect (as the spell, with a DC of 20) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck, but the poison effect must be invoked in the same round that the dagger strikes. Use of this weapon by good, particularly lawful good, characters should be carefully monitored.

Creation Requirements: Must be able to cast *poison*
Equivalent Bonus: +2

Dart of Homing: This appear to be normal projectile, but is actually a magic weapon of +3 value. If magic is detected for, it will radiate a *dweomer* of enchantment. This powerfully enchanted dart has the *seeking* and *returning* special abilities (see *WEAPON SPECIAL ABILITIES* above).

Creation Requirements: Creator must be able to cast *clairvoyance*

Equivalent Bonus: +5

Dart of the Hornets' Nest: While appearing to be nothing more than a +2 magic dart, this missile weapon is of far greater power. Once per day, when hurled, the dart multiplies in the air as it speeds toward its target, making an angry buzzing noise similar to the sound of a swarm of hornets. If the attack is successful roll a d4 to see how many darts strike the target. Each dart that strikes deals damage normally.

Equivalent Bonus: +3

Flails, Magical: Unless otherwise specified, 40% of all magical flails found are horseman's flails, 50% are footman's flails and the remaining 10% are great flails.

Hammers, Magical: Unless otherwise specified, 75% all magical hammers found are throwing hammers and 25% are warhammers.

Hammer, Dwarven Thrower: This weapon commonly functions as a +2 *throwing hammer*. In the hands of a dwarf, the warhammer gains an additional +1 bonus and gains the *returning* special ability.

It can be hurled with a 30' range increment. When hurled, it deals triple damage against giants or double damage against any other target.

Creation Requirements: Creator must be a dwarf
Equivalent Bonus: +5

Hammer of Thunderbolts: This +2 *throwing hammer* appears to be a regular hammer of largish size and extra weight. It will be too imbalanced, somehow, to use as a thrown weapon unless the character has 18 or better strength. The hammer then functions as a +3 weapon and deals double damage dice on any hit. The weapon also has the *thundering* and *returning* special abilities when hurled.

If the wielder wears any *girdle of giant strength* and *gauntlets of ogre power* in addition, he may properly wield the weapon if the hammer's true name is known. When swung or hurled by such a wielder it functions as a +5 weapon that deals double damage. In addition the weapon strikes dead any giant upon which it scores a hit (a DC 25 charisma save negates this effect).

Throwing range is equal to 5' per point of the wielder's strength modifier. As such, the hammer has a range increment of 15' for a wielder with an 18 strength, while a wielder with a 25 strength throws it with a 50' range increment.

Creation Requirements: Must be able to cast *magic stone* or *telekinesis*, as well as *shout* or *blindness/deafness*
Equivalent Bonus: +8

Javelin of Lightning: This javelin becomes a 6d6 *lightning bolt* when thrown. It is consumed in the attack.

Creation Requirements: Creator must be able to cast *lightning bolt* or *call lightning*
Equivalent Bonus: +1

Javelin of Piercing: This weapon is not actually hurled, as when a command word is spoken, the *javelin of piercing* launches itself towards any target with its 60' range. This missile will fly horizontally, vertically, or any combination thereof to the full extent of its range and never suffers range or cover penalties on its "to hit" rolls. The javelin gains a +6 bonus on its "to hit" roll and inflicts 1d6+6 hit points of damage. The magic of the javelin is good for only 1 throw.

Equivalent Bonus: +1

Lances, Magical: Unless otherwise specified, half of all magical lances found are light lances and half are heavy lances.

Maces, Magical: Unless otherwise specified, half of all magical maces found are horseman's maces and half are footman's maces.

Mace of Disruption: This +1 *footman's mace*, is of good alignment. Any evil creature attempting to wield it loses 1 level of experience. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

A *mace of disruption* acts as a *bane* weapon (see *WEAPON SPECIAL ABILITIES* above) against undead creatures or evil creatures from one of the lower planes.

Any undead or lower planar creature struck by the mace must make a DC 20 charisma save or be destroyed (or banished, in the case of extraplanar creatures).

Creation Requirements: Creator must be able to cast *heal*

Equivalent Bonus: +5

Mace of Terror: On command, this +2 *footman's mace* causes the wielder's clothes and appearance to transform into an illusion of darkest horror such that living creatures in a 30' cone are effected by a *fear* spell up to three times per day (DC 20 to resist).

Creation Requirements: Must be able to cast *fear* or *cause fear*

Equivalent Bonus: +3

Net of Snaring: This net provides a +1 bonus when used on land but, when used underwater, grants a +3 bonus on attack rolls. Underwater, it can be commanded to shoot forth up to 30' to automatically trap a creature once per day. The trapped creature is automatically ensnared but may free themselves by making a strength check with a -10 penalty.

Creation Requirements: Must be able to cast *freedom of movement*

Equivalent Bonus: +3

Picks, Magical: Unless otherwise specified, half of all magical picks found are horseman's picks and half are footman's picks.

Polearms, Magical: Most magical polearms founds (excluding magical lances, spears and tridents, which have their own entries) are halberds (25%). The remaining 75% are evenly divided amongst glaives, guisarmes, lucern hammers, military forks, and ranseurs (15% for each).

Quarterstaff, Bronzewood, +3: This +3 bronzewood staff is shod and banded with iron. The shaft is actually as strong as steel and, upon command, will alter its length from as short as 6' to as long as 12'.

Equivalent Bonus: +3

Slings, Magical: Magical slings impart their bonus to bullets fired from them. If magic bullets are used with a magical sling, the bonuses of the sling and bullets are totaled.

Sling of Seeking +2: This +2 sling has the *seeking* quality (see *WEAPON SPECIAL ABILITIES* above).

Equivalent Bonus: +3

Spear, Magical: Most (75%) magical spears found are spears, also known as short spears, while 25% are longspears.

Spear, Cursed Backbiter: This is a +2 *spear*, but each time it is used in melee against a foe and the attack roll is a natural "1", it damages its wielder instead of his intended target.

When the curse takes effect, the spear curls around to strike its wielder in the back, automatically dealing the damage to the wielder. The curse even functions when the spear is hurled, and in such a case the damage to the hurler is doubled.

Creation Requirements: Must be able to cast *curse* (caster level 11)

Equivalent Bonus: +2

Staff-Mace: This clerical weapon appears as nothing more than a normal wooden staff of the type used when trekking in the wilderness. Upon command, it will take on one of these three forms: +2 *quarterstaff*, +2 *footman's mace*, or +2 *horseman's mace*. This item is typically made of bronzewood, reinforced by heavy bands and tips of iron.

Equivalent Bonus: +2 (+4,000 gp)

Staff of Slinging: This +1 weapon appears to be nothing more than a typical quarterstaff - unless it is grasped by a druid, whereupon its power of slinging becomes evident.

When activated by a druid, the staff is able to adhere to any roughly spherical object that weighs up to 5 pounds. The wielder need then only swing the staff in an overhead arc to release the missile toward a desired target. All projectiles launched from the sling function as *magic stones* (PHB, p. 113).

Once per day the druid may use this staff to launch a heavy projectile, equivalent to a hill giant-hurled boulder, that deals 2d6 damage (plus magical and strength bonuses).

Creation Requirements: Creator must be able to cast *magic stone*

Equivalent Bonus: +2

Staff-Spear: When this +3 *bronzewood staff's* command word is spoken a long and sharp spear blade springs from its tip, making the weapon into a +3 *spear* rather than a staff. Upon a second command, the length of the weapon will elongate to become a +3 *longspear*. The third command will recall it to its original form.

Equivalent Bonus: +3 (+9,000 gp)

Trident (Military Fork) +3: This is a short-hafted weapon about 6' length overall. Upon command, the middle tine of the trident will retract into the pole while the shaft of the weapon lengthens to 9', thus creating a *military fork* with a short center spike. The changing of the form of the weapon from trident to fork or vice versa requires 1 round.

Equivalent Bonus: +3



Trident of Fish Command: The magical properties of this +1 trident with a 6' long haft enable its wielder to *charm* up to 12 hit dice of aquatic animals (a DC 22 wisdom save negates, animals get a +5 bonus if currently under attack by the wielder or his allies) that are within 60' of the wielder.

The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a *speak with animals* spell. Animals making their saving throw are free of control, but will not approach within 10' of the trident.

Creation Requirements: Must be able to cast *animal summoning II* and *speak with animals*

Equivalent Bonus: +3

Trident of Submission: This +1 *trident* appears unremarkable, exactly as any normal trident. The wielder of a trident of submission causes any opponent struck to make a DC 20 charisma save vs. *fear*. If the opponent fails this save, it will cease fighting and surrender, overcome with a feeling of hopelessness. The duration of this hopelessness is 2d4 rounds. Thereafter the creature is normal once again. The creature attacked while hopeless may defend itself normally but may not attack. The trident has 20 charges when created.

Creation Requirements: Must be able to cast *fear*

Equivalent Bonus: +2

Trident of Warning: A weapon of this type enables its wielder to determine the location, depth, kind, and number of aquatic predators within 240'. A trident of warning must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a 90° arc with a radius of 240'. The weapon is otherwise a +2 *trident*.

Creation Requirements: Must be able to cast *locate creature*

Equivalent Bonus: +2

Trident of Yearning: A *trident of yearning* looks exactly like any normal trident. Any character grasping this type of trident immediately conceives an overwhelming desire to immerse himself or herself in as great a depth of water as is possible.

The unquenchable longing so generated causes the affected character to instantly proceed toward the nearest, sizeable body of water - one that is sufficient to completely cover his person - and immerse himself therein permanently.

The character cannot loosen his grip on the trident by any means short of a *remove curse* or *exorcise* spell. Note that this item does not confer the ability to breathe underwater. The trident is otherwise a -2 *cursed trident*.

Creation Requirements: Must be able to cast *curse* (caster level 11)

Equivalent Bonus: +2

Standard Swords

The following swords represent those typically found by adventurers or created by spellcasters:

Sword +1, Flame Tongue: This +1 sword's blade is wreathed in flame and deals an extra 3 points of fire damage on a successful hit. It sheds light equivalent to torchlight. This weapon strikes as a +3 *bane* weapon (see *WEAPON SPECIAL ABILITIES* above) against regenerating, avian, cold-using or undead creatures. Cold-using creatures are those that employ cold-based special attacks, such as white dragons, ice toads, and winter wolves. Note that the flame from this sword easily ignites oil, burns webs, or sets fire to paper, parchment, dry wood, etc.

Creation Requirements: Must be able to cast *flame blade*, *flame strike*, or *fireball*

Equivalent Bonus: +4

Sword +1, Luck Blade: This weapon gives its possessor +1 on all saving throws and will have three wishes when created.

Creation Requirements: Must be able to cast *wish* or *miracle*

Equivalent Bonus: +7

Sword +1, +3 Versus Magic-Using & Enchanted Creatures: This +1 sword acts as *bane* weapon (see *WEAPON SPECIAL ABILITIES* above) when employed against spellcasters and monsters that cast spells or use spell-like abilities, as well as conjured, created, *gated* or summoned creatures. Note that the *bane* properties would not operate against a creature magically empowered by some item or spell to cast spells - such as a *ring of spell storing* or the *imbue with spell ability* spell.

Equivalent Bonus: +3

Sword +1, +3 Versus Lycanthropes & Shape Changers: This sword acts as a *bane* weapon (see *WEAPON SPECIAL ABILITIES* above) against were-creatures, those able to assume the form of another creature (such as a vampire or a druid), or any creature under the influence of an *alter self*, *polymorph* or *shape change* spell.

Equivalent Bonus: +2

Sword +1, +3 Versus Regenerating Creatures: This +1 weapon acts as a *bane* weapon (see *WEAPON SPECIAL ABILITIES* above) against regenerating creature, even when the creature does so because of a magical device - such as a *ring of regeneration*.

Equivalent Bonus: +2

Sword +1, +3 Versus Reptiles: This +1 sword acts as a *bane* weapon (see *WEAPON SPECIAL ABILITIES* above) against such creatures as dinosaurs, dragons, hydras, lizards, snakes, wyverns, etc.

Equivalent Bonus: +3

Sword +2, Dragon Slayer: This +2 sword acts as a *bane* weapon (see *WEAPON SPECIAL ABILITIES* above) against any sort of true dragon. Chimeras, dragonnoses, dragon turtles, drakes and wyverns are not true dragons.

Equivalent Bonus: +3

Sword +2, Giant Slayer: This +2 sword acts as a *bane* weapon (see *WEAPON SPECIAL ABILITIES* above) any true giants. Ogres, trolls, titans and ettins are not true giants.

Equivalent Bonus: +3

Sword +2, Nine Lives Stealer: This sword always performs as a +2 *longsword*, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 *longsword* (with a hint of evil about it). A natural "20" must be rolled for the sword's death-dealing ability to function, and this weapon has no effect on animated, extraplanar or undead creatures.

The target is entitled to a DC 20 charisma saving throw to survive the attack. If the save is successful, the sword does not function, no charge is used, and normal damage is determined.

Creation Requirements: Must be able to cast *finger of death* or *slay living*

Equivalent Bonus: +4

Sword +3, Frost Brand: This +3 sword sheds light as a torch when the temperature drops below 0° F. At such times it cannot be concealed when drawn, nor can its light be shut off. The sword also acts as a *bane* weapon (see *WEAPON SPECIAL ABILITIES* above) against fire-based

creatures such as red dragons, fire elementals, salamanders, demons, devils, etc.

Its wielder is protected from fire; making all saving throws against such attacks with a +2 bonus and suffering ½ of the damage he normally would from fire attacks (round fractions down). Additionally the sword's wielder is immune to all non-lethal damage from extreme heat.

A frost brand extinguishes all non-magical fires in a 10' radius. The wielder may attempt to dispel lasting fire spells, such as a *wall of fire*, but not instantaneous effects, like a *fireball*, by succeeding on a dispel check (1d20 +16) against each spell in order to dispel it. The penalty to this dispel check is equal to the caster level of the fire spell's creator. This dispel attempt takes 1 round to perform.

Creation Requirements: Must be able to cast *ice storm*, *dispel magic*, and *protection from energy*

Equivalent Bonus: +6

Sword +4, Defender: This +4 weapon has the *defender* special ability (see *WEAPON SPECIAL ABILITIES* above), allowing its wielder the option of using all, some, or none of the +4 bonus in defense against any opponent. For example, the wielder can on the 1st round of battle opt to use the sword as +2 and save the other +2 bonus to be added on to his armor class. This can be done each round.

Creator must be able to cast *shield* or *shield of faith*

Equivalent Bonus: +5

Sword +5, Defender: This +5 weapon has the *defender* special ability (see *WEAPON SPECIAL ABILITIES* above), allowing its wielder the option of using all, some, or none of the +5 bonus in defense against any opponent. For example, the wielder can on the 1st round of battle opt to use the sword as +3 and save the other +2 bonus to be added on to his armor class. This can be done each round.

Creator must be able to cast *shield* or *shield of faith*

Equivalent Bonus: +6



Sword, +5, Holy Avenger: This +5 cold iron and adamantite alloy sword (see *SPECIAL MATERIALS* on page 47) acts as a +2 weapon in the hands of any character save a paladin.

If wielded by a paladin the weapon functions at its full, +5, bonus and acts as a *holy* weapon (see *WEAPON SPECIAL ABILITIES* above). It also provides *magic resistance* to the paladin and those within a 5' of him. The *magic resistance* value is equal to the level of the paladin. Finally, the sword may be used to *dispel magic* up to three

times per day. The sword must make contact with the magical aura it is to *dispel*. The caster level bonus to this check is equal to the level of the paladin.

Any evil creature attempting to wield it loses 1 level of experience. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

Creation Requirements: Must be able to cast *protection from evil* 10' radius. Creator must be lawful good

Equivalent Bonus: +8

Hornblade: This +2 weapon originally appears as a sickle-like blade resembling some sort of animal horn, ranging in size from that of a large sickle, 1 foot in length, to somewhat less than the length of a scimitar. Even a close visual and manual inspection will probably not reveal it as anything other than a piece of horn of 1' to 2' in length, set in some sort of handle or grip. If magic is detected for, a hornblade will radiate a faint *dweomer* of the enchantment sort.

However, if the proper pressure is applied in the correct place (a wisdom check with a -10 penalty is required), a curved blade of great strength and sharpness will spring out.

Druids may use Hornblades proficiently. The Hornblade is retractable between uses.

d6 roll	result
1-3	shortsword
4-6	scimitar

Equivalent Bonus: +2

Sun Blade: This sword is the size of a bastard sword. However, a *sun blade* is wielded as if it were a short sword with respect to weight and ease of use. In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword. Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*. Likewise, *weapon specialization* in short sword and bastard sword apply equally.

In normal combat, the glowing golden blade of the weapon is equal to a +2 bastard sword. Against evil creatures, it is a *bane* weapon (see *WEAPON SPECIAL ABILITIES* above).

The blade also has a special *sunlight* power. Once per day, the wielder can swing the blade vigorously above his head for 1 round. The Sun Blade then sheds a bright yellow radiance that is like full daylight. The radiance begins shining in a 10' foot radius around the sword wielder and extends outward at 5' per round, provided that the sword's wielder continues to swing the blade. This may be performed for up to 10 rounds thereafter, to create a globe of light with a 60' radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely.

All Sun Blades are of good alignment, and any evil creature attempting to wield one loses 1 level while the sword is in hand. The lost level disappears when the sword is no longer wielded and never results in actual level loss, but cannot be overcome in any way while the sword is wielded.

Creation Requirements: Creator must be good

Equivalent Bonus: +5

Sword, Broad, "Final Word" Type: These very rare items - only nine of these blades are known to exist - are patterned after the legendary broadsword *Fragarach* (which means "final word" in the tongue of the ancient *Oeridians* of *Greyhawk*).

Each of these weapons is thought to have a differing alignment, but in all other respects each is alike. If a creature of an alignment different from that of the sword attempts to wield it in battle, the weapon has no bonuses. In the hands of a creature of like alignment, the sword becomes a +3 broadsword which always strikes last in any round, but which will strike unerringly and do damage to any opponent that struck the wielder earlier in the same round. The wielder may only make as many attacks as they are normally allowed and opponents immune to weapons of less than +4 value will not be harmed.

Each of these swords has a gem of 10,000 gp value set in its pommel, and each gem is different in type from all the others. Each sword also bears an identifying name; the nine appellations are "Answerer,"

"Back-talker," "Concluder," "Lastquip," "Rebutter," "Replier," "Retorter," "Scather," and "Squelcher"

Creation Requirements: Must be able to cast *Mordenkainen's sword and Tenser's transformation*

Equivalent Bonus: +8

Sword of Life Stealing: This black-bladed +2 sword drains 1 level when it strikes a target on a roll of a natural "20". The sword wielder gains 1d6 temporary hit points each time a level is drained. These temporary hit points last for 24 hours. One day after being struck, subjects must make a DC 20 charisma save for each level drained or permanently lose a character level.

Creation Requirements: Must be able to cast *slay living* (caster level 10)

Equivalent Bonus: +6

Sword, Short, of Quickness: This +2 *shortsword* is specially *dweomered* blade that enables the wielder to strike first in every combat round. Furthermore, sheathing or unsheathing such a weapon may be done automatically once per round, in addition to the character's other actions.

Creation Requirements: Must be able to cast *freedom of movement*

Equivalent Bonus: +4

Sword of Dancing: This +4 blade has the *dancing* special ability (see *WEAPON SPECIAL ABILITIES* above).

Creation Requirements: Creator must be able to cast *animate object*

Equivalent Bonus: +8

Sword of the Planes: This broadsword has a bonus of +1 on the Prime Material Plane, but on Positive Material, Negative Material and Elemental Planes its enhancement bonus increases to +2. The +2 bonus also applies on the Prime Material Plane when the weapon is used against creatures native to these Inner planes.

It operates as a +3 broadsword on the Outer Planes or when used against opponents native to any of those planes. When used on the Astral or Ethereal Planes, or against opponents from either of those planes, it functions as a +4 broadsword.

Creation Requirements: Must be able to cast *plane shift*

Equivalent Bonus: +3

Sword of Subtlety: A +1 sword with a thin, dull gray blade, this weapon provides a +4 bonus on its wielder's attack and damage rolls when he is making a *sneak attack* with it.

Creation Requirements: Must be able to cast *blur*

Equivalent Bonus: +2

Sword of Sharpness: This +1 weapon is treated as a +3 weapon for the purposes of determining who or what can be hit by it. Its power is great, however, for on an attack roll of a natural "20" it will sever a random extremity, as determined by a d20 die roll: [1-2] head, [3-6] right arm, [7-10] left arm, [11] right hand, [12] left hand, [13-16] right leg, [17-20] left leg.

Living creatures that lose their head are slain, while those losing another extremity take a critical wound (the maximum damage possible for the attack) upon the loss of the extremity and each round thereafter.

Regenerating creatures only take this damage on the round that the limb is stricken from them. Creatures with no discernible limbs (such as oozes or plants) are unaffected by a *sword of sharpness*, while most undead (excluding vampires) and golems suffer no additional damage from this effect (though they must still deal with the loss of a limb).

A *sword of sharpness* will respond to its wielder's desire with respect to the light it sheds - none, a 5' circle of dim illumination, a 15' light, or a 30' radius glow equal to a *light* spell.

Equivalent Bonus: +6

Sword of Wounding: This +1 sword has the *wounding* special ability (see *WEAPON SPECIAL ABILITIES* above). It deals wounds that may not be regenerated or magically healed. Any wound dealt to a living creature bleeds for 10 rounds, dealing 1 hit point per round to that creature, until the wound closes.

Damage from a sword of wounding can be healed only by normal means (rest and time) - never by potion, spell, or other magical means short of a *wish*. Note that successive wounds will damage in the same manner as the first.

Creation Requirements: Creator must be able to cast *wither*

Equivalent Bonus: +6

Sword, Vorpall Weapon: A vorpal weapon is a +3 sword with the *vorpal* special ability (see *WEAPON SPECIAL ABILITIES* above). Upon the roll of a natural "20", the weapon severs the opponent's head (if it has one) from its body. Creatures with no discernible head (such as oozes or plants), most undead (excluding vampires) and golems are not affected by this effect. Most other creatures, however, die when their heads are cut off.
Equivalent Bonus: +8

Sword +1, Cursed: This sword performs in all respects as a +1 weapon, but when its wielder is faced by an enemy the sword will weld itself to the character's hand and force him to fight until the enemy or the wielder is slain. Thereafter, the possessor can lose, but never rid himself or herself of the cursed sword. No matter what is done, it will appear in his hand whenever an opponent is faced. The sword can be gotten rid of only by means of *remove curse*, *exorcise*, *break enchantment*, *limited wish*, *wish*, or *miracle*.
Equivalent Bonus: +1

Sword +2, Cursed Berserking: This item appears to have the characteristics of a +2 sword. However, whenever the sword is used in battle, its wielder goes berserk (gaining the benefits of a barbarian's *berserker rage*). He attacks the nearest creature, whether friend or foe, and continues to fight until unconscious or dead or until no living thing remains within 30 feet. Although many see this sword as a cursed object, others see it as a boon. The sword can be gotten rid of only by means of *remove curse*, *exorcise*, *break enchantment*, *limited wish*, *wish*, or *miracle*.

Creation Requirements: Must be able to cast *curse* (caster level 12)
Equivalent Bonus: +3

Sword -2, Cursed: This sword performs well against targets in practice, but when used against an opponent in combat, it causes its wielder to take a -2 penalty on attack rolls.

All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit. After one week in a character's possession, the sword always forces that character to employ it rather than another weapon. The sword's owner automatically draws it and fights with it even when he meant to draw or ready some other weapon. The sword can be gotten rid of only by means of *remove curse*, *exorcise*, *break enchantment*, *limited wish*, *wish*, or *miracle*.

Creation Requirements: Must be able to cast *curse* (caster level 12)
Equivalent Bonus: +2

INTELLIGENT SWORDS

All magical swords that are randomly generated as part of a treasure hoard have a 5% chance per point of magical bonus (or equivalent bonus) of being intelligent. As such, a +1 longsword has a 5% chance of being intelligent, while a +5 Holy Avenger has a 40% chance of being intelligent, due to its +8 equivalent bonus.

As noted in the *WEAPON SPECIAL ABILITY* section, all permanently enchanted magical weapons may be imbued with intelligence... despite the fact that intelligent, miscellaneous weapons are never found in randomly generated treasure hoards.

All intelligent weapons (and items) follow the guidelines provided on pages 102-103 of this tome.



ARTIFACTS & RELICS

Artifacts are typically constructs of the utmost wizardly might, while relics are the remains of awesome powers and the greatest of holy men. Rather than merely another form of magic equipment, they are the sorts of legendary relics that whole campaigns can be based on. The discovery of a major artifact should be a campaign-defining moment. Each could be the center of a whole set of adventures - a quest to recover it, a fight against an opponent wielding it, a mission to cause its destruction, and so on... these items should never be casually introduced into play.

Characteristics of Artifacts and Relics: The artifacts and relics presented here are meant to be examples, and should be tailored to fit your individual campaign and its history. Feel free to customize the powers of the example artifacts given here so that they better suit your campaign.

Minor artifacts are not necessarily unique items. Even so, they are magic items that no longer can be created, at least by common mortal means.

Major artifacts are unique items - only one of each such item exists. Each has a long history, and the tales told of them are fantastic... and usually fraught with error and misconception. Such artifacts are secretive things, their current whereabouts unknown, waiting to be found and once again unleashed upon the world. Never introduce a major artifact into a campaign without careful consideration. These are the most potent of magic items, capable of altering the balance of a campaign.

Artifacts and relics always possess dangerous and possibly deadly side effects. These effects are all but irreversible, unaffected by wishes and most greater powers. Artifacts can only be destroyed by extraordinary means.

Artifacts and relics can never be transferred from one campaign to another. If player characters from another DM's campaign enter yours, they automatically do so without any artifacts they might possess.

So, given all these warnings and admonitions, just what is it that makes artifacts and relics so potentially dangerous to use in a role-playing game?

At the top of the list is the fact that, in game terms, artifacts and relics are nothing more than excuses for the DM to break any and every rule he cares to. Upon learning the proper command, an artifact or relic might allow a character to raise all his ability scores immediately to their maximum or turn an enemy's bones to jelly.

The artifact might allow the character to summon meteor swarms, utter a power word, *resurrect*, or stop time once per day at will. He might be able to summon powerful monsters and easily bend them to his will. He could discover the power to dominate the minds of others, enslaving them to his desires. And this might only be a small part of what the artifact would allow him to do. In short, there is no limit to what you, as the DM, decide an artifact can accomplish.

Origins of Artifacts and Relics: Artifacts are not necessarily unique items but, even so, are magic items that no longer can be created, at least by common mortal means. The secrets of creating artifacts are long lost and, as such, artifacts and relics are of ancient manufacture, possibly from superior human or demihuman technology, or perhaps of divine origin.

All of these items have been handed down from ancient times and have histories shrouded in myth and legend. An artifact has the same background and aura about it as, for example, King Arthur's Excalibur, the skin of the Nemean lion worn by Hercules, Pandora's box, the Golden Fleece, the sword, jewels, and mirror of ancient Japan, or the hammer of Thor.

These unique objects were once held and used by gods and mortals far greater and more powerful than normal men. Often these items existed for an express purpose - to be used by a particular hero, to fight a particular foe. So closely associated is an artifact with a person, time, or place that its powers can seldom be fully used except by specific individuals who meet certain standards. A weakling could not hurl Thor's hammer, nor could just anyone command Baba Yaga's hut. An artifact may show its full powers only to deal with particular, very specific, threats or dangers. Artifacts have purposes, sometimes fulfilled long in the past and sometimes never-ending.

Introducing Artifacts and Relics Into a Campaign: Because the impact of an artifact is so great, you should use them only in the most

earth-shaking adventures you can devise. You must always have a reason for bringing an artifact into your game. It should never appear just because you want to give the characters something bigger and better.

If discovered at the beginning of an adventure, it should be the prelude to some great threat to the kingdom, empire, continent, or world where the item will make a difference. Rather than simply giving the item to the characters, you can introduce the danger first and then set the player characters searching for the artifact that will defeat or stem the tide of evil that threatens to oversweep the land. Alternatively, the player characters could be faced with the worst of all situations - one in which the artifact is in the hands of the enemy and the players must get it away from them. Each of these creates an adventure or, more likely, a series of adventures centered around the device.

Once the adventure is over, it is best for you to find some way to get the artifact out of the players' hands. In essence, the artifact was a MacGuffin - the thing that made the plot go - not something you want to remain in your campaign now that the need for the item is gone. This is very much in keeping with the nature of artifacts and relics, since they have a maddening habit of disappearing once their task is done. To leave the artifact in the campaign is to invite abuse by the player characters, perhaps for noble ends, but abuse all the same. There are, even in a fantasy game, "some things man was not meant to know."

Because of their grand impact and titanic significance in the scheme of things, artifacts should be used sparingly. There are only so many times the characters can save the world before it becomes old hat. Don't be too eager to introduce these items into play and don't bring them in too often. Artifacts and relics represent the epitome of magical items. They are going to lose a lot of effect if every king in every kingdom has one in his treasure chambers. If characters only find one artifact in their entire careers, it will be enough. Well-played for all its drama, it will lead to an adventure the players will remember for a long time to come.

Designing An Artifact Or Relic: While examples of artifacts and relics are given at the end of this section, they should always be tailored to fit your campaign or, better still, created especially for your game. In this way, the players will never know what to expect - not its shape, its history, its powers, or its purpose. All these things will make the discovery and use of the item more exciting. In addition, you will have the knowledge that you have created something major, perhaps the most significant thing, for your campaign. That is no small accomplishment.

- **Appearance:** The first step in creating an artifact is to decide its form. It could be anything: A weapon, a hut with chicken legs, a book, a mask, a crown, a tooth, a throne, a mechanical nightingale, a crystal orb, a plain ring, a wand, or whatever.
- **History:** After you know what it looks like, create a history for it. This history will guide you in deciding what powers the artifact has and what it is used for. In this history, decide who created the item and what their reasons for creating it were. Then, outline what has befallen the item over the centuries - where has it surfaced and what has happened at those times? Finally, embellish this history with clues to its powers and the erroneous legends that have come to surround the item.
- **Alignment:** Choose an appropriate alignment for the artifact (all artifacts are heavily identified with an alignment).
- **Minor Powers:** After you have a history of the item, begin to assign it powers. Artifacts normally have a number of relatively minor powers and one or two major abilities. Some minor abilities are:
 - Cast a given 1st level spell at will
 - Cast a 5th level or lesser spell once per day or week
 - Cast a spell of 3rd level or less once or twice per day
 - Cure serious wounds (3 times/day)
 - Cure disease (3 times/day)
 - Cure blindness/deafness (3 times/day)
 - Detect good/evil, invisibility, charm, or magic at will
 - Double the character's movement rate
 - Freedom from hunger and fatigue

Fly

Grant the possessor immunity to one type of harm: poison, fear, disease, gas, normal missiles, acid, normal fire or cold, etc.

Grant *water breathing* when held

Improve the wielder's armor class by 1 or more points

Increase an ability score by one point

Paralyze at a touch

Regenerate 2 hp/turn

Speak with dead once per day

Speak with plants or *animals* at will

Turn undead as a cleric of the character's level

Understand any spoken language

Understand any written language

- **Major Powers:** After choosing minor powers, you can select the major powers. There should normally be no more than one or two of these. The major power must be in keeping with the history of the item. If you describe a sword wielded by a bloodthirsty and depraved tyrant, it makes little sense for the major power to be to *resurrect* others once per day. Rather one would expect something terrible - deliquescing an enemy or summoning some extraplanar beast to kill upon command. Some suggested major powers are:

Automatically warn of impending danger

Bestow magic resistance of +10 to +15 when held

Cast a 9th level spell or less once per day or week

Death ray with no saving throw once per day

Permanently raise all ability scores to their maximum

Polymorph self at will

Restore youth upon touch once per month

Summon a djinni once per day

Summon and control elementals once per day

Teleport at will with no error

Total immunity to all types of fire or cold

Total immunity to all types of mental attacks (charms, psionics, etc.)

- **Dangers:** After designing the beneficial or useful powers of the artifact, create the dangers inherent in its use. All artifacts have grave risks - such is the nature of their power. The item was originally used by someone of great will and power, and even they placed themselves in danger to use the power the artifact possessed. For the player characters, such danger is nearly inescapable. These dangers are usually drastic physical side effects that affect the character. Again you want the drawbacks of the artifact to mesh with the history you have created. Some suggested drawbacks include:

Alignment gradually becomes that of the item

All plants within 10 feet of character wither and die

All who see the artifact covet it

Artifact always causes user to attack specific creatures

Artifact drains 1 level of experience from user whenever a major power is used

Character is controlled by artifact if saving throw is failed

Holy water burns the character

User ages 3d10 years with each use until he is reduced to a zombie

User causes *fear* in all who see him

User contracts an incurable disease that reduces ability scores by 1 point each month

User has a 5% cumulative chance per use of being stricken by incurable lycanthropy

User's touch causes petrification

- **Corrupting Effect:** As if this weren't enough, all artifacts have a corrupting effect. Characters become suspicious of others and possessive of the item. They begin to see threats where none were intended. Ultimately they will turn upon their friends and companions, seeing them as scheming enemies out to destroy them and steal the artifact.

As with the drawbacks, this effect is caused by the fact that the player character is not the one the artifact was first intended for. His personality is different, and no matter how great he is, he lacks the force of will of the great hero, arch-wizard, high priest, or demigod, who originally wielded the item.

- **Destroying an Artifact or Relic:** Finally, prepare some method by which the artifact can be destroyed. Destroying an artifact is never easy - in fact, it's nearly impossible. Artifacts and relics are impervious to all normal harm and magical attacks. They cannot be crushed, dissolved in acid, melted or broken normally. Each should have only a single, specific means of destruction, determined ahead of time by you.

Because the means of destruction of a major artifact are so difficult, such an item is often buried in a deep vault, thrown into the Astral Plane, or placed behind extremely powerful and untiring guardians by those without the power, knowledge, or wherewithal to destroy it.

Unless the specific means of destroying an artifact are known the best result that can be expected is that the physical form can be disrupted for a period of time. In such instances it will reform in some, new location within a century. To truly destroy an artifact, the characters must fulfill some exacting set of conditions as unique as the artifact itself. Possible ways to destroy an artifact include:

Carry it to the Outer Planes and presume upon the deity that made it to strip it of its power.

Cast it into the searing flames of the Sun.

Crush it under the heel of an honest man (harder than it seems).

Dissolve it in the Universal Solvent (which eats through anything).

Feed it to the Earth Serpent who coils at the base of the World Tree.

Melt it down in the heart of the volcano where it was forged.

Place it at the very bottom of the Well of Decay.

Utter aloud its 5,000,001 secret names.

Weld it into the Gates of Hel.

Bury it in the Rift of Corrosion in the Abyss.

Disintegrate it while placed at the base of the Infinite Staircase

Have it devoured by Talos, the triple iron golem

Immerse it in the Fountain of Light in the holy Halls of Heironeous himself

Once all this is done, you will have an artifact or relic ready for use in your campaign.

Using Artifacts & Relics

Each artifact description below discusses the form, function and means of using that artifact. While some artifacts simply have to be held in order to be activated, others require the working of intricate mechanisms or the utterance of esoteric command phrases in order to be activated.

Characters wishing to learn about a particular artifact typically do so through research, by hiring a sage, through the use of the *lore* class ability or through the use of spells such as *legend lore*, *contact other plane* or *vision*.

Unless stated otherwise, activating the spell-like abilities an artifact takes 1 round. Some artifacts operate continuously and require neither thought nor action on the part of their owner. Continually functioning artifacts are practically always items that one wears. Such items must simply be in the character's possession (on his person). The caster level for artifact abilities ranges from 17-20, unless otherwise noted in that artifact's description. To determine the caster level, roll 1d4+16.

Artifacts As Randomly Generated Treasure

There is a extremely remote chance that an artifact or relic will be found in randomly determined magical treasure hoard. If randomly generating magical treasure there is one twentieth of a percent (.2%) chance of discovering an artifact or relic in place of a miscellaneous magic item.

Should this rare event occur, use the tables below to determine the type of artifact or relic discovered... or create your own minor or major artifact instead.

Of course, as DM, you are free to ignore a die roll that indicates that an artifact has been found and, in such instances, should re-roll what type of miscellaneous magic item has been found by the party.

d% roll	results
01-80	roll on the <i>minor artifact</i> subtable
81-00	roll on the <i>major artifact</i> subtable
<i>minor artifact subtable</i>	
d% roll	results
01-05	Book of Exalted Deeds
06-10	Book of Infinite Spells
11-15	Book of Vile Darkness
16-25	Crystal Hypnosis Ball
26-31	Deck of Many Things
36-40	Iron Flask of Tuerny the Merciless
41-45	Philosopher's Stone
46-50	Recorder of Ye'Cind
51-55	Shield of Prator
56-60	Sphere of Annihilation
61-65	Staff of the Magi
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<i>major artifact subtable</i>	
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01	Axe of the Dwarvish Lords
02	Baba Yaga's Hut
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00	Wand of Orcus

Sample Artifacts

Listed below are some examples of artifacts. Because each artifact must be unique, no absolute powers are given. Suggested powers are listed, but the DM can alter these as he wishes.

Axe of the Dwarvish Lords: Legend relates that the greatest dwarf who ever lived, the first Dwarven King, forged this weapon in volcanic fires with the aid of a patron god. It passed from dwarven monarch to dwarven monarch until it was lost in the Invoked Devastation centuries gone.

Rumors persist of the appearance of the Axe from time to time in various places, but it supposedly bears a curse. The blade of the Axe is equal to a sword of sharpness, and it is backed by a head equal to a +3 hammer. The handle extends or contracts upon command to equal a battle or hand axe (for throwing), and the Axe will return 30' to its thrower. The possessor has dwarven racial abilities of darkvision, metalcraft, stonecraft, etc. If the bearer is a dwarf, these abilities improve, with their ranges and/or bonuses doubling. The possessor's life span matches that of a dwarf, but he becomes more and more dwarf-like with time, until eventually he exactly resembles one. If the wielder is not a dwarf, he suffers a -1 penalty to his charisma score but gains a +1 bonus to his constitution score.

Elves and orcs who attempt to wield the *Axe of the Dwarvish Lords* take 5d6 points of damage per round of contact and lose 2 levels so long as they grasp the Axe. Dwarves who wield the *Axe of Dwarvish Lords* have an effective charisma of 19 when dealing with dwarvenkind.

The Axe grants it wielder immunity to fear and allows him to *heal* once per day. The Axe can summon a 16-HD earth elemental once per week.

Baba Yaga's Hut: Ages ago the most powerful female mage ever known spent much of her power in the creation of a magical dwelling of superb character. When she passed to another plane, her hut disappeared and has only been rumored to have been seen once or twice since.

Baba Yaga developed a small hut of ordinary appearance - a circular, thatched structure of 15' diameter and 10' high. To this dwelling are attached two powerful fowl legs 12' long, which appear to be stilts.

Before any of the *Hut's* can be safely approached or commanded the character must use a key phrase establishing control over the *Hut*, which only recognizes one master at a time. The *Hut* has intelligence (high) and human senses, plus twilight vision and darkvision to 120', which are shared telepathically with its master.

The inside of *Baba Yaga's Hut* is a palace far larger than the outside. Enclosed within the walls are over 30 rooms on 3 floors, including indoor gardens, kitchens, a library, laboratory, armory, bedrooms, and even an observatory. All rooms are lavishly and richly furnished. Many of the rooms have windows, but they all give the same view; that of the two front windows of the *Hut*. Within the *Hut*, only the master can use summoning, interdimensional travel, or teleportation spells. This master functions at two levels greater than normal (including extra hit points, spells, etc.) and gains a +5 magic resistance. In addition, the master of the *Hut* may use the *animate objects* and *globe of invulnerability* spells once per day, as a 16th level caster.

Despite the commodious interior, the bird legs can move *Baba Yaga's Hut* at up to 240' per round over swampland or normal terrain, and half of that speed through forests or rough terrain (such as hills, mountains). The *Hut* will obey commands from 1 person (the one first using a key phrase) and can come to a call from as far away as 1 league.

Its legs deliver blows that deal 2d10 damage, 2 attacks per round, to any so rash as to come within 10' without invitation or knowing the command phrase. The legs are armor class 20 and may only be struck by +2 or better weapons. Each can take 48 hit points damage each, regenerating at 1 hit point/melee round. When a leg loses all hit points, the *Hut* settles to the ground until the leg is totally regenerated. The walls of the *Hut* are the equivalent of 5' thick granite.

Book of Exalted Deeds: This holy book is sacred to divine spellcasters of good alignment (LG, NG, CG). Study of the work requires one week, but upon completion a good spellcaster gains a +1 bonus to wisdom and one experience level - receiving enough XP to put the character's XP total midway between the minimum needed for his new (higher) level and the minimum needed for the level beyond that.

Divine spellcasters neither good nor evil (LN, N, CN) lose 2d6×1,000 XP for perusing the work. Evil divine spellcasters (LE, NE, CE) lose twice that amount. In addition, they have to *atone* (see the atonement spell) in order to gain further experience.

Non-spellcasters who handle or read the book are unaffected. Arcane spellcasters who read it lose 1 point of intelligence and lose 1d6×1,000 XP unless they make a DC 25 wisdom save.

Except as indicated above, the writing in a book of exalted deeds can't be distinguished from any other magic book, libram, tome, or so on until perused. Once read, the book vanishes, and the same character can never benefit from reading another book of exalted deeds.

Weight 3 lb.

Book of Infinite Spells: This work bestows upon any character of any class the ability to use the spells within its pages. However, any character not already able to use spells loses one level as long as the book is in his possession or while he uses its power. A book of *infinite spells* contains 1d8+22 pages. The nature of each page is determined by a dice roll: 01–50, arcane spell; 51–100, divine spell.

Determine the spell level by rolling 1d4+5 and the class of spell by rolling a d20 consulting the following chart:

type	d20 roll		
	1-12	13-16	17-20
arcane	magic-user	illusionist	other*
divine	cleric	bard	druid

* 50% chance of either hedge wizard or necromancer spells

Once the spell level and class of spell is known, roll randomly on the appropriate class spell list to determine the spell. Once a page is turned, it can never be flipped back - paging through a book of *infinite spells* is a one-way trip. If the book is closed, it always opens again to the page it was on before the book was closed. When the last page is turned, the book vanishes.

Once per day the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the character's class spell list, he can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be cast as scroll spells, nor can they be copied into a spellbook - their magic is bound up permanently within the book itself.

The owner of the book need not have the book on his person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast, there is a chance that the energy connected with its use causes the page to magically turn despite all precautions. The owner knows this and may even benefit from the turning by gaining access to a new spell. The chance of a page turning depends on the spell the page contains and what sort of spellcaster the owner is.

condition	chance of page turning
caster employing a spell usable by own class and level	10%
caster employing a spell not usable by own class and level	20%
non-spellcaster employing divine spell	25%
non-spellcaster employing arcane spell	30%

Treat each spell use as if a scroll were being employed, for purposes of determining casting time, spell failure, and so on. Weight 3 lb.

Book of Vile Darkness: This is a work of ineffable evil - meat and drink to divine spellcasters of that alignment (LE, NE, CE). To fully consume the contents requires one week of study. Once this has been accomplished, an evil spellcaster gains a +1 bonus to wisdom and one experience level - receiving enough XP to put the character's XP total midway between the minimum needed for his new (higher) level and the minimum needed for the level beyond that.

All lawful neutral, neutral, or chaotic neutral characters who touch the book take 5d4 points of damage, and reading its pages causes them to become evil unless they make a charisma saving at -10. Such converts immediately seek out an evil cleric to confirm their new alignment (with an atonement spell).

Divine spellcasters neither good nor evil (LN, N, CN) who read the book either lose 2d6×1,000 XP (1–10 on d20) or become evil without benefit from the book (11–20).

Good divine spellcasters (LG, NG, CG) perusing the pages of the book of vile darkness have to make a DC 25 constitution save or die. If they do not die, they must succeed on a DC 25 wisdom save or suffer from a continuous *confusion* effect (per the *insanity* spell). In the latter event, even if the save is successful, the character loses 20,000 XP, minus 1,000 for each point of wisdom he has. This calculation cannot result in an XP gain.

Other characters of good alignment take 5d6 points of damage from just handling the tome. If such a character looks inside, there is a good chance (1–16 on a d20) that an evil extraplanar creature attacks the character that night.

Weight 3 lb.

Codex of the Infinite Planes: In the distant past the High Wizard Priest of the Isles of Woe (now sunken beneath the waters of the Nyr Dyv - see the *WORLD of GREYHAWK* from TSR) discovered this work and used its arcane powers to dominate the neighboring states, but legend also has it that these same powers eventually brought doom to the mage-priest and his tyrannical domain. It must be that somehow the Codex survived the inundation, for the archmage Tzunk scribbled the following fragment prior to his strange disappearance:

"... and the two strong slaves lifted it [the Codex] from the back of the Beast. Thereupon I commanded the Brazen Portals to be brought low, and they were wrenched from their hinges and rang upon the stone.

The Efrete howled in fear and fled when I caused the page to be read, and the Beast passed into the City of Brass. Now was I, Tzunk, Master of the Plane of Molten Skies. With sure hand I closed Yagrax's Tome [the Codex], dreading to..."

From the foregoing it is evident that the item is very large and of exceptional power. Any person reading its 99 damned pages is 99% certain to meet a terrible fate (1% cumulative chance per page) by accidentally opening the wrong portal and suffering irreversible madness, calling a powerful and hostile demon, creating of a 10-mile radius cloud of deadly poison and so on.

The Codex's other pages have the keys to instant physical transference to any one of the other planes and alternates of any world or universe. The work will destroy instantly any character under 11th level of experience who touches it, but those of 11th level or higher who make a saving throw versus magic can command the powers and effects of the Codex.

All powers of the Codex are triggered by reading, if one knows where to look. The Codex can open a portal to any plane, demiplane, or Prime Material world at any location. The book, however, has no index or table of contents. The book allows the bearer to cast the following spells: *dispel magic* (3/day), *forcecage* (1/day), *gate* (1/month), *glyph of warding* (3/day), *invisibility* (3/day), *Mordenkainen's disjunction* (1/day), *reverse gravity* (1/day), *shadow conjuration* (3/day), *time stop* (1/week).

Crown of Might: According to tradition, great items of regalia were constructed for special servants of the deities of each alignment when the gods were contending amongst themselves. Who amongst them first conceived the idea is unknown. The champion of each ethic alignment - Evil, Good, Neutrality - was given a crown, an orb, and a sceptre.

These regalia have been scattered and last over the centuries of struggle since they first appeared. These 3 complete sets bestow great powers, but even mere possession of a Crown of Might gives a character of the same ethos great benefits (if a character of another alignment touches such an item he or she takes 5d6 hit points of damage and must make a DC 20 charisma save or be instantly killed). Each of these items is so similar in appearance to the other that examination will reveal no difference, and detection magically will not reveal their ethic alignment. Each Crown is a slender diadem of gold set with 3 precious stones of great size so as to bring 50,000 or more gold pieces if openly sold. The alignment of a Crown is determined by rolling a d20 and consulting the following chart:

d20 roll	alignment
1-6	evil
7-14	good
15-20	neutrality

- **The Crown of Evil:** When worn, the Crown confers fire giant strength (22) upon its wearer. By touch, the wearer of the Crown can *animate dead* (3/day). So long as the Crown is worn it confers the benefits of *nondetection*.

The Crown is attuned only to those of extremely evil alignment. Among evil characters, only those of chaotic bent can use all the item's powers. For others, only the benefits of enhanced strength are gained. As part of their perverse blessing on the Crown, the powers of Evil constructed the artifact so that, when worn, it is impossible for the owner to answer any question

truthfully. Perhaps the rationale behind implementation of such a power was to protect their champion from interrogation, or perhaps it was just a whim. The champion can speak truthfully of his own accord, but any question put to him automatically results in a lie.

- **The Crown of Good:** The Crown confers upon the wearer a wisdom and charisma score of 20. The Crown can create a *minor globe of invulnerability* around the wearer once per day. While wearing the crown the possessor of the Crown may *detect lies* (3/day) and cast *true seeing* once per day. Among good characters, only those of a lawful heart can use all the item's powers. Neutral good and chaotic good creatures do not gain the enhanced wisdom and charisma scores of the Crown. The Crown does have a drawback in that its owner (whether the Crown is worn or not) is no longer capable of telling a falsehood or performing an act that would normally be considered evil. Note that this prevents the character from bluffing or making threats he does not intend to carry out. Even haggling in the marketplace can become difficult, should the character manage to dicker the price down to a "steal."
- **The Crown of Neutrality:** So long as this Crown is worn, the owner can automatically distinguish between truth, half-truth, and lies he hears or reads. Only an *undetectable lie* can conceal the truth. The Crown allows the wearer to cast ESP 3 times per day and cast foresight once per week. True neutral characters are possessed of the impartial nature of the cold Neutral powers, and expose all lies they hear. No matter who speaks (even himself), the wearer must reveal falsehoods so fair judgments can be made.

Possession of Multiple Regalia of Might: If any two items of *Might* are possessed, the character immediately gains one experience level, and his experience point total is set halfway to the next level. The character immediately gains all the benefits of the new level. This benefit is lost if the second item is lost. If all three items are held by a single creature, all the benefits described above are received. In addition, the bearer of all three items may cast antimagic shell once per day, regenerates 2 hit points per turn and may cast wall of recall once per day. These bonuses last for as long as all the items of the *Might* are retained. If one is lost, stolen, or surrendered, the benefits are lost.

Crystal of the Ebon Flame: The origin of this artifact is entirely unknown, as is its exact whereabouts. It is a beautifully formed, diamond-hard mineral the size of a hand. When it is touched, the Crystal sends forth rays of light and a black flame seems to leap and dance in the heart of the jewel. All creatures within 30', including the *Crystal's* owner, must make a DC 25 charisma save or be charmed as if by a *mass charm* spell. Charmed characters are also subject to a permanent *suggestion* spell (a second saving throw is allowed) attempting to convince them to become devoted followers of the *Flame's* cult. The stone's sinister intelligence is determined to increase its power by adding more worshippers and slaying the followers of other gods. Fearing exposure, it uses stealthy means to carry out its goals. The possessor of the Crystal may draw upon its powers by gazing at the Ebon Flame at its center for 1d4 rounds. These powers and effects are: *curse* (5/day), *dispel magic* (3/day), *enthrall* (5/day), *fear* (3/day), *summon shadow* (2/day) and *wall of force* (1/day).

Crystal Hypnosis Ball: This cursed artifact is indistinguishable from a normal *crystal ball*. However, anyone attempting to use the scrying device becomes *fascinated* for 1d6 minutes, and a telepathic *suggestion* is implanted in his mind (a DC 27 intelligence save negates this).

The user of the device believes that the desired creature or scene was viewed, but actually he came under the influence of a powerful wizard, lich, or even some power or being from another plane. Each further use brings the *crystal hypnosis ball* gazer deeper under the influence of the controller, either as a servant or a tool. Note that throughout this time, the user remains unaware of his subjugation.

Cup and Talisman of Al'Akbar: This pair of holy relics were given by the gods of the Paynims to their most exalted high priest of lawful good alignment in the days following the Invoked Devastation. It was lost to

demihuman raiders and was last rumored to be somewhere in the Southeastern portion of the Bandit Kingdoms.

- The Cup is made of hammered gold, chased with silver filigree, and set with 12 great gems in electrum settings - a jewelry value of 75,000 or more gold pieces on the market. It does not radiate magic, but it has the following powers/effects: anyone of good alignment who touches the Cup receives the benefits of a *bless* spell. This lasts for 24 hours. The powers of the Cup are activated by filling it with holy water, usable once per day. If all of the water is drunk, it acts as a *cure critical wounds* or *neutralize poison* spell, or it can be divided into three portions that act as *cure light wounds* spells, although these fade in 12 hours.
- The Talisman is made of hammered platinum, a star of 8 points, chased with gold inlays, and with a small gem tipping each point. The star is hung from a chain of gold and electrum set with silver beading (8 sets of 3 beads each) - a jewelry value of 10,000 or more gold pieces. It does not radiate magic either, but has the following powers/effects: anyone of good alignment touching the *Talisman* receives the benefit of a *remove curse* spell. Once per day the *Talisman* can cast a *cure disease* or *cure blindness* spell.

Once per week, the *Cup and Talisman* can be used to create any one of the following potions: *healing* (5 batches), *sweet water* (3 batches), *extra-healing* (2 batches), *elixir of health* (1 batch), or *vitality* (1 batch). Furthermore, the items gain the power of a *resurrection* spell (1/day), effective only on good or neutral creatures. These items can only be used by good creatures with human bloodlines (humans, half-elves and half-orcs). When the powers of the *Cup or Talisman* are invoked, the owner ages 1d10 years. This aging is irreversible! Upon attaining maximum age, the owner is transformed into a zombie guardian of the artifacts, unraiseable by any means.

Deck of Many Things: A *Deck of Many Things* (both beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of thin plates or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a *deck of many things* who wishes to draw a card must announce how many cards he will draw before he begins. Cards must be drawn within 1 hour of each other, and a character can never again draw from this deck any more cards than he has announced. If the character does not willingly draw his allotted number (or if he is somehow prevented from doing so), the cards flip out of the deck on their own. *Exception:* If the jester is drawn, the possessor of the deck may elect to draw two additional cards. Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the jester or the fool, in which case the card is discarded from the pack. A *deck of many things* will contain either 13 (75%) or 22 (25%) plaques. Additional plaques in a 22 card deck are indicated by an asterisk (*) after their names. To simulate the magic cards, you may want to use tarot cards, as indicated in the second column of the accompanying table. If no tarot deck is available, substitute ordinary playing cards instead, as indicated in the third column. The effects of each card, summarized on the table, are fully described below:

plaque	tarot card	playing card	effect
balance*	xi. justice	two of spades	change alignment instantly.
comet*	two of swords	two of diamonds	defeat the next monster you meet to gain one level.
donjon*	four of swords	ace of spades	you are imprisoned.
Euryale	ten of swords	queen of spades	-3 penalty on all saving throws vs. petrification henceforth.
the Fates*	three of cups	ace of hearts	avoid any situation you choose ... once.
flames	xv. the devil	queen of clubs	enmity between you & an extraplanar creature.
fool*	the fool	joker (with trademark)	lose 10,000 XP & you must draw again.

gem*	seven of cups	two of hearts	gain your choice of twenty-five pieces of jewelry or fifty gems.
idiot*	two of pentacles	two of clubs	lose Intelligence (permanent drain). You may draw again.
jester	xii. the hanged man	joker (without trademark)	gain 10,000 XP or two more draws from the deck.
key	v. the hierophant	queen of hearts	gain a magic weapon and a treasure map.
knight	page of swords	jack of hearts	gain the service of a 4 th level fighter.
moon	xviii. the moon	queen of diamonds	you are granted 1d4 wishes.
rogue	five of swords	jack of spades	one of your friends turns against you.
ruin	xvi. the tower	king of spades	immediately lose all wealth & real property.
skull	xiii. death	jack of clubs	defeat dread wraith or be forever destroyed.
star	xvii. the star	jack of diamonds	immediately gain a +2 bonus to one ability score.
sun	xix. the sun	king of diamonds	gain beneficial <i>miscellaneous magic item</i> and 50,000 XP.
talons	queen of pentacles	ace of clubs	all magic items you possess disappear permanently.
throne	four of staves	king of hearts	gain an 18 charisma plus a small keep.
vizier*	ix. the hermit	ace of diamonds	know the answer to your next dilemma.
the Void	eight of swords	king of clubs	body functions, but soul is trapped elsewhere.

- **Balance:** As in "weighed in the balance and found wanting", the character must change to a radically different alignment. If the character fails to act according to the new alignment, he permanently loses a level.
- **Comet:** The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character gains enough XP to attain the next experience level.
- **Donjon:** This card signifies imprisonment - either by the *imprisonment* spell or by some powerful being or creature. All gear and spells are stripped from the victim in any case. Draw no more cards.
- **Euryale:** The medusa-like visage of this card brings a curse that only the *Fates* card or a deity can remove. The -3 penalty on all saving throws versus petrification is otherwise permanent.
- **Fates:** This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and re-spun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character who drew the card; other party members may have to endure the situation.
- **Flames:** Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the extraplanar creature can't be ended until one of the parties has been slain. Determine the extraplanar creature randomly, and assume that it attacks the character (or plagues his life in some way) within 1d20 days.
- **Fool:** The payment of XP and the redraw are mandatory. This card is always discarded when drawn, unlike all others except the jester.

- **Gem:** This card indicates wealth. The jewelry is all gold set with gems, each piece worth 2,000 gp, the gems 1,000 gp value each.
- **Idiot:** This card causes the drain of 1d4 points of Intelligence immediately. The additional draw is optional.
- **Jester:** This card is always discarded when drawn, unlike all others except the fool. The redraws are optional.
- **Key:** The magic weapon granted must be one usable by the character. It suddenly appears out of nowhere in the character's hand. The treasure map should be reasonably accurate, though not necessarily current.
- **Knight:** The fighter appears out of nowhere and serves loyally until death. He is of the same race (or kind) and gender as the character.
- **Moon:** This card sometimes bears the image of a moonstone gem with the appropriate number of wishes shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of wishes (full = four; gibbous = three; half = two; quarter = one). These wishes are the same as those granted by the 9th level magic-user spell and must be used within a number of minutes equal to the number received.
- **Rogue:** When this card is drawn, one of the character's NPC friends (preferably a follower) is totally alienated and forever after hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.
- **Ruin:** As implied by its name, when this card is drawn, all non-magical possessions of the drawer are lost.
- **Skull:** A minor Death appears (AC 25; 33 hit points; strikes with a scythe for 2d8 hit points, never missing, always striking first in a round) and the character must fight it alone - if others help, they get minor Deaths to fight as well. Treat the Death as undead with respect to spells. Cold or fire do not harm it, neither does electrical energy. If the character is slain, he is slain forever and cannot be revived, even with a *wish* or a *miracle*.
- **Star:** The points are added to any ability score the character chooses, to a maximum of 18.
- **Sun:** Roll for a *miscellaneous magic item* until a useful item is indicated.
- **Talons:** When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably gone.
- **Throne:** The character becomes a true leader in people's eyes, gaining an 18 charisma (or a +1 bonus if their charisma is already 18 or higher, to a maximum of 20). The castle gained appears in any open area he wishes (but the decision where to place it must be made within 1 hour).
- **Vizier:** This plaque empowers the character drawing it with the ability to call upon supernatural wisdom to solve any single problem or answer fully any question whenever he so requests. Whether the information gained can be successfully acted upon is another question entirely.
- **The Void:** This black card spells instant disaster. The character's body continues to function and he speaks like an automaton, but the psyche is trapped in a prison somewhere - in an object on a far plane or planet, possibly in the possession of a demon. A *wish* or a *miracle* does not bring the character back, instead merely revealing the plane of entrapment. Draw no more cards.

Eye of Vecna: Seldom is the name of Vecna spoken except in hushed voice, and never within hearing of strangers, for legends say that the phantom of this once supreme lich still roams the Material Plane. It is certain that when Vecna finally met his doom, one eye and one hand survived. The Eye of Vecna is said to glow in the same manner as that of a feral creature. It appears to be an agate until it is placed in an empty eye socket of a living character.

Once this is done, the eye's functions become apparent. It grants the host continuous darkvision and *true seeing*, and grants immunity to all gaze attacks (including *eyebite*). Three times per day each, the host can use the spells *eyebite* and *dominate person*. Once per day, the bearer of the Eye can call forth *dominate monster* and *destruction*. A

non-evil character must make a DC 30 charisma save each week to avoid becoming evil. All powers are at caster level 20th. The Eye may not thereafter be removed without resulting in the death of its host.

Powers with Both Artifacts: If a single character bears both the Hand of Vecna and the Eye of Vecna he can call upon a Type I demon once per day. A non-evil character who possesses both items must make a DC 30 charisma save each day to avoid becoming evil and falling prey to a permanent suggestion. This suggestion compels to bearer to further Vecna's goals: to destroy the *Sword of Kas* and summon Vecna to Oerth.

Hand of Vecna: The arch-lich Vecna supposedly imbued both his hand (left) and his eye (see the foregoing listing) with wondrous and horrible powers enabling them to persist long after his other remains moldered away into dust (cf., Eye of Vecna). Tales say that the Hand appears to be a mummified extremity, a blackened and shriveled hand, possibly from a burned body.

If the wrist portion is pressed against the stump of a forearm, it will instantly graft itself to the limb. The touch of the Hand, once so placed, deals 1d10 points of cold damage to a target. Three times per day, its touch can permanently drain 1 ability score point (host's choice of ability) from a victim. The host gains the points drained for the rest of that day (they last until the next sunrise). Once per day, the bearer of the Hand can call upon *finger of death* and *unholy aura*. Once per week the bearer of the hand can cast *time stop*. All powers are at caster level 20th. In addition to these powers, the bearer of the hand regenerates 2 hit point per turn.

A non-evil character must make a DC 30 charisma save each week to avoid becoming evil. Removal of the hand always results in the death of the host.

Powers with Both Artifacts: If a single character bears both the Hand of Vecna and the Eye of Vecna he can call upon a Type I demon once per day. A non-evil character who possesses both items must make a DC 30 charisma save each day to avoid becoming evil and falling prey to a permanent suggestion. This suggestion compels to bearer to further Vecna's goals: to destroy the *Sword of Kas* and summon Vecna to Oerth. This suggestion compels to bearer to further Vecna's goals: to destroy the *Sword of Kas* and summon Vecna to Oerth.

Heward's Mystical Organ: In the pages of the Fables of Burdock there is mention of a musical instrument of large size, an organ of such power that the mighty and terrible enchantments possible to cast by playing upon it are only hinted at. Heward's Organ has 77 great and small pipes, a console with many keys of black and white beneath 13 ivory stops, and 3 great foot pedals. The bellows which sends a rush of wind to the pipes is said to be worked by a conjured and chained air elemental of huge size. Each stop causes the pipes to sound in a different voice, while the keys vary the notes, of course. No one is certain what purpose the foot pedals serve.

Despite the ravages of time which have silenced some of its pipes, and abuse and neglect which have supposedly made some keys and stops unworkable, the Organ can still work mighty magicks when properly played (requiring a *performance: organist* check).

The possessor of the organ gains a +1 bonus to his charisma score and may use of the following abilities at will (without resorting to use of the Organ): *comprehend languages* and *tongues*.

Theoretically, Heward's Mystical Organ can have as many powers as there are settings and tunes to be played. With such a broad range, the DM can create virtually any result. The press of a key may cause flowers or straw to rain over a small village 100 miles away, while a fuge may result in the sinking of several islands off the coast or the reshaping of the organist into a newt (especially if he hits a bad note). Unlike other artifacts (which possess powers the character must discover), users of the Organ should decide upon the effect they wish to create and then research the notes and stops needed to create it. The DM can, of course, alter the end result (mortals playing with the toys of gods seldom get what they really want) and a check should be made to see if any errors (a missed note or beat) occur in the playing.

Some sample abilities that can be called forth through the proper playing of the Organ are:

animal friendship (3/day), *animate object* (1/day), *break enchantment* (1/day), *charm monster* (1/day), *charm person* (2/day), *confusion* (1/day), *dimensional lock* (1/day), *dispel*

evil/good (1/day), *dispel magic* (1/day), *Otto's irresistible dance* (1/day), and *spell turning* (1/day)

The songs that call forth these abilities are difficult to play, imposing a -10 penalty to the organist's *performance* rolls. More complex songs, which impose a -15 penalty to performance checks, allow more powerful abilities to be used. Some sample abilities include:

Banishment (1/week), *demand* (1/week), *maze* (1/week) and *prismatic sphere* (1/week)

Should the Organ be played improperly roll a d20 and consult the following, baleful effects, table:

d20 roll	baleful effect
1	the organist is geased to undertake a quest on Heward's behalf (no saving throw is permitted). As part of this geas he must speak in rhyme or in song until the quest is completed.
2	the organist is stricken deaf as per <i>blindness/deafness</i>
3	the organist is <i>feebleminded</i>
4	the alignment of the organist is changed, as if he donned a <i>helm of opposite alignment</i>
5	all within 500' are effected by <i>Otto's irresistible dance</i> for 1d6 turns
6	the song creates a permanent, 500' radius, dead-magic zone in the area, centered upon the Organ. Non-artifact magical items do not function within the zone, spellcasting is impossible, and all existing spells are instantly negated, including permanent enchantments on creatures. Summoned beings are instantly driven back to their own planes
7	the organist is <i>polymorphed</i> into a small lizard
8	a <i>Mordenkainen's disjunction</i> spell is triggered, centered upon the Organ
9	the organist and all within 500' are afflicted with permanent insanity. Those so stricken cannot abide any sound other than that of the Organ. Deprived of its tones, they despair and see no wonder or greatness (in either good or evil) in the world. Gradually, those enchanted take less and less interest in life until they finally reach the point where even the finest food is an anathema to them. These slowly wasting creatures are truly piteous sights. This madness can only be cured by a <i>wish</i> spell
10	the organist's inspired, yet unconventional playing has drawn the attention of a hostile, extraplanar creature. This being demands the services of the organist in his court
11	the playing summons a hostile creatures, as if <i>monster summoning VII</i> were cast
12	the organist is struck with a booming, destructive voice that is equivalent to the effects of a <i>horn of blasting</i> .
13	the immediate audience, within 50', is <i>polymorphed</i> into crickets
14	the organist is consumed with severe melancholy. Stricken characters take no joy in life, for they have heard the most sublime beauty and gradually waste away, unable to even motivate themselves to eat or drink. The madness can only be cured by a <i>wish</i> spell
15-20	the organist is deemed unworthy of the Organ. The Organ is immediately teleported away to some untraceable location.

Horn of Change: This ancient artifact exactly resembles any of the more common magical horns such as a *horn of blasting*, a *horn of bubbles*, etc.

Any character who picks up the *Horn* is instantly aware of its true nature. Up to three times per day, when the Horn is sounded, roll on the table below to determine the type of spell called forth. This roll cannot be influenced in any way. Roll percentile dice and consult the following table to determine what type and level of spell immediately takes effect:

d% roll	spell conjured
01-10	3 rd level magic user spell
11-25	3 rd level bard spell
26-40	4 th level magic user spell
41-50	3 rd level cleric spell
51-75	5 th level magic-user spell
76-95	3 rd level illusionist spell
96-00	calamity strikes, roll on following table

Each time the horn is sounded there is a 5% chance that calamity strikes. Calamitous results can never be intentionally called upon by the artifact's owner. They occur at unplanned times.

While a character might get lucky and trigger an *incendiary cloud* just as orcs storm the stronghold, the cataclysm takes no sides. Human defenders and orc attackers are equally vulnerable to the artifact's vengeance; even the artifact's owner is fair game. All of the cataclysms described here affect an area one mile in diameter. Everything within that range is subject to the awful effects of the cataclysm. The artifact will:

d20 roll calamitous effect

1	cause a <i>ice storm</i> to rain down upon the area of effect for two full turns
2	create a permanent aura of desolation that settles over the area of effect. Individuals of good alignment are haunted by terrifying dreams and suffer -2 penalties to attack and saving throw rolls while evil creatures gain +2 penalties to the same. Plants twist and wither, crops fail, and herds grow sickly.
3	blanket the area of effect with a blizzard, dropping temperatures to 0° F and inflicting 1d6 points of non-lethal damage per hour to those unsheltered. Overland movement is impossible. The storm lasts 1d6 + 12 hours and snows remain 1d3 days (summer), 2d6 days (spring/fall), or 2d20 days (winter).
4	ravage the area of effect with <i>call lightning</i> for 72 hours (432 bolts), randomly striking any targets
5	create a <i>cloudkill</i> spell upon the area of effect for 1d6 hours.
6	form a ring of <i>creeping doom</i> around the area of effect that constricts in a solid blanket inward, not diminishing until the center is reached (4 hours to reach center),
7	settle a <i>death fog</i> over the area of effect that remains in place for 2d20 rounds
8	strike the area of effect with a permanent drought. All water present or brought into the area of effect evaporates instantly.
9	strike the area of effect with an <i>earthquake</i> spell.
10	an <i>solid fog</i> blankets the area of effect for 4d6 hours
11	flood the entire area of effect, destroying buildings and fields. All living creatures unable to fly risk drowning in the rushing waters. The waters recede to safe levels in 1d6 hours but remain covering land for 2d20 days.
12	sweep an <i>incendiary cloud</i> through the entire area of effect.
13	settle an <i>insect plague</i> upon the area of effect for 1d6 hours that, in addition to other spell effects, destroys all vegetable matter.
14	instantly create a permanent magic-dead area of effect. Non-artifact magical items do not function within the zone, spellcasting is impossible, and all existing spells are instantly negated, including permanent enchantments on creatures. Summoned beings are instantly driven back to their own planes.
15	create a <i>meteor swarm</i> to rain down upon the area of effect for 1d12 hours (8 spheres/round, or 480/hour), randomly striking targets within the area of effect.
16	a <i>Mordenkainen's disjunction</i> spell is triggered, centered upon the <i>Horn</i> .
17	create a permanent <i>mirage arcana</i> in the area of effect.
18	transfer the entire area of effect to a randomly chosen lower plane. The artifact is not transported
19	strike the entire area of effect with a <i>storm of vengeance</i>
20	create permanent wolf spirits to guard the area of effect that are hostile to all non-animal lifeforms

Each day that a character owns the *Horn*, there is a 1% (cumulative) chance that the character will be seized by a gambling fever so intense that no honest wager can be resisted, regardless of the odds. This only passes when the character gives up or loses the *Horn*.

Invulnerable Coat of Arnd: The High Priest Arnd of Tdon is said to have been the original possessor of this relic. The Coat is a bright and shimmering shirt of fine and almost weightless chain links.

The Coat grows or shrinks to fit any humanoid character from 3 to 8 feet tall. The wearer is impervious to any physical attacks made on

rolls of less than a natural 20 and gains a +5 bonus to all saving throw rolls. The armor protects against fire attacks as a *ring of fire resistance* and is immune to acid, cold, and electrical attacks.

A cleric wearing the armor and uttering a special prayer gains 3 experience levels for 4 days (1/month). The cleric gains all hit points, spells, attacks, and abilities associated with the new level.

The spirit of Arnd still inhabits the armor and attempts to aid the poor whenever possible. While in the presence of impoverished or suffering people, there is a 75% chance that the spirit of Arnd will take possession of the wearer in order to aid the unfortunates. The wearer spends 3d6 weeks in the area, seeking out the poor and helping them to the best of his ability. When the spirit of Arnd releases the character, no memory of what has happened remains.

Iron Flask of Tuerny the Merciless: This artifact is reported to be a small and heavy urn. It is inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails a DC 30 intelligence saving throw. The range of this effect is 60'. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature. The command word can be given only once per day.

If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its natural inclinations. (It usually attacks the user, unless it perceives a good reason not to.) Any attempt to force the same creature into the flask a second time provides it a +2 bonus on its saving throw and makes it hostile.

A non-evil character in possession of the *Iron Flask* must make a DC 30 charisma save each month to avoid becoming chaotic evil.

A newly discovered bottle might contain any of the following:

d%	contents	d%	contents
01–50	empty	89	deva (monadic)
51–54	16 HD air elemental	90	deva (monavic)
55–58	aerial servant	91	devil (osyluth)
59–62	16 HD earth elemental	92	devil (barbaz)
63–66	xorn	93	devil (erinyes)
67–70	16 HD fire elemental	94	devil (cornugon)
71–74	salamander	95	a night hag
75–78	16 HD water elemental	96	a groaning spirit
79–82	water weird	97	invisible stalker
83–84	demon (vrock)	98	djinni
85–86	demon (hezrou)	99	rakshasa
87	demon (glabrezu)	100	efreeti
88	demon (succubus)		

Jacinth of Inestimable Beauty: It is said that the finest corundum gem from the heart of the largest mountain was taken and fashioned by the gods themselves to form the *Jacinth of Inestimable Beauty*.

Legend relates that the Jacinth was possessed by the fabled Sultan Jehef Peh'reen for a time and then passed into the Land of Ket and southward into Keoland (see the *WORLD of GREYHAWK*), where all trace disappeared. When the possessor firmly grasps this lustrous orange gem, the following powers/effects are gained:

Contact with the flower-shaped gem adds 5 points to the user's Charisma (to a maximum of 20). The player character specifies a floral scent while holding and smelling deeply of the crystalline *Jacinth*. This releases the fragrance along with the appropriate power. If a scent is named that the gem does not have or no fragrance is specified, a random scent is released. The scents are as follows:

- Violet *mass charm* (1/day)
- Lavender *suggestion* (3/day)
- Rose *wall of thorns* (1/day)
- Jacinth *foresight* (1/day)

Over time the wearer of the gem suffers the effects of the gem's curse and grows increasingly possessive of it, eventually growing paranoid of all others. Each year the gem is possessed the bearer must make a DC 30 charisma save.

Johydee's Mask: The high priestess Johydee supposedly tricked the powers of evil into making this strange artifact and then wisely used it to overthrow their hold upon her nation. The Mask completely covers the wearer's face and grants the wearer total immunity to all forms of gaze attacks (from basilisk, catoblepas, medusa, etc.).

The character can assume the guise of any small or medium-sized humanoid being by concentrating for one full round. If the wearer has seen or heard the subject, the disguise is complete, including voice, mannerisms, clothing, and equipment (+20 to disguise checks). This power can be used once per day but the disguise itself can be held for no longer than 12 hours, after which it fails and the wearer's visage returns.

The wearer is constantly protected, as if under the effect of a *mind blank* spell.

There is a 2% cumulative chance per hour spent in impersonation that the wearer comes to believe that the identity of the subject is actually the wearer's own. Only a *wish* spell can restore the wearer to normalcy.

Kuroth's Quill: There can be but little dispute that the master thief Kuroth was the most successful of his profession, and several sages attribute his performance to the acquisition of a writing instrument of unknown antiquity which now bears Kuroth's name.

The user gains the benefits of a *comprehend languages* spell as long as the pen is in hand. An illiterate character holding the *Quill* gains the ability to read and write when grasping it.

The *Quill's* bearer is able to flawlessly imitate the writing of others, enabling them to make flawless forgeries of most handwritten documents (a flat, +20 bonus, is added to any forgery attempts made). The pen also draws and/or writes infallible descriptions of what the writer sees or speaks upon command.

Once per week the possessor of the *Quill* may alter reality (as per the *wish* spell) by writing the desired alterations down upon a piece of parchment. Once per month the *Quill* can be used to draw a map leading to a specified item or creature. This ability acts as a *discern location* spell.

While the quill will grant wishes and alter reality, there is always a price to be paid; for every boon there is a bane. Illegible or smudged words are omitted from the request entirely. Misspelled words are substituted to the best of the *Quill's* ability. For example, if a character writes, "I wish to have a roster for all of the taxpayers in this county," and accidentally misspells "roster" as "rooster," that PC is going to be overwhelmed with crowing roosters from all the surrounding farms.

Even correctly written requests have a monkey's paw effect. The pen does not create things; rather, it draws upon existing material to grant the *wish*. If a party requests a vast fortune, they could find themselves teleported inside the king's treasury. A magic-user might write for desired magical spells, awakening in a heap of ancient tomes. At the same time, a nearby kingdom suffers the wrath of an archmage whose library has disappeared.

Mace of Saint Cuthbert: This footman's mace is said to be that actually used by the Venerable Saint Cuthbert of the Cudgel when he demonstrated the folly of error to the unbeliever. Over the decades since then, holy relics of the Saint himself have been encased within the Mace to give this arm of lawful good a +3 bonus for both hitting and damage. In the hands of a lawful good cleric or paladin the weapon may be used with its full, +5, bonus. In addition, it has the *holy*, *demon bane* and *disruption* special abilities. Such a wielder can project a *sunburst* from the mace once per day, at caster level 20th. Any intelligent mortal struck with a natural "20" instantly becomes an enthusiastic follower of Saint Cuthbert for a period of 1 day, unless they make a DC 25 charisma save to resist this *suggestion*.

Any cleric or paladin of Saint Cuthbert can cast *prayer* (3/day) and *detect undead* (at will). *Protection from evil* 10' radius can also be cast (1/day).

Machine of Lum the Mad: Perhaps this strange device was built by gods long forgotten and survived the eons since their passing, for it is incredibly ancient and of workmanship unlike anything known today. The Machine was used by Baron Lum to build an empire, but what has since become of this ponderous mechanism none can say. Legends report that it has 60 levers, 40 dials, and 20 switches (but only about one-half still function). Singly or in combination, these controls will generate all sorts of powers and effects.

The Machine is delicate, intricate, bulky and very heavy (5,500 pounds). It cannot be moved normally, and any serious jolt will set off and then destroy 1d4 functions of the artifact which can never be restored. It has a booth of a size suitable for 4 man-sized creatures to stand inside, and if a creature or object is placed therein and the Machine's controls are worked, something might happen.

Operating the Machine is a risky proposition at best. Whenever a dial is turned, a lever is pulled, or a switch is thrown, it is possible that a magical effect will be triggered. When the Machine was new and in good repair, each and every setting produced such a result. Now the majority of the controls are broken, leaving only a few powers that can still be triggered.

The Machine itself has two types of powers; internal and external. The former affect those within the crystal chamber, leaving those outside of the Machine utterly safe, while the latter alter the world around the machine and leave those within the crystal box safe. Anyone standing within the crystal chamber at the heart of the Machine is protected from all outside forces of a physical, gaseous, magical or psionic nature. However, those individuals are utterly vulnerable to all powers of the machine, forfeiting any saving throws that they might normally be entitled to.

Twenty of the internal functions remain operational. All of these have the effect of changing the occupants of the crystal box in some way. Of the external powers, only 15 remain functional. When triggered, these great powers cause terrible devastation or make drastic changes in the world around the Machine. Of course, anyone inside the crystal chamber is unharmed.

With all its levers, dials, and plugs, the Machine of Lum the Mad is a complicated piece of machinery. Each effect should require a unique setting, thereby making all the controls potentially meaningful. The DM could, of course, draw a diagram for each. Easier and more convenient, however, is for the DM to create a unique written combination for each power, using the method provided below.

The Machine has three different types of controls - levers which are either on or off, dials that must be set to the correct position, and a switchboard that relies on correct pairs. Each control has a different code in the combination. By noting the needed codes for each control panel, the combination is created.

- **Levers:** Of the Machine's 60 levers, only 10 still work, all others being obviously broken. These 10 levers are labeled in order, 0-9. When a lever is in the on position, its number is part of the combination; when it is in the opposition, the lever (and its number) is ignored. Thus, if a setting required levers 0, 6, and 7 to be on, this part of the combination would be noted as 067.
 - **Dials:** Of the 40 dials on the machine, only 20 still work, and the rest are clearly broken. Each dial (labeled as a through T) has settings from 0 (off) to 6. Dials set to the off (0) position are ignored, while other dials are noted as letter/number pairs. If dial G is set to 1, dial M to 4, and dial R to 3, the combination for this control panel would read G1/M4/R3.
 - **Switchboard:** This part of the control panel is similar to an old telephone switchboard, with plugs on wires and sockets for each. There are 26 plugs and 26 sockets, and both sets are labeled a through Z. Here, the combination is formed by matching the correct plug to the correct socket. If plug a is connected to socket W, this is noted as AW (plug/socket). Again, only those plugs and sockets actually used need to be noted for the combination. If the setting requires plugs C, F, O, S, and W to be connected to sockets B, H, M, T, and Q the combination would read CB/FH/OM/ST/WQ.
- Using these combination methods, the DM can easily create a unique setting for each power - and have ample combinations left for explosions, useless noises, and bad things. After all, there are over 8,500,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000 possible settings!

Clearly, with this many combinations the chance of any character randomly choosing a working combination is a little less than slim and barely better than non-existent. This means that any adventure involving the Machine is about more than just finding and using it. It should also include smaller adventures to gather the pieces of one or more useful combinations.

For example, on one scroll the characters find a combination for the levers, in another those for the dials, and in a third (and separate adventure) the settings for the switchboard. They now have a complete combination - if all three parts are for the same power! After each use of the Machine, there is a 70% chance that some reaction within the mechanism alters the settings required to duplicate a given effect. If this happens, the combination of settings scrambles itself, seemingly at random.

Users of the Machine receive no indication that this has occurred. Since incorrect settings could trigger side effects or cause explosions, duplicating a previously achieved effect is a risky business. Because of the random nature of the Machine and the large number of powers, there is no absolute list of what Lum's Machine can or should do. The DM is encouraged, therefore, to tailor the possible powers to suit the campaign.

There are several risks inherent in the use of the Machine. The first of these is the need for accuracy. Any time the Machine is started without a correct combination entered on the control panels, the DM should roll percentile dice for a result on the following Machine Failure table and apply the result:

d% roll	machine failure result
01-50	nothing happens
51-65	sparks and noise, nothing happens
66-70	1 control breaks
71-75	internal explosion, 1d4+1 controls break
76-80	random power triggered in crystal chamber
81-85	random power triggered in room
86-90	roll on the <i>wand of wonder</i> effects table
91-95	large explosion, all within 20' suffer 2d10 damage
96-00	Machine vanishes

Mighty Servant of Leuk-O: Those who are most knowledgeable regarding ancient artifacts believe that this device is of the same manufacture as the *Machine of Lum*. The *Mighty Servant* of the famous General Leuk-O is a towering automaton of crystal, unknown metals, and strange fibrous material. It is over 9' tall, 6' deep, and some 4½' wide. Inside is a compartment suitable for holding 2 man-sized creatures, and there is space for 4-5 others to sit outside. If the possessor knows the proper command phrases, he or she can use the *Mighty Servant* as a transportation mode, magical attack device, or fighting machine.

The *Mighty Servant* is inert until someone controls the device from its interior compartment. If the proper command words are known, the *Mighty Servant* can be commanded to open the hatch in its back. Once inside, the character is faced with a daunting array of pedals, switches, levers, and wheels that all control the thing's operation. Controlling the *Mighty Servant* can be learned by trial and error (with appropriate random destruction) or through information gleaned from libraries and sages.

The DM is encouraged to make the process difficult and dangerous to bystanders. The automaton has a movement rate of 15', making it a slow and clumsy thing. Furthermore, after 12 hours of operation it must cease all activity for 1 hour while it gathers anew the magical energy that powers it.

It is armor class 22 and can withstand 120 hit points of damage. The *Mighty Servant* may only be struck with magical weapons. Bludgeoning weapons inflict only 1 point of damage, while edged weapons cause but half their normal damage (rounded down). It has +20 magic resistance and is utterly immune to acid, cold, heat, normal fire, vacuum, and water. Lightning, electricity, and magical fire will inflict but 20% of their normal damage (rounded down) - but only if the magic resistance fails. Even if it is damaged, the *Mighty Servant* regenerates 2 hit points per round. Anyone riding within the servant is fully protected by its shell.

In combat, the *Mighty Servant* can strike, as a 10 HD creature, with one of its great arms each round. Each blow landed by the automaton inflicts 1d6x10 points of damage. The power of this weapon is so great that it can be used to destroy castles and shatter fortifications. If used as a siege weapon, a blow from the *Mighty Servant* does the same damage as a screw or ram.

As one of the greatest weapons ever to appear in the world, the *Mighty Servant* has the following abilities: *Bigby's crushing hand* (1/day), *chain lightning* (1/day), *disintegrate* (1/week), *fireball* (1/day), *forcecage* (1/day), *globe of invulnerability* (1/day), *lightning bolt* (1/day), *magic missile* - 5 missiles per use (5/day), *Mordenkainen's disjunction* (1/day), *prismatic spray* (1/day), *time stop* (1/week) and *wall of force* (1/day). The *Mighty Servant* can heal any one creature once per day and can regenerate one creature per week. These creatures must be within the *Mighty Servant* to benefit from these spells.

Again, the operation of any given ability requires knowledge of which controls must be pulled, switched, pushed, or cranked. Each of these abilities drains magical energy from the *Mighty Servant* equal to 1 hour's worth of continuous operation.

The *Mighty Servant* hungers endlessly for combat and bloodshed. With each use of the servant's powers, the operator must roll a successful DC 20 charisma saving throw or become filled with battle fury for 24 hours. During that time, the artifact is used in a rampage of destruction to any and all within reach. Those affected by this power gradually have their alignment shifted to chaotic neutral.

Moaning Diamond: The *Moaning Diamond* appears to be an uncut diamond the size of a human fist. At all times, it gives forth a baleful moaning sound, as if in pain. Despite the noise, the *Moaning Diamond* is not evil. The wielder of the stone can, three times per day, call upon it to reshape earth and stone as if by the spell *stone shape*, affecting 5,000 cubic feet of material. The *Moaning Diamond* can summon a 16 HD earth elemental with maximum hit points that serves the caster until it is slain. Only one such elemental can be summoned at a time; if it is slain, a new creature cannot be summoned for 24 hours.

Orb of Dragonkind: Each of these fabled orbs contains the essence and personality of an ancient dragon of a different variety (one for each of the major ten different chromatic and metallic dragons). The bearer of an *Orb* can *dominate* dragons of its particular variety within 500 feet (as *dominate monster*), the dragon being forced to make a DC 30 charisma save to resist. Magic resistance is not useful against this effect.

Each *Orb of Dragonkind* bestows upon the wielder the AC and saving throw bonuses of the dragon within. These values replace whatever values the character would otherwise have, whether they are better or worse. These values cannot be modified by any means short of ridding the character of the *Orb*. A character possessing an *Orb of Dragonkind* is immune to the breath weapon - but only the breath weapon - of the dragon variety keyed to the *Orb*. Finally, a character possessing an *Orb* can herself use the breath weapon of the dragon in the *Orb* three times per day.

All *Orbs of Dragonkind* can be used to communicate verbally and visually with the possessors of the other *Orbs*. The owner of an *Orb* knows whether there are dragons within 10 miles at all times. For dragons of the *Orb's* particular variety, the range is 100 miles. If within 1 mile of a dragon of the *Orb's* variety, the wielder can determine the exact location and age of the creature. The bearer of one of these *Orbs* earns the enmity forever of all dragonkind for profiting by the enslavement of one of their kin, even if he later loses the item.

Each *Orb* also has an individual power that can be invoked once per round at 10th caster level:

- **Black Dragon:** *Fly*
- **Blue Dragon:** *Haste*
- **Brass Dragon:** *Teleport*
- **Bronze Dragon:** *Scrying*
- **Copper Dragon:** *Suggestion*
- **Green Dragon:** *Stinking cloud*
- **Red Dragon:** *Wall of fire*
- **Silver Dragon:** *Cure critical wounds*
- **White Dragon:** *Protection from energy (cold)*
- **Gold Dragon:** The owner of the gold *Orb* can call upon any power possessed by one of the other *Orbs* - including the *dominate* and breath weapon abilities but not AC, save bonuses, or breath weapon immunity - but can only use an individual power once per day. He can use *dominate* on any other possessor of an *Orb* within 1 mile.

The *Orbs* have only the simplest of curses, but these are woefully dangerous. Since each is possessed of a dragon's spirit, those who touch the *Orbs of Dragonkind* are immediately exposed to the risks of artifact possession and artifact transformation. In every case, the *Orbs* seek to remake their masters into dragons of their own color while at the same time gaining possession of the bodies.

Once per month the possessor of the *Orb* must make a DC 30 charisma save or move one step closer to the alignment of the contained dragon spirit. Once the owner's alignment matches that of the spirit, he must save each month to avoid falling under the spirit's *suggestion* to work toward the furtherance of its aims.

Each year that the *Orb* is possessed, the owner must make a Wisdom save in order to avoid gradual transformation into a dragon. After 5 failed saves the owner takes the form of a dragon. Once this occurs the trapped dragon spirit is freed, claiming the *Orb* owner's body, while the spirit of the *Orb's* master is lost to the void forever. Once the owner

of the Orb has fallen under the Orb's suggestion, he will never willingly part with the Orb.

Orb of Might: For the legendary source of the 3 Orbs of Might, see the foregoing *Crown of Might*. Each Orb is of platinum, encrusted with gems, and topped with a device of precious metals and stones, so as to be worth 100,000 or more gold pieces on the open market. Each Orb has an ethic alignment determined by rolling a d20 and consulting the following chart:

d20 roll	alignment
1-6	evil
7-14	good
15-20	neutrality

- **The Orb of Evil:** When held, the Orb automatically allows its owner to control undead creatures as a cleric of the same level can. Those already to control undead may add 3 to their effective level when attempting to control undead creatures. In addition, the bearer of the Orb may cast *fear* and *vampiric touch* (3/day). The Orb is attuned only to those of evil alignment. Characters of differing alignments who handle the Orb suffer the same effects as given for the *Crown of Evil*. Among evil characters, only those of chaotic disposition can use all the item's powers. Others do not gain the ability to control undead. Furthermore, the Orb itself covets worldly goods, particularly magical items. Once per week the bearer of the Orb must sacrifice of a magical item (excluding scrolls and/or potions). Once touched by the Orb, the item crumbles to dust. The wielder of the Orb also must own the magical item in question - merely touching the Orb to someone else's magical armor will not do, for example. Items destroyed by the Orb are forever lost, beyond even the power of deities to recover.
- **The Orb of Good:** All of the Orb's powers must be activated with a command word. First, it functions as a *gem of brightness* with unlimited charges. Second, the Orb can *heal* (1/day) any creature that touches it. The third ability allows the user to *commune* with a lawful good deity once per week. Like the Crown and Scepter, the Orb is selective about who handles it. Characters of differing alignments who handle the Orb suffer the same effects as given for the *Crown of Good*. Good characters of less than lawful purity can only use the healing ability of the Orb. Another consideration for the owner of the Orb is that he must give sacrifice all worldly possessions (to charity) and forever renounce all titles and claims; knights forswear their lieges, clerics leave their temples, and magic-users give up their magical wonders. Only the other pieces of the regalia (if available) and the most humble of dress and weapons (all non-magical) may be retained. Anything given up cannot be reclaimed after the artifact has disappeared.
- **The Orb of Neutrality:** When gazed through, the Orb functions as a *gem of seeing*. The Orb may create a floating fiery *symbol of persuasion* (1/day) and constantly grants its bearer *protection from normal missiles*. Finally the bearer of the Orb may create an *antimagic shell* once per day. Characters of good or evil alignment who handle the Orb suffer the same effects as given for the *Crown of Good*. Chaotic neutral and lawful neutral characters may only use the *true seeing* ability of the Orb, for the Orb is attuned to true neutrality. The bearer of the Orb must always abide by the terms of any oath, deal, vow, treaty, pact, contract or other agreement that he makes. This power is in effect even when the character is not holding the Orb - possession of the artifact is all that is required.

Possession of Multiple Regalia of Might

If any two items of *Might* are possessed, the character immediately gains one experience level, and his experience point total is set halfway to the next level. The character immediately gains all the benefits of the new level. This benefit is lost if the second item is lost. If all three items are held by a single creature, all the benefits described above are received. In addition, the bearer of all three items may cast *antimagic shell* once per day, regenerates 2 hit points per turn and may cast *wall of recall* once per day. These bonuses last for as long as all the items of the *Might* are retained. If one is lost, stolen, or surrendered, the benefits are lost.

Philosopher's Stone: This rare substance appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open (break DC 20), a cavity is revealed at the stone's heart. This cavity is lined with a magical type of quicksilver that enables any arcane spellcaster to transmute base metals (iron and lead) into silver and gold. A single *philosopher's stone* can turn from up to 5,000 pounds of iron into silver, or up to 1,000 pounds of lead into gold. However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any *cure* potion while the substance is still potent, it creates a special *oil of life* that acts as a *true resurrection* spell for any dead body it is sprinkled upon. Weight 3 lb.

Queen Ehlissa's Marvelous Nightingale: The origin of this artifact is unknown, although the Mage Mordenkainen is reported to have asserted that the Nightingale was made by Xagy and the goddess of volcanic activity, Joramy, some 17 centuries ago.

Queen Ehlissa bent all to her will with the enchantments of the device, and throughout her reign of several centuries the Nightingale never escaped its confinement. This bejeweled songbird seems to actually spring to life when its mechanism is activated.

The creature is held within a fine mesh of golden wires, much like the cage of a real bird, and when set in motion the Nightingale opens its glittering wings, hops to the highest perch in the cage and performs. It is known that the device throws forth a *antimagic shell*, preventing detection or magical intrusion in a 30' radius. Those within this sphere are reported to neither hunger nor thirst as long as they remain within.

It is rumored that the eyes of this artifact can shoot forth scintillating rays of brilliant color, each color having a different effect; its songs likewise are able to work magical wonders, and if the rays and songs are directed in combination highly powerful spells are supposedly woven. Some of the powers of the Marvelous Nightingale include: *bless* (5/day), *detect evil* (at will), *enthrall* (3/day), *mass charm* (1/day), *Otto's irresistible dance* (1/day), *restoration* (1/day), *slow* (3/day), *speak with animals* (at will), *tongues* (at will) and *zone of truth* (3/day).

The owner of the *Marvelous Nightingale* becomes increasingly paranoid over time, seeking to keep the artifact safe from all who would try to take it from him. Each month the artifact is possessed its keeper must make a DC 30 charisma save or become completely paranoid (see the insanity rules on page 94-96).

Recorder of Ye'Cind: This most magical wind instrument needs no musician to play upon it, for the Recorder itself can play the most complicated of airs upon command. It will always sound an alarm if anything belonging to its possessor (including itself) is stolen while within 30' of it, and the

Playing a sustained note upon the recorder reveals a single and important truth about a subject of the user's choosing. This truth is revealed in the form of a shimmering image, complete with visual and audial effects. The truth is usually something of profound significance in the subject's life, although the Recorder does not reveal the same image more than once for a single subject (1/day).

In addition, the bearer of the recorder can use the following abilities if they make a successful, unmodified performance (wind instrument) check: *audible glamer* (7/day), *charm monster* (1/day), *confusion* (1/day), *feeblemind* (1/week), *summon monster V* (1/day) and *tongues* (5/day).

The music is so beautiful that the user becomes unable to hear anything except the recorder within 2d4 weeks. All of the standard penalties for deafness are suffered.

Ring of Gaxx: This piece of jewelry is of totally alien origin, for while its loop appears to be of platinum and its stone a very fine spinel, examination by the most astute dwarf or expert jeweler will discover the workmanship to be unique and the gem of unknown type.

The Ring of Gaxx must be placed on a finger in order to discover its powers. The wearer is immune to all forms of disease, both normal and magical. Each of the nine sides of the gem has its own power. The active side faces the finger tip and the entire ring is impossible to mark. The gem rotates clockwise when one of the following occurs; it is put on, it is worn while sleeping, or the stone is turned.

Its powers are: *cure light wounds* (7/day), *disintegrate* (1/week), *invisibility* (1/day), *passwall* (1/day), *raise dead* (1/week), *shield* (5/day), *shocking grasp* (3/day), *stoneskin* (2/day) and *teleport without error*

(1/day). Once all nine powers have been discovered, the wearer can use the powers with an unmodified intelligence check.

Once the ring is worn for more than 48 continuous hours, it begins to transform the wearer (over the next 96 hours) into a creature of unknown origin. A thick pair of horns grow 2 inches above the ears; the skin hardens into thick scales, providing an armor bonus of 5 (armor cannot be worn over these scales). The eyes develop darkvision 120' and daylight becomes painful (-2 penalty to attack rolls and all perception checks). The lower canines extend an inch beyond the lips, Horn and bite attacks are possible, inflicting 1d4 points of damage for each horn and 1d6 points for the bite. To reverse an incomplete transformation, the ring must be removed for a number of hours equal to the number worn. However, once it is complete it is permanent, and the wearer needs the ring to survive; without it death occurs within 72 hours.

Rod of Seven Parts: The Wind Dukes of Aaqa are the legendary creators of this artifact. It is said that they constructed the Rod to use in the great battle of Pesh where Chaos and Law contended. There, the Rod was shattered, and its parts scattered, but the enchantments of the item were such that nothing could actually destroy it, so if its sections are recovered and put together in the correct order, the possessor will wield a weapon of surpassing power.

The 7 parts of the Rod are slightly different, the first being the largest in length and diameter, the seventh being the smallest.

Singly each appears to be a short bar or baton, except the seventh which looks much the same as a short metal wand. Each part of the Rod conveys an impression of the direction in which the next larger piece lies, so that the first part of the Rod will give its possessor a feeling as to which direction the second part lies in and so on.

Assembling the rod can be a very difficult task, requiring extensive wards and glyphs (requiring a full day to inscribe) to be placed upon each segment before they can be joined. Bringing two segments within 1 foot of each other without first taking these precautions causes the newest largest piece of the Rod to teleport 1d100 miles in a random direction - roll 1d10: 1) north, 2) north east, 3) east, 4) south east, 5) south, 6) south west, 7) west, 8) northwest, 9) straight up 1d10 miles, and 10) straight down 1d10 miles. When fully assembled, the Rod of Seven Parts is almost 5' long.

The powers of each part of the Rod are cumulative whenever joined, but the full powers shown work only when all parts of the artifact are joined. Although the Rod cannot be disassembled by its possessor, each time a prime power is used, there is a 5% chance that the whole will fly into its component pieces and teleport 2d100 miles away in random directions. When the Rod breaks apart, the teleported pieces lose all of their wards and glyphs. All effects of the Rod disappear with it. Each piece of the Rod has its own minor power: The 4" tip can *cure light wounds* (1/day), the 5" segment can *slow* (1/day), the 6" part will *haste* (1/day); the 8" piece can create a *gust of wind* (5/day), the 10" part affords *true seeing* (1/day), the 12" segment can *hold monster* (1/day) and the 15" part *heals* (1/day).

As the segments come together, the rod increases in power. The connected pieces still retain their minor powers, but a major power manifests with the addition of each part. With two parts, the character can *fly at will*; three segments add +5 to the character's magic resistance; four segments allow the user to *control winds* (2/day); five pieces grant the power to *shape change* (2/day); six segments enable the owner to *wind walk* (1/day); and with the seventh and final piece assembled, the character can cast *improved restoration* (1/day).

In addition, the fully assembled Rod radiates an aura of fearsome, icy Law, affecting anyone within a 20' radius. All enemies of the bearer (as defined below) who fail a DC 20 charisma save must flee in panic.

Created to serve order, the Rod immediately changes any character possessing one or more of its segments to an absolute follower of Law, beyond the most rigid standards of lawful goodness. The character will feel compelled to intervene in all things and maintain the primacy of Law over Chaos, heedless of the effects for good or ill. Anyone, even close friends and other party members, not adhering to the owner's strict views are perceived as enemies. Upon assembling three pieces, the owner will refuse to part with the Rod at any time, under any circumstances.

Sceptre of Might: For the legendary source of the 3 Sceptres of Might, see the foregoing section on *Crown of Might*. The effects of handling a Sceptre of an ethos not a character's own are the same as those of a Crown. Each Sceptre is wrought of bronze inlaid with silver and many

fine gems, with a huge precious stone tipping its 2' length, giving the item a value of 150,000 or more gold pieces on the open market. Each Sceptre functions as a *rod of rulership* with endless charges in addition to the powers outlined below. Each Sceptre has an ethic alignment determined by rolling a d20 and consulting the following chart:

d20 roll	alignment
1-6	evil
7-14	good
15-20	neutrality

- **The Scepter of Evil:** Upon command, the Scepter functions as a *staff of withering* (1/week), able to drain ability scores or cast the *wither* effect. Once per day the bearer may cast *power word, blind* and, once per week, may cast a *finger of death*.

Like the all pieces of the regalia of Evil, the Scepter is attuned only to those of evil alignment. Characters of differing alignments who handle the Scepter suffer the same effects as given for the *Crown of Evil*. Among evil characters, only those of chaotic alignment can use all the item's powers. For others, the Scepter functions only as a *rod of rulership* with the *withering* ability.

As befits the nature of Evil, the bearer of the Scepter quickly comes to imagine himself as supreme, the natural leader and ruler of all. Only powers of demigod or greater status are immune to this, since they already consider themselves to be (and they are) supreme beings.

Those overcome with self-importance can no longer accept any settlement or compromise. The bearer of the Scepter must be first in all things. He will not relent until all those who stand in opposition (be they friend or foe) recognize his might, abjectly surrender, flee in terror, or lie crushed beneath his heel. Indeed, the greater the foe, the more urgent grows the desire to overthrow them.

- **The Scepter of Good:** While the Scepter is gripped, the owner is immune to all enchantment/charm spells. Upon the wielder's mental command, anyone touched by the Scepter must make a DC 25 strength save or be *held* for up to 20 rounds. Held creatures may attempt to fight off this effect, with a successful save, each round on their turn.

The Scepter is sensitive to alignment. Characters of differing alignments who handle the Scepter suffer the same effects as given for the *Crown of Good*. Only lawful good creatures may benefit from the immunity to enchantment/charm spells granted by this artifact.

Not viewed as a curse by the powers of Good, the owner of the Scepter must live up to noble ideals. Specifically, the owner of the Scepter must always come to the aid of those in need, whether they be accused innocents in the marketplace or oppressed multitudes in some distant land. This call cannot be refused or resisted unless the character is already involved in another quest or actively battling the champion of the other powers. The master of the Scepter becomes a true knight-errant, forever galloping off to right every wrong.

- **The Scepter of Neutrality:** The holder of the Scepter regenerates 1 hit points per round, but cannot regenerate from fire or acid damage. Upon command, the Scepter will generate a *thunderclap* like a staff of thunder and lightning (1/day). The Scepter also functions as a *rod of beguiling*.

Characters of good or evil alignment who handle the Scepter suffer the same effects as given for the *Crown of Neutrality*. Only true neutral creatures may use all of the abilities of the Sceptre, with lawful- and chaotic neutral creatures only benefiting from the *rulership* and *thunderclap* abilities of the Sceptre.

Desiring harmony and balance, the powers of Neutrality require the holder of the Scepter to seek a settlement to all disputes. The settlement can be a truce, surrender, payment, bribe, or whatever, as long as peace is attained. The character cannot allow any dispute to remain unnegotiated, be it a war between two kingdoms or a jealous lovers' duel.

Possession of Multiple Regalia of Might

If any two items of *Might* are possessed, the character immediately gains one experience level, and his experience point total is set halfway to the next level. The character immediately gains all the benefits of the new level. This benefit is lost if the second item is lost. If all three items are held by a single creature, all the benefits described above are received. In addition, the bearer of all three items may cast *antimagic shell* once per day, regenerates 2 hit points per turn and may cast *wall*

of recall once per day. These bonuses last for as long as all the items of the *Might* are retained. If one is lost, stolen, or surrendered, the benefits are lost.

Shadowstaff: This artifact was crafted centuries ago, weaving together the wispy strands of shadow itself into a twisted black staff. The *Shadowstaff* makes the wielder slightly shadowy and incorporeal, granting him a +4 bonus to AC and dexterity saving throws. However, in bright light (such as that of the sun, but not a torch) or in absolute darkness, the wielder takes a -2 penalty on all attack rolls, saves, and checks. The *Shadowstaff* also has these powers.

power	description
summon shadows	may summon 2d4 shadows up to 3 times/day. They are immune to turning and serve the wielder until destroyed
summon shadow demon	may summon 1 shadow demon per month
shadow form	the wielder can become a living shadow, with all the movement powers granted by the <i>gaseous form</i> spell, 3 times/day
shadow bolt	the staff can project a ray attack that deals 9d6 points of cold damage to a single target within 100', up to 3 times/day

Shield of Prator: A hero of old, the paladin Prator bore this relic in many a valiant battle. The Shield of Prator disappeared when Prator fell in the Battle of the Three Hells, although it has reportedly surfaced briefly from time to time since then.

This +5 large shield, emblazoned with the symbol of the sun, allows the wielder to cast spells as if he were a 20th level paladin with a Wisdom score of 19. The spells gained are cumulative with any existing spells per day that the character might have, even if he's already a paladin. The Shield of Prator also grants magic resistance +15 to its wielder. It absorbs the first 10 points of damage from any energy attack (fire, cold, acid, electricity, or sonic). In return for all this, once per year the shield's owner must undertake a quest (no saving throw to avoid) at the behest of a lawful good deity.

A character who is evil or chaotic (LE, NE, CE, CN, CG) loses 4 levels if he attempts to use this artifact. They remain as long as the shield is in hand and cannot be overcome in any way (including *restoration* spells). The negative levels disappear when the shield is stowed or leaves the wearer's possession.

Shield of the Sun: This +5 large steel shield, emblazoned with the symbol of the sun, allows the wielder to cast spells as if he were a 20th level paladin with a Wisdom score of 19. The spells gained are cumulative with any existing spells per day that the character might have, even if he's already a paladin. The *Shield of the Sun* also grants magic resistance of +5 to its wielder. It absorbs the first 10 points of damage

from any energy attack (fire, cold, acid, electricity, or sonic). In return for all this, once per year the shield's owner must undertake a quest (no saving throw to avoid) at the behest of a lawful good deity.

A character who is evil or chaotic (LE, NE, CE, CN, CG) loses 4 levels if he attempts to use this artifact. These levels are lost for as long as the shield is in hand and the loss of level cannot be overcome in any way (including *restoration* spells) while the shield is used. The negative levels disappear when the shield is stowed or leaves the wearer's possession.

Sphere of Annihilation: A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. The object is actually a hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character.

A *sphere of annihilation* is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort (think of this as a mundane form of telekinesis, too weak to move actual objects but a force to which the sphere, being weightless, is sensitive). A character's ability to gain control of a *sphere of annihilation* (or to keep controlling one) is based on the result of an intelligence check with a -20 penalty. If the check succeeds, the character can move the sphere (perhaps to bring it into contact with an enemy). Concentrating upon the sphere prevents the character from casting or concentrating upon spells and from making attacks. Concentrating characters may move at their normal movement rate.

Control of a sphere can be established from as far away as 60 feet (the character need not approach too closely). Once control is established, it must be maintained by continuing to make intelligence checks each round. For as long as a character maintains control (does not fail a check) in subsequent rounds, he can control the sphere from a distance of 30 feet + 10 feet per character level. The sphere's speed in a round is 10 feet + 1 foot for every 5 points by which the character's control check result in that round exceeded 30.

If a control check fails, the sphere slides 10 feet in the direction of the character attempting to move it. If two or more creatures vie for control of a *sphere of annihilation*, the rolls are opposed. If none are successful, the sphere slips toward the one who rolled lowest.

Should a *gate* spell be cast upon a *sphere of annihilation*, there is a 50% chance (01–50 on d%) that the spell destroys it, a 35% chance (51–85) that the spell does nothing, and a 15% chance (86–100) that a gap is torn in the spatial fabric, catapulting everything within a 180' radius into another plane. If a *rod of cancellation* touches a *sphere of annihilation*, they negate each other in a tremendous explosion. Everything within a 60' radius takes 2d6x10 points of damage. *Dispel magic* and *mage's disjunction* have no effect on a sphere. See also *talisman of the sphere* (below).



Staff of the Magi: A long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions. Some of its powers use charges, while others don't. The following powers do not use charges:

- *Armor*
- *Detect magic*
- *Enlarge person*
- *Hold portal*
- *Light*

The following powers drain 1 charge per usage:

- *Dispel magic*
- *Fireball* (9d6 damage)
- *Ice storm*
- *Invisibility*
- *Knock*
- *Lightning bolt* (9d6 damage)
- *Mirror Image*
- *passwall*
- *Pyrotechnics*
- *Wall of fire*
- *Web*

These powers drain 2 charges per usage:

- *Monster summoning V*
- *Plane shift*
- *Telekinesis* (375 lb. maximum weight)

A *staff of the magi* gives the wielder *magic resistance* of +20. If this is willingly lowered, however, the staff can also be used to absorb arcane spell energy directed at its wielder, as a *rod of absorption* does. Unlike the rod, this staff converts spell levels into charges rather than retaining them as spell energy usable by a spellcaster. If the staff absorbs enough spell levels to exceed its limit of 50 charges, it explodes as if a retributive strike had been performed (see below). The wielder has no idea how many spell levels are cast at her, for the staff does not communicate this knowledge as a *rod of absorption* does. (Thus, absorbing spells can be risky.)

Retributive Strike: A *staff of the magi* can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30' radius. All within 10' of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11' and 20' away take points equal to 6 times the number of charges, and those 21' to 30' distant take 4 times the number of charges. A DC 25 dexterity save reduces damage by half.

The character breaking the staff has a 50% chance (1–50 on d%) of traveling to another plane of existence, but if he does not (51–00), the explosive release of spell energy destroys him. Only specific items, including the *staff of the magi* and the *staff of power* are capable of a retributive strike.

Weight 5 lb.

Sword of Kas: The vampire Kas was the dreaded lieutenant of Vecna. He used this mighty blade, created by his master, to betray and attack the archlich, cutting off his hand and eye in a terrible battle before Vecna destroyed him. Only his sword survived, and it is said to forever seek vengeance against Vecna. There is recorded this additional information regarding the lich, Vecna:

"When Vecna grew in power he appointed a most evil and ruthless lieutenant to serve as his bodyguard and right hand. This henchman was the lord, Kas, and for him Vecna found a weapon of potency, a long and thin flatchet of dull gray metal; a sword of unsurpassed hardness with sharp point, keen edges, and magical properties. For a long, long time Kas faithfully served the lich, but as his power grew, so did his hubris, for his Sword was constantly urging him on, saying that Kas was now greater than Vecna himself, and with the might of the Sword to aid and direct him, Kas could rule in Vecna's stead. Legend says that the destruction of Vecna was by Kas and his Sword, but at the same time Vecna wrought his rebellious lieutenant's doom, and the world was made brighter thereby."

The Sword inflicts 2d20 damage the first time it's touched. The sword is intelligent (Int 15, Ego 24) and chaotic evil. The Sword acts as a +6 defender demon bane vorpal longsword that grants its wielder a strength score of 22. It communicates telepathically with its wielder, revealing only two, random powers when first touched.

It can be used to cast the following spells, once per day each: *call lightning*, *unholy word*, and *unholy aura*. Upon command, the Sword can *shield* (3/day). The sword also grants *foresight* and defiles holy water within 30 feet. Invoked.

Unknown to the Sword is the fact that its powers fail whenever it is brought within 60' of Vecna or one of his artifacts. With the Sword's high Ego, the wielder risks artifact domination; the Sword's goal is to destroy Vecna and his artifacts. Last, it must be quenched in blood once per day and will try to control its owner to do so. If successful, the character is compelled to kill (even another PC).

Talisman of Pure Good: A good (LG, NG, CG) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of an evil (LE, NE, CE) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed, the evil character gains a DC 25 dexterity saving throw to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of pure good* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, he takes 6d6 points of damage. If an evil divine spellcaster touches one, he takes 9d6 points of damage. All other characters are unaffected by the device.

Talisman of the Sphere: This small adamantite loop and handle are useless to those unable to cast arcane spells. Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a talisman of this sort. However, when held by an arcane spellcaster who is concentrating on control of a *sphere of annihilation*, a *talisman of the sphere* doubles the character's modifier on his control check (doubling both his Intelligence bonus and his character level for this purpose).

If the wielder of a talisman establishes control, he need check for maintaining control only every other round thereafter. If control is not established, the sphere moves toward him. Note that while many spells and effects of cancellation have no effect upon a *sphere of annihilation*, the talisman's power of control can be suppressed or canceled. Weight 1 lb.

Talisman of Ultimate Evil: An evil (LE, NE, CE) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of a good (LG, NG, CG) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be evil, and if he is not exceptionally foul and perverse in the sights of his evil deity the good character gains a DC 19 Reflex save to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of ultimate evil* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, he takes 6d6 points of damage. If a good divine spellcaster touches one, he takes 8d6 points of damage. All other characters are unaffected by the device.

Talisman of Zagy: A talisman of this sort appears the same as a *stone of controlling earth elementals*. Its powers are quite different, however, and dependent on the charisma of the individual holding the talisman. Whenever a character touches a *talisman of Zagy*, he must make a charisma check with a -5 penalty.

If he fails, the device acts as a *stone of weight*. Discarding or destroying it results in 5d6 points of damage to the character and the disappearance of the talisman.

If he succeeds, the talisman remains with the character for 5d6 hours, or until a wish is made with it, whichever comes first. It then disappears.

If he rolls a natural "20", the character finds it impossible to be rid of the talisman for as many months as he has points of charisma. In addition, the artifact grants him one wish for every 6 points of the character's charisma. It also grows warm and throbs whenever its possessor comes within 20 feet of a mechanical or magic trap. If the talisman is not held, its warning heat and pulses are of no avail.

Regardless of which reaction results, a *talisman of reluctant wishes* disappears when its time period expires, leaving behind a 10,000 gp diamond in its stead.

Weight 1 lb.

The Teeth of Dahlver-Nar: If any cleric was more powerful than the renowned Dahlver-Nar, histories do not tell us. The gods themselves

gave special powers to him, and these have passed on to others by means of the great relics of Dahlver-Nar, his teeth. Each of the Teeth has some power, and if one character manages to gain a full quarter, half, or all of them, other grand benefits accrue. In order to gain the power of one of these teeth, however, the character must place it into his or her mouth, where it will graft itself in the place of a like missing tooth. The teeth can never be removed once so emplaced. Short of the demise of the possessor. Their powers/effects by tooth are:

- 1 Detect poison (at will)
- 2 Purify food and drink (1/day)
- 3 Bless (1/day)
- 4 Command (1/day)
- 5 Comprehend language (at will)
- 6 Cure light wounds (1/day)
- 7 Detect evil (at will)
- 8 Endure elements (at will)
- 9 Remove fear (3/day)
- 10 Sanctuary (1/day)
- 11 Aid (1/day)
- 12 Cure moderate wounds (1/day)
- 13 Enthrall (1/day)
- 14 Slow poison (3/day)
- 15 Speak with dead (1/day)
- 16 Cure disease (1/day)
- 17 Cure serious wounds (1/day)
- 18 Prayer (1/day)
- 19 Remove curse (1/day)
- 20 Detect lie (3/day)
- 21 Dismissal (1/week)
- 22 Exorcise (1/week)
- 23 Neutralize poison (1/day)
- 24 Restoration (1/day)
- 25 Commune (1/week)
- 26 Dispel evil (1/week)
- 27 Word of recall (1/week)
- 28 Geas/quest (1/month)
- 29 Banishment (1/week)
- 30 Holy word (1/week)
- 31 Improved restoration (1/week)
- 32 Holy aura (1/week)

This powers/effects are cumulative. If $\frac{1}{4}$ of the Teeth are possessed the bearer is able to turn undead as a cleric of their level would. If the bearer can turn undead, he turns undead as if he were 3 levels higher than his actual level. If $\frac{1}{2}$ of the Teeth are possessed the bearer is able to go without nourishment or sleep so long as he acts in accordance with . If all of the Teeth are possessed the bearer is able to use tongues at will and no longer suffers the ill effects of aging.

The bearer of the Teeth falls under their influence over time. Each month he must make a charisma save at -10 (with an additional, -2 for every $\frac{1}{4}$ of the Teeth possessed) or move one step towards the Lawful Good alignment. Once the bearer becomes Lawful Good he takes up the path of Dahlver-Nar, giving up all worldly goods and going on a pilgrimage on behalf of Rao, the Flan god of Peace, Reason and Serenity. No persuasion or inducements will hold the character from this path, which effectively removes the character from play.

Throne of the Gods: It is said that somewhere there is carved from the heart of a majestic mountain a massive stone chair, inlaid with mosaics of ivory and precious metals and set about with gems, a throne upon which certain gods actually sat when they walked the world.

The Throne supposedly is within a great cavern, a part of the mountain's core, so as to be immobile and immovable. Anyone daring to seat himself or herself upon this chair is subject to the effects, and may gain benefits from the Throne's magic. It is certain, according to fables, that the character will gain a boon, but in doing so he or she will also be subject to malevolent effect.

An *anti-magic shell* radiates from the base of the Throne and fills the entire chamber - only the Throne is unaffected. A character sitting upon the Throne with a clear, concise desire in mind has an 85% chance that the Throne will fulfill his request, as per the wish spell.

At the same time, the gods are offended when mere mortals use the Throne of the Gods, even if they have humble intentions. If the request is not granted, then the gods were displeased for some unknown reason. The character will instead (roll a d10) be:

- 1 Quested by the gods
- 2 Given a cursed magical item
- 3 Given a -1 penalty to one ability score
- 4 Teleported 10 miles away
- 5 Stricken deaf or blind
- 6 Stripped of a material wealth
- 7 Stripped of all magical items
- 8 Polymorphed into a peacock
- 9 Forced to change their alignment
- 10 given their wish, which is altered to cause some unpleasant repercussions.

Any character daring the throne for a second try immediately incurs the wrath of a god. Those foolish enough to attempt to try a second time instantly find themselves alone and face-to-face with a random god on its home plane.

Wand of Orcus: This ghastly weapon is the property of the demon prince, Orcus, but at times it is said that he will allow his Wand to pass into the Prime Material Plane in order to wreak chaos and evil upon all living things there (see the MONSTER MANUAL for information regarding both Orcus and his Wand.)

The Wand acts as a +6 *unholy footman's mace* that confers protection from good at all time upon its wielder. All living creatures struck by the Wand must make a charisma save or be slain. Extraplanar creatures struck by the Wand must make this save versus death if on their home plane. If away from their home plane they must make a wisdom save or face banishment to their home plane. Gods, godlings, demon lords, greater devils, saints, and demi-gods with 15 or more hit dice are not affected by either of these abilities.

The other abilities of the Wand are:

Animate dead (3/day), *darkness 15' radius* (3/day), *desecrate* (3/day), *dispel good* (1/day), *fear* (at will), *harm* (1/day), *monster summoning VI* (1/day) and *unholy aura* (1/day)

The bearer must of evil alignment, suffering 5d6 points of damage upon touching the Wand if of good or neutral alignment. Furthermore the wielder of the Wand gains its service at a price. Each day its wielder is compelled to kill as many creatures as it has levels of experience or hit dice (a DC 30 charisma save allows the wielder to resist this compulsion). Should the bearer ever be slain, his soul is drawn into the Wand and utterly destroyed. The character may never be brought back to life through any means.



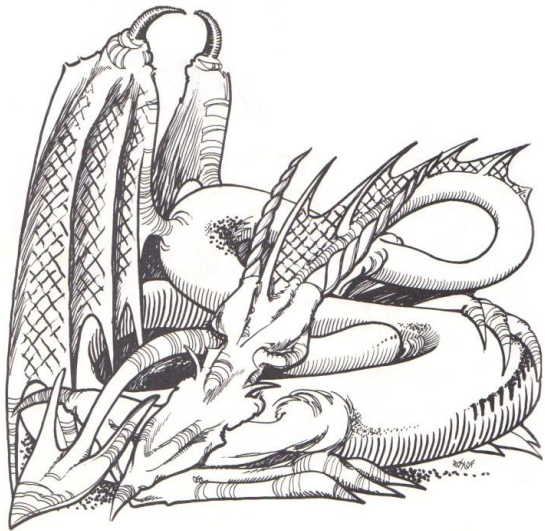
TREASURE MAPS

If a treasure map is indicated, you must generate a number between 01 and 00 to discover what the map leads to. However, the contents of the map itself are a problem, for how can it be possible to direct each DM properly considering the infinite number of possibilities under which the map will be located? the answer is that this writer can only suggest. A map should never list its treasure, only show its location.

d% roll	result
01-05	false map
06-15	map to a <i>Combined Hoard</i> (see below)
16-35	map to <i>Magic Treasure</i> (see below)
36-00	map to <i>Monetary Treasure</i> (see below)

When a map is purposely placed by the DM it is obviously incumbent upon him to satisfy both its requirements - to what it leads and where it leads. Randomly discovered maps are not an overwhelming problem. In the dungeon they can show a route down, up or (if the lair is at an edge of the level map) off into an area you have not yet drawn. Use the *RANDOM DUNGEON GENERATION* tables on pages 246-249 to set out a course which their map will "show."

There is no reason why the treasure cannot be guarded, or why monsters cannot be encountered along the way, as long as the whole fits reasonably together, i.e. The map owner placed the guards or was unable to get the treasure because of these monsters.



Generally, the whole route can be quite long or only a few hundred feet. If the treasure is particularly rich you might wish to have it hidden leagues away in another lost dungeon, along the course of a long under ground river, or something similar. The direction of your campaign is strictly your own province.

Map's Destination: Maps found outdoors in a monster's lair can lead into an under ground labyrinth, a few miles in the wilderness to some hidey-hole, lair, ruins, or even in a town. Direction is easily determined by a quick roll of 1d8, basing the compass on 1 being north (or whatever) and simply counting round (2 is northeast, 3 is east, etc.). The table below may be used as a guide if you wish:

d% roll	result
01-20	labyrinth of caves found in the lair
21-60	outdoors, 5-8 miles distant
61-90	outdoors, 10-40 miles distant
91-00	outdoors, 50-500 miles distant

Placement of Treasure: Treasure shown on the map is usually guarded or hidden from sight. Roll on the following table to determine the placement of treasure within the mapped area.

d% roll	result
01-10	buried and unguarded
11-20	hidden in water
21-70	guarded in a lair
71-80	somewhere in a ruins
81-90	in a burial crypt
91-00	secreted in a town

Elaborate as you see fit. For containment, concealment and trapping, refer to the tables given within the *RANDOM DUNGEON GENERATION* section of *APPENDIX B* (page 248). Note that relatively low-value treasures will not be as well guarded as those of great value.

Combined Hoard: These are the real finds, which can satisfy even the most avaricious dwarf's greed.

d% roll	result*
01-20	[1-2] monetary treasure & [1-5] magic treasure
21-40	[6-10] monetary treasure & [1-5] magic treasure
41-55	[3-5] & [6-10] monetary treasure & [1-5] & [15-18] magic treasure
56-65	[1-2], [3-5] & [6-10] monetary treasure & [9-12] & [13-14] magic treasure & [20] magic treasure on hand
66-75	[6-10] & [11-12] monetary treasure & [6-8] & [15-18] magic treasure
76-80	[3-5], [6-10], [11-12] & [16-17] monetary treasure & [1-5] & [9-12] magic treasure
81-85	[20] monetary treasure & a map to [1-5] magic treasure
86-90	[20] monetary treasure and map to [19] magic treasure
91-96	map to [1-2] & [3-5] monetary treasure, [20] magic treasure on hand
97-00	map to [11-12] & [13-15] monetary treasure & [15-18] magic treasure

* key the results to the proper listings from the prior two tables.

Note that when it says "[1-2] monetary treasure", for instance, it means the treasure indicated by a die result of 1-2 on the *monetary treasure* table below. Combined hoards should be hidden, trapped and guarded! They should be located in distant places too!

Magic Treasure: This random determination table needs no explanation. Because of its weighting, and the weighting of the table below, most treasures will have magic potions, scrolls, armor and weapons. This is carefully planned so as to prevent imbalance in the game. Keep potent magic items rare. (Increase scarcity by destroying or stealing what is found!)

d20 roll	result
1-5	any item rolled on <i>magic item</i> table, plus 4 potions
6-8	any 2 items rolled on <i>magic item</i> table
9-12	1 sword, 1 armor or shield, 1 miscellaneous weapon
13-14	any 3 items, no sword or potions
15-18	any 6 potions and any 6 scrolls
19	any 4 items, 1 is a ring, 1 is a rod
20	any 5 items, 1 is a rod, 1 is miscellaneous magic

Consult the *MAGIC ITEM TABLE* on page 129 in order to find the relevant subtable(s) or to generate randomly determined items.

Monetary Treasure: This table shows the parameters for each sort of goods to be found in a treasure of this sort. Random number generation with a d20 discovers which sorts of goods are in the trove. You will observe that the table is weighted towards large quantities of coins which will require a train to remove - or must be left entirely if fore-planning is not observed.

d20 roll	result
1-2	20,000-80,000 cp & 20,000-50,000 sp
3-5	5,000- 30,000 ep
6-10	3,000-18,000 gp
11-12	500-2,000 pp
13-15	10d10 gems (see page 127)
16-17	5d10 pieces of jewelry (see page 128)
18	2d10 objects of art (see page 128)
19	roll twice, discounting rolls above 17
20	each monetary item above

* objects of art (page 128) can be substituted for coins, gems and/or jewelry

YOUR CAMPAIGN WORLD

Your campaign, or anybody else's, is not the only possible world-setting for the AD&D game. Even those who use the same setting for their game embellish that world and alter it to suit their tastes, and those of their players. As such, there are as many different campaigns as there are DMs.

While AD&D offers official campaign settings, such as the *WORLD of GREYHAWK* and the *FORGOTTEN REALMS*, many DMs wish to create their own worlds. For these intrepid DMs there are nearly limitless options. As DM, you could create:

- A carefully researched campaign set in late-Medieval Italy where characters can meet famous rulers and artists of the age.
- One set in a world similar to the Far East, with oriental characters, creatures, and beliefs.
- A campaign set in lands similar to ancient Egypt at the height of the Bronze Age.
- A campaign in an under ground world dominated by dwarves, locked into an endless war with the fecund orcs.
- A campaign set in gloomy, mysterious Eastern Europe, populated by sullen peasants, crumbling castles, and monsters both urbane and bestial, in the best traditions of old horror movies.
- A truly fantastic world filled with genii-driven steam engines, elemental airships, and spell-driven telegraphs.
- A campaign set in a tropical archipelago where travel is by canoe between islands of cannibals, giant beasts, and lost civilizations.
- A campaign world set in Africa at the height of its great empires, where powerful native kingdoms fight to resist the conquest of foreign explorers.
- A campaign based on the works of a particular author, such as Sir Thomas Mallory's *Le Morte d'Arthur* or the sagas of Iceland.

To allow such diversity and to provide unlimited adventure possibilities, the AD&D game world offers many, alternate Prime Material Planes of existence. Each plane is a different area of existence, separate from the others and bound by its own physical laws.

The Prime Material Planes (or Primes) include the many Earth-like alternate worlds and campaigns that operate from the more or less the same basic realities. There may be variations from Prime to Prime, but most features remain the same. The inhabitants of each Prime always refer to their plane as the Prime Material Plane.

These planes exist outside our normal understanding of space and dimensions and each has properties unique to itself. Since these planes are limitless and without defined form, it is not possible to draw a road-map of the Prime Material Planes and their relationships to each other.

WORLDBUILDING

You may wish to build your own world. It's a challenging and rewarding task, but it can also be a time-consuming one. Once you have decided to create your own world, you face a number of choices. Do you make it like the real world, drawing from history and real-world knowledge, or do you create something completely different? Do you draw from your favorite fictional setting or create it all on your own? Do the laws of physics work as we know them, or is the world flat with a dome of stars overhead? Do you use the standard races, classes, and equipment in the *Player's Handbook*, or do you create new ones? The questions alone are daunting, but for those who love world-building, they are also exciting. So where do you start? There are two approaches to creating a campaign world.

Inside Out: Start with a small area and build outward. Don't even worry about what the whole world looks like, or even the kingdom. Concentrate first on a single village or town, preferably with a dungeon or other adventure site nearby. Expand slowly and only as needed. When the PCs are ready to leave the initial area (which might not be for ten or more playing sessions, depending on your first adventures), expand outward in all directions so you're ready no matter which way they go.

Eventually, you will have an entire kingdom developed, with the whole derived from what follows from the initial starting point.

Proceed to other neighboring lands, determining the political situation in each one. Keep accurate notes as you play, for you may develop rumors of hostilities with a neighboring kingdom before you ever develop the kingdom itself!

The advantage to this method is that you don't need to do a lot of work to get started. Whip up a small area - probably with a small community - design an adventure, and go. This method also ensures that you won't develop areas of the campaign that are never visited by the PCs and that you can develop things (and change your mind) as you go.

Outside In: Start with the big picture - draw a map of an entire continent or a portion thereof. Alternatively, you could start with a grand design for how a number of kingdoms and nations interact or the outline of a vast empire. You could even start with a cosmology, deciding how the deities interact with the world, where the world is positioned in relation with other worlds, and what the world as a whole looks like. Only after you have this level of concept design worked out should you focus on a particular area.

When you begin more detailed work, start with large-scale basics and work down to small-scale details. For example, after you have constructed your continent map, pick a single kingdom and create the ruler or rulers and the general conditions. From there, focus on some substate or region within the kingdom, develop who and what lives there (and why), and pepper the region with a few hooks and secrets for later development. Finally, once you get down to the small scale - a single community, a particular patch of forest or valley, or wherever you choose to start the campaign - develop the area in great detail. The specifics of the small area should reflect and tie back to the basics you have set up for the larger areas.

This method ensures that once you have started the campaign, you're already well on your way to having a complete setting. When things are moving along quickly in the campaign, you can focus on the characters and individual adventures, because the world is mostly done. This method also allows you to use foreshadowing of larger events, faraway places, and grander adventures early on in the campaign.

GEOGRAPHY

Campaigns need worlds. Worlds have geography. This means that when creating your world, you need to place the mountains, the oceans, the rivers, the towns, the secret fortresses, the haunted forests, the enchanted places, and all the other locales and features. If you want a realistic world, use encyclopedias and atlases to learn more about topography, climate, and geography (natural and political). You only need the basics to create a fantasy world, unless you or your players are sticklers for accuracy. Research and learn as much as you need to create a world that will please your players. In general, however, if you know a little about how terrain affects climate, how different types of terrain interact (mountains usually follow coastlines, for example), and how both climate and terrain determine where people usually live, that should be enough. When you're done, you can create the map or maps you need for your campaign.

CLIMATE

It is of utmost importance to some Dungeon Masters to create and design worlds which are absolutely correct according to the laws of the scientific realities of our own universe. These individuals will have to look elsewhere for direction as to how this is to be accomplished, for this is a rule book, not a text on any subject remotely connected to climatology, ecology, or any science soft or hard. However, for those who desire only an interesting and exciting game, some useful information in the way of advice can be passed along.

Temperature, wind, and rainfall are understood reasonably well by most people. The distance from the sun dictates temperature, with the directness of the sun's rays affecting this also. Cloud cover also is a factor, heavy clouds trapping heat to cause a "greenhouse effect". Elevation is a factor, as the higher mountains have less of an atmosphere "blanket".

Bodies of water affect temperature, as do warm or cold currents within them. Likewise air currents affect temperature. Winds are determined by rotational direction and thermals. Rainfall depends upon winds and available moisture from bodies of water, and temperatures so well. All of the foregoing are relevant to our world,

and should be in a fantasy world, but the various determinants need not follow the physical laws of the earth. A milieu which offers differing climates is quite desirable because of the variety it affords DM and player alike.

The variety of climes allows you to offer the whole gamut of human and monster types to adventurous Characters. It also allows you more creativity with civilizations, societies and cultures.

WEATHER

Sometimes weather can play an important role in an adventure. Weather conditions are generally fairly consistent within a single day. (This is an obvious simplification to keep the game moving.) the exact conditions for a given day can be chosen by the DM (perhaps by using the weather outside) or it can be determined randomly. To do the latter, roll percentile dice and consult the following table.

The *Weather Table*, and the descriptions that follow, touch upon varying wind conditions as they relate to the prevailing weather. Dust storms, high winds, hurricanes, tornadoes and wind storms all effect perception checks and ranged attack rolls, and have a chance of harming those who are unprotected from nature's fury. See the *Wind Effects* table and descriptions for details on the effects of winds:

% roll	weather	cold climate	temperate climate	desert
01-70	normal	cold, calm	normal ¹	hot, calm
71-80	abnormal	cold/warm snap ²	cold/warm snap ²	hot
81-90	precipitation	precipitation	precipitation	hot, windy
91-99	storm	snowstorm	thunder- or snowstorm	dust storm
00	powerful storm	blizzard	blizzard, downpour, hurricane, tornado, windstorm,	downpour

¹ normal, seasonal weather: cold in winter, warm in summer, moderate in spring and fall.

² in winter there is a 70% chance of a cold snap and 30% chance of a heat wave. In summer there is a 70% chance of a heat wave and 30% chance of a cold snap.

Terms on the table above are defined as follows:

Calm: Wind speeds are light (0 to 10 mph).

Cold: Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.

Cold snap: Lowers temperature by 10° F.

Heat wave: Raises temperature by 10° F.

Hot: Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.

Moderate: Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.

Powerful Storm: Very high (50+ mph) winds and torrential precipitation reduce visibility to zero, making perception checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Powerful storms are divided into the following four types.

- **Blizzard:** Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, below). A day of heavy snow leaves 1d4 feet of snow on the ground. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind - a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see *thunderstorm* below). Snow has the same effect on flames as moderate wind. Blizzards last for 1d3 days.
- **Downpour:** Heavy rainfall that obscures vision and can create flash floods. A downpour lasts for 2d4 hours.
- **Hurricane:** Hurricanes are accompanied by *downpours* (see above). In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions. Hurricanes can last

for up to a week, but their major impact on characters will come in a 24-to-48-hour period when the center of the storm moves through their area.

- **Tornado:** One in ten thunderstorms is accompanied by a tornado. Tornadoes are very short-lived (1d6×10 minutes), typically forming as part of a thunderstorm system.
- **Windstorm:** While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind. Windstorms last for 1d6 hours.

Precipitation: Roll d% to determine whether the precipitation is fog (01-30), rain/snow (31-90), or sleet/hail (91-00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

- **Fog:** Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have 25% concealment.
- **Hail:** Hail does not reduce visibility, but the sound of falling hail makes *perception* checks more difficult (-2 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.
- **Rain:** Rain reduces visibility ranges by half, resulting in a -2 penalty on *perception* checks. It has the same effect on flames, ranged weapon attacks, and *perception* checks as severe wind.
- **Sleet:** Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.
- **Snow:** Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

Storm: Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4-1 hours. The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility greatly, imposing a -4 penalty to *perception* checks. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. Storms are divided into the following three types.

- **Dust Storm:** These desert storms differ from other storms in that they have no precipitation. Instead, a dust storm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most dust storms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance for a greater dust storm to be accompanied by windstorm-magnitude winds. These greater dust storms deal 1 point of non-lethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see the rules for drowning - except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 × her Constitution score). Greater dust storms leave 2d3-1 feet of fine sand in their wake.
- **Snowstorm:** In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.
- **Thunderstorm:** In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). One in ten thunderstorms is accompanied by a tornado (see below).

Warm: Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

Windy: Wind speeds are moderate to strong (10 to 30 mph).



Wind Effects

wind force	wind speed (mph)	ranged attack penalties	perception check penalties	other effects
light	0-10	none	none	none
moderate	11-20	none	none	50% chance to extinguish unprotected flames
strong	21-30	-2 ranged/+0 siege	-1	automatically extinguish unprotected flames
severe	31-50	-4 ranged/-2 siege	-2	see below
windstorm	51-74	-8 ranged/-4 siege	-4	see below
hurricane	75-174	impossible/-8 siege	-8	see below
tornado	175-300	impossible/impossible	impossible	see below

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. This is the velocity of wind produced by a *gust of wind* spell.

Characters outdoors in these conditions must make a strength check, as if resisting an overbear attack (*PHB*, p. 58), at -2 or be unable to move against the force of the wind. Those failing by 5 or more points are knocked prone (flying creatures are blown back 30') and suffer 1d3 points of non-lethal damage.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns.

Characters outdoors in these conditions must make a strength check, as if resisting an overbear attack (*PHB*, p. 58), at -4 or be unable to move against the force of the wind. Those failing by 5 or more points are knocked prone (flying creatures are blown back 30') and suffer 1d3 points of non-lethal damage. Those failing by 10 or more points are knocked back 1d6x5 feet (or 1d6x30 feet if flying) and take 1d6 non-lethal damage.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Hurricane-force winds often fell trees.

Characters outdoors in these conditions must make a strength check, as if resisting an overbear attack (*PHB*, p. 58), at -8 or be unable to move against the force of the wind. Those failing by 5 or more points are knocked prone (flying creatures are blown back 30') and suffer 1d3 points of non-lethal damage. Those failing by 10 or more points are knocked back 1d6x5 feet (or 1d6x30 feet if flying) and take 1d6 non-lethal damage.

Tornado: All flames are extinguished. Characters in close proximity to a tornado must make a DC 20 strength saving throw or be sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 500 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

ECOLOGY

So many of the monsters are large predators that it is difficult to justify their existence in proximity to one another. Of course in dungeon settings it is possible to have some in stasis or magically kept alive without hunger, but what of the wilderness? Then too, how do the human and humanoid populations support themselves? the bottom of the food chain is vegetation, cultivated grain with respect to people and their ilk. Large populations in relatively small land areas must be supported by lavish vegetation. Herd animals prospering upon this growth will support a fair number of predators. Consider also the tales of many of the most fantastic and fearsome beasts: What do dragons eat? Humans, of course; maidens in particular! Dragons slay a lot, but they do not seem to eat all that much. Ogres and giants enjoy livestock and people too, but at least the more intelligent sort raise their own cattle so as to guarantee a full kettle.

When you develop your world, leave plenty of area for cultivation, even more for wildlife. Indicate the general sorts of creatures inhabiting an area, using logic with regard to natural balance. This is not to say that you must be textbook perfect, it is merely a cautionary word to remind you not to put in too many large carnivores without any visible means of support.

Some participants in your campaign might question the ecology—particularly if it does not favor their favorite player characters. You must be prepared to justify it. Here are some suggestions. Certain vegetation grows very rapidly in the world - roots or tubers, a grass-like plant, or grain. One or more of such crops support many rabbits or herd animals or wild pigs or people or whatever you like! the vegetation springs up due to a nutrient in the soil (possibly some element unknown in the mundane world) and possibly due to the radiation of the sun as well (see the slight tinge of color which is noticeably different when compared to Sol?...). A species or two of herbivores which grow rapidly, breed prolifically, and need but scant nutriment is also suggested.

With these artifices and a bit of care in placing monsters around in the wilderness, you will probably satisfy all but the most exacting of players and that one probably should not be playing fantasy games anyway!

Dungeons likewise must be balanced and justified, or else wildly improbable and caused by some supernatural entity which keeps the whole thing running - or at least has set it up to run until another stops it. In any event, do not allow either the demands of "realism" or impossible make believe to spoil your milieu.

The *MONSTER MANUAL* gives a climate/terrain type for each kind of creature. With that information to work with, decide which creatures live where within each region of your world. If you have room on your map to mark such information, do so. It will help you keep track of things later on, both when determining random encounters and when developing adventure plots.

For example, if you know that the PCs are on their way to the village of Thorris, you can see that living in the marsh nearby are hags, harpies, and a black dragon that the travelers might encounter. You can also use this information to create an adventure involving Thorris and the black dragon in which the dragon coerces the trolls to attack the people living there.

Considering the ecology issues of the marsh helps you explain the creatures' existences. What do the hags eat? What about the harpies? They must compete for resources, so do they avoid each other, or do they fight? the world is a predator-heavy one, based on the creatures described in the *Monster Manual*. Designing your world's ecology means coming up with a way to make sense of how it all works together. Perhaps there's bountiful prey in most areas that an overall abundance of vibrant, energy-rich plant life might help explain. Perhaps the predators prey upon each other. You don't have to design a complete food chain, but giving thought to some ecology issues will help you answer player questions later - and that will help make your world seem real to them.



DEMOGRAPHICS

Once the geography is determined, you can populate your world. This step is more important than monster placement and general ecology, not only because the PCs will spend more time in civilized areas but because the players have real-world experiences to measure their game experiences against when they're among other people.

People, in general, live in the most convenient places possible. They try to place their communities near sources of water and food, in comfortable climates, and close to sources of transportation (seas, rivers, flat land to build roads on, and so on). Of course, exceptions exist, such as a town in the desert, an isolated community in the mountains, and a secret city in the middle of a forest or at the top of a mesa. But there is also always a reason for those exceptions: The city at the top of the mesa is placed there for defense, and the isolated community in the mountains exists because the people there want to cut themselves off from the rest of the world.

Small communities are much more common than larger ones. In general, the number of people living in small towns and larger communities should be about 1/10 to 1/15 the number living in villages, hamlets, thorps, or outside a community at all. You might create a metropolis at the civilized center of the world with 100,000 people, but such a community should be the exception, not the rule. The more closely a city's location conforms to the ideal parameters (near food and water, in a comfortable climate, close to sources of transportation), the larger it can become. A secret city on top of a mesa might exist, but it's unlikely to be a metropolis. People living in cities need food, so if no nearby sources of food (farms, plenty of wild animals, herds of livestock) are present, the community needs efficient transportation sources to ship food in. It needs some other renewable resource as well, such as nearby forests to harvest for timber or minerals to mine, to produce something to exchange for the imported food.

Small, agricultural-based communities are likely to surround a larger city and help to supply the city population with food. In such cases, the larger community is probably a source of defense (a walled town, a castle, a community fielding a large number of deployable troops) that inhabitants of surrounding communities can seek refuge in or rely on to defend them in times of need. Sometimes, a number of nearby small communities clump together with no large community at the center. These small villages and hamlets form a support network, and the local lord often boasts a centrally located castle or fortress used as a defensible place to which the villagers can flee when threatened.

On a larger scale, the borders of kingdoms and countries usually coincide with physical, geographical barriers. Countries that draw boundaries through plains, farms, and undulating hills usually fight a lot of battles over such borders and have to redraw the borders frequently until they coincide with natural barriers. Therefore, mountain ranges, rivers, or abrupt landscape changes should usually mark the borders between lands in your world.

Racial Demographics: The racial mix of a community depends on whether the community is isolated (little interaction with other races and places), mixed (moderate interaction with other races and places), or integrated (lots of interaction with other races and places).

<i>isolated community</i>	<i>mixed community</i>	<i>integrated community</i>
96% human	79% human	37% human
2% halfling	9% halfling	20% halfling
1% elf	5% elf	18% elf
1% other races	3% dwarf	10% dwarf
	2% gnome	7% gnome
	1% half-elf	5% half-elf
	1% half-orc	3% half-orc

If the area's dominant race is other than human, place that race in the top spot and arrange the other races in rank order. You may also change the figures slightly to reflect various racial preferences.

For example, in an isolated dwarven town, the population is 96% dwarf, 2% gnome, 1% halfling, and 1% other races. In a mixed elven village the population is 79% elf, 9% human, 5% halfling, 4% gnome, and 3% half-elf (with no half-orcs or dwarves).

GENERATING SETTLEMENTS

When the PCs come into a settlement and you need to generate facts about that town quickly, you can use the following material. To randomly determine the size of a community, roll on the table below:

d% roll	settlement size	population*	gp limit
01-10	thorp	20-80	40 gp
11-30	hamlet	81-400	100 gp
31-50	village	401-1,000	200 gp
51-70	small town	1,001-2,000	800 gp
71-85	large town	2,001-10,000	3,000 gp
86-95	small city	10,001-20,000	15,000 gp
96-99	large city	20,001-50,000	40,000 gp
00	metropolis	50,001 or more	100,000 gp

* adult population. Depending on the dominant race of the community, the number of non-adults will range from 10% to 40% of this figure.

Community Wealth and Population: Every community has a gold piece limit based on its size and population. The gold piece limit shown above is an indicator of the price of the most expensive item available in that community. Nothing that costs more than a community's gp limit is available for purchase in that community. Anything having a price under that limit is most likely available, whether it be mundane or magical. While exceptions are certainly possible (a boomtown near a newly discovered mine, a farming community impoverished after a prolonged drought), these exceptions are temporary; all communities will conform to the norm over time.

To determine the amount of ready cash in a community, or the total value of any given item of equipment for sale at any given time, multiply half the gp limit by 1/10 of the community's population.

For example, suppose a band of adventurers brings a bagful of loot (one hundred gems, each worth 50 gp) into a hamlet of 90 people. Half the hamlet's gp limit times 1/10 its population equals 450 ($100 \div 2 = 50$; $90 \div 10 = 9$; $50 \times 9 = 450$). Therefore, the PCs can only convert nine of their recently acquired gems to coins on the spot before exhausting the local cash reserves. The coins will not be all bright, shiny gold pieces. They should include a large number of battered and well-worn silver pieces and copper pieces as well, especially in a small or poor community.

If those same adventurers hope to buy longswords (price 15 gp each) for their mercenary hirelings, they'll discover that the hamlet can offer only 30 such swords for sale, because the same 450 gp limit applies whether you're buying or selling in a given community.

Community Power Center: Sometimes all the DM needs to know about a community is who holds the real power. To determine this fact randomly, use the table below, modifying the d20 roll according to the size of the community. As indicated in the list of modifiers, any community the size of a small city or larger has more than one power center. The types of power centers - conventional, monstrous, non-standard, and magical - are defined below.

settlement size	modifier to d20 roll
thorp	-1
hamlet	±0
village	+1
small town	+2
large town	+3
small city	+4 (roll twice)
large city	+5 (roll three times)
metropolis	+6 (roll four times)

modified d20 result	power center type
13 or less	conventional
14-18	non-standard
19 or higher	magical

* 5% of communities with a conventional power center have a monstrous power center in addition to the conventional one.

- **Conventional:** The community has a traditional form of government - a mayor, a town council, a noble ruling over the surrounding area under a greater liege, a noble ruling the community as a city-state. Choose whichever form of government seems most appropriate to the area.

- **Monstrous:** Consider the impact on a community of a dragon that occasionally makes non-negotiable demands and insists on being consulted in major decisions, or a nearby ogre tribe that must be paid a monthly tribute, or a mind flayer secretly controlling the minds of many of the townsfolk. A monstrous power center represents any influence (beyond just a simple nearby danger) held by a monstrous being or beings not native to the community.

- **Non-Standard:** While the community may have a mayor or a town council, the real power lies in other hands. It may center on a guild - a formal organization of merchants, craftsmen, professionals, thieves, assassins, or warriors who collectively wield great influence.

An aristocracy, in the form of one or more rich individuals with no political office, may exert influence through wealth. A prestigious aristocracy, such as a group of accomplished adventurers, may exert influence through their reputation and experience. Wise elders may exert influence over those who respect their age, reputation, and perceived wisdom.

- **Magical:** This type of power center can take the form of a temple full of priests or a single sorcerer cloistered in a tower. A wizard or cleric might be the actual, official ruler of the town, or she may just be someone with a great deal of influence.

Alignment of Power Centers: The alignment of the ruler or rulers of a community need not conform to the alignment of all or even the majority of the residents, although this is usually the case. In any case, the alignment of the power center strongly shapes the residents' daily lives. Due to their generally organized and organizing nature, most power centers are lawful. To randomly determine the alignment of a power center, roll d% and refer to the table below. How a power center of a given alignment acts, or how it is perceived by the community, is discussed following the table.

d% roll	alignment	d% roll	alignment
01-35	lawful good	64	chaotic neutral
36-39	neutral good	65-90	lawful evil
40-41	chaotic good	91-98	neutral evil
42-61	lawful neutral	99-00	chaotic evil
62-63	neutral		

- **Lawful Good:** A community with a lawful good power center usually has a codified set of laws, and most people willingly obey those laws.
- **Neutral Good:** A neutral good power center rarely influences the residents of the community other than to help them when they are in need.
- **Chaotic Good:** This sort of power center influences the community by helping the needy and opposing restrictions on freedom.
- **Lawful Neutral:** A community with a lawful neutral power center has a codified set of laws that are followed to the letter. Those in power usually insist that visitors (as well as residents) obey all local rules and regulations.
- **Neutral:** This sort of power center rarely influences the community. Those in power prefer to pursue their private goals.
- **Chaotic Neutral:** This sort of power center is unpredictable, influencing the community in different ways at different times.
- **Lawful Evil:** A community with a lawful evil power center usually has a codified set of laws, which most people obey out of fear of harsh punishment.
- **Neutral Evil:** The residents of a community with a neutral evil power center are usually oppressed and subjugated, facing a dire future.
- **Chaotic Evil:** The residents of a community with a chaotic evil power center live in abject fear because of the unpredictable and horrific situations continually placed upon them.

Conflicting Power Centers: If a community has more than one power center, and two or more of the power centers have opposing alignments (either good vs. evil or law vs. chaos), they conflict in some way. Such conflict is not always open, and sometimes the conflicting power centers grudgingly get along.

For example, a small city contains a powerful chaotic good wizards' guild but is ruled by a lawful good aristocrat. The wizards are sometimes exasperated by the strict laws imposed by the aristocrat ruler and occasionally break or circumvent them when it serves their (well-intentioned) purposes. Most of the time, though, a representative from the guild takes their concerns and disagreements to the aristocrat, who attempts to equitably resolve any problems.

Another example:

A large city contains a powerful lawful evil fighter, a lawful good temple, and a chaotic evil aristocrat. The selfish aristocrat is concerned only with his own gain and his debauched desires. The fighter gathers a small legion of warriors, hoping to oust the aristocrat and take control of the city herself. Meanwhile, the clerics of the powerful temple help the citizenry as well as they can, never directly confronting the aristocrat but aiding and abetting those who suffer at his hands.

Settlement Authorities: It's often important to know who makes up the community's authority structure. The authority structure does not necessarily indicate who's in charge, but instead who keeps order and enforces the authority that exists.

- **Constable/Captain of the Guard/Sheriff:** This position generally devolves upon the highest-level warriors in a community.
- **Guards/Soldiers:** For every 100 people in the community (round down), the community has one full-time guard or soldier. In addition, for every 20 people in the community, an able-bodied member of the local militia or a conscript soldier can be brought into service within just a few hours.

Character Class Distribution: In most communities 85% of the population is made up of NPC-classed humans and demihumans. 6% are fighters, 3% are clerics, 3% are thieves, 2% are magic-users and the remaining 1% are divided between monks and psionicists. Note that secondary classes of each class listed above are included within these percentages. These rough guidelines should be altered to suit the composition and character of particular communities. For example:

An ancient city with numerous temples and shrines, for example, may have more clerics and/or monks than fighters while a large town ruled by a guild of thieves will probably have more thieves than fighters.

Highest-Level NPC in the Community for Each Class: Use the following tables to determine the highest-level character in a given community. Roll for each class present within the community.

settlement size	highest level
thorp	1d4
hamlet	1d6
village	1d8
small town	1d10
large town	2d6
small city ¹	2d6+2
large city ¹	2d6+4
metropolis ¹	4d4+4

¹ cities this large can have more than one high-level NPC per class, each of whom generates lower-level characters of the same class, as described below.

Total Characters of Each Class: Use the following method to determine the levels of all the characters in a community for the following classes (if applicable): cleric, fighter, magic-user, monk, npc, psionicist and thief.

If the highest-level character indicated is 4th level or higher, assume the community has twice that number of characters of half that level (rounded down). Continue until all NPCs of 2nd level or higher are accounted for. All remaining NPCs are assumed to be 1st level.

For example, if the highest-level fighter is 7th level, then the community also has two 4th level fighters, four 2nd level fighters and eight 1st level fighters.

Using these guidelines and tables the breakdown, by class, for the population of a typical hamlet of 200 people looks like this:

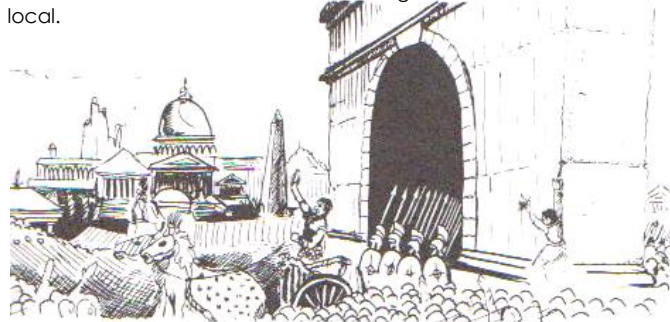
- 170 are npc-classed characters

- 12 are fighters
- 6 are clerics
- 6 are thieves
- 4 are magic-users
- 2 are monks (or psionicists)

By rolling 1d6 to determine the highest level npc of each class, the following breakdown, by class and level, was created for the same hamlet:

- Of the npc-classed characters, one is 4th level, two are 2nd level and the remaining one hundred and sixty seven are 1st level.
- Of the fighters, one is 5th level, two are 2nd level and the remaining nine are 1st level.
- Of the clerics, one is 2nd level and the remaining 5 are 1st level.
- Of the thieves, one is 6th level, two are 3rd level and the remaining 3 are 1st level.
- Of the magic-users, one is 3rd level and the remaining three are 1st level.
- Of the monks (or psionicists), both are 1st level (because "1" was rolled on the d6 to determine the highest level monk or psionicist in the town).

The community authorities are the 5th level fighter, who acts as the Captain of the Guard and 2 full-time guards (2nd level fighters). The local militia consists of nine 1st level fighters and one NPC-classed local.



POLITICS

Intrigue between kingdoms, city-states at war, and political maneuvering are all fun aspects of many campaigns. For your own campaign, you at least need to determine who is in charge where.

If there's any chance that rulers, nobility, and politics in general will become more involved than that, use the following material as a starting point. As always, research into real-world political systems and structures (particularly historical examples) can enrich your fictional setting. At the same time, don't be afraid to make up something wholly new and completely non-historical.

Government Forms: There are dozens of possible government forms, each of which will have varying social classes, ranks, or castes. Which sort you choose for your milieu is strictly your own prerogative.

While this game is loosely based on Feudal European technology, history and myth, it also contains elements from the Ancient Period, parts of more modern myth, and the mythos of many authors as well. Within its boundaries all sorts of societies and cultures can exist, and there is nothing to dictate that their needs be Feudal European.

An outline is provided below which lists a number of government forms which could be employed by the DM in his or her milieu. Actually, some, all, or none of them could appear in the "world" of any given campaign.

Additionally, a list of nobility (or authorities) in various medieval cultures is given. I have included the latter as many DMs prefer to base their campaign upon a society of this sort, for they can then draw upon its historical data for game purposes.

Once a set of social structures and cultures has been devised for the campaign, you may or may not find it useful to assign rank, class, or caste to player characters (as detailed in the *PLAYER'S HANDBOOK*). Will your society have hereditary rank? Will it go only to males? females? both equally? Will only the first-born inherit? Will any inheritance of property be required to be the entire estate to one individual? Deciding government form and culture might well delineate much of the social structure of the nation, state, or city in

question. Let us assume a social structure of an aristocracy which is non-hereditary.

Members of this ruling class are those who have served in the military, own property of 100 or more acres extent, and pay an annual tax of not less than 10 gold pieces on their income. Land ownership may be waived in the case of merchants and tradesmen whose business is such that they pay not less than 20 gold pieces in taxes each year. In any event, the aristocrats are the only persons eligible for any government office, command of the military, and from their number are elected senators who pass laws and legislate in general. Former senators are eligible to election to various tribunals and judgeships. Former military officers are appointed by senatorial vote to keep the peace and police the land.

The majority of citizens of this state are small land holders, tradesmen, and various workers. They provide the food and goods and labor which make the economy stable. These people are likewise obligated to serve in the military, and if they serve with distinction, they will be awarded land or stipends which will elevate them to the aristocracy. Of course, industry, marriage or other means can move any of these citizens to a higher status.

Only a few persons are actually enslaved - criminals and captives of war. A large number of the workers are bound to labor for a fixed period, and some must likewise serve apprenticeships. These individuals have the hope of eventually earning sufficient funds to become landowners or rich merchants or tradesmen themselves.

In such a society, adventurers would come from the younger children of aristocrats - those who will inherit little and wish to remain in the favored class. Some would come from the middle group - adventurous persons who aim at becoming members of the aristocracy through successes in such adventures. Few, if any, would come from the lowest class, i.e. the bondsmen and common laborers. Assigning a social class to player characters in such a society would not have any particular value unless you also devised various rivalries within the classes.

With this brief example in mind, it is easy to see how birth tables based on some form of hereditary, quasi-European nobility may have absolutely no meaning within any of the states of your campaign milieu. Furthermore, any use of such material must be carefully considered even if your campaign does have such a society and titles of rank, viz. do you really believe that one of your player characters should be the first born son of a major noble or a ruler? If so, why is he adventuring? Where are his guards and retainers? Does his father know his whereabouts? If so, why is he allowing the heir to his title and estates to risk his life in such a foolish manner? Similarly, do such tables have a logical precedence and order? Are there offices which do not logically belong within a feudal society? Are there classes which are contradictory, anachronistic, or meaningless? Unless you specifically tailor your milieu to fit such tables, it is likely that there will be far too many "yes" answers to the above questions.

The intelligent verdict must be that each DM has to accept the responsibility of deciding for himself or herself if assigning class distinctions is a vital part of his or her campaign.

Those referees who lack the time to develop their own social class system and associated forms of government will find that it is perhaps better for them to utilize one of the several campaign scenarios commercially available, adding personal touches, of course, but basically relying on the cultural and societal developments of the unit. Even with such ready-made campaign settings, you may or may not wish to include social classes immediately for player characters. The *WORLD of GREYHAWK* campaign, for example, assumes all player characters are freemen or gentlemen, or at worst they can safely represent themselves to be so. Outstanding activity can (and has) brought knighthood or social status to certain characters. This was carefully planned as a reward if the characters succeeded, and it now allows them much latitude of action and assurance of reliable aid in certain realms - but it likewise has earned them the enmity of others. With all of that out of the way, consider the list of a few of the possible governmental forms and then the lists of noble/official titles:

- **Autocracy:** Government which rests in self-derived, absolute power, typified by a hereditary emperor, for example.
- **Bureaucracy:** Government by department, rule being through the heads of the various departments and conducted by their chief administrators.

- **Confederacy:** Government by a league of (possibly diverse) social entities so designed as to promote the common good of each.
- **Democracy:** Government by the people, i.e. the established body of citizens, whether through direct role or through elected representatives.
- **Dictatorship:** Government whose final authority rests in the hands of one supreme head.
- **Feodality:** Government of a feudal nature where each successive layer of authority derives power and authority from the one above and pledges fealty likewise.
- **Geriatocracy:** Government reserved to the elderly or very old.
- **Gynarchy:** Government reserved to females only.
- **Hierarchy:** Government which is typically religious in nature and generally similar to a feodality.
- **Magocracy:** Government ruled by arcane casters.
- **Matriarchy:** Government by the eldest females of whatever social units exist.
- **Militocracy:** Government headed by the military leaders and the armed forces in general.
- **Monarchy:** Government by a single sovereign, usually hereditary, whether an absolute ruler or with power limited in some form (such as the English monarchs, limited in rule by the Magna Carta).
- **Oligarchy:** Government by a few (usually absolute) rulers who are co-equal.
- **Pedocracy:** Government by the learned, savants, and scholars.
- **Plutocracy:** Government by the wealthy.
- **Republic:** Government by representatives of an established electorate who rule in behalf of the electors.
- **Syndicracy:** Government by a body of syndics, each representing some business interest.
- **Theocracy:** Government by god-rule, that is, rule by the direct representative of the god.

This listing is by no means exhaustive, and you should feel free to use other forms, or invent your own, as the needs of your particular campaign direct. It's not too difficult to imagine a political system based on rule by other classes, by the oldest, the strongest, or the wealthiest.

For your world, use whatever criteria you wish to determine the political structure of a group. Most of the time, however, the stranger the criterion, the smaller the group.

For example, a kingdom where the ruler is determined by a test of skill, intelligence, and stamina might be expansive, but a land where the ruler is the most talented bard would probably be small. Being able to play the lute well is impressive, but it doesn't necessarily ensure fitness to rule.

Common Political Systems: The number of possible political systems is nearly limitless. Feel free to use more than one type for different lands. Such mixing and matching accentuates the differences in place and culture. Note that any of the political systems listed below might be matriarchies (ruled only by women) or patriarchies (ruled only by men), but most make no such distinctions.

- **Feudalism:** Feudalism is a complicated class-based system with successive layers of lieges and lackeys. It often exists under a monarchy. Serfs (peasants) work for a landed lord, who in turn owes fealty to a higher lord, who in turn owes fealty to an even higher lord, and so on, until the line reaches the supreme liege lord, who is usually a monarch. The common people in a feudal state are always lowly and without rights. They are virtually owned by their immediate liege. Lords are generally free to abuse their power and exploit those under them as they see fit.
- **Magocracy:** In a magocracy, those who wield arcane magic have a large amount of political power. The ruler is usually the most powerful wizard or sorcerer in the land, although sometimes the ruler is merely a member of a royal bloodline who must be an arcane spellcaster. Thus, such a system could be a monarchy,

and the viable heir to the throne would be the oldest member of the bloodline capable of casting spells. In a true magocracy in which the ruler is the most powerful spellcaster, the monarch may be challenged at certain specific times each year by contenders who believe themselves to be more powerful than she is.

In a magocracy, arcane spellcasters usually have the most rights and freedoms, and non-spellcasters are looked down upon. Divine spellcasters sometimes are outlawed, but usually they are treated as secondary to arcane spellcasters (although still higher in station than those who cast no spells).

Such societies are often magic-rich. They are likely to have colleges that teach the intricacies of spellcasting, and magic-using units in their military organizations. They may use magic for even mundane tasks. Very rarely, a magocracy treats magic in the opposite way, as a closely guarded secret. Non-noble arcane spellcasters would then be forbidden.

- **Monarchy:** Monarchy is rule by a single leader. The monarch wields supreme power, sometimes even by divine right. Monarchs belong to royal bloodlines, and successors to the throne are almost always drawn from blood relatives. Rarely, a monarch rules with power granted by a mandate of the populace, usually established through representatives chosen by noble houses. The monarchy is likely to be the most common political system in your campaign. Monarchs often have advisors and a court of nobles who work with them to administer the land. This arrangement creates a class system of nobles and non-nobles. Common people in such a land often do not have many of the rights and privileges of the nobility.
- **Republic:** A republic is a system of government headed by politicians representing the people. The representatives of a republic rule as a single body, usually some sort of council or senate, which votes on issues and policies. Sometimes the representatives are appointed, and sometimes they are elected. The welfare of the people depends solely on the level of corruption among the representatives. In a mainly good-aligned republic, conditions can be quite pleasant. An evil republic is as terrible a place to live as a land under the grip of a tyrant. In an advanced republic, the people directly elect the representatives. This type of republic is often called a democracy. In such lands, the right to vote becomes a class-based privilege. Citizenship might be a status that can be bought or earned, it might be granted automatically to those born in the location governed by the republic, or it might only transfer via bloodline. Because having the entire populace vote on representatives is cumbersome, this political system usually works only in small areas, such as a city-state.
- **Theocracy:** A theocracy is a political system in which clerics (or druids) rule. The ruler is the direct representative of the deity or deities that the theocracy is based upon. Most theocracies are similar to monarchies, but once a ruler is chosen, he normally remains in the position for life. The people cannot question the word of a deity or his representative. Some theocracies see their leaders as ascending to divinity or semi-divinity in and of themselves. Past (and sometimes present) rulers are worshiped as deities. Such rulers wield absolute power, and their bloodline carries the divine right to rule, so their successors are chosen from their descendants. A ruler doesn't need to be a cleric in such a case (although he often is), since he is not a divine representative but a deity. In such a theocracy, it's possible that even an infant can be chosen as a ruler if he has divine blood.
- **Tribal or Clan Structure:** A tribe or clan usually has a single leader who wields great - almost absolute - power like the monarch in a monarchy. Although rulership is often drawn from a single bloodline, rulers are chosen based on their fitness to govern. They are also continually judged on this criterion and replaced if found wanting. Usually a council of elders exists to choose and judge the leader. In fact, the council is often convened only for this purpose. Sometimes the council also advises the chief or leader. Tribes exist as a social structure by grouping together otherwise disparate family units and uniting them for strength and the advantages of working together. Clans are similar in function but carry the added distinction of being extended family units. In both cases, the group usually

interacts with other tribes and clans, and often has particular laws and customs about how certain clans within a tribe must interact or how the tribe must interact with other tribes.

Cultural Tendencies: Human societies run the gamut of different political structures. Other races seem to favor one or a few over the others.

- **Dwarves:** Dwarves usually form monarchies, although a few theocracies dedicated to dwarven gods are possible. Dwarves are extremely lawful and rigid in their politics, fearing lawlessness and anarchy. They value order and security over personal freedom, and thus are inclined to judge political matters on what's best for the greatest number concerned. Dwarven societies usually have a strict and exacting code of laws.
- **Elves:** Elves are likely to live within monarchies as well. Of all races, however, elves are the most likely to adopt a magocracy. Elves prize individual freedom and fear tyrants. Elf rulers judge each situation and case individually rather than according to a strict, codified set of laws.
- **Gnomes:** Gnomes favor small monarchies, although gnome democracies, gnome republics, and gnome clans exist as well. Like halflings, gnomes have less need for a strong government and enjoy personal freedom. Gnome kings and queens usually have only a small impact on the daily life of their subjects, and they usually do not carry as elevated a status above the common gnome as a human regent might over her human subjects.
- **Goblins and other Lawful Evil Cultures:** goblins live in tribal communities that bear the trappings of monarchy. The truth, however, is that their government is rulership by the strong. If a goblin ruler can be killed, his killer usually takes his place. Lawful evil humanoids often use a similar system, although kobolds often establish magocracies, and more sophisticated cultures frequently develop codified laws and rules of succession. Such complex societies are rife with backstabbing and betrayals, though, exemplifying the very definition of Byzantine politics.
- **Halflings:** Since they are usually nomadic and most often live in small groups, halflings prefer a sort of tribal or clan system. Rulership is often bestowed upon the eldest member of a group, although most halflings rule with a light touch. True halfling leadership is based around the family unit, with parents giving direction to children. Halflings, more than any other race, seem to naturally work well with each other. They have little need for a strong ruling hand or a codified set of laws to maintain order and peace.
- **Orcs and Other Chaotic Evil Cultures:** Orcs are usually too wild and corrupt to value a strict system of government other than rule by the strong. Orc leaders rule by intimidation and threats and thus usually command only a small populace (orc nations are rare). If an orc leader fails to rule, it is because he was weak. Most chaotic evil cultures tend to have small populations unless many individuals are cowed by a single powerful master.

SOCIAL CLASSES

Most societies are, to one degree or another, class-based. Use these easy definitions for the typical society.

- **Upper Class:** Nobles, the wealthiest of merchants, and the most important leaders (guildmasters, for example) make up the upper class. Lawmakers, administrators, and other officials are drawn from this class. Having noble blood or being a member of a wealthy merchant family allows entrance into the class by birth, while attaining wealth or significant position can raise one to this status.
- **Middle Class:** Merchants, master artisans, educated professionals, and most significant guild members make up the middle class. Lesser officials such as tax collectors and town clerks are sometimes drawn from the middle class. This status is normally based on one's occupation and education. Its primary determinant for membership is not birth, but wealth.
- **Lower Class:** Tradesfolk, journeymen, laborers, subsistence farmers, impoverished freeholders, personal servants, and virtually everyone else are members of the lower class. Members of the lower class tend to be poorer and less educated than middle-class people. While sometimes a council of elders or some similar

body exists to watch over the interests of and argue for the lower class, most of the time no officials or lawmakers come from these ranks.

- **Slaves:** Some cultures (usually evil ones) practice slavery. Slaves are lower in station than even members of the lower class. Though they need not be uneducated or even unskilled, most slaves are laborers or servants.

Player Characters & Social Class: By virtue of their wealth, adventurers are likely to rise to the upper class quickly. However, they may be rejected by other members of the upper class based on how society around them views sword-wielding, spell-slinging, self-governing mercenaries. Other members of the upper class might look upon adventurers as heroes, but they are just as likely to look upon them as dangerous threats to public safety (as well as their personal safety) and to the existing sociopolitical structure.

Sometimes high-level characters build their own castles and establish their own territories. This usually occurs either on land granted to them by a ruler or in an area of relatively unclaimed wilderness that they have cleared. Characters are likely to draw people toward their strongholds or cleared areas... becoming rulers in the process. For more information on strongholds and followers see pages 109-119 and 80-83 respectively.

How the character governs is completely up to her. However, the NPCs involved will react appropriately to character actions and decrees. In exchange for protection, plots of land, and fair rulership, a character can expect to collect taxes or tithes from those she rules. Neglect, mistreatment, or over-taxation of the populace can lead to a revolt, which might take the form of an appeal to another more powerful lord to depose or conquer the character, hired assassins making attempts against the character's life, or an outright uprising in which the peasants wield their pitchforks against their ruler.

In reality, however, such events are rare, and those under a poor or unjust ruler will suffer for months or years before they feel compelled to act.

Officials and Social Class: The tables below show social and political ranks for different types of historical cultures, arranged in descending order of importance. Each column describes a different culture. You may find it interesting to mix titles, invent them, and place the whole in the campaign setting you devise accordingly. Research in various histories will be helpful, as will be a copy of a good thesaurus.

Asian Titles

<i>Indian</i>	<i>Japanese</i>	<i>Mongol</i>
maharaja	emperor	kha-khan
rajah	shikken	ilkhán
nawab	shogun	orkhan
	daimyo	khan
	samurai	
<i>Persian</i>	<i>Russian</i>	<i>Turkish</i>
padishah	tsar	sultan
shah	veliky kniaz	dey
caliph	kniaz muzh	bey
wizer	boyar	bashaw
amir	sluga	pasha
sheikh	muzh	emir
	dvorianin	malik
	smerd	
	kholop	

European Titles

<i>European</i>	<i>Saxon</i>	<i>Germanic</i>
emperor/empress		
king/queen	king	king
royal prince/princess		
viceroi/vicereine		pfalzgraf
archduke/archduchess		
grand duke/archduchess		
duke/duchess	king's thegn	herzog
prince/princess		
marquis/marquise		margrave
count (earl)/countess	ealdorman	graf
viscount/viscountess		waldgraf
baron/baroness		freiherr
baronet	shire-reeve	

<i>European (cont.)</i>	<i>Saxon (cont.)</i>	<i>Germanic (cont.)</i>
knight/dame	thegn	ritter
yeoman	geneatas	

Knights are non-hereditary peers. Their precedence (or importance) falls variously depending upon the order of knighthood they hold. Various officials of the court will rank amongst the nobility; an excellent discussion of this will be found in a good encyclopedia under Precedence, or in the appropriate section of TSR's *WORLD of GREYHAWK*.

Religious Titles

<i>church hierarchy</i>	<i>knights-militant</i>	<i>monastic</i>
pope	master of the temple	abbot
cardinal	seneschal	sacristan
archbishop	marshal	cantor
bishop	commander	librarian
abbot	drapier	refectorian
prior	commander of a house	almoner
friar	commander of knights	hospitaler
	knight brothers	kitchener
	sergeants of the covenant	infirmarian
	cellarer	master of novices
	turcoplier	rural brother
	under-marshal	hospital attendant
	standard bearer	servant brother
	sergeant-brother	

Urban Social Class: Cities and towns have typically attracted the independent and freethinking sorts, as they offer more opportunity for such lifestyles, even considering the medieval (rather intolerant) community. In towns and cities there are few nobles and gentlefolk of knightly status. The social structure can be shown as follows:

- **Upper Class:** Nobles, gentlemen, the wealthiest of merchants and most important guildmasters, from which are drawn the most important law makers and executives.
- **Middle Class:** Merchants and guildmasters, with master artisans and the like making up the balance. They provide lesser officials.
- **Lower Class:** Tradesmen, journeymen, laborers, and all others form the lower class. From their number is drawn the common council.

Elected Officials: A typical medieval city or town government has a ruling body that is formed of the following offices:

- **Mayors, magistrates or burgomasters** were usually a lifetime office drawn only from the upper class.
- **Burghers or burgesses** are chosen by the upper class to serve as the major officers under the mayor et al. The judiciary and military commanders of the municipality are likely to fall within this stratum.
- **Aldermen** are elected by the middle class. Law enforcement officials, customs officials, and tax officials all come from the middle class, too.
- **Councillors** of the common council are likely to be selected by the upper and middle classes as well as the free lower class. From this class are drawn the petty officials so roles are advisory or administrative only.

The constabulary of a town or city will be drawn in part from citizen soldiers, the city watch or police force and militia called up in times of great need. Most other soldiery, by far the bulk in most cases, will be hired mercenaries. When any army is fielded, the leading men of the city are likely to be in overall command, with assistance from mercenary captains, the force being a composite of the municipal levies and the hired soldiers.

Such forces could be of considerable magnitude in battle, as noted by the history of London, for example, or the military history of the Hanseatic League.

Administrative Positions: The following honorary or elected positions existed to help maintain order within medieval society:

- **Ale-Conner:** Official who tests and approves all ales and ciders
- **Bailiff:** The man who makes arrests and executions. Bailiff was not primarily used for the office of policeman. Etymologically, bailiffs

were those in charge of the bailey - in effect, manager of the craftsmen and servants in a castle or manor house.

- **Catchpole:** Literally 'chicken catcher', one who finds and brings in debtors
- **Chamberlain:** Overseer of a household, office or court
- **Chancellor:** A secretary to a noble or royal
- **Councilor:** A town or city official or an advisor of the court
- **Common-Weigher:** Town official who checks merchants' weights and measures
- **Constable:** The warden of a town or castle who served as commander of the local guard
- **Diplomat:** The person who negotiates with foreign nations
- **Exchequer:** The man responsible for the king's revenue
- **Game Warden:** An officer empowered to enforce the hunting and trapping laws of a jurisdiction
- **Hayward:** An officer in charge of fences and hedges
- **Herald:** Had two responsibilities: A man in charge of making pronouncements and proclamations, and one who is an expert in the field of heraldry (the various insignias used by the rich to identify themselves.) These two responsibilities were one in the same. Medieval Europeans wouldn't have thought it possible to separate them; much less would they have considered them separate roles.
- **Jailer:** The man responsible for a jail; he keeps the criminals from getting out
- **Judge:** A man who is responsible for deciding questions brought to court
- **Liner:** An officer in charge of tracing property boundaries in the city.
- **Magistrate:** A judge.
- **Master of the Revels:** Official in charge of court entertainment, and later of the theaters [note: The first Master of the Revels was not appointed until Henry VII in the 15th century]
- **Provost:** A magistrate or keeper of a prison
- **Provost-Marshal:** Military magistrate
- **Pursuivant:** Officer of arms, ranks below herald, similar duties
- **Purveyor:** An official responsible for obtaining supplies for an army or a noble's retinue
- **Reeve:** Church warden. Note that the word 'reeve' applies to much more than the Church. Reeves usually came out to be combination administrators and business managers of estates, towns and small territories (i.e. shires) - something like a chief bailiff.
- **Slaughter-Man:** Official who enforces the regulations on butchers in a town
- **Sheriff:** Also known as conservators of the peace, it was their duty to prevent every breach of the peace and to suppress every unlawful assembly, affray or riot which may happen in their presence. They operated within their own county or shire.
- **Steward:** Custodian of an appointed duty, such as a household
- **Summoner:** Officer of the court who serves subpoenas. Church summoners were minor church officials whose duties included summoning offenders to appear before the church and receive sentence.
- **Tronager:** Supervisor of the scales at a town's port
- **Umpire:** An official who arbitrates disputes between neighbors
- **Warden or Woodward:** The keeper of a noble's woodlands and parks

LAWS

You don't have to develop a legal code for each country you invent. Assume common-sense laws are in place. Murder, assault, theft, and treason are illegal and are punishable by imprisonment or death. As long as the laws make sense and the authorities are fairly consistent in enforcing them (or it's clear why they're not consistent), the players

won't think twice about the law. Develop a few unusual laws as points of interest, such as these examples:

- In one barony in the Shield Lands, lying is illegal, punishable by three days in the pillory.
- In the city of Highfolk, it is against the law to mistreat an animal.
- Anyone wearing red in the sight of the emperor is imprisoned for one month.

Some places might have laws that directly affect adventurers. These laws might specify which weapons can be owned or carried by non-nobles or prohibit the use of some weapons even by nobles, restricting their use to the royal guard. These laws might restrict or prohibit magic use. They might limit the number of well-armed people who can gather publicly without a permit or sanction. All these laws would be put in place if the ruler or rulers of the area were concerned about powerful people roaming around uncontrolled - a legitimate worry to those in power. No king, duke, or mayor is going to want independent adventurers to be more powerful than his own guards, lackeys, or troops (and thus himself) unless he trusts them absolutely or has some way to control them.

ECONOMICS

Although treasure is what's important to PCs, you should have a fair grasp of the economic system that surrounds the treasure they earn, as well as the prices charged for services, equipment, and magic items.

Economics in your campaign doesn't have to be convoluted or tedious, but it should at least be internally consistent. If the price of a broadsword in Thorris is 20 gp, it shouldn't suddenly shoot up to 200 gp without some explanation, such as the flow of metal or ore being cut off, the only smiths in 100 miles all being killed in a terrible accident, or something equally bizarre.

Monetary Systems: Even before you play the first session in your campaign, you can use money as a tool in creating your game world. The form and shape money takes is by no means standardized. The simple monetary system given in the *PLAYER'S HANDBOOK* is just that - a simplified system for coinage. It is not absolutely true to the real, historical world and is not even an accurate reflection of most fantasy worlds you find in books. It's just one way to approach money. Monetary systems aren't always based on coins. Many different forms of exchange can be in use simultaneously. Take, for example, the real world around the year 1200. Currency included the regulated gold and silver coins of Byzantium and the Middle East, the licensed mints of England, the paper currency of China, the cowrie shells of Oceania, and the carved stones of Aztec lands. These were only a few forms money could take.

- **Barter:** Other economies, especially those of primitive lands, worked entirely on a barter system. What a man could produce became his money. The farmer paid the miller in bushels of grain. The miller paid his lord in ground flour. When the flour was baked into bread, the baker was paid in loaves of bread. These he could sell for the few coins, fresh eggs, or whatever luxuries might be available.

During the Dark Ages even a man's life could be measured in cows, horses, or sheep. Kill a serf and you had to pay - perhaps five sheep, some to his lord and some to his family. The cost for a freedman would be even higher. Rents, taxes, and fines could be assessed in gold or grain. Eventually objects were assigned specific values. In parts of medieval Russia, furs were used almost like coins. Squirrel, ermine, and martin pelts all had values and were treated just as we treat money today.

As barter systems became more sophisticated, they included more things. Obligations and duties became part of the formula. A knight received land from his lord, but part of his "rent" was the obligation to make himself and a set number of mounted soldiers available to serve in his lord's armies for 40 days each year. The serf was obligated to work his lord's land and live in the same village all his life. You might adopt an economy like this in your campaign world - one based on obligations.

For the most part, the economies of the medieval period were based on a combination of coins, goods, and services. The knight could escape military service by paying a special tax to his lord. The king could insist that foreign merchants acquire goods only through barter. The baker could be paid a small wage for his services. Generally, changes occurred slowly as medieval man

moved from a barter system to a coin-based economy. Thus, many different methods existed side-by-side.

- **Coins:** Generally, lands near each other, sharing a common group of people or a common language have very similar economies. The countries of medieval Europe traded with each other regularly and so developed very similar coins and values. Kingdoms also tend to imitate the economy of the most powerful country in the region. The Byzantine Empire had a stable gold currency, and its coins were the model for rulers from Baghdad to Denmark.

The value of a foreign coin was based on the weight of the coin, but also on the power of the issuer. The Byzantine besant was not only limited by other lands, but it was highly valued in trade. An English merchant would accept these coins from a Venetian trader because he knew their value. His price might increase if the trader paid him in Persian dinars. To the merchant, the dinar was simply not as valuable as the besant.

You can add color to your campaign by choosing to have different systems of trade in different lands. By creating different currencies and ways of trading, you make your players aware of the different kingdoms in your fantasy campaign. This makes them pay attention and learn about your world. A traveling merchant who trades in besants becomes a wealthy trader from the rich lands of Byzantium, while one who deals in hacksilver is a northerner from the cold shores of Scandinavia. These names and places create images, images more compelling and exciting than those created by the plain words "merchant" or "trader."

The terms "gold piece" (gp), "silver piece" (sp), and "copper piece" (cp) are clear and they are used throughout these game rules. But you can spice them up a bit. People give coins names, whether as plain as "dime" or lively as "gold double-eagle." the imaginary population of a fantasy world should be no different. Medieval history is filled with different types of coinage, all of which can add local color to your campaign.

Take, for example, the situation of a mercenary captain in Aquitaine. Through wages, booty, and trading he has assembled quite a few coins. Foremost of his horde are the gold and silver coins of Byzantium - the besant, hyperpyron, or nomisma as they were known at different times. An Italian general paid him in coins almost equally valuable, the gold florin and ducat. Mixed in with these were other coins of the Italian states - silver grossi and ecu. From the French he collected gros tournois, Rouen pennies, and lous. A Moorish hostage bought his freedom with silver drachmas and a German merchant of the Hanse paid the heavy toll of a gold mark. Part of the spoils of war include solidus aureus and denarii of Ancient Rome, though these coins are so badly worn their value has dropped greatly.

One of his men even came across a horde of hacksilver bracelets! Finally, from his English employers he received pounds, shillings, and pence. Clearly the captain is faced with a problem when he tries to figure out just how much money he has. What do these coins add up to?

The besant, hyperpyron, and nomisma were the standard coins of the Byzantine Empire. They were of a regular size and the precious metal was not debased with lead or copper. Backed by the power of the Emperor, each coin had a steady value. In your game, you could establish their value at one or two gold pieces each.

The florin and the ducat were the coins of different Italian states. These lands, rising in trading power, needed a steady economy. Thus their coins were almost the equal of the besant and were used for trade throughout Europe. Each florin might be equal to a gold piece. The gross was a silver penny and, normally, 12 equaled one florin.

The coins of France were much like those of Italy and could be valued the same way. The lous and the sous were the equal of the florin while the gros tournois and the denarius were silver pennies. However, the Rouen penny was specially minted and not considered as valuable by most traders.

The Middle Eastern drachma was modeled on the besant. Normally 12 to 20 were equal to a single besant (one gp) but in Aquitaine they were often valued just like other silver pennies. The gold mark wasn't so much a coin as a measure. It was normally figured to be worth six English pounds. There were also silver marks worth about 13 shillings, and Scandinavian ora worth 16 pence. But the true value of these coins was what you could get for them.

The English coins included the rarely seen pound, equal perhaps to one gp. More common were silver shillings, officially figured at 20 to a pound (or 1 sp). Below the shilling was the pence, 12 to a shilling, and below the pence was the farthing, four to a pence. Meanwhile, the lowly Rouen penny was figured to be equal to half a pence.

Of the ancient coins, the Roman solidus aureus was the model for the besant and thus nearly all other coins. It in turn was divided into silver denarii with 12 to 40 equaling a single solidus. However, age and counterfeiters reduced the value of these coins so much that their only true worth could be found in what they weighed. During the same time, Scandinavians used hacksilver - silver jewelry. When they needed to pay, they could cut off a chunk from an armband or bracelet and weigh it, thus the name hacksilver. They literally wore their money!

- **Goods:** Vigorous trade was done in goods. Grain, cattle, sheep, wool, jewelry, foodstuffs, and cloth were all items of value. A canny Venetian merchant would sail from Venice to England with a load of silks, trading it there for good English wool (making sure he made a profit), and return to Venice to sell the wool for another load of goods for England.

- **Letters of Credit:** Eventually letters of credit and contracts grew. Now the Venetian merchant could sail to England to collect wool gathered by contract from a monastery. In return for their wool shearing for five years, he would guarantee them set payments in ducats or florins, although he normally brought them goods they ordered from Venetian merchants - silks, spices, glassware, or wine. Thus he made a profit from the wool back in Venice and a profit from buying goods for the English monastery.

On his return to Venice, the enterprising merchant would sell his cargo to the wool merchant in return for a note, and then take this note to a glassmaker and sell it for a load of valuable Venetian glass. In time, the notes led to the rise of banking houses, though much different from the banks we know today. Intended mainly to finance large deals and serve the wealthy merchants, there were few controls on these banks. They were definitely not for the common man. They were not places you stored your money for a rainy day, but houses that guaranteed the value of a merchant's note or contract, all for a fee.

Clearly, money is no simple, universal thing. Each nation and each time has its own coins with its own values. Your player characters may travel through many different lands and find long-lost treasures. It will be much more exciting for your characters to find 600 ancient tremissa from the rule of Emperor Otto 400 years before than to find yet another 600 silver pieces. With a little imagination and research at your local library, you can find many different examples to add to your campaign.

Coinage: The economic system in the AD&D game is based on the silver piece (sp). A common laborer earns 1 sp a day. That's just enough to allow his family to survive, assuming that this income is supplemented with food his family grows to eat, homemade clothing, and a reliance on self-sufficiency for most tasks (personal grooming, health, animal tending, and so on).

In your campaign, however, the PCs will deal primarily with gold pieces. The gold piece (gp) is a larger, more substantial unit of currency. The main reason why PCs typically receive and spend gold pieces is that, as adventurers, they take much larger risks than common folk and earn much larger rewards if they survive.

Many of the people with whom adventurers interact also deal primarily in gold. Weaponsmiths, armorsmiths, and spellcasters all make more money (sometimes far more money) than common people. Spellcasters willing to make magic items or cast spells for hire can make a lot of money, although expenditures of personal power (experience points) are often involved, and the demand for such expensive items is unsteady at best and can be depended on only in large cities. Nobles with whom the PCs might interact also deal mostly in gold, since they purchase whole ships and buildings and finance caravans and even armies using such currency.

Some economies have other forms of currency, such as trade bars or letters of credit representing various amounts of gold that are backed by powerful governments, guilds, or other organizations to insure their worth. Some economies even use coins of different metals: electrum, iron, or even tin. In some lands, it's even permissible to cut a gold coin in half to make a separate unit of currency out of a half gold piece.

Moneychangers: Characters who find their saddlebags full of ancient coin or foreign money probably need to exchange their wealth for the local currency before they can spend any of it. In a setting in which dozens of small nations and kingdoms are crowded close together, the moneychanger is the person at the hub of the economic system.

Typically, a moneychanger charges a fee of one-tenth of the starting sum in order to convert currency. For example, if a character has a pouch full of 100 platinum pieces (pp) that she needs to convert to gold pieces, the moneychanger charges 10 pp for the conversion. The character receives 900 gp, and the moneychanger keeps the rest.

Supply and Demand: The law of supply and demand can drastically affect the value of any currency. If characters start flashing around a lot of gold and pumping it into the local economy, merchants may quickly raise prices.

This isn't a matter of gouging the rich - it's just the way a small economy works. A tavernkeeper who makes 100 gp from boarding a group of successful adventurers spends his newfound wealth just as the heroes did, and in a small town, everyone starts spending more in a short time. More spending means higher consumption, so goods and services become harder to come by, and prices increase.

Supply and demand can also affect the campaign in ways that don't have anything directly to do with gold. For instance, if the local lord

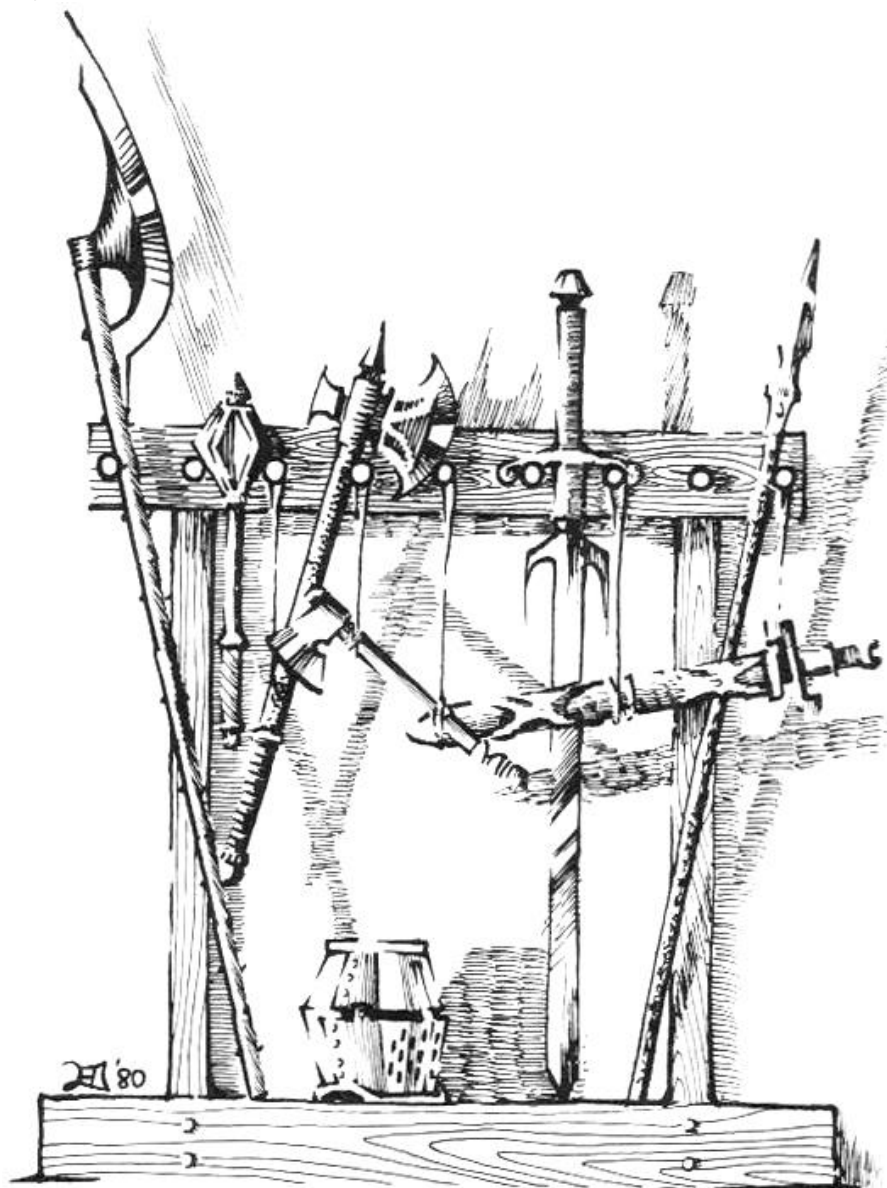
commandeered most of the region's horses for his knights, then when the PCs decide to purchase half a dozen fine steeds, they find there aren't any to be had at a reasonable price.

They have to settle for second-rate nags or spend much more than they had planned to in order to convince someone to part with a horse.

Refer to *Community Wealth and Population* on page 207 when determining the buying and selling capabilities for a given community.

Taxes and Tithes: Taxes paid to the queen, the emperor, or the local baroness might consume as much as one-fifth of a character's wealth (although these expenses can vary considerably from land to land). Representatives of the government usually collect taxes yearly, biannually, or quarterly. Of course, as travelers, adventurers might avoid most collection periods (and so you can ignore taxes for the PCs if you want). Those who own land or a residence may find themselves assessed and taxed, however.

Tithes are paid to the church by those who are faithful participants in a religion. Tithes often amount to as much as one-tenth of a character's adventuring earnings, but collection is voluntary except in strict, oppressive religions that have their own tithe collectors. Such onerous religious taxation requires the support of the government.



MAGIC

Some DMs create cities in their campaigns that function just like medieval historical towns. They are populated by people who aren't accustomed to (or who don't believe in) magic, who don't know anything about magical or mythical monsters, and who have never seen a magic item.

This sort of creative work is a mistake. It will cause your players serious strain in their belief in the reality of your world for them to see that they wield spells and magic items, and the lands and dungeons surrounding the city are filled with magic and monsters, but yet in the middle of the city everything looks and acts like Europe during the Middle Ages.

The presence of magic in your game world forces you to deviate from a truly historical setting. When you create anything for your world, the idea that magic could possibly alter it should be in the back of your mind. Would the king simply surround his castle with a wall when *levitate* and *fly* spells are common? How do the guards of the treasury make sure that someone doesn't just *teleport* in or slip through the walls while ethereal?

Unless you are going to run a divergent game of some sort, magic is prevalent enough in the world that it will always be taken into account by smart individuals. A merchant wouldn't be flabbergasted by the idea that someone might try to steal from her while invisible. A swindler would be aware that someone might be able to detect his thoughts or his lies.

Magic shouldn't be something that common people are unaware of. Spellcasters may be fairly rare in the big picture, but they're common enough that people know that when Uncle Rufus falls off the back of the wagon, they could take him to the temple to have the priests heal the wound (although the average peasant probably couldn't afford the price). Only the most isolated farmer might not see magic or the results of magic regularly. Here are a few points to consider when fitting magic into your world:

- a tavern frequented by adventurers might have a "No detections" sign above the bar to allow the patrons to relax in an atmosphere where they don't need to worry about someone discerning their alignments, reading their thoughts, figuring which of their items are magical, and so on.
- Merchants might jointly employ a small squad of wizards who wander about the marketplace invisibly while watching for thieves, casting *detect thoughts* on suspicious characters, and using *see invisibility* to look for magic-using robbers.
- The town guard might employ a spellcaster or two (or more) to supplement its defensive strength, deal with unruly spellcasters, and help facilitate interrogations.
- a court might use *detect thoughts* or *discern lies* to help make accurate judgments in important cases.
- a town might use simple spells to make life easier, such as *continual flame* to make a sort of streetlight. Very sophisticated or wealthy cities might use magic portals to dispose of sewage and *carpets of flying* to deliver urgent messages.

Restrictions on Magic: In some civilized areas, the use of magic might be restricted or prohibited. A license might be required, or perhaps official permission from the local ruler would enable a spellcaster to use his powers, but without such permission, magic use is forbidden. In such a place, magic items and in-place magical effects are rare, but protections against magic might not be.

Some localities might prohibit specific spells. It could be a crime to cast any spells used to steal or swindle, such as those that bestow invisibility or produce illusions. Enchantments (particularly *charm* spells, compulsion effects, *suggestion* spells, and domination effects) tend to be readily forbidden, since they rob their subjects of free will. Destructive spells are likewise prohibited, for obvious reason. A local ruler could have a phobia about a specific effect or spell (such as *polymorph* effects if she were afraid of being impersonated) and enact a law restricting that type of magic.

Magic Items: The magic items described in this tome all have prices. The assumption is that, while they are rare, magic items can be bought and sold as any other commodity can be. The prices given are far beyond the reach of almost everyone, but the very rich, including mid- to high-level PCs, can buy and sell these items or even have spellcasters make them to order.

In very large cities, some shops might specialize in magic items if their clientele is very wealthy or includes a large number of adventurer (and such shops would have lots of magical protections to ward away thieves). Magic items might even be available in normal markets and shops occasionally. For example, a weaponsmith might have a few magic weapons for sale along with her normal wares.

Superstitions: Just because magic works and most people are aware of it doesn't mean they know exactly how it works or when it's in effect. Superstitions (ritual activity that doesn't produce actual results) are still likely to be common. To add some flavor to your world and provide details that convey both the quirks and underlying fears and concerns of a society, invent some superstitions (or adapt some from the real world). Consider the following ideas to get you started:

- Common folk believe that particular charms and trinkets sold by a vendor are lucky, when actually they have no magical power (such as a rabbit's foot in the real world).
- In some cultures, special hand signs or spoken words are obligatory in certain situations (such as saying "Gesundheit!" after a sneeze).
- Someone claims to be able to see omens in the movements of birds. Does he have a good reputation because he tells superstitious people what they want to hear, or because he actually has some sort of magical ability?

RELIGION

No force affects society more strongly than religion. You need to match the religions in your world with the societies you present. How does the priesthood interact with the populace? What do most people think of the religion, the deity, or the clerics? Most of the time, in addition to serving a deity, a religion is geared toward filling some niche in society: recordkeeping, officiating at ceremonies, judging disputes, tending the poor or sick, defending the community, educating the young, keeping knowledge, preserving customs, and so on.

Sometimes a religious hierarchy is not unified. You can create interesting political intrigues by placing different factions of clerics of the same deity in opposition based on doctrine or approach (or even alignment). Different orders within the priesthood might be distinguished by different choices of domains. A deity that offers access to the Good, Knowledge, Law, and War domains might have clerics of law and war (the justifiers) opposing those of good and knowledge (the prophets).

The Pantheon and the Campaign Setting: As an example, here's how various deities detailed in this book and the *WORLD of GREYHAWK* Campaign Setting fit into society:

- **Boccob:** Boccob's priesthood is usually a somber group that takes its pursuit of knowledge and arcana very seriously. The clerics of the Archmage of the Deities wear purple robes with gold trim. Rather than meddle in public affairs and politics, they keep to themselves and their own agendas.
- **Corellon Larethian:** Clergy members who serve the Creator of the Elves operate as defenders and champions of their race. They often serve as leaders and settle disputes in elven communities.
- **Ehlonna:** The clergy of Ehlonna are hearty woodfolk. Her clerics wear pale green robes and are quick to protect the woodlands against all threats.
- **Erythnul:** The priesthood of Erythnul maintains a low profile in most civilized lands. In savage areas, members of the priesthood are known as bullies and murderous tyrants. Many evil humanoids worship Erythnul, but their priests do not cooperate with each other to advance the overall goals of the religion. Clerics of Erythnul favor rust-red garments or blood-stained robes.
- **Fharlanghn:** Fharlanghn's clerics are wanderers who seek to help fellow travelers. Fharlanghn's clerics dress in nondescript brown or green clothing, and they move around frequently. A traveler who comes to one of Fharlanghn's wayside shrines, which are common along most well-used roads, won't find a particular cleric watching over a particular shrine more than once.
- **Garl Glittergold:** Clerics of Garl Glittergold serve gnome communities as educators and protectors. They teach the

young valuable gnome lore and skills using a light-handed humor. They also protect their fellow gnomes, ever watchful of the forces of evil humanoids that might threaten their community.

- **Gruumsh:** Gruumsh, the evil god of the orcs, maintains a religion based on intimidation and fear. His clerics strive to become chieftains of orc tribes or advisors to the chief. Many pluck out one of their own eyes to emulate their deity.
- **Heironeous:** The religious hierarchy of Heironeous is organized like a military order. It has a clear chain of command, lines of supply, and well-stocked armories. Clerics of Heironeous fight against worshipers of Hextor whenever they can and spend the rest of their time protecting the civilized lands from the threats of evil.
- **Hextor:** Strength and power govern Hextor's priesthood. Although evil, it is not as secretive as other dark religions. Temples of Hextor operate openly in many cities. Clerics of Hextor wear black clothing adorned with skulls or gray faces.
- **Kord:** Kord's clerics value strength, but not domination. Kord's temples sometimes resemble warrior feathalls, and his clerics, who favor red and white garb, often seem more like fighters.
- **Moradin:** Moradin's clerics preside over most formal ceremonies in dwarven culture, keep genealogical records, educate the young, and serve as part of the defense force of a community.
- **Nerull:** The Reaper is feared across the lands. His rust-red garbed clerics are murderous psychopaths who work in secret, plotting against all that is good. They have no overall hierarchy, and they even work against each other at times.
- **Obad-Hai:** Clerics of Obad-Hai have no hierarchy. They treat all those of their order as equals. They wear russet-colored clothing and maintain hidden woodland shrines that are usually located far from civilization. They keep to the wilderness and to themselves, rarely getting involved in society.
- **Olidammara:** Olidammara's religion is loosely organized at best, and few temples are dedicated solely to him. That said, his clerics are numerous. They usually work among urban folk or wander the countryside. Olidammara's clerics often work at some other profession, in addition to operating as clerics (typically serving as minstrels, brewers, or jacks-of-all-trades), and thus can be found almost anywhere doing or wearing anything.
- **Pelor:** The clerics of the Shining One work to aid the poor and the sick, and thus most common folk look upon them with great favor. Pelor's temples are sanctuaries for the impoverished and diseased, and his yellow-robed clerics are usually kind, quiet folk, roused only in their opposition against evil.
- **St. Cuthbert:** The no-nonsense order of St. Cuthbert does not suffer fools gladly or abide evil in any way. His clerics concern themselves with the needs of the common people over nobles or the well educated. They are zealous in their desire to convert others to their faith and quick to destroy their opponents.
- **Vecna:** Vecna's priesthood is made up of isolated cells of cultists who seek dark, arcane secrets to further their evil schemes. Black and red are the clerics' favored colors.
- **Wee Jas:** Wee Jas's priesthood has a strict hierarchy. Her clerics are known for their discipline and obedience to their superiors. They work as officiators at funerals, maintain graveyards, or operate libraries of arcane lore. They wear black or gray robes.
- **Yondalla:** Yondalla's clerics help other halflings lead safe, prosperous lives by following her guidance. They often serve as community leaders.

Creating New Deities: You can create your own deities and religions. You're free to set them up however you please. Deities can exist as individuals or as a unified pantheon that interacts all the time. Each deity should be associated with a sphere of influence (such as peace or death), events (such as war or famine), elements (such as fire or water) activities (such as travel or entertainment), types of people or professions (such as wizards or smiths), as well as particular races, alignments, places, or outlooks. Deities with similar ethos may work together or may be in conflict, depending on their alignments and respective power. The clerical domain (see page 37) that a cleric chooses, if the optional domain rules are used, should always be directly linked to cleric's patron deity.

Polytheism is the assumption in the baseline for ADVANCED DUNGEONS & DRAGONS campaigns. You could create a monotheistic world, but a strong, singular religion probably wields great political and sociological power (such as what occurred in Europe during the Dark Ages), which is a change with serious implications that might ripple throughout your entire campaign setting.

THE GODS OF HUMANKIND

While this book provides statistics and information on the gods of the demihuman races, it does not give details on the many gods and pantheons that exist in fiction or that are drawn from our own history. Those DMs not looking to create their own pantheons, or those seeking inspiration for such creation, can easily look to the myths and gods of the Greeks, Finns, Celts, Norsemen, Sumerians and numerous other cultures that shaped our history.

Descriptions and game statistics for the numerous pantheons drawn from our history can be found within the *DEITIES & DEMIGODS* tome. This book also presents fictional heroes, deities and creatures drawn from the works of authors such as HP Lovecraft, Sir Thomas Malory and Fritz Leiber; as well as the gods of monstrous races such as goblins, gnolls, trolls and lizard men. Those using the *WORLD of GREYHAWK* Campaign Setting will find the gods of that world detailed within its pages.

THE GODS OF THE DWARVES

All of the greater dwarven gods are at least twice as large as normal dwarves, ranging up to Moradin's 20' height. Though some human reviewers have said this is an indicator of an inferiority complex dwarves have about their height, this claim is patently ridiculous. More likely it reflects the dwarves' own sense of self-importance (perhaps a little exaggerated, from the human viewpoint). Dwarves refuse to see themselves as a "minor race," and indeed, there is much to support the view that the dwarves are one of the most powerful of all races (perhaps second only to humanity). Lesser dwarven gods are generally shorter than the greater gods; demigods are roughly normal dwarven height, and no dwarven deity is taller than Moradin, the Soul Forger.

Another interesting aspect of dwarven religion is that the holy symbols used are invariably not living objects: tools, weapons, mountains, minerals, and so forth. This derives in large part from some of the teachings of Moradin, who ruled that the dwarves must hold no other race above them; having an animal as a symbol would then be a way of saying that animal was better than the dwarves.

Likewise, Moradin said that the dwarves should not ever worship each other, so no dwarf or part of one is used as a holy symbol. Dwarves should take pride in their accomplishments, and respect the earth from which they originally came; thus tools, weapons, and similar items were developed and used as religious symbols.

Six of the most commonly accepted dwarven deities are described in this text. There are many dwarven gods and demigods, some of which may be connected with certain planes or areas all their own. Every clan of dwarves has a pantheon that will vary from every other clan's pantheon (leaving Dungeon Masters quite free to develop their own pantheons and not worry about anyone else's).

Some final notes about dwarven gods in general: Most of the lesser deities and demigods of the dwarves are connected with the spheres of fighting and warfare, guardianship, the earth, metals, craftsmanship, volcanoes and earthquakes, fire and lava, the protection of the dead, medicine, and strength. There are very few or no deities known in dwarven pantheons governing the sea, the air and atmospheric phenomena (rain, clouds, stars, etc.), plant life and forests, comedy, animals, and chaos.

Dwarves on rare occasions worship deities from other pantheons. In particular, Goibhnie (of the Celtic mythos) and Hephaestus (of the Greek) draw much favorable attention from dwarves, because they represent powers of smith-work and the earth.

One of the most powerful of all the non-human pantheons is that of the dwarven fold, and it well reflects their nature and beliefs as the human pantheons reflect that of their human worshipers. In describing the dwarven pantheon, several distinct differences are apparent between it and usual human religions.

**Moradin "The Soul Forger"***Greater god*

ARMOR CLASS: 36

MOVE: 60'

HIT POINTS: 600

ATTACK BONUS: +38

ATTACKS: 3

DAMAGE/ATTACK: 4d10+18 (throwing hammer)

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Forged weapons cannot harm him

MAGIC RESISTANCE: +12

SIZE: Large (20')

ALIGNMENT: Lawful good

WORSHIPPER'S ALIGN: Lawful good (dwarves)

SYMBOL: Hammer and anvil

PLANE: Seven Heavens

CLERIC: 15th level cleric/15th level druid

FIGHTER: 20th level fighter

MAGIC-USER: 19th level magic-user

MONK: Nil

THIEF: Nil

S: 25 (+10) I: 23 (+8) W: 20 (+5) D: 21 (+6) C: 25 (+10) CH: 22 (+7)

Moradin is the head of a fairly large pantheon of dwarven deities. (The exact members of this pantheon vary from clan to clan.) It is said that Moradin created the race of dwarves from iron and mithral, forging them in the fires at the center of the world. The dwarves' souls entered their bodies when Moradin blew on his creations to cool them.

Moradin's symbol and weapon is a huge glowing hammer. It is a +5 weapon and strikes for 4d10 points of damage. It cannot be used by any save the god himself, as it disappears from others' hands and returns to its owner. He wears magical armor and shield of his own making. This equipment cannot be removed from his body by any save Moradin.

The center of a shrine to Moradin is always the great ever-burning hearth and forge. Sacrifices, be they of common or precious metal, are melted down at the forge and reformed into shapes useable by the clergy of Moradin.

Abbathor "Great Master of Greed"*Greater god*

ARMOR CLASS: 28

MOVE: 60'

HIT POINTS: 500

ATTACK BONUS: +28 (x3)

ATTACKS: 3

DAMAGE/ATTACK: 2d12+16 (dagger)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: +10

SIZE: Large (8')

ALIGNMENT: Neutral Evil

WORSHIPPER'S ALIGN: Evil (dwarves)

SYMBOL: Jeweled dagger

PLANE: Hades

CLERIC: Nil

FIGHTER: 14th level fighter

MAGIC-USER: 17th level illusionist

MONK: Nil

THIEF: 20th level thief/15th level assassin

S: 24 (+9) I: 22 (+7) W: 16 (+2) D: 24 (+9) C: 24 (+9) CH: 12 (+0)

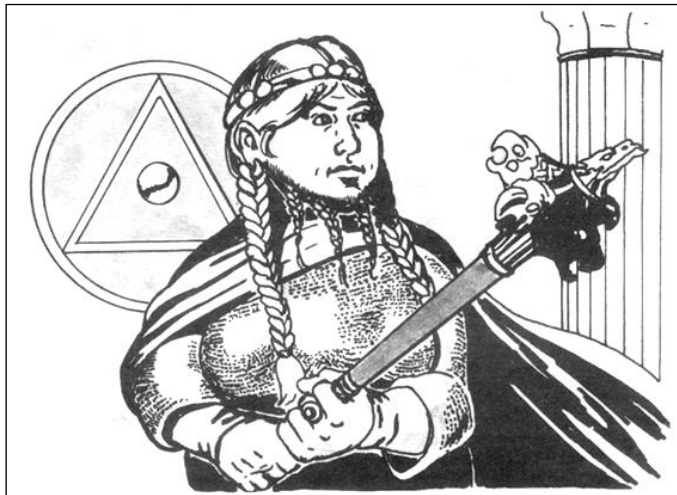
At times, Abbathor has been the ally of the other dwarven gods, but his treachery and lust for treasure make him a dangerous associate. He will never help any non-dwarven deity or creature. He cannot be trusted to do anything but evil, unless it suits his own purposes to give assistance.

Abbathor was not always as devoted to evil as he is now. Originally, his sphere of influence concerned the appreciation of valuable gems and metals, not necessarily at the expense of others. He became embittered when Moradin appointed Dumathoin the protector of the mountain dwarves instead of him, and from that day forward has become ever more devious and self-serving in his endeavors, in a continual effort to wreak revenge on the other gods by establishing greed - especially evil greed - as the driving force in dwarves' lives. His home caverns are said to be made of purest gold, which may be a fact or may be a legend born of his reputation for hoarding that which is precious.



Abbathor's greed manifests itself frequently in his actions. Should he set eyes upon any magical item, or on treasure worth more than 1,000 gp, he will attempt to steal it outright or slay the owner and then take it (50% chance of either specific occurrence). Abbathor wears leather armor and furs, made from the skins of beings and creatures who have opposed him in the past. He uses a dagger +5 with a diamond blade and jewels set into the hilt. The dagger does a base of 2d12 points of damage, and can detect the presence of precious metals (type and amount) in a 10' radius. Anyone but Abbathor who grasps this weapon will suffer the loss of one experience level at once, and will lose another level in each round the dagger continues to be held. Abbathor also owns a shield that casts one *cause blindness* spell per round (DC 20) at any target (one at a time) within 3" range.

Abbathor maintains an uneasy truce with Vergadain (see below), with whom he sometimes roams the Prime Material Plane in search of more treasure. If frustrated when attempting to steal an item, Abbathor will try to destroy the item, so as to not be tortured by the memory of his failure.

**Berronar** "Mother of Safety, Truth, and Home"

Greater goddess

ARMOR CLASS: 28

MOVE: 60'

HIT POINTS: 550

ATTACK BONUS: +25

ATTACKS: 2

DAMAGE/ATTACK: 6d6+16 (footman's mace)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: +16

SIZE: Large (18')

ALIGNMENT: Lawful good

WORSHIPPER'S ALIGN: Lawful good (dwarves)

SYMBOL: Two silver rings

PLANE: Seven Heavens

CLERIC: 15th level cleric/12th level druidFIGHTER: 15th level paladinMAGIC-USER: 16th level magic-user

MONK: Nil

THIEF: Nil

S: 21 (+6) I: 25 (+10) W: 25 (+10) D: 20 (+5) C: 25 (+10) CH: 22 (+7)

The greatest of all dwarven goddesses is usually held to be Berronar, who lives with Moradin in the Seven Heavens at the Soul Forge beneath the mountains. Berronar is seen as the patroness of marriage and love (but not necessarily romance). Her name is often invoked in small home rituals, for protection from thieves and duplicity. But Berronar is not a passive homebody; her efforts to preserve and protect dwarven culture and civilization have spanned many universes, and dwarves of both sexes revere her name.

Berronar appears to be a huge dwarf wearing +5 chainmail of bright silver. Her brown beard is braided into four rows. If a braid is cut off, it will re-grow in a single day, and at the end of that day the lock of hair which was cut off will turn to gold (worth 10,000 to 40,000 gold pieces). She sometimes gives locks of her hair to dwarven communities that are exceptionally poor or hard-pressed and otherwise unable to get on their feet economically. This is an extremely rare occurrence, of course, and must be invoked by a lawful good dwarven cleric of the highest level in the colony. If this gold or any part of it is used for other than good purposes, it will all disappear.

Berronar wields a +4 mace of gold and steel that will slay evil thieves and all assassins on contact (DC 20 charisma save). She wears two silver rings of great power; one prevents anyone from knowingly telling a falsehood within 50' of her, and the other prevents the use of all thieving abilities by any mortals within the same area, unless they make a DC 30 wisdom save in every round an attempt is made to use the skill.

Dwarves have a custom of exchanging rings with those for whom they feel exceptional, mutual trust and love; this independently parallels a human custom used in marriage rituals. This dwarven ceremony is not lightly taken, and is almost never undertaken with a non-dwarf except in the most unusual circumstances. Both participants must be lawful

good. Berronar is said to have inspired this practice, and several variations of it exist around the dwarven realms.

If a lawful good dwarven fighter appeals to Berronar for aid for a particular purpose and makes an appropriately large sacrifice, there is a 5% chance she will bestow upon the individual the powers of a paladin of equal level for 3-6 days. Only dwarves of exceptionally pure heart will be considered for this honor, and it may be granted only once every 10 years to any individual.

Clangeddin "The Father of Battle"

Greater god

ARMOR CLASS: 28

MOVE: 60'

HIT POINTS: 575

ATTACK BONUS: +32

ATTACKS: 3

DAMAGE/ATTACK: 3d12+14 (battle axe)

SPECIAL ATTACKS: Double damage versus giants

SPECIAL DEFENSES: See text

MAGIC RESISTANCE: +10

SIZE: Large (17')

ALIGNMENT: Lawful neutral

WORSHIPPER'S ALIGN: All alignments, especially warriors (dwarves)

SYMBOL: Two crossed battle axes

PLANE: Arcadia

CLERIC: 6th level bard/12th level druidFIGHTER: 17th level rangerMAGIC-USER: 10th level magic-user

MONK: Nil

THIEF: Nil

S: 25 (+10) I: 20 (+5) W: 19 (+4) D: 20 (+5) C: 25 (+10) CH: 19 (+4)



Bald and silver-bearded, Clangeddin lives in a vast mountain fortress manned by the souls of the finest dwarven warriors. He taught the dwarves many special methods of combating giant-types, and passed his knowledge and skills on to the gnomish gods as well.

In the many tales and legends about his deeds, the dwarves portray Clangeddin as a fierce and resolute warrior who never backs down from danger and who refuses to surrender even when all seems lost, many times winning a victory by only the barest of margins.

Clangeddin's most hated enemies are Grolantor (the hill giant god) and the followers of that deity. Giant-type creatures attack Clangeddin at a -4 penalty "to hit," the same as for mortal dwarves. In the heat of battle Clangeddin is fond of singing, with the intent of both unnerving his opponents and increasing his followers' morale.

Clangeddin can wield a mithral battle axe +4 in each hand. He can throw these special axes with either hand up to 100 yards and both will do damage to whatever they hit as if he had struck the target by hand (with all appropriate bonuses to hit and damage). His armor is steel chainmail +5. Although Clangeddin has magical spell ability, he will usually only use such powers to indirectly affect the course of events. Not unless his existence on the Prime Material Plane is at stake will Clangeddin resort to the use of magical spells or spell devices in a close-combat situation.

**Dumathoin** "Keeper of Secrets under the Mountain"*Greater god*

ARMOR CLASS: 26

MOVE: 45' or 15' burrowing

HIT POINTS: 550

ATTACK BONUS: +28

ATTACKS: 2

DAMAGE/ATTACK: 10d4+22 (warhammer)

SPECIAL ATTACKS: Summon elementals

SPECIAL DEFENSES: +3 or better weapon to hit

MAGIC RESISTANCE: +14

SIZE: Large (18')

ALIGNMENT: Neutral

WORSHIPPER'S ALIGN: All alignments (dwarves)

SYMBOL: Gem inside a mountain

PLANE: Concordant Opposition

CLERIC: 15th level cleric/15th level druidFIGHTER: 10th level fighterMAGIC-USER: See below/14th level illusionist

MONK: Nil

THIEF: 12th level thief

S: 25 (+10) I: 23 (+8) W: 25 (+10) D: 20 (+5) C: 25 (+10) CH: 21 (+6)

Dumathoin is said to hide the secrets of the earth until they are ready to be uncovered by the diligent and the deserving. He is the protector of the mountain dwarves, the keeper of all metals. He lays veins of iron, copper, gold, silver, and mithral where he feels they will do the most benefit to his followers when found. Dumathoin has never been known to speak, instead keeping his wisdom to himself (though he may send subtle clues to keen observers on the nature of the world).

When Moradin named him protector of the mountain dwarves, Dumathoin created a "paradise" for the mountain dwarves to enjoy. He was angered at first when the dwarves started to "destroy" the mountains he had provided for them, but his anger turned to pleasure when he saw the finely crafted metal items the dwarves produced from the ore they had mined. His enemies are those (dwarven or otherwise) who plunder the earth's riches and take them away for unfair or selfish purposes. He does not object to tunneling, mining, or the keeping of treasures under ground, however. Miners see him as their patron, and often carry a small diamond or gemstone in their pockets (10 gp value) to attract the favor of the god.

Dumathoin appears to be a gigantic dwarven figure with hair and beard of gray stone, earth-brown skin, and eyes of silver fire. He owns a great two-handed *mattock* +5 of solidified magma. Once per day, he may summon 3d6 earth elementals (16 hit dice each) at will instantly; they will fight for him to the death. Dumathoin may also use all metal-, earth-, or stone-related magic-user spells at the 30th level of ability, but cannot use any other magic-user spells.

Unlike most other dwarven deities, Dumathoin maintains friendly relations with non-dwarven deities, though only a few. One of his closest allies is Hephaestus, whom he supplies with adamantite ore, and Gnome, the lord of the earth elementals, who supplies him with elementals at a moment's notice.

Other gods of metalcraft and the earth sometimes do business with Dumathoin and his representatives for metals and ores as well. For these reasons, clerics of this god are sometimes involved in business ventures in the selling of metals and similar materials.

Vergadain*Greater god*

ARMOR CLASS: 30

MOVE: 90'

HIT POINTS: 525

ATTACK BONUS: +25

ATTACKS: 2

DAMAGE/ATTACK: 3d10+11 (shortsword)

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Automatically detects all traps

MAGIC RESISTANCE: +14

SIZE: Large (10')

ALIGNMENT: Neutral (tends towards chaotic neutral)

WORSHIPPER'S ALIGN: All neutral alignments, especially merchants and thieves (dwarves)

SYMBOL: Gold piece

PLANE: Concordant Opposition

CLERIC: 5th level bard/12th level druidFIGHTER: 13th level ranger

MAGIC-USER: Nil

MONK: Nil

THIEF: 18th level thief

S: 22 (+7) I: 23 (+8) W: 20 (+5) D: 23 (+8) C: 25 (+10) CH: 21 (+6)

The patron god of dwarven merchants and most non-evil dwarven thieves is the scheming Vergadain, god of wealth and luck. He is said to be a great poet as well, and may dispense clues to his worshipers on the locations of great treasures. These clues are usually hidden in a verse or rhyme of some sort. His bard-like talents also give him the ability to carefully evaluate treasures as to their true nature and worth.



Vergadain appears to be a huge dwarf wearing brown and yellow clothing. Underneath his suit is a set of golden *chain shirt* +5, and he wears a necklace that allows him to change his height at will between one foot and 15 feet. At his side is a sword +4 that detects all treasures within 10' of his person whenever the hilt is grasped.

Most of Vergadain's adventures concern the elaborate con games he has played on human, demihuman, humanoid, and giant victims in order to win their every belonging of any worth. He is not above using any sort of trick to accomplish his ends, and is eternally suspicious of potential adversaries who might try to trick him in return. Followers of Vergadain are usually seen as suspicious characters; as a result, few dwarves will willingly admit that he is their deity. If a follower of this god denies to others that Vergadain is that person's true deity, the god will not be offended (so long as the proper sacrifices are made).



THE GODS OF THE ELVES

The elven pantheon is primarily located on one of the planes of Olympus, in an area known as Arvandor, "The High Forest." Here dwell a large number of elven deities, who collectively refer to themselves as the Seldarine, which roughly translates as "the fellowship of brothers and sisters of the wood." the title also implies a wide diversity in capabilities and areas of interests, linked together by a desire for cooperation. Though many of the beings' areas of influence overlap to some degree, there is no conflict between, them. Of all the Seldarine, only Corellon Larethian is a greater god.

The Seldarine, almost without exception, are chaotic, neutral, and/or good in temperament. None are evil, and a very few (two or three at the most) are lawful. They act for the most part independently of one another, but are drawn together by love, curiosity, friendship, to combine their strengths to accomplish a task, or by outside threats. Corellon Larethian, the most powerful of them, reinforces this freedom of action and compels none of them to perform any task. Instead, they seem to sense when something needs doing, and automatically a few of them (if more than one is needed) get together and do it.

There are a number of interesting similarities among the elven deities and their religions. All the religions practice tolerance for other religious followings within the Seldarine, and for a few religions of a closely allied nature (the cult of Skerrit the Forester being a prime example). Most of these religions also emphasize elven unity with life and nature, and tend to blur the distinction between elves and their environment. Rillifane Rallathil, the Leaflord, is at once a "giant ethereal oak tree" and a "green-skinned elf clad in bark armor." Deep Sashelas has a sea-green skin that mirrors his habitat; Aerdrie Faenya is usually depicted as deep blue in color, like the sky she rules. The weapons and tools and armor used by these deities are often regarded as merely extensions of the divinities, sometimes as true physical parts of them. The themes of nature and magical power also appear very frequently in tales of elven mythology and religion.

Elven deities, when appearing in elven form, are usually between 4' and 8' tall, with a few exceptions at either end of the scale. Many of these deities are also capable of assuming much larger shape in non-elven, natural forms. Rillifane's form as an oak tree, Sashelas' shape as a giant, towering (vaguely humanoid) wave of seawater, Aerdrie's appearance as a white cloud, and Corellon's rare incarnation as an azure moon or star are examples of this.

Evil elvenkind have nothing to do with the gods of the Seldarine. They frequently find the demon princes, arch-devils, and other figures of the lower planes more to their liking. Evil elves tend most often to be of chaotic nature, so the lords of the Abyss gain the majority of their worship. Lolth, the demon queen of spiders and spiderkind, is an infamous example of a lesser divinity who takes much of her power from the worship of evil elven kind, particularly the drow.

The smaller elflike beings, like leprechauns, pixies, and so forth, have their own deities (usually of demigod level) that tend to their needs. Depending on the general alignment of their followers, these demigods may be found on several different planes, but all are generally allied with the Seldarine.

Half-elves are allowed to worship any god in the Seldarine. They, as player characters, may also be allowed to become clerics or druids of these gods, as applicable. A fair number of half-elves honor Handil Celanil, the goddess of romance and beauty, in honor of the love between their parents that brought them into the world, if such was the case.

The numerous other members of the Seldarine are gifted with varying degrees of control over the spheres of elvenkind, nature, magic, dancing and play, love, beauty, time, celestial phenomena, running water, weapon skills, craftsmanship, secrecy, comedy and joy, chaos, and mischief, among others. Few if any represent law, under ground phenomena, violence without cause, warfare, and non-mammalian or non-avian life forms. One or two are concerned with death and dying, but they are peaceful, good-aligned deities and not the dark and evil types that pervade human pantheons. Elven pantheons will vary widely from place to place, as different members of the Seldarine achieve local prominence or fade from memory.

Following are descriptions of the most powerful and widely accepted deities of the Seldarine, as well as a description of the demoness Lolth. Since there are so many different elven gods, it is very possible that these specific deities might not be found in any particular DM's universe and other deities, the existence of which was mentioned before, would be present.



Corellon Larethian

Greater god

ARMOR CLASS: 28

MOVE: 75'

HIT POINTS: 525

ATTACK BONUS: +35 (longsword) or special (longbow)

ATTACKS: 3

DAMAGE/ATTACK: 3d10+14 (longsword) or 2d10+12 (longbow)

SPECIAL ATTACKS: Bow never misses

SPECIAL DEFENSES: +3 or better weapon to hit

MAGIC RESISTANCE: +19

SIZE: Medium (7')

ALIGNMENT: Chaotic good

WORSHIPER'S ALIGN: Chaotic good (elves)

SYMBOL: Quarter Moon

PLANE: Olympus

CLERIC: 13th level cleric/15th level bard/13th level druid

FIGHTER: 20th level fighter

MAGIC-USER: 20th level magic-user/20th level illusionist

MONK: Nil

THIEF: Nil

S: 21 (+6) L: 25 (+10) W: 25 (+10) D: 25 (+10) C: 21 (+6) CH: 25 (+10)

Corellon Larethian represents the highest ideals of elvenkind: "he" is skilled in all the arts and crafts, and is the patron of music, poetry, and magic. Corellon is alternately male or female, both or neither. The god is also mighty in battle, and is said to have personally banished such demons as Lolth from the sunlight Upperworld. Elven lore states that the race of elves sprang from the drops of blood Corellon shed in this epic battle.

Corellon Larethian uses a magical bow: arrows fired from it never miss their target and do 2d10 points of damage. "He" also has a +5 sword made from a star that strikes for 3d10 points of damage, and always detects which of the god's opponents are the most dangerous. Any other being who picks up the sword will be burned for 10d10 points of damage.

Corellon's clerics always wear a blue quarter-moon talisman. The elves build no shrines, but always use natural geological formations or amphitheaters for places of worship.



Aerdrie Faenya

Lesser goddess

ARMOR CLASS: 30

MOVE: 60' or 240' fl (B)

HIT POINTS: 475

ATTACK BONUS: +25 or see below

ATTACKS: 2

DAMAGE/ATTACK: 2d8+6 (quarterstaff) or 5d4 (wind gusts)

DAMAGE/ATTACK: Negate flight

SPECIAL DEFENSES: Immune to missile weapons

MAGIC RESISTANCE: +16

SIZE: Medium (6')

ALIGNMENT: Chaotic good (tends towards neutrality)

WORSHIPPER'S ALIGN: See below

SYMBOL: Cloud with bird silhouette

PLANE: Olympus and Gladsheim

CLERIC: 10th level bard/14th level druid

FIGHTER: 10th level fighter

MAGIC-USER: See below

MONK: Nil

THIEF: Nil

S: 8 (-1) I: 24 (+9) W: 22 (+7) D: 24 (+9) C: 19 (+4) CH: 23 (+8)

Aerdrie appears to be a tall, elf-like woman with feathered hair and eyebrows; from her back spring a pair of large, bird-like wings. Her feathers are of constantly changing color. The lower half of her body from the hips down vanishes into a misty whirlwind, so that she appears to never touch the ground. Aerdrie wanders the winds of the planes of Olympus and Gladsheim, in the company of a large number of winged creatures of many types.

If aroused for battle, Aerdrie is able to cast two great blasts of wind per round, causing 5d4 points of damage each against any opponent within 500' (100") of her. She may also summon 2d6 air elementals (16 HD each) once per day, and may also summon 3d6 giant eagles or 1-2 rocs twice per day. These creatures will obey her unto death.

This goddess is able to use all magic-user spells involving air, weather, flight, electricity, and gas at the 25th level of ability, as often as desired, one spell per round. She has the power to negate at will the flying or levitating abilities of any creature within 60' of her.

Any elves of non-lawful and non-evil alignment may worship Aerdrie. Elves who desire certain weather conditions make the most frequent sacrifices to her, and her cult is also popular with elves who possess flying mounts (griffons, hippogriffs, pegasi, and so forth). It has also been known to happen that an elven character who has somehow fallen from a great height, should he call out Aerdrie's name aloud, has a small (2%) chance of receiving a feather fall spell just prior to

striking the ground. However, those who receive this gracious benefit, coming directly from Aerdrie herself, will be both quested and geased (no saving throws allowed) within the next 2-7 days to perform a service for the goddess, fully commensurate with the character's general level of ability. Such tasks vary widely in nature, though all of them are said to be comparatively challenging and difficult. Elves receiving this benefit of a feather fall (and its consequences) need not be worshipers of Aerdrie, but should be of non-lawful and non-evil alignment.

Deep Sashelas

Lesser god

ARMOR CLASS: 26

MOVE: 60' or 120' sw

HIT POINTS: 450

ATTACK BONUS: +30

ATTACKS: 5/2

DAMAGE/ATTACK: 3d10+16 (trident)

SPECIAL ATTACKS: Double damage under water

SPECIAL DEFENSES: Magic Resistance (+20) under water

MAGIC RESISTANCE: Standard (out of water)

SIZE: Medium (7')

ALIGNMENT: Chaotic good

WORSHIPPER'S ALIGN: Chaotic good (aquatic elves) and sailors

SYMBOL: Dolphin

PLANE: Olympus

CLERIC: 19th level cleric/10th level bard

FIGHTER: 15th level fighter

MAGIC-USER: 12th level magic-user/12th level illusionist

MONK: Nil

THIEF: Nil

S: 25 (+10) I: 20 (+5) W: 18 (+3) D: 21 (+6) C: 21 (+6) CH: 23 (+8)

Deep Sashelas is the "Knowledgeable One," the being who always knows where food or the enemy can be found. He is the master of dolphins, and 20 of their strongest always follow him in the sea. Mortal sailors sacrifice to the god for their safety and aquatic elven clerics take these offerings and trade with other mortals for the gain of the entire race. Clerics of Sashelas time their religious ceremonies to coincide with especially high or low tides. The sea elves, like their friends the dolphins, are mortal enemies of sharks. Clerics will often conduct ritual shark hunts.

Erevan Ilesere

Lesser god

ARMOR CLASS: 22

MOVE: 90'

HIT POINTS: 425

ATTACK BONUS: +27

ATTACKS: 3/2

DAMAGE/ATTACK: 2d12+7 (longsword)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better weapon to hit

MAGIC RESISTANCE: +17

SIZE: Small to Medium (see below)

ALIGNMENT: Chaotic neutral

WORSHIPPER'S ALIGN: All chaotics and thieves (elves)

SYMBOL: Nova star with asymmetrical rays

PLANE: Olympus

CLERIC: 10th level bard/8th level druid

FIGHTER: 7th level ranger

MAGIC-USER: 18th level illusionist

MONK: Nil

THIEF: 20th level thief

S: 19 (+4) I: 23 (+8) W: 16 (+2) D: 25 (+10) C: 20 (+5) CH: 24 (+9)



While his following is not as large as those of the other elven deities, Erevan still commands his share of attention from the elves, particularly those engaged in thieving. Erevan is a fickle, utterly unpredictable deity who can change his appearance at will. He enjoys causing trouble for its own sake, but his pranks are rarely either

helpful or deadly. His favorite tactic is to change his height to any size between one inch and six feet. Regardless of how he appears at any given time, Erevan will always wear green somewhere upon his person.

When he travels, Erevan carries a +4 longsword that knocks open all barriers, doors, and locks with but a touch. When he so desires, he may also summon up to twenty leprechauns, sprites, pixies, or other small, mischievous elf-like beings, each with maximum hit points, to help out in a given situation. Erevan will rarely fight another being directly, preferring to escape and possibly catch his opponent off guard at a later time. He can, however, cast the spells *chaos* and *polymorph any object* once per round at will. Prior to entering combat, it is very likely he will make extensive use of these spells to his own advantage.

Followers of Erevan are usually quite unpredictable themselves, and are very independent. Many of them are thieves or have thieving as one of their multiple classes. There have been known to be elven cleric/thieves, cleric/magic-users, and cleric/illusionists among his worshipers.



Hanali Celanil

Lesser goddess

ARMOR CLASS: 28

MOVE: 60'

HIT POINTS: 450

ATTACK BONUS: +19

ATTACKS: 1

DAMAGE/ATTACK: 1d2+1(unarmed strike)

SPECIAL ATTACKS: Charm aura

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: +19

SIZE: Medium (5')

ALIGNMENT: Chaotic good

WORSHIPER'S ALIGN: Good and neutral alignments (elves) and those who enjoy beauty or are in love

SYMBOL: Heart of gold

PLANE: Olympus

CLERIC: 14th level cleric/12th level bard/10th level druid

FIGHTER: Nil

MAGIC-USER: 16th level magic-user/15th level illusionist

MONK: Nil

THIEF: Nil

S: 15 (+1) I: 23 (+8) W: 23 (+8) D: 25 (+10) C: 20 (+5) CH: 25 (+10*)

*see below

Hanali Celanil is predominantly depicted as feminine, though on rare occasions it is said she has appeared as a male. Hanali influences the spheres of love and beauty, and is widely revered by many of the elves. She owns an immense crystal fountain and pool with which she keeps watch over her followers, as if using a crystal ball. When she bathes herself in the waters of the pool (called the "Evergold"), her charisma score is enhanced for one day; during that time she will receive a +15 reaction bonus and inspire awe in characters of up to 14th level. These bonuses, however, are only effective against elves and half-elves.

The goddess Aphrodite (as described in the *DEITIES & DEMIGODS* book) is the only other being who shares the waters of Evergold with Hanali, and she can gain the same bonuses mentioned above against humans. Oriented as they are toward different races, these two goddesses rarely find themselves at odds with one another. Their respective cults and followings, while rarely assisting one another, don't object to each other's presence.

Hanali goes unarmed and does not engage in melee, though she does possess a magical aura of 30' radius; any mortal beings within this aura must make a DC 26 wisdom save each round or else be

permanently *charmed* by her beauty. This goddess may only be attacked by beings with a +2 or better weapon and a negative charisma (see the *DEITIES & DEMIGODS* book). All others will be so distracted by her presence as to miss her with every hit.

Elven and half-elven worshipers of Hanali Celanil may, once during their lifetime, be granted an increase of two charisma points with respect to the opposite sex. For example, a female elf who receives this gift might have her normal charisma of 14 apply only to her dealings with other females; all males would see her as having a 16 charisma. This effect is permanent. There is a 5% chance of this benefit being granted following a great quest performed by that worshiper. This quest might involve the creation or preservation of a beautiful object, or mighty deeds done in the name of a loved one for the loved one's benefit.

Labelas Enoreth

Lesser god

ARMOR CLASS: 26

MOVE: 60'

HIT POINTS: 450

ATTACK BONUS: +14 (quarterstaff)

or see below

ATTACKS: 1

DAMAGE/ATTACK: 2d8+5 (quarterstaff)

or see below

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: +19

SIZE: Medium (6')

ALIGNMENT: Chaotic good

WORSHIPER'S ALIGN: Chaotic good (elves)

SYMBOL: Setting sun

PLANE: Olympus

CLERIC: 14th level cleric/12th level bard/

12th level druid

FIGHTER: Nil

MAGIC-USER: 18th level magic-user/

16th level illusionist

MONK: Nil

THIEF: Nil

S: 12 (+0) I: 25 (+10) W: 25 (+10) D: 19 (+4) C: 18 (+3) CH: 24 (+9)



Like Corellon Larethian, Labelas Enoreth variously appears as either male or female (and sometimes both or neither). Regardless of gender, Labelas always has silvery hair and misty gray eyes. This deity wears pale-colored robes of green, blue, white, and gray. At the creation of the elven races, Labelas blessed them with longevity, and pronounced that the passage of time would do little to alter their appearances, as it did to the other races. Labelas knows the future and past of every elf and all elven-related creatures.

Labelas Enoreth is acknowledged to be the master of time and aging by the elves. Once per round, should he fix his gaze upon any being within 60' of him, he can place that being in *temporal stasis* (no saving throw) for as long as desired. At a touch, Labelas can restore youth to, or prematurely age, any being by up to 100 years in either direction (DC 25 save versus divine magic applicable). This power is used only once (one form or the other) on a creature during its lifetime. All mortals within 100' (20") of Labelas who are his enemies will be slowed automatically, and all mortal beings in the same radius but who are allied to the god will be *hasted*, if Labelas so chooses; there is no saving throw against this power, though magic resistance could help. Labelas himself is immune to the effects of any spell or similar effect that involves time or would inhibit his movement (*time stop*, *temporal stasis*, *slow*, *paralysis*, *hold*, etc.).

Elves who worship this being may appeal to him to undo the effects of age, but this is rarely (1% chance) granted, and only to those who have done an outstanding quest in his name. Such quests should be worked out by the DM, and usually involve the recovery of artifacts and relics that have been lost for hundreds or thousands of years.

Followers of Labelas are usually historians or other types who collect information on the past history of elvenkind.



Lolth "Queen of the Demonweb Pit"

Lesser goddess

ARMOR CLASS: 40 or 24 in drow form

MOVE: 60'/45' climbing or 75' in drow form

HIT POINTS: 100

ATTACK BONUS: +22 or +20 in drow form

ATTACKS: 1 (bite) or 2 (short sword)

DAMAGE/ATTACK: 4d4+6 (bite) or 2d8+11 (shortsword) in drow form

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: +14

SIZE: Large or medium (5') in drow form, see below

ALIGNMENT: Chaotic evil

WORSHIPPER'S ALIGN: Chaotic evil (drow)

SYMBOL: Spider

PLANE: Abyss

CLERIC: 16th level cleric in drow form, see below

FIGHTER: As a 16 hit die creature in spider form

MAGIC-USER: 14th level magic-user in drow form, see below

MONK: Nil

THIEF: Nil

S: 21 (+6) I: 21 (+2) W: 16 (+2) D: 21 (+6) C: 21 (+6) CH: 0 (-6) or 23 (+8) in drow form

The demoness Lolth is a very powerful and feared demon Lord. She usually takes the form of a giant black widow spider when she is on the Prime Material Plane, and sometimes assumes this form on her own plane as well, but she also enjoys appearing as an exquisitely beautiful female dark elf (the statistics for this form listed to the right of those she has in her natural form). Little is known about her aims, and only the fact that the Drow worship of Lolth causes her to assume form on the earth permits compilation of any substantial information whatsoever.

Lolth enjoys the company of spiders of all sorts -giant species while in her arachnid shape, those of normal, large and even huge species while in her humanoid form. She is able to converse with all kinds of spiders, and they understand and obey her unquestioningly.

Although the Queen of Spiders has but 100 hit points, her high armor class prevents most damage, and she is able to heal herself at will, up to thrice/day. As Lolth enjoys roving about in one form or another, she will seldom be encountered in her lair no matter what the plane, unless worshipers have invoked her to some special shrine or temple.

In the form of a giant spider, Lolth is able to cast web strands 30' long from her abdominal spinnerets which are equal to a web spell with

the addition of 1d4 points of damage per round accruing to webbed victims due to a poisonous excretion upon the strands; and during the same melee round she is able to deliver a vicious biting attack for 4d4+6 hit points of damage plus death if the victim fails to make its DC 30 saving throw.

In her humanoid form, Lolth will use weapons common to Drow. As a giant spider, the demoness can use anyone of the following powers, one per melee round, at will: *comprehend languages*, *confusion* (creature looked at only), *darkness* 10' radius, *dispel magic*. In this form she can *gate* in a type I (45%), type II (35%), or type III (20%) demon (with 66% chance of success) and summon 9-16 large (20%), 7-12 huge (30%), 2-8 giant (40%) or 1-4 phase (10%) spiders once per day. Finally, she may use each of the following spells once per day: *teleport without error*, *tongues* and *true seeing*; with the following available twice per day: *phase door*, *read magic*, and *shape change*.

In her humanoid shape, Lolth is a 16th level cleric/14th level magic-user with commensurate abilities. Weapons that are not magical do not affect Lolth, silver does her no harm (unless magicked to at least +1), and cold, electrical and gas attack forms cause only one-half damage. Acid, magic missiles (if her magic resistance fails her, of course) and poison affect the demoness normally. Lolth is especially susceptible to holy water, taking 4 points of damage from a splash and triple damage (6d4) from a direct hit.

The demoness has both twilight vision and darkvision, which extends to a distance of 120'. Lolth has limited telepathic communication ability as do demons in general.



**Rillifane Rallithil "The Leaflord"**

Lesser god

ARMOR CLASS: 24

MOVE: 60'

HIT POINTS: 475

ATTACK BONUS: +31

ATTACKS: 2

DAMAGE/ATTACK: 2d10+8 (longbow); see below

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better weapon to hit

MAGIC RESISTANCE: +15

SIZE: Large or medium (5'), see below

ALIGNMENT: Chaotic good

WORSHIPPER'S ALIGN: Chaotic good (wood and wild elves)

SYMBOL: Oak tree

PLANE: Olympus

CLERIC: 12th level cleric/10th level bard/20th level druidFIGHTER: 15th level rangerMAGIC-USER: 12th level magic-user/12th level illusionist

MONK: Nil

THIEF: Nil

S: 19 (+4) I: 23 (+8) W: 19 (+4) D: 25 (+10) C: 21 (+6) CH: 24 (+9)

Rillifane is often likened by his clerics to a great oak tree, so huge that its roots mingle with the roots of every other plant in the world. On a more mundane level, Rillifane can appear on the Prime Material Plane as a green-skinned elf clad in bark armor and carrying a magic bow. Arrows shot from this bow by Rillifane slay their target (DC 20 charisma save).

Rillifane is primarily concerned that all creatures have the opportunity to act out their roles in nature without abusing them. Rillifane's clerics are deadly enemies of those who hunt for sport and those who harm trees maliciously or unnecessarily.

While the majority of wood elves and many wild elves worship Rillifane, many of those more neutral in alignment prefer to honor Skerit the Forrester (see *CENTAURS*, *Skerit* in *DEITIES & DEMIGODS™*). There is no friction between the two cults.

Solonor Thelandira

Lesser god

ARMOR CLASS: 24

MOVE: 60

HIT POINTS: 475

ATTACK BONUS: +33

ATTACKS: 2

DAMAGE/ATTACK: 2d10+10 (longbow)

SPECIAL ATTACKS: Arrows of slaying

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: +17

SIZE: Medium (7')

ALIGNMENT: Chaotic good

WORSHIPPER'S ALIGN: All good and neutral hunters and warriors (elves)

SYMBOL: Silver arrow with green fletching

PLANE: Olympus

CLERIC: 8th level bard/12th level druidFIGHTER: 17th level rangerMAGIC-USER: 10th level magic-user/12th level illusionist

MONK: Nil

THIEF: 12th level thief

S: 21 (+6) I: 22 (+7) W: 21 (+6) D: 25 (+10) C: 21 (+6) CH: 23 (+8)

Clad in a great cloak of living leaves, Solonor strides through the forests in search of game and to seek out and destroy evil. His only weapon is a +5 longbow that has a range as far as the horizon.

Solonor will not close to do battle with an enemy, but will track and pursue instead, firing arrows from a never-empty quiver. He cannot be surprised by any being within 240' (48") of him, due to the keenness of his senses. The favorite tactic of this deity, should he anticipate battling a particularly dangerous foe, is to physically touch that being and then retreat. Once by himself again, he can then manufacture a special arrow of slaying designed especially to kill that one opponent, should it strike home. This type of arrow can kill any intended target of up to (but not including) demigod status.

Many demons, devils, and other monsters of the lower planes have felt the bite of these missiles; not even their magic resistance can protect them from certain death. It takes one day to make one of these arrows.



When traveling through forests, Solonor becomes automatically invisible (as in *improved invisibility*) and completely silent. He taught the first elves the art of hiding in and moving through natural foliage so as not to be detected.

Elven hunters and fighters frequently worship Solonor Thelandira, and appeal to him for better catches of game. Worshipers who distinguish themselves in some very extraordinary fashion have a 2% chance of being given an arrow of slaying of the normal sort, designed to slay the type of creature that is the elf's greatest enemy at that particular time. This gift can be received only once in an elf's lifetime.

THE GODS OF THE GNOMES

The demihuman pantheon with the fewest members is likely that of the gnomes. By most counts there are only six or seven deities governing the gnomish folk, though it is possible there are more in other universes. All gnomish gods, with the exception of Urdlen the Crawler, are ruled by Garl Glittergold.

All but one of them live on one of the planes of the Twin Paradises in the area called the Golden Hills, where the souls of faithful gnomes go at death. The exception is, as before, Urdlen, who lives in the Abyss.

Gnomish deities are fully concerned with the fate of the gnomish race, and go adventuring quite often to support their causes and keep enemies from overwhelming the gnomes. Though all of the known gnomish deities are masculine, they are worshiped by male and female gnomes with equal reverence. They lack the "he-man" image one might imagine an all-male pantheon would possess, and are clever, sensible, and helpful. Urdlen is sexless (though still referred to as a "he") and shares none of these good qualities, but "his" few followers may still be male or female.

Gnomish gods nearly always have at least one companion, either a weapon, animal, or other deity that accompanies them on their missions.

Garl has Arumdina, his intelligent battle axe; Baervan has his raccoon friend Chiktikka; Segojan is sometimes accompanied by an intelligent stone golem, and so forth. Urdlen, an exception again, has no friends. Because gnomes regard companions highly, it is inevitable that their pantheon reflects this trait. Gnomish deities usually only associate with the other gnomish deities, though they maintain a loose contact with a few dwarven gods at times.

Pranks and practical jokes are a major response of gnomish gods to their enemies. They often act indirectly against their enemies, but if the situation is serious enough they are fully able to take the offensive and fight directly in battle. Compared to other non-human deities, the gnomish pantheon is one of the most active and most involved with its worshippers.

Garl Glittergold

Greater god

ARMOR CLASS: 24

MOVE: 60'

HIT POINTS: 475

ATTACK BONUS: +26

ATTACKS: 2

DAMAGE/ATTACK: 3d10+13 (battle axe)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +3 or better weapon to hit

MAGIC RESISTANCE: +5

SIZE: Small (4')

ALIGNMENT: Lawful good

WORSHIPPER'S ALIGN: Lawful good (gnomes)

SYMBOL: Gold nugget

PLANE: Twin Paradises

CLERIC: 15th level cleric/8th level bard

FIGHTER: 10th level fighter

MAGIC-USER: 16th level illusionist

MONK: Nil

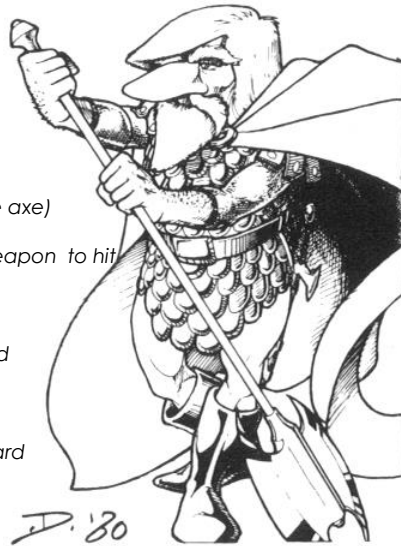
THIEF: 20th level thief

S: 20 (+5) I: 23 (+8) W: 22 (+7) D: 22 (+7) C: 24 (+9) CH: 24 (+9)

Garl appears as a handsome golden-skinned gnome with ever-changing gemstones for eyes. His mischievous exploits form the basis of an entire cycle of stories that are told and retold around the gnomish hearths in the hills.

However, there is another side to Garl than that of the witty adventurer who collapsed the Kobold King's cavern. When his people are threatened, Garl is a grim and determined war leader who out-thinks as well as out-fights his opponents. He wields *Arumdina*, an intelligent +5 mithral-steel battle axe that cuts stone as easily as it does enemies. *Arumdina* strikes for 3d10 points of damage and can heal Garl completely once per day.

Garl's clerics require gold (or other precious metals, if no gold is available) for sacrifices to the deity.



Baervan Wildwanderer "The Forest Gnome"

Lesser god

ARMOR CLASS: 22

MOVE: 75'

HIT POINTS: 425

ATTACK BONUSES: +21

ATTACKS: 3/2

DAMAGE/ATTACK: 2d12+8 (spear)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better weapon to hit

MAGIC RESISTANCE: +4

SIZE: Small (4')

ALIGNMENT: Neutral good

WORSHIPPER'S ALIGN: All good and neutral alignments (gnomes)

SYMBOL: Raccoon's face

PLANE: Twin Paradises or Prime Material Plane

CLERIC: 12th level druid

FIGHTER: 8th level ranger

MAGIC-USER: 13th level illusionist

MONK: Nil

THIEF: 20th level thief

S: 19 (+4) I: 21 (+6) W: 19 (+4) D: 25 (+10) C: 22 (+7) CH: 22 (+7)

Garl Glittergold's closest rival in the field of good-natured mischief is Baervan Wildwanderer, the forest gnome. While he lacks Garl's finesse and dedication, Baervan is slightly better in the practice of his thieving skills. He dresses in clothes of wood-brown hues, and carries a spear +4 made from an ancient oak tree on the Twin Paradises called *Whisperleaf*. If this spear is destroyed, Baervan may make another from the wood of *Whisperleaf* in a single day. Only he may safely approach this tree; it will attack all others (treat as a treant of maximum size and hit points). *Whisperleaf* regenerates all wood 'loss within an hour.

In battle Baervan may touch his special spear to any ordinary tree, automatically animating it for 5d4 turns as a treant of 12 hit dice. The tree/treant obeys all of Baervan's orders and no one else's for the duration of its animation. Baervan may do this as often as he likes, animating one tree per round.

Baervan has a traveling partner, a giant raccoon named Chiktikka Fastpaws, who is highly intelligent but prone to act before he thinks. Chiktikka is AC 18, moves at 75' per round, has 125 hit points, and has all the powers (including attacks) of a 12th level thief with an 18 dexterity. Chiktikka does 2d4 points of damage with each set of claws and bites for 2d6 points of damage. Many stories are told of the adventures his duo has shared, often started by Chiktikka's humorous ability to get into trouble by "borrowing" something valuable, such as a minor artifact or some other item.

Though Baervan sometimes plays jokes on other creatures, it is hard not to like him. He tends to keep to himself, except for Chiktikka's company, and is said to sometimes roam the forests of the Prime Material Plane. He is distinguished by his nut-brown skin and pale gray

hair (and his raccoon friend). Should he chance to meet a worshiper of his who has performed some great deed in his name (DM's option, about a 1% chance of encounter), he will give that gnome a minor magical item. Such a worshiper will meet Baervan only once in his lifetime.

Gnomish druids, fighters, rangers, fighter/thieves, ranger/thieves and thieves of a non-evil nature are often the followers of this god, and prefer living in the outdoors rather than in a city all the time.



Flandal Steelskin "The Forger"

Demigod

ARMOR CLASS: 20

MOVE: 30'

HIT POINTS: 350

ATTACK BONUSES: +25

ATTACKS: 2

DAMAGE/ATTACK: 3d8+15 (battle axe)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Immune to heat and fire damage

MAGIC RESISTANCE: +2

SIZE: Small (4')

ALIGNMENT: Neutral good

WORSHIPER'S ALIGN: All workers of metal (gnomes)

SYMBOL: Flaming hammer

PLANE: Twin Paradises

CLERIC: 8th level cleric/8th level druid

FIGHTER: 10th level fighter

MAGIC-USER: 15th level magic-user

MONK: Nil

THIEF: Nil

S: 22 (+7) I: 18 (+3) W: 20 (+5) D: 17 (+2) C: 23 (+8) CH: 18 (+3)

Flandal wears only a leather apron for armor and protection from fire, but the apron grants him immunity from heat and fire damage. His skin is the color of mithral steel, and his eyes are flaming coals. Flandal's hair and beard are a brilliant blue-silver.

Flandal is one of the strongest of gnomish deities, perhaps the most so. He is often found traveling with one or two of the other gnomish deities in search of new ores and veins of metal to use in his forges. It was Flandal who helped forge and enchant Arumdina, Garl Glittergold's battle axe. As for himself, Flandal wields an axe-backed hammer made of yellow metal, named Rhondang. It is +5 to hit and can shoot a six-dice *fireball* as frequently as once per round, up to a total of ten times per day. Rhondang is able to converse naturally with all beings who use fire or dwell in fiery locations (red dragons, chimerae, fire elementals, etc.). This in no way means that Flandal is friendly toward those beings, however, though he will be prone to talk

first before attacking. Rhondang does double damage to cold-using or cold-dwelling creatures.

Because he needs their services to help forge items, Flandal is likely (65% chance) to have 1d4 fire elementals (16 HD each) with him when he is encountered. The elementals are quite friendly toward him and obey him in all respects. When Flandal is not traveling, he will be found in his workshop on the Twin Paradises, planning or making a new magical weapon.

Flandal is obviously a popular god among the gnomish smiths; a large number of fighter/clerics follow his worship in some areas. It is said that some of his clerics have developed or been granted a new spell that enables their war hammers to burst into flame for a short time, giving additional bonuses to hit and damage, just as does a *flame tongue* long sword.



Segojan Earthcaller

Lesser god

ARMOR CLASS: 22

MOVE: 45'

HIT POINTS: 425

ATTACK BONUS: +20

ATTACKS: 2

DAMAGE/ATTACK: 3d10+10 (rod)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +2 or better weapon to hit

MAGIC RESISTANCE: +4

SIZE: Medium (4 1/2')

ALIGNMENT: Neutral good

WORSHIPER'S ALIGN: All good and neutral alignments (gnomes)

SYMBOL: Large glowing gemstone

PLANE: Twin Paradises

CLERIC: 4th level bard/16th level druid

FIGHTER: 7th level fighter

MAGIC-USER: 16th level magic-user/16th level illusionist

MONK: Nil

THIEF: Nil

S: 18 (+3) I: 22 (+7) W: 23 (+8) D: 18 (+3) C: 24 (+9) CH: 20 (+5)

Segojan is the gnomish deity of the earth and nature, a friend to all living animals that move above and below the earth and one who speaks to the very rock itself. He is known to his worshipers as a gray-skinned gnome who wears armor made of grass and roots that acts as +4 leather armor. When he enters battle he carries a rod made of crystalline quartz that is +4 to hit and does 3-30 points of damage per hit. This rod will create a stone golem once a day that is of average

intelligence and will obey Segojan's commands alone. The rod must be pressed against a mass of rock of sufficient size to form the golem. Segojan may also call up 2d4 earth elementals (16 HD each) once a day.

Though his primary nature of control is the earth and nature, Segojan is also seen in a lesser way as the gnomish god of magic. Many of his followers are illusionists who strive to improve their art for the betterment of gnomekind and for their art's sake as well. Gnomish miners and jewelers also revere this deity. The clerics of Segojan frequently cast *light* or *continual light* spells on large and well-cut gems for use as holy symbols, causing them to glow from within.

Urdlen "The Crawler Below"

Lesser god

ARMOR CLASS: 22

MOVE: 60' or 30' burrowing

HIT POINTS: 400

ATTACK BONUS: +22

ATTACKS: 2

DAMAGE/ATTACK: 3d8+12 (claws)

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: +6

SIZE: Large (8')

ALIGNMENT: Chaotic evil

WORSHIPPER'S ALIGN: All evil alignments (gnomes)

SYMBOL: White mole

PLANE: Abyss

CLERIC: 8th level cleric

FIGHTER: 10th level fighter

MAGIC-USER: 13th level illusionist

MONK: Nil

THIEF: 12th level assassin

S: 19 (+4) I: 20 (+5) W: 14 (+1) D: 20 (+5) C: 24 (+9) CH: 3 (-3)

Urdlen is the epitome of the evil impulse that rules some gnomes and is feared by the rest. He appears as a huge, dead-white, furless mole with claws of steel. It is said that Urdlen, a neuter and sexless being, lusts for precious metals, jewels, and the blood of any human, humanoid, or demihuman. No one can predict where he will strike next, or what his plans are to further the cause of evil among gnomekind.

Just as he can burrow into the earth of the Abyss, so he hopes evil will burrow into his followers' hearts and souls. He thrives on harmful trickery against the innocent and good.

Urdlen's form is distorted by a permanent *blur* spell that cannot be dispelled while he lives. His clerics have a 5% chance of successfully calling upon Urdlen when in danger and having him cast a *blur* spell upon them for protection; however, if the gnome cleric is slain anyway while the spell is still in effect, Urdlen will eat the gnome's soul when it reaches the Abyss.

Urdlen's clerics may appease their deity by pouring the blood of a creature they've killed into the ground and burying it. Jewels and valuable metal goods are sacrificed to him by ruining them (breaking, tarnishing, melting) and then burying them. Clerics of this deity are continually at war with the rest of the gnomish deities and the clerics and followers thereof.

Gnomish assassins and evil thieves and fighters make up most of the worshipers of this awful deity. They generally share their lord's love for evil and deadly pranks directed against all creatures, even other gnomes. His followers often prefer to live under ground, after the manner of Urdlen's chaotic tunnel home in the Abyss.



THE GODS OF THE HALFLINGS

The halfling pantheon is a small one, having one greater deity (Yondalla), and several lesser deities and demigods. Most communities of halflings worship only a few of them, four or five at most, and as with all religions residents of different areas may worship entirely different groups of deities. Yondalla is the top authority among the halfling gods, though it is said that her control over Brandobaris is minimal at times. Regardless of their orientation and spheres of influence, all the halfling deities are pledged to work together against the enemies of the halfling people.

Most members of the halfling pantheon reside on one of the planes of the Seven Heavens, in an area generally known as the Green Fields. Sheela Peryroyl and one or two other deities make their homes on the plane of Concordant Opposition, and Brandobaris roams the Prime Material Plane, but there are times when they too may be found in the Green Fields - just as the various Greek gods, regardless of where they may ordinarily reside, come to Olympus to meet.

It is interesting that the more powerful halfling deities tend to be females. By contrast, dwarven gods tend to be males and elven gods a combination of both genders. Halfling deities are not aggressive by and large, and are more taken up with home pursuits and protection than with fighting. Even the adventurous Brandobaris avoids combat if he can help it. Most halfling deities are concerned with spheres of security, sufficiency, the earth, youth, play and humor, good luck, law, peace, secrecy, love, and friendship; one deity may actually control two or more of these concerns, as is common in this pantheon. The halflings have no deities of evil nature, or ones representing war, suffering, fire and water, or death. Yondalla is usually invoked at funerals as a protector of the departed souls of halflings. Urogalan, who sometimes acts as a judge of and protector of the dead, is primarily an earth god.

The six deities listed herein are among the most commonly worshiped ones. Some halfling druids might worship deities from other pantheons but this is not common. Other deities may be developed as desired by individual Dungeon Masters, of course.

Despite the small physical size of the halfling deities, their innate powers are quite respectable, and many of them work closely with deities from other pantheons as well, just as mortal halflings tend to work closely with other humans and demihumans. Brandobaris is said to visit other thieves' deities, particularly Hermes; Sheela Peryroyl is on good terms with a number of Celtic deities; Yondalla and the other lawful good deities help and are helped by other lawful good deities, and so forth. Thus it may be safely asserted that the Halfling pantheon should not, despite its size, be looked down upon.

Yondalla

Greater goddess

ARMOR CLASS: 24

MOVE: 60'

HIT POINTS: 525

ATTACK BONUS: +28

ATTACKS: 2

DAMAGE/ATTACK: 2d8+12 (*shortsword*)

SPECIAL ATTACKS: *Withering*, see below

SPECIAL DEFENSES: +3 or better weapon to hit

MAGIC RESISTANCE: +15

SIZE: Medium (4½')

ALIGNMENT: *Lawful good*

WORSHIPPER'S ALIGN: *Lawful good (halflings)*

SYMBOL: *Shield*

PLANE: *Seven Heavens*

CLERIC: 12th level cleric/12th level druid

FIGHTER: 10th level fighter

MAGIC-USER: 25th level illusionist

MONK: *Nil*

THIEF: 15th level thief

S: 19 (+4) I: 25 (+10) W: 25 (+10) D: 25 (+10) C: 23 (+8) CH: 22 (+7)

Yondalla has two aspects: The Provider and the Protector. As the Provider, she is a goddess of fertility and growing things, of birth and youth. She can make barren things fertile and increase the growing rate of plants and animals. What she can give, she can take away: With a wave of her hand she can inflict *wither* (as the spell) upon an opponent and age them up to 10 years. This ability may be used once per round. The DC to resist these effects is 30.

As the Protector, Yondalla wards off evil influences and intrusions (thus her shield symbol), and gives halflings the strength and determination to defend themselves. In this aspect, Yondalla most often uses her illusionist powers to protect her worshipers. In combat, she wields *Hornblade*, a +5 defender *shortsword*.

Halflings set aside one day per week for worship of Yondalla (called "safeday"), a day which is most spent in rest and play.

Arvoreen "The Defender"

Lesser god

ARMOR CLASS: 24

MOVE: 60'

HIT POINTS: 450

ATTACK BONUS: +24

ATTACKS: 2

DAMAGE/ATTACK: 2d10+12 (*shortsword*)

SPECIAL ATTACKS: *Summon halfling heroes*

SPECIAL DEFENSES: +2 or better weapon to hit; see below

MAGIC RESISTANCE: +13

SIZE: Medium (4½')

ALIGNMENT: *Lawful good*

WORSHIPPER'S ALIGN: *All good and neutral warriors (halflings)*

SYMBOL: *Shortsword and shield*

PLANE: *Seven Heavens*

CLERIC: 8th level cleric

FIGHTER: 12th level fighter/12th level ranger

MAGIC-USER: *Nil*

MONK: *Nil*

THIEF: 10th level thief

S: 20 (+5) I: 21 (+6) W: 23 (+8) D: 24 (+9) C: 23 (+8) CH: 21 (+6)



The closest thing the halflings have to a god of war is Arvoreen the Defender, the patron of halfling fighters. Arvoreen never attacks an opponent first, but the only first attack upon the deity (if it hits) will do only half damage, regardless of its power. The first magical attack upon him will be automatically reflected back upon the caster; thereafter, spells may be cast at him normally. For his part, Arvoreen can go *invisible* at will and attack unseen for the first 4d4 rounds of combat against any mortal, non-divine being.

He uses a +4 shortsword that can *shapechange* into any other type of hand-to-hand weapon for combat that he desires. Once a day, Arvoreen may summon 10d4 halfling fighters (4th level), each armed with short swords and short bows; they are AC 16, 40 hp each, and will obey him implicitly.

Arvoreen, though quite powerful, is not a particularly aggressive deity. He will only engage in combat if he is attacked, though he does seek his enemies and actively confront them to get them to desist from their evil practices. He will not go very far out of his way to avoid combat if it occurs, however, and will fight to the finish.

Fighters, paladins, rangers, fighter/thieves and ranger/thieves comprise the majority of his worshipers; and those who multiclass as thieves will prefer to use their fighting skills over their thieving ones.

While Arvoreen does not hold thieving to be necessarily dishonorable, he discourages the use of thieving skills unless employed against enemies to better the chances for physical combat later. (It would be permissible, for example, to steal enemies' weapons, or break into their camp to free prisoners or make guerrilla raids, but it is not good to steal just to make yourself rich.) Arvoreen absolutely forbids stealing from other halflings or allied beings.

**Brandobaris** "Master of Stealth"

Demigod

ARMOR CLASS: 26

MOVE: 60'

HIT POINTS: 275

ATTACK BONUS: +25 (dagger) or +26 (sling)

ATTACKS: 2

DAMAGE/ATTACK: 3d4+7 (dagger) or see below (sling)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: +12

SIZE: Small (3½')

ALIGNMENT: Neutral

WORSHIPPER'S ALIGN: All thieves and those who go adventuring (halflings)

SYMBOL: Halfling's footprint

PLANE: Prime Material

CLERIC: 6th level bard/6th level druidFIGHTER: 7th level rangerMAGIC-USER: 6th level magic-user/6th level illusionist

MONK: Nil

THIEF: 19th level thief

S: 19 (+4) I: 24 (+9) W: 17 (+2) D: 25 (+10) C: 23 (+8) CH: 20 (+5)

The adventures and misadventures of Brandobaris, Master of Stealth, are almost beyond counting. Most of these tales have the moral that it is better not to go running off into the wilderness on foolish dares; nonetheless, Brandobaris does come across as an appealing sort of rascal. He has much of the trickster in him; he is primarily a clever thief who fools his opponents into thinking him harmless, then steals them blind and escapes their wrath. No matter how awful a situation in which he finds himself (and he's found some pretty awful ones); Brandobaris manages to find his way out again - and make a profit from the episode as well.

Brandobaris is so skilled at moving silently that he cannot be heard by any mortal being or god, should he desire to conceal his movements. He can also hide so well as to be completely *invisible* (detectable only with a *true seeing* spell or some magic item of similar power). Brandobaris goes on adventures to find some item he believes will make life more comfortable for him, though this does not always prove to work out as he'd planned.

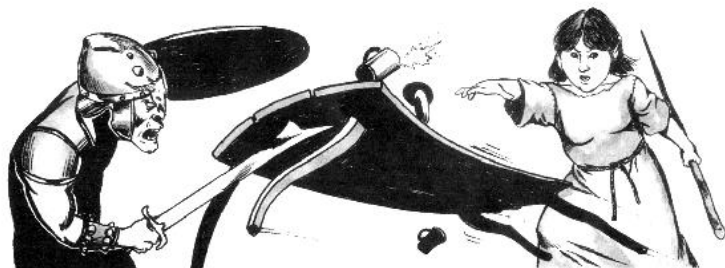
Brandobaris carries a dagger +3 which he usually wields in combat (if he cannot avoid it). This dagger will magically point out the fastest and safest direction of escape from any maze or trap (making Brandobaris immune to maze spells when holding it). He also wields a +4 sling that hurls a ball of dust whenever it is used; the dust ball has a 100' range and does not harm the victim it strikes. The victim will feel nothing, but must make a DC 20 intelligence save or fall deeply asleep for 6d6 turns.

The followers of Brandobaris, as might be expected, are mostly thieves, ranger/thieves and fighter/thieves. The more ardent followers are usually also the ones who take the greatest risks on adventures. An especially daring risk (one which places the halfling in considerable jeopardy) that pays off is looked upon favorably by Brandobaris.

He might reward the perpetrator of such a daring act - though he will do so only once in that halfling's lifetime, so as not to encourage the mortal to be too foolhardy. There is a 5% chance that Brandobaris's

reward will be given to any halfling of 10th level or lower, raising the follower one level in ability.

Because Brandobaris wanders the Prime Material Plane, there is a 1% chance per level that a halfling thief of 11th level or higher will actually meet Brandobaris, in the guise of another halfling thief, and be invited by the demigod to go on a thieving adventure. Other thieves may come along on the adventure, but if they do not worship Brandobaris they might find some of their valuables missing when the adventure is over. Brandobaris will reveal his identity only after the adventure is over, and only to his followers. The adventures Brandobaris goes on, as stated before, can be exceptionally challenging and dangerous, but hold the promise of great reward for the fast, the clever, and the quiet!

**Cyrrallalee** "The Faithful"

Lesser goddess

ARMOR CLASS: 22

MOVE: 60'

HIT POINTS: 400

ATTACK BONUS: +22 (quarterstaff) or see below

ATTACKS: 3/2

DAMAGE/ATTACK: 2d8+6 (quarterstaff) or see below

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: +2 or better weapon to hit

MAGIC RESISTANCE: +15

SIZE: Small (4')

ALIGNMENT: Lawful good

WORSHIPPER'S ALIGN: All good alignments (halflings)

SYMBOL: Open door

PLANE: Seven Heavens

CLERIC: 10th level bardFIGHTER: 10th level paladinMAGIC-USER: 8th level magic-user/8th level illusionist

MONK: Nil

THIEF: Nil

S: 17 (+2) I: 23 (+8) W: 24 (+9) D: 24 (+9) C: 23 (+8) CH: 22 (+7)

Cyrrallalee is the deity of friendship and trust, as well as a protector like Yondalla. Cyrrallalee is thought of more as a goddess who protects the home but keeps the inhabitants from being too defensive and closed in. This deity appears to be a normal female halfling with brown hair who wears simple peasant's clothing. Her worst enemies are those who betray the trust of a host, or who break into homes (of halflings) to steal. She is also the enemy of oath-breakers.

If she so wills, Cyrrallalee can cause all non-living objects within a radius of 30' of her to become animated as if by a 20th level cleric. These spell effects will continue even if Cyrrallalee leaves the area. She can perform this power up to three times a day.

There is a 2% chance that if an exceptionally faithful follower of hers should call upon her for help while the follower is in his own home, Cyrrallalee will cause one small piece of furniture to become animated for 5 rounds, attacking all enemies of that lucky halfling once per round during that time. Small objects will have 15 hit points (treat it as having 3HD) and deal 1d4 points of damage per attack.

Any halfling who receives this benefit from Cyrrallalee is obligated to perform a service for her afterward; the nature of the task (of quest) is left up to the Dungeon Master, and should be challenging but not exceptionally difficult. This gift may be given to a halfling character only twice in his lifetime.

Cyrrallalee's followers are largely regular halflings and some fighter types. Worship services for her are held on the first day of each month. Though cudgels and quarterstaves are associated with Cyrrallalee, she is able to make use of any weapon, magical or non-magical, that a regular fighter could use.

Sheela Peryroyl "The Wise"

Lesser goddess

ARMOR CLASS: 20

MOVE: 45'

HIT POINTS: 450

ATTACK BONUS: +21

ATTACKS: 3/2

DAMAGE/ATTACK: 2d8+6 (*quarterstaff*)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Immune to all weapons with wood in them, +2 or better weapon to hit

MAGIC RESISTANCE: +18

SIZE: Small (4')

ALIGNMENT: Neutral

WORSHIPPER'S ALIGN: All alignments (*halflings*)

SYMBOL: Daisy

PLANE: Concordant Opposition

CLERIC: 10th level bard/20th level druidFIGHTER: 7th level rangerMAGIC-USER: 14th level magic-user

MONK: Nil

THIEF: Nil

S: 19 (+4) I: 22 (+7) W: 25 (+10) D: 22 (+7) C: 24 (+9) CH: 22 (+7)

Sheela Peryroyl, known as Sheela the Wise, is the halfling deity of agriculture, nature, and weather. Her appearance is that of a halfling female dressed in wildflowers. It is said that when she sings she causes fields to grow, trees to bud, and seeds to sprout. Sheela brings good weather to her favored worshipers, but can easily send drought or floods to those who worship her poorly. The followers of Sheela Peryroyl often wear a small flower in her honor, and strive to work in harmony with nature and the earth. Two major celebrations are held yearly in this deity's religion, aside from the regular monthly services. One comes at the time of planting the first crops of the year (called the Seeding, New Spring, and other titles, depending on the region), and the other at harvesting time (High Harvest, the Reaping, etc.). Community-wide revelry is common at these celebrations starting in the evening when the day's work has been finished and continuing late into the night. The length of these festivals varies from area to area, averaging about 10 days.

There is a 1% chance that a halfling who makes a great quest or sacrifice in the name of Sheela Peryroyl will be granted the power to cast an *entangle* spell once (at the 6th level of ability) at an enemy. The granting of this power does not depend on the halfling's alignment or class, except that true neutral halflings will be able to cast the *entangle* spell at 12th level of ability. This power may be granted several times to a halfling in the mortal's lifetime, but the quests or sacrifices made to gain it will become harder and more costly as time goes on.

Only one such *entangle* spell may be had at any one time. Sheela Peryroyl, should she need to, can create a special type of staff (like a shillelagh)

in one segment from a blade of grass or a twig. This weapon will be +4 to hit and do 2d8 points of damage. She can also cast the spell

entangle once per round as often as she likes. Additionally, each successive *entangle* cast after the first one will inflict 1-4 points of damage on all creatures trapped therein from constriction and abrasion. (There is no saving throw for this, and it makes no difference if victims are able to move or not.) the use of *entangle* spells is her favored method of attack and defense.

**Urogalan** "He Who Must Be"

Lesser god

ARMOR CLASS: 20

MOVE: 45' or 15' burrowing

HIT POINTS: 450

ATTACK BONUS: +22

ATTACKS: 2

DAMAGE/ATTACK: 2d10+12 (*horseman's flail*)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +3 or better weapon to hit

MAGIC RESISTANCE: +18

SIZE: Small (4')

ALIGNMENT: Lawful neutral

WORSHIPPER'S ALIGN: All alignments, particularly genealogists, grave diggers, judges (*halflings*)

SYMBOL: Silhouette of a dog's head

PLANE: Seven Heavens

CLERIC: 15th level cleric/15th level druidFIGHTER: 8th level fighterMAGIC-USER: 10th level magic-user

MONK: Nil

THIEF: Nil

S: 19 (+4) I: 24 (+9) W: 25 (+10) D: 22 (+7) C: 24 (+9) CH: 22 (+7)

Urogalan protects the souls of the halfling dead and acts as Yondalla's advisor and divine judge. Sages claim that the Nurturing Matriarch values his word over that of all others. Urogalan limits his interests in the material world to the space below the surface, an environment foreign to most halflings. Thus, Urogalan remains detached from his people, uncharacteristically morose and pensive for a halfling deity. Despite his outlook, halflings appreciate his role, and know that He Who Must Be will watch over their souls when it comes time for them to make the transition from this world to the embrace of Seven Heavens. If pressed into combat, Urogalan wields a +5 flail, *Doomthresher* that disrupts undead much like a mace of *disruption*.

Urogalan's clerics preside over the internment of the dead and tend to halfling graves. Aside from the grim duties, they keep records, archive genealogies, and note the important deeds of those that have died. They are called upon to bless new constructions and dig sites, and it is tradition for a cleric of Urogalan to speak a prayer before the first meal eaten in a new building.

Urogalan's clerics, known as grimwardens, pray for spells in the morning. Clerics of Urogalan share so many rituals and beliefs with the dwarven deity Dumathoin that they often are welcomed as brothers in the temples dedicated to the Keeper of Secrets under the Mountain. Grimwardens seldom multiclass.

THE GODS OF THE ORCS

This is the tale the shamans tell, in the camps of the orcs when the night is deep on the world and dawn is far away: In the beginning all the gods met and drew lots for the parts of the world in which their representative races would dwell. The human gods drew the lot that allowed humans to dwell where they pleased, in any environment. The elven gods drew the green forests, the dwarven deities drew the high mountains, the gnomish gods the rocky, sunlit hills, and the halfling gods picked the lot that gave them the fields and meadows.

Then the assembled gods turned to the orcish gods and laughed loud and long. "All the lots are taken!" they said tauntingly. "Where will your people dwell, One-Eye? There is no place left!"

There was silence upon the world then, as Gruumsh One-Eye lifted his great iron spear and stretched it over the world. The shaft blotted the sun over a great part of the lands as he spoke:

"No! You lie! You have rigged the drawing of the lots, hoping to cheat me and my followers. But One-Eye never sleeps; One-Eye sees all. There is a place for orcs to dwell . . . here!" he bellowed, and his spear pierced the mountains, opening mighty rifts and chasms. "And here!" and the spearhead split the hills and made them shake and covered them in dust. "And here!" and the black spear gouged the meadows, and made them bare.

"There!" roared He-Who-Watches triumphantly and his voice carried to the ends of the world. "There is where the orcs shall dwell! There they will survive, and multiply and grow stronger; and a day will come when they cover the world, and they shall slay all of your collected peoples! Orcs shall inherit the world you sought to cheat me of!"

In this way, say the shamans, did the orcs come into the world, and thus did Gruumsh predict the coming time when orcs will rule alone. This is why orcs make war, ceaseless and endless: war for the wrath of Gruumsh.

The shamans tell other tales, too, that shed light on why things are as they are in the world. Shamans tell of the battle between Corellon Larethian (the chief elven god) and Gruumsh, in which Corellon tried to shoot out Gruumsh's eye (sacrilege!) with his bow, but failed of course. It is not considered important that Gruumsh started the fight by trying to paralyze the elven god with his spear; the shamans say Corellon deserved it for not being properly deferential. Because of this battle, orcs of all sects and cults hate elves more than all other non-orc races.



The shamans' tales of the battle between the dwarven gods and the orcish gods for ownership of the mountains would weary the most ardent listener. The orcs are drawn to the mountains by their brutal majesty and stark barrenness, while dwarves love mountains for their isolation and beauty, and for the ores that lie beneath them.

Many have also heard of the eternal battles on the plains of the Nine Hells between the goblins and orcs, each side led by their respective gods. No matter how much noise the orcs of this world make about joining their forces with the other humanoids, all orcs are aware that there will be room for one race in the end... and it will not be the goblins, the ogres, or any of the rest.

The division of orcs into separate tribes (Evil Eye, Death Moon, Broken Bone, etc.) is usually made along cult lines. The tribal symbol is the holy symbol of the orcish god the tribe holds as its patron.

There are a large number of orcish gods, representing such spheres of interests as strength, swordsmanship, military power, the night, death,

fertility, hunting, and so forth. Each of them is part of a rigid chain of command with Gruumsh at the top. The relative positions of the gods in the hierarchy varies depending on the shaman doing the telling, as they all seek to emphasize the power and glory of their own deity, sometimes almost to the exclusion of mention of Gruumsh. Warfare between tribes is actually encouraged to some extent by the orcish gods, who believe that this is the best way of eliminating the unfit and weak, and promoting the survival and growth of the strong.

No attention is paid to the thought that it might also waste the best fighters' talents, which might have been better directed against non-orc foes.

Following are descriptions of six of the most powerful orcish gods, including Gruumsh.

Gruumsh "He-Who-Watches"

Greater god

ARMOR CLASS: 26

MOVE: 60'

HIT POINTS: 525

ATTACK BONUS: +34

ATTACKS: 5/2

DAMAGE/ATTACK: 3d10+18 (spear)

SPECIAL ATTACKS: Paralysis

SPECIAL DEFENSES: +3 or better weapon to hit

MAGIC RESISTANCE: +15

SIZE: Large (10')

ALIGNMENT: Lawful evil

WORSHIPPER'S ALIGN: Lawful evil (orcs)

SYMBOL: Unwinking eye

PLANE: Nine Hells

CLERIC: 15th level cleric

FIGHTER: 16th level fighter

MAGIC-USER: 6th level magic-user

MONK: Nil

THIEF: 8th level assassin

S: 25 (+10) I: 19 (+4) W: 18 (+3) D: 23 (+8) C: 24 (+9) CH: 17 (+2)

The Orcs have many gods, but their leader is Gruumsh. His name is never spoken by non-shaman (cleric) orcs, who refer to him as *He-Who-Watches* or *He-Who-Never-Sleeps*. Gruumsh's symbol is a great unwinking eye, which represents the belief that Gruumsh watches eye any every orc and judges him fit or unfit. Gruumsh has but one large eye in the center of his forehead. He appears as a huge orcish humanoid wearing gleaming black platemail, holding a flaming torch in one hand and a great iron spear in the other. This spear is a +5 weapon that strikes for 3d10 points damage plus paralysis (DC 20) for 1d4+1 minutes.

The orcs say that Gruumsh commands a mighty army of spirit orcs in hell, and these war continuously with a similar army of spirit goblins controlled by Maglubiyet. The orcs always defeat the goblins, but the goblin spirits always reform to start the battle again.

To become a cleric of Gruumsh an Orc must pluck out his own left eye. The proper worship of Gruumsh requires blood in large quantities, preferably blood from a human or demihuman race (elves are best of all).

Bahgtru

Lesser god

ARMOR CLASS: 18

MOVE: 45'

HIT POINTS: 500

ATTACK BONUS: +27

ATTACKS: 2

DAMAGE/ATTACK: 10d6+10 (pummel)

SPECIAL ATTACKS: Grapple

SPECIAL DEFENSES: +2 or better weapon to hit; see below

MAGIC RESISTANCE: +7

SIZE: Large (16')

ALIGNMENT: Lawful evil

WORSHIPPER'S ALIGN: Lawful evil warriors (orcs)

SYMBOL: Broken thigh bone

PLANE: Nine Hells

CLERIC: Nil

FIGHTER: As 16 hit die creature

MAGIC-USER: Nil

MONK: Nil

THIEF: 6th level assassin

S: 25 (+10) I: 6 (-1) W: 6 (-1) D: 18 (+3) C: 25 (+10) CH: 13 (+1)

Bahgtru is the son of Gruumsh and Luthic the Cave Mother. Though he is scorned and derided for his stupidity and lack of self-will, no one says ill of his awesome might. Other orcish gods call upon him for assistance; he is obedient, though his incredible strength always exceeds the expectations of others, and he may accidentally (?) cause harm to those who command his services, especially if they fail to give him some respect.

It is said that Bahgtru once fought a tremendous reptilian monster from another world, and slew it barehanded by breaking all of its legs.

His symbol is derived from this epic battle. Since this, Bahgtru has never been known to use weapons or armor of any usual kind. He wears little other than a great pair of cesti, or gauntlets, studded with steel rivets, with which to beat his victims flat.

Bahgtru is a huge, incredibly muscular orc with dirty tan skin and dull green



eyes; his tusks, protruding from either side of his mouth, are glistening white from gnawing on bones. His skin is so thick and tough that blunt weapons do only one point of damage to him before they bounce off. If Bahgtru attacks and hits with both attacks, he has grappled his opponent and will crush for 20d6+20 points per round thereafter, without having to make an attack roll, unless his target wins an opposed strength check.

Clerics of Bahgtru must have a minimum strength of 16 and must keep themselves physically fit. They cannot wear armor, but are proficient in the use of all weapons. Those clerics who lose their required strength lose their other powers as well, and will have their spirits crushed in Bahgtru's fists in the afterlife. Stronger clerics of this cult may help weaker clerics along to the next plane, usually without the latter's permission.

Ilneval

Lesser god

ARMOR CLASS: 25

MOVE: 60'

HIT POINTS: 500

ATTACK BONUSES: +32

ATTACKS: 5/2

DAMAGE/ATTACK: 6d6+16 (broadsword)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +1 or better weapon to hit; immune to missile weapons

MAGIC RESISTANCE: +11

SIZE: Large (9')

ALIGNMENT: Lawful evil

WORSHIPPER'S ALIGN: Lawful evil warriors (orcs)

SYMBOL: Bloodied broadsword

PLANE: Nine Hells

CLERIC: 8th level cleric

FIGHTER: 16th level fighter

MAGIC-USER: Nil

MONK: Nil

THIEF: 14th level assassin

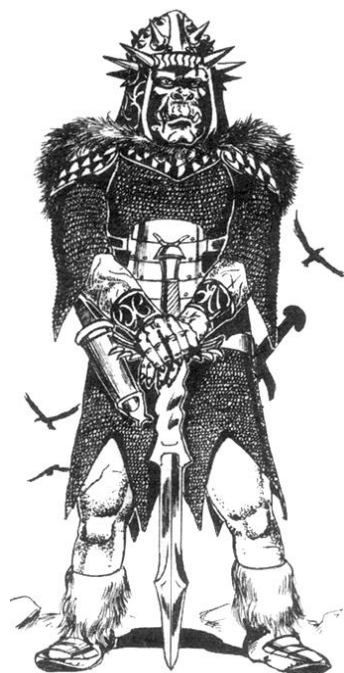
S: 23 (+8) I: 17 (+2) W: 14 (+1) D: 20 (+5) C: 23 (+8) CH: 16 (+2)

When Gruumsh does not have time to command his armies, he turns the job over to his chief lieutenant, Ilneval, the master of command and strategy (next to Gruumsh himself, of course). Ilneval is the symbol of the leader type, the one who plunges into battle with nothing but victory and destruction on his mind. It is hinted that Ilneval covets Gruumsh's position as chief god of the orcs; he has been said to have deposed one or two other orcish gods, relegating them to lesser

status, in his climb to power. Ilneval is more of a "captain's god" than a god of the common orcish soldier; Gruumsh is preferred by chieftains and orcish kings, and Bahgtru by common warriors. Though Gruumsh does not trust Ilneval, He-Who-Never-Sleeps has Bahgtru on his side, and this relieves some of his concerns.

Ilneval wears a suit of red iron chainmail and wields a +5 broadsword that slays all non-orcs it strikes (DC 20 charisma save). He cannot be touched by missile weapons because of his armor's magical powers, and is immune to non-magical weapons as well. He appears to be a very war-wise and confident being; his face and arms are heavily scarred from the many battles he's fought, but the scars only increase his appeal to his orcish followers. The clerics of Ilneval use broadswords as weapons and are usually multi-classed cleric/fighters.

Clerics of all sorts (orcs and half-orcs) wear red metallic armor, and are expected to be good military leaders as well as good clerics.



Luthic "Cave Mother"

Lesser goddess

ARMOR CLASS: 17

MOVE: 75' or 15' burrowing

HIT POINTS: 425

ATTACK BONUS: +19

ATTACKS: 2

DAMAGE/ATTACK: 5d4+7 (claws)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: Regeneration

MAGIC RESISTANCE: +16

SIZE: Large (8½')

ALIGNMENT: Lawful evil (neutral tendencies)

WORSHIPPER'S ALIGN: Females and those who need healing or sanctuary (orcs)

SYMBOL: Cave entrance rune

PLANE: Nine Hells

CLERIC: 15th level cleric

FIGHTER: 12th level fighter

MAGIC-USER: 12th level magic-user/12th level illusionist

MONK: Nil

THIEF: 6th level thief/6th level assassin

S: 19 (+4) I: 18 (+3) W: 19 (+4) D: 14 (+1) C: 20 (+5) CH: 18 (+3)

Luthic governs several spheres. She is the goddess of female orcs, orcish fertility (more so for females; Gruumsh is the male fertility god), caves and caverns (which she digs herself), servitude (as she serves Gruumsh), and primitive medicine, and she also helps to restore orcish morale.

Luthic is the deity closest to Bahgtru, her son, and he will follow her commands over all others', even those of Gruumsh. Other orcish gods and goddesses fear her great claws, which are so strong they can tunnel through solid rock. Orcish clerics call her the Cave Mother and conduct her services under ground. Though she represents female orcs, she is worshiped by males as well for her ferocity and her healing powers.

Luthic appears as a huge female orc who wears no armor, but has unbreakable black claws four feet long. Her hair and eyes are dull black and her skin is dark brown, lighter on the nose and ears. When in contact with the ground, she regenerates 3 hit points per round.

In addition to her normal attacks, Luthic may use magical attacks to undo her opponents. And if she hears anyone abuse her name, orc or non-orc alike, she may (10% chance) choose to render that being susceptible to any disease, so that the next time the victim catches

even the most minor of ailments, it will prove fatal within 1d6+1 days. Only the power of three wish spells applied while the victim is still alive can undo this curse.



Orcs who follow her worship sometimes rub dirt on themselves to ensure they will have many children, and clerics use earth in casting curative spells (though this is purely a symbolic gesture and not a true material component of the spell). Luthic's worship is one of the few that allows both male and female orcs to become clerics; nearly all of the other deities permit male clerics only. Orcs in her tribe (that of the Vile Rune) generally dwell under ground, and seem to commit fewer raids against other creatures, though they are especially fierce if their lair is threatened. Orcs guarding clerics of Luthic gain a +2 bonus "to hit" from their ferocity and madness, but this also causes a -2 penalty to their armor classes at the same time.

Shargaas "The Night Lord"

Lesser god

ARMOR CLASS: 17

MOVE: 90'

HIT POINTS: 400

ATTACK BONUS: +26

ATTACKS: 2

DAMAGE/ATTACK: 3d10+12 (dagger)

SPECIAL ATTACKS: Ambush

SPECIAL DEFENSES: +2 or better weapon to hit, hiding, blindness

MAGIC RESISTANCE: +13

SIZE: Large (8')

ALIGNMENT: Neutral evil

WORSHIPPER'S ALIGN: Thieves, assassins and those who do evil under cover of darkness (orcs)

SYMBOL: Red crescent moon with a red skull between the horns

PLANE: Gehenna

CLERIC: Nil

FIGHTER: 10th level fighter

MAGIC-USER: 7th level illusionist

MONK: 10th level monk

THIEF: 16th level thief/15th level assassin

S: 20 (+5) I: 19 (+4) W: 15 (+1) D: 24 (+9) C: 19 (+4) CH: 15 (+1)



Shargaas the Night Lord lives in a tremendous cavern system below the fiery plain of one of the levels of Gehenna. It is said that his caves extend infinitely, and are darker than the blackest night. There no creature has sight but Shargaas himself and his orcish spirit servants. Shargaas, though blinded completely by light from the sun, can see perfectly well in darkness out to a range of a mile or more. He can also climb any surface, even perfectly smooth ones, without slipping. In the days when he is said to have walked upon the earth, Shargaas could also hide himself and his followers so well that no mortal could detect his ambushes or lairs.

As might be expected, orcish bandits and half-orc thieves hold Shargaas as their patron, as do other regular orc tribes. Clerics of

Shargaas are multi-classed (cleric/thieves or cleric/assassins). The major religious holidays in the worship of Shargaas are the times of the new moon, when the sky is dark and cloudy.

Yurtrus "The White Handed"

Lesser god

ARMOR CLASS: 20

MOVE: 30'

HIT POINTS: 450

ATTACK BONUS: +22

ATTACKS: 5/2

DAMAGE/ATTACK: See below

SPECIAL ATTACKS: Disease

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: +15

SIZE: Large (12')

ALIGNMENT: Neutral evil (lawful tendencies)

WORSHIPPER'S ALIGN: Assassins and those who worship or profit from death (orcs)

SYMBOL: White hand on a dark background

PLANE: Hades

CLERIC: 15th level cleric

FIGHTER: 13th level fighter

MAGIC-USER: See below/Nil

MONK: Nil

THIEF: 15th level assassin

S: 18 (+3) I: 18 (+3) W: 11 (+0) D: 10 (+0) C: 17 (+3) CH: -4 (-10)

Yurtrus the White Handed is the terrifying orcish god of death and disease. He appears as a huge, vaguely orcish giant covered with peeling, rotting green flesh; his hands, however, appear completely normal except for being chalk-white in color. Yurtrus has no mouth and doesn't communicate; the orcs have a way of saying "when White-Hands speaks" when they mean "never." Yurtrus is surrounded by a huge envelope of stinking gases out to 120' (24"); any mortal beings within this radius are affected as follows: Those up to and including 4 hit dice or levels as if struck by dust of sneezing and choking, those up to 8 hit dice or levels as if struck by a symbol of pain, and those of higher levels suffer a -2 "to hit" with no saving throw. All effects last while anyone stays within the cloud of gas.

Yurtrus, in addition to his clerical spells, uses all death-magic spells of 18th level magic-users (if the necromancer class presented within this volume is used in your game, consider Yurtrus to be an 18th level necromancer).

He may try to touch his victims instead of using his spells; any being he strikes loses 3d4 hit points and will catch be effected by 1d4 random diseases as well (use the cause disease table to determine the disease effects). The loss of hit points will be permanent unless recovered by a wish spell on a one-point-per-wish basis.

The clerics of Yurtrus wear pale white gloves made from the skins of non-orcish humanoids, humans, or demihumans, during their ceremonies.

They wear thin armor (equivalent to cloth) woven of the same materials. In combat they use maces with the weapon's head made in the shape of a white fist. When plague or disease strikes a group of orcs, the clerics of Yurtrus appeal to him for an end to the illness with great sacrifices of prisoners and slaves.



CLERICAL QUICK-REFERENCE CHART, NON-HUMAN DEITIES

GODS OF THE DWARVES

DEITY	SPHERE of CONTROL	RAIMENT			HOLY DAYS	SACRIFICE/PROPITIATION	
		Head	Body	Color(s)		Frequency	Form
Moradin	creation, rulership	silvered helm	chainmail	earthy	crescent moon	monthly	melted metals
Abbathor	treachery, greed	leather cap	leather armor	red	solar eclipses	annually	blood & gems
Berronar	safety, truth	silvered helm	chainmail	silver	new year's day	annually	silver
Clangeddin	war, valor	war helm	chainmail	silver	before battle	before battle	weapons
Dumathion	secrets, earth	bare	leather apron	brown	new moon	monthly	gems & jewels
Vergadain	suspicion, trickery	golden circlet	chain shirt	gold	full moon	monthly	gold

None of these dwarven gods has a sacred animal. Moradin is worshipped at forges and great hearths, Clangeddin is worshipped on the battlefield, and the rest are worshipped in under ground temples carved from natural rock. Only male dwarves may become clerics of the male dwarven deities, and females become clerics of Berronar.

GODS OF THE ELVES

DEITY	SPHERE of CONTROL	RAIMENT			HOLY DAYS	SACRIFICE/PROPITIATION	
		Head	Body	Color(s)		Frequency	Form
Corellon Larethian	magic, the arts, war	silver circlet	gossamer robes	azure	quarter moon	monthly	beautiful objects
Aerdrie Faenya	air, weather, birds	one feather	sky-blue robes	sky blue	spring & fall equinox	semiannually	beautiful feathers
Deep Sashelas	the sea, hunting	bare	scalemail of shells	sea green	full moon	monthly	precious objects
Erevan Ilesere	mischief, thievery	leather cap	leather armor	black	eclipses	varies	stolen treasure
Hanali Celanil	love, beauty	bare	gold robes	gold	full moon	monthly	beautiful objects
Labelas Enoreth	longevity, time	bare	gray robes	light gray	sunset	daily	prayers & knowledge
Loth	spiders, malice	helm	tunic	red & black	new moon	monthly	enemies & riches
Rillifane Eallathil	forests, trees	laurel wreath	tree bark armor	dark green	equinoxes	quarterly	carved items
Solonor Thelandira	archery, hunting	green hood	silver elfin chain	leaf green	full moon	monthly	hunting trophies

Animals associated with these deities are: Aerdrie, any bird; Deep Sashelas, dolphin; Loth, arachnids and Solonor, stag. None of the others has a sacred animal. Clerics of any of these deities (and of any of the other elven gods as well) may be either male or female. Places of worship vary, with Aerdrie's services being conducted on open hilltops, Hanali's by a fountain or spring, Labelas's in a small grove, and Solonor's in the deep forest. The only restriction on where Erevan can be worshipped is that one should never worship him in the same place twice. Corellon is worshipped in natural geological, Deep Sashelas in undersea coral temples, Rillifane in tree platform shrines and Loth in under ground marble temples.

GODS OF THE GNOMES

DEITY	SPHERE of CONTROL	RAIMENT			HOLY DAYS	SACRIFICE/PROPITIATION	
		Head	Body	Color(s)		Frequency	Form
Garl Glittergold	mischief, rulership	helm	gold belt	gold	new moon	monthly	gold
Baervan Wildwanderer	adventure, mischief	green cap	Brown clothes	wood brown	full moon	monthly	treasure items
Fandal Steelskin	metalworking	steel helm	Leather armor	red	midsummer's day	annually	forged weapons
Segojan Earthcaller	earth, nature	fur cap	Leather armor	gray & dark brown	equinoxes	quarterly	gemstones
Urdlen	cruelty, greed	bare	White cloak	white	winter solstice	annually	blood & jewels

Animals associated with these deities are: Baervan, raccoon; Urdlen, white mole; Segojan, badger; Fandal, none. Worship services for Baervan are conducted in a forest clearing; for Urdlen, in an under ground cavern; for Segojan and Garl, in subterranean temples; and for Fandal, in an under ground forge. Gnomish clerics are never druids, regardless of alignment. They tend to work through indirect channels to support the cause of gnomes, and will rarely bring their business into the open. They are not often found as community leaders or such, because of their supportive orientation, Gnomish clerics are all males, just as their deities are considered to be.

GODS OF THE HALFLINGS

DEITY	SPHERE of CONTROL	RAIMENT			HOLY DAYS	SACRIFICE/PROPITIATION	
		Head	Body	Color(s)		Frequency	Form
Yondalla	fertility, protection	bare	saffron cloak	yellow-green	5 th day of the week	weekly	food offerings
Arvoreen	protection, bravery	helm	chainmail	silver	before battle	varies	silver weapons
Brandobaris	mischief, thievery	feathered cap	leather armor	gray	new moon	monthly	stolen items
Cyrrollalee	trust, friendship	bare	brown robes	brown	1 st day of the month	monthly	prayers
Sheela Peryroyl	plants, weather	bare	green robes	green	full moon	monthly	seeds
Urogalan	judgment, death	bare	black robes	black	last day of month	monthly	prayers

Animals associated with these deities are: Yondalla, dove; Sheela, butterfly; Arvoreen, war dog; Cyrrollalee, squirrel; Brandobaris, mouse; and Urogalan, dog. Worship services for Sheela must be conducted in an open field, and for Cyrrollalee and Yondalla in the home. Services for Arvoreen and Brandobaris may be conducted anywhere. Services for Urogalan are conducted at gravesites and temples. Halfling clerics and druids may be either male or female. They are frequently the leaders of their communities and have a lot of say-so in the town's planned activities. Many also serve as judges and arbiters in various disputes, and strive to obtain justice and good (if lawful good) or fairness and impartiality (if neutral).

GODS OF THE ORCS

DEITY	SPHERE of CONTROL	RAIMENT			HOLY DAYS	SACRIFICE/PROPITIATION	
		Head	Body	Color(s)		Frequency	Form
Gruumsh	war, rulership	helm	black platemail	blood red	new moon	monthly	blood
Baghtru	strength, fury	bare	loincloth	none	battle days	before battle	bones of enemies
Ilneval	battle, warfare	red metal helm	red metal armor	red	battle days	after battle	blood & weapons
Luthic	servitude, fertility	fur cap	leather armor	brown & black	midwinter's day	yearly	treasures
Shargaas	night, thieves	leather cap	leather armor	red & black	new moon	monthly	stolen items
Yurtus	death, plague	bare	skins	white	full moon	monthly	sacrifices

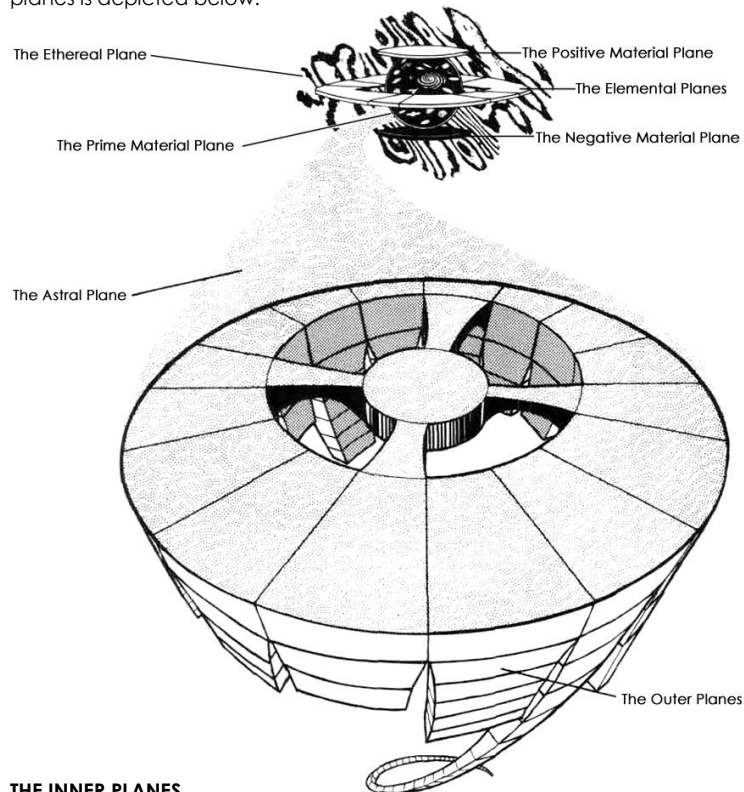
Animals and creatures associated with these deities are: Gruumsh, giant rat; Baghtru, ox; Shargaas, bat; Ilneval, none; Yurtus, skeleton; Luthic, cave bear. Services to honor Baghtru must be conducted on a battlefield; for Yurtus, in an under ground crypt; for Luthic and Gruumsh, in a temple within a cave; and for Shargaas and Ilneval, anywhere. Orcish clerics, shamans, and witch doctors occupy very important positions within their tribes, and are counted on to give advice to tribal chieftains on matters of warfare and inter-tribal relations. It is not uncommon for such clerics to inherit the position of chieftain themselves and govern the orcs of the tribe directly. In either case, they should have a retinue of guards equal to that of a major orcish chieftain or king.

THE KNOWN PLANES OF EXISTENCE

OVERVIEW OF THE PLANES

The term "the planes" encompasses all the alternate levels of reality that may be encountered in the *ADVANCED DUNGEONS & DRAGONS* game. The planes are more than a different part of a standard campaign, or a different planet to adventure on. The many known planes have very different physical and magical laws than most adventurers are used to. These planes each have unique rewards as well as unique dangers.

The concept of the planes has evolved in the time since the creation of the AD&D game; it will continue to evolve long after this book goes to print. As the AD&D game universe currently stands, there are three basic groupings of the planes: The Inner planes (consisting of the Ethereal, Prime Material, Elemental, Positive and Negative Planes), the Astral plane and the Outer planes. The basic arrangement of the planes is depicted below:



THE INNER PLANES

The Inner Planes are regions of primary forces, the building blocks of the multiverses. The Inner Planes consist of the Elemental, Para-elemental, Quasi-elemental planes, the Planes of Energy and the Plane of Shadow.

With the exception of the Prime Material Plane these planes are hostile to non-elemental life, and travel within them is recommended only for those who are prepared. The Inner Planes are not aligned in the same manner as the outer planes, rather they are indifferent to the affairs of other sentient beings. Many of the planes have their own creatures and rulers who are sometimes summoned to one of the primes through spells or magical items. The Inner Planes include:

The Prime Material Plane: The Prime Material Plane is at the "center" of the Inner Planes. The Prime Material Plane houses the universe and all of its parallels. It is the plane of Terra, and your campaign, in all likelihood. The Prime Material is bounded or permeated by all of the Inner Planes and the Astral Plane. The Prime Material Plane is made up of the elements plus positive and negative energy. There are an infinite number of parallel Prime Material Planes, and each and every one of these are bounded by the Elemental Planes, so the Elemental Planes are themselves infinite.

The Planes of Energy: The Energy Planes are unique in that they are not composed of matter but rather a tangible form of creativeness or destructiveness. All life (or unlife) depends on them. Despite this, energy elementals or other forms of native life are not common. The

Xag-Ya (positive) and Xeg-Yi (negative) are the most common denizens of these planes.

- **The Positive Material Plane:** The Positive Material Plane is a place of energy and light, the place that is the source of much that is vital and active, the power supply for good. No one is certain what types of creature may exist on the Positive Material Plane. Any creature from the Prime Material Plane would probably be completely obliterated by the energies of the Positive Material Plane.

- **The Negative Material Plane:** The Negative Material Plane is the place of anti-matter, the source of entropy and of negative energy. It is from here that the undead gain their power and from which evil grows. This place is a vacuum of destruction, cold and entropic force. It is as deadly as its brighter brother; visitors here are drained of all life and reduced to ashes almost instantly.

No one is certain what types of creature may exist on the Negative Material Plane. A few undead find their way into this plane, making it even more dangerous.

The Plane of Shadow: The Plane of Shadow (sometimes erroneously called the Demiplace of Shadow) is a transitive plane that coexists and, to some extent, overlaps with the Material Plane. The terrain is similar but not identical to that of the Material Plane, so if one were to transition between the Material Plane and the Plane of Shadow in a mountain range, one would arrive at the other side in a mountain range, although not necessarily the same mountains.

The Shadow Plane is not totally dark and it has a permanent level of brightness similar to a moonless night. Any sources of light, even magical ones, appear dimmer on the Shadow Plane than they would on the Material Plane. Fires also burn cooler than they would normally on the Material Plane, and the Shadow Plane is cooler. Air is normal on the Plane of Shadow, but water is thicker and ichorous. Despite this, plants, animals and humanoids live there.

Gravity and time are normal on the Plane of Shadow, and magic functions normally, except for those that emit light or fire. These spells are less predictable and prone to failure, while shadow spells are enhanced.

THE ELEMENTAL PLANES

The Elemental Planes include the Plane of Air, the Plane of Fire, the Plane of Earth, and the Plane of Water. The Elemental Planes surround the Prime Material Plane. The illustration to the left shows one way of visualizing their relationship to each other and the other Inner Planes. The Elemental Planes are represented by the band that surrounds the Prime Material Plane.

The Elemental Planes are the building blocks of matter - Air, Water, Fire, and Earth. Where the Elemental Planes touch each other there arise the para-elemental planes. The Para-Elemental Planes include:

- The Plane of Smoke between the Planes of Fire and Air
- The Plane of Ice between the Planes of Air and Water
- The Plane of Ooze between the Planes of Water and Earth
- The Plane of Magma between the Planes of Earth and Fire

The quasi-elemental planes exist where the elemental planes touch the energy. The Quasi-Elemental Planes include:

- The Plane of Lightning between the Planes of Positive Energy and Air
- The Plane of Steam between the Planes of Positive Energy and Water
- The Plane of Radiance between the Planes of Positive Energy and Fire
- The Plane of Minerals between the Planes of Positive Energy and Earth
- The Plane of Vacuum between the Planes of Negative Energy and Air
- The Plane of Salt between the Planes of Negative Energy and Water

- The Plane of Ash between the Planes of Negative Energy and Fire
- The Plane of Dust between the Planes of Negative Energy and Earth

The Elemental Planes are the homes of many different kinds of elemental creatures, and some of them have the ability to travel to the Prime Material Plane. There is probably more traffic between the Prime Material and the Elemental planes than between any others. This is usually either direct travel (through gates or summoning) or by way of the Ethereal Plane. There are also nexial points in distant, out-of-the-way places on the Prime Material Plane that lead directly to the Elemental Planes. These nexial points would most likely be found in the deepest ocean (to the Plane of Water), high in the atmosphere (to the Plane of Air), far under ground (to the Plane of Earth), or in an active volcano (to the Plane of Fire). Temporary nexial points may also be established occasionally, such as an opening to the Elemental Plane of Fire in the middle of a raging forest fire.

THE ETHEREAL PLANE

The Ethereal Plane surrounds, touches and permeates all of the inner Planes and the endless parallel worlds of the universe without being part of them. The Ethereal Plane is basically insubstantial and few "real" creatures actually live there. There are rumors of floating islands of solid ether, populated by exiles, which drift about the Ethereal Plane. These pockets of matter, also known as demiplanes, are said to be the creations of extremely powerful wizards, demigods and gods. To creatures on the Ethereal Plane, objects on the Prime Material Plane (or any of the Inner Planes) appear as incorporeal phantoms. Ethereal creatures may pass through these phantoms with no difficulty, although a person being "passed through" might experience a chill down the spine.

Ethereal beings or things are "real" to each other, however. Note that the Ethereal Plane does not extend to the Outer Planes, so it is not possible for creatures on these planes to "go ethereal." Ethereal travel and combat are explained later.

Ethereal Travel & Combat: A character can achieve the ethereal state (move to the Ethereal Plane) by various means which include spells, magic items, or psionic powers. It is possible to move to or about any of the Inner Planes which the Ethereal Plane permeates and it is possible to move from one Inner Plane to another ethereally. To move on the Ethereal Plane, an entity has but to will movement for it to happen. If concentration upon movement lapses, progress immediately halts. Ethereal travel is tireless and rapid. Creatures in ethereal state need neither food, drink, rest nor sleep. Ethereal creatures may move from one Inner Plane to another by moving from the shadow of one plane to the shadow of another. This may be accomplished by concentrating upon moving to the desired destination. This gets easier with practice, as the being marks out a mental "trail" through the ether.

The first time a journey between two points is made, the DM should check for encounters three times (see APPENDIX J for *Ethereal Encounter* tables). On the second journey, he or she should check twice, and on all subsequent journeys between the two known points, only one check need be made.

All movement and travel in the Ethereal Plane is subject to certain hazards. Some monsters are able to function partially in this plane, while some roam the plane freely. Though the Inner Planes are mere phantoms to creatures on the Ethereal Plane, such creatures will certainly be "real" to each other, and normal melee or spell casting is

possible between ethereal beings. It is also possible to combat creatures who exist or function partially on the Ethereal Plane. Thus, those creatures whose attack forms extend to the ethereal can be attacked by ethereal creatures. It is only in these instances that spells can be cast from the Ethereal to the Prime Material Plane, and then they will only affect the creature with ethereal connections. Ethereal combat damage is actual damage. The worst hazard while traveling on the Ethereal Plane, however, is the Ether Cyclone, a strong moving force that can cause the individual to enter a different world or plane or become lost in the ether for many, many days when it blows across the stretches of this multi-plane.

THE ASTRAL PLANE

Beyond the inner planes (continuing with the spheres) is the *Astral Plane*. Like the Ethereal planes, this plane serves as a connector between the different planes. It links the various Prime Material Planes to each other (one travels from one Prime to another by crossing the Astral Plane, not the Ethereals). The Astral plane also links the Prime Material plane and the Outer Planes, much like the Ethereal is the link between the Prime Material and Inner Planes.

The Astral plane is a barren place with only rare bits of solid matter. Indeed, the most common feature is the silver cords of travelers in the plane. These cords are the lifelines that keep travelers of the Plane from becoming lost, stretching all the way back to the traveler's point of origin.

Astral Travel & Combat: Astral travel is possible by various means including spells, magic items and psionic powers. The Astral Plane only touches the endless Prime Material Plane and the 17 "first layers" of the Outer Planes. The Astral Plane does not touch any of the Inner Planes other than the Prime Material Plane. As such it is possible to move about in, or to, any of the Prime Material universes or to the first layers of the Outer Planes by means of astral travel.

As with ethereal travel, movement through the Astral Plane is speedy, and while there the individual needs no food, drink, rest or even sleep. Beings in an astral state move from place to place simply by concentrating upon moving to the desired destination. As with ethereal travel, this gets easier with practice, as the astral traveler "learns the way." the DM should check for encounters three times on the first journey between two points, twice on the second journey, and only once on any subsequent journeys.

As on the Ethereal Plane, astral beings are "real" to each other, and can cast spells and engage in melee normally. The major impediment to these activities is that astral travelers employing an *astral spell* or the psionic equivalent do not carry their possessions with them into the Astral Plane (except for certain magic items that have a multi-planar existence, such as an *amulet of the planes*). Beings travelling astrally by these modes will therefore have to rely on their natural weaponry or spells without material components in any astral combat. Most creatures can do no more than destroy the astral body, causing the silver cord to return to the material body and preventing further astral travel for a period of time. Very powerful beings (gods, demigods, etc.) might be able to snap the silver cord, thus killing the astral and material bodies simultaneously.

The most dangerous phenomenon encountered during astral travel is the psychic wind, which can either blow the traveler about so as to cause him to become lost (thus coming to some undesired world or plane or be out of touch for many days) or snap the silver cord and kill the individual irrevocably.

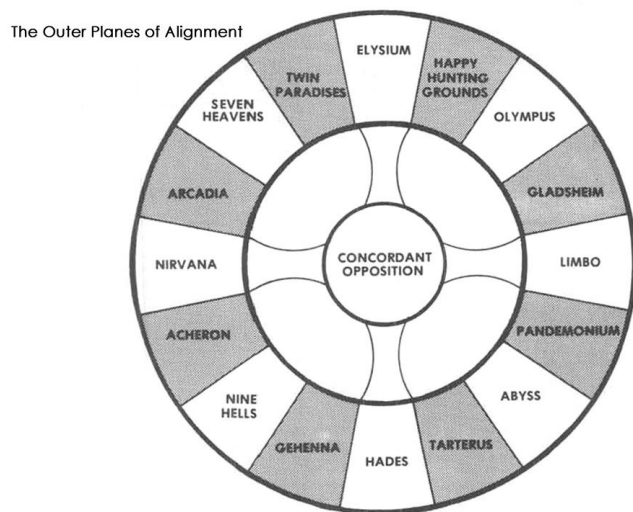
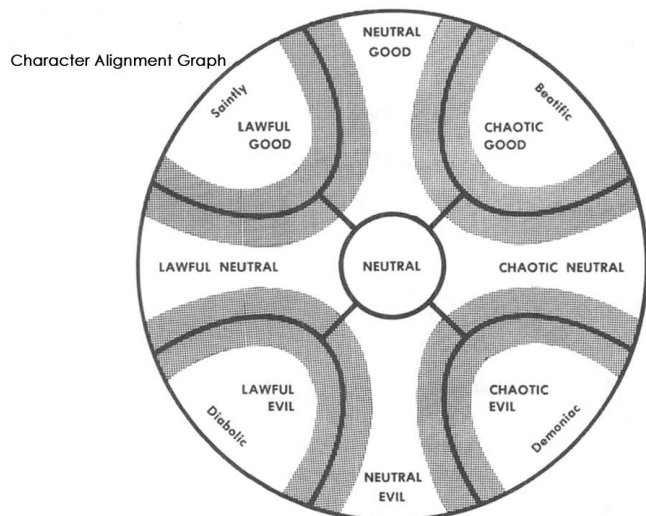


THE OUTER PLANES

Finally, outside all else are the Outer Planes. The Outer Planes, also called the Planes of Power or the Outer Planes of Alignment, are realms with terrain both like and unlike that of the Prime Material plane. These planes are reached by gateways and the *astral spell*. Various powerful beings (self-proclaimed gods, goddesses, and demigods, as well as a full spectrum of other life) call the outer planes home. The outer planes are the final resting places of deceased sentient spirits native to the Prime Material planes and the source of alignment (religious/philosophical/ethical ideals).

As can be seen in the diagram below the seventeen Outer Planes contact each other in an arrangement that forms a great wheel. There is an direct correlation between alignment and the Outer Planes, as the diagram above shows. Note that the alignment positions on the Character Alignment Graph match exactly with the placement of the Outer Planes of Alignment on the Great Wheel. There are nine basic alignments, and nine planes which correspond to those alignments. There are also eight other planes between the nine which represent "borderline" alignments, as alignment is often a matter of degree rather than an absolute definition. Thus, a lawful evil character who tended towards neutral evil would probably end up in Gehenna rather than Hades or the Nine Hells.

It is possible to move directly from the upper layer of one Outer Plane to an adjacent one (though it is not necessarily advisable or safe). Thus a being could go from the topmost layer of the Abyss to Pandemonium or Tarterus, and it is likewise possible to move from Hades to Tarterus, Gehenna, or the plane of Concordant Opposition.



The seventeen Outer Planes are as follows:

- The Seven Heavens of absolute lawful good
- The Twin Paradises of lawful/neutral good

- The layers of Elysium of neutral good
- The Happy Hunting Grounds of chaotic/neutral good
- The layers of Olympus of absolute chaotic good
- The layers of Gladsheim (Asgard, Vanaheim, etc.) of chaotic good/neutral
- The layers of Limbo of absolute chaos
- The layers of Pandemonium of chaotic neutral/evil
- The 666 layers of the Abyss of absolute chaotic evil
- The layers of Tarterus of neutral/chaotic evil
- Hades "Three Glooms" of neutral evil
- The furnaces of Gehenna of neutral/lawful evil
- The Nine Hells of absolute lawful evil
- The nether layers of Acheron of lawful neutral/evil
- Nirvana of absolute law
- The layer of Arcadia of neutral/lawful good
- The plane of Concordant Opposition of true neutrality

TRAVEL IN THE KNOWN PLANES OF EXISTENCE

The known planes of existence, which are part of the AD&D "multiverse," offer nearly endless possibilities for AD&D play. In the Prime Material Plane are countless suns, planets, galaxies, universes. So too there are endless parallel worlds. What then of the Outer Planes? Certainly, they can be differently populated if not substantially different in form.

Spells, magic devices, artifacts, and relics are known ways to travel to the planes. You can add machines or creatures which will also allow such travel. As far as the universe around your campaign world goes, who is to say that it is not possible to mount a roc and fly to the moon(s) or perhaps to another planet? Again, are the stars actually suns at a distance or are they the tiny lights of some vast dome? the hows and wherefores are yours to handle, but more important is what is on the other end of the route.

Everything can be absolutely different, save for those common denominators necessary to the existence of the player characters coming to the plane. Movement and scale can be different; so can combat and morale. Creatures can have more or different attributes. As long as the player characters can somehow relate to it all, then it will work. This is not to say that you are expected to actually make each and every plane a totally new experience - an impossibly tall order. It does mean that you can put your imagination to work on devising a single extraordinary plane. For the rest, simply use AD&D with minor quirks, petty differences, and so forth. If your players wish to spend most of their time visiting other planes (and this could come to pass after a year or more of play) then you will be hard pressed unless you rely upon other game systems to fill the gaps.

Astral and ethereal travel are not difficult, as the systems for encounters and the chances for the hazards of the psychic wind and ether cyclone are but brief sections of *APPENDIX J: RANDOM ENCOUNTER TABLES*, easily and quickly handled. Other forms of travel, the risks and hazards thereof, you must handle as you see fit. For instance, suppose that you decide that there is a breathable atmosphere which extends from the earth to the moon, and that any winged steed capable of flying fast and far can carry its rider to that orb. Furthermore, once beyond the normal limits of earth's atmosphere, gravity and resistance are such that speed increases dramatically, and the whole journey will take but a few days. You must then decide what will be encountered during the course of the trip - perhaps a few new creatures in addition to the standard ones which you deem likely to be between earth and moon. Then comes what conditions will be like upon Luna, and what will be found there, why, and so on. Perhaps here is where you place the gateways to yet other worlds. In short, you devise the whole schema just as you did the campaign, beginning from the dungeon and environs outward into the broad world - in this case the universe, and then the multiverse.

You need do no more than your participants desire, however. If your players are quite satisfied with the normal campaign setting, with occasional side trips to the Layers of the Abyss or whatever, then there is no need to do more than make sketchy plans for the eventuality that their interests will expand. In short, the planes are there to offer whatever is needed in the campaign. Use them as you will.

APPENDIX A: MASS COMBAT & SIEGE WARFARE

THE WAR MACHINE

The War Machine is a system of game rules designed to resolve large battles in the AD&D game. The War Machine will work with any number of troops; it is recommended for any force with more than ten combatants. To use the system, all you need is a pencil and paper, plus some knowledge of simple arithmetic.

Assumptions: Several assumptions are made in the War Machine mass combat system:

1. All troops have a "level of quality" that can improve or drop with time and experience.
2. Many other factors such as terrain, weather, etc., besides quality of troops, influence the outcome of a large battle.
3. Luck, good or bad, can influence combat results, whether in a single combat or a clash of armies.
4. A character knows how to survive in the AD&D world; the player does not need to know the tactics of war.

How It Works: Each body of troops (called a "force") is given a rating for quality. When combat occurs, this "battle rating" (sometimes abbreviated as BR) is modified for battle conditions (terrain, number of opponents, morale, etc.). Each player then rolls d%, and adds the modified battle rating of the troops. The high roll wins the battle. The entire system has four basic steps:

1. Calculate the *basic force ruling (BFR)* of the troops.
2. Find the *troop class*.
3. Calculate the *battle rating (BR)*.
4. Determine and apply *combat results*.

Steps 1, 2, and 3 are handled when a force is hired and outfitted. Step 4 is used when a battle occurs.

Throughout the system, the person or creature commanding a force is called the *leader*. Others, called *officers*, help the leader to control the force. The fighting persons in a force are called *troops*.

In the calculations, round all fractions *up* unless the instructions say otherwise.

Other Notes: A normal game session can be played in combination with the War Machine, using the system to determine overall results while focusing

the game on the actions of the characters. The shift from role playing to mass combat situations (and back) can be accomplished easily with these guidelines:

1. *Damage to Payer Characters:* Player characters (and major NPCs) are never killed as a result of a War Machine battle. They can be scattered and separated (DM's option), but any attempts to actually damage the characters should be handled in normal game sessions.
2. *Player Character Items & Spells:* If a normal adventure is played, then only the spells and magical item charges actually used are lost. If no adventure is played, determine whether the PC is on the winning or losing side. If on the losing side, all combat spells and two-thirds of the charges in all offensive and defensive magical items are used. If on the winning side, one-third of the applicable magical item charges are used, and the PC keeps 1 combat spell uncast.
3. *Experience Points:* Experience points are earned both for commanding a force and for performing heroics. If a PC leads a force, find the number of troops in the enemy force. If the PC wins the battle, the PC gets that number of experience points. The PC gets one-third of that number if the battle is lost.

Step 1: Calculate the Basic Force Rating (BFR): The basic force rating is the total of four factors: Leadership, Experience, Training, and Equipment. A fifth factor applies if the force is special (see *Special Troop Factor* below).

1. *Leadership Factor:* Find the experience level of the leader of the force. Modify it by all the leader's adjustments for Intelligence, Wisdom, and Charisma scores. Then add a + 2

bonus for each 1 % of the force that is made up of 10th level or higher characters (PCs or NPCs).

Leadership Factor = *Leader's level* + (*Intelligence, Wisdom, and Charisma adjustments*) + 2 per 1 % of force that is level 10+

2. *Experience Factor:* Find the average experience level of the officers in the force (not counting the leader), and multiply it by 3. For non-human troops, the officer level is the average Hit Dice +1.

Note: A force must have at least one officer for every 40 troops, or this part of the experience factor is zero.

Find the average level of the troops (not including the leader or officers), double it, and add that to the officer rating. Add 1 to the total for every victory the force has won in the last ten years (+10 maximum), and subtract 1 for every time the force has been routed in that time (-10 maximum).

Experience Factor = ([*Total officer levels*] / [*Number of officers*]) x 3, + ([*Total level of troops*] / [*Number of troops*]) x 2, +1 per victory (up to +10), -1 per rout (up to -10)

3. *Training Factor:* Score 1 point for every week spent in training (maximum 20 per year). Add 1 for each week that the leader spends with them (maximum 20), and add 1 for each month that the troops remain together and are not off in their homes or towns (maximum 12 per year).

Training Factor = +1 per week trained (up to 20), +1 per week leader trained with them (up to 20), +1 per month troops on duty (up to 12)

4. *Equipment Factor:* The base value is 5, 10, or 15, depending on their armor and weapons. Use 5 if the troops have average equipment. All troops are assumed to have average weapons unless others are specified. Use 10 if the troops are armed with a second weapon or have an armor class of 15 or better. Add 15 if the troops have a second weapon and have an average armor class of 15 or better.

Equipment Factor = + 5 (average equipment), 10 (two weapons or AC 15+), or 15 (two weapons and AC 15+)

5. *Special Troop Factor:* If some the troops are made up of creatures with two or more asterisks listed with their Hit Dice, they are "Special."

For each 1% of the force that is "Special," score 2 points for this factor. For example, in a force of 290 ghouls and 10 spectres, 4% of the force (the spectres) has two asterisks, for a special factor of +8.

6. *Total Basic Force Rating (BFR):* Add all these factors to find the *basic force rating (BFR)* of the force. Record this number for future reference.

Basic Force Rating Factor = (*Leadership* + *Experience* + *Training* + *Equipment* + *Special Troop*) Factors

Step 2: Find the Troop Class: Troop class is a measure of the overall quality of a force. Once you know the BFR of the force, use the table below to find the troop class. Keep a record of both the BFR and the troop class.

bfr	troop class	bfr	troop class
0-20	untrained	71-80	average
21-35	poor	81-100	good
36-55	below average	101-125	excellent
56-70	fair	126 +	elite

Step 3: Calculate the Battle Rating (BR): Divide the BFR of the force by 10, rounding up. The result is the Unit Bonus to use in all the following calculations.

Examine the following statements and their explanations, and then add the Unit Bonus to the BFR every time one of the statements is true.

For example, if statement "a" is true and statement "b" is true, you add the bonus twice.

Since this could be done up to 12 times, the Unit Bonus could be more than the original BFR. The total BR is equal to the original BFR plus all Unit Bonuses. The following statements should be considered when determining the total number of Unit Bonuses:

Mounted: Applies to any "steed," including horses, dire wolves, griffons, dragons, etc.

- A. 20% or more of the force is mounted,
- B. 50% or more of the force is mounted.

Missiles: Includes bows, crossbows, slings, and others (giant-thrown boulders, manticores spikes, etc.).

- C. 20% or more of the force can use missile fire.
- D. 20% or more of the force has a missile range of 100' or more.

Magical: Includes magical weapons (sword +1, arrow +2, et al.), breath weapons, any poison, magical defenses, regeneration, energy drain, wands and other devices, etc.

- E. 1% or more of the force is equipped with magical abilities.
- F. 20% or more of the force is equipped with magical abilities.
- G. 100% of the force is equipped with magical abilities.

Spells: Includes only spells memorized, cast from scrolls, or spell-like natural abilities (such as a ghost's).

- H. 5% or more of the force can cast spells.
- I. 30% or more of the force can cast spells.

Flying: Includes normal and magical forms, but not mere levitation. It applies to flying steeds as well (such as pegasi).

- J. 1% or more of the force can fly.
- K. 20% or more of the force can fly.

Speed: Should be calculated with a creature's fastest mode of movement. For example, flying creatures should be used at their flying rate, not their walking rate.

- L. The force has an average movement rate of 90' per round or greater.

Example: An elven prince has a force of 500 elves, all 2nd level and equipped with composite longbows and longswords. The BFR is 96, and Troop Class is "Good." One hundred of his elves are mounted on pegasi, 75 are spellcasters and 12 elves have magical items.

The Unit Bonus is 10% of 96 or 9.6, which rounds up to 10. The prince adds this Unit Bonus of 10 to the BFR eight times because eight statements (A, C, D, E, H, J, K and L) apply. The total bonus of +80, added to the BFR, gives a total BR of 176.

Step 3a: Quickly Calculating the Battle Rating: Situations will often arise where players and DMs don't want to take the time to use the full system for determining battle ratings. The following quick system will work for most troops, without requiring as many calculations. If there is an extremely powerful force (because of level, abilities, Hit Dice, etc.), it is probably better to use the full process; this process works better for lower level and simpler units. The BR can quickly be calculated as follows:

1. Start with the leader's level x 2
2. Add 20 times the average Hit Dice of the force
3. Add 1 or more of the following bonuses if 10% or more of the force is comprised of:
 - archers: 20
 - spellcasters: 20
 - magical beings: 20
 - flying beings: 20
4. Add the maximum damage per round of the most numerous creature type.

Example: A 10th level elven prince has a force of 500 elves, all 2nd level and equipped with composite longbows and longswords. One hundred of his elves are mounted on pegasi, 75 are spellcasters and 12 elves have magical items. Their Quick Battle Rating equals 20 (the prince's level x 2) + 40 (20 x the elves average HD) + 20 (for archers) + 20 (for spellcasters) + 20 (for magical items) + 20 (for flying mounts) + 8 (the maximum damage for composite longbows or longswords)... for a total, quick BR of 148.

Step 4: Dividing Your Forces: For you to use the War Machine in a battle, each side must have the same number of forces or armies. If one side has a greater number of forces than the other side, the side with fewer forces must be divided into an equal number of armies. A player may keep the original rating of the force, and simply declare that troops have been split into separate armies.

Example: A force of 1,000 orcs (BR 72) meets three other forces: 200 elves (BR 83), 400 men (BR 70), and 140 dwarves (BR 88). The orcs must split into three forces, all of which will have the same BR (72). These might be 100, 100 and 800, or any other combination, as long as at least 10 individuals are in each force.

Each force picks its opponent; the player with the force having the highest BR chooses first, then the force with the next-highest BR, and so on.

Continuing the example above, the dwarves pick one group of 100 orcs. The next highest rated force picks an opponent; the elves take the other group of 100 orcs. The third highest rating is the orcs, so they would choose next - but there is only one remaining force, the men, so the 800 orcs will fight the 400 men.

Step 5: Determine Combat Results: The forces that have been rated according to the above three steps are now prepared to meet on the field of battle. To find out what the result of this engagement is, start with the BR of each force, and add or subtract all of the following adjustments that apply.

1. **Troop Ratio (Use only one per battle):** Find the total number of troops in each force, and divide the larger number by the smaller. If the total is 1.01 to 1.5, the 1.5 ratio is used. Only the larger side benefits from this adjustment, and only one benefit applies. Steeds are only counted as members of a force if their primary function is fighting (such as dragons) and not transportation (such as horses).

ratio	adjustment
1.5 to 1	+15
2 to 1	+30
3 to 1	+45
4 to 1	+60
5 to 1	+70
6 to 1	+80
7 to 1	+90
8 to 1 or greater	+100

2. **Morale Modifiers (Use all that apply):** This reflects the confidence of a force. Troops that fight in their home territory, that know they can beat an opponent, or are of superior quality to the foe may benefit from one, some, or all of these.

- +10 if force is in the domain of their liege
- +10 if they have beaten this foe before
- +10 if troop class is 2 levels higher than the enemy
- +30 if attacking an enemy "on the march"
- 10 if any accompanying force has routed

3. **Environment Modifiers (Use all that apply):** Certain conditions may help or harm a force. Goblins in the daylight are at a disadvantage, as are fire giants in snow.

- +25 if in extremely favorable environment
- 25 if in extremely unfavorable environment
- +20 if the entire force in a night battle has twilight vision or darkvision

- 4a. **Terrain Modifiers (Use all that apply):** In many cases, the ground on which the battle is fought will give an advantage to one side or the other. Apply as many of these modifiers as fit your force; note that some apply only to defenders:

- +20 if higher altitude than opponent
- +10 for if force fighting in favored terrain (i.e. a dwarven force in hills or mountains)
- 20 for force with mounted troops in mountains, woods, or stronghold
- 20 for force in mire (marsh/mud)*
- 10 for force on shifting ground (snow/sand)*

- 4b. **Defender's Terrain Modifiers (Use all that apply):**

- +10 if defending in place (holding)*

+50 if defending a narrow defile, pass or bridge*

+40 if attacker must cross deep water*

+20 if defending in mountains, hills, or rough terrain, or behind a wall*

+50 if force is in a stronghold (see the *Siege Engine* rules on page 242-245, or the *Simplified Siege Rules* in the *Optional War Machine Rules* section below)*

* Ignore if all attackers can fly; use only half of adjustment if 10% or more of attackers can fly

Determining Who the "Defender" Is: If one force has taken a position and waits for the other to come to it, that force is the defender. When two forces arrive at the same location at the same time, they must stop moving. If both forces choose to defend, *neither gets the defender bonus.*

5. **Immunities (Use only one per force):** This reflects the advantage possessed by some creatures who cannot be hit by normal weapons; gargoyles and lycanthropes are some examples.

+150 if force is immune to enemy's attacks

+50 if 5% of force is immune to enemy's attacks

+50 if force is immune to 50% of enemy's attacks

6. **Fatigue (Use only one per force):** Troops may become fatigued as a combat result of a previous battle (see the *War Machine Combat Results Table*) or because of a forced march (see *Troop Movement* on page 241).

-10 if force is fatigued

-30 if force is exhausted

Step 6: Final Results: When the BR is modified as described above, each player rolls d% and adds the modified BR to the result. The total is the combat result. The player with the highest combat result wins.

Step 7: Applying Final Results: When the winner and loser have been identified, determine the effects of the battle (killed, wounded, fatigued, etc.) as follows:

Subtract the loser's combat result from the winner's result. Find this difference in the left-hand column of the final results table below. Apply the resulting casualties, fatigue, and location to both the winning (W) and losing (L) troops, as noted.

difference	% casualties (W:L)	fatigue (W:L)	location (W:L)
1-8	0:10	N:N	F:R
9-15	0:20	N:N	F:R
16-24	10:20	N:F	F:R
25-30	10:30	N:F	F:R+1
31-38	20:40	F:E	R:R
39-50	0:30	N:E	F:R+2
51-63	20:50	F:E	F+1:R+3
64-80	30:60	F:E	F+1:R+3
81-90	10:50	N:E	F+3:R+2
91-100	0:30	N:Rout	F+3:Rout
101-120	20:70	N:Rout	F+3:Rout
121-150	10:40	N:Rout	F+3:Rout
151+	10:100	N:-	F+5:-

- Casualties:** The percent of casualties in the winning and losing forces, rounding fractions up. When subtracting casualties, consider half of them as dead and the other half as wounded. When a force contains mixed troops (such as trolls and goblins), the casualties must be split as evenly as possible between them. If a force retreats from the field, treat all wounded as killed. If a force holds the field after the battle, those wounded troops can return to action in 1d4 months.
- Fatigue:** Results of "N" indicate that those forces are not fatigued. "F" indicates that the forces are fatigued, "E" indicates exhaustion and "Rout" indicates that the troops have fled the field and disbanded. Survivors will return to their homes, if possible. Troops will remain fatigued for 1d4 days. "Exhausted" troops become "fatigued" in 1d4 days, and will have their strength restored after another 1d4 days.
- Location:** "F" indicates that the force holds the battlefield after the battle. "R" indicates that the force must yield the battlefield to the victor. "F+" results that the winning force advances the given number of terrain units. Terrain units represent whatever

measure of distance is most appropriate. On a hex or square grid map, this is one hex or square. If no unit of measure seems obvious, use 1 mile. "R+" results indicate that the losing force must retreat that number of terrain units. "Rout" indicates that the troops have fled the field and disbanded. Survivors will return to their homes, if possible.

If multiple forces fight and 1 or more forces on each side holds the field, another round of battle may be fought between them. If some of a player's forces have routed or retreated, any that remain may choose to retreat to avoid fighting another battle.

If all of the enemy forces have left the terrain unit occupied by your forces, a day of battle ends. No more fighting occurs until the next day (if applicable).

OPTIONAL WAR MACHINE RULES

Character Actions: Some of the actions of the player characters may have a great effect on the outcome of a battle. Use the following adjustments to the Battle Rating (BR). All modifications apply to the total BR of the force.

- Information (Use only once per force):** The information must be known to the commander of a side before the battle begins. Use + 50 if a detailed plan of battle has been captured, revealing the enemy's preparations, or if an enemy officer supplies the enemy force with information, or if a high-placed spy gives good reports. A single deserting soldier will not provide this benefit.

"Good reconnaissance" means that the entire opposing force has been scouted over several hours, from several different directions. "Some reconnaissance" means that some scouting information has been gathered, but lacks detail. "Misinformation" can be the capture of false plans, or belief in information provided by a double agent, or other unusual circumstances.

+50 characters have obtained detailed battle plans

+20 characters have good reconnaissance

+10 characters have limited reconnaissance

-25 characters have misleading or false information

- Surprise:** If a character does something exceptional to hide the force (camouflage them, occupy the heights over a narrow pass, etc.), the force has a 50% chance of surprising an enemy that moves into the ambush. If the ambushing force is invisible, the chance is 80%. Other adjustments for night, natural terrain (halflings in woods, for example), or magic should be decided by the DM.

A surprise attack on an encampment requires the elimination of enemy pickets, guards, and any magical protections. If this can be accomplished with a role-playing adventure without raising an alarm, the encamped force can be attacked with surprise.

+40 with surprise attack from ambush

+20 with a surprise attack on encampment

- Leader Loss:** Characters, or their hired agents, can disrupt an opposing force's leadership by killing, capturing or incapacitating key officers.

+30 leader is "removed"

+10 another officer is "removed" by the player characters

"Removed" can mean killed, captured, charmed, put to sleep, or otherwise "removed" from the force before the battle begins. Removing an opposing leader does not count as a heroic task (see "PC Heroics" below).

An attempt to remove an opposing leader can become a good roleplaying adventure. Be sure to allow a good chance of the PCs being "removed" themselves! Also, when a force led by a PC fights one led by an NPC, the enemy may send a group to "remove" the PC.

- PC Heroics:** Only player characters can attempt heroics, and the DM must first create a situation where they may do so. The heroic act must be visible to at least 10% of the PC's force, and the act should be risky (a 50% chance of failure, or worse).

Example of Heroics: Fighting a huge and fearsome member of the opposing force (dragon, vampire, etc.); rescuing a

"branch force" cut off from the main force; or single-handedly battling a huge enemy force.

+20	if the player characters accomplish their task
+10	if the player characters accomplish their task with heavy (50%+) casualties and/or a major setback.
-10	the player characters fail their heroic task
-20	the player characters fail their heroic task with (50%+) casualties and/or a major setback.

Mercy: After a battle is fought and casualties have been determined, the winner of the battle may choose to show mercy to the loser. If so, this is declared before the loser's casualties have been subtracted. When mercy is shown, apply the following immediately:

1. The loser's casualties are cut in half.
2. All wounded may be recovered, even if the loser has been driven from the field.
3. A +2 bonus applies to the winning leaders' future *Encounter Reaction* rolls when dealing with the losing combatants.
4. If the losing force fights the winner again, a -20 penalty applies to the losing force's BR.

SIMPLIFIED SIEGE WARFARE

A force located inside a fortified structure (walled town, castle, stronghold, etc.) may be attacked by another force, but has a superior position.

This is called a "siege." the force within the structure is the defender. If the defender comes out of the structure, unmodified War Machine rules should be used. If the defender remains within the structure, a siege results; use the following, simplified siege rules or, for those wanting more detailed rules, the *Siege Engine* rules that follow.

The defender gets the following benefits:

1. When calculating the troop ratio, multiply the number of defending troops by 4.
2. Combat results of "Retreat" or "Rout" are ignored by the defender.
3. All defender casualties are reduced by half.

The attacker has the following options:

1. The attacker can attack normally, using the above rules, and suffering because the defender is so well emplaced
2. The attacker can "besiege" the defender - the attacker surrounds the defenders, keeping them within the structure. This adds +5 to the attacker's BR for each week of the siege. This represents the building of siege engines, and mining to weaken the defender's position.

Special Note: Some forces have clerics available to magically create food and water. If a besieged defender does not have a cleric, the DM should keep a record of the defenders' food supplies. After these are exhausted, the defender loses 10% of its numbers (not rating points) per week until the siege ends.

TROOP MOVEMENT

The following guidelines should be used when moving forces:

1. **Scale:** The scales for time and distance can vary by the size of a force and the distance involved. The standard 30-mile map hex can be used when large forces move over large distances. When opposing forces draw near each other, one move per day is recommended. DMs should try to prepare a detailed map of the area when this occurs.
2. **Movement Rate:** Up to 50 troops can move together at their base movement rate. When more troops are involved, travel slows. Remember that a movement rate is based on the speed of the slowest member of any group.

51-300:	troops move at two-thirds their usual rate
301+:	troops move at half the usual rate

Movement rates for long-term travel are discussed on pages 51-54. The DM may include a bonus or penalty for easy or rugged terrain, as per page 51.

3. **Food:** If a force is carrying food supplies, either on wagons or on individuals, keep track of the supplies. Remember to consider encumbrance when calculating the movement rate. If a force forages for food, modify the movement rate as follows. The force leader can choose to slow movement to two-thirds the normal rate, with a 2 in 6 chance of finding enough food, or may slow movement to one-third normal, for a 4 in 6 chance of success. Terrain can modify the chances by +1 or -1 at the DM's discretion. Without supplies, a force can travel for one day without penalty. After a second day, the force becomes "fatigued." After a third day, the force is "exhausted." An exhausted force cannot move. One day's supply of food removes all fatigue and exhaustion but does not affect fatigue caused as a combat result.

4. **Forced March:** A force can attempt a forced march to increase its movement rate, but this might not be successful. If it is attempted, find the troop class (see page 238), roll 1d20, and modify the result as noted on the table below. A successful forced march adds 50% to the force's movement for the day. A force that is "exhausted" cannot attempt a forced march. A "fatigued" force suffers a -2 penalty to its d20 roll:

troop class	modifier	troop class	modifier
untrained	-6	average	± 0
poor	-4	good	+1
below average	-2	excellent	+2
fair	-1	elite	+4

modified d20 roll	result
-5 to -1	No forced march, the forces are fatigued
0 to 5	forced march succeeds, forces are exhausted
6 to 8	forced march succeeds, forces are fatigued
9 to 12	no forced march
13 +	forced march succeeds



There are three methods:

1. *Play a Normal Game:* Each player should review the section on siege equipment on pages 45-46. The siege will probably be a long exercise unless the characters have additional things to do during the siege, or unless the characters have some means to defeat the enemy force in relatively short order.
2. *Use the War Machine:* The *Simplified Siege Warfare* rules provided in the *War Machine* section (page 241).
3. *Use the Siege Engine:* In this section, we'll describe the Siege Engine rules.

- The *War Machine* system, described earlier this appendix.
- The troops involved (including leaders, normal equipment, and other details needed for the *War Machine*).
- The defenders' fortification (including thickness and length of walls, height of other constructions, etc.).
- The siege equipment used by both sides, and the number of crewmen operating each (see pages 45-46 for rules on siege equipment).
- The exact monthly cost of mercenary troops hired to fight with the force (see the *Hireling* section on pages 71-77 for information on mercenaries).
- The exact levels of all clerics in or with each force.
- The exact number of full rations available (see "Sustenance," below).

Quick Resolution of Siege Weapon Damage: The players will often encounter situations in which it is important that a stronghold be broken into. In these situations, the overall employment of siege tactics should be secondary to the thrill and glory of the players wading into melee with their foes. In other words, the battle should be the background against which the players act. Sixteen months of siege may be realistic, but it isn't much fun!

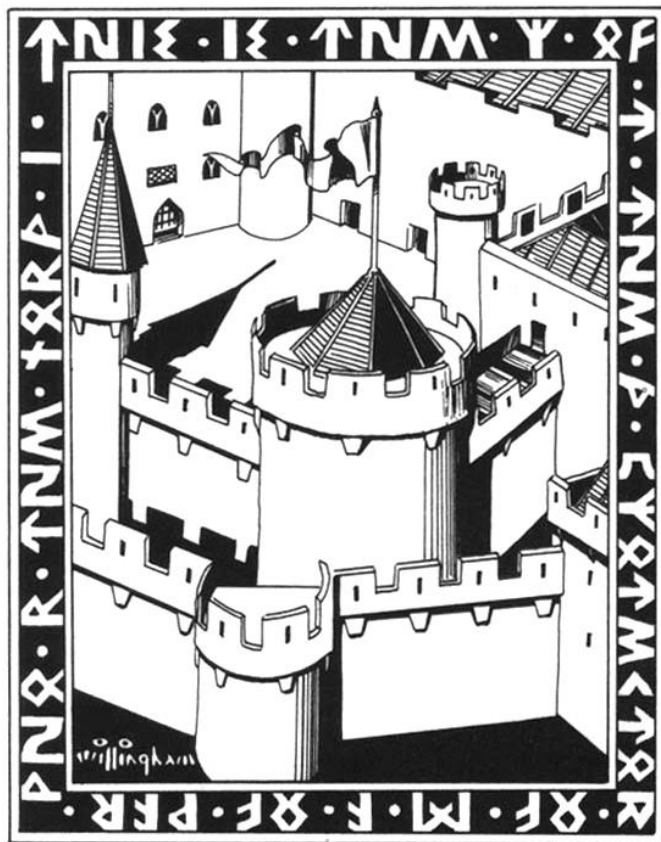
To use the table, the DM determines what type of wall is being assaulted, and finds its closest approximation on the table. Cross-reference the type of attack being made and roll a saving throw. If the saving throw succeeds the attack does no significant damage; if it fails, the wall begins to give way.

For each point below the required saving throw, the structure loses one cubic foot of structure. For example, suppose a stone wall 10' thick fails its saving throw by six points. The wall now loses a portion of its structure equal to six cubic feet of area (i.e., a hole two feet wide, three feet high, and one foot deep).

Attacker's Siege Options

1. *Depart*: The attacking forces leave the battle completely. No further combat occurs.
2. *Bombard*: The attackers maintain a position distant from the fortification but within range of the smallest artillery used. Artillery and ballista fire is the only possible form of combat; no melee or missile fire occurs.
3. *Harass*: The attacking force encamps near the fortification. Some siege equipment may be used, but not all (see "Siege Preparations").

4. **Assault:** The attacking force uses all available siege equipment and attacks forcefully, trying to penetrate the fortification. The attacking force gains a bonus of +5 % (not merely +5) to its BR, but the defenders' casualties are decreased by 5 % (effects identical to the standard tactics). The combat turn is otherwise run normally. Combat is primarily melee, with some missile fire but usually no artillery fire.



Defender's Siege Options

1. **Assault:** The defender can at any time choose to leave the fortress to make a sortie. If the defenders make an assault, they lose all fortification bonuses but may choose the time of attack (day or night) and gain a +10% (not +10) bonus to their BR (rounded up), which represents a degree of surprise. Combat is otherwise run normally, using the *War Machine Final Results Table* (not applying siege modifications). Standard modification for normal tactics are used, but the (former) attacker may choose a new tactic and is not bound by the siege tactic currently being used. (The number of defenders is no longer multiplied by 4.)
2. **Depart:** If an avenue of escape exists, the defenders may choose to depart. If the fortification has a secret exit (possibly under ground), the defenders can depart unnoticed. If 10% of the defending force is left to maintain the appearance of strength, the departure of the main force can remain undiscovered for some time, varying by the attacker's current tactic.
If the attackers are harassing, the departure becomes apparent one to four hours after dawn. If the attackers are bombarding, the departure will not be noticed. If the attackers are assaulting, the departure is discovered after one turn. The defenders' smaller force may, however, be detected by special squads (see below).
If the defenders' fortification is not surrounded, the defending forces can depart by normal means. If this takes place visibly and during daylight, the attackers gain immediate knowledge

and can attack according to normal War Machine rules. If the departure takes place under cover of darkness or *invisibility*, the defenders can move up to one full terrain unit away from the attackers.

If the defenders depart, the attackers may pursue, occupy the fortification, or do both (by splitting their force). Artillery cannot be moved fast enough to pursue a fleeing force.

3. *Harass*: If they remain within the fortification, the defenders harass. Defenders cannot bombard the attackers.

Siege Preparations: Before commencing a siege, the DM and players need to make the following preparations:

1. *Determine Costs*: Each player needs to find out the weekly payroll, food and water supplies (sustenance), and ammunition costs of his entire force. Review the detailed notes given for each topic at the end of this section. Each player notes the amount of money, rations, and ammunition he has on hand at the start of the siege.
2. *Find BFR, Troop Class, and BR for Each Force*: Each player privately calculates these details, using the standard War Machine rules.
3. *List and Compare Siege Details*: The defending player makes a list of the walls, buildings, moat, and other parts of his fortification, plus all unconcealed siege weapons in use. The attacker lists all the unconcealed siege equipment of the attacking force. (See "Concealed Information" for further details.) the lists should not include BR values. When finished, the players trade lists, and both players can make notes if desired. At the DM's option, reinforcements can arrive later to aid either the defenders or attackers. In this case, the player receiving the reinforcements should make a second list and recompute costs, BFR, troop class, and BR bonuses.
4. *Calculate Total BR Bonuses*: Both players take back their own lists and privately note the BR bonuses for each item while adding concealed equipment information. The BR bonuses for most siege weapons vary by the number of crew per weapon. The exact number of crew per machine should be noted, along with the BR bonus, to avoid errors.
- 5a. *Defender Finds Total BR Score and Siege Weapon Bonuses*: The defending player adds the total defense bonus to the original BR score of the force to find the total modified BR. (The score is not revealed at this time.) Additional bonuses for siege weapons will vary by the tactics used by the attacker, but can be calculated at this time as follows:
 - *Attacker bombards*: Attacker adds all the bonuses for artillery (catapult and trebuchet), plus half the bonuses for ballistae.
 - *Attacker Harasses*: Attacker adds double the bonuses for artillery, and adds the full bonuses for ballistae.
 - *Attacker Assaults*: Attacker adds no value for artillery but adds double the bonus for ballistae.
- 5b. *Attacker Calculates BR Bonus for Each Tactic*: The attacking player privately calculates the siege equipment bonuses that will apply to each tactic chosen, as follows:
 - *Bombard*: All artillery bonuses apply, plus half the ballista bonuses.
 - *Harass*: Bonuses for ballista, timber fort, and mantlet apply. Some or all artillery bonuses can apply, if the attacker decides to use artillery despite possible casualties to the crew.
 - *Assault*: All miscellaneous equipment bonuses apply, plus double ballista bonuses. Artillery bonuses may apply, if the attacker decides to use artillery despite the possible casualties.

Concealed and False Information: In Step 3 of "Siege Preparations," players make lists and compare siege details. Both players may conceal or exaggerate certain details.

- *Fortification Details*: The thickness and height of walls, towers, and belfries must be noted, but each player can claim a height or width up to 5 feet different from the actual amount.
- *Visible Equipment*: The attacker must reveal the exact and correct number of pieces of visible siege equipment used at the start of the battle. However, more equipment can be brought in later or can be concealed by large structures. The existence of such secret weapons is revealed as soon as they are used, when their bonuses to combat are applied.
- *Invisible Equipment*: Invisibility used by either side counts towards conceding weapons only if the enemy has no method of detecting invisible objects. If the enemy spots a team of mules pulling invisible siege equipment but cannot detect invisible, the attacker may identify the invisible siege weapon incorrectly.

Order of Events in Siege Engine: Once all preparations are made, you can conduct siege combat. Each game week (i.e., each siege turn), follow this sequence of events:

1. *Deduct Weekly Costs*: Ignore this step for the first battle of the siege. Apply it to the second and subsequent battle rolls. If the defending force chooses to harass, siege combat continues unless the attacker departs. Each player deducts costs for the turn as follows:
 - a. *Payments*: Cash payments to mercenary troops (one week's payroll) are deducted from each side's total money.
 - b. *Sustenance*: Each side deducts one week's food and water from its current stores for all troops not fed by clerical spells.
 - c. *Ammunition*: Each side deducts one week's amount of ammunition from each siege weapon's total. Both sides can add ammunition gained by gathering (see "Siege Accounting").
 - d. *Dominion Costs*: If the end of a month occurs at the end of a battle week, each side makes appropriate adjustments to their dominion treasures, deducting normal costs and adding normal income. However, a ruler under siege cannot receive dominion income. If a secondary ruler has been previously designated, the dominion accounting continues normally.
2. *Modify BR for Field of Battle*: The battle modifications for troop ratio, morale, environment, immunities, and fatigue should be done openly (but without revealing the starting BR). Some bonuses for terrain also apply, though some terrain bonuses apply to the defender only. Ignore the following terrain bonuses; which are replaced by the defense bonuses for the fortification (see "Siege Preparations" section: defending in place, defending behind a wall, force is in stronghold). Remember that when calculating the troop ratio, the number of troops defending a fortification is multiplied by four. Fatigue automatically lasts for one week instead of 1d4 days.
3. *Choose Tactics*: Each player chooses one siege tactic (as detailed in #5 below). Possible tactics are depart, bombard, harass, and assault.
4. *Reveal Tactics and Modify BR for Siege Equipment*: The tactic used by the attacker is revealed first. If the bombard tactic is used, the defender's tactic is not revealed and he uses the bombard bonuses only. Each player finds the BR bonus that applies (based on the tactics used) and adds the bonus to the BR of the force.
5. *Find and Apply Results*: The details for this procedure vary by the attacker's tactic, as follows.
 - *Bombard*: The attacking player adds the BR bonus gained for artillery and ballista. He then rolls 1d10 to determine casualties inflicted on the defending forces. The resulting roll is read as a percentage (10%, 20%, 30%, etc.) of the BR rating equaling the Hit Dice of casualties inflicted on the

defenders. The defender follows the same procedure, but rolls 2d10.

For example, the attacker has 85 BR points of artillery and the defender has 40. The attacker rolls a 5, causing 42 ½ Hit Dice of casualties (50% of 85). The defender rolls an 11, causing 44 Hit Dice of casualties (110% of 40).

- **Harass:** Each player rolls d%, and adds the result to the BR of the force. The player with the higher total wins this round of the siege. Subtract the lower total from the higher, and refer to the War Machine Combat Results Table to find the resulting casualties and fatigue. Up to this point, the procedure is identical to that of the War Machine. Modify the results as follows:

- All casualties are only one-tenth of normal (drop the last zero in all cases).
- Both attackers and defenders ignore location changes; a "Rout" or "-" result for fatigue is treated as "E."
- Defender casualties are half the final percent. If artillery is used, calculate casualties as for bombard.

- **Assault:** The procedure used for assault is identical to that for harass, but with the following modifications:

- Casualties are half of normal.
- A "Rout" or "-" result indicates that the losers are driven back. If the defenders lose, they are driven out of the fortification. If the attackers lose, they are forced back to a bombarding position.
- Defender casualties are half the final percent. If artillery is used, follow the bombard procedure.

6. **Casualties:** Casualties resulting from harass or assault tactics are applied normally. Casualties from artillery bombardment are determined separately, as explained above under bombard. The casualties from the attacker's artillery may affect both sides, depending on the tactics used by the attacker.

tactics	attackers	defenders
bombard	100%	0%
harass	80%	20%
assault	60%	40%

Divide the total Hit Dice of casualties by the average Hit Dice of the lowest level troops; the result is the actual number of casualties. As with normal casualties, consider half of them as dead and the other half as wounded. If the division is not even, do not round off; consider the fraction as one wounded casualty. The exact troops to which casualties are applied can be designated for more realism, but this is not required.

Special Note: If artillery is used in a War Machine battle (involving no fortifications), double the number of casualties, and apply 100% to the enemy troops.

Siege Weapons: Siege weapons are large weapons, temporary structures, or pieces of equipment traditionally used in besieging a castle or fortress.

Siege weapons require a crew of at least one-quarter the listed size to be usable. If a crew is less than full, but greater than or equal to half the listed number, the BR+ and the Ammo Cost are half normal. If a crew is reduced below half but not below one-fourth, the Ammo Cost and BR + are divided by four. Round all fractions down. See pages 45-46 for more notes on siege weapons and equipment.

weapon	crew	rate of fire	br*	ammo cost/week
ballista	2	1/3	+2	500 gp
catapult, heavy	6	1/3	+8	1,500 gp
catapult, light	4	1/3	+4	1,000 gp
trebuchet	8	1/6	+12	2,000 gp

* all bonuses require that there be 1 piece per 1,000 troops

weapon	crew	br	ammo cost/week
cauldron, suspended	2		varies
gallery, covered	8	†	-
hoist	4	+3	-
mantlet, movable	6	+3	-

weapon	crew	br	ammo cost/week
ram	10	+4	-
ram catcher	2	+2	-
siege tower	20	+10	-
sow	10	+4	-

† doubles BR value of ram

Siege Accounting & Costs

- **Ammunition:** The missiles used by catapults, trebuchets, and ballistae must be accounted for in siege situations. Ammunition may be one of the largest costs of the siege.

Before the battle, each player notes the amount of ammunition available for each siege weapon. The weekly costs are given for each such weapon in the equipment details. Costs should be recorded so that one unit equals a week's worth of ammunition. Note that the costs are subtracted from a dominion treasury and may be considered part cash, part services.

In Step 1 of each battle week, both players deduct ammunition to be used in the following turn (week), subtracting 1 (one week's worth) from the total for each siege weapon.

Each player then adds a number to reflect ammunition gathered. Ballista ammunition can never be gathered or reused; all missed shots are broken and unusable. Artillery ammunition can be gathered and reused by each side. The details vary for each side, as follows.

The defending force can only gather a small amount of spent ammunition. The attacker must first reveal the total number of artillery pieces that fired in the previous week. The defender divides that total by 4; the result is the number of weeks of ammunition that the defenders can gather.

The defenders may also choose to destroy stone buildings and use the stone for ammunition. This can be done quickly by few men. Each stone building yields a number of units (weeks' worth) of ammunition equal to its BR value. However, the BR bonus for the building must be immediately deducted from the defender's original total.

The attacking force can gather a much larger amount of spent artillery ammunition. Ammunition can only be collected from artillery used in the previous week. The amount varies by the tactic used in the current week.

Bombard:	¾ of the weapons fired
Harass:	½ of the weapons fired
Assault:	½ of the weapons fired

These figures assume that all available troops are employed in gathering ammunition. Troops so employed do not rest enough to offset fatigue, but do not suffer additional fatigue. If a commander allows the troops to rest to offset fatigue, the amount of ammunition gathered is half as much.

If a missile weapon runs out of ammunition, it gives no further BR bonuses. If a weapon is left unused to save ammunition, its BR bonus is not counted for that week.

- **Payroll:** The standard hiring payroll is given in cost per day or month on page 77. Divide the monthly cost by four to find the cost per week. To be used for payroll, cash must be either kept at the siege site or delivered at regular intervals (either procedure requiring guards). Cash must be in a physical form suitable for individual payments; mercenaries cannot be expected to make change. Mercenaries may be given large sums as payment in advance of services, but this practice encourages desertion and often causes a drop in morale (due to gambling, theft, accidental loss, etc.).
- **Sustenance:** A standard ration serves one person for one week, but spoils if kept longer than a week. An iron ration also serves one person for a week, but spoils only if kept for eight weeks. One week's food and water for one person is called a full ration. The prices listed for food in the *PLAYER'S HANDBOOK* reflect the markups applied to food offered to adventurers or sold in taverns and inns. When feeding an army and buying food regularly in bulk, divide those listed food costs in half. This reduced price is not available to small parties of traveling adventurers. Anyone not receiving full rations becomes fatigued after one week of less than proper feeding, exhausted after another week (losing 50% of BR). Morale drops 2 points for each week of less

than normal feeding. Troops not fed at all will desert or rebel after only 1-3 days of such treatment.

Horses and other mounts of similar size require triple normal (human) rations. Underfeeding brings the same penalties as for troops; if not fed, the mounts may flee, attack their owners, or simply weaken and die (in 1d6+3 days).

Foraging and hunting are virtually useless for armies. Any force of 100 or more troops can quickly gather every available food source in an area in only a day, providing food for one week at most, and often less.

In Step 1 of each week of siege combat, both players deduct the full rations to be used in the coming week. If less than full rations are issued, fatigue and morale changes are applied immediately. Rations are not deducted for troops supplied by clerics or druids using the *create water*, *create food & water*, *goodberry* or *heroes' feast* spells.

- **Field Construction:** Siege equipment can be constructed at the site of the siege. Each piece of equipment must be constructed under the supervision of a siege engineer. An artilleryist is also needed for any artillery under construction. One siege engineer can supervise up to four constructions at one time. One artilleryist can supervise only two constructions at once. To construct equipment, hardware (metal materials and tools) must be brought to the siege site. The cost of hardware is 10% of the listed cost of the piece of equipment. Wood must be in plentiful supply at or near the siege site. If a forest resource is within 5 miles, 10 men can gather enough wood in one day to make 100 gold pieces of equipment. If the wood is 5-10 miles away, double the time. If 10-15 miles away, triple the time, and if 15-20 miles away, quadruple the time needed. Nearby wooden buildings can be a source of some usable wood. Five feet of building wall can be converted into 20 gold pieces of equipment. (This assumes the use of rafters and beams as well as the walls themselves.) Stone buildings (with wooden roofs) can also yield usable beams, but only 100 gold pieces of equipment per standard stone building. Once materials are at hand, any supervised but untrained person can construct 10 gold pieces of equipment per day. No more than 10 men can work on it at once. For example, if ten men work on a light catapult under proper supervision, they will finish 100 gold pieces per day, taking ten days to complete a 1,000 gp light catapult. Ballista ammunition cannot be built in the field except by an armorer.

Post-Siege Adjustments

- **Damage to Fortifications:** If siege missiles are used during a siege, fortifications suffer a certain amount of damage. To determine the state of the walls, towers, and other parts of the fortification, make a damage roll for each attacker siege weapon in use at the end of the siege (example: 3d6 for light catapult). Add all of these damage rolls together. Multiply the result by the number of weeks that the siege lasted. The defender then rolls d% and subtracts the result from the attacker's total. The result is the number of hit points of damage to the fortification. If the total damage exceeds the original hit points, the fortification is completely reduced to rubble. Otherwise, first apply damage to 75% of the wall's hit points, and (if any damage needs further accounting) to the following structures, in the order given. Deduct 20% of each structure's original hit points each time. If further damage needs accounting, apply 20% more damage to the walls and each item on the following list, in order, going through the list as many times as necessary: gatehouses, gates and drawbridges, normal buildings, towers, barbicans, keeps
- **Attacks Against a Portion of a Fortification:** If an attacker wishes to concentrate his assault against a small portion of a fortified position, he can do so under the following conditions:
 - a. The attacker can use no more than 300 troops and four siege engines per 100 feet of attack frontage.
 - b. The defender gets the full BR benefit from the section of the fortification under attack. He also gets the full BR benefit for

any towers with 200 feet of the area under attack. The defender then adds in one-quarter of the BR benefit for the remaining parts of the fortification.

Additional Details: These notes are offered as historical information, to stimulate the imagination and give a more detailed view of medieval siege warfare.

The siege section of the War Machine already reflects the assumption that some or all siege weapons are being employed, and that some appropriate defenses are at hand and likewise used.

For fast resolution of any assault on a fortification (whether walled town or huge fortress), you can still use that system.

However, not all attacks on fortresses will result in sieges. This is especially true if powerful magic-users are present, for magic can produce very fast results. When both sides have powerful magic-users, the battle could be quickly resolved in either direction, depending on the tactics used. The War Machine rules are inadequate for such cases. A game session devoted entirely to this sort of battle is recommended.

If a long siege situation does arise, one important point should be emphasized: The costs of paying one's forces and maintaining supplies for their use should be strictly applied throughout any siege. Cost was historically (and should remain, in the game) the greatest obstacle to siege warfare.



Special Squads: Either side can use special squads - groups of specialists with exceptional skills who work toward special purposes. Typical purposes are *reconnaissance* (gathering information about the enemy), *demolition* (attempting to destroy one or more chosen pieces of equipment), and *commando* (capturing or killing one or more persons valuable to the enemy).

Special squads usually involve magic. A reconnaissance squad might include persons able to fly invisibly, observing enemy forces at close range, or thieves who are able to sneak quietly. A demolition squad is usually formed to destroy siege weapons or a belfry. A commando squad is often formed to remove or capture enemy leaders or magic-users.

Special squads must be created and defined before the start of the siege. Their existence should not be revealed to the opposing player. The members of any special squad must be PCs or named NPCs. War Machine procedures are not applied; these events are played out under normal AD&D rules.

Special squads operate between siege battle weeks. Their activities are played using normal game rules. If the DM is also one of the players in the siege battle, he or she may run the adventure, but should take great care to keep DM knowledge and NPC knowledge separate. Whenever doubt exists, results should be decided in the player's favor.

A group of adventurers can become a special squad for a siege. This is an ideal way to play a normal AD&D game within the siege system.

The results of a special squad's mission are applied immediately, before the next siege battle.

For example, actions by a special squad that result in the loss of several siege weapons, leaders, clerics, etc., may require the recalculation of any or all combat details (from a belfry BR onwards).

APPENDIX B: RANDOM DUNGEON DESIGN

When you need help in designing a dungeon - whether it is a level in your main dungeon or a labyrinth discovered elsewhere - the following random generation system has proven itself to be useful. It must be noted that the system requires time, but it can be used directly in conjunction with actual play.

The upper level above the dungeon in which adventures are to take place should be completely planned out, and it is a good idea to use the outdoor encounter matrix to see what lives where (a staircase discovered later just might lead right into the midst of whatever it is). The stairway down to the first level of the dungeon should be situated in the approximate middle of the upper ruins (or whatever you have as upper works).

The first level of the dungeon is always begun with a room; that is, the stairway down leads to a room, so you might go immediately to the Table V: *Chambers & Rooms* (on page 247) and follow the procedure indicated or use one of the following "starter" areas. Always begin a level in the middle of the sheet of graph paper.

Keep a side record of all monsters, treasures, tricks, traps, and whatever normal dungeon matrix. Discretion must prevail at all times. For example: if you have decided that a level is to be but one sheet of paper in size, and the die result calls for something which goes beyond an edge, amend the result by rolling until you obtain something which will fit with your predetermined limits.

Common sense will serve. If a room won't fit, a smaller one must serve, and any room or chamber which is called for can be otherwise drawn to suit what you believe to be its best positioning.

START AREAS FOR RANDOM DUNGEON

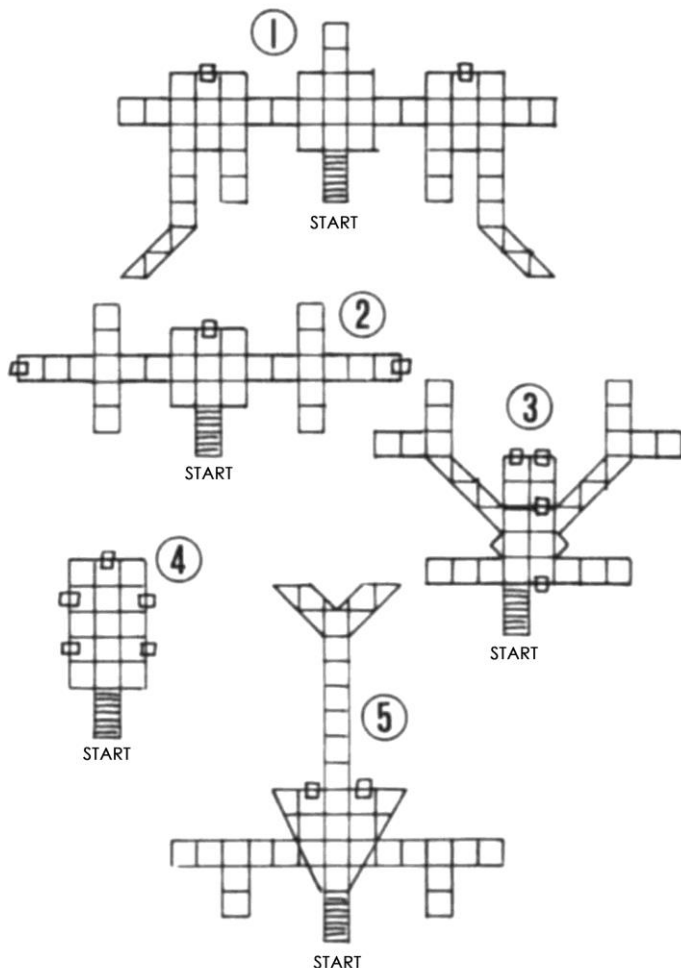


Table I: Dungeon Generator

d20 roll	result
1-2	continue straight - check Table I again in 60'
3-5	door, check Table II
6-10	side passage, check Table III - check Table I again in 30'
11-13	passage turns, check Table IV and check the width on the appropriate subtable of Table III
14-16	chamber, Table V - check Table I 30' after leaving
17	stairs, check Table VIII
18	dead end (walls left, right, and ahead can be checked for secret doors), see Table VII's Exit Location subtable for more details
19	trick/trap, check Table XI, passage continues - check Table I again in 30'
20	wandering monster, check again immediately to see what lies ahead so direction of monster's approach can be determined - check Table I again in 30'

Table II: Doors* (Roll on Both Subtables)

d20 roll	location subtable
1-6	left*
7-12	right*
13-20	ahead

d20 roll	space beyond door subtable
1-4	parallel passage**, or 10' x 10' room if door is straight ahead
5-8	passage straight ahead
9	passage 45/135 degrees***
10	passage 45/135 degrees***
11-18	room, check Table V
19-20	chamber, check Table V

* check again immediately on Table I; if another door is indicated, then ignore the result and check again 30' past the door. If a room or chamber is beyond a door, go to Table V

** Extends 30' in both directions

*** the direction will be appropriate to existing circumstances, but use the angle before the slash in preference to the other.

Table III: Side Passages (Roll on All Applicable Subtables)

d20 roll	result
1-2	left 90 degrees
3-4	right 90 degrees
5	left 45 degrees
6	right 45 degrees
7	left 135 degrees
8	right 135 degrees
9	left curve 45 degrees ahead
10	right curve 45 degrees ahead
11-13	passage "T"s
14-15	passage "Y"s
16-19	four-way intersection
20	passage "x"s (if present passage is horizontal or vertical it forms a fifth passage into the "x")
d20 roll	passage width subtable
1-4	5'
5-13	10'
14-17	20'
18	30''
19-20	special passage (roll on the following subtable)

Table III: Side Passages (continued)

d20 roll	special passage subtable
1-4	40', columns down center
5-7	40', double row of columns
6-10	50', double row of columns
11-12	50', columns 10' right & left support 10' wide upper galleries that are 20' above*
13-15	10' stream**
16-17	20' river***
18	40' river***
19	60' river***
20	20', chasm****

* stairs up to gallery will be at end of passage (75%) or at beginning (25%). In the former case if a stairway is indicated in or adjacent to the passage it will replace the end stairs 50% of the time and supplement 50% of the time.

** streams bisect the passage. They will be bridged 75% of the time or be an obstacle 25% of the time.

*** rivers bisect the passage. They will be bridged 50% of the time, have a boat 25% of the time (50% chance for either bank), or be an obstacle 25% of the time.

**** 150'-200' deep chasms bisect the passage. They will be bridged 50% of the time, have a jumping place 1d6+4 feet wide 25% of the time, or be an obstacle 25% of the time.

Table IV: Passageway Turns

d20 roll	result
1-8	left 90 degrees
9	left 45 degrees ahead
10	left 135 degrees
11-18	right 90 degrees
19	right 45 degrees ahead
20	right 135 degrees

Table V: Chambers & Rooms* (Roll on All Applicable Subtables)

d20 roll	chamber size	room size
1-2	square, 20'x20'	square, 10'x10'
3-4	square, 20' x 20'	square, 20' x 20'
5-6	square, 30' x 30'	square, 30' x 30'
7-8	square, 40' x 40'	square, 40' x 40'
9-10	rectangular, 20' x 30'	rectangular, 10' x 20'
11-13	rectangular, 20' x 30'	rectangular, 20' x 30'
14-15	rectangular, 30' x 50'	rectangular, 20' x 40'
16-17	rectangular, 40' x 60'	rectangular, 30' x 40'
18-20	unusual shape and size - see both subtables below	

* you may wish to have "rough-hewn" and natural tunnels in lower levels, and where rooms and chambers are indicated substitute Caves & Caverns (see Table VI). Exits are as per Table VII.

d20 roll	unusual shape subtable
1-5	circular*
6-8	triangular
9-11	trapezoidal
12-13	odd-shaped**
14-15	oval
16-17	hexagonal
18-19	octagonal
20	cave

* has a pool (25%), a well (10%), a shaft (15%) or is normal (50%). See Table XII: Pools if a pool is present.

** draw what shape you desire or what will fit the map - it is a special shape if desired.

Table V: Chambers & Rooms* (continued)

d20 roll	unusual size subtable
1-3	about 500 sq. ft
4-6	about 900 sq. ft
7-8	about 1,300 sq. ft
9-10	about 2,000 sq. ft
11-12	about 2,700 sq. ft
13-14	about 3,400 sq. ft
15-20	roll again and add result to 9-10 above (if another 15-20 repeat the process, doubling 9-10 above, and so on)

Use the following chamber & room list to determine what purpose the various dungeon rooms and chambers serve.

chamber & room list	chamber & room list
antechamber	kitchen
armory	laboratory
audience	library
aviary	lounge
banquet	meditation
barracks	observatory
bath	office
bedroom/boudoir	pantry
bestiary	pen/prison
cell	privy/secret room
chantry	reception
chapel	refectory
cistern	robing room
classroom	salon
closet	shrine
conjuring	sitting room
corridor	smithy
court	solar
crypt	stable
dining	storage
divination	strongroom/vault
dormitory	study
dressing room	temple
entry/vestibule	throne room
gallery	torture chamber
game room	training/exercise
guardroom	trophy room/museum
hall	waiting room
hall, great	water closet/toilet
hallway	well
harem/seraglio	workroom
kennel	workshop

Table VI: Caves & Caverns

d20 roll	result
1-5	cave about 40' x 60'
6-7	cave about 50' x 75'
8-9	double cave: 20' x 30', 60' x 60'
10-11	double cave: 35' x 50', 80' x 90'
12-14	cavern about 95' x 125'
15-16	cavern about 120' x 150'
17-18	cavern about 150' x 200'
19-20	mammoth cavern about 250'-300' x 350'-400'

* roll to see if a pool is therein, see Table XII

** roll to see if a lake is therein, see Table XIII

Table VII: Area Exits (Roll on All Applicable Subtables)

d20 roll	number of exits*
1-3	1 exit (2 if over 600 sq. ft)
4-6	2 exits (3 if over 600 sq. ft)
7-9	3 exits (4 if over 600 sq ft)
10-12	no exit** (1 if over 1,200 sq ft)
13-15	no exit** (1 if over 1,600 sq ft)
16-18	1d4 exits
19-20	1 exit

* chamber exits are usually (75%) a door. If not, the chamber's exit is a passageway. Room exits are usually (75%) passageways. If not, the room's exit is a door.

** check once per 10' for secret doors

d20 roll	exit location subtable*
1-7	opposite wall
8-12	left wall
13-17	right wall
18-20	same wall

* if a door or passage is indicated on a wall where the space immediately beyond the wall has already been mapped, then the exit is a secret door (25%), a one-way door (25%) or is in the opposite direction (50%).

d20 roll	exit direction subtable
1-16	straight ahead
17-18	45/135 degrees left*
19-20	45/135 degrees right*

* the exit will be appropriate to existing circumstances, but use the angle before the slash in preference to the other.

Table VIII: Stairs (Roll on Table I Upon Ascending/Descending)

d20 roll	result
1-5	down 1 level*,
6	down 2 levels**
7	down 3 levels***
8	up 1 level
9	up to dead end (1 in 6 change that the dead end has a chute trap, down 2 levels)
10	down to dead end (1 in 6 chance that the dead end has a chute trap, down 1 level)
11	chimney up 1 level, passage continues, check again in 30'
12	chimney up 2 levels, passage continues, check again in 30'
13	chimney down 2 levels, passage continues, check again in 30'
14-16	trap door down 1 level, passage continues, check again in 30'
17	trap door down 2 levels, passage continues, check again in 30'
18-20	up 1 level, then down 2 levels with a chamber at the end, check TABLE V

* 1 in 20 has a door which closes egress for the day.

** 2 in 20 has a door which closes egress for the day.

*** 3 in 20 has a door which closes egress for the day.

Table IX: Chamber or Room Contents

d20 roll	result
1-12	empty
13-14	encounter, check <i>Dungeon Encounter Tables</i> (p. 267)
15-17	encounter and treasure, check <i>Dungeon Encounter Tables</i> on page 267 and see Table X
18	special* or a stairway up 1 level (25%), up 2 levels (10%), down 1 levels (35%), down 2 levels (25%) or down 3 levels (5%) via 2 flights of stairs and a slanting passage-way.
19	treasure, see Table X
20	trick/trap, see Table XI

* Determine based on dungeon level or stairs, as desired.

Table X: Treasure (Roll on All Applicable Subtables)

d20 roll	result
01-25	1,000 copper pieces per dungeon level
26-50	1,000 silver pieces per dungeon level
51-65	750 electrum pieces per dungeon level
66-80	250 gold pieces per dungeon level
81-90	100 platinum pieces per dungeon level
91-94	1d4 gems per dungeon level (see page 127)
95-97	1 piece of jewelry per dungeon level (see page 128)
98-00	magic item, roll once on <i>Magic Item Table</i> on page 129

* if treasure found in an area with an encounter roll twice, adding 10% to each roll

d20 roll	treasure container subtable
1-2	bag
3-4	sacks
5-6	small coffer
7-8	chests
9-10	huge chests
11-12	pottery jars
13-14	metal urns
15-16	stone containers
17-18	iron trunks
19-20	loose

d20 roll	treasure protection subtable
1-8	trapped, see the <i>treasure traps</i> subtable below
9-12	hidden, see the <i>treasure concealment</i> subtable below
13-20	none

d20 roll	treasure traps subtable
1-2	contact poison on container
3-4	contact poison on treasure
5-6	poisoned needles in lock
7	poisoned needles in handles
8	spring darts firing from front of container
9	spring darts firing up from top of container
10	spring darts firing up from inside bottom of container
11-12	blade scything across inside
13	poisonous insects or reptiles living inside container
14	gas released by opening container
15	trapdoor opening in front of container
16	trapdoor opening 6' in front of container
17	stone block dropping in front of the container
18	spears released from walls when container opened
19	explosive runes spell
20	symbol spell

d20 roll	treasure concealment subtable
1-3	invisibility
4-5	illusion
6	secret compartment under container
7-8	secret compartment in container
9	inside another, ordinary item that is in plain view
10	disguised to appear as something else
11	under a heap of trash or dung
12-13	under a loose stone in the floor
14-15	behind a loose stone in the wall
16-20	in a nearby secret room

Table XI: Trick/Trap

d20 roll	result
1-5	secret door
6-7	10'x10'x10' pit trap opens
8	10'x10'x10' pit trap opens
9	20'x20' elevator room descends 1 level and will not ascend for 6 hours (36 turns)
10	20'x20' elevator room descends 2 levels and will not ascend for 6 hours (36 turns)
11	20'x20' elevator room descends 1d4+1 level (once upon entering and once each time the exit door trap is not disarmed... until it descends as far as possible). It will not ascend for 10 hours (60 turns)
12	wall 10' behind trap slides across the passage, blocking retreat until it resets in 1d20+40 turns.
13	flaming oil pours onto a random person
14	10'x10'x10' pit trap opens. 1 round later the pit walls begin closing, crushing those within in 1d4+1 rounds.
15	arrow trap, 1d3 arrows (1 in 20 is poisoned)
16	spear trap, 1d3 spears (1 in 20 is poisoned)
17	gas trap (30' radius cloud), see the <i>Gas Trap</i> subtable below
18	stone blocks rain down on those within 5' of the trap, dealing 2d20 points of damage to those failing a dexterity saving throw.
19	illusionary wall conceals a pit trap (see 6-7, 8 and 14 above) or a chamber with an encounter & treasure (see <i>Table IX</i> result "15-17")
20	greased chute trap deposits those within 5' of the trap 1 level deeper in the dungeon.
d20 roll	gas trap subtable
1-7	obscures vision, as the <i>fog cloud</i> spell
8-9	causes <i>blindness</i> , as the spell, for 1d6 turns
10-12	causes <i>fear</i> , as the spell
13	causes <i>sleep</i> , as the <i>deep slumber</i> spell, for 2d6 turns
14-18	grants <i>strength</i> , as the <i>strength</i> spell, for 1d10 hours
19	causes <i>sickness</i> , as the <i>stinking cloud</i> spell, for 1d6 turns
20	poisons those within, as per the reverse of the <i>neutralize poison</i> spell

Table XII: Pools

d20 roll	result
1-8	no pool
9-10	pool, no encounter
11-12	pool and encounter, check <i>Dungeon Encounter Tables</i> on page 267
13-18	pool, encounter and treasure, check <i>Dungeon Encounter Tables</i> on page 267 and see <i>Table X</i>
19-20	magical pool, see the <i>magical pool</i> subtable below
d20 roll	magical pool subtable*
1-8	turns gold to platinum (1-10) or lead (11-20)
9-15	permanently adds 1d3 point to (1-10), or subtracts 1d3 points from (11-20), one ability score. Determine randomly on 1d6: (1) strength, (2) intelligence, (3) wisdom, (4) dexterity, (5) constitution, (6) charisma
16-17	talking pool which will grant 1 wish to a character of its alignment. Others are geased. The pool's alignment is determined randomly on a d20: (1-6) lawful good, (7-9) lawful evil, (10-12) chaotic good, (13-17) chaotic evil, (18-20) neutral
18-20	transporter pool. Location is determined randomly on a d20: (1-7) back to the surface, (8-12) elsewhere on the level, (13-16) down 1 dungeon level, (17-20) 100 miles away to some location on the surface.

* may be used once per item or person. In order to find out what the pool's effect is characters must enter the magic pool.

Table XIII: Lakes

d20 roll	result
1-10	no lake
11-15	lake, no encounter
16-18	lake and encounter, check <i>Dungeon Encounter Tables</i> on page 267
19-20	enchanted lake*

* an enchanted lake leads any who manage to cross it to another dimension, special temple, etc. There is a 90% chance that the lake has a guardian, monstrous or otherwise.



APPENDIX C: TRAPS

A trap can be either mechanical or magic in nature. Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. Magic traps are further divided into spell traps and magic device traps. Magic device traps initiate spell effects when activated, just as wands, rods, rings, and other magic items do. Creating a magic device trap works just like the creation of a magical item while setting spell traps merely involves the casting of a spell in a particular area or on a specific item.

Natural hazards such as pockets of poisonous gas in caverns, patches of quicksand, and avalanches are, mechanically, similar to traps in that they may be detected and avoided by perceptive characters. Their effects are likewise similar.

TYPES OF TRAPS

Magic Traps: Many spells or magical devices can be used to create dangerous traps. Unless the spell or item description states otherwise, assume the following to be true:

- Magic traps such as *glyph of warding* are hard to detect and disable. An assassin or thief can use the *find traps* ability to find the *glyph* and thwart it. The DC is equal to 10 plus the caster level of the *glyph*'s creator.
- Magic traps permit a saving throw in order to avoid the effect, with the DC equal to 10 plus the trap's creator's level. Magic traps may be disarmed by a *disable device* check. The DC is equal to 10 plus the caster level of the trap's creator.

Mechanical Traps: Dungeons are frequently equipped with deadly mechanical (non-magical) traps. A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the heroes receive a saving throw to mitigate its effects. Traps that attack with arrows, sweeping blades, and other types of weaponry make normal attack rolls, with a specific attack bonus dictated by the trap's design. Creatures who succeed on a *perception* check can detect simple mechanical traps (those with DC of 13 or less). Simple traps include snares, tripwires, or pit traps. The *find traps* ability must be possessed in order to detect well-hidden or complex mechanical traps with a *perception* check, as such traps are virtually undetectable to those without expertise in the location and disabling of traps. Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers. Complex traps have a DC of 15 or greater.

The DC of the *perception* and/or *disable device* check for a given trap is equal to 10 plus the trap creator's level, but may be modified as the DM sees fit.

Natural Hazards: Natural hazards are, in essence, traps unwittingly set by the forces of nature. Like any other traps they may be detected by perceptive characters, particularly those whose background skills prepare them for such hazards.

Thin ice over a frozen lake, quicksand, avalanches, and pockets of noxious gases in caverns are examples of natural hazards. Each may be detected by a successful *perception* or *survival* check; or by the successful use of a related skill check. *Profession (miner)* checks, for example, could be used to notice a pocket of poisonous gas in a cavern or that the ceiling of a mine shaft is about to cave in.

ELEMENTS OF TRAPS

All traps - mechanical or magic - have the following elements: trigger, reset, DC, and damage/effect. Some traps may also include optional elements, such as poison or a bypass. These characteristics are described below. If a player character wants to design and construct a magic trap, he must be able to create magic items, as detailed in the *MAGIC ITEM CREATION* section of this book. In addition, he must be able to cast the spell or spells that the trap requires - or, failing that, he must be able to hire an NPC to cast the spells for him.

If designing a mechanical trap, simply select the elements you want the trap to have, using the sample traps below as a guideline for the cost of constructing the trap. For each level's difference in the trap's effectiveness, increase or decrease the cost by 10%.

Trigger: A trap's trigger determines how it is sprung. Some traps need direct contact in order to be triggered while others are triggered by vibration or by magical sensors, such as those created through the casting of a permanent *alarm* or *magic mouth* spell. Most traps activate as soon as triggered but some have delays built into them or are set to activate automatically after a set duration. Natural hazards, of course, have no true trigger.

Reset: A reset element is the set of conditions under which a trap becomes ready to trigger again. Some traps do not reset themselves and need to be rebuilt or repaired in order to be reused. Typically traps must be manually reset in order to be used more than once, though some mechanisms are able to automatically reset themselves. Natural hazards, of course, cannot be reset.

Bypass (Optional): If the builder of a trap wants to be able to move past the trap after it is created or placed, it's a good idea to build in a bypass mechanism - something that temporarily disarms the trap. Bypass elements are typically used only with mechanical traps; spell traps usually have built-in allowances for the caster to bypass them. Sample bypasses for mechanical traps include locks and hidden switches. For magical traps passwords, items, hand signs or gestures often work as bypasses.

SPECIAL FEATURES

Some traps have miscellaneous features that produce special effects such as drowning, for a water trap, or ability damage from poison. Saving throws and damage depend on the poison or are set by the builder, as appropriate.

Alchemical Device: Mechanical traps may incorporate alchemical devices or other special substances or items, such as acid, Greek fire, and the like.

Gas: With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have a delayed trigger (see *ELEMENTS OF TRAPS* above).

Liquid: Any trap that involves a danger of drowning is in this category. Traps employing liquid usually have a delayed trigger (see *ELEMENTS OF TRAPS* above). Quicksand is a type of water trap.

Poison: Traps that employ poison are deadlier than their non-poisonous counterparts. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison's damage. Others deal damage with ranged or melee attacks as well.

TRAP ATTACK MODES

Melee Attacks: These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the attack bonus. These traps deal the same damage as the melee weapons they "wield." In the case of a falling stone block, you can assign any amount of bludgeoning damage you like, but remember that whoever resets the trap has to lift that stone back into place. A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high strength score.

Pits: These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful dexterity save avoids it. Other save-dependent mechanical traps also fall into this category.

Pits in dungeons come in three basic varieties: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of common sense, climbing or jumping ability checks, or various magical means.

Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They can be detected with a *perception* check, but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a dexterity save to avoid

falling into it. However, if he was running or moving recklessly at the time, he gets no saving throw and falls automatically.

Trap coverings can be as simple as piled refuse (i.e. straw, leaves, sticks, and garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so that they spring back shut after they open. The trapdoor might lock once it is back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and a strength check is needed to keep a spring-loaded door open.

Falling into a pit deals 1d6 points of damage per 10 feet of depth. Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of acid, lava, or even water at the bottom. Spikes at the bottom of a pit deal an additional 1d6 points of damage. If the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself.

Monsters sometimes live in pits. Any monster that can fit into the pit might have been placed there by the dungeon's designer, or might simply have fallen in and not been able to climb back out.

A secondary trap, mechanical or magical, at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when she's least ready for it.

Ranged Attacks: These traps fling darts, arrows, spears, or the like at whoever activated the trap. The builder sets the attack bonus. A ranged attack trap can be configured to simulate the effect of a composite bow with a high strength rating which provides the trap with a bonus on damage equal to its strength rating. These traps deal whatever damage their ammunition normally would.

Saving Throws: These traps force the character to roll a saving in order to avoid or lessen their effects. Poisonous gas traps, poisoned items (doorknobs, locks, articles of clothing, and so on), spell-activation traps and pit traps are examples of traps that may only be avoided or mitigated with a passed saving throw. The DC of the *saving throw* for any given trap is equal to 10 plus the trap creator's level if mechanical, the level of caster if a spell or magical item, or the strength of the toxin in the case of poisons.

SAMPLE TRAPS

The costs listed for mechanical traps are market prices; those for magic traps are raw material costs. Caster level and class for the spells used to produce the trap effects are provided in the entries for magic device traps and spell traps. For all other spells used (in triggers, for example), the caster level is assumed to be the minimum required. See the *Random Trap Generation* section below for more sample trap ideas.

- *Basic Arrow Trap:* Mechanical; proximity trigger; manual reset; +5 BTH, 1d6 damage; DC 15. Market Price: 1,000 gp.
- *Camouflaged Pit Trap:* Mechanical; location trigger; manual reset; 10' fall, 1d6 damage; DC 15. Market Price: 1,500 gp.
- *Ceiling Pendulum:* Mechanical; location trigger; automatic reset; +10 BTH, 2d6 damage; DC 20. Market Price: 10,000 gp.
- *Compacting Room:* Mechanical; location trigger (delay: 1d4 rounds); automatic reset; hidden switch bypass; 12d6 damage; multiple targets (all targets in a 10' by 10' room); DC 20. Market Price: 25,000 gp.
- *Crushing Ceiling:* Mechanical; location trigger (delay: 1 round); repair reset; 12d6 damage; multiple targets (all targets in a 10' by 10' room); DC 20. Market Price: 12,500 gp.
- *Doorknob Smeared with Contact Poison:* Mechanical; touch trigger; manual reset; (poison); DC 15. Market Price: 250 gp + poison cost.
- *Falling Block Trap:* Mechanical; proximity trigger; manual reset; +5 BTH, 2d6 damage; multiple targets (targets two adjacent 5-ft. squares); DC 15. Market Price: 2,500 gp.
- *Fusillade of Darts:* Mechanical; location trigger; manual reset; +5/+5 BTH, 1d4 damage; multiple targets (targets two adjacent 5' squares); DC 15. Market Price: 1,000 gp.

- *Glyph of Warding (Blast):* Spell; spell trigger; no reset; 2d8 damage, multiple targets (all targets within 5'); DC 15. Market Price: 350 gp to hire NPC spellcaster.
- *Large Net Trap:* Mechanical; location trigger; manual reset; +5 BTH; see PHB p. 45 for effects; multiple targets (all targets in a 10' square); DC 15. Market Price: 2,000 gp.
- *Moving Executioner Statue:* Mechanical; location trigger; automatic reset; hidden switch bypass; +15/+15 BTH, 2d6 damage; multiple targets (both arms attack); DC 25. Market Price: 25,000 gp.
- *Poison Needle Trap:* Mechanical; touch trigger; manual reset; +5 BTH, 1 damage + (poison); DC 15. Market Price: 500 gp + poison cost.
- *Portcullis Trap:* Mechanical; location trigger; manual reset; +5 BTH, 2d6 damage; multiple targets (targets two adjacent 5-ft. squares beneath the portcullis); DC 15. Note: Portcullis blocks passageway. Market Price: 5,000 gp.
- *Razor-Wire Across Hallway:* Mechanical; location trigger; no reset; +5 BTH, 1d6 damage + trip attack; multiple targets (targets two adjacent 5-ft. squares); DC 15. Market Price: 250 gp.
- *Rolling Rock Trap:* Mechanical; location trigger; manual reset; +5 BTH, 2d6 damage; multiple targets (targets two adjacent 5' squares); DC 15. Market Price: 2,500 gp.
- *Scything Blade Trap:* Mechanical; location trigger; automatic reset; +8 BTH, 1d8 damage; DC 15. Market Price: 1,700 gp.
- *Spiked Pit Trap:* Mechanical; location trigger; automatic reset; 20' fall, 2d6 + 1d6 damage/spike; multiple targets (targets two adjacent 5' squares); Note: Each target falls on 1d4 spikes; DC 15. Market Price: 5,000 gp.
- *Water-Filled Room Trap:* Mechanical; location trigger (delay: 1d6 rounds); automatic reset; multiple targets (all targets in a 10' by 10' room); DC 19. Market Price: 12,500 gp.
- *Whirling Poison Blades:* Mechanical; location trigger; automatic reset; hidden lock bypass, +10 BTH, 1d8 damage + (poison); multiple targets (targets three adjacent 5' squares); DC 20. Market Price: 22,500 + poison cost.

RANDOM TRAP GENERATOR

The random trap generator chart that follows is not an exhaustive list. In fact, a quick perusal of this chart should readily produce several variations on the themes presented herein. It should also be noted that some traps can be combined to great effect. For instance, a spiked pit trap might trigger a swinging log to "help" the players in. Use your imagination. There are various possible trap levels appropriate for different situations, as follows:

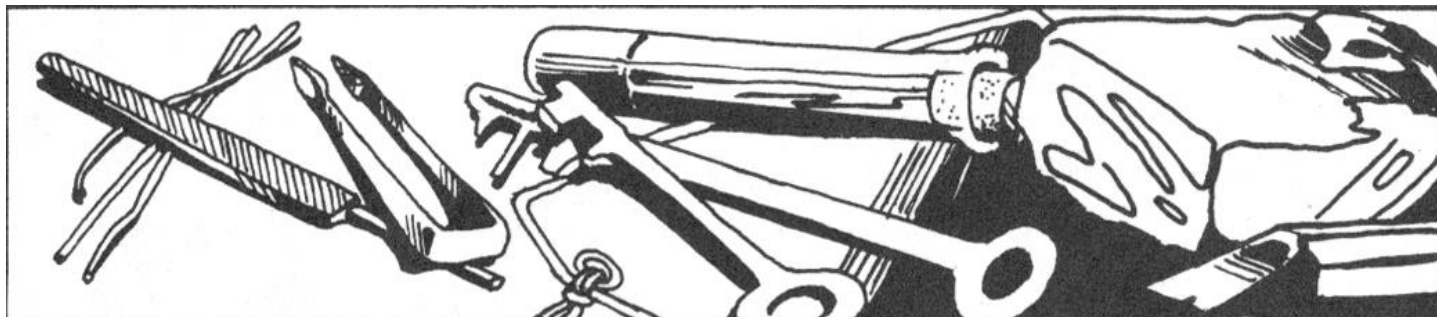
- *Nuisance:* A hidden trap door with a 10' drop.
- *Hazardous:* A hidden trap door with a 10' drop onto spikes.
- *Dangerous:* A hidden trap door with a 10' drop onto poisoned spikes (for extra nastiness, have the pit lock shut after the victim falls in).
- *Fatal:* All of the above plus a 10 ton stone block the exact shape of the pit that drops down from the ceiling into the pit.

Note on Trap Placement: Generally traps should be suited to the dungeon level on which they are situated and the potential treasure they guard. Thus a trap on the first dungeon level that leads to an area infested with ferocious but poverty-stricken monsters should be nuisance, while a trap on the sixteenth dungeon level that protects a pair of dragons' treasure hoard while the dragons are out hunting should be fatal.

Intelligent creatures that live near a trap will always have some means of avoiding or disarming it; whether this is an alternative route they habitually take or some mechanical or magical means of bypassing it. If they use the trap to protect their lair, treasure or young, they will maintain the trap to the best of their ability (perhaps cleaning away bloodstains or other evidence of its existence, for example). And if the player characters learn to bypass the trap, intelligent monsters may try to find a way of making it effective again - perhaps by moving it or adding additional features, according to their ability and resources.

When placing traps, think about their purpose in the game and the effect they will have on playing style. Traps are there to increase the risk of dungeoneering and to encourage skilled play; good dungeons

have a judicious mixture of monsters, traps and roleplaying encounters.



Random Trap Generator

d% roll	result	d% roll	result
01-02	acid spray	46	gas, weakness
03-04	arrow trap	47-48	greased chute
05	arrow trap (poisoned)	49-50	jaw trap
06	bridge, collapsing	51	lightning bolt
07	bridge, illusory	52-53	log trap, swinging
09-10	caltrops drop from ceiling	54-56	obscuring fog
10	caltrops (poisoned) drop from ceiling	57	oil-filled pit with dropping lit torch
11	ceiling block drops behind players	58-59	pendulum, ball or blade
12	ceiling blocks drop in front of and behind players	60-62	pit trap triggered by false door
13	ceiling block drops in front of players	63-64	pit with dropping ceiling block
14-15	ceiling block drops on players	65-66	pit with locking trap door
16	ceiling block seals players in room or area	67	pit (flooding) with locking trap door
17	ceiling lowers to floor in 1d6 rounds	68-71	pit, 10'
18	door, falling	72-74	pit, 10', with spikes
19-20	door, one way	75	pit, 10', with spikes (poisoned)
21-23	door, resists opening	76-78	portcullis drops behind players
24	door, specific	79-80	portcullises drop in front of and behind players
25	elevator room	81-82	portcullis drops in front of players
26	elevator room, deactivates for 24 hours	83-84	rolling stone ball, height and width of corridor
27	elevator room, one way	85-86	scything blade, ankle-high
28-29	flame jets	87-88	scything blade, neck-high
30-31	flooding room fills in 1d6 rounds	89	sliding room changes facing or location
32	floor, collapsing	90-91	spear trap
33	floor, illusory	92	spear trap (poisoned)
34-35	gas, acid cloud	93	spiked log trap
36	gas, blinding	94	spring-loaded pile-driver disguised as a door
37	gas, fear	95	stairs fold flat into a sliding chute
38-39	gas, flammable	96-97	stairs collapse
40-41	gas, poison	98	teleporter
42-43	gas, sickening	99	trip wire
44	gas, sleep	00	wire, neck high
45	gas, slowing		

APPENDIX D: TRICKS

As with traps, there are nearly endless numbers of tricks which can be devised and used in the campaign. Most experienced Dungeon Masters will probably already have a proud repertoire of clever and innovative (not to mention unique and astounding) artifices, deceptions, conundrums, and sundry tricks which will put to shame the humble offering which follows.

Nonetheless, this enumeration might serve for those who have not yet had the experience and seasoning necessary to invent more clever devices to bring consternation to overbold and incautious characters. Even if you are fairly conversant with the idea of tricks in the dungeon,

check the lists anyway, for you might find one or two useful ideas there.

The first list is features commonly found in a dungeon. Thereafter is a longer list of attributes. Select a feature or several, as desired. Assign one or more attributes to each feature, or combination thereof, in order to develop an interesting trick which will challenge the players and yet not be too difficult for the level of experience of their characters. When you come to an appropriate spot in your dungeon (or elsewhere for that matter), enliven the place with the addition of a few tricky attributes to an otherwise unremarkable or now ordinary feature.

FEATURES

altar	fire or fireplace	machine	room
arch	force field	monster	stairway
ceiling	fountain	passage	statue
container (barrel, jar, vase, etc.)	fresco, mosaic, or painting	pedestal	tapestry
dome	furnishings	pillar or column	vegetation
door	idol	pit	wall
door, secret	illusion	pool	well or pool

ATTRIBUTES

ages	disintegrates	intelligent	shoots
animated	distorted width/length	invisible	sliding
antimagic	distorted height/depth	move/rolls	sloping
appearing/disappearing	enlarges/reduces	one-way	spinning
asks	enrages	parasitic	sympiotic
attacks	electrical shock	releases coins	takes/steals
changes alignment	false	releases counterfeit coins	talks intelligently/normally
changes ability score	flesh to stone	releases gems/jewelry	talks nonsense
changes class	fruit	releases magic item	talks in verse/rhyme
changes sex	gaseous	releases map	talks melodically /sings
combination	geases	resists examination	talks in order to cast spell
collapsing	gravity increases	resists specific action	talks in a booming voice/screams
directs	gravity decreases	rising/sinking	teleports
greed-producing	gravity is nullified	suggests	wish fulfillment
shifting	gravity varies	suspends animation	wish fulfillment, reversal

SAMPLE TRICKS

The following examples of tricks are offered as a guide only. Vary such tricks in order to avoid the possibility of player knowledge:

- **Altar:** Touching this feature without uttering the name of the deity to which it is dedicated will alternately do the following: age the character 10 years, animate his or her weapons for 4 rounds and cause them to attack their owner (cf. *Sword of Dancing*), or cause cancellation (as the rod) to drain his or her most powerful magic item of all of its dweomer. If the deity's name is uttered when the altar is touched, then characters of neutral alignment will have a wish granted if it is made within the turn; characters of other alignment will have a geas laid upon them to go and slay a monster who is inimical to the deity, but upon successful completion of this duty they too will be granted a wish.
- **Arch:** This feature will exist when the party first enters the place, but thereafter it will appear and disappear on a random basis on a 1 in 20 chance for either. It will alternately do one of the following: change sex, enlarge/reduce to giant/brownie size (assuming man size upon entry), or *teleport* the individual to an area where gems grow on plants. Those within the arch when it disappears are trapped until it reappears again, and exiting does not cause any of its functions to operate.
- **Container:** This is a jar which is alternately a *polymorphed* black pudding which the touch of a character will dispel to its normal form, or an obsidian vase of the finest workmanship which is worth 5,000 gold pieces. If a *polymorph* spell is cast upon the jar form, or a *dispel magic* is cast upon the vase form, then the vase will become a normal item of great worth. Otherwise, each time it is touched there are equal chances for either form to exist.
- **Door, Secret:** This pivoting stone portal will always swing open to the left, giving egress to an area guarded by a basilisk. However,

if a second hidden stud is found (-15 to perception checks), then it will pivot to the right and allow entry to a chamber containing a magical fountain.

- **Fountain:** This feature is a beautiful work of onyx and jet black stone. A grinning gargoyle and a lovely nymph are depicted, the former with an open mouth, the latter with a pitcher. As soon as the party enters, the gargoyle will ask a riddle, and if it is not answered it will spray poison upon the group (DC 20 constitution save or suffer 3d6 CON damage). If answered, the nymph will then recite a poem which is a clue to a special treasure.
- **Monster:** The shriekers found in the area have a heavy growth of yellow mold upon them and if they are struck, the spores will spread in their usual poisonous cloud. These creatures totally surround a pedestal.
- **Pedestal:** This short, thick cylinder has six knobs in the shape of flowers. Atop the pedestal lies a strangely wrought crown, but it is untouchable due to a force field. Turning the knobs will 1) lower one attribute of the character by 1 point, 2) give a magical shock for 5d10 hit points, 3) turn the character to *gaseous form*, 4) deliver a scroll upon which is a clue as to how to lower the force field, 5) turn the character permanently *invisible*, and 6) open a trap door in the floor which drops all in the room down a chute to a level far beneath the place.

From these examples, you will note that nearly endless combinations are possible even without your own ideas for additions - and these will surely come. There can be monsters hidden by illusion, illusory monsters, symbiotic monsters, monsters in combined pairs or trios or whatever, parts of the dungeon which are distorted, *invisible*, shifting, slanting, spinning, and so on.

APPENDIX E: DUNGEON DRESSING

Use these tables for miscellaneous items and points of interest for corridors and unpopulated areas, or to round out otherwise drab places.

Air & Odors

d% roll	air currents	d% roll	odors	d% roll	air quality
01-05	breeze, slight	01-03	acid	01-70	clear
06-10	breeze, slight, damp	04-05	chlorine	71-75	foggy
11-12	breeze, gusting	06-39	dank, moldy	76-80	steamy
13-18	cold current	40-49	earthy	81-88	floor-to-waist-height obscured in mist
19-20	downdraft, slight	50-57	manure	89-90	hazy with dust
21-22	downdraft, strong	58-61	metallic	91-98	hazy with smoke
23-69	still	62-65	ozone	99-00	misted
70-75	still, very chill	66-70	putrid		
76-85	still, warm (or hot)	71-75	rotting vegetation		
86-87	updraft, slight	76-77	salty, wet		
88-89	updraft, strong	78-82	smoky		
90-93	wind, strong	83-89	stale, fetid		
94-95	wind, strong, gusting	90-95	sulphorous		
96-00	wind, strong, moaning	96-00	urine		

Note air and odor information in level keys. If random determination is used, be sure that some logic prevails in the overall scheme.

General Descriptors

d% roll		d% roll		d% roll		d% roll	
01	arrow, broken	34-40	dripping	62-64	leaves (dry) & twigs	84	stones, small
02-04	ashes	41	dried blood	65-68	mold (common)	85	straw
05-06	bones	42-44	dung	69	pick handle	86	sword blade, broken
07	bottle, broken	45-49	dust	70	pole, broken (5'8")	87	teeth/fangs, scattered
08	chain, corroded	50	flask, cracked	71	pottery shards	88	torch stub
09	club, splintered	51	food scraps	72-73	rags	89	wall scratchings
10-19	cobwebs	52	fungi, common	74	rope, rotten	90-91	water, small puddle
20	coin, copper (bent)	53-55	guano	75-76	rubble & dirt	92-93	water, large puddle
21-22	cracks, ceiling	56	hair/fur bits	77	sack, torn	94-95	water, trickle
23-24	cracks, floor	57	hammer head, cracked	78	slimy coating, ceiling	96	wax drippings
25-26	cracks, wall	58	helmet, badly dented	79	slimy coating, floor	97	wax blob (candle stub)
27	dagger hilt	59	iron bar, bent, rusted	80	slimy coating, wall	98-00	wood pieces, rotting
28-29	dampness, ceiling	60	javelin head, blunt	81	spike, rusted		
30-33	dampness, wall	61	leather boot	82-83	sticks		

Distribute these items randomly, by choice, or by dice roll. An interval of 60' or more between each placement is suggested.

Unexplained Sounds & Weird Noises

d% roll		d% roll		d% roll		d% roll	
01-05	bang, slam	27-29	footsteps behind	54-55	laughter	83	sobbing
06	bellow(ing)	30-31	footsteps receding	56-57	moaning	84	splashing
07	bong	32-33	footsteps off to the side	58-60	murmuring	85	splintering
08	buzzing	34-35	giggling (faint)	61	music	86-87	squeaking
09-10	chanting	36	gong	62	rattling	88	squealing
11	chiming	37-39	grating	63	ringing	89-90	tapping
12	chirping	40-41	groaning	64	roar(ing)	91-92	thud
13	clanking	42	grunting	65-68	rustling	93-94	thumping
14	clashing	43-44	hissing	69-72	scratching/scrabbling	95	tinkling
15	clicking	45	hooting	73-74	scream(ing)	96	twanging
16	coughing	46	horn/trumpet sounding	75-77	scuttling	97	whining
17-18	creaking	47	howling	78	shuffling	98	whispering
19	drumming	48	humming	79-80	slithering	99-00	whistling
20-23	footsteps ahead	49	jingling	81	snapping		
24-26	footsteps approaching	50-53	knocking	82	sneezing		

Select noises as desired. Locate in 20'-40' areas for detection. Have at least 120' intervals between each.

Furnishings & Appointments, General

d% roll		d% roll		d% roll		d% roll	
01	altar	25	chair, padded	50	hogshead	79	sideboard
02	armchair	26	chair, padded, arm	51	idol (largish)	80	sofa
03	armoire	27	chest, large	52	keg	81	staff, normal
04	arras	28	chest, medium	53	loom	82	stand
05	bag	29	chest of drawers	54	mat	83	statue
06	barrel	30	closet (wardrobe)	55	mattress	84	stool, high
07-08	bed	31	coal	56	pail	85	stool, normal
09	bench	32-33	couch	57	painting	86	table, large
10	blanket	34	crate	58-60	pallet	87	table, long
11	box (large)	35	cresset	61	pedestal	88	table, low
12	brazier & charcoal	36	cupboard	62-64	pegs	89	table, round
13	bucket	37	cushion	65	pillow	90	table, small
14	buffet	38	dais	66	pipe (large cask)	91	table, trestle
15	bunks	39	desk	67	quilt	92	tapestry
16	butt (large barrel)	40-42	fireplace & wood	68-70	rug (small-medium)	93	throne
17	cabinet	43	fireplace with mantle	71	rushes	94	trunk
18	candelabrum	44	firkin	72	sack	95	tub
19	carpet (largish)	45	fountain	73	sconce, wall	96	tun
20	cask	46	fresco	74	screen	97	urn
21	chandelier	47	grindstone	75	sheet	98	wall basin and font
22	charcoal	48	hamper	76-77	shelf	99	wood billets
23-24	chair	49	hassock	78	shrine	00	workbench

Use this list to select furnishings. Random use is suggested only for rounding out the furnishings of an area.

General Description of Container Contents

d% roll		d% roll		d% roll		d% roll	
01-03	ash	27-28	fibers	49-56	liquid	84-85	skin/hide
04-06	bark	29-31	gelatin	57-58	lump(s)	86-87	splinters
07-09	bone	32-33	globes	59-61	oily	88-89	stalks
10-14	chunks	34-37	grains	62-65	paste	90-92	strands
15-17	cinders	38-40	greasy	66-68	pellets	93-95	strips
18-22	crystals	41-43	husks	69-81	powder	96-00	viscous
23-26	dust	44-48	leaves	82-83	semi-liquid		

Use these lists for direct selection. Random determination is useful only for adding items in odd situations.

Magic-User Furnishings

d% roll		d% roll		d% roll		d% roll	
01-03	alembic	33	crystal ball	55	mortar & pestle	76	spatula
04-05	balance & weights	34	decanter	56	pan	77	spoon, measuring
06-09	beaker	35	desk	57-58	parchment	78	stand
10	bellows	36	dish	59	pentacle	79	stool
11	bladder	37-38	flask	60	pentagram	80	stuffed animal
12-13	bottle	39	funnel	61	phial	81	tank (container)
14-16	book	40	furnace	62	pipette	82	tongs
17	bowl	41-44	herbs	63	pot	83	tripod
18	box	45	horn	64	prism	84	tube (container)
19-22	brazier	46	hourglass	65	quill	85-86	tube (piping)
24-25	cauldron	47-48	jar	66-68	retort	87	tweezers
26	candle	49	jug	69	rod, mixing/stirring	88-90	vial
27	candlestick	50	kettle	70-71	scroll	91	waterclock
28	carafe	51	ladle	72	scroll tubes	92	wire
29-30	chalk	52	lamp	73	sheet	93-00	workbench
31	crucible	53	lens (concave, convex)	74	skin		
32	cruet	54	magic circle	75	skull		

Religious Articles & Furnishings

d% roll		d% roll		d% roll		d% roll	
01-05	altar	25	drum	56-58	offertory container	77	side chair(s)
06-08	bell(s)	26-27	font	59	paintings/frescoes	78-79	stand
09-11	brazier(s)	28-29	gong	60-61	pews	80-82	statue(s)
12	candelabra	30-35	holy/unholy symbol(s)	62	pipes (musical)	83	throne
13-14	candles	36-37	holy/unholy writing	63	prayer rug	84-85	thriller
15	candlesticks	38-43	idol(s)	64	pulpit	86-88	tripod
16	cassocks	44-48	incense burner(s)	65	rail	89-90	vestry
17	chime(s)	49	kneeling bench	66-67	robes	91-97	vestments
18-19	cloth (altar)	50-53	lamps(s)	68-69	sanctuary	98-99	votive light
20-23	columns/pillars	54	lectern	70-71	screen	00	whistle
24	curtain/tapestry	55	mosaics	72-76	shrine		

Select from the above list. Use random determination only to round out or fill in.

Temple Trappings

d% roll		d% roll		d% roll		d% roll	
01-05	altar	23-25	flame pit	53-54	mosaics	80	sacrifice
06-07	bells	26-27	font/immersion chamber	55-56	offertory	83	scroll
08-09	brazier	28-29	gong	57-61	paintings	84-86	shrine
10-11	candlesticks	30-35	holy/unholy tomes	62-63	pedal organ	87	stained glass
12-14	chimes	36-40	holy/unholy inscriptions	64	pews	88-91	statue
15-16	choir area	46	holy/unholy relics	65-68	prayer wheels		treasure
17	cassocks	47-48	idol/icon	69	pulpit	96	throne
18-20	cloth, altar	49-53	incense burners	70-74	reliquary	97-98	vestry
21-22	crypt	51-52	lectern/dais	75-79	robes	99-00	vestments

The DM should choose from the list to stock the temple, using random selection only to fill in details or in spur-of-the-moment situations. Note that some of the items below will not be applicable to certain religions (e.g., no flame pit for living sacrifice in a lawful good temple).

Torture Chamber Furnishings

d% roll		d% roll		d% roll		d% roll	
01-02	bastinadoes	29-31	cressets	49-50	pillory	79-80	table
03	bell (huge)	32	fetters	51-54	pincers	81	thongs
04-06	bench	33-35	fire pits	55-56	pliers	82-85	thumb screws
07-10	boots (iron)	36	grill	57-58	pot (huge)	86-88	torches
11-15	branding irons	37-38	hooks	59-66	rack	89-90	"u" rack
16-20	brazier	39-43	iron maiden	67-68	ropes	91	vice
21-22	cage	44	knives	69	stocks	92-93	well
23-26	chains	45	manacles	70-71	stool	94-96	wheel
27	chair with straps	46	oubliette (pits)	72-75	strappado	97-00	whips
28	clamps	47-48	oil (barrel of)	76-78	straw		

Use this list to select from. Random selection by dice roll is useful only to fill in.

Clothing & Footwear

d% roll		d% roll		d% roll		d% roll	
01-02	apron	23-24	frock/pinafore	47-48	kirtle	78-79	shift
03-04	belt	25-26	gauntlets	49-50	leggings	80-83	slippers
05	blouse	27-28	girdle	51-54	linens (drawers)	84-86	smock
06-08	boots	29	gloves	55-58	linen (undershirt)	87-89	stockings
09	buskins	30-31	gown	59	mantle	90	surcoat
10-11	cap	32-34	hat	60	pantaloon	91	toga
12-13	cape	35	habit	61-62	petticoat	92-94	trousers
14-16	cloak	36-39	hood	63-66	pouch/purse	95-96	tunic
17-18	coat	40-41	hose	67-70	robe	97	veil
19	coif	42-43	jerkin	71-74	sandals	98	vest
20	doublet	44	jupon	75-76	scarf	99	wallet
21-22	dress	45-46	kerchief	77	shawl	00	wrapper

Select from this list for wardrobe items. Use random determination only to round out or find odd articles.

Jewelry & Items Typically Bejeweled

d% roll		d% roll		d% roll		d% roll	
01-02	anklet	27	choker	41-45	earring	76-78	pendant
03-06	armband	28-30	clasp	46-47	fob	79-83	pin
07-09	belt	31-32	coffer	48-52	goblet	84	orb
10-12	box (small)	33	collar	53-54	headband (fillet)	85-93	ring
13-16	bracelet	34-35	comb	55-57	idol	94	scepter
17-19	broach	36	coronet	58-59	locket	95-96	seal
20-21	buckle	37	crown	60-62	medal	97-99	statuette
22-25	chain	38-39	decanter	63-68	medallion	00	tiara
26	chalice	40	diadem	69-75	necklace		

Select from this list for wardrobe items. Use random determination only to round out or find odd articles.

Miscellaneous Utensils & Personal Items

d% roll		d% roll		d% roll		d% roll	
01	awl	27	dish	51	oil, fuel	74	spoon
02	bandages	28	earspoon	52	oil, scented	75	stopper
03	basin	29	ewer	53	pan	76	statuette/figurine
04-05	basket	30	flagon	54	parchment	77	strainer
06	beater	31	flask	55	pitcher	78	tankard
07	book	32	food	56	pipe, musical	79	thongs
08-09	bottle	33	fork	57	pipe, smoking	80	thread
10	bowl	34	grater	58	plate	81-84	tinderbox (flint & steel)
11	box (small)	35	grinder	59	platter	85-86	towel
12-13	brush	36	hourglass	60	pot	87	tray
14	candle	37	jack (container)	61	pouch	88	trivet
15	candle snuffer	38	jar	62	puff	89	tureen
16	candlestick	39	jug	63	quill	90-91	twine
17	cane (walking stick)	40	kettle	64	razor	92	unguent
18	case	41	knife	65	rope	93	vase
19	casket (small)	42	knucklebones	66	salve	94	vial
20	chopper	43	ladle	67	saucer	95	wallet
21	coffer	44-45	lamp/lantern	68	scraper	96	washcloth
22	cologne	46	masher	69	scroll	97	whetstone
23	comb	47	mirror	70	shaker	98	wig
24	cup	48	mug	71	sifter	99	wool
25	decanter	49	needle(s)	72	soap	00	yarn
26	dipper	50	oil, cooking	73	spigot		

Use this list to select miscellaneous items in an area. Random use is suggested only to fill in after selection.

Food & Drink

d% roll		d% roll		d% roll		d% roll	
01-02	ale	25	cookies	39-42	mead	70	pie
03	apricots	26	eggs	43-46	meal (grain)	71	plums
04-05	apples	27	fish*	47-56	meat*	72-74	porridge
06	beans	28	fish, shell*	57	milk	75	prunes
07-10	beer	29-30	fowl*	58	muffins	76	pudding
11	berries	31	grapes	59	mushrooms	77	raisins
12	biscuits	32	greens*	60-62	nuts*	78-80	soup
13	brandy	33	gruel	63-64	onions	81-82	stew
14-18	bread	34	honey	65	pastries	83	sweetmeats
19	broth	35	jam	66	peaches	84-87	tea
20	butter	36	jelly	67	pears	88-89	tubers/roots*
21	cakes	37	leeks	68	peas	90-95	water
22-24	cheese*	38	lentils	69	pickles	96-00	wine

Varieties of the items marked with an asterisk (*) have been omitted, for they are generally well-known and can be enumerated by the DM with little or no difficulty. Use the lists above for the stocking of kitchens, store rooms, etc. Random selection is suggested only to round out an already stocked area.

Condiments & Seasonings

d% roll		d% roll	
01-15	garlic	56-58	pepper
16-50	herbs*	59-85	salt
51-55	mustard	86-00	vinegar

* a listing of herbs and associated vegetable matter is given below, along with the purported uses for herbs with regard to healing, magic, poisons, etc.

HERBS, SPICES & MEDICINAL VEGETABLES

There are hundreds of different vegetable flavorings and seasonings which were or are reputed to have medicinal and/or magic properties. It is not within the scope of this work to detail all of these herbs and spices, particularly as regards their description, habitat, and the many uses claimed for most. An alphabetical listing with one or two comments on each is presented. The dedicated herbalist will have to pursue his or her research in scholarly texts.

<i>plant and/or special part</i>	<i>uses and/or powers</i>
abscess root (sweet root)	respiratory disorders
acacia (Gum Arabic)	tissue repair
aconite (monkshood, wolfsbane)	sedative, wards off werewolves
acorn	tissue hardening
adder's tongue	emetic, emollient
ad rue	anti-vomiting, sedative
agar-agar (jelly)	anti-inflammation, nutrient
agaric	astringent, purgative
agrimony (cocklebur, stickwort)	muscle toner
alder	anti-inflammation, tonic
alkanet root	antiseptic, emollient, wormer
all-heal (wound-wort)	antiseptic, anti-spasmodic
almond milk or powder	nutrient, emollient
aloe (bitter aloe)	bites, burns, laxative, tonic, repels insects
amaranth (red cockscomb, love-lies-bleeding)	astringent, anti-hemorrhaging
ammoniacum (Persian Gum)	stimulant, respiratory aid
angelica	lung, liver, spleen, vision, hearing
anise	antacid, digestion, coughing
arbutus (mayflower)	astringent, bladder infection
areca nut (betel nut)	astringent, tape wormer
arenaria rubra (sandwort)	diuretic, urinary diseases
arrach (goosefoot)	sedative (nervous tension, hysteria)
artichoke juice	jaundice curative
asafetida (devil's dung, food of the gods)	aphrodisiac, brain and nervous stimulant, tonic, many others
asarabacca (hazelwort, wild nard)	emetic, purgative
ash (bark and leaves of)	laxative, anti-inflammation, fever
asparagus juice or root	sedative, heart problems, anti-oxalic acid
avens (calewort, herb bennet)	astringent, anti-hemorrhaging, anti-weakness, tonic, more
bael	anti-inflammation, ulcers
balm (sweet balm) leaves	calms nerves, fevers
balm of gilead	nutrient, general organ stimulant
balmony (bitter herd, snake head)	tissue builder and strengthener, liver ailments, wormer
barley	nutrient (recuperative)
basil	nervous disorders, digestion
bay leaf (bay laurel)	anti-gas, astringent, digestion, diuretic
beet	organic cleanser
belladonna (deadly nightshade, dwale, black cherry root)	diuretic, sedative, pain reliever, anti-opiate, circulation, stimulant, poison/lycanthropy cure
benne (sesam, sesame)	respiratory disorders, eye infections
benzoin (gum benzain)	expectorant, stimulant, anti-septic, wounds and sores
berberis	fevers
beth root (lamb's quarters)	astringent, coughs, tonic, anti-hemorrhaging, more
bilberry (huckleberry, hurtleberry, whortleberry)	anti-thirst, dropsy, typhoid, more
birch (white birch)	anti-inflammation, astringent, fever, intestines and stomach, venereal diseases, skin conditions,
birthwort	circulatory stimulant
bistort (adderwort)	astringent
bittersweet (felonwort, scarlet berry, woody nightshade)	abscesses, lymph infections, swelling and inflammation
blackberry (dewberry)	astringent, tonic, dysentery

<i>plant and/or special part</i>	<i>uses and/or powers</i>
black currant	antiseptic, blood purifier, diuretic
black willow (pussy willow) bark	astringent, antiseptic
blueberry	anti-thirst, dropsy, typhoid, more
blue flag (flag lily, poison flag, water flag, water lily)	diuretic, cathartic, blood purifier (against poison), wound healing, venereal disease, much more
blue mallow (common mallow)	coughs, cold
boneset (thoughtwort)	fevers, tonic, skin diseases
borage	coughs, lung infections
box leaves	tonic, blood purifier
bryony	paralysis, bruises
bugle	hemorrhaging, gastrointestinal disorders
burdock	laxative, tuberculosis, more
butterbur	fevers, urinary complaints
cabbage juice	ulcer and stomach treatment
calotopis (mudar bark)	skin leprosy, elephantiasis, more
camphor (gum camphor)	bruises, sprains, chills, fever, cardiac stimulant
caraway	antacid, aids digestion
cardamom seeds	anti-gas, stimulant
carrot juice and seeds	health tonic
castor oil	purgative, cathartic
catnip	colds, fevers, anti-spasmodic, hysteria
cayenne	stimulant
celery	liver functions, tonic, stimulant
chamomile	nervous conditions, ear & toothaches
chaulmoogra oil	fevers, sedative, skin eruptions
cherry gum	respiratory infections
chervil	diuretic, kidney stones, gout
chives	colds, general diseases/evil eye
cinnamon	disinfectant, nausea, preservative
cleavers (goosegrass)	fevers, circulation, blood purifier, wounds, liver disease
clover	tonic
cloves	anesthetic, circulation, germicide, disinfectant
comfrey root (healing herb)	bone fractures, colds, respiratory ailments, wounds, gangrene, more
coriander	tonic
couchgrass	bladder and urinary infections
cucumber	inflammation
cumin seed	stimulant
dandelion	diuretic, purgative, tonic
digitalis (dead men's bells, fairy bells, fairy cap, foxglove, etc.)	heart stimulant, tonic, kidney treatment (poison)
dill	nausea
ergot (rye smut)	hemorrhaging, venereal diseases
eyebright	astringent, eye infections
fennel	digestion, weight control, muscle tone, reflexes, vision, much more
fenugreek	stimulant
fig	demulcent
figwort (scrofula plant, throatwort)	abscesses, wounds, pain killer
fireweed	astringent, anti-spasmodic
fluellin	astringent, tissue strengthener
garden burnet (burnet)	relieves diarrhea, bleeding, insect bites, burns
garlic	kills parasites, coughs, colds, blood purifier, detoxifier, wards off vampires

<i>plant and/or special part</i>	<i>uses and/or powers</i>
gelsemium (wild woodbine)	sedative, nerve tonic, fevers, more
gentian (bitter root, felwort)	tonic, fevers, anti-venom
geranium (sweet geranium)	alkalizer
ginger	stimulant, colds, cramps
ginseng	glandular stimulant, vision, dizziness, headaches, weakness
goat's rue	diuretic, wormer (vermifuge)
grape juice	blood fortifier
hartstongue	cough, liver, spleen, bladder
hawthorn	heart, arteries
hedge mustard	throat, lungs
hellebore	heart tonic (rootlets are poison)
honeysuckle	liver, spleen, respiratory disorders
horehound, white	coughs, pulmonary diseases, anti-venom
horehound, black	stimulant, wormer, hemorrhaging
horseradish	tonic, antiseptic, wormer
hyssop	respiratory ailments, jaundice, blood purifier, tonic, cuts and wounds, more
ipecac	dysentery, mouth infections, more
Irish moss	coughs, scalds, burns
jambul seeds	blood purifier, diabetes
jewel weed (balsam weed, pale touch-me-not)	diuretic, kidneys, skin growths, fungus, infections, liver
juniper berry	aphrodisiac, stimulant, disinfectant, venereal disease, more
jurubera	anemia
kelp (seawrack)	thyroid, heart, arteries, much more
larkspur (knight's spur)	external parasites
leek	colds, general diseases/evil eye
lily of the valley	heart tonic
lotus	health tonic, diarrhea relief, mild sedative
lucerne (alfalfa)	strength
lycopodium (common club moss, fox tail, lamb's tail)	wounds, lungs, kidneys, more
mace	stimulant
marigold	fevers, varicosities, eyes, heart
marjoram	melancholia, dizziness, brain disorders, toothaches
masterwort	stimulates organs, anti-spasmodic, more
mistletoe	convulsions, hysteria, narcotic, tonic, typhoid fever, heart
muira-puama	aphrodisiac
mustard	emetic, counter irritant, colds, fevers
nutmeg	nausea, vomiting, diarrhea
nux vomica (poison nut)	stimulant, debility tonic
onion	poultice, colds (as chives)
oregano	germicide, pain killer
paprika	stimulant, poultice
parsley	blood purifier
peach seed	fevers, blood tonic
pepper, black	sprains, neuritis
peppermint	indigestion, digestive aid, soothes skin and stomach/bowels, cold and flu relief, headaches
pitcher plant	small pox preventative and cure, stomach, liver, kidney
plantain (ripple grass, waybread)	minor wounds, stings, rashes
pomegranate	nerve sedative, wormer
poppy	pain relief, sedation
pumpkin seed	virility, organ tonic
quince	eye disease, dysentery, skin disorders

<i>plant and/or special part</i>	<i>uses and/or powers</i>
radish	blood purifier, liver
raspberry	fevers, tonic
rhubarb	astringent, cathartic
rose	colds, fevers
rosemary	germicide, muscle tonic, drives off evil spirits
saffron	scarlet fever, measles, respiratory, infections
sage	tonic, wounds
sarsaparilla (china root, spikenard)	system balance, blood purifier, venereal disease, many more
scopolis	nerve and muscle sedative, pain killer, coughs
skullcap (madweed)	nervous disorders, rabies
senna	purgative
spearmint	indigestion, digestive aid, soothes skin and stomach/bowels
strawberry	vision, swelling and inflammation
summer savory	blood purifier, palsy
tamarind	infection, gangrene
tansy	tonic, narcotic, wormer, digestion, fevers, insect repellent, joint pain
tarragon	digestive aid, mild sedative
tea	poison antidote
thyme	antiseptic, blood purifier
turmeric	flu and cold relief, antiseptic, insect repellent, anti-inflammatory
turnip	mouth disease, throat
watercress	blood tonic
white bryony (mandragora)	cathartic, respiratory diseases, heart, kidneys

It is suggested that you use the above list as a guide to which herbs, spices, or vegetable you will require for various magical effects desired from potions, scroll inks, and other magic items. You may add to or delete from the list as you desire. Reputed folk uses are not detailed with respect to magic in most cases, as this decision is the purview of the DM.

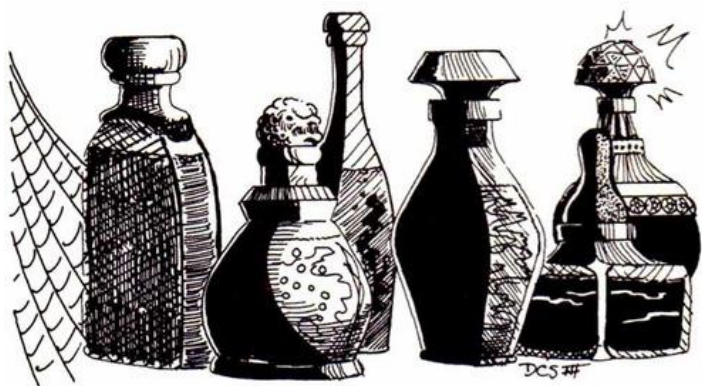


DESCRIBING MAGICAL SUBSTANCES

Some Dungeon Masters have difficulty describing the contents of potion bottles, magical elixirs, and like liquid substances. The lists below give the appearances of liquids, colors, tastes, and smells. These various descriptive words will serve the DM in good stead when preparing level keys or when "winging it."

Appearance/Consistency

bubbling	smoky
cloudy	syrupey
effervescent	vaporous
fuming	viscous
oily	watery

**Transparent or Opaque**

clear (transparent)	opaque
cloudy (semi-transparent)	phosphorescent (either)
flecked (transparent)	rainbowed (transparent)
layered (semi-transparent)	ribboned (semi-transparent)
luminous (either)	translucent (semi-transparent)
opaline (opaque)	variegated (determine colors)

Taste or Odor

acidic	metallic
bilious	milky
bitter	musty
burning/biting	oniony
buttery	peppery
cloying	perfumy
dusty	salty
earthy	savory
fiery	soothing
fishy	sour
greasy	spicy
herbal	sweet
honeyed	tart
lemony	vinegary
meaty	watery

Color Categories

<i>metallic</i>	
brassy	old
bronze	silvery
coppery	steely
<i>reds</i>	
carmine	pink
cerise	rose
cherry	ruby
cinnabar	russet
coral	rust
crimson	sanguine
madder	scarlet
maroon	vermillion
peach	
yellow	
amber	flaxen
buff	lemon
citrine	ochre
cream	saffron
fallow	
<i>oranges</i>	
apricot	pumpkin
flame	salmon
golden	tawny
<i>greens</i>	
aquamarine	pine
emerald	olive
grass	teal
mint	
<i>blues</i>	
azure	sapphire
cerulean	turquoise
indigo	ultramarine
<i>violet</i>	
eggplant	magenta
fuchsia	mauve
heliotrope	plum
lake	puce
lavender	purple
lilac	
<i>browns</i>	
chocolate	mahogany
ecru	tan
fawn	terra cotta
<i>greys</i>	
dove	neutral
dun	smoke
<i>whites</i>	
bone	ivory
chalky	pearl
eggshell	snow
<i>blacks</i>	
ebony	sable
inky	sooty
pitch	

APPENDIX F: RANDOM WILDERNESS TERRAIN

If a wilderness expedition moves into an area where no detailed map has been prepared in advance, the random terrain determination system below can be utilized with relative ease for a 1 hex = 1 mile, or larger, scale. In using it, however, common sense must prevail.

For example, if the expedition is in the north country the forest will be pine or possibly scrub, while in tropical regions it will be jungle. Similarly, if a pond is indicated in two successive spaces, the two should be treated as one larger body of water.

The Dungeon Master must also feel free to add to the random terrain as he sees fit in order to develop a reasonable configuration. In any event, the DM must draw in rivers, large lakes, seas, oceans, and islands as these features cannot easily be generated by a random method. Glens in forests, paths or tracks, and streams can be included as desired. Paths or tracks and streams must lead to or from unmapped spaces, of course.

As the party enters each space, generate a random number from 1 to 20. Find the type of terrain the party is currently on by reading across the following table then read down the column until you find

	plain	scrub	forest	rough	desert	hills	mountains	marsh
plains	1-11	1-3	1	1-2	1-3	1	1	1-2
scrub	12	4-11	2-4	3-4	4-5	2-3	2	3-4
forest*	13	12-13	5-14	5		4-5	3	5-6
rough	14	14	15	6-8	6-8	6-7	4-5	7
desert	15	15		9-10	9-14	8	6	
hills*	16	16	16	11-15	15	9-14	7-10	8
mountains**	17	17	17	16-17	16-17	15-16	11-18	
marsh	18	18	18	18	18	17		9-15
pond	19	19	19	19	19	18-19	19	16-19
depression	20	20	20	20	20	20	20	20

* 1 in 10 are forested hills

** 1 in 20 mountain ranges have a pass that leads through the range

SETTLEMENTS

Check each space for the possibility of inhabitation. Use d% to determine whether or not a space is inhabited and, if so, the type of habitation present.

settlements

d% roll	type of settlement	population
01-03	single dwelling	1-8
04-05	thorpe	20-80
06-07	hamlet	81-400
08-09	village	401-900
10	town	901-2,000
11	city (see the city subtable below)	see below
12-14	castle (see the castle subtable below)	see below*
15-16	ruins (see ruins table on page 262)	none
17-00	uninhabited	none

city subtable

d% roll	type of city	population
01-50	small city	5,001-12,001
51-94	large city	12,001-25,000
95-00	metropolis	25,001+

castle subtable*

d% roll	size of castle	type
01-10	small	keep
11-25	small	tower
26-35	small	moathouse
36-45	medium	keep
46-65	medium	walled castle with keep
66-80	medium	walled castle with keep
81-88	large	concentric castle
89-95	large	walled castle with keep
96-00	large	fortress complex (see below)

* check the castle inhabitants table below

Fortress Complex: Inhabited fortress complexes have hired soldiers serving within them, in addition to the inhabitants indicated on the *Castle Inhabitants* table below. These men-at-arms include:

the line where the random number generated falls, and simply move left to determine the terrain that predominates in the new space.

If a pond is indicated, the terrain it is in is the same as that of the previous space. If a depression is indicated, the referee must decide as to its nature and extent. Generally, the terrain it is in must be the same as the previous space. A depression in a marsh is some form of lake.

Terrain Types

Plain:	Tundra, steppe, savanna, prairie, heath, moor, downs, meadow
Scrub:	Brush, veldt, bush, thickets, brackens
Forest:	Woods, jungle, groves and copses (light forest)
Rough:	Badlands
Desert:	Barrens, waste, flat, snowfield
Hills:	Ridges, bluffs, dunes
Mountains:	Mesas, glacier, tors
Marsh:	Fen, slough, swamp, bog, mire, quagmire, morass
Pond:	Pools, tarn, lake
Depression:	Gorge, rift, valley, canyon

- 1d4+8 heavy horsemen: Splint mail, lance, longsword, mace
- 1d8+8 light horsemen: Studded leather, light crossbow, longsword
- 1d12+12 spearmen: Scalemail, shield, spear, handaxe
- 1d6+6 crossbowmen: Scalemail, heavy crossbow, morning star
- 1d4+1 garrison: Scalemail, shield, spear, shortsword

Cavalry will be stabled and man the walls when necessary. Each of the above units is led by a fighter of 3rd or 4th level.

castle inhabitants

small castle

d% roll	inhabitants	d% roll	inhabitants
01-45	totally deserted	61-70	humans
46-60	monster occupied*	71-00	character-types

medium castle

d% roll	inhabitants	d% roll	inhabitants
01-30	totally deserted	51-65	humans
31-50	monster occupied*	66-00	character-types

large castle

d% roll	inhabitants	d% roll	inhabitants
01-15	totally deserted	41-60	humans
16-40	monster occupied*	61-00	character-types

* roll on the appropriate *Outdoor Encounter Table* in APPENDIX J, ignoring any rolls that indicate men.

Totally Deserted: Indicates the construction is in disrepair and upon close inspection appears empty.

Monster Occupied: These castle appear as totally deserted ones, even upon close inspection. Entry in to the construction will discover monster inhabitants.

Humans: This indicates that the place is occupied by bandits, brigands, etc., as indicated by the following d% die roll. A die roll 01-25 indicates that bandits hold the castle. A result of 26-85 indicates that

brigands occupy the stronghold. A die roll of 86-97 indicates that berserkers dwell in the castle. Finally, a roll of 98-00 means that dervishes hold the castle. See the *Monster Manual* for number appearing and other details for these results.

Character-Types: This result indicates the stronghold of an 10th-15th level (9+1d6) NPC with character class levels. See the table below to determine to the class this NPC:

d% roll	class	d% roll	class
01-02	antipaladin	53	hedge wizard
03-05	assassin	54-56	illusionist
06-07	barbarian	57-71	magic-user
10	bard	72-75	monk
11-19	cavalier	76-78	necromancer
20-29	cleric	79-84	paladin
30	cloistered cleric	85	psionicist
31	druid	86-87	ranger
32-33	duelist	88-89	scout
34-52	fighter	90-00	thief

Determine the followers for stronghold holders as per the rules for *FOLLOWERS* on pages 80-83 of this tome. Determine the siege equipment for the stronghold as per the guidelines given below.

To determine if the occupants of the stronghold are aware of the party of adventurers, roll a perception check for the latter. If the check is failed the adventurers have not been detected and may opt to pass the place by or go and investigate it. If the check succeeds the fortress occupants know they are there.

The reactions of the castle or other type of stronghold to the adventurer party are discovered as normally done. Friendly or hostile reactions will be dictated by the alignment, culture and society of the inhabitants.

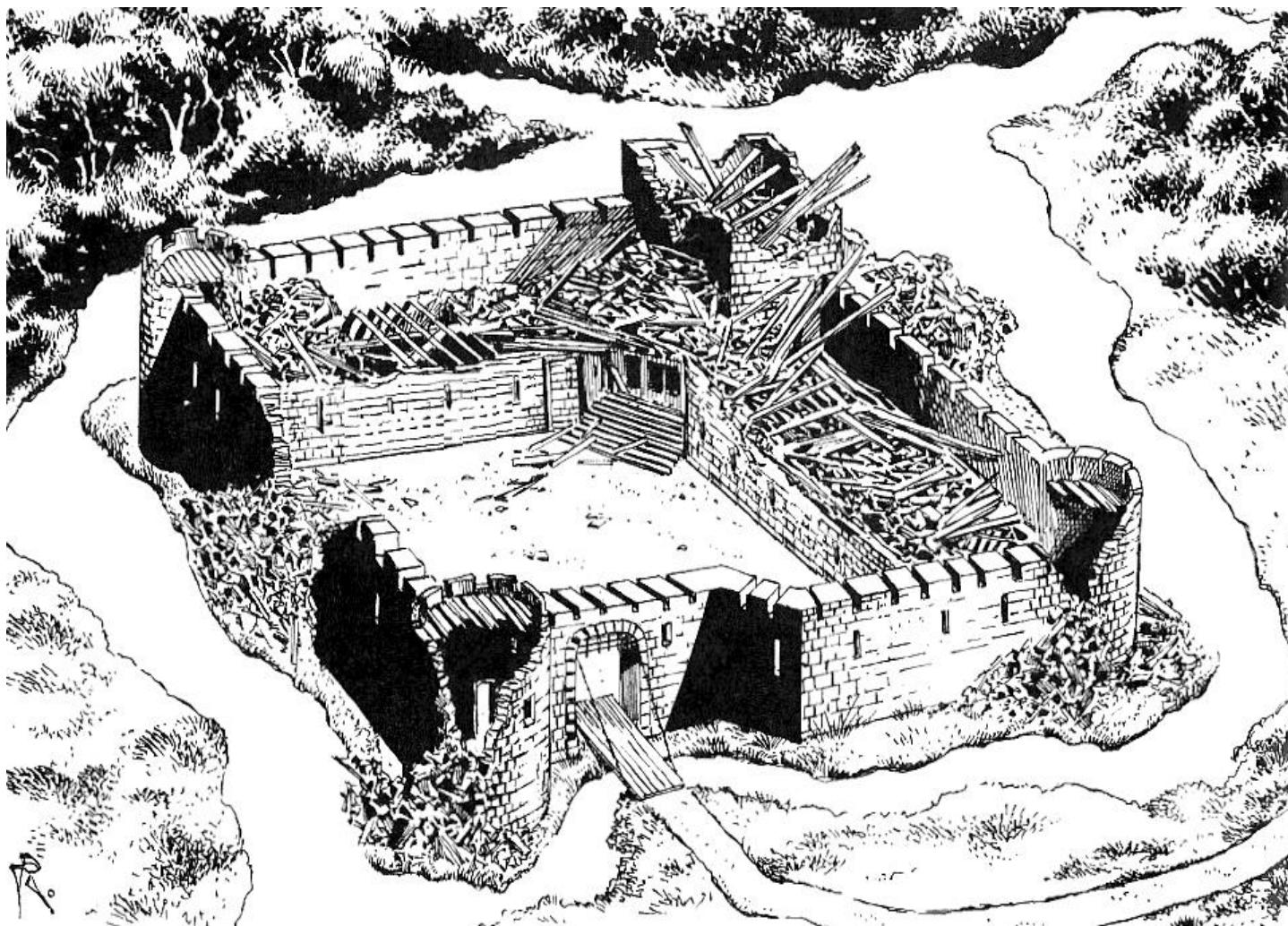
For instance, if you have the area as a typical medieval European fantasy one, a friendly reaction will result in the host party welcoming the adventurers, feting them, and offering an escort to the borders of their territory when they choose to leave (but meanwhile entertaining them royally with hunts, drinking bouts, etc.) a neutral reaction would be refusal to allow them into the place without facing one or more of their fighters in some form of non-lethal combat (such as jousting), and taking armor and weapons from them if they lose; or it could as well be a demand for a toll to pass through, meanwhile keeping the castle gates shut tight. A hostile reaction could be feigning good fellowship, getting the adventurers drunk, and then stripping them and imprisoning them for ransom; or it could result in immediate attack. You must decide.

Castles are stocked with food, water and supplies on arms and ammunition. Each will have siege equipment and sufficient crew to operate each engine as follows:

Moathouse:	2 ballistae, 1 oil cauldron
Tower:	1 ballista, 1 oil cauldron
Small Keep:	1 light catapult, 2 oil cauldrons
Medium Keep:	2 ballistae, 1 light catapult, 4 oil cauldron
Medium Walled Castle:	2 ballistae, 2 light catapults, 5 oil cauldrons
Large Concentric Castle:	4 ballistae, 2 light catapults, 6 oil cauldrons
Large Walled Castle:	4 ballistae, 4 light catapults, 8 oil cauldrons
Fortress Complex:	6 ballistae, 4 light catapults, 8 oil cauldrons

ruins

d% roll	type of ruins
01-30	village
31-60	city
61-85	shrine
86-00	tomb



APPENDIX G: GAMBLING

This pastime is common in all taverns, inns, and just about any barracks. You may, of course, make up any games for wagering purposes you wish.

Here are some few for those of you who are unfamiliar with basic dice games. Cards are too involved to go into here except as noted.

DICE GAMES

Craps: The shooter wins on a first roll (2d6) of 7 or 11, or loses on 2, 3, or 12. Otherwise the shooter rolls until the number first rolled is rolled a second time (a win) or a 7 is rolled (a loss).

Shooters bet before rolling, as others may. Side bets may be made thereafter as applicable, if there are takers. The fancy line play of modern casinos is ignored. Dice pass clockwise to next player when the shooter loses.

Horse: The first roller is determined by whatever means is desired. 5d6 are used, 6 high, 1 low. Lowest to highest hands are:

- pair
- two pair
- three of a kind
- straight (1-5 or 2-6)
- full house (triplet and pair)
- four of a kind
- five of a kind

The first roller may elect to roll once or twice. If only once, all other players may roll only once to beat him or her. If two rolls are made, the roller may retain none, one, two, three, or four of the dice of the first toss, rolling the remainder. Winner becomes the "boss" - first roller.

Knucklebones: Again, this is a crop-type game, but the object is to score the highest total. A variant allows a second roll of the dice by the first shooter, retaining none or one of them, if he or she so desires, but then all other players are entitled to do the same. Winner rolls first.

Slot Variant: Use 3d6, one roll only, the wager being made prior to the roll. The table below is weighted in favor of the "house". You may, of course, devise your own tables:

<i>dice results</i>	<i>pays</i>	<i>symbol</i>
6-6-1	2-1	1 = lemon
6-6-2	3-1	2 = orange
6-6-3	4-1	3 = bar
6-6-4	5-1	4 = bell
6-6-5	6-1	5 = plum
1-1-1	4-1	6 = cherries
2-2-2	8-1	
3-3-3	10-1	
4-4-4	12-1	
5-5-5	24-1 (little jackpot)	
6-6-6	36-1 (big jackpot)	

Zowie Slot Variant: Use 3d8 instead of 3d6. The odds on any given combination are changed from 1:216 to 1:512. Payoffs are as follows:

<i>dice results</i>	<i>pays</i>	<i>symbol</i>
6-6-1	2-1	1 = lemon
6-6-2	4-1	2 = orange
6-6-3	6-1	3 = bar
6-6-4	8-1	4 = bell
6-6-5	10-1	5 = plum
6-6-7	12-1	6 = cherries
6-6-8	15-1	7 = anchor
1-1-1	8-1	8 = crown
2-2-2	12-1	
3-3-3	14-1	
4-4-4	16-1	
5-5-5	20-1	
6-6-6	24-1	
7-7-7	50-1 (jackpot)	
8-8-8	100-1 (zowie jackpot)	

Dice Racing: Use a checker board. Four players maximum place their tokens on alternate rows. The object is to move the token to the end of the board, sideways one, and then back on the adjacent file to the first row. A roll of 1d6 determines the number of spaces each player moves. Wagers are to be made prior to commencement of game.

In Between: Roll 3d20 (2 white and 1 of a different color). The player must roll in between the 2 white dice with the colored die. Equaling a number is a loss. If the 2 white dice equal each other, the loss is automatic. Odds are always 5:2 before dice are cast.



CARD GAMES

Twenty-One: A 52 card deck is used, each player betting against the "house" dealer (the DM). Two cards are dealt to each player and the dealer. Players in turn elect to take additional cards up to a total of five. Hands totaling over 21 automatically lose, hands of five cards under 22 automatically win double their wager (exception: dealer). The object is to come as close to 21 as possible. Ties go to the "house".

Aces count either 1 or 11 at the holding player's option, face cards count as 10, and numbered cards are as marked. Players get first two cards down; others are dealt face up. Dealer gets second card face up. Dealer must take a hit (additional card) on any total under 17, and cannot take a card on any total of 17 or better (this rule is not per Hoyle.)

Dealer gets cards last, bets are made after the first two cards are dealt around. If a player has a natural pair he or she may elect to "go double", flipping them up, asking for two additional face down cards (one for each face up card), and betting on each hand. The "house" always retains the deal.

High-Low: Each player gets two cards face down. Prior to dealing some stake is placed in the pot. After looking at the cards, each player turns one up, and the player with the highest up card bets. A three raise limit is suggested.

Each player has the option of changing his or her up or down card for a fresh one from the deck. This takes place three times going around the table, with a betting interval after each round. A 2 is low, an ace is high.

The object is to have the highest hand (a pair on down) to a 2-3 (lowest possible hand, followed by 2-4, 3-4, 2-5, 3-5, 4-5, 2-6, 3-6, 4-6, 5-6, 2-7, and so forth). High and low hands split the pot equally, odd money going to high.

Other gambling games can be devised on principles of colors, shapes, position or whatever.

APPENDIX H: CREATING HIGH-LEVEL PLAYER CHARACTERS

There are times when you will want a player to create a new character who starts at higher than 1st level. This situation usually comes up in one of the following circumstances:

1. When the DM believes that 1st level characters are too weak or unskilled for the type of campaign he wants to run. The desired campaign may be high-action and high-danger, or based on a movie or book where the characters are all very powerful. Third level or higher is a recommended starting experience level.
2. When the new character is joining an older, established, high-level group of PCs due to the death of an older character. It is recommended that his starting experience level be anywhere from half the level of the least experienced existing character to two experience levels below the least-experienced existing character.
3. When the DM wants to run an AD&D game module written for high-level characters, or an adventure of his own creation for high level PCs, but none of the characters in his campaign is at that level. In this case, whatever is indicated on the cover of the module is the appropriate level to play. In cases such as these, it's perfectly appropriate to start off characters at higher than 1st level. But be warned: If the DM allows inexperienced players to do so, he must be careful that the game does not degenerate into a series of combat exercises with little real roleplaying and altogether too much rules-searching. If you and your players want to give high-level play a try, use the following system to generate high-level characters that can easily fit into your campaign. Review the whole procedure carefully before starting.

STEP 1: CHOOSE RACE, CLASS, AND ALIGNMENT

The player must first choose a race and profession for the character. The DM may disallow certain classes depending on the needs of the campaign, the adventure, or other limitations. The player should choose his character's alignment at this time; which may be dictated by the choice of class.

class	prohibited races	required alignment
CLERIC	wild elf	none
bard	half-ogre	any neutral
cloistered cleric	wild elf	none
druid	none	any neutral
FIGHTER	none	none
anti-paladin	wild elf	chaotic evil
barbarian	gray dwarf, dark elf, grey elf, high elf, wood elf, gnome (all), halfling (all)	any non-lawful
cavalier	dwarf (all), wild elf, gnome (all), halfling (all), half-ogre	any non-chaotic
duelist	half-ogre	none
paladin	wild elf	lawful good
ranger	none	any neutral or good
warden	none	none
MAGIC-USER	dwarf (all), wild elf, halfling (all), half-ogre	none
hedge wizard	dwarf (all), wild elf, halfling (all), half-ogre	none
illusionist	dwarf (all), wild elf, halfling (all), half-ogre	none
necromancer	dwarf (all), wild elf, halfling (all), half-ogre	any non-good
MONK	dwarf (all), elf (all), gnome (all), halfling (all), half-ogre	any lawful
PSIONICIST	none	none
THIEF	none	none
assassin	none	any non-good
scout	none	any

STEP 2: GENERATE ABILITY SCORES

The DM may require the player to roll up a character as with beginning characters, but this arbitrary method may result in conflicts with the class chosen. Instead, you might think about using one of these methods to generate ability scores:

First Method: Rolling and Assigning Scores: Pages 1 and 2 of this tome detail various methods of rolling ability scores. The default method for ability score generation is Method V.

Second Method: Point Allocation: The DM may also give the player a point total and allow the player to choose specific ability scores to fit the character being created. The DM could give each player 60 + 5d6 points (that is, the player rolls 5d6, adds 60 to the total, and gets that as his number of points), or could give each player an equal number of points - at least 60, but no more than 90. The player assigns these points to his character's abilities. Of course, the range limitation of 3 to 18 for ability scores still applies.

STEP 3: APPLY RACIAL ADJUSTMENTS TO ABILITY SCORES

After determining the characters ability scores, apply any racial adjustments to them, as per pages 5 of this book and page 6 of the *PLAYER'S HANDBOOK*.

STEP 4: DETERMINE CHARACTER LEVEL AND EXPERIENCE POINT TOTAL

The DM decides the experience level at which the character starts. He should decide by gauging what character levels his adventures require; if he doesn't want all the characters to start at exactly the same level, he could vary the character range by a random 1d4 die roll.

For example, if he needs characters close to 12th level, the DM could tell each player to roll 1d4 and add 10 to it for his character's level; the characters would then be from levels 11 to 14.

If the campaign already has high-level PCs and new PCs are joining them, the characters should start no higher than two levels below the lowest-level existing PC. DMs should be sure that the introduction of new experienced PCs will not anger the players who've slowly and painfully built their characters up through the experience levels.

STEP 5: FIND CURRENT GOLD TOTAL

Assign each new character gold equal to 1% of his experience points in gold pieces. This money is not used for purchasing items. It is the amount the character has left over when fully equipped, and we'll deal with equipping the characters below. DMs may adjust the percentage to fit your campaign, but the amount should be a function of the experience point total.

If characters are poor in this campaign (through taxes, thieves, etc.), the percentage may be as low as ½ of 1% of the experience point total.

STEP 6: FIND TOTAL HIT POINTS

Have each player, within your sight, roll his character's hit points for levels 2 through 9, as applicable. At level 10 and higher characters get a set number of hit points per level.

After finding the total hit points modify them according to the Constitution bonus or penalty. Take the adjustment for the Constitution, multiply it by the level of the character and apply that bonus or penalty to the hit point total (making sure that the character receives at least 1 hit point at each level of experience).

STEP 7: CHOOSE NORMAL EQUIPMENT

A high-level character should be given any non-magical items he desires, within reason. A powerful character would have acquired a lot of property in the course of a long and fruitful career. The player should eventually make a complete list of all these items, but a partial list will suffice for the moment. Note that characters keep many common supplies in storage and don't carry them around on adventures.

The DM may forbid or limit large or unusual items (sailing vessels, strongholds, etc.), but remember that high-level characters often own such things.

If the DM decides, for any plot-related reason, that the character has any outstanding debts (either ones he owes or ones owed to him), he must inform the player.

Alternate Equipping Method: Alternatively, the DM may give each character an amount of cash (such as 20,000 gp total, or 1,000 gp per experience level) to spend on non-magical supplies. The DM may set the prices of supplies to suit the campaign, making some items common, therefore cheap, and other items rare and expensive.



STEP 8: FIND MAGICAL EQUIPMENT

Any character of 5th level or greater should possess several magical items. The exact number depends on your style of play and personal preferences. Here are two methods to find the number and type of magical items a new high-level character possesses. One or the other of these two methods should work in most campaigns.

1. **Buying Equipment:** All characters get a number of gold pieces equal to their number of experience points. This money is to be spent on magical items alone. Give the players a list of available magical items. The price for each item may be determined using the following list. A player may spend his funds for any number and type of magical items. This method is the most popular. A player may choose to buy a very powerful item (a staff of wizardry, for example), paying an exorbitant price for it, and taking fewer items overall as a consequence. The buying method allows for great freedom in developing a character.
2. **Assigned Equipment:** Each player may take a number (selected by the DM) of potions, scrolls, wands (or staves or rods), rings, miscellaneous items, armor and shield, and weapons. The combined value for these items can be no more than the character's experience point total.

The assortment method gives all characters a fairly even starting point. On the average, a character has a number of magical items equal to half of his or her level of experience, half of which are permanent magical items.

Though this may seem quite generous, remember that a high-level fighter (for example) often has a set of magical armor, a magical shield, one or two permanent magical weapons, and a few temporary ones (usually missiles) - plus a few potions, a useful scroll or two (often *protection*), a ring, and possibly a few miscellaneous magical items.

The actual types and functions of most of the magical items should be known by the player. Assume that all cursed or otherwise harmful items have been discovered and appropriately cleansed or disposed of. The DM may indicate the number of charges remaining in applicable items such as wands, but should only give approximate numbers - the DM should tell the player how many charges remain within a plus or minus 10% range, to cause uncertainty.

When in doubt as to the amount of magic to give out, be stingy. If characters have too little magic, the DM can always add more during an adventure. It is far more difficult to take away items already in play.

STEP 9: CALCULATE ARMOR CLASS, SAVING THROWS & ATTACK MODIFIERS

Use the standard means to determine these pieces of information, as per the rules in the *PLAYER'S HANDBOOK*. Expanded information on attack rolls and their modifiers can be found on pages 87-88 of this book. Expanded information on armor class can be found on pages 88-89 of the *DUNGEON MASTER'S GUIDE*. Notes on saving throws can be found on pages 48-49 of this book.

STEP 10: NOTE RACIAL ABILITIES & BACKGROUND SKILLS

The player should review all the class abilities of the character's class. A cleric's turn undead abilities along with spells, special fighter attack modifiers, magic-user spells, thief skill percentages, and demihuman special abilities should be written down on a player record sheet. If using background skills, note them on your character sheet as well. Review and note down pertinent details on all magical items owned and spells known. For arcane casters, the DM must decide which spells the character knows and record them in the character's spell book. An arcane caster should have 3 spells at first level plus 1 spell per level after 1st level. This number is adjusted by the caster's intelligence modifier. Spells can be added for 50 gold pieces per spell/spell level (i.e. a 9th level spell would cost 450 gp).

STEP 11: REVEAL CAMPAIGN DETAILS

The DM may choose to prepare a detailed background for each new character. The character may be on a special quest, or perhaps affected by a curse or other external force. The DM should also list current rumors, mysteries, or clues of which the player character is aware.

The DM should create any retainers associated with the PC. If the character is a ruler, the DM should have a general idea of the location of the character's castle and the size, location, population, and resources of the dominion. Using these basic dominion details (see pages 120-123), you can quickly calculate the net monthly incomes (resource, tax, and standard).

For an established dominion, assume that the current treasury total is equal to three months' unmodified income. The dominion confidence level starts at 250 (average). If the character rules lesser dominions, the DM should determine their details.

Followers: A character may gain retainers as per the rules given on pages 80-83.



STEP 12: ESTABLISH CHARACTER BACKGROUND & PERSONALITY

The player should name their character and may want to create the following details of the character's background:

- place and time of birth
- social and financial status of parents
- early training and cultural exposure
- times, locations, and results of noteworthy adventures
- recent conflicts, successes, etc.

The player should also think about ways to establish and develop the character's personality, including such factors as:

- physical attributes
- mental attitudes
- likes and dislikes
- personal quirks
- lifestyle
- religious beliefs
- preferred companions
- preferred weapons and methods of combat
- ambitions, hopes, goals, and future plans.

He should discuss all these choices with the DM and even with the other players, so that they can establish prior links and relationships between all the new characters. With all that accomplished, the new high-level characters can begin play.

APPENDIX I: QUICK ADVENTURING PARTY CREATION

There are times when you will have a group of players desiring to adventure in your campaign who have no suitable characters with which to do so. You might want only low, medium or high level characters for the particular scenario you have in mind, and regardless of level it is certain that you will not wish to have ultra-powerful (considering character level) or strange magic items in the group.

The following method of character creation may be used to quickly generate player characters, as well as NPCs, of any level for your AD&D game.

ABILITY SCORES

Roll 4d6 for each ability score, discarding the low die and arranging the scores as you wish.

RACE

After generating ability scores select the race of the character, making ability score adjustments accordingly.

CLASS

After choosing a race, select the (class or classes) of the character. Randomly encountered parties should have at least one *CLERIC*, *FIGHTER*, *MAGIC-USER* and *THIEF* (secondary classes may be used in place of these primary classes). Encountered parties with more than 4 members roll percentile dice to determine the primary class of each additional member (once again, secondary classes may be used in place of the primary classes listed below):

01-25	CLERIC
02-65	FIGHTER
66-75	MAGIC-USER
76-95	THIEF
96-99	MONK
00	PSIONICIST

ALIGNMENT

Make certain that the alignments allowed to participants are not so diverse as to cause a breakdown in the game due to player quarrels. You may require players to select from two or three compatible alignment types if you think best - such as neutral, neutral good, and lawful neutral, for example.

LEVEL

For low level characters, you might use a d4 to determine the player characters' levels. For mid-level characters roll 1d4+4, while upper level characters would roll 1d4+8.

For randomly encountered parties, the level of each party member is equal to that of the level of the dungeon on which the party was encountered (up to level 4 of the dungeon). Outdoor encounters, and encounters made on deeper dungeon levels, are with parties with an average level of 1d6+6.

To determine the level of the multiclassed party members, look at the experience points needed to reach the level of the single-classed party members and divide that number by two. Use that number to determine the level of both classes of the multiclassed character. Split-classed characters' combined levels must equal the level of each single-classed character (i.e. a split-classed fighter 6/thief 3 would work with a 9th level party of adventurers).

EQUIPMENT

Assuming that these are not 1st level characters you will probably find it best to allow players to choose whatever mundane equipment they desire, so long as the equipment suits their character and the campaign setting (items that the DM deems unsuitable can always be refused to the party).

MAGIC ITEMS

If the party is assumed to have been adventuring for some time it is probable that one or more of their number would have acquired certain magic items.

Miscellaneous Items: If the party is generally above 5th level you might determine it advantageous to award 1d4 miscellaneous magic items according to the following list. Adventuring parties with more than 7 members may add 1 to the result.

Selection can be by you or by the party, as you deem best. You may add or delete items as desired. The purchase cost of the items cannot exceed 500 gold pieces for each level of the party members

(i.e. a party of five, 7th level, adventurers could not have miscellaneous magic items with a total worth of more than 17,500 gold pieces).

- Bag of Holding (500 pound capacity)
- Boat, Folding (small rowboat)
- Boots of Levitation
- Brooch of Shielding
- Cloak and Boots of Elvenkind
- Figurine of Wondrous Power (golden lions)
- Helm of Underwater Action
- Necklace of Adaptation
- Ring of Feather Falling
- Ring of Warmth
- Ring of Water Walking
- Robe of Useful Items
- Rope of Climbing
- Wings of Flying

Potions: All characters above 1st level have a 15% chance per level of having 1d6 potions. If more than 1 potion is indicated on the d6 roll, roll percentile dice for each potential potion. Roll a d10 to determine what each potion is:

d10 roll	potion type	d10 roll	potion type
1	diminution	6	growth
2	extra-healing	7	healing
3	fire resistance	8	invisibility
4	flying	9	polymorph self
5	gaseous form	10	speed



Protective Devices: All characters above 1st level have a 10% chance per level of having 1d2 protective devices. If more than 1 item is indicated on the d2 roll, roll percentile dice for each potential item. Protective magic items include armor, shields, cloaks of protection, rings of protection and/or bracers of defense.

These items should be usable by the character and should be able to work in conjunction with other protective devices the character employs. Magical bonuses for protective devices should be no higher than: (level/5)+1; rounding all fractions down. For protective devices with no bonuses, limit item worth to 1,000 gold pieces (purchase cost, not creation cost) per level of the character.

Scrolls: All characters above 1st level have a 15% chance per level of having 1 or more magical scrolls. Spellcasters roll 1d4+3 to determine the possible number of scroll, semi-spellcasters (anti-paladins, paladins and rangers) and thieves roll 1d4, and all other characters roll 1d2. If more than 1 scroll is indicated on the 1d4+3, 1d4 or 1d2 die rolls, roll percentile dice for each potential scroll.

Non-spellcasters can only have non-spell scrolls, such as *scrolls of protection*. Spellcasters usually have spell scrolls, with each scroll have 1d4 spells of spell level 1-6 (roll a d6 to determine the spell level of each spell). The spells on the scroll must be useable by the caster.

Weapons, Rod, Staves & Wands: Likewise all characters above 1st level have a 10% chance per level of having 1 or more magical weapons. Fighter-types (fighters, duelists, rangers, et al.) roll 1d2+2 to determine the possible number of magical weapons, while all other characters roll 1d2. If more than 1 item is indicated on the 1d2+2 or 1d2 roll, roll percentile dice for each potential weapon.

These weapons should be usable by the character. Magical bonuses for weapons should be no higher than: (level/4)+1; rounding all fractions down.

Spellcasters may substitute a rod, staff or wand in place of any magical weapon that is rolled for. For items, such as rods, staves or wands, limit item worth to 5,000 gold pieces (purchase cost, not creation cost) per level of the character.

APPENDIX J: RANDOM ENCOUNTER TABLES

The tables below are to be used in conjunction with the *MONSTER MANUAL* and the information presented within this book. See pages 59-64 for guidelines concerning both the frequency of encounter checks and likelihood of facing an encounter. This is not a complete listing of all the creatures of all the creatures listed in the *MONSTER MANUAL* but "typical" encounters for easy use by the DM. Modification of these tables or creation of new ones for special areas can be undertaken by the DM as per guidelines provided on pages 60-62.

DUNGEON ENCOUNTER TABLES

DUNGEON LEVEL I

2d10 roll	encounter	# app
2	ant, giant	1d4
3	webbird	2d6
4	bullywug	3d6
5	pedipalp, large	2d6
6	bowler	1d3
7	bat, giant	1d4
8	goblin	1d10+5
9	men, bandit	2d6+3
10	bat	2d10
11	character party*	
12	orc	1d6+6
13	rat, giant	5d4
14	kobold	1d12+5
15	piercer	1d4
16	skeleton	1d4
17	norker	2d4
18	vulching	2d6
19	gnome	2d6+3
20	demon, nupperibo	1d3

DUNGEON LEVEL II

2d10 roll	encounter	# app
2	azer	1d6
3	duergar	2d6
4	coffer corpse	1
5	gas spore	1
6	lizard man	1d12
7	gnoll	2d4+2
8	land lamprey	2d4
9	centipede, giant	2d4
10	toad, giant	1d4
11	character party*	
12	troglydte	2d4
13	centipede, huge	3d6
14	grimlock	2d6
15	stirge	2d6+3
16	mongrelman	2d6
17	quaggoth	2d4+2
18	pedipalp, huge	2d4
19	frog, killer	1d6+1
20	firebat	1d4

DUNGEON LEVEL III

2d10 roll	encounter	# app
2	leprechaun	1
3	mephit, fire or smoke	1d3
4	phantom	1
5	ankheg, 4-5 HD	1d3
6	ochre jelly	1
7	kenku	2d4
8	luck eater	1
9	character party*	
10	ogre	1d4
11	beetle, giant boring	1d3
12	spider, large	1d4
13	scorpion, large	1d4
14	bugbear	1d6+1
15	gelatinous cube	1
16	ustilagor	1d3
17	shocker	1d3
18	weasel, giant	1d4
19	thoquaa	1d2
20	elf, drow	2d4

DUNGEON LEVEL IV

2d10 roll	encounter	# app
2	ape, carnivorous	1d3
3	meenlock	1d4+1
4	hook horror	1d4+1
5	pech	3d4
6	owlbear	1d2
7	rust monster	1d2
8	shadow	1d3
9	character party*	
10	yellow mold	1
11	scorpion, huge	1d6
12	toad, poisonous	1d4
13	gargoyle	1d2
14	hornet, giant	1d2
15	hydra, 5-6 heads	1
16	ghost	1d4
17	caterwaul	1
18	solifugid, giant	1d4
19	spectator	1
20	githyanki	1d4

DUNGEON LEVEL V

2d10 roll	encounter	# app
2	grue, chaggrin	1
3	cloakier	1
4	algoid	1d2
5	phycomid	1d4
6	minotaur	1d3
7	snake, giant poisonous	1d3
8	lizard, subterranean	1d3
9	bear, cave	1d2
10	character party*	
11	cockatrice	1d2
12	spider, giant	1d4
13	giant, verbeeg	1d4+1
14	hydra, 7 heads	1
15	snake, poisonous	1d4+1
16	margoyl	1d2
17	rock reptile	1d2
18	doppleganger	1d3
19	solifugid, giant	1d3
20	hydra, pyro- (5 heads)	1

DUNGEON LEVEL VI

2d10 roll	encounter	# app
2	drider	1d3
3	rakshasa	1
4	green slime	1
5	basilisk	1
6	grell	1
7	otyugh	1
8	wyvern	1
9	wraith	1d2
10	wight	1d4
11	character party*	
12	lycanthrope, weretiger	1d2
13	carion crawler	1d2
14	scorpion, giant	1d2
15	troll	1d3
16	devil, abishai	1d2
17	dragon, black - old	1
18	ogre mage	1d2
19	yuan-ti	1d3
20	slaad, red	1

DUNGEON LEVEL VII

2d10 roll	encounter	# app
2	dao	1
3	basilisk, greater	1
4	umber hulk	1
5	mimic	1
6	chimera	1
7	lurker above	1
8	giant, frost or fire	1d3
9	character party*	
10	pudding, black	1
11	giant, hill	1d4
12	will-o-wisp	1d3
13	slug, giant	1
14	giant, hill or stone	1d3
15	sundew, giant	1
16	mummy	1d2
17	spectre	1
18	invisible stalker	1
19	diakk	1d4
20	daemon, mezzo-	1

DUNGEON LEVEL VIII

2d10 roll	encounter	# app
2	foo lion	1
3	xag-ya	1
4	demon, chasme	1d2
5	aurumvorax	1d2
6	vampire	1
7	pudding, deadly brown	1
8	demon, alu-	1d2
9	character party*	
10	hydra, 13-16 heads	1
11	mind flayer	1d4
12	rust monster	1d2
13	will-o-wisp	1
14	trapper	1
15	demon, type V	1
16	purple worm	1
17	ghost	1
18	dragon, black - ancient	1
19	xeg-yi	1
20	daemon, charona	1

DUNGEON LEVEL IX

2d10 roll	encounter	# app
2	demon, type VI	1
3	deva, monadic	1
4	devil, pit fiend	1
5	dragon, red - ancient	1
6	hydra, pyro, 12 heads	1
7	slaad, grey	1
8	titian, minor	1
9	character party*	
10	deva, movanic	1
11	thessalhydra	1
12	vampire cleric, level 7-10	1
13	golem, stone	1
14	dragon, black - ancient & old	2
15	demodand, Kelubar	1d2
16	daemon, nyca-	1
17	titian, major	1
18	baku	1
19	daemon, ultra-	1
20	demilich	1

DUNGEON LEVEL X

2d10 roll	encounter	# app
2	demon prince	1^
3	elemental prince of evil	1^
4	modron, quarton	1
5	tarrasque	1
6	dragon, red - ancient & very old	2
7	dragon, blue - ancient & very old	2
8	solar	1
9	golem, iron	1
10	planetary	1
11	slaad, death	1
12	beholder	1
13	character party*	
14	lich	1
15	vampire magic-user, level 9-12	1
16	dragon, cloud - ancient	1
17	modron, quinton	1
18	titian, elder	1
19	daemon, charon	1^
20	devil, duke or arch-	1^

NOTES

* character parties will consist of 1d3+4 party members. See page 266 for more guidelines on the quick creation of character parties.

^ powerful, unique creatures such as demon princes, daemon masters, and dukes of the hells will always be accompanied by a court of servants and vassals. For example, Orcus will be found with undead, Tiamat with her abishai devils and several ancient dragons, and Athraxus the Oinodaemon with less powerful daemons.

OUTDOOR ENCOUNTER TABLES

These tables cover 6 main areas: cold wilderness (including arctic and subarctic), cold civilized regions, temperate wilderness, temperate civilized regions, warm (including tropical and subtropical) wilderness, and warm civilized regions. Civilized regions include inhabited and patrolled areas. Each of the 6 main areas is subdivided into mountains, hills and rough terrain, forest, swamp and marsh, plains and scrub, and desert. Encounters in each terrain are typical to it. Feel free to modify or replace these tables, using the suggestions in the section on creating tables on pages 60-62. See page 59-64 for guidelines concerning both the frequency of encounter checks and likelihood of facing an encounter.

COLD WILDERNESS (MOUNTAINS)

2d10 roll	encounter
2	giant, mountain
3	hoar fox
4	galeb duhr
5	toad, ice
6	lycanthrope, werebear
7	dragon, white
8	wolverine
9	dwarf, mountain
10	rhinoceros, woolly
11	mammoth
12	raven, normal
13	ogre
14	lion, mountain
15	giant, hill
16	giant, frost
17	castle†
18	taer
19	yeti
20	dragon, red

COLD WILDERNESS (HILLS & ROUGH TERRAIN)

2d10 roll	encounter
2	wolf, winter
3	owl, giant
4	badger
5	character party*
6	bear, northern
7	troll, ice
8	mammoth
9	giant, hill
10	herd animal
11	wolf
12	orc
13	dwarf, hill
14	bear, cave
15	snake, poisonous (white furred)
16	boar, wild
17	wolverine, giant
18	Irish deer
19	remorhaz
20	elf, grugach

COLD WILDERNESS (FOREST)

2d10 roll	encounter
2	giant, frost
3	forlarren
4	treant
5	pudding, white
6	bear, northern
7	porcupine, giant
8	bugbear
9	wolf
10	ogre
11	orc
12	dog, wild
13	lycanthrope, werewolf
14	manticore
15	dragon, white
16	baluchitherium
17	ogrillon
18	grim
19	korred
20	lycanthrope, foxwoman

COLD WILDERNESS (SWAMP & MARSH)

2d10 roll	encounter
2	troll, ice
3	wolf, winter
4	wolf, dire
5	tiger or spectre (night)
6	crystal ooze
7	gnoll
8	hydra
9	dog, wild
10	orc
11	white pudding
12	ogre
13	rat, giant
14	volt or ghoul (night)
15	herd animal
16	Irish deer
17	moon dog
18	dragon, white
19	owl, giant
20	black willow

COLD WILDERNESS (PLAINS & SCRUB)

2d10 roll	encounter
2	gorgon
3	yeth hound
4	troll, ice
5	men, dervishes
6	giant, hill
7	snake, poisonous (white furred)
8	men, bandit
9	mammoth
10	mastodon
11	herd animal
12	ogre
13	camel, bactrian
14	men, nomad
15	dragon, white
16	devil dog
17	wolf
18	wolfwere
19	lynx, giant
20	remorhaz

COLD WILDERNESS (DESERT)

2d10 roll	encounter
2	dragon, gold
3	hobgoblin
4	rock reptile
5	sandling
6	hoar fox
7	men, nomad
8	scorpion, huge
9	dog, wild
10	camel, bactrian
11	herd animal
12	scorpion, giant
13	raven
14	tiger
15	raven, giant
16	wolf
17	devil dog
18	bugbear
19	owl, giant
20	succubus

COLD CIVILIZED (MOUNTAINS)

2d10 roll	encounter
2	denzellian
3	xorn
4	aarakocra
5	men, berserker
6	quaggoth
7	goblin
8	bugbear
9	men, bandit
10	character party*
11	men, patrol
12	dwarf, mountain
13	falcon, small
14	hobgoblin
15	men, pilgrim
16	men, merchant
17	minotaur
18	castle†
19	wolf, dire
20	vampire

COLD CIVILIZED (HILLS & ROUGH TERRAIN)

2d10 roll	encounter
2	vampire
3	toad, ice
4	snyad
5	wolf, dire
6	men, berserker
7	troll
8	hobgoblin
9	men, bandit
10	men, patrol
11	character party*
12	men, merchant
13	dwarf, hill
14	mammoth
15	bat
16	halfling
17	goblin
18	gnome
19	bugbear
20	xaren

COLD CIVILIZED (FOREST)

2d10 roll	encounter
2	shedu
3	groaning spirit
4	castle†
5	lycanthrope, werebear
6	hobgoblin
7	bat
8	bugbear
9	men, patrol
10	boar, wild
11	wolf
12	ogre
13	men, bandit
14	elf, wood
15	character party*
16	goblin
17	shadow
18	orker
19	bookworm
20	shadow mastiff or ghost (night)

COLD CIVILIZED (SWAMP & MARSH)

2d10 roll	encounter
2	demon, alu-
3	poltergeist
4	luck eater
5	men, berserker
6	crab, giant
7	hobgoblin
8	men, patrol
9	centipede, giant
10	rat, giant
11	men, bandit
12	ogre
13	character party*
14	ghoul
15	men, tribesmen
16	ghost
17	penanggalan
18	coffer corpse
19	bugbear
20	grue, varrag

COLD CIVILIZED (PLAINS & SCRUB)

2d10 roll	encounter
2	disenchanter
3	hollyphant
4	dragon, earth
5	wolf, dire
6	quaggoth
7	osquip
8	owl
9	men, bandit
10	men, patrol
11	men, merchant
12	ogre
13	wolf
14	bugbear
15	character party*
16	lycanthrope, werewolf
17	goblin
18	men, dervish
19	lycanthrope, wererat
20	tween

COLD CIVILIZED (DESERT)

2d10 roll	encounter
2	shedu, greater
3	vortex
4	dragon, gold
5	falcon, large
6	wolf, dire
7	character party*
8	men, pilgrim
9	men, merchant
10	men, bandit
11	goblin
12	raven
13	camel, bactrian
14	character party*
15	wolf
16	men, dervish
17	men, berserker
18	griffon
19	crypt thing
20	deva, movanic

TEMPERATE WILDERNESS (MOUNTAINS)

2d10 roll	encounter
2	cave fisher
3	gorgimera
4	dragon, red
5	lion, spotted
6	bat, giant
7	giant, stone
8	bloodhawk
9	vulture
10	spider, large
11	dwarf, mountain
12	bat
13	orc
14	lion, mountain
15	cockatrice
16	bear, black
17	men, cave-
18	chimera
19	wind walker
20	galeb duhr

TEMPERATE WILDERNESS (HILLS & ROUGH TERRAIN)

2d10 roll	encounter
2	gorgon
3	displacer beast
4	ant lion, giant
5	bee, bumble, giant-
6	harpy
7	giant, verbeeg
8	scorpion, large
9	giant, hill
10	wolf
11	orc
12	ogre
13	lycanthrope, werewolf
14	tiger
15	spider, huge
16	mantis, giant
17	aspis
18	hyasil
19	vulture, giant
20	manticore

TEMPERATE WILDERNESS (FOREST)

2d10 roll	encounter
2	beetle, deathwatch
3	elf, grugach
4	atomie
5	bee, honey, giant-
6	dragon, green
7	boar, giant
8	kobold
9	boar, warthog
10	rhinoceros
11	centipede, huge
12	bear, black
13	beetle, stag, giant-
14	porcupine, giant
15	clubneck
16	owlbear
17	kech
18	hag, green
19	cat, elfin
20	basilisk, greater

TEMPERATE WILDERNESS (SWAMP & MARSH)

2d10 roll	encounter
2	algoid
3	dragon, green
4	troll, giant
5	shambling mound
6	phycomid
7	toad, poisonous
8	lizard, giant
9	toad, giant
10	vulture
11	spider, huge
12	crocodile
13	orc
14	wyvern
15	basilidiond
16	caterwaul
17	ebli
18	frogloodyte
19	crayfish, giant
20	beholder

TEMPERATE WILDERNESS (PLAINS & SCRUB)

2d10 roll	encounter
2	ascomoid
3	giant, firbolg
4	xvart
5	troll
6	fly, tiger
7	kenku
8	lion
9	boar, wild
10	cattle, wild
11	wolf
12	jackal
13	scorpion, huge
14	shadow mastiff
15	titanothere
16	bee, bumble, giant-
17	blink dog
18	gnoll
19	yeth hound
20	bullette

TEMPERATE WILDERNESS (DESERT)

2d10 roll	encounter
2	giant, fire
3	dune stalker
4	lammasu
5	purple worm
6	fly, horse, giant-
7	scorpion, giant
8	dustdigger
9	camel, bactrian
10	spider, large
11	jackal
12	vulture
13	scorpion
14	ogre
15	snake, poisonous, giant-
16	ant lion, giant
17	men, dervish
18	thunderherder
19	lamia
20	wind walker

TEMPERATE CIVILIZED (MOUNTAINS)

2d10 roll	encounter
2	dragonnel
3	spider, giant
4	minotaur
5	ghouls with ghost
6	dragon, earth
7	gnoll
8	bugbear
9	men, bandit
10	character party*
11	dwarf, mountain
12	ogre
13	spider, large
14	goblins
15	men, patrol
16	norker
17	spider, phase
18	vampire
19	rakshasa
20	ki-rin

TEMPERATE CIVILIZED (HILLS & ROUGH TERRAIN)

2d10 roll	encounter
2	hollyphant
3	obliviax
4	scarecrow
5	snyad
6	beetle, fire, giant-
7	basilisk
8	killmouli
9	men, bandit
10	lycanthrope, werewolf
11	men, merchant
12	men, patrol
13	wolf
14	gnoll
15	hobgoblin
16	jackal
17	pedipalp, large
18	wolf, dire
19	jackalwere
20	huecuva

TEMPERATE CIVILIZED (FOREST)

2d10 roll	encounter
2	vampire
3	bullette
4	centipede, megalom-
5	ankheg
6	men, berserker
7	troll
8	leprechaun
9	beetle, stag, giant-
10	elf, wood
11	men, bandit
12	spider, large
13	men, patrol
14	character party*
15	men, pilgrim
16	thessalhydra
17	spider, giant
18	demon, bar-lgura
19	norker
20	shedu, greater

TEMPERATE CIVILIZED (SWAMP & MARSH)

2d10 roll	encounter
2	kelpie
3	crayfish, giant
4	goblin
5	frog, poison
6	boar, wild
7	lycanthrope, wererat
8	men, patrol
9	men, bandit
10	rat, giant
11	centipede, giant
12	vulture
13	spider, giant
14	vulture, giant
15	basilisk
16	men, berserker
17	crane, giant
18	crab, giant
19	mud-man
20	zygom

TEMPERATE CIVILIZED (PLAINS & SCRUB)

2d10 roll	encounter
2	lammasu, greater
3	ghost
4	lycanthrope, wererat
5	castle†
6	ankheg
7	owl
8	men, pilgrim
9	men, bandit
10	cattle, wild
11	men, merchant
12	falcon
13	men, patrol
14	character party*
15	bugbear
16	halfling
17	men, dervish
18	goblin
19	oliphant
20	quasi-elemental, light

TEMPERATE CIVILIZED (DESERT)

2d10 roll	encounter
2	dragon, copper
3	hellhound
4	bat
5	goblins & barghest
6	men, dervish
7	lion
8	character party*
9	men, bandit
10	men, merchant
11	spider, large
12	camel, bactrian
13	jackal
14	men, pilgrim
15	osquip
16	falcon
17	pedipalp, large
18	vortex
19	griffon
20	demon, type I

WARM WILDERNESS (MOUNTAINS)

2d10 roll	encounter
2	aarakokra
3	dragon, black
4	wind walker
5	dragon, red
6	men, cave-
7	dragon, copper
8	bugbear
9	spider, large
10	pterodactyl, small
11	dog, wild
12	bat
13	ogre
14	giant, fire
15	manticores
16	fire Drake
17	giant, storm
18	pyrolisk
19	ogre magi
20	grue, elemental

WARM WILDERNESS (HILLS & ROUGH TERRAIN)

2d10 roll	encounter
2	zorbo
3	hangman tree
4	firenewt
5	bee, bumble, giant-
6	ant, giant
7	witherweed
8	kenku
9	cattle, wild
10	giant, hill
11	lycanthrope, werewolf
12	spider, large
13	wolf
14	basilisk
15	scorpion, large
16	hyena
17	sphinx, hieraco-
18	assassin bug
19	axebeak
20	vilstrak

WARM WILDERNESS (FOREST)

2d10 roll	encounter
2	dragon, green
3	bloodthorn
4	gripli
5	ettercap
6	baluchitherium
7	ophidian
8	kobold
9	baboon
10	boar, warthog
11	flightless bird
12	elephant, African
13	ogre
14	beetle, rhinoceros, giant-
15	jaguar
16	basilisk
17	buckawn
18	forester's bane
19	choke creeper
20	centipede, stego-

WARM WILDERNESS (SWAMP & MARSH)

2d10 roll	encounter
2	basilisk, greater
3	crabman
4	shambling mound
5	mongrelman
6	muckdweller
7	basilisk
8	meazel
9	centipede, huge
10	scorpion, giant
11	spider, huge
12	toad, giant
13	rat, giant
14	sundew, giant
15	troll
16	caterwaul
17	will-o-wisp
18	dragonfly, giant
19	naga, guardian
20	dragon, black

WARM WILDERNESS (PLAINS & SCRUB)

2d10 roll	encounter
2	ascomid
3	cockatrice
4	wyvern
5	thri-kreen
6	hybsil
7	dakon
8	owl
9	baboon
10	boar, wild
11	cattle, wild
12	ogre
13	scorpion, large
14	men, nomad
15	ghoul
16	cheetah
17	axebeak
18	giant, hill
19	dragon, blue
20	deva, moxanic

WARM WILDERNESS (DESERT)

2d10 roll	encounter
2	giant, fire
3	boalisk
4	sphinx, gyno-
5	sandman
6	pudding, dun
7	kenku
8	flightless bird
9	camel
10	hyena
11	jackal
12	scorpion, giant
13	spider, large
14	dustdigger
15	scorpion, large
16	ant lion, giant
17	moon dog
18	dune stalker
19	formian
20	jann

WARM CIVILIZED (MOUNTAINS)

2d10 roll	encounter
2	xaren
3	castle†
4	lammasu
5	norker
6	quaggoth
7	character party*
8	bugbear
9	men, bandit
10	bat
11	ogre
12	vulture
13	spider, large
14	men, patrol
15	men, pilgrim
16	dwarf, hill
17	dragon, earth
18	rothe
19	lycanthrope, wererat
20	hellhound

WARM CIVILIZED (HILLS & ROUGH TERRAIN)

2d10 roll	encounter
2	penanggalan
3	lycanthrope, wereboar
4	beetle, fire
5	boar, wild
6	falcon
7	men, pilgrim
8	leucrotta
9	cattle, wild
10	dwarf, hill
11	lycanthrope, werewolf
12	men, patrol
13	men, merchant
14	character party*
15	hobgoblin
16	giant, hill
17	pedipalp, huge
18	shedu
19	rakshasa
20	lammasu, greater

WARM CIVILIZED (FOREST)

2d10 roll	encounter
2	shadow demon
3	snake, amphisbaena, giant-
4	goblin
5	hobgoblin
6	cattle, wild
7	men, merchant
8	stirge
9	men, bandit
10	elephant
11	herd animal
12	men, patrol
13	bull
14	character party*
15	elf, wood
16	shadow
17	jackal
18	halfling
19	centipede, megal-
20	revenant

WARM CIVILIZED (SWAMP & MARSH)

2d10 roll	encounter
2	haunt
3	crayfish, giant
4	mud-man
5	frog, poisonous
6	men, patrol
7	lion
8	crane, giant
9	men, bandit
10	centipede, huge
11	rat, giant
12	spider, large
13	toad, giant
14	lycanthrope, wererat
15	ghoul
16	vapor rat
17	zombie, juju
18	skeleton, animal
19	vampire
20	shade

WARM CIVILIZED (PLAINS & SCRUB)

2d10 roll	encounter
2	tween
3	zygom
4	snake, amphisbaena, giant-
5	jackalwere
6	ankheg
7	lion
8	character party*
9	men, bandit
10	men, patrol
11	men, merchant
12	herd animal
13	jackal
14	men, pilgrim
15	snake, poisonous
16	troll
17	shedu
18	basilisk
19	disenchanter
20	dragon, gold

WARM CIVILIZED (DESERT)

2d10 roll	encounter
2	thunderherd
3	griffon
4	vortex
5	jermlaine
6	dervish
7	snake, constrictor
8	character party*
9	men, bandit
10	men, merchant
11	jackal
12	camel
13	vulture
14	osquip
15	snake, poisonous
16	men, berserker
17	snake, constrictor, giant-
18	lycanthrope, weretiger
19	jann
20	demon, succubus

NOTES

* **Character Party:** Character parties consist of 1d3+4 party members. See page 266 for other details on the creation of character parties.

† **Castle:** See the *Castle* table on page 261-262 to determine the type of castle encountered and its inhabitants.

AQUATIC ENCOUNTER TABLES

Aquatic regions are broken down into 6 main areas: cold (arctic and subarctic) freshwater; cold saltwater; temperate freshwater; temperate saltwater; warm (tropical and subtropical) freshwater; and warm saltwater. Each of these 6 areas is subdivided into water at the surface and in the depths.

Special aquatic encounters, such as ice, are described below. Feel free to modify or replace these tables, using the suggestions in the section on creating tables on pages 60-62.

See pages 59-64 for guidelines concerning both the frequency of encounter checks and likelihood of facing an encounter.

Ice: Ships can encounter ice floes in freshwater and icebergs in salt, the latter ranging from single mountains of ice to fields of 2d6+8 small ice mountains that continually break against each other and anything that gets in their way. The chief danger to ships from ice is damage to the hull. In addition, icebergs at sea have a 10% chance of putting a hole in the ship.

Ghost Ships: Many ships have been lost at sea and on hidden rivers. These ships still sail, manned by undead sailors and commanded by the more powerful of their kind. A ghost ship can be sighted in daylight and at night but will usually only attack at night, when the ship's masters are at full power. A ghost ship can be any type of ship from galley to warship. On a percentile die, the crew will be:

01-40 = 10d4 skeletons;
41-80 = 10d4 zombies;
81-00 = 2d6+8 juju zombies.

The commanding officers will be:

01-30 = 1d4 wights;
31-40 = 1d3 wraiths;
41-80 = 1d2 spectres;
81-95 = 1d2 ghosts;
95-00 = 1 lich.

Sunken Ships: These victims of storms, ice, or hostile ships can be any type of ship. They often still bear their original merchandise and treasure and just as often have inhabitants, either new creatures moving in or remains of the original crew. On a percentile die the inhabitants are as follows:

01-20 = carries merchant treasure (see "Man, Merchants");
11-20 = no treasure;
21-60 = 2d12 lacedons from the original crew;
61-00 = other monsters (roll on main chart).

Floating Seaweed: Floating seaweed is a hazard and sometimes serves as a lair for creatures like sea hags. Any ship entering an area of floating seaweed is slowed by 50%, and there is a 40% chance of its having another encounter while among the mass of sea plants.

Seaweed Beds: The underwater equivalent of surface seaweed, these beds are rooted to the sea floor and are 3d10x10 feet high. Vision is reduced to 10 feet in beds of seaweed, which offers 50% concealment, and there is a 30% chance of another encounter in the area.

Surface Encounters: Roll on the appropriate table for the terrain nearest the water. If not applicable, treat as no encounter.

Islands: Freshwater game can be found on islands, as can unfriendly creatures and tribesmen, (treat as land encounter). Islands have surrounding reefs 10% of the time that can damage ships' hulls. There is a 20% chance they will put a hole in the ship.

Whirlpools: The whirlpool is a trap for the unwary. 75% can drag down only small craft (50' or smaller), while 25% can drag any size ship to the bottom. Ships are dragged into the whirlpool at 10' per round, cumulative (10' the 1st round, 20' the 2nd, 30' the 3rd, etc). A ship must exceed the speed of the flow to escape. Otherwise, it will be dragged to the bottom in 6 rounds.

COLD FRESHWATER (SURFACE)

2d10 roll	encounter
2	dragon turtle
3	harpy
4	greenhag
5	naga, water
6	lacedon
7	turtle, snapper, giant-
8	swan
9	ice
10	surface encounter
11	men, merchant
12	surface encounter
13	crystal ooze or island
14	buccaneer
15	merrow
16	scrag
17	nixie
18	falcon
19	dragon, sea
20	swanmay

COLD FRESHWATER (DEPTHS)

2d10 roll	encounter
2	giant, storm
3	verme
4	quipper
5	vodyanoi
6	sirine
7	lacedon
8	kopocacanth
9	crab, giant or scrag
10	pike, giant or nixie
11	otter or dragonfish
12	octopus or sunken ship
13	gar, giant or nixie
14	merrow
15	turtle, snapper, giant-
16	lamprey
17	hippocampus
18	morkoth
19	otter, giant
20	neriid

TEMPERATE FRESHWATER (SURFACE)

2d10 roll	encounter
2	dragonfly, giant
3	dragon, carp
4	lizardman
5	crystal ooze
6	buccaneer
7	merrow
8	swan
9	crocodile
10	men, merchant
11	throat leech
12	crane, giant or dragon, mist
13	surface encounter
14	crayfish, giant
15	frog, giant
16	sirine
17	otter, giant
18	scrag
19	dragon, red
20	boobrie

TEMPERATE FRESHWATER (DEPTHS)

2d10 roll	encounter
2	mud-man
3	muckdweller
4	beaver, giant
5	lamprey, giant
6	lizard man
7	turtle, snapper, giant-
8	kopocacanth
9	beetle, water, giant-
10	spider, water, giant-
11	throat leech
12	crocodile
13	otter, giant or nymph
14	crayfish, giant
15	lamprey
16	dragon, carp
17	gar, giant
18	octopus
19	algoid
20	lizard men with lizard king

WARM FRESHWATER (SURFACE)

2d10 roll	encounter
2	frogemoth
3	couatl
4	catfish, giant
5	crystal ooze
6	dragon, mist
7	spider, water, giant-
8	crayfish, giant
9	men, merchant
10	surface encounter
11	crocodile
12	throat leech
13	behemoth or crane, giant
14	frog, giant
15	hippopotamus
16	sirine
17	merman
18	manticore
19	kelpie
20	thork

WARM FRESHWATER (DEPTHS)

2d10 roll	encounter
2	verme
3	eel, weed
4	kelpie
5	vodyanoi
6	behemoth
7	merman
8	turtle, snapper, giant-
9	beetle, water, giant-
10	dinosaur, dinichtys
11	spider, water, giant-
12	throat leech
13	dragon fish or scrag
14	dinosaur, archelon ischyris
15	kopocacanth
16	bunyip
17	lizardman
18	dragon, spirit
19	sea hag
20	water weird

COLD SALTWATER (SURFACE)

2d10 roll	encounter
2	wind walker
3	whirlpool
4	dragon, white
5	ghost ship
6	narwhale
7	turtle, sea, giant-
8	sea lion
9	men, merchant
10	shark
11	whale
12	men, pirate or hollyphant
13	ice
14	dolphin
15	island
16	scrag
17	will-o-wisp
18	seawolf, greater
19	selkie
20	dragon turtle

COLD SALTWATER (DEPTHS)

2d10 roll	encounter
2	verme
3	water weird
4	seawolf, lesser
5	urchin, green
6	urchin, red
7	dolphin
8	elf, aquatic
9	shark
10	crab, giant or nixie
11	narwhale or naga, water
12	octopus or shark, giant
13	whale
14	sea lion
15	kopocacanth
16	squid, giant
17	octopus
18	slime, green
19	titan
20	dragon, sea

TEMPERATE SALTWATER (SURFACE)

2d10 roll	encounter
2	ki-rin
3	dragon, cloud
4	ghost ship
5	whirlpool
6	crabman
7	eel, giant
8	island
9	dinosaur, plesiosaurus
10	men, merchant
11	shark
12	whale
13	seaweed, floating
14	dinosaur, elasmosaur
15	will-o-wisp
16	crab, giant
17	lacedon
18	dragon, bronze
19	seawolf, greater
20	verme

TEMPERATE SALTWATER (DEPTHS)

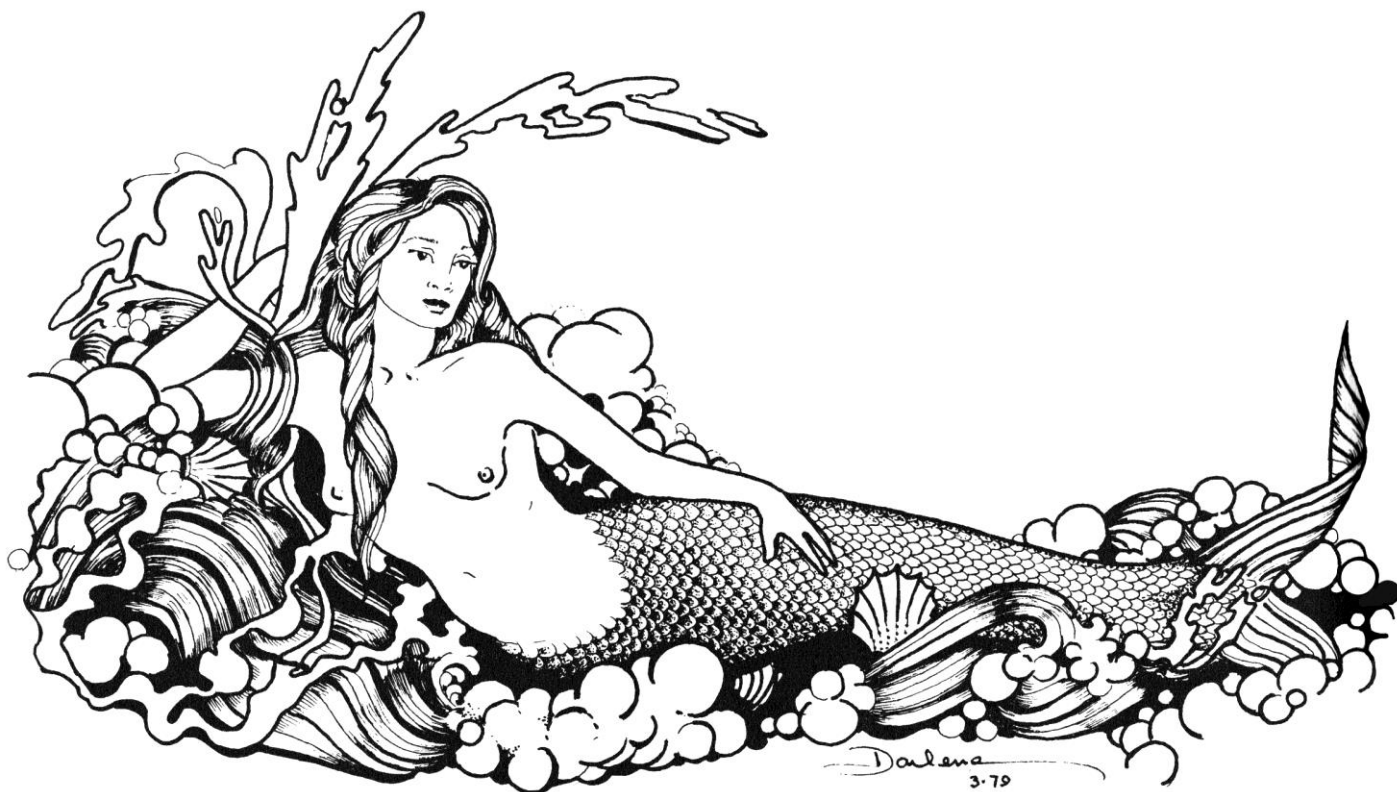
2d10 roll	encounter
2	markoth
3	kraken
4	narwhale
5	lamprey, giant
6	shark, giant
7	sea lion
8	urchin, black
9	dinosaur, plesiosaurus
10	sea horse
11	shark
12	whale
13	seaweed
14	masher
15	eel, giant
16	dragon turtle
17	mottled worm
18	seawolf, lesser
19	eye of the deep
20	titan

WARM SALTWATER (SURFACE)

2d10 roll	encounter
2	wereshark
3	seawolf, greater
4	roc
5	whirlpool
6	sahuagin
7	man-o-war
8	sea hag
9	crocodile, giant
10	dinosaur, plesiosaurus
11	men, merchant
12	shark
13	shale
14	men, pirate
15	dinosaur, mosasaurus
16	ghost ship
17	shark, giant
18	sphinx, andro-
19	ixitxachitl
20	triton

WARM SALTWATER (DEPTHS)

2d10 roll	encounter
2	markoth
3	urchin, silver
4	crocodile, giant
5	octopus
6	ray, pungi
7	sahuagin
8	urchin, black
9	dinosaur, dinichtys
10	ray, sting
11	shark
12	seaweed
13	strangleweed
14	barracuda
15	dinosaur, nothosaurus
16	eel, electric
17	triton
18	wereshark
19	kraken
20	ixitxachitl



ASTRAL & ETHEREAL ENCOUNTER TABLES

Encounters on either the Astral or Ethereal Plane occur on a die roll of "1" on a d20. Checks are made at the beginning, midpoint, and end of the journey. If an encounter is indicated consult the appropriate table and roll 2d10 to determine the encounter. Evasion is possible only if the adventurers are able to move more quickly than the monster encountered. Feel free to modify or replace these tables, using the suggestions in the section on creating tables on pages 60-62.

ASTRAL ENCOUNTERS

2d10 roll	encounter
2	arch devil
3	githyanki
4	foo dog
5	demon, greater
6	modron, hierarch
7	pyrolisk*
8	basilisk*
9	demon, lesser
10	devil, minor
11	character party**
12	daemon, minor
13	deva, astral
14	medusa*
15	cockatrice*
16	devil, major
17	daemon, greater
18	planetar
19	solar
20	demon prince

* these creatures do not travel on the Astral and Ethereal Planes, but their perceptions (and magical attack forms) extend there. Their possible appearance applies only to interaction with the Prime Material Plane; otherwise, ignore the result and roll again.

** character parties will consist of 1d3+4 party members, with an average level of 9-16 (1d8+8). At least one magic-user or cleric will be in the party. See page 266 for more guidelines on the quick creation of character parties.

ETHEREAL ENCOUNTERS

2d10 roll	encounter
2	intellect devourer
3	terethian
4	basilisk, greater*
5	salamander
6	xorn
7	para-elemental
8	daemon, charona-
9	character party**
10	elemental
11	genie-kind
12	cerebral parasite
13	deva, monadic
14	gorgon*
15	medusa*
16	planetar
17	wind walker
18	xeg-yi or xag-ya
19	pyrolisk*
20	lammasu, greater

* these creatures do not travel on the Astral and Ethereal Planes, but their perceptions (and magical attack forms) extend there. Their possible appearance applies only to interaction with the Prime Material Plane; otherwise, ignore the result and roll again.

** character parties will consist of 1d3+4 party members, with an average level of 9-16 (1d8+8). At least one magic-user or cleric will be in the party. See page 266 for more guidelines on the quick creation of character parties.



PSYCHIC WIND AND THE ETHER CYCLONE

While navigating the Astral or Ethereal Plane there is a 5% of encountering the Psychic Wind (on the Astral Plane) or Ether Cyclone (on the Ethereal Plane). The effects of these forces are determined before further encounters are diced for, as both storms may change the number of encounters faced upon their respective plane.

Psychic Wind

d20 roll	effect
1-12	slows travel only, incurs 1 additional check for random encounter.
13-16	blows off course, and party is lost for 2d10 days' time, then must return to starting place.
17-19	blows off course so that party arrives at a different destination as determined by random method.
20	storm blows. Each party member must make a DC 20 charisma saving throw or suffer a severed silver cord, resulting in irrevocable death*. Those saving are lost for 4d10 days and must return to the starting place thereafter.

* Ignore the need for this saving throw if astral projection does not involve a silver cord attachment

Ether Cyclone

d20 roll	effect
1-10	slows travel only, incurs 1 additional check for random encounter.
11-15	Blows to different plane than that the party is on or desires to travel to; usual encounter checks must be made.
16-18	Blows so as to cause party to be lost for 5d12 days, and when no longer lost the party will arrive at a different plane as determined by random means.
19-20	Storm cyclone causes party to be lost for 10d12 days and, unless the caster who initiated ethereal travel makes a DC 20 wisdom saving throw, the party is blown to the Astral Plane. If a save is successful the party will still arrive at a randomly determined plane touched by the ether.

PSIONIC ENCOUNTER TABLE

If you opt to include psionic powers (see APPENDIX M, pages 299-320) in your campaign, then certain random encounters will be with psionically-empowered creatures. Check for random encounters as is normal, but if the player party has used psionic powers during the last turn, or spells resembling psionic powers during the last round, then the chance for a psionic encounter will be 1 in 10 if an encounter is otherwise indicated. After checking for a random encounter, roll a d10 to find if the encounter is psionic, with the roll of "1" indicating that a psionic encounter takes place instead of a standard encounter. If a psionic encounter is indicated, go to the PSIONIC ENCOUNTER TABLE below and check thereon to find what creature is involved. Unlike most encounter tables the psionic encounter table uses percentile dice to determine the random encounter, in order to allow for a greater variety of encounters.

Spells Resembling Psionic Powers: Spells belonging to the following schools of magic typically resemble psionic powers when used: alteration, divination and enchantment/charm. In addition, any cure spells and spells enabling planar travel (i.e. astral spell, ethereal jaunt, etherealness, and plane shift) resemble psionic powers. Magic items using these spells may also attract psionic encounters.

PSIONIC ENCOUNTER TABLE

%roll	encounter	# app
01-05	brain mole	1d3
06-12	cerebral parasite	3d4
13-15	couatl	1d4
16-18	demon, major	1d2
19-24	demon, minor	1d4
25-26	demon prince^	1
27-28	devil, arch-^	1
29-34	devil, greater	1d2
35-38	gray ooze	1d3
39-48	intellect devourer	1d2
49-51	ki-rin	1
152-56	lich	1
57-62	character party*	
63-69	mind flayer	1d4
70-72	mold, yellow	1
73-82	shedu	2d4
83-92	su-monster	1d12
93-98	titan	1d2
99-00	triton (1d3 are psionic)	10d6

NOTES

* character parties will consist of 1d3+4 party members, with at least one psionicist in the party. See page 266 for more guidelines on the quick creation of character parties.

^ powerful, unique creatures such as demon princes, daemon masters, and dukes of the hells will always be accompanied by a court of servants and vassals. For example, Orcus will be found with undead, Tiamat with her abishai devils and several ancient dragons, and Athraxus the Oinodaemon with less powerful daemons.



URBAN ENCOUNTER TABLE

A sample *Urban Encounter Table* is provided below. See pages 59-64 for guidelines concerning both the frequency of encounter checks and likelihood of facing an encounter. Feel free to modify or replace this table, using the suggestions in the section on creating encounter tables on pages 60-62. Unlike most tables the urban encounter table uses percentile dice to determine the random encounter, in order to allow for greater variety.

URBAN ENCOUNTER TABLE

daytime (% roll)	nighttime (% roll)	result
01	01-03	assassin
02	04	barbarian
03-12	05-07	beggar
13	08-10	brigand or bandit
14-18	11	city guard
19-21	12	city official
22-23	13-21	city watchman
24-25	22	cleric
-	23	demon
-	24	devil
-	25	doppelganger
26	26	druid
27	27-31	drunk
28-29	32-33	fighter or duelist
30-33	34-35	gentleman
-	36	ghost or ghoul
-	37	ghost
34	38-42	giant rats
35-39	43	goodwife
40-41	44-50	harlot
42	51	illusionist or necromancer
43-50	52	laborer or peddler
51	53	magic-user
52-55	54-58	mercenary
56-62	59-60	merchant
63	61	monk or bard
-	62	night hag
64-65	63-64	noble
66	65	paladin or anti-paladin
67-69	66	pilgrim
70	67	press gang
71-72	68-71	rake
-	72	rakshasa
73	73	ranger or scout
74-78	74-80	ruffian
-	81	shadow
-	82	spectre
79-82	83-88	thief
83-97	89-90	tradesman
98	91-93	wererat
99	94	weretiger
00	95-96	were wolf
-	97	wight
-	98	will-o-wisp
-	99	wraith
-	00	vampire or lich

Assassin encounters are dependent upon the locale. Normally 1d3 assassins will be encountered, but near the Thieves' Quarter the encounter could be with many assassins - at the guild, for instance. Assassins will typically ignore passers-by or act as thieves, but are as likely to slay first and steal afterwards as to simply pick a pocket or two.

Barbarian encounters are with 1d3 barbarian warriors (roll 2d4 for level). They are typically seeking employment as mercenaries.

Beggar encounters are with but 1 (or possibly 2) person(s); young or old; maimed, diseased, or whole; religious or otherwise; male or female beseeching alms. There is a 10% chance that a beggar will be a thief. A beggar has a slight chance of knowing information of interest to the character encountering him or her (give them a +3 bonus to all *knowledge: local area* skill checks that they make), but

payment must be made. Any gratuity or gift given to a beggar will immediately attract the attention of 1d10-1 nearby beggars.

Brigand encounters in daylight hours will simply be a case of a nondescript group being seen - the bandits will perhaps be watching the encountered party as a future prospect. Nighttime encounters will typically be with 3d4 bandits with 1 or more leaders. *Bandit* encounters are synonymous with brigand encounters.



City guard encounters are with 2d8 mercenary soldiers in the employ of the city as gate and wall guards or in a police function. There will always be 1 higher level leader - 2 if more than 8 guards, 3 if more than 12 - in addition to the 1st level NPC guardsmen. Leaders are of 2nd to 5th level fighting ability. They will question suspicious persons, arrest law breakers, etc. In addition, the guard party will sometimes (50%) be accompanied by a magic-user of 1st to 4th level who is indentured for 1 year for some service rendered to him by the city which was not repayable in some other manner (bad debts, resurrection, infraction of city rules, non-payment of taxes, etc.).

City official encounters will be with some minor bureaucrat such as a tax collector, customs officer, guard or watch lieutenant, deputy bailiff, or assistant magistrate. A 10% chance for an encounter with a major official exists, however, such as meeting a steward, alderman, justice, guard or watch captain, chamberlain, or magistrate. Major officials will have 2d4 city guards with them, as detailed above. Officials will resent unwarranted intrusion, but they will speak with persons regarding important matters. Any official will have 1d4 fighters as personal guards (roll a d4 to determine each guard's level).

City watchman encounters are with squads of the watch (five 1st level NPCs plus a 1st to 3rd level sergeant during daylight; double numbers, plus a 4th or 5th level lieutenant at night). These squads will sometimes (50%) be accompanied by a cleric of 2nd to 5th level indentured to the city as magic-users are to the city guards. They will generally act as do city guards, and at night these patrols will be ready to aid attacked persons and arrest lawbreakers.

Cleric encounters will be with either a cleric (75%) or cloistered cleric (25%) of 6th to 11th level. There will be 1d6-1 lesser clerics (roll 1d4 for level) with the major character. Alignment be rolled for or dictated by area or race. Encountered clerics will typically try to convert the party, ask for contributions, or try to dupe the party becoming sacrificial victims.

Demon or **devil** encounters must be carefully restricted, and they may be ignored entirely if desirable. For example, near an evil temple there may well be a demon or devil, a succubus may be roaming at night, a wizard may have conjured a demon, etc. Treat these encounters as highly special. Only 1 demon or devil will be encountered.

Doppelganger encounters will normally take place only near deserted places where there are entrances to the underworld, ruins, and the like. 1d4+2 doppelgangers will be encountered.

Druid encounters will be with a druid (roll 1d6+5 for level) with 1d4-1 lesser druids (roll 1d4 for level) 50% of the time and 1d4 rangers (roll 1d6 for level) 50% of the time. Druids will generally shun conversation with the encountering party.

Drunk encounters are typically with 1d4 tipsy revelers or wine-sodden bums (50% chance for either). In the former case the type of character(s) found drunk should be diced for:

% roll	drunk encountered	% roll	drunk encountered
01-02	assassin	46-48	illusionist/necromancer
03-15	brigand	49-63	laborer
16-17	city guard	64-65	magic-user
18-19	city official	66-73	mercenary
20-22	city watchman	74-80	merchant
23-24	cleric	81-82	noble
25-28	duelist	83-90	rake
29	druid	91-95	ruffian
30-38	fighter	96-97	thief
39-45	gentleman	98-00	tradesman

When an encounter with a *drunk* occurs, reaction for the latter will dictate what is said to the party. The drunk character(s) will become sober on a roll of 10% or less (out of 100%) if threatened.



Fighter or **duelist** encounters will be with a 6th to 12th level fighter (85%) or duelist (15%) accompanied by 1d4-1 henchmen (roll 1d4 for level).

Gentleman encounters are with a foppish dandy and 1d4 sycophants of the time, a gentlewoman 20% of the time, and 40% of the time well-dressed fighter-types of 7th to 10th level (1d4+6) with 1d4 friends of the same abilities. Any rude remarks will give offense, of course. Fops seek revenge by causing trouble for the party with officials, gentlewoman will send a champion, fighters will challenge the offenders.

Ghast or **ghoul** encounters must be near charnel houses, graveyards, and the like. 30% of the time 2d4 ghosts will be encountered. 70% of the time 4d4 ghouls will be encountered.

Ghost encounters are treated in a fashion similar to ghastr encounters, but of course a locale or two can be haunted. One ghost will be encountered.

Giant rats are encountered throughout any inhabited place, using their own tunneled warrens, sewers, cellars, etc. In daylight such encounters will take place only in dim alleys or dark buildings and similar places. The number encountered will be 2d4 in daylight, 4d6 at night.

Goodwife encounters are with a single woman, often indistinguishable from any other type of female (such as a magic-user, harlot, etc.). Any offensive treatment or seeming threat will be likely to cause the woman to scream for help, accusing the offending party of any number of crimes, i.e. assault, rape, theft, or murder. Goodwives gain a +5 bonus to all *knowledge: local area* skill checks that they make in order to know interesting gossip.

Harlot encounters can be with brazen strumpets or haughty courtesans, thus making it difficult for the party to distinguish each encounter for what it is. In fact, the encounter could be with a

dancer only prostituting herself as it pleases her, an elderly madam, or even a pimp. In addition to the offering of the usual fare, the harlot gains a +5 bonus to all *knowledge: local area* skill checks they make. If they don't have any valuable information they are likely to make something up in order to gain a reward. 20% work with a thief. You may find it useful to use the subtable below to see which sort of harlot encounter takes place:

% roll	harlot encountered	% roll	harlot encountered
01-10	slovenly trull	76-85	expensive doxy
11-25	brazen strumpet	86-90	haughty courtesan
26-35	cheap trollop	91-92	aged madam
36-50	typical streetwalker	93-94	wealthy procuress
51-65	saucy tart	95-98	sly pimp
66-75	wanton wench	99-00	rich panderer

An expensive doxy will resemble a gentlewoman, a haughty courtesan a noblewoman, the other harlots might be mistaken for goodwives, and so forth.

Illusionist or **necromancer** encounters will be with an illusionist (75%) or necromancer (25%) of 7th to 10th level (roll 1d4+6 for level). The spellcaster will be accompanied by 1d4-1 apprentices (roll 1d4 for level) 50% of the time or 1d3 fighter guards (roll 1d6 for level) 50% of the time. The caster typically wishes to be left alone.

Laborer encounters are with a group of 3d4 nondescript persons loitering or on their way to or from work. These fellows will be rough customers in a brawl. There is a 10% chance for each to be a levy in the city watch, with commensurate friends and knowledge.

Magic-user encounters will be with a magic-user of 7th to 12th level (roll 1d6+6) and 1d4 henchmen: either apprentice magic-users (roll 1d6 for level) – 45% chance, fighter guards (roll 1d4 + 3 for level) – 30% chance or a mixture of the two (25% chance providing that there is more than one henchman accompanying the magic-user. As with illusionists, magic-users wish to mind their own affairs and like others to do likewise.

Mercenary encounters are with 3d4 nondescript men. There will be a 1st level fighter for every 3 level 1 NPCs and a 2nd to 5th level leader (roll 1d4+1 for level) if there are 10 or more mercenaries encountered. There is a 70% likelihood that they are already in the employ of someone.

Merchant encounters are with 1d3 purveyors or factors in the daytime, but at night there will be 2d4 mercenary guards with the merchant(s) if the encounter is in a dangerous sector. Guards will be 1st level NPCs, with one leader (a fighter of 1st to 4th level. A merchant will fear robbery, but is may be able to offer useful knowledge for a price (they get a +3 bonus to *knowledge: local area* skill checks). 10% of merchants encountered will be rich, thus indistinguishable from an important city official or noble.



Monk or **bard** encounters will be with a single monk (25%) or bard (75%) of 7th to 10th level. The monk might appear as a beggar or other character. The business of the monk is typically that of travelling from point a to point B. A bard, on the other may appear to be nothing more than a wandering minstrel or performer. Bards may (75%) be accompanied by 2d4 fighter-types.

Night hag encounters are treated similar to demon and devil encounters, i.e. the area must suit the encounter. From 1 to 2 night hags will be encountered.

Noble encounters are with a nobleman (75%) or noblewoman (25%). A noble will have 1d4 guards of 1st to 4th level fighting ability and 1d2 servants with him. A noblewoman will have a sedan chair, carriers and linkboys (at night) 75% of the time. Noblemen can easily be mistaken for important city officials or very rich merchants; noblewomen can likewise be mistaken for a courtesan or procuress. Any insult will be taken seriously. Nobles are 50% likely to be: fighters (40%), duelists (20%), cavaliers (25%) or clerics (15%) of 5th to 12th level of ability (1d8+4).

Paladin or **antipaladin** encounters will be with a paladin (75%) or antipaladin (25%) of 6th to 9th level of ability (1d4+5). The paladin or antipaladin will be indistinguishable from any other fighter.

Pilgrim encounters are with 3d4 persons bent upon a journey to some religious or quasi-religious site. The alignment of pilgrims is variable, but that of a group is always homogeneous. For every 4 pilgrims there will be 1 of unusual type (cleric, fighter, etc.). As pilgrims are nondescript, it is quite probable that they can be confused with other groups (bandits, laborers, and so on).

Press gang encounters will involve 2d8 burly sailors or soldiers armed with swords but wielding clubs. Gang members will be 1st level, with one leader of level 2-5 (1d4+1). Outnumbered or incapacitated characters may be "shanghaied" into the local navy or militia.

Rake encounters are with 1d4+1 young gentlemen fighters (40%) or duelists (60%) of 2nd to 8th level. The rakes will always be aggressive, rude, and sarcastic. There is a 25% chance they will be drunk.

Rakshasa encounters are treated the same as demon or devil encounters, i.e. the area must suit the encounter. 1d3 will be encountered.

Ranger or **scout** encounters will be with a ranger (85%) or scout (15%) of 7th to 10th level. Wardens character may be used in place of rangers.

Ruffian encounters will be with 1d6+6 fellows of shabby appearance and mean disposition. They will be 2nd level NPCs armed with clubs and daggers. There is a 5% chance per ruffian encountered that an

assassin of 5th to 8th level will be with the group. All weapons will be concealed.

Shadow encounters are treated the same as those of demon and devil, except that there is a small likelihood of shadows being encountered in any deserted place. 2d4 shadows will be encountered.

Spectre encounters are treated in the same fashion as those with a ghost. 1d3 spectres will be encountered.

Thief encounters will be with an 8th to 11th level thief with 1d3-1 apprentices of 1st to 4th level. If there is but 1 thief, he or she will be an adventurer, merely stopping for a short time in the city or town. Other thieves encountered will be on guild business, or "working", or both.

Tradesman encounters are with 2d4 nondescript tradesmen (smiths, coopers, etc.) on their way to or from their work. They are greatly valued citizens and generally friendly with city guards and watch.

Wererat encounters will be with 1d4+1 of the creatures. In daylight, it is 90% likely that the wererats will be in human form, at night it is 50% likely they will be in human form, 50% for giant rat form. Wererats can be any type of human, if desired. They will intelligently try to set up, ambush, or otherwise react to the encountering party.

Weretiger encounters will be with 1 or 2 weretigers. All day, and 90% of the night, encounters will be with creatures in their human form. The weretiger(s) will be 90% likely to be temporary residents of the city or town and on some errand rather than seeking to prey upon passers-by.

Werewolf encounters are with 1d4+1 werewolves. All day, and 50% of the night, encounters will be with creatures in their human form. The werewolves will generally be seeking prey, although there is a 20% chance that they will be on some special errand and ignore the encountered party.

Wight encounters are the same as ghost encounters, except that 1d4+1 wights will be encountered.

Will-o-wisp encounters are the same as ghost encounters, except 1d2 will-o-wisps can be encountered.



APPENDIX K: MONSTER FREQUENCY BY LOCATION

MONSTER FREQUENCY BY DUNGEON LEVEL

LEVEL I MONSTERS

Common

Bandit
Bat
Beetle, Giant Fire
Character Party
Dwarf, Hill
Dwarf, Mountain
Goblin
Orc
Rat
Rat, Giant
Shrieker
Throat Leech

Uncommon

Bat, Giant
Booka
Bowler
Cat, Wild
Gibberling
Hobgoblin
Jermaine
Kobold
Piercer
Rothe
Scum Creeper
Skunk
Snyad
Xvart

Rare

Ant, Giant
Badger
Berserker
Bookworm
Bullywug
Cave Cricket, Giant
Caveman
Jaculi
Killmoulis
Mite
Norker
Pedipalp, Large
Rot Grub
Skeleton
Vilstrak
Vulchling
Zombie

Very Rare

Al-mīraj
Berserker
Demon, Manes
Devil, Nupperibo
Ear Seeker
Elf, Wood
Gnome
Halfling
Larva
Skeleton, Animal
Squirrel, Giant Black
Squirrel, Normal
Termite, Giant Harvest
Tween
Webbirds

LEVEL II MONSTERS

Common

Centipede, Giant
Centipede, Huge
Character Party
Gnoll
Stirge
Toad, Giant
Troglydite

Uncommon

Frog, Giant
Grimlock
Land Lamprey
Lizard man
Piercer
Volt

Rare

Coffer Corpse
Crabman
Flind
Flumph
Fly, Giant Bluebottle
Formian
Frog, Poisonous

Gas Spore
Goldbug
Mongrelman
Myconid
Oblivix
Ogrillon
Owl
Pedipalp, Huge
Poltergeist
Quaggoth
Skulk
Troll, Ice
Vapor Rat
Wolf
Zombie, Yellow Musk

Very Rare

Assassin Bug
Azer
Brain Mole
Duergar
Firebat
Firefriend
Frog, Killer
Gallitrit
Githzerai
Kuo-toa
Modron, Duodrone
Modron, Monodrone
Mud-Man
Vagabond
Vortex

LEVEL III MONSTERS

Common

Beetle, Giant Boring
Bugbear
Ghoul
Character Party
Ogre
Scorpion, Large
Spider, Huge
Spider, Large

Uncommon

Bat, Mobat
Fire Snake
Gelatinous Cube
Kenku
Lizard, Giant
Lycanthrope, Wererat
Meazel
Ochre Jelly
Osquip
Piercer
Snake, Constrictor
Whipweed

Rare

Anhkheg (4-5 HD)
Bee, Giant Honey
Cave Fisher
Cave Moray
Cyclopskin
Dark Creeper
Devil, Lemure
Dragon, Black, VY
Dragon, White, VY
Firedrake
Fungi, Violet
Garbug, Black
Land Urchin
Luck Eater
Qullan
Sandling
Screaming Devilkin
Shocker
Solifugid, Large
Stunjelly
Tick, Giant
Ustilagor
Weasel, Giant
Witherstench
Witherweed
Wolverine
Yellow Musk Creeper
Zygom

Very Rare

Berbalang
Boggle
Centipede, Megalo-

Death Dog
Dragon, Brass, W
Dragon, Coiled, VY
Elf, Drow
Eye Killer
Firenewt
Forlarren
Frost Man
Gryph
Harpy
Huecuva
Iron Cobra
Leprechaun
Magmen
Mantari
Mephit, Fire
Mephit, Lava
Mephit, Smoke
Modron, Tridrone
Necrophidius
Needleman
Ophidian
Phantom
Stench Kow
Taer
Thoqqua
Vargouille
Vegepygmy
Wolf, Dire
Wolf, Winter
Worg
Zombie, Juju
Zombie, Monster

LEVEL IV MONSTERS

Common

Character Party
Gargoyle
Hornet, Giant
Hydra (5-6 heads)
Mold, Yellow
Rust Monster
Scorpion, Huge
Snake, Giant Constrictor
Toad, Poisonous

Uncommon

Demon, Dretch
Ghost
Gray Ooze
Lycanthrope, Werewolf
Owlbear
Shadow Mastiff
Su-monster

Rare

Bloodworm
Caterwaul
Devil, Spined
Dragon, Red, W/Y
Dragon, White, Y/SA
Ettercap
Firetoad
Garbug, Violet
Hell Hound
Hook Horror
Leech, Giant
Pech
Pyrolisk
Sandman
Toad, Ice

Very Rare

Anhkheg (6 HD)
Ape, Carnivorous
Blink Dog
Dark Stalker
Dero
Disenchanter
Dragon, Black, Y/SA
Dragon, Blue, W/SA
Dragon, Brass, Y/SA
Dragon, Bronze, VY/Y
Dragon, Coiled, Y/SA
Dragon, Copper, VY/Y
Dragon, Earth, W/Y
Dragon, Gold, VY/Y
Dragon, Green, W/Y
Dragon, Mist, W/Y
Dragon, Silver, W/Y
Flail Snail
Fly, Giant Horsefly

Gibbering Mouther
Githyanki
Grim
Grue, Harginn
Grue, Ildriss
Meenlock
Mephit, Steam
Modron, Quadrone
Mold, Russet
Pedipalp, Giant
Quickling
Scarecrow
Shadow Dragon
Solifugid, Huge
Son of Kyuss
Spectator
Wolverine, Giant
Yeth Hound

LEVEL V MONSTERS

Common

Bear, Cave
Character Party
Cockatrice
Giant, Verbeeg
Lizard, Subterranean
Snake, Poisonous
Spider, Giant

Uncommon

Hydra (7 heads)
Leucrotta
Margoyle
Minotaur
Rock Reptile
Snake, Giant Poisonous

Rare

Aspis
Bee, Giant Bumble-
Beetle, Giant Slicer
Boalisk
Daemon, Pisco-demon
Displacer Beasts
Doombat
Doppelganger
Dragon, Black, YA/A
Dragon, Blue, SA/YA
Executioner's Hood
Imp
Lion, Spotted
Phycomid
Rutterkin
Quasit
Shadow
Snake, Giant Spitting
Tentamort
Zorbo

Very Rare

Algoid
Anhkheg (7 HD)
Caryatid Columns
Cloaker
Crypt Thing
Dragon, Brass, YA/A
Dragon, Bronze, SA/YA
Dragon, Cloud, VY/Y
Dragon, Coiled, YA/A
Dragon, Copper, SA/YA
Dragon, Earth, SA/YA
Dragon, Gold, SA/YA
Dragon, Green, SA/YA
Dragon, Mist, SA/YA
Dragon, Red, SA/YA
Dragon, Silver, SA/YA
Dragon, White, YA/A
Grue, Chaggrin
Haunt
Hydra, Pryo- (5 heads)
Ice Lizard
Khargra
Modron, Petadrone
Slime Creature
Slime, Olive
Snake, Giant Amphisbaena
Solifugid, Giant
Svirfneblin
Umpleby
Water Weird
Xill
Yeti

LEVEL VI MONSTERS

Common

Character Party
Carion Crawler
Manticore
Otyugh
Scorpion, Giant
Troll
Wight
Wraith

Uncommon

Basilisk
Green Slime
Hydra (8-9 heads)
Rakshasa
Salamander
Wyvern

Rare

Anhkheg (8 HD)
Boggart
Devil, Abishai
Devil, Erinyes
Dragon, Black, O
Dragon, Blue, A
Gloomwing
Grell
Hellcat
Jelly, Mustard
Lizard, Minotaur
Medusa
Penanggalan
Slaad, Red
Spider, Phase
Storoper
Thri-kreen
Troll, Giant
Wind Walker
Wolfwere
Yuan Ti

Very Rare

Ant Lion, Giant
Apparition
Basidiron
Cerebral Parasite
Crysmal
Devil, Bearded
Djinn
Dragon, Brass, O
Dragon, Bronze, A
Dragon, Cloud, SMA
Dragon, Coiled, O
Dragon, Copper, A
Dragon, Earth, A
Dragon, Gold, A
Dragon, Green, A
Dragon, Mist, A
Dragon, Red, A
Dragon, Silver, A
Dragon, White, O
Drelb
Drider
Grue, Varrdig
Hordlings
Hydra, Pyro- (6 heads)
Jackalwere
Jann
Korred
Lammasu
Lizard King
Lycanthrope, Werebear
Mold, Brown
Nightmare
Ogre Mage
Shadow Demon
Sphinx, Hieraco-
Spriggan
Stone Guardian
Sussurus
Terithran
Thunder Beast
Troll, Spirit
Vision
Xaren

LEVEL VII MONSTERS**Common**

Character Party
Giant, Hill
Black Pudding
Giant, Fire
Giant, Fomorian
Giant, Stone
Slug, Giant
Tunnel Worm
Will-o-wisp

Uncommon

Chimera
Hydra (10-12 heads)
Giant, Frost
Lurker Above
Mimic
Spectre
Sphinx, Crio-
Sundew, Giant

Rare

Behir
Demon, Babau
Demon, Bar-Lgura
Demon, Hezrou (Type II)
Demon, Succubus
Demon, Vrock (Type I)
Diakk
Foo Dog
Mind Flayer
Moon Dog
Mummy
Naga, Spirit
Neo-otyugh
Roper
Shambling Mound
Slaad, Blue
Trapper
Umber Hulk

Very Rare

Aboleth
Achaeria
Agathion
Annis
Ascomoid
Basilisk, Greater
Beetle, Death Watch
Bodak
Couatl
Dao
Demon, Glabrezu (III)
Demon, Nabassu

Devil, Barbed
Devil, Bone
Devil, Horned
Devil, Styx
Dragon, Black, VO
Dragon, Blue, O
Dragon, Brass, VO
Dragon, Bronze, O
Dragon, Cloud, A
Dragon, Coiled, VO
Dragon, Copper, O
Dragon, Earth, O
Dragon, Gold, O
Dragon, Green, O
Dragon, Mist, O
Dragon, Red, O
Dragon, Silver, O
Dragon, White, VO
Dragonne
Efreeti
Elemental, Air
Elemental, Earth
Elemental, Fire
Elemental, Water
Ettin
Eye of Fear and Flame
Galeb Duhr
Gorgimera
Gorgon
Greenhag
Groaning Spirit
Guardian Daemon
Guardian Familiar
Hydra, Pyro- (7-9 heads)
Intellect Devourer
Invisible Stalker
Lamia Noble
Lizard, Fire
Lycanthrope, Foxwoman
Mezodaemon
Mihstu
Modron, Decaton
Night Hag
Nonafel
Para-elemental, Cold
Para-elemental, Dust
Para-elemental, Heat
Para-elemental, Vapor
Remorhaz
Revenant
Shedu
Sphinx, Andro-
Sphinx, Gyno-
Squealer

Stegocentipede
Tenebrous Worm
Troll, Giant Two-headed
Xorn
Yochlol

LEVEL VIII MONSTERS**Common**

Character Party
Hydra, (13,16 heads)
Pudding, Brown
Rust Monster
Trapper
Will-o-wisp

Uncommon

Demon, Alu-
Pudding, Dun
Purple Worm
Shade
Vampire

Rare

Daemon, Charona-
Daemon, Hydro-
Demon, Nalfeshness (IV)
Dragon, Black, AN
Dragon, Brass, A
Dragon, Celestial, O
Dragon, Cloud, O
Ghost
Golem, Flesh
Slaad, Green
Slug, Giant

Very Rare

Aurumvorax
Barghest
Death Knight
Demodand, Farastu
Demon, Cambion
Demon, Chasme
Demon, Marilith (Type V)
Devil, Ice
Dracolisk
Dragon, Blue, VO
Dragon, Bronze, VO
Dragon, Coiled, AN
Dragon, Cooper, VO
Dragon, Earth, VO
Dragon, Gold, VO
Dragon, Green, VO
Dragon, Mist, VO
Dragon, Red, VO
Dragon, Silver, VO

Dragon, White, AN
Foo Lion
Giant, Firebolg
Golem, Clay
Hydra, Lernaean
Marid
Modron, Nonaton
Modron, Octon
Naga, Guardian
Pudding, White
Retriever
Skeleton Warrior
Time Elemental
Triloch
Xag-ya
Xeg-yi

LEVEL IX MONSTERS**Common**

Baku
Character Party
Daemon, Dergho-
Demodand, Kelubar
Deva, Movanic
Thessalhydra
Vampire, Cleric (7-10)

Uncommon

Daemon, Yagno-
Deva, Astral
Dragon, Blue, AN
Dragon, Celestial, AN
Dragon, Earth, AN
Dragon, Green, AN
Dragon, Red, AN
Shade

Rare

Daemon, Ultro-
Dragon, Bronze, AN
Dragon, Cloud, VO
Dragon, Copper, AN
Dragon, Gold, AN
Dragon, Mist, AN
Dragon, Silver, AN
Golem, Stone
Nycadaemon
Titan, Lesser

Very Rare

Daemon, Arcana-
Demilich
Demodand, Shator
Demon, Balor (Type VI)
Deva, Monadic

Devil, Pit Fiend
Dragon, 2 Black, AN & O
Dragon, 2 Brass, AN & O
Dragon, 2 White, AN & O
Dragon, 2 Coiled, AN & O
Hydra, Pyro- (12 heads)
Modron, Hexton
Modron, Septon
Slaad, Grey
Titan, Malor

LEVEL X MONSTERS**Common**

Beholder
Character Party
Golem, Iron
Planefar
Slaad, Death
Vampire, M-U, 9-12

Uncommon

Dragon, 2 Blue, AN & VO
Dragon, 2 Celest, AN & A
Dragon, 2 Earth, AN & VO
Dragon, 2 Green, AN & VO
Dragon, 2 Red, AN & VO
Dragon, Cloud, AN
Lich
Solar

Rare

Dragon, 2 Bronze, AN & V
Dragon, 2 Copper, AN & VO
Dragon, 2 Gold, AN & O
Dragon, 2 Silver, AN & O
Modron, Quanton
Modron, Quinton
Titan, Elder

Very Rare

Daemon, Charon
Daemon, Onino-
Demon Prince or Lord
Devil, Duke or Arch-
Dragon, Chromatic
Dragon, Platinum
Elemental Prince
Modron, Primus
Modron, Secundus
Slaad Lord
Tarrasque



MONSTER FREQUENCY BY TERRAIN TYPE**COLD, CIVILIZED, MOUNTAINS****Common**

Bandit
Bat
Dwarf, Mountain
Falcon, Small
Mammoth
Ogre
Raven, Normal

Uncommon

Bugbear
Centipede, Huge
Character Party
Dog, War
Falcon, Large
Ghoul
Goblin
Griffon
Herd Animal
Hobgoblin
Owl
Patrol
Pilgrim
Ram
Snake, Poisonous
Squirrel, Normal
Wolf

Rare

Berserker
Dragon, Earth
Dwarf, Hill
Ghost
Horse
Jermaine
Killmoulis
Lycanthrope, Werebear
Lycanthrope, Werewolf
Merchant
Minotaur
Mule
Norker
Ogrillon
Quaggoth
Rat
Rat, Giant
Shadow
Shadow Mastiff
Shedu
Toad, Ice
Troll
Vapor Rat

Very Rare

Aarakocra
Barghest
Brain Mole
Castle
Cave Fisher
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, Bar-Lgura
Deva, Movanic
Dragon, Gold
Ghost
Gnome
Grue, Ghaggrin
Grue, Ildriss
Haunt
Hollyphant
Ki-rin
Luck Eater
Lycanthrope, Wererat
Oblivix
Oliphant
Otyugh
Penanggalan
Poltergeist
Rothe
Shade
Shadow Demon
Shedu, Greater
Snyad
Vagabond
Vampire
Wolf, Dire
Xaren
Xorn
Zombie
Zombie, Juju

COLD, CIVILIZED, HILLS**Common**

Bandit
Dwarf, Hill
Herd Animal
Lycanthrope, Werewolf
Merchant
Mule
Ogre
Patrol
Raven, Normal
Squirrel, Normal
Wolf

Uncommon

Bat
Centipede, Huge
Character Party
Dog, War
Falcon, Small
Ghoul
Hobgoblin
Horse
Killmoulis
Mammoth
Owl
Pilgrim
Ram
Rat
Rat, Giant
Snake, Poisonous

Rare

Berserker
Boar, Wild
Camel, Bactrian
Castle
Dwarf, Mountain
Falcon, Large
Ghost
Gnome
Goblin
Halfling
Jermaine
Lycanthrope, Werebear
Minotaur
Norker
Ogrillon
Oliphant
Shadow Mastiff
Shedu
Troll
Vapor Rat
Wolf, Dire

Very Rare

Aarakocra
Barghest
Brain Mole
Bugbear
Centipede, Giant
Coffer Corpse
Deva, Movanic
Dragon, Earth
Dragon, Gold
Elf, Wood
Ghost
Griffon
Groaning Spirit
Grue, Chaggrin
Hollyphant
Ki-rin
Luck Eater
Lycanthrope, Wereboar
Lycanthrope, Wererat
Oblivix
Penanggalan
Quaggoth
Revenant
Shedu, Greater
Snyad
Toad, Ice
Vampire
Xaren
Xorn
Zombie

COLD, CIVILIZED, FOREST**Common**

Bandit
Boar, Wild
Centipede, Giant
Centipede, Huge
Falcon, Small
Herd Animal
Lycanthrope, Werewolf
Mammoth
Ogre
Patrol
Rat
Raven, Normal
Squirrel, Normal
Wolf

Uncommon

Bat
Bugbear
Character Party
Dog, War
Elf, Wood
Falcon, Large
Horse
Jermaine
Killmoulis
Merchant
Owl
Pilgrim
Rat, Giant
Snake, Poisonous
Stirge
Troll

Rare

Berserker
Camel, Bactrian
Castle
Dwarf, Hill
Dwarf, Mountain
Goblin
Halfling
Hobgoblin
Luck Eater
Lycanthrope, Werebear
Lycanthrope, Wereboar
Minotaur
Mule
Oblivix
Ogrillon
Oliphant
Penanggalan
Shadow
Toad, Ice
Vapor Rat
Wolf, Dire

Very Rare

Barghest
Bookworm
Brain Mole
Demon, Bar-Lgura
Deva, Movanic
Dragon, Gold
Ear Seeker
Ghost
Gnome
Groaning Spirit
Lycanthrope, Wererat
Norker
Poltergeist
Quaggoth
Revenant
Shadow Demon
Shadow Mastiff
Shedu
Shedu, Greater
Vampire
Zombie

COLD, CIVILIZED, SWAMP**Common**

Bandit
Centipede, Giant
Centipede, Huge
Mule
Ogre
Rat
Rat Giant
Raven, Normal

Uncommon

Buccaneer (Pirate)
Character Party
Dog, War
Falcon Small
Ghoul
Herd Animal
Hobgoblin
Jermaine
Lycanthrope, Wererat
Mammoth
Patrol
Pilgrim
Snake, Poisonous
Squirrel, Normal
Troll
Wolf

Rare

Bat
Berserker
Boar, Wild
Camel, Bactrian
Crab, Giant
Falcon, Large
Ghost
Goblin
Horse
Killmoulis
Luck Eater
Lycanthrope, Werebear
Lycanthrope, Werewolf
Merchant
Minotaur
Norker
Oblivix
Owl
Penanggalan
Quaggoth
Shadow
Shadow Mastiff
Skeleton
Toad, Ice
Vapor Rat
Zombie

Very Rare

Barghest
Bookworm
Bugbear
Castle
Coffer Corpse
Demon, Alu-
Demon Cambion
Deva, Movanic
Dragon, Gold
Elf, Wood
Ghost
Grue, Varrdig
Haunt
Hollyphant
Lycanthrope, Wereboar
Oliphant
Poltergeist
Revenant
Shade
Shedu
Shedu, Greater
Skeleton, Animal
Vampire
Wolf, Dire
Zombie, Juju
Zombie, Monster

COLD, CIVILIZED, PLAINS**Common**

Bandit
Boar, Wild
Camel, Bactrian
Centipede, Giant
Centipede, Huge
Falcon, Small
Herd Animal
Mammoth
Merchant
Mule
Ogre
Patrol
Rat
Rat, Giant
Raven, Normal
Squirrel, Normal
Wolf

Uncommon

Bugbear
Character Party
Dog, War
Falcon, Large
Ghoul
Horse
Jermaine
Killmoulis
Osqiup
Owl
Pilgrim
Ram
Shadow Mastiff
Snake, Poisonous

Rare

Bat
Berserker
Castle
Dervishes
Dwarf, Hill
Dwarf, Mountain
Ghost
Goblin
Halfling
Hobgoblin
Luck Eater
Lycanthrope, Wereboar
Lycanthrope, Werewolf
Ogrillon
Penanggalan
Poltergeist
Quaggoth
Shedu
Toad, Ice
Troll
Vapor Rat
Wolf, Dire

Very Rare

Barghest
Bookworm
Brain Mole
Demon, Alu-
Demon, Cambion
Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Ghost
Groaning Spirit
Grue, Harginn
Grue, Ildriss
Hollyphant
Lycanthrope, Wererat
Norker
Oliphant
Shade
Shedu, Greater
Tween
Vagabond
Vampire
Vortex
Zombie
Zombie, Juju

COLD, CIVILIZED, DESERT**Common**

Bandit
Camel, Bactrian
Herd Animal
Merchant
Raven, Normal

Uncommon

Centipede, Huge
Character Party
Dog, War
Falcon, Small
Horse
Ogre
Osqip
Owl
Patrol
Pilgrim
Rat
Shadow Mastiff
Snake, Poisonous
Squirrel, Normal
Wolf

Rare

Berserker
Boar, Wild
Dervishes
Dwarf, Hill
Dwarf, Mountain
Falcon, Large
Goblin
Jermaine
Killmoulis
Lycanthrope, Werewolf
Poltergeist
Rat, Giant
Shedu
Troll
Vapor Rat
Wolf, Dire

Very Rare

Barghest
Bat
Bugbear
Castle
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, Succubus
Demon, Vrock (Type I)
Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Griffon
Groaning Spirit
Grue, Harginn
Hobgoblin
Hollyphant
Luck Eater
Lycanthrope, Wereboar
Lycanthrope, Wererat
Norker
Oliphant
Penanggalan
Quaggoth
Ram
Shade
Shedu, Greater
Vampire
Vortex
Zombie

COLD, WILDERNESS, MOUNTAINS**Common**

Bat
Dog, Wild
Dwarf, Mountain
Falcon, Small
Mammoth
Ogre
Orc
Raven, Normal
Rhinoceros, Wooly

Uncommon

Bandit
Bear, Cave
Bowler
Bugbear
Cat, Wild
Centipede, Huge

Dragon, White
Falcon, Large
Ghoul
Giant, Fire
Giant, Formorian
Giant, Hill
Giant, Stone
Goat
Goblin
Griffon
Herd Animal
Hobgoblin
Lion, Mountain
Manticore
Owl
Pilgrim
Ram
Scorpion, Huge
Scorpion, Large
Snake, Poisonous
Squirrel, Normal
Tiger
Weasel
Wolf
Wolverine

Rare

Bat, Giant
Bear, Black
Bear, Brown
Bear, Northern
Caterwaul
Caveman
Character Party
Cyclopskin
Devil Dog
Dragon, Earth
Dragon, Red
Dwarf, Hill
Eagle
Eagle, Giant
Fly, Giant Bluebottle
Fortress
Ghost
Giant, Cloud
Giant, Frost
Giant, Storm
Giant, Verbeeg
Gorgon
Harpy
Hippogriff
Horse
Jermaine
Leucrotta
Lion, Spotted
Lycanthrope, Werebear
Lycanthrope, Werewolf
Margoyl
Mastodon
Minotaur
Mongrelman
Moon Dog
Mule
Norker
Ogrillon
Owl, Giant
Peryton
Pudding, White
Quaggoth
Ram, Giant
Rat
Rat, Giant
Raven, Giant
Raven, Huge
Rock Reptile
Scorpion, Giant
Screaming Devilkin
Shadow
Shadow Mastiff
Shedu
Shocker
Skulk
Spectre
Toad, Ice
Troll
Troll, Giant
Troll, Ice
Tunnel Worm
Vapor Rat
Vilstrak
Volt
Wight
Wind Walker
Wolfwere
Wolverine, Giant

Worg
Xvart

Very Rare

Aarakocra
Annis
Badger
Barghest
Berserker
Boggart
Boggle
Brain Mole
Cave Fisher
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, Bar-Lgura
Demon, Nabassu
Deva, Movanic
Doppelganger
Dragon, Gold
Dragon, Silver
Elf, Valley
Etlin
Fly, Giant Horse
Forlarren
Galeb Duhr
Gargoyl
Ghost
Giant, Firbolg
Giant, Mountain
Gloomwing
Gnome
Grim
Grue, Chaggrin
Grue, Ildriss
Haunt
Hoar Fox
Hydra
Ice Lizard
Khargra
Ki-rin
Kobold
Land Urchin
Lycanthrope, Foxwoman
Lycanthrope, Weretiger
Lynx, Giant
Mantari
Medusa
Mummy
Naga, Guardian
Naga, Spirit
Night Hag
Nightmare
Nymph
Oblivix
Ogrue Mage
Oliphant
Otyugh
Pech
Pegasus
Porcupine, Giant
Quasi-elemental, Lightning
Quickwood
Remorhaz
Rothe
Shade
Shedu, Greater
Skunk
Spriggan
Squirrel, Carniv, Flying
Storoper
Sylph
Taer
Taer
Tenebrous Worm
Trapheg
Titan, Elder
Titan, Lesser
Titan, Major
Troll, Giant Two-headed
Vagabond
Vampire
Vargouille
Will-o-wisp
Wolf, Dire
Wolf, Winter
Wraith
Xaren
Xill
Xorn
Yeth Hound
Yeti
Zombie
Zombie, Juju

COLD, WILDERNESS, HILLS**Common**

Bear, Black
Bear, Brown
Dog, Wild
Dwarf, Hill
Giant, Hill
Herd Animal
Lycanthrope, Werewolf
Mule
Ogre
Orc
Raven, Normal
Rhinoceros, Wooly
Squirrel, Normal
Wolf

Uncommon

Bandit
Bat
Bear, Cave
Cat, Wild
Centipede, Huge
Falcon, Small
Ghoul
Giant, Verbeeg
Goat
Hobgoblin
Horse
Kenku
Mammoth
Mastodon
Owl
Pilgrim
Ram
Rat
Rat, Giant
Scorpion, Large
Skunk
Snake, Poisonous
Tiger
Wolverine

Rare

Bat, Giant
Bear, Northern
Beetle, Giant Bombardier
Boar, Wild
Bowler
Camel, Bactrian
Caveman
Character Party
Cyclopskin
Dragon, Red
Dwarf, Mountain
Falcon, Large
Fortress
Ghost
Giant, Cloud
Gnome
Goblin
Harpy
Hoar Fox
Jermaine
Lion, Mountain
Lycanthrope, Werebear
Minotaur
Norker
Ogrillon
Oliphant
Patrol
Peryton
Porcupine, Giant
Pudding, Deadly (White)
Purple Worm
Raven, Giant
Raven, Huge
Rock Reptile
Scorpion, Huge
Shadow Mastiff
Shedu
Skulk
Troll
Troll, Giant
Troll, Ice
Vapor Rat
Volt
Weasel
Wolf, Dire
Wolverine, Giant
Worg
Xvart

Very Rare

Aarakocra
Badger
Barghest
Beaver, Giant
Berserker
Boar, Giant
Boggle
Brain Mole
Brownie
Bugbear
Castle
Centipede, Giant
Coffer Corpse
Cooshee
Deva, Movanic
Devil Dog
Dragon, Earth
Dragon, Gold
Dragon, Green
Dragon, White
Elf, Grugach
Elf, Wood
Fly, Giant Bluebottle
Forlarren
Galeb Duhr
Ghost
Giant, Fire
Giant, Fog
Giant, Frost
Giant, Stone
Gorgon
Griffon
Grim
Groaning Spirit
Grue, Chaggrin
Grue, Harginn
Hippogriff
Hollyphant
Ice Lizard
Irish Deer
Ki-rin
Kobold
Lycanthrope, Foxwoman
Lycanthrope, Wereboar
Lycanthrope, Weretiger
Lynx, Giant
Manticore
Margoyl
Medusa
Moon Dog
Mummy
Nymph
Oblivix
Owl, Giant
Pegasus
Quasi-elemental, Lightning
Quaggoth
Quickwood
Ram, Giant
Remorhaz
Screaming Devilkin
Shedu, Greater
Shocker
Spriggan
Storoper
Tenebrous Worm
Toad, Ice
Vampire
Vargouille
Vilstrak
Wolf, Winter
Wolfwere
Xaren
Xorn
Yeth Hound
Zombie

COLD, WILDERNESS, FOREST**Common**

Bear, Black
Bear, Brown
Beetle, Giant Bombardier
Boar, Wild
Centipede, Giant
Centipede, Huge
Dog, Wild
Falcon, Small
Herd Animal
Lycanthrope, Werewolf
Mammoth
Mastodon

Ogre
Orc
Rat
Raven, Normal
Squirrel, Normal
Wolf

Uncommon
Badger
Bandit
Bat
Boar, Giant
Bugbear
Cat, Wild
Dragon, White
Elf, Wood
Falcon, Large
Horse
Jermaine
Kobold
Lion, Mountain
Manticore
Owl
Pilgrim
Porcupine, Giant
Rat, Giant
Rhinoceros, Woolly
Scorpion, Large
Snake, Poisonous
Stirge
Tiger
Troll
Weasel
Wolverine
Xvart

Rare
Baluchitherium
Bear, Northern
Brownie
Camel, Bactrian
Caveman
Character Party
Cooshee
Dragon, Green
Dwarf, Hill
Dwarf, Mountain
Elf, Gray
Fly, Giant Bluebottle
Fortress
Giant, Hill
Goblin
Harpy
Hoar Fox
Hobgoblin
Irish Deer
Kech
Lycanthrope, Werebear
Lycanthrope, Wereboar
Lynx, Giant
Medusa
Miner
Minotaur
Mule
Oblivax
Ogrillon
Oliphant
Owl, Giant
Patrol
Pudding, White
Raven, Huge
Scorpion, Giant
Screaming Devilkin
Shadow
Skulk
Squirrel, Carnivorous Flying
Tenebrous Worm
Toad, Ice
Treant
Vapor Rat
Volt
Vulchling
Wolf, Dire
Wolfwere
Wolverine, Giant
Worg

Very Rare
Annis
Aurumvorax
Barghest
Bat, Giant
Bear, Cave
Beaver, Giant
Berserker
Brain Mole

Castle
Demon, Bar-Lgura
Deva, Movanic
Devil Dog
Dragon, Gold
Dragon, Red
Eagle
Ear Seeker
Elf, Grugach
Elf, Valley
Faerie Dragon
Fly, Horse
Forlarren
Gargoyle
Ghost
Giant, Firbolg
Giant, Fire
Giant, Frost
Giant, Verbeeg
Gnome
Gorgon
Greenhag
Grim
Groaning Spirit
Hydra
Kenku
Korred
Lycanthrope, Foxwoman
Lycanthrope, Weretiger
Mantari
Mihstu
Mongrelman
Moon Dog
Mummy
Needleman
Norker
Nymph
Pegasus
Phoenix
Pixie
Quaggoth
Quickling
Quickwood
Raven, Giant
Shadow Mastiff
Sheddu
Sheddu, Greater
Shocker
Skunk
Swanmay
Troll, Giant
Troll, Ice
Vampire
Vargouille
Willow, Black
Wolf, Winter
Zombie

COLD, WILDERNESS, SWAMPS

Common
Centipede, Giant
Centipede, Huge
Crocodile, Normal
Dog, Wild
Mule
Ogre
Orc
Rat
Rat, Giant
Raven, Normal
Scorpion, Large

Uncommon
Buccaneer (Pirate)
Cat, Wild
Falcon, Small
Ghoul
Herd Animal
Hobgoblin
Hydra
Jermaine
Mammoth
Mastodon
Pilgrim
Rhinoceros, Woolly
Scorpion, Giant
Scorpion, Huge
Snake, Poisonous
Squirrel, Normal
Troll
Volt
Weasel
Will-o-wisp

Wolf

Rare
Bandit
Bat
Bear, Black
Bear, Brown
Beetle, Giant Bombardier
Boar, Wild
Boggart
Camel, Bactrian
Caterwaul
Character Party
Crab, Giant
Crystal Ooze
Falcon, Large
Fly, Giant Bluebottle
Fortress
Ghost
Giant, Hill
Goblin
Harpy
Hoar Fox
Horse
Irish Deer
Leucrotta
Lycanthrope, Werebear
Lycanthrope, Werewolf
Medusa
Minotaur
Mongrelman
Moon Dog
Norker
Oblivax
Ogre, Aquatic
Owl
Porcupine, Giant
Pudding, White
Quaggoth
Raven, Huge
Screaming Devilkin
Shadow
Shadow Mastiff
Skeleton
Spectre
Tiger
Toad, Ice
Troll, Giant
Urchin, Black
Vapor Rat
Wolfwere
Worg
Xvart
Zombie

Very Rare
Annis
Badger
Barghest
Bat, Giant
Berserker
Boar, Giant
Brain Mole
Brownie
Bugbear
Coffer Corpse
Cooshee
Death, Crimson
Demon Alu-
Demon, Cambion
Demon, Nabassu
Deva, Movanic
Devil Dog
Doppleganger
Dragon, Gold
Dragon, Green
Dragon, White
Elf, Wood
Fly, Giant Horse
Gargoyle
Ghost
Giant, Fog
Giant, Verbeeg
Gloomwing
Gorgon
Greenhag
Grim
Grue, Varrdig
Haunt
Hollyphant
Hydra, Lernaean
Kech
Kobold
Land Urchin
Lion, Spotted
Lycanthrope, Wereboar

Lycanthrope, Weretiger
Mantari
Manticore
Mihstu
Miner
Mummy
Naga, Guardian
Naga, Spirit
Night Hag
Ogre Magi
Oliphant
Owl, Giant
Phantom
Quickling
Quickwood
Raven, Giant
Shade
Shedu
Shedu, Greater
Skeleton, Animal
Skulk
Skunk
Son of Kyuss
Tenebrous Worm
Treant
Triloch
Troll, Ice
Urchin, Green
Urchin, Red
Vampire
Vulchling
Wight
Black Willow
Wolf, Dire
Wolf, Winter
Wraith
Zombie, Juju
Zombie, Monster

COLD, WILDERNESS, PLAINS

Common
Boar, Wild
Camel, Bactrian
Centipede, Giant
Centipede, Huge
Dog, Wild
Falcon, Small
Herd Animal
Mammoth
Mastodon
Mule
Ogre
Rat
Rat, Giant
Raven, Normal
Rhinoceros, Woolly
Scorpion, Large
Squirrel, Normal
Wolf

Uncommon
Badger
Bandit
Bugbear
Cat, Wild
Dragon, White
Falcon, Large
Ghoul
Goat
Horse
Jermaine
Kenku
Nomad
Owl
Pilgrim
Ram
Scorpion, Giant
Scorpion, Huge
Shadow Mastiff
Snake, Poisonous
Tiger
Weasel
Wolverine

Rare
Baluchitherium
Bat
Bear, Northern
Character Party
Dervishes
Devil Dog
Dwarf, Hill
Dwarf, Mountain
Fly, Giant Bluebottle

Fortress
Ghast
Giant, Hill
Goblin
Hoar Fox
Hobgoblin
Lion, Mountain
Lion, Spotted
Lycanthrope, Wereboar
Lycanthrope, Werewolf
Moon Dog
Mummy
Ogrillon
Orc
Patrol
Pudding, White
Quaggoth
Raven, Giant
Raven, Huge
Shedu
Toad, Ice
Troll
Troll, Ice
Vapor Rat
Volt
Wolf, Dire
Wolfwere
Wolverine, Giant
Xvart

Very Rare
Aurumvorax
Barghest
Bat, Giant
Berserker
Brain Mole
Castle
Caterwaul
Demon, Alu-
Demon, Cambion
Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Fly, Giant Horse
Forlarren
Ghost
Giant, Firbolg
Giant, Fire
Giant, Fog
Giant, Verbeeg
Gorgon
Greenhag
Grim
Groaning Spirit
Grue, Harginn
Grue, Ildriss
Harpy
Hollyphant
Hydra
Irish Deer
Land Urchin
Lycanthrope, Foxwoman
Lycanthrope, Weretiger
Lynx, Giant
Manticore
Medusa
Miner
Mongrelman
Norker
Oliphant
Owl, Giant
Phoenix
Porcupine, Giant
Purple Worm
Quickwood
Remorhaz
Sandling
Screaming Devilkin
Shade
Shedu, Greater
Shocker
Skulk
Spriggan
Troll, Giant
Vagabond
Vampire
Vargouille
Vortex
Willow, Black
Worg
Yeth Hound
Zombie
Zombie, Juju

COLD, WILDERNESS, DESERT**Common**

Camel, Bactrian
Dog, Wild
Herd Animal
Raven, Normal
Scorpion, Large

Uncommon

Bandit
Cat, Wild
Centipede, Huge
Falcon, Small
Fly, Giant Bluebottle
Horse
Kenku
Lion, Mountain
Nomad
Ogre
Owl
Pilgrim
Rat

Scorpion, Giant
Scorpion, Huge
Shadow Mastiff
Snake, Poisonous
Squirrel, Normal
Wolf

Rare

Boar, Wild
Character Party
Dervishes
Devil Dog
Dwarf, Hill
Dwarf, Mountain
Falcon, Large
Fly, Giant Horse
Fortress
Goblin
Hoar Fox
Jermilaine
Lycanthrope, Werewolf
Mastodon
Moon Dog
Mummy
Orc
Pudding, White
Purple Worm
Rat, Giant
Raven, Giant
Raven, Huge
Rhinceros, Woolly
Sandling
Shedu
Shocker
Tiger
Troll
Vapor Rat
Weasel
Wolf, Dire
Wolfwere

Very Rare

Badger
Barghest
Bat
Berserker
Bugbear
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, succubus
Demon, Vrock (Type I)
Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Dragon, White
Giant, Fire
Goat
Gorgon
Griffon
Groaning Spirit
Grue, Harginn
Harpy
Hobgoblin
Hollyphant
Lion, Spotted
Lycanthrope, Foxwoman
Lycanthrope, Wereboar
Manticore
Medusa
Mongrelman
Norker

Oliphant
Owl, Giant
Pegasus
Quaggoth
Ram
Remorhaz
Rock Reptile
Screaming Devilkin
Shade
Shedu, Greater
Skulk
Troll, Giant
Troll, Ice
Vampire
Vargouille
Volt
Vortex
Wind Walker
Worg
Yeth Hound
Zombie

TEMPERATE, CIVILIZED, MOUNTAINS**Common**

Bandit
Bat
Dwarf, Mountain
Falcon, Small
Ogre
Raven, Normal
Spider, Large
Vulture, Normal

Uncommon

Bugbear
Cat, Domestic
Centipede, Huge
Character Party
Dog, War
Falcon, large
Ghoul
Gnoll
Goblin
Griffon
Herd Animal
Hobgoblin
Lion
Owl
Patrol
Pilgrim
Ram
Snake, Poisonous
Snake, Giant Poisonous
Spider, Huge
Squirrel, Normal
Wolf

Rare

Beetle, Giant Fire
Berserker
Cattle, Wild
Dragon, Earth
Dwarf, Hill
Ghost
Horse
Jermilaine
Killmoulis
Lammasu
Lycanthrope, Werebear
Lycanthrope, Werewolf
Merchant
Minotaur
Mule
Norker
Ogrillon
Pedipalp, Huge
Pedipalp, Large
Quaggoth
Rat
Rat, Giant
Shadow
Shadow Mastiff
Shedu
Snake, Giant Constrictor
Spider, Phase
Toad, Giant
Troll
Vapor Rat

Very Rare

Aarakocra
Barghest
Basilisk
Brain Mole

Carion Crawler
Castle
Cave Fisher
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, Bar-Lgura
Deva, Movanic
Dragon, Gold
Dragonnel
Flind
Ghost
Gnome
Grue, Chaggrin
Grue, Ildriss
Haunt
Hell Hound
Hollyphant
Ki-rin
Lammasu, Greater
Luck Eater
Lycanthrope, Wererat
Oblivix
Oliphant
Otyugh
Penanggalan
Poltergeist
Rakshasa
Rothe
Shade
Shadow Demon
Shedu, Greater
Snake, Giant Amphisbaena
Snyad
Spider, Giant
Thessalhydra
Vagabond
Vampire
Wolf, Dire
Xaren
Xorn
Zombie
Zombie, Juju
Zygom

TEMPERATE, CIVILIZED, HILLS**Common**

Bandit
Cat, Domestic
Cattle, Wild
Dwarf, Hill
Herd Animal
Lycanthrope, Werewolf
Merchant
Mule
Ogre
Patrol
Raven, Normal
Spider, Large
Squirrel, Normal
Vulture, Normal
Wolf

Uncommon

Basilisk
Bat
Booka
Centipede, Huge
Character Party
Dog, War
Falcon, Small
Ghoul
Gnoll
Hobgoblin
Horse
Killmoulis
Leprechaun
Lion
Owl
Pilgrim
Ram
Rat
Rat, Giant
Snake, Poisonous
Snake, Giant Poisonous
Spider, Huge

Rare

Beetle, Giant Fire
Beetle, Giant Stag
Berserker
Boar, Wild
Camel, Bactrian

Castle
Dwarf, Mountain
Falcon, Large
Ghost
Gnome
Goblin
Halfling
Jackal
Jermilaine
Lammasu
Lycanthrope, Werebear
Minotaur
Norker
Ogrillon
Oliphant
Pedipalp, Huge
Pedipalp, Large
Shadow Mastiff
Shedu
Snake, Giant Constrictor
Toad, Giant
Troll
Vapor Rat
Wolf, Dire

Very Rare

Aarakocra
Barghest
Brain Mole
Bugbear
Bulette
Bull
Centipede, Giant
Coffer Corpse
Deva, Movanic
Dragon, Earth
Dragon, Gold
Dragonnel
Elf, Wood
Flind
Ghost
Griffon
Groaning Spirit
Grue, Chaggrin
Grue, Harginn
Hell Hound
Hollyphant
Huecuva
Jackalwere
Ki-rin
Lammasu, Greater
Luck Eater
Lycanthrope, Wereboar
Lycanthrope, Wererat
Oblivix
Penanggalan
Poltergeist
Quaggoth
Rakshasa
Revenant
Scarecrow
Shedu, Greater
Snyad
Spider, Giant
Spider, Phase
Vampire
Xaren
Xorn
Zombie
Zygom

TEMPERATE, CIVILIZED, FOREST**Common**

Bandit
Beetle, Giant Fire
Beetle, Giant Stag
Boar, Wild
Bull
Centipede, Giant
Centipede, Huge
Falcon, Small
Herd Animal
Lycanthrope, Werewolf
Ogre
Patrol
Rat
Raven, Normal
Spider, Large
Squirrel, Normal
Toad, Giant

Uncommon

Basilisk
Bat

Booka
Bugbear
Cat, Domestic
Character Party
Dog, War
Elf, Wood
Falcon, Large
Gnoll
Horse
Jermilaine
Killmoulis
Leprechaun
Lion
Merchant
Owl
Pilgrim
Rat, Giant
Snake, Poisonous
Snake, Giant Constrictor
Snake, Giant Poisonous
Spider, Giant
Spider, Huge
Stirge
Troll
Vulture, Normal
Wolf

Rare

Anhkheg
Berserker
Camel, Bactrian
Castle
Cattle, Wild
Dwarf, Hill
Dwarf, Mountain
Goblin
Halfling
Hobgoblin
Jackal
Lammasu
Luck Eater
Lycanthrope, Werebear
Lycanthrope, Wereboar
Minotaur
Mule
Oblivix
Ogrillon
Oliphant
Pedipalp, Huge
Penanggalan
Rakshasa
Shadow
Spider, Phase
Thessalhydra
Tick, Giant
Vapor Rat
Wolf, Dire

Very Rare

Barghest
Bookworm
Brain Mole
Bulette
Centipede, Megalo-
Demon, Bar-Lgura
Deva, Movanic
Dragon, Gold
Ear Seeker
Flind
Frog, Giant
Ghost
Gnome
Groaning Spirit
Jackalwere
Lammasu, Greater
Lycanthrope, Wererat
Norker
Pedipalp, Large
Poltergeist
Quaggoth
Revenant
Shadow Demon
Shadow Mastiff
Shedu
Shedu, Greater
Snake, Giant Amphisbaena
Vampire
Zombie
Zygom

TEMPERATE, CIVILIZED, SWAMP**Common**

Bandit
Centipede, Giant

Centipede, Huge
Mule
Ogre
Rat
Rat, Giant
Raven, Normal
Spider, Huge
Spider, Large
Toad, Giant
Vulture, Normal

Uncommon

Basilisk
Buccaneer (Pirate)
Cat, Domestic
Character Party
Dog, War
Falcon, Small
Frog, Giant
Ghoul
Gnoll
Herd Animal
Hobgoblin
Jermilaine
Lion
Lycanthrope, Wererat
Patrol
Pilgrim
Snake, Poisonous
Snake, Giant Constrictor
Snake, Giant Poisonous
Squirrel, Normal
Troll
Wolf

Rare

Bat
Beetle, Giant Fire
Berserker
Boar, Wild
Camel, Bactrian
Cattle, Wild
Crab, Giant
Crane, Giant
Falcon, Large
Frog, Poisonous
Ghost
Goblin
Horse
Jackal
Killmoulis
Luck Eater
Lycanthrope, Werewolf
Lycanthrope, Werewolf
Merchant
Minotaur
Norker
Oblivix
Owl
Pedipalp, Huge
Pedipalp, large
Penanggalan
Quaggoth
Rakshasa
Shadow
Shadow Mastiff
Skeleton
Thessalhydra
Vapor Rat
Zombie

Very Rare

Ankhkeg
Barghest
Bookworm
Brain Mole
Bugbear
Bull
Castle
Centipede, Megalo-
Coffer Corpse
Crayfish, Giant
Demon, Alu-
Demon, Cambion
Deva, Movanic
Dragon, Gold
Elf, Wood
Flind
Ghost
Grue, Varrdig
Haunt
Hell Hound
Hollyphant
Huecuva
Jackalwere
Kelpie

Lammasu
Lycanthrope, Wereboar
Mud-Man
Oliphant
Poltergeist
Revenant
Shade
Shedu
Shedu, Greater
Skeleton, Animal
Snake, Giant Amphisbaena
Tick, Giant
Vampire
Wolf, Dire
Zombie, Juju
Zombie, Monster
Zygom

TEMPERATE, CIVILIZED, PLAINS**Common**

Bandit
Beetle, Giant Stag
Boar, Wild
Bull
Camel, Bactrian
Cat, Domestic
Cattle, Wild
Centipede, Giant
Centipede, Huge
Falcon, Small
Herd Animal
Jackal
Merchant
Mule
Ogre
Patrol
Rat
Rat, Giant
Raven, Normal
Spider, Huge
Spider, Large
Squirrel, Normal
Toad, Giant
Vulture, Normal
Wolf

Uncommon

Booka
Bugbear
Character Party
Dog, War
Falcon, Large
Ghoul
Horse
Jermilaine
Killmoulis
Lion
Osqup
Owl
Pilgrim
Ram
Shadow Mastiff
Snake, Poisonous
Snake, Giant Poisonous

Rare

Ankhkeg
Bat
Berserker
Castle
Dervishes
Dwarf, Hill
Dwarf, Mountain
Ghost
Goblin
Halfling
Hobgoblin
Jackalwere
Lammasu
Luck Eater
Lycanthrope, Wereboar
Lycanthrope, Werewolf
Ogrillon
Pedipalp, Huge
Pedipalp, Large
Penanggalan
Quaggoth
Shedu
Snake, Giant Constrictor
Troll
Vapor Rat
Wolf, Dire

Very Rare

Barghest
Basilisk
Bookworm
Brain Mole
Bulette
Centipede, Megalo-
Demon, Alu-
Demon, Cambion
Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Flind
Frog, Giant
Ghost
Gnoll
Groaning Spirit
Grue, Harginn
Grue, Ildriss
Hollyphant
Huecuva
Lammasu, Greater
Leprechaun
Lycanthrope, Wererat
Norker
Oliphant
Rakshasa
Scarecrow
Shade
Shedu, Greater
Snake, Giant Amphisbaena
Tween
Vagabond
Vampire
Vortex
Zombie
Zombie, Juju
Zygom

TEMPERATE, CIVILIZED, DESERT**Common**

Bandit
Camel, Bactrian
Herd Animal
Jackal
Merchant
Raven, Normal
Spider, Huge
Spider, Large
Vulture, Normal

Uncommon

Cat, Domestic
Centipede, Huge
Character Party
Dog, War
Falcon, Small
Horse
Lion
Ogre
Osqup
Owl
Patrol
Pilgrim
Rat
Shadow Mastiff
Snake, Poisonous
Snake, Giant Poisonous
Squirrel, Normal
Wolf

Rare

Berserker
Boar, Wild
Cattle, Wild
Dervishes
Dwarf, Hill
Dwarf, Mountain
Falcon, Large
Flind
Goblin
Jackalwere
Jermilaine
Lammasu
Lycanthrope, Werewolf
Pedipalp, Huge
Pedipalp, Large
Poltergeist
Rat, Giant
Shedu
Snake, Giant Constrictor
Toad, Giant
Troll

Vapor Rat
Wolf, Dire

Very Rare

Barghest
Bat
Booka
Bugbear
Bulette
Bull
Castle
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, Succubus
Demon, Vrock (Type I)
Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Griffon
Groaning Spirit
Grue, Harginn
Hell Hound
Hobgoblin
Hollyphant
Huecuva
Lammasu, Greater
Luck Eater
Lycanthrope, Werewolf
Lycanthrope, Wererat
Norker
Oliphant
Penanggalan
Quaggoth
Rakshasa
Ram
Shade
Shedu, Greater
Vampire
Vortex
Zombie

TEMPERATE, WILDERNESS, MOUNTAINS**Common**

Bat
Dog, Wild
Dwarf, Mountain
Falcon, Small
Ogre
Orc
Raven Normal
Skunk
Spider, Large
Vulture, Normal

Uncommon

Bandit
Bear, Cave
Bloodhawk
Bugbear
Cat, Wild
Centipede, Huge
Cockatrice
Falcon, Large
Ghoul
Giant, Fire
Giant, Fomorian
Giant, Hill
Giant, Stone
Gnoll
Goat
Goblin
Griffon
Herd Animal
Hobgoblin
Lion
Lion, Mountain
Manticore
Owl
Pilgrim
Ram
Scorpion, Huge
Scorpion, Large
Snake, Poisonous
Snake, Giant Poisonous
Spider, Huge
Squirrel, Huge
Squirrel, Normal
Tiger
Weasel
Witherweed
Wolf

Rare

Bat, Giant
Bear, Black
Bear, Brown
Bear, Northern
Bee, Giant Bumble-
Bee, Giant Honey
Beetle, Giant Boring
Beetle, Giant Fire
Blink Dog
Caterwaul
Cattle, Wild
Caveman
Character Party
Chimera
Cyclopskin
Dakon
Dragon, Earth
Dragon, Red
Dwarf, Hill
Eagle
Eagle, Giant
Fire Drake
Fly, Giant bluebottle
Fortress
Ghost
Giant, Cloud
Giant, Frost
Giant, Storm
Giant, Verbeeg
Gorgon
Hippogriff
Horse
Harpy
Jermilaine
Lammasu
Leucrotta
Lion, Spotted
Lycanthrope, Werewolf
Lycanthrope, Werewolf
Margoye
Mastodon
Minotaur
Mongrelman
Moon Dog
Mule
Norker
Ogrillon
Owl, Giant
Owlbear
Pedipalp, Huge
Pedipalp, Large
Peryton
Phycomid
Pyrolisk
Quaggoth
Ram, Giant
Rat
Rat, Giant
Raven, Giant
Raven, Huge
Rhinoceros
Rock Reptile
Screaming Devilkin
Shadow
Shadow Mastiff
Shedu
Shocker
Skulk
Snake, Giant Constrictor
Spectre
Spider, Phase
Stag, Giant
Su-monster
Toad, Giant
Tunnel Worm
Vapor Rat
Vilstrak
Volt
Wasp, Giant
Whipweed
Wight
Wind Walker
Wolfwere
Worg
Wyvern
Xvart
Zorbo

Very Rare

Aarakocra
Achaeria
Annis
Ascomoid
Badger

Barghest
 Basilisk
 Behir
 Berserker
 Black Pudding
 Boggart
 Boggle
 Brain Mole
 Carrion Crawler
 Cave Fisher
 Centipede, Giant
 Coffin Corpse
 Crypt Thing
 Demon, Bar-Lgura
 Demon, Nabassu
 Deva, Movanic
 Displacer Beast
 Doppelganger
 Dragon, Black
 Dragon, Bronze
 Dragon, Cloud
 Dragon, Gold
 Dragon, Silver
 Dragon Horse
 Dragonnel
 Elf, Valley
 Ettercap
 Ettin
 Executioner's Hood
 Firefriend
 Flind
 Fly, Giant Horsefly
 Forlarren
 Galeb Duhr
 Gargoyle
 Gelatinous Cube
 Ghost
 Giant, Firebolg
 Giant, Mountain
 Gibberling
 Gloomwing
 Gnome
 Gorgimera
 Grim
 Grue, Chaggrin
 Grue, Ildris
 Haunt
 Hell Hound
 Hollyphant
 Hornet, Giant
 Hydra
 Hydra, Pyro-
 Khargra
 Ki-riin
 Kobold
 Lammasu, Greater
 Land Lamprey
 Land Urchin
 Lizard, Fire
 Lycanthrope, Foxwoman
 Lycanthrope, Weretiger
 Mantari
 Meazel
 Medusa
 Meenlock
 Mummy
 Naga, Guardian
 Naga, Spirit
 Night Hag
 Nightmare
 Nymph
 Obliviah
 Ogre Mage
 Oliphant
 Otyugh
 Pech
 Pegasus
 Porcupine, Giant
 Pseudo Dragon
 Quickwood
 Rothe
 Sandman
 Shade
 Shed, Greater
 Skunk
 Snake, Giant Amphisbaena
 Snake, Giant Spitting Spider, Giant
 Spriggan
 Squirrel, Carniv, Flying
 Stegocentipede
 Storoper
 Sundew, Giant
 Sussurus

Sylph
 Tenebrous Worm
 Tentamort
 Thessalhydra
 Titan, Elder
 Titan, Lesser
 Titan, Major
 Toad, Poisonous
 Troll, Giant Two-headed
 Umpleby
 Ustilagor
 Vagabond
 Vampire
 Vargouille
 Vulchling
 Vulture, Giant
 Will-o-wisp
 Witherstench
 Wolf, Dire
 Wraith
 Xaren
 Xill
 Xorn
 Yellow Musk Creeper
 Yeth Hound
 Zombie
 Zombie, Juju
 Zombie, Yellow Musk
 Zygom

TEMPERATE, WILDERNESS, HILLS

Common

Bear, Black
 Bear, Brown
 Cattle, Wild
 Dog, Wild
 Dwarf, Hill
 Giant, Hill
 Herd Animal
 Lycanthrope, Werewolf
 Mule
 Ogre
 Orc
 Raven, Normal
 Skunk
 Spider, Large
 Squirrel, Normal
 Vulture, Normal
 Wolf

Uncommon

Bandit
 Basilisk
 Bat
 Bear, Cave
 Cat, Wild
 Centipede, Huge
 Dakon
 Falcon, Small
 Ghoul
 Giant, Verbeeg
 Gnome
 Goat
 Hobgoblin
 Horse
 Kenku
 Leprechaun
 Lion
 Mastodon
 Owl
 Pilgrim
 Ram
 Rat
 Rat, Giant
 Rhinoceros
 Satyr
 Scorpion, Large
 Skunk
 Snake, poisonous
 Snake, Giant Poisonous
 Spider, Huge
 Stag
 Tiger
 Witherweed

Rare

Ant Lion, Giant
 Ant, Giant
 Aspis
 Bat, Giant
 Bear, Northern
 Bee, Giant Bumble-
 Bee, Giant Honey
 Beetle, Giant Bombardier

Beetle, Giant Boring
 Beetle, Giant Fire
 Beetle, Giant Stag
 Blink Dog
 Bloodhawk
 Boar, Warthog
 Boar, Wild
 Bowler
 Camel, Bactrian
 Caveman
 Centaur
 Character Party
 Chimera
 Choke Creeper
 Cyclopskin
 Dragon, Red
 Dwarf, Mountain
 Falcon, Large
 Firedrake
 Fortress
 Ghost
 Giant, Cloud
 Gnome
 Goblin
 Harpy
 Jackal
 Jermlaine
 Lammasu
 Lion, Mountain
 Lycanthrope, Werebear
 Mantis, Giant
 Minotaur
 Norker
 Ogrillon
 Oliphant
 Patrol
 Pedipalp, Huge
 Pedipalp, Large
 Peryton
 Porcupine, Giant
 Purple Worm
 Raven, Giant
 Raven, Huge
 Rock Reptile
 Scorpion, Giant
 Scorpion, Huge
 Shadow Mastiff
 Shed, Huge
 Skulk
 Snake, Giant Constrictor
 Stag, Giant
 Su-monster
 Titanothere
 Toad, Giant
 Troll
 Troll, Giant
 Unicorn
 Vapor Rat
 Volt
 Wasp, Giant
 Weasel
 Whipweed
 Wolf, Dire
 Worg
 Xvart

Very Rare

Aarakocra
 Achaieria
 Ascomoid
 Assassin Bug
 Atomie
 Axebeak
 Badger
 Barghest
 Basilisk, Greater
 Beaver, Giant
 Beetle, Giant Slicer
 Behir
 Berserker
 Boar, Giant
 Boggle
 Brain Mole
 Brownie
 Bugbear
 Bulette
 Bull
 Castle
 Centipede, Giant
 Clubneck
 Cockatrice
 Coffin Corpse
 Cooshee
 Deva, Movanic

Displacer Beasts
 Dragon, Earth
 Dragon, Gold
 Dragon, Green
 Dragonnel
 Elf, Grugach
 Elf, Wood
 Ettercap
 Flind
 Fly, Giant Bluebottle
 Forlarren
 Galeb Duhr
 Ghost
 Giant, Fire
 Giant, Fog
 Giant, Frost
 Giant, Stone
 Gibberling
 Gorgimera
 Gorgon
 Griffon
 Grig
 Grim
 Groaning Spirit
 Grue, Chaggrin
 Grue, Harginn
 Hangman Tree
 Hell Hound
 Hippogriff
 Hollyphant
 Hornet, Giant
 Huecuva
 Hybsil
 Irish Deer
 Jackalwere
 Ki-riin
 Kobold
 Lammasu, Greater
 Land Lamprey
 Lycanthrope, Foxwoman
 Lycanthrope, Wereboar
 Lycanthrope, Weretiger
 Manticore
 Margoyles
 Medusa
 Mongrelman
 Moon Dog
 Mummy
 Nymph
 Obliviah
 Owl, Giant
 Pegasus
 Pseudo Dragon
 Pyrolisk
 Quasi-elemental, Lightning
 Quaggoth
 Quickwood
 Ram, Giant
 Screaming Devilkin
 Shed, Greater
 Shocker
 Snake, Giant Spitting
 Spider, Giant
 Spider, Phase
 Spriggan
 Stegocentipede
 Sundew, Giant
 Tenebrous Worm
 Toad, Poisonous
 Vampire
 Vargouille
 Vilstrak
 Vulture, Giant
 Wolf-in-Sheep's Clothing
 Wolfwere
 Xaren
 Xorn
 Yeth Hound
 Zombie
 Zorbo
 Zygom

TEMPERATE, WILDERNESS, FOREST

Common

Bear, Black
 Bear, Brown
 Beetle, Giant Bombardier
 Beetle, Giant Boring
 Beetle, Giant Fire
 Beetle, Giant Stag
 Boar, Warthog
 Boar, Wild

Bull
 Centipede, Giant
 Centipede, Huge
 Dog, Wild
 Falcon, Small
 Herd Animal
 Lycanthrope, Werewolf
 Mastodon
 Ogre
 Orc
 Rat
 Raven, Normal
 Rhinoceros
 Skunk
 Spider, Large
 Squirrel, Normal
 Stag
 Toad, Giant
 Wolf

Uncommon

Badger
 Bandit
 Basilisk
 Bat
 Boar, Giant
 Bugbear
 Cat, Wild
 Clubneck
 Dakon
 Elf, Wood
 Falcon, Large
 Gibberling
 Gnome
 Hornet, Giant
 Horse
 Jermlaine
 Kobold
 Leprechaun
 Lion
 Lion, Mountain
 Manticore
 Owl
 Pilgrim
 Porcupine, Giant
 Rat, Giant
 Scorpion, Huge
 Scorpion, Large
 Snake, Poisonous
 Snake, Giant Constrictor
 Snake, Giant Poisonous
 Spider, Giant
 Spider, Huge
 Sturge
 Su-monster
 Sundew, Giant
 Tiger
 Toad, Poisonous
 Troll
 Vulture, Normal
 Weasel
 Whipweed
 Witherweed
 Wyvern
 Xvart

Rare

Ant Lion, Giant
 Ant, Giant
 Aspis
 Atomie
 Axebeak
 Baluchitherium
 Barkburr
 Basilisk, Greater
 Bear, Northern
 Bee, Giant Honey
 Beetle, Giant Slicer
 Blink Dog
 Brownie
 Buckawn
 Bullywug
 Camel, Bactrian
 Cattle, Wild
 Caveman
 Centaur
 Character Party
 Choke Creeper
 Cooshee
 Dragon, Green
 Dwarf, Hill
 Dwarf, Mountain
 Elf, Gray
 Ettercap
 Executioner's Hood

Fly, Giant Bluebottle
 Fortress
 Giant, Hill
 Goblin
 Harpy
 Hobgoblin
 Irish Deer
 Jackal
 Kech
 Lammasu
 Land Lamprey
 Lycanthrope, Werebear
 Lycanthrope, Wereboar
 Mantis, Giant
 Medusa
 Miner
 Minotaur
 Mule
 Oblivix
 Ogrillon
 Oliphant
 Owl, Giant Owlbear
 Patrol
 Pedipalp, Huge
 Raven, Huge
 Scorpion, Giant
 Screaming Devilkin
 Shadow
 Skulk
 Spider, Phase
 Sprite
 Squirrel, Carniv, Flying
 Squirrel, Giant Black
 Tenebrous Worm
 Thessalhydra
 Tick, Giant
 Titanothera
 Treant
 Volt
 Vulchling
 Wasp, Giant
 Weasel, Giant
 Wolf, Dire
 Wolfwere
 Worg
 Yellow Musk Creeper
 Zombie, Yellow Musk

Very Rare

Achaieria
 Al-mi-raj
 Annis
 Assassin Bug
 Aurumvorax
 Barghest
 Basilisk, Greater
 Bat, Giant
 Bear, Cave
 Beaver, Giant
 Bee, Giant Bumble-
 Beetle, Death Watch
 Berserker
 Bloodhawk
 Bloodthorn
 Boobrie
 Brain Mole
 Bulette
 Castle
 Catoblepas
 Centipede, Megalo-
 Cockatrice
 Demon, Bar-Lgura
 Deva, Movanic
 Displacer Beasts
 Dragon, Coiled
 Dragon, Gold
 Dragon, Mist
 Dragon, Red
 Dryad
 Eagle
 Ear Seeker
 Elf, Grugach
 Elf, Valley
 Elfin Cat
 Faerie Dragon
 Firefriend
 Flind
 Fly, Giant Horse
 Forester's Bane
 Fortarren
 Frog, Giant
 Gargoyle
 Ghost
 Giant, Firebolg
 Giant, Fire

Giant, Frost
 Giant, Verbeeg
 Gnome
 Gorgon
 Greenhag
 Grim
 Groaning Spirit
 Hangman Tree
 Hybsil
 Hydra
 Jackalwere
 Kampfult
 Kenku
 Korred
 Lammasu, Greater
 Lizard, Giant
 Lycanthrope, Foxwoman
 Lycanthrope, Weretiger
 Mandragora
 Mantari
 Meazel
 Mihstu
 Mongrelman
 Moon Dog
 Mummy
 Needleman
 Norker
 Nymph
 Pedipalp, Large
 Pegasus
 Phoenix
 Pixie
 Pseudo Dragon
 Pudding, Deadly (Brown)
 Pyrolisk
 Quaggoth
 Quickling
 Quickwood
 Qullan
 Raven, Giant
 Scum Creeper
 Shadow Mastiff
 Shedus
 Shedus, Greater
 Shocker
 Skunk
 Snake, Giant Amphisbaena
 Snake, Giant Spitting
 Squealer
 Stegocentipede
 Sussurus
 Swanmay
 Troll, Giant
 Umpleby
 Ustilagor
 Vampire
 Vargouille
 Vegepygmy
 Willow, Black
 Witherstench
 Wolf-in-Sheep's clothing
 Zombie
 Zorbo
 Zygom

TEMPERATE, WILDERNESS, SWAMP

Common

Centipede, Giant
 Centipede, Huge
 Crocodile, Normal
 Dog, Wild
 Mule
 Ogre
 Orc
 Rat
 Rat, Giant
 Raven, Normal
 Rhinoceros
 Scorpion, Large
 Skunk
 Spider, Huge
 Spider, Large
 Throat Leech
 Toad, Giant
 Vulture, Normal

Uncommon

Axebeak
 Basilisk
 Buccaneer (Pirate)
 Cat, Wild
 Cockatrice
 Falcon, Small

Frog, Giant
 Ghoul
 Gnoll
 Herd Animal
 Hobgoblin
 Hornet, Giant
 Hydra
 Jermlaine
 Land Lamprey
 Leech, Giant
 Lion
 Lizard, Giant
 Mastodon
 Meazel
 Pilgrim
 Pudding, Deadly Brown
 Scorpion, Huge
 Scum Creeper
 Snake, Poisonous
 Snake, Giant Constrictor
 Snake Giant Poisonous
 Squirrel, Normal
 Su-monster
 Sundew, Giant
 Toad, Poisonous
 Troll
 Volt
 Weasel
 Whipweed
 Will-o-wisp
 Witherweed
 Wolf
 Wyvern

Rare

Assassin Bug
 Bandit
 Basidiron
 Bat
 Bear, Black
 Bear, Brown
 Beetle, Giant Bombardier
 Beetle, Giant Boring
 Beetle, Giant Fire
 Beetle, Giant Stag
 Bloodhawk
 Boar, Warthog
 Boar, Wild
 Boggart
 Boobrie
 Bullywug
 Bunyip
 Camel, Bactrian
 Caterwaul
 Cattle, Wild
 Character Party
 Crab, Giant
 Crane, Giant
 Crystal Ooze
 Dragon, Coiled
 Dragonfly, Giant
 Falcon, Large
 Fly, Giant Bluebottle
 Fortress
 Frog, Poisonous
 Gas Spore
 Ghast
 Giant, Hill
 Goblin
 Harpy
 Horse
 Hybsil
 Irish Deer
 Jackal
 Leucrotta
 Lizard Man
 Lycanthrope, Werebear
 Lycanthrope, Werewolf
 Medusa
 Minotaur
 Mongrelman
 Moon Dog
 Muckdweller
 Norker
 Oblivix
 Ogre, Aquatic
 Owl
 Owlbear
 Pedipalp, Huge
 Pedipalp, Large
 Phycomid
 Porcupine, Giant
 Pyrolisk
 Quaggoth
 Raven, Huge

Screaming Devilkin
 Shadow
 Shadow Mastiff
 Shambling Mound
 Skeleton
 Snake, Giant Spitting
 Spectre
 Thessalhydra
 Tiger
 Titanothera
 Troll, Giant
 Urchin, Black
 Ustilagor
 Vapor Rat
 Wasp, Giant
 Weasel, Giant
 Wolfwere
 Worg
 Xvart
 Zombie

Very Rare

Achaieria
 Algoid
 Annis
 Badger
 Barghest
 Barkburr
 Basilisk, Greater
 Bat, Giant
 Bee, Giant Bumble-
 Bee, Giant Honey
 Beetle, Death Watch
 Beetle, Giant Slicer
 Beholder
 Berserker
 Boar, Giant
 Brain Mole
 Brownie
 Bugbear
 Bull
 Centipede, Megalo-
 Clubneck
 Coffin Corpse
 Cooshee
 Crabman
 Crayfish, Giant
 Death, Crimson
 Demon, Alu-
 Demon, Cambion
 Demon, Nabassu
 Deva, Movanic
 Displacer Beasts
 Doppelganger
 Dracolisk
 Dragon, Black
 Dragon, Gold
 Dragon, Green
 Dragon, Mist
 Eblis
 Elf, Wood
 Firefriend
 Flind
 Fly, Giant Horsefly
 Forester's Bane
 Gallitrit
 Gargoyle
 Ghost
 Giant, Fog
 Giant, Verbeeg
 Gibberling
 Gloomwing
 Gorgon
 Greenhag
 Grim
 Grue, Varrdig
 Hangman Tree
 Haunt
 Hell Hound
 Hollyphant
 Huecuva
 Hydra, Pryo-
 Jackalwere
 Kech
 Kelpie
 Kenku
 Kobold
 Lammasu
 Land Urchin
 Lion, Spotted
 Lizard King
 Lycanthrope, Wereboar
 Lycanthrope, Weretiger
 Mandragora
 Mantari

Manticore
 Mihstu
 Miner
 Mud-man
 Mummy
 Naga, Guardian
 Naga, Spirit
 Night Hag
 Ogre Magi
 Oliphant
 Owl, Giant
 Phantom
 Quickling
 Quickwood
 Qullan
 Raven, Giant
 Shade
 Shedus
 Shedus, Greater
 Skeleton, Animal
 Skulk
 Skunk
 Snake, Giant Amphisbaena
 Son of Kyuss
 Squealer
 Stegocentipede
 Sussurus
 Tenebrous Worm
 Tentamort
 Tick, Giant
 Treant
 Triloch
 Umpleby
 Urchin, Green
 Urchin, Red
 Vampire
 Vegepygmy
 Vulchling
 Vulture, Giant
 Wight
 Willow, Black
 Witherstench
 Wolf, Dire
 Wraith
 Zombie, Juju
 Zombie, Monster
 Zygom

TEMPERATE, WILDERNESS, PLAINS

Common

Beetle, Giant Stag
 Boar, Wild
 Bull
 Camel, Bactrian
 Cattle, Wild
 Centipede, Giant
 Centipede, Huge
 Dog, Wild
 Falcon, Small
 Herd Animal
 Jackal
 Mastodon
 Mule
 Ogre
 Rat
 Rat, Giant
 Raven, Normal
 Rhinoceros
 Scorpion, Large
 Skunk
 Spider, Huge
 Spider, Large
 Squirrel, Normal
 Stag
 Toad, Giant
 Vulture, Normal
 Wolf

Uncommon

Badger
 Bandit
 Bugbear
 Cat Wild
 Clubneck
 Dakon
 Falcon, Large
 Ghoul
 Goat
 Horse
 Jermlaine
 Kenku
 Lion
 Nomad

Owl
Pilgrim
Ram
Scorpion, Giant
Scorpion, Huge
Shadow Mastiff
Snake, Poisonous
Snake, Giant Poisonous
Tiger
Titanothere
Weasel
Witherweed

Rare

Ant Lion, Giant
Ant, Giant
Aspis
Axebeak
Baluchitherium
Bat
Bear, Northern
Bee, Giant Bumble-
Beetle, Giant Slicer
Blink Dog
Centaur
Character Party
Dervishes
Dwarf, Hill
Dwarf, Mountain
Fly, Giant Bluebottle
Fortress
Ghost
Giant, Hill
Goblin
Hobgoblin
Hybsil
Lammasu
Land Lamprey
Lion, Mountain
Lion, Spotted
Lycanthrope, Wereboar
Lycanthrope, Werewolf
Moon Dog
Mummy
Ogrillon
Orc
Patrol
Pedipalp, Huge
Pedipalp, Large
Quaggoth
Raven, Giant
Raven, Huge
Shedu
Snake, Giant Constrictor
Troll
Vapor Rat
Volt
Wasp, Giant
Whipweed
Wolf, Dire
Wolfwere
Wyvern
Xvart

Very Rare

Al-m'raj
Ascomoid
Assassin Bug
Atomie
Aurumvorax
Barghest
Basidiron
Basilisk
Bat, Giant
Bee, Giant Honey
Berserker
Bloodhawk
Brain Mole
Bulette
Castle
Caterwaul
Centipede, Megalo-
Cockatrice
Death Watch
Demon, Alu-
Demon, Cambion
Deva, Movanic
Disenchanter
Displacer Beasts
Dragon, Colled
Dragon, Earth
Dragon, Gold
Dustdigger
Firefriend
Flind

Flumph
Fly, Giant Horse
Forester's Bane
Forlarren
Frog, Giant
Ghost
Giant, Firbolg
Giant, Fire
Giant, Fog
Giant, Verbeeg
Gnoll
Gorgon
Greenhag
Grim
Groaning, Spirit
Grue, Harginn
Grue, Ildriss
Harpy
Hollyphant
Hornet, Giant
Huecuva
Hydra
Hydra, Pyro-
Irish Deer
Lammasu, Greater
Land Urchin
Leprechaun
Lizard, Giant
Lycanthrope, Foxwoman
Lycanthrope, Weretiger
Manticore
Meazel
Medusa
Meenlock
Miner
Mongrelman
Norker
Oliphant
Owl, Giant
Phoenix
Porcupine, Giant
Pudding, Deadly (Brown)
Purple Worm
Pyrolisk
Quickwood
Qullan
Sandling
Sandman
Screaming Devilkin
Scum Creeper
Shade
Shedu, Greater
Shocker
Skulk
Snake, Giant Amphisbaena
Snake, Giant Spitting
Spriggen
Stegocentipede
Su-monster
Sundew, Giant
Sussurus
Thunderherder
Toad, Poisonous
Troll, Giant
Ustilagor
Vagabond
Vampire
Vargouille
Vortex
Vulture, Giant
Weasel, Giant
Wemic
Willow, Black
Witherstench
Wolf-in-Sheep's-clothing
Worg
Yeth Hound
Zombie
Zombie, Juju
Zorbo
Zygom

TEMPERATE, WILDERNESS, DESERT**Common**

Camel, Bactrian
Dog, Wild
Herd Animal
Jackal
Raven, Normal
Scorpion, Large
Spider, Huge
Spider, Large

Vulture, Normal

Uncommon

Bandit
Cat, Wild
Centipede, Huge
Dustdigger
Falcon, Small
Fly, Giant Bluebottle
Horse
Kenku
Lion
Lion, Mountain
Nomad
Ogre
Owl
Pilgrim
Rat
Rhinoceros
Scorpion, Giant
Scorpion, Huge
Shadow Mastiff
Skunk
Snake, Poisonous
Snake, Giant Poisonous
Squirrel, Normal
Toad, Poisonous
Wolf

Rare

Ant Lion, Giant
Aspis
Bee, Giant Bumble-
Blink Dog
Boar, Wild
Cattle, Wild
Character Party
Chimera
Dervishes
Dwarf, Hill
Dwarf, Mountain
Falcon, Large
Firetoad
Flind
Fly, Giant Horse
Fortress
Goblin
Jackalwere
Jermilaine
Lammasu
Lycanthrope, Werewolf
Mastodon
Moon Dog
Mummy
Orc
Pedipalp, Huge
Pedipalp, Large
Purple Worm
Rat, Giant
Raven, Giant
Raven, Huge
Sandling
Sandman
Shedu
Shocker
Snake, Giant Constrictor
Thunderherder
Tiger
Titanothere
Toad, Giant
Troll
Vapor Rat
Weasel
Whipweed
Witherweed
Wolf, Dire
Wolfwere

WARM, CIVILIZED, MOUNTAINS**Common**

Bandit
Bat
Falcon, Small
Ogre
Raven, Normal
Spider, Large
Vulture, Normal

Uncommon

Bugbear
Cat, Domestic
Centipede, Huge
Character Party
Dog, War
Falcon, Large
Ghoul
Gnoll
Goblin
Griffon
Herd Animal
Hobgoblin
Lion
Owl
Patrol
Pilgrim
Snake, Constrictor
Snake, Poisonous
Snake, Giant Poisonous
Spider, Huge
Wolf

Demon, Vrock (Type I)

Deva, Movanic
Disenchanter
Displacer Beasts
Dragon, Earth
Dragon, Gold
Dune Stalker
Flumph
Giant, Fire
Goat
Gorgimera
Gorgon
Griffon
Groaning Spirit
Grue, Harginn
Harpy
Hell Hound
Hobgoblin
Hollyphant
Hornet, Giant
Huecuva
Lamia
Lamia Noble
Lammasu, Greater
Lion, Spotted
Lycanthrope, Foxwoman
Lycanthrope, Wereboar
Manticore
Medusa
Meenlock
Mongrelman
Norker
Oliphant
Opinicus
Owl, Giant
Pegasus
Pyrolisk
Quaggoth
Ram
Rock Reptile
Screaming Devilkin
Shade
Shedu, Greater
Skulk
Snake, Giant Spitting
Stegocentipede
Troll, Giant
Vampire
Vargouille
Volt
Vortex
Vulture, Giant
Wemic
Wind Walker
Worg
Wyvern
Yeth Hound
Zombie
Zorbo

Rare

Beetle, Giant Fire
Berserker
Cattle, Wild
Dragon, Earth
Dwarf, Hill
Ghost
Horse
Jermilaine
Killmoulis
Lammasu
Lycanthrope, Werewolf
Merchant
Minotaur
Mule
Norker
Ogrillon
Pedipalp, Huge
Pedipalp, Large
Quaggoth
Rat
Rat, Giant
Shadow
Shadow Mastiff
Shedu
Snake, Giant Constrictor
Spider, Phase
Toad, Giant
Troll
Vapor Rat

Very Rare

Aarakocra
Barghest
Basilisk
Brain Mole
Castle
Cave Fisher
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, Bar-Lgura
Deva, Movanic
Dragon, Gold
Dragonnel
Flind
Ghost
Gnome
Grue, Chaggrin
Grue, Ildriss
Haunt
Hell Hound
Hollyphant
Ki-rin
Lammasu, Greater
Luck Eater
Lycanthrope, Wererat
Oblivian
Oliphant
Otyugh
Pedipalp, Giant
Penanggalan
Poltergeist
Rakshasa
Rothe
Shade
Shadow demon
Shedu, Greater
Snake, Giant Amphisbaena
Snyad
Spider, Giant
Thessalhydra
Vagabond
Vampire
Wolf, Dire
Xaren
Xorn
Zombie
Zombie, Juju
Zygom

WARM, CIVILIZED, HILLS**Common**

Bandit
Cat, Domestic
Cattle, Wild
Dwarf, Hill
Herd Animal
Lycanthrope, Werewolf
Merchant
Mule
Ogre
Patrol
Raven, Normal

Spider, Large
Vulture, Normal
Wolf

Uncommon

Basilisk
Bat
Centipede, Huge
Character Party
Dog, War
Falcon, Small
Ghoul
Gnoll
Hobgoblin
Horse
Killmoulis
Lion
Owl
Pilgrim
Rat
Rat, Giant
Snake, Constrictor
Snake, Poisonous
Snake, Giant Poisonous
Spider, Huge

Rare

Beetle, Giant Fire
Berserker
Boar, Wild
Camel, Bactrian
Castle
Elephant, African
Elephant, Asian
Falcon, Large
Ghost
Gnome
Goblin
Halfling
Jackal
Jermilaine
Lammasu
Minotaur
Norker
Ogrillon
Oliphant
Pedipalp, Huge
Pedipalp, Large
Shadow Mastiff
Shedu
Snake, Giant Constrictor
Toad, Giant
Troll
Vapor Rat
Wolf, Dire

Very Rare

Aarakocra
Baku
Barghest
Brain Mole
Bugbear
Bull
Centipede, Giant
Coffer Corpse
Deva, Movanic
Dragon, Earth
Dragon, Gold
Dragonnel
Elf, Wood
Flind
Ghost
Griffon
Groaning Spirit
Grue, Chaggrin
Grue, Harginn
Hell Hound
Hollyphant
Huecuva
Jackalwere
Ki-rin
Lammasu, Greater
Luck Eater
Lycanthrope, Wereboar
Lycanthrope, Wererat
Oblivix
Pedipalp, Giant
Penanggalan
Poltergeist
Quaggoth
Rakshasa
Revenant
Shedu, Greater
Snyad
Spider, Giant
Spider, Phase

Vampire
Xaren
Xorn
Zombie
Zygom

**WARM, CIVILIZED,
FOREST****Common**

Bandit
Beetle, Giant Fire
Boar, Wild
Bull
Centipede, Giant
Centipede, Huge
Elephant, African
Elephant, Asian
Falcon, Small
Herd Animal
Lycanthrope, Werewolf
Ogre
Patrol
Rat
Raven, Normal
Spider, Large
Toad, Giant
Wolf

Uncommon

Basilisk
Bat
Bugbear
Cat, Domestic
Character Party
Dog, War
Elf, Wood
Falcon, Large
Gnoll
Horse
Jermilaine
Killmoulis
Lion
Merchant
Owl
Pilgrim
Rat, Giant
Snake, Constrictor
Snake, Poisonous
Snake, Giant Constrictor
Snake, Giant Poisonous
Spider, Giant
Spider, Huge
Stirge
Troll
Vulture, Normal

Rare

Anhkheg
Baku
Berserker
Camel, Bactrian
Castle
Cattle, Wild
Dwarf, Hill
Goblin
Halfling
Hobgoblin
Jackal
Lammasu
Luck Eater
Lycanthrope, Wereboar
Minotaur
Mule
Oblivix
Ogrillon
Oliphant
Pedipalp, Huge
Penanggalan
Rakshasa
Shadow
Spider, Phase
Thessalhydra
Tick, Giant
Vapor Rat
Wolf, Dire

Very Rare

Barghest
Bookworm
Brain Mole
Centipede, Megalo
Demon, Bar-Lgura
Deva, Movanic
Dragon, Gold
Ear Seeker
Flind

Frog, Giant
Ghost
Gnome
Groaning Spirit
Jackalwere
Lammasu, Greater
Lycanthrope, Wererat
Norker
Pedipalp, Giant
Pedipalp, Large
Poltergeist
Quaggoth
Revenant
Shadow Demon
Shadow Mastiff
Shedu
Shedu, Greater
Snake, Giant Amphisbaena
Vampire
Zombie
Zygom

**WARM, CIVILIZED,
SWAMP****Common**

Bandit
Centipede, Giant
Centipede, Huge
Mule
Ogre
Rat
Rat, Giant
Raven, Normal
Spider, Huge
Spider, Large
Toad, Giant
Vulture, Normal

Uncommon

Basilisk
Buccaneer (Pirate)
Cat, Domestic
Character Party
Dog, War
Falcon, Small
Frog, Giant
Ghoul
Gnoll
Herd Animal
Hobgoblin
Jermilaine
Lion
Lycanthrope, Wererat
Patrol
Pilgrim
Snake, Constrictor
Snake, Poisonous
Snake, Giant Constrictor
Snake, Giant Poisonous
Troll
Wolf

Rare

Bat
Beetle, Giant Fire
Berserker
Boar, Wild
Camel, Bactrian
Cattle, Wild
Crab, Giant
Crane, Giant
Elephant, African
Elephant, Asian
Falcon, Large
Frog, Poisonous
Ghost
Goblin
Horse
Jackal
Killmoulis
Luck Eater
Lycanthrope, Werewolf
Merchant
Minotaur
Norker
Oblivix
Owl
Pedipalp, Huge
Pedipalp, Large
Penanggalan
Quaggoth
Rakshasa
Shadow
Shadow Mastiff
Skeleton

Thessalhydra
Vapor Rat
Zombie

Very Rare

Anhkheg
Baku
Barghest
Bookworm
Brain Mole
Bugbear
Bull
Castle
Centipede, Megalo
Coffer Corpse
Crayfish, Giant
Demon, Alu
Demon, Cambion
Deva, Movanic
Dragon, Gold
Elf, Wood
Flind
Ghost
Grue, Vardig
Haunt
Hell Hound
Hollyphant
Huecuva
Jackalwere
Kelpie
Lammasu
Lycanthrope, Wereboar
Mud-man
Oliphant
Pedipalp, Giant
Poltergeist
Revenant
Shade
Shedu
Shedu, Greater
Skeleton, Animal
Snake, Giant Amphisbaena
Tick, Giant
Vampire
Wolf, Dire
Zombie, Juju
Zombie, Monster
Zygom

**WARM, CIVILIZED,
PLAINS****Common**

Bandit
Boar, Wild
Bull
Camel, Bactrian
Cat, Domestic
Cattle, Wild
Centipede, Giant
Centipede, Huge
Elephant, African
Elephant, Asian
Falcon, Small
Herd Animal
Jackal
Merchant
Mule
Ogre
Patrol
Rat
Rat, Giant
Raven, Normal
Spider, Huge
Spider, Large
Toad Giant
Vulture, Normal
Wolf

Uncommon

Bugbear
Character Party
Dog, War
Falcon, Large
Ghoul
Horse
Jermilaine
Killmoulis
Lion
Osquip
Owl
Pilgrim
Shadow Mastiff
Snake, Constrictor
Snake, Poisonous
Snake, Giant Poisonous

Rare

Anhkheg
Bat
Berserker
Camel, Dromedary
Castle
Dervishes
Dwarf, Hill
Ghost
Goblin
Halfling
Hobgoblin
Jackalwere
Lammasu
Luck Eater
Lycanthrope, Wereboar
Lycanthrope, Werewolf
Ogrillon
Pedipalp, Huge
Pedipalp, Large
Penanggalan
Poltergeist
Quaggoth
Shedu
Snake, Giant Constrictor
Troll
Vapor Rat
Wolf, Dire

Vary Rare

Barghest
Basilisk
Bookworm
Brain Mole
Centipede, Megalo
Demon, Alu
Demon, Cambion
Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Flind
Frog, Giant
Ghost
Gnoll
Groaning Spirit
Grue Harginn
Grue, Ildriss
Hollyphant
Huecuva
Lammasu, Greater
Lycanthrope, Wererat
Norker
Oliphant
Pedipalp, Giant
Rakshasa
Shade
Shedu, Greater
Snake, Giant Amphisbaena
Tween
Vagabond
Vampire
Vortex
Zombie
Zombie, Juju
Zygom

**WARM, CIVILIZED,
DESERT****Common**

Bandit
Camel, Bactrian
Camel, Dromedary
Herd Animal
Jackal
Merchant
Raven, Normal
Spider, Huge
Spider, Large
Vulture, Normal

Uncommon

Cat, Domestic
Centipede, Huge
Character Party
Dog, War
Falcon, Small
Horse
Lion
Ogre
Osquip
Owl
Patrol
Pilgrim
Rat

Shadow Mastiff
Snake, Constrictor
Snake, Poisonous
Snake, Giant Poisonous
Wolf

Rare

Berserker
Boar, Wild
Cattle, Wild
Dervishes
Dwarf, Hill
Elephant, African
Elephant, Asian
Falcon, Large
Flind
Goblin
Jackalwere
Jermilaine
Killmoulis
Lammasu
Lycanthrope, Werewolf
Pedipalp, Huge
Pedipalp, Large
Poltergeist
Rat, Giant
Shedu
Snake, Giant Constrictor
Toad, Giant
Troll
Vapor Rat
Wolf, Dire

Vary Rare

Barghest
Bat
Bugbear
Bull
Castle
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, Succubus
Demon, Vrock (Type I)
Deva, Movanic
Disenchanter
Dragon, Earth
Dragon, Gold
Griffon
Groaning Spirit
Grue, Harginn
Hell Hound
Hobgoblin
Hollyphant
Huecuva
Jann
Lammasu, Greater
Luck Eater
Lycanthrope, Wereboar
Lycanthrope, Wererat
Norker
Oliphant
Pedipalp, Giant
Penanggalan
Quaggoth
Rakshasa
Shade
Shedu, Greater
Vampire
Vortex
Zombie

WARM, WILDERNESS, MOUNTAINS

Common

Bat
Dinosaur, Euparkeria
Dinosaur, Pteranodon
Dinosaur, Small Pterodactyl
Dog, Wild
Falcon, Small
Ogre
Orc
Raven, Normal
Skunk
Small Prehist, Reptiles
Spider, Large
Vulture, Normal

Uncommon

Bandit
Bugbear
Cat, Wild
Centipede, Huge
Cockatrice

Dragon, Copper
Falcon, Large
Ghoul
Giant, Fire
Giant, Fomorian
Giant, Hill
Giant, Stone
Gnoll
Goblin
Griffon
Herd Animal
Hobgoblin
Lion
Lion, Mountain
Manticore
Owl
Pilgrim
Scorpion, Huge
Scorpion, Large
Snake, Constrictor
Snake, Poisonous
Snake, Giant Poisonous
Spider, Huge
Tiger
Witherweed
Wolf

Rare

Bat, Mobat
Bat, Giant
Bee, Giant Bumble-
Bee, Giant Honey
Beetle, Giant Boring
Beetle, Giant Fire
Caterwaul
Cattle, Wild
Caveman
Character Party
Chimera
Cyclopskin
Dakon
Dinosaur, Ankylosaurus
Dinosaur, Campptosaurus
Dinosaur, Compsognathus
Dinosaur, Dilophosaurus
Dinosaur, Giant Pterosaur
Dinosaur, Iguanodon
Dinosaur, Pentaceratops
Dinosaur, Phororhacos
Dinosaur, Plateosaurus
Dinosaur, Stegosaurus
Dinosaur, Triceratops
Dragon, Earth
Dragon, Red
Dwarf, Hill
Firedrake
Firenewt
Fly, Giant Bluebottle
Fortress
Ghost
Giant Strider
Giant, Cloud
Giant, Storm
Giant, Verbeeg
Gorgon
Harpy
Hippogriff
Horse
Jermilaine
Lammasu
Leucrotta
Lion Spotted
Lizard, Minotaur
Lycanthrope, Werewolf
Margoyl
Minotaur
Mongrelman
Moon Dog
Mule
Norker
Ogrillon
Owl Giant
Pedipalp, Huge
Pedipalp, Large
Peryton
Phycomid
Pyrolisk
Quaggoth
Rat
Rat, Giant
Raven, Huge
Rhinoceros
Roc
Rock Reptile
Salamander

Scorpion, Giant
Shadow
Shadow Mastiff
Shedu
Shocker
Skulk
Snake, Giant Constrictor
Spectre
Sphinx, Gyno-
Spider, Phase
Su-monster
Tiger, Sabre-tooth
Toad, Giant
Troll
Troll, Giant
Tunnel Worm
Vapor Rat
Vilstrak
Volt
Wasp, Giant
Whipweed
Wight
Wind Walker
Wolfwere
Worg
Wyvern
Xvart
Zorbo

Very Rare

Aarakocra
Achaieria
Ascomoid
Barghest
Basilisk
Behir
Berserker
Black Pudding
Boalisk
Boggart
Boggle
Brain Mole
Cave Fisher
Centipede, Giant
Coffer Corpse
Crypt Thing
Demon, Bar-Lgura
Demon, Nabassu
Deva, Movanic
Dinosaur, Ankylosaurus
Dinosaur, Ceratosaurus
Dinosaur, Gorgosaurus
Dinosaur, Paleoscincus
Dinosaur, Tyrannosaurus Rex
Displacer Beasts
Doppelganger
Dragon, Black
Dragon, Brass
Dragon, Bronze
Dragon, Cloud
Dragon, Gold
Dragon, Silver
Dragon-Horse
Dragonne
Dragonnell
Elf, Valley
Ettercap
Ettin
Executioner's Hood
Flind
Fly, Giant Horse
Forlarren
Formian
Frost Man
Galeb Duhr
Gargoyle
Gelatinous Cube
Ghost
Giant, Mountain
Gloomwing
Gnome
Gorgimera
Grim
Grue, Chaggrin
Grue, Ildriss
Haunt
Hell Hound
Hollyphant
Hornet, Giant
Hydra
Hydra, Pyro
Hyenadon
Khargra
Ki-rin
Kobold

Lammasu, Greater
Land Lamprey
Land Urchin
Lizard, Fire
Lycanthrope, Foxwoman
Lycanthrope, Weretiger
Magmen
Mantari
Meazel
Medusa
Meenlock
Mummy
Naga, Guardian
Naga, Spirit
Night Hag
Nightmare
Nymph
Oblivix
Ogre Mage
Oliphant
Otyugh
Pech
Pedipalp, Giant
Pegasus
Quasi-elemental, Lightning
Quickwood
Retchplant
Rothe
Sandman
Shade
Shedu, Greater
Skunk
Snake, Giant Amphisbaena
Snake, Giant Spitting
Sphinx, Andro-
Sphinx, Crio-
Sphinx, Hieraco-
Spider, Giant
Stegocentipede
Storoper
Sundew, Giant
Sussurus
Sylph
Tenebrous Worm
Tentamort
Thessalhydra
Thoqqua
Titan, Elder
Titan, Lesser
Titan, Major
Toad, Poisonous
Troll, Giant Two-headed
Umpleby
Ustilagor
Vagabond
Vampire
Vargouille
Vulture, Giant
Will-o-wisp
Wolf, Dire
Wraith
Xaren
Xill
Xorn
Yellow Musk Creeper
Zombie
Zombie, Juju
Zombie, Yellow Musk
Zygom

WARM, WILDERNESS, HILLS

Common

Cattle, Wild
Dinosaur, Ankylosaurus
Dinosaur, Campptosaurus
Dinosaur, Euparkeria
Dinosaur, Iguanodon
Dinosaur, Monoclonius
Dinosaur, Pentaceratops
Dinosaur, Plateosaurus
Dinosaur, Small Pterodactyl
Dinosaur, Triceratops
Dog, Wild
Dwarf, Hill
Giant, Hill
Herd Animal
Lycanthrope, Werewolf
Mule
Ogre
Raven, Normal
Skunk
Small Prehist, Reptiles
Spider, Large

Vulture, Normal
Wolf

Uncommon

Bandit
Basilisk
Bat
Cat, Wild
Centipede, Huge
Dakon
Dinosaur, Ankylosaurus
Dinosaur, Ceratosaurus
Dinosaur, Compsognathus
Dinosaur, Gorgosaurus
Dinosaur, Megalosaurus
Dinosaur, Paleoscincus
Dinosaur, Tyrannosaurus Rex
Falcon, Small
Ghoul
Giant, Verbeeg
Gnoll
Hobgoblin
Horse
Kenku
Lion
Owl
Pilgrim
Rat
Rat, Giant
Rhinoceros
Scorpion, Large
Skunk
Snake, Constrictor
Snake, Giant Poisonous
Spider, Huge
Tiger
Witherweed

Rare

Ant Lion, Giant
Ant, Giant
Aspis
Baboon
Bat, Giant
Bee, Giant Bumble-
Bee, Giant Honey
Beetle, Giant Bombardier
Beetle, Giant Boring
Beetle, Giant Fire
Boar, Warthog
Boar, Wild
Camel, Bactrian
Caveman
Character Party
Chimera
Choke Creeper
Cyclopskin
Dinosaur, Dacentrurus
Dinosaur, Deinonychus
Dinosaur, Dilophosaurus
Dinosaur, Dimetrodon
Dinosaur, Kentrosaurus
Dinosaur, Phororhacos
Dinosaur, Podokesaurus
Dinosaur, Stegosaurus
Dinosaur, Struthiomimus
Dinosaur, Styracosaurus
Dragon, Copper
Dragon, Red
Elephant, African
Elephant, Asian
Falcon, Large
Firedrake
Firenewt
Flightless Bird
Fortress
Ghost
Giant, Cloud
Gnome
Goblin
Harpy
Hyena
Jackal
Jermilaine
Lammasu
Lion, Mountain
Lizard, Minotaur
Mantis, Giant
Minotaur
Norker
Ogrillon
Oliphant
Patrol
Pedipalp, Huge
Pedipalp, Large

Peryton
Purple Worm
Raven, Huge
Rock Reptile
Scorpion, Giant
Scorpion, Huge
Shadow Mastiff
Shedu
Skulk
Snake, Giant Constrictor
Sphinx, Hieraco-
Su-monster
Tabaxi
Tiger, Sabre-tooth
Toad, Giant
Troll
Troll, Giant
Vapor Rat
Volt
Wasp, Giant
Whipweed
Wolf, Dire
Worg
Xvart

Very Rare

Aarakocra
Achaieria
Ape, Carnivorous
Ascomoid
Assassin Bug
Atomie
Axebeak
Baku
Barghest
Basidiron
Basilisk, Greater
Bat, Mobat
Beetle, Giant Rhino
Behir
Berserker
Boalisk
Boar, Giant
Boggle
Brain Mole
Brownie
Bugbear
Bull
Castle
Centipede, Giant
Cockatrice
Coffer Corpse
Cooshee
Couatl
Deva, Movanic
Dinosaur, Giant Pterosaur
Dinosaur, Ornitholestes
Dinosaur, Pteranodon
Dinosaur, Teratosaur
Displacer Beasts
Dragon, Earth
Dragon, Gold
Dragon, Green
Dragonnel
Elf, Grugach
Elf, Wood
Ettercap
Flind
Fly, Giant Bluebottle
Forlarren
Formian
Frost Man
Galeb Duhr
Ghost
Giant, Fire
Giant, Fog
Giant, Stone
Gorgimera
Gorgon
Griffon
Grim
Groaning Spirit
Grue, Chaggrin
Grue, Harginn
Hangman Tree
Hell Hound
Hippogriff
Hollyphant
Hornet, Giant
Huecuva
Hybsil
Jackalwere
Jaguar
Ki-rin
Kobold

Lammasu, Greater
Land Lamprey
Leopard
Lycanthrope, Foxwoman
Lycanthrope, Wereboar
Lycanthrope, Weretiger
Manticore
Mantrap
Margoyl
Medusa
Mongrelman
Moon Dog
Mummy
Oblivix
Nymph
Owl, Giant
Pedipalp, Giant
Pegasus
Pyrolisk
Quasi-elemental, Lightning
Quaggoth
Quickwood
Quickwood
Retchplant
Shedu, Greater
Shocker
Snake, Giant Spitting
Sphinx, Crio-
Spider, Giant
Spider, Phase
Stegocentipede
Storoper
Sundew, Giant
Tenebrous Worm
Thoqua
Toad, Poisonous
Vampire
Vargouille
Vilstrak
Vulture, Giant
Wolfwere
Xaren
Xorn
Zombie
Zorbo
Zygom

WARM, WILDERNESS, FOREST

Common

Baboon
Beetle, Giant Bombardier
Beetle, Giant Boring
Beetle, Giant Fire
Boar, Warthog
Boar, Wild
Bull
Centipede, Giant
Centipede, Huge
Dinosaur, Ankisaurus
Dinosaur, Camptosaurus
Dinosaur, Compsognathus
Dinosaur, Euparkeria
Dinosaur, Monoclonius
Dinosaur, Plateosaurus
Dinosaur, Small Pterodactyl
Dinosaur, Stegosaurus
Dinosaur, Styracosaurus
Dog, Wild
Elephant, African
Elephant, Asian
Falcon, Small
Flightless Bird
Herd Animal
Lycanthrope, Werewolf
Ogre
Orc
Rat
Raven, Normal
Rhinoceros
Skunk
Small Prehist, Reptiles
Spider, Large
Toad, Giant
Wolf

Uncommon

Bandit
Basilisk
Bat
Beetle, Giant Rhino
Boar, Giant
Bugbear
Cat, Wild
Dakon

Dinosaur, Dacentrurus
Dinosaur, Kentrosaurus
Dinosaur, Megalosaurus
Dinosaur, Phororhacos
Dinosaur, Teratosaurus
Dinosaur, Tyrannosaurus Rex
Elf, Wood
Falcon, Large
Gnoll
Hornet, Giant
Horse
Jaguar
Jermilaine
Kobold
Leopard
Lion
Lion, Mountain
Manticore
Ophidian
Owl
Pilgrim
Rat, Giant
Scorpion, Huge
Scorpion, Large
Snake, Constrictor
Snake, Poisonous
Snake, Giant Constrictor
Snake, Giant Poisonous
Spider, Giant
Spider, Huge
Stirge
Su-monster
Sundew, Giant
Tiger
Toad, Poisonous
Troll
Vulture, Normal
Whipweed
Witherweed
Wyvern
Xvart

Rare

Ant Lion, Giant
Ant, Giant
Aspis
Atomie
Axebeak
Baku
Baluchitherium
Basidiron
Bee, Giant Honey
Boalisk
Brownie
Buckawn
Bullywug
Camel, Bactrian
Cattle, Wild
Caveman
Character Party
Choke Creeper
Cooshee
Dinosaur, Anatosaurus
Dinosaur, Apatosaurus
Dinosaur, Camarasaurus
Dinosaur, Deinonychus
Dinosaur, Diplodocus
Dinosaur, Iguanadon
Dinosaur, Lambeosaurus
Dinosaur, Pentaceratops
Dinosaur, Triceratops
Dragon, Green
Dwarf, Hill
Elf, Gray
Ettercap
Executioner's Hood
Fly, Giant Bluebottle
Fortress
Giant, Hill
Goblin
Grippli
Harpy
Hobgoblin
Hyena
Jackal
Jaculi
Kech
Lammasu
Land Lamprey
Lycanthrope, Weretiger
Mantis, Giant
Medusa
Minotaur
Mule
Oblivix

Ogrillon
Oliphant
Owl, Giant
Patrol
Pedipalp, Huge
Raven, Huge
Retchplant
Scorpion, Giant
Shadow
Skulk
Sphinx, Crio-
Spider, Phase
Tasloi
Tenebrous Worm
Termite, Giant Harvest
Thessalhydra
Tick, Giant
Tiger, Sabre-tooth
Treant
Tribesmen
Vapor Rat
Volt
Wasp, Giant
Wolf, Dire
Wolfwere
Worg
Yellow Musk Creeper
Zombie, Yellow Musk

Very Rare

Achaierai
Ape, Carnivorous
Ape, Gorilla
Assassin Bug
Banderlog
Barghest
Basilisk, Greater
Bat, Mobat
Bat, Giant
Bee, Giant Bumble-
Berserker
Bloodthorn
Boobrie
Brain Mole
Castle
Catoblepas
Centipede, Megalo-
Cockatrice
Demon, Bar-Lgura
Deva, Movanic
Dinosaur, Ankylosaurus
Dinosaur, Brachiosaurus
Dinosaur, Ceratosaurus
Dinosaur, Cetiosaurus
Dinosaur, Giant Pterosaur
Dinosaur, Gorgosaurus
Dinosaur, Mamenchisaurus
Dinosaur, Massopondylus
Dinosaur, Paleoscincus
Dinosaur, Podokesaurus
Dinosaur, Struthiomimus
Displacer Beasts
Dragon, Colled
Dragon, Gold
Dragon, Mist
Dragon, Red
Ear Seeker
Elf, Grugach
Elf, Valley
Faerie Dragon
Flind
Fly, Giant Horse
Forester's Bane
Forlarren
Frog, Giant
Gargoyle
Ghost
Giant, Fire
Giant, Verbeeg
Gnome
Gorgon
Grim
Groaning Spirit
Hangman Tree
Hybsil
Hydra
Jackalwere
Kenku
Lammasu, Greater
Lizard, Giant
Lycanthrope, Foxwoman
Lycanthrope, Weretiger
Mandragera
Mantari
Mantrap

Meazel
Mihstu
Mongrelman
Moon Dog
Mummy
Nonafel
Norker
Nymph
Pedipalp, Giant
Pedipalp, Large
Pegasus
Phoenix
Pixie
Pudding, Brown
Pyrolisk
Quaggoth
Quickling
Quickwood
Quillan
Scum Creeper
Shadow Mastiff
Shedu
Shedu, Greater
Shocker
Skunk
Snake, Giant Amphisbaena
Snake, Giant Spitting
Sphinx, Hieraco-
Squealer
Stegocentipede
Sussurus
Tabaxi
Tri-flower Frond
Troll, Giant
Twilight Bloom
Umpleby
Ustilagor
Vampire
Vargouille
Webbirds
Yuan Ti
Zombie
Zorbo
Zygom

WARM, WILDERNESS, SWAMP

Common

Centipede, Giant
Centipede, Huge
Crocodile, Normal
Dinosaur, Anatosaurus
Dinosaur, Apatosaurus
Dinosaur, Camarasaurus
Dinosaur, Diplodocus
Dinosaur, Euparkeria
Dinosaur, Iguanadon
Dinosaur, Lambeosaurus
Dinosaur, Plateosaurus
Dinosaur, Styracosaurus
Dog, Wild
Mule
Ogre
Orc
Pterodactyl, Small
Rat
Rat, Giant
Raven, Normal
Rhinoceros
Scorpion, Large
Skunk
Small Prehist, Reptiles
Spider, Huge
Spider, Large
Throat Leech
Toad, Giant
Vulture, Normal

Uncommon

Axebeak
Basilisk
Buccaneer (Pirate)
Cat, Wild
Cockatrice
Dinosaur, Ankisaurus
Dinosaur, Brachiosaurus
Dinosaur, Camptosaurus
Dinosaur, Ceratosaurus
Dinosaur, Cetiosaurus
Dinosaur, Dimetrodon
Dinosaur, Gorgosaurus
Dinosaur, Mamenchisaurus
Dinosaur, Massopondylus
Dinosaur, Megalosaurus

Dinosaur, Phororhacos
Falcon, Small
Frog, Giant
Ghoul
Gnoll
Herd Animal
Hippopotamus
Hobgoblin
Hornet, Giant
Hydra,
Jermaine
Land Lamprey
Leech, Giant
Leopard
Lion
Lizard, Giant
Meazel
Pilgrim
Pudding, Deadly (Brown)
Scorpion, Giant
Scorpion, Huge
Scum Creeper
Snake, Constrictor
Snake, Poisonous
Snake, Giant Constrictor
Snake, Giant Poisonous
Su-monster
Sundew, Giant
Toad, Poisonous
Troll
Volf
Whipweed
Will-o-wisp
Witherweed
Wolf
Wyvern

Rare

Assassin Bug
Baboon
Bandit
Basidirond
Bat
Beetle, Giant Bombardier
Beetle, Giant Boring
Beetle, Giant Fire
Boalisk
Boar, Warthog
Boar, Wild
Boggart
Boobie
Bullywug
Bunyip
Camel, Bactrian
Caterwaul
Cattle, Wild
Character Party
Crab, Giant
Crane, Giant
Crystal Ooze
Dinosaur, Compsognathus
Dinosaur, Giant Pterosaur
Dinosaur, Monoclonius
Dinosaur, Pentaceratops
Dinosaur, Stegosaurus
Dinosaur, Struthiomimus
Dinosaur, Tanystropheus
Dinosaur, Triceratops
Dragon, Coiled
Dragonfly, Giant
Elephant, African
Elephant, Asian
Falcon, Large
Flightless Bird
Fly, Giant Bluebottle
Fortress
Frog, Poisonous
Ghost
Giant, Hill
Goblin
Grippli
Horse
Hybsil
Hyena
Jackal
Leucrotta
Lizard Man
Lycanthrope, Werewolf
Medusa
Minotaur
Mongrelman
Moon Dog
Muckdweller
Norker
Oblivian

Ogre, Aquatic
Ophidian
Owl
Pedipalp, Huge
Pedipalp, Large
Phycomid
Pyrolisk
Quaggoth
Raven, Huge
Retchplant
Shadow
Shadow Mastiff
Shambling Mound
Skeleton
Snake, Giant Spitting
Spectre
Thessalydra
Tiger
Tribesmen
Troll, Giant
Urchin, Black
Ustlagor
Vapor Rat
Wasp, Giant
Wolfwere
Worg
Xvart
Zombie

Very Rare

Achaierai
Algoid
Ape, Carnivorous
Baku
Barghest
Basilisk, Greater
Bat, Giant
Bee, Giant Bumble-
Bee, Giant Honey
Beetle, Giant Rhino
Berserker
Boar, Giant
Brain Mole
Brownie
Buffalo
Bugbear
Bull
Centipede, Megalo-
Coffer Corpse
Cooshee
Crabman
Crayfish, Giant
Crocodile, Giant
Death, Crimson
Demon, Alu-
Demon, Cambion
Demon, Nabassu
Deva, Movanic
Dinosaur, Ankylosaurus
Dinosaur, Antrodemus
Dinosaur, Deinonychus
Dinosaur, Paleosaurus
Dinosaur, Tyrannosaurus Rex
Displacer Beasts
Doppelganger
Dracolisk
Dragon, Black
Dragon, Gold
Dragon, Green
Dragon, Mist
Eblis
Elf, Wood
Flind
Fly, Giant Horse
Forester's Bane
Frog, Killer
Froghemoth
Gallitrit
Harpy
Gargoyle
Ghost
Giant, Fog
Giant, Verbeeg
Gloomwing
Gorgon
Grim
Grue, Varrdig
Hangman Tree
Haunt
Hell Hound
Hollyphant
Huecuva
Hydra, Lernaean
Hydra, Pyro
Hyenadon

Jackalwere
Jaguar
Kech
Kelpie
Kenku
Kobold
Lammasu
Land Urchin
Lion, Spotted
Lizard, King
Lycanthrope, Wereboar
Lycanthrope, Weretiger
Mandradora
Mantari
Manticore
Mihstu
Mud-man
Mummy
Naga, Guardian
Naga, Spirit
Night Hag
Ogre Mage
Oliphant
Owl, Giant
Pedipalp, Giant
Phantom
Quickling
Quickwood
Qullan
Shade
Shedu
Shedu, Greater
Skeleton, Animal
Skulk
Skunk
Snake, Giant Amphisbaena
Son of Kyuss
Sphinx, Crio-
Squealer
Stegocentipede
Sussurus
Tenebrous Worm
Tentamort
Thork
Tick, Giant
Tiger, Sabre-tooth
Treant
Tri-flower Frond
Triloch
Twilight Bloom
Umpleby
Urchin, Green
Urchin, Red
Vampire
Vulture, Giant
Webbirds
Wight
Wolf, Dire
Wraith
Zombie, Juju
Zombie, Monster
Zygom

WARM, WILDERNESS, PLAINS

Common

Baboon
Boar, Wild
Bull
Camel, Bactrian
Cattle, Wild
Centipede, Giant
Centipede, Huge
Dinosaur, Ankylosaurus
Dinosaur, Camptosaurus
Dinosaur, Euparkeria
Dinosaur, Iguanodon
Dinosaur, Lambeosaurus
Dinosaur, Monoclonius
Dinosaur, Pentaceratops
Dinosaur, Small Pterodactyl
Dinosaur, Stegosaurus
Dinosaur, Styracosaurus
Dinosaur, Triceratops
Dog, Wild
Elephant, African
Elephant, Asian
Falcon, Small
Flightless Bird
Herd Animal
Hyena
Jackal
Mule

Ogre
Rat
Rat, Giant
Raven, Normal
Rhinoceros
Scorpion, Large
Skunk
Small Prehist, Reptiles
Spider, Huge
Spider, Large
Toad, Giant
Vulture, Normal
Wolf

Uncommon

Bandit
Buffalo
Bugbear
Cat, Wild
Dakon
Dinosaur, Ankylosaurus
Dinosaur, Antrodemus
Dinosaur, Dimetrodon
Dinosaur, Paleosaurus
Dinosaur, Podokesaurus
Dinosaur, Struthiomimus
Dinosaur, Teratosaurus
Dinosaur, Tyrannosaurus Rex
Falcon, Large
Ghoul
Horse
Jermaine
Kenku
Lion
Nomad
Owl
Pilgrim
Scorpion, Giant
Scorpion, Huge
Shadow Mastiff
Snake, Constrictor
Snake, Poisonous
Snake, Giant Poisonous
Tiger
Witherweed

Rare

Ant Lion, Giant
Ant, Giant
Aspis
Axebeak
Baluchiterium
Bat
Bee, Giant Bumble-
Camel, Dromedary
Character Party
Cheetah
Dervish
Dinosaur, Anatosaurus
Dinosaur, Apatosaurus
Dinosaur, Camarasaurus
Dinosaur, Dacentrurus
Dinosaur, Deinonychus
Dinosaur, Dilophosaurus
Dinosaur, Diplodocus
Dinosaur, Kentrosaurus
Dinosaur, Ornitholestes
Dinosaur, Plateosaurus
Dwarf, Hill
Fly, Giant Bluebottle
Fortress
Ghost
Giant, Hill
Goblin
Hobgoblin
Hybsil
Jackalwere
Lammasu
Land Lamprey
Lion, Mountain
Lion, Spotted
Lizard, Minotaur
Lycanthrope, Wereboar
Lycanthrope, Werewolf
Moon Dog
Mummy
Ogrillon
Orc
Patrol
Pedipalp, Huge
Pedipalp, Large
Quaggoth
Raven, Huge
Shedu
Snake, Giant Constrictor

Thri-kreen
Tiger, Sabre-tooth
Troll
Vapor Rat
Volf
Wasp, Giant
Whipweed
Wolf, Dire
Wolfwere
Wyvern
Xvart

Very Rare

Ascomoid
Assassin Bug
Atomie
Barghest
Basidirond
Basilisk
Bat, Giant
Bee, Giant Honey
Berserker
Boalisk
Brain Mole
Castle
Caterwaul
Centipede, Megalo-
Cockatrice
Demon, Alu-
Demon, Cambion
Deva, Movanic
Dinosaur, Brachiosaurus
Dinosaur, Ceratosaurus
Dinosaur, Cetiosaurus
Dinosaur, Giant Pterosaur
Dinosaur, Gorgosaurus
Dinosaur, Mamenchisaurus
Dinosaur, Massopondylus
Dinosaur, Megalosaurus
Disenchanter
Displacer Beast
Dragon, Blue
Dragon, Brass
Dragon, Coiled
Dragon, Earth
Dragon, Gold
Dustdigger
Firetoad
Flind
Flumph
Fly, Giant Horsefly
Forester's Bane
Forlarren
Formian
Frog, Giant
Ghost
Giant, Fire
Giant, Fog
Giant, Verbeeg
Gnoll
Gorgon
Grim
Groaning Spirit
Grue, Harginn
Grue, Ildriss
Harpy
Hollyphant
Hornet, Giant
Huecuva
Hydra,
Hydra, Pyro
Hyenadon
Lammasu, Greater
Land Urchin
Leopard
Lizard, Giant
Lycanthrope, Foxwoman
Lycanthrope, Weretiger
Manticore
Meazel
Medusa
Meenlock
Mongrelman
Nonafel
Norker
Oliphant
Owl, Giant
Pedipalp, Giant
Phoenix
Pudding, Deadly (Brown)
Pudding, Deadly (Dun)
Purple Worm
Pyrolisk
Quickwood
Qullan

Retchplant
 Sandling
 Sandman
 Scum Creeper
 Shade
 Shedu, Greater
 Shocker
 Skulk
 Snake, Giant Amphisbaena
 Snake, Giant Spitting
 Solifugid, Large
 Sphinx, andro-
 Sphinx, Gyno-
 Stegocentipede
 Su-monster
 Sundew, Giant
 Sussurus
 Thunderherder
 Toad, Poisonous
 Troll, Giant
 Ustilagor
 Vagabond
 Vampire
 Vargouille
 Vortex
 Vulture, Giant
 Webbird
 Worg
 Zombie
 Zorbo, Juju
 Zorbo
 Zygom

WARM, WILDERNESS, DESERT

Common

Camel, Bactrian
 Common
 Camel, Dromedary
 Dinosaur, Euparkeria
 Dog, Wild
 Herd Animal
 Hyena
 Jackal
 Raven, Normal
 Scorpion, Large
 Small Prehist, Reptile
 Spider, Huge

Spider, Large
 Vulture, Normal

Uncommon

Bandit
 Cat, Wild
 Centipede, Huge
 Dinosaur, Camptosaurus
 Dinosaur, Compsognathus
 Dragon, Brass
 Dustdigger
 Falcon, Small
 Flightless Bird
 Fly, Giant Bluebottle
 Horse
 Kenku
 Lion
 Lion, Mountain
 Nomad
 Ogre
 Owl
 Pilgrim
 Rat
 Rhinoceros
 Scorpion, Giant
 Scorpion, Huge
 Shadow Mastiff
 Skunk
 Snake, Constrictor
 Snake, Poisonous
 Snake, Giant Poisonous
 Toad, Poisonous
 Wolf

Rare

Ant Lion, Giant
 Aspis
 Baboon
 Bee, Giant Bumble-
 Boar, Wild
 Cattle, Wild
 Character Party
 Cheetah
 Chimera
 Dervishes
 Dinosaur, Anksaurus
 Dinosaur, Deinonychus
 Dinosaur, Dilophosaurus
 Dinosaur, Dimetrodon
 Dinosaur, Iguanadon

Dinosaur, Lambeosaurus
 Dinosaur, Monoclonius
 Dinosaur, Pentaceratops
 Dinosaur, Phororhacos
 Dinosaur, Small Pterodactyl
 Dinosaur, Stegosaurus
 Dinosaur, Styracosaurus
 Dinosaur, Triceratops
 Dragon, Blue
 Dwarf, Hill
 Elephant, African
 Elephant, Asian
 Falcon, Large
 Firenewt
 Firetoad
 Flind
 Fly, Giant Horse
 Fortress
 Giant Strider
 Goblin
 Jackalwere
 Jermlaine
 Lammasu
 Lizard, Minotaur
 Lycanthrope, Werewolf
 Moon Dog
 Mummy
 Orc
 Pedipalp, Huge
 Pedipalp, Large
 Pernicon
 Pudding, Deadly (Dun)
 Purple Worm
 Rat, Giant
 Raven, Huge
 Salamander
 Sandling
 Sandman
 Shedu
 Shocker
 Snake, Giant Constrictor
 Solifugid, Large
 Sphinx, Gyno-
 Thri-kreen
 Thunderherder
 Tiger
 Toad, Giant
 Troll
 Vapor Rat

Whipweed
 Witherweed
 Wolf, Dire
 Wolfwere

Very Rare

Ascomoid
 Barghest
 Bat
 Berserker
 Boalisk
 Buffalo
 Bugbear
 Bull
 Centipede, Giant
 Cockatrice
 Coffin Corpse
 Crypt Thing
 Dakon
 Death Dog
 Demon, Succubus
 Demon, Vrock (Type I)
 Deva, Movanic
 Dinosaur, Ankylosaurus
 Dinosaur, Antrodemus
 Dinosaur, Ceratosaurus
 Dinosaur, Dacentrurus
 Dinosaur, Giant Pterosaur
 Dinosaur, Gorgosaurus
 Dinosaur, Ornitholestes
 Dinosaur, Paleoscincus
 Dinosaur, Podokesaurus
 Dinosaur, Teratosaurus
 Dinosaur, Tyrannosaurus Rex
 Disenchanter
 Displacer Beast
 Dragon, Copper
 Dragon, Earth
 Dragon, Gold
 Dune Stalker
 Firebat
 Flumph
 Formian
 Giant, Fire
 Gorgimera
 Gorgon
 Griffon
 Groaning Spirit
 Grue, Harginn
 Harpy
 Hell Hound
 Hobgoblin
 Hollyphant
 Hornet, Giant
 Huecuva
 Jann
 Lamia
 Lammasu, Greater
 Lion, Spotted
 Lycanthrope, Foxwoman
 Lycanthrope, Wereboar
 Manticores
 Medusa
 Meenlock
 Mongrelman
 Nonafel
 Norker
 Oliphant
 Opinicus
 Owl, Giant
 Pedipalp, Giant
 Pegasus
 Pyrolisk
 Quaggoth
 Retchplant
 Rock Reptile
 Shade
 Shedu, Greater
 Skulk
 Snake, Giant Spitting
 Solifugid, Giant
 Solifugid, Huge
 Sphinx, Andro-
 Stegocentipede
 Tiger, Sabre-tooth
 Troll, Giant
 Vampire
 Vargouille
 Volt
 Vortex
 Vulture, Giant
 Wind Walker
 Worg
 Wyvern
 Zombie
 Zorbo



AQUATIC MONSTER FREQUENCY BY CLIMATE, WATER TYPE & DEPTH

COLD, FRESHWATER, SURFACE

Common

Ice
Land Encounter
Merchant

Uncommon
Buccaneer (Pirate)
Falcon, Small
Ogre, Aquatic
Otter
Swan
Turtle, Giant Snapping

Rare

Boggart
Northern Bear
Crab, Giant
Crystal Ooze
Dragon, Red
Dragonfish
Falcon, Large
Gar, Giant
Hollyphant
Island
Lacedon
Naga, Water
Nixie
Otter, Giant
Sirine
Troll, Marine

Very Rare

Aarakocra
Beaver, Giant
Deva, Movanic
Dragon Turtle
Dragon, Gold
Dragon, Green
Dragon, Sea
Dragon, Silver
Dragon, White
Eagle
Eagle, Giant
Gargoyle
Ghost Ship
Giant, Storm
Greenhag
Griffon
Grue, Varrdig
Harpy
Hippocampus
Hippogriff
Ki-rin
Kopocanth
Lamprey, Normal
Manticore
Nereid
Octopus
Pegasus
Pike, Giant
Quipper
Shedu
Shedu, Greater
Swanmay
Troll, Ice
Verme
Vodyanoi
Water Weird
Whirlpool

COLD, FRESHWATER, DEPTHS

Common

No common encounters

Uncommon

Kopocanth
Lacedon
Lamprey, Normal
Naga, Water
Ogre, Aquatic
Turtle, Giant Snapping

Rare

Crab, Giant
Crocodile, Normal
Dragonfish
Gar, Giant
Green Slime
Hippocampus
Nixie
Octopus
Otter
Pike, Giant

Sirine
Sunken Ship
Troll, Marine
Vodyanoi

Very Rare

Beaver, Giant
Bloodworm
Dragon Turtle
Dragon, Sea
Giant, Storm
Greenhag
Morkoth
Nereid
Nymph
Otter, Giant
Quipper
Verme
Water Weird

COLD, SALTWATER, SURFACE

Common

Merchant
Shark
Whale

Uncommon

Buccaneer (Pirate)
Dolphin
Island
Sea Lion
Swordfish
Troll, Marine
Turtle, Giant Sea
Will-o-wisp

Rare

Crab, Giant
Dragon, Red
Falcon, Small
Ghost Ship
Hollyphant
Lacedon
Naga, Water
Narwhale
Nixie
Otter
Shark, Giant
Squid, Giant
Whirlpool

Very Rare

Aarakocra
Afanc
Deva, Movanic
Dragon Turtle
Dragon, Celestial
Dragon, Gold
Dragon, Green
Dragon, Sea
Dragon, Silver
Dragon, White
Eagle
Eagle, Giant
Eel, Electric Marine
Elf, Aquatic
Falcon, Large
Giant, Storm
Greenhag
Griffon
Grue, Varrdig
Harpy
Hippocampus
Hippogriff
Ki-rin
Kopocanth
Kraken
Lamprey, Normal
Lycanthrope, Seawolf, G
Lycanthrope, Seawolf, L
Manticore
Nereid
Pegasus
Selkie
Shedu
Shedu, Greater
Sirine
Titan, Lesser
Titan, Major
Verme
Water Weird
Wind Walker

COLD, SALTWATER, DEPTHS

Common

Shark
Whale

Uncommon

Dolphin
Elf, Aquatic
Kopocanth
Lacedon
Lamprey, Normal
Naga, Water
Sea Lion
Swordfish
Troll, Marine
Turtle, Giant Sea
Urchin, Black

Rare

Crab, Giant
Eel, Electric Marine
Ghost Ship
Hippocampus
Narwhale
Nixie
Octopus
Shark, Giant
Squid, Giant
Urchin, Green
Urchin, Red

Very Rare

Afanc
Dragon Turtle
Dragon, Sea
Giant, Storm
Kraken
Lycanthrope, Seawolf, L
Lycanthrope, Seawolf, G
Morkoth
Nereid
Nymph
Otter
Selkie
Sirine
Titan, Elder
Titan, Lesser
Titan, Major
Urchin, Silver
Urchin, Yellow
Verme
Water Weird

TEMPERATE, FRESHWATER, SURFACE

Common

Crocodile, Normal
Merchant
Throat Leech

Uncommon

Crayfish, Giant
Dinosaur, Elasmosaurus
Falcon, Small
Frog, Giant
Leech, Giant
Ogre, Aquatic
Otter
Spider, Giant Water
Swan
Turtle, Giant Snapping

Rare

Beetle, Giant Water
Boggart
Buccaneer (Pirate)
Crab, Giant
Crane, Giant
Crystal Ooze
Dragon, Bronze
Dragon, Carp
Dragon, Mist
Dragon, Red
Dragon, Spirit
Dragonfish
Falcon, Large
Frog, Poisonous
Gar, Giant
Hollyphant
Island
Lacedon
Lizard Man
Naga, Water
Nixie
Otter, Giant

Sirine
Troll, Marine

Very Rare

Aarakocra
Algoid
Beaver, Giant
Boobrie
Bunyip
Catfish, Giant
Cockatrice
Deva, Movanic
Dragon Turtle
Dragon, Black
Dragon, Cloud
Dragon, Gold
Dragon, Green
Dragon, Sea
Dragon, Silver
Dragon, Horse
Dragonfly, Giant
Dragonnel
Eagle
Eagle, Giant
Eblis
Eel, Giant
Gargoyle
Ghost Ship
Giant, Storm
Greenhag
Griffon
Grue, Varrdig
Harpy
Hippocampus
Hippogriff
Kelpie
Ki-rin
Kopocanth
Lammasu
Lammasu, Greater
Lamprey, Giant
Lamprey, Normal
Lizard King
Manticore
Muckdweller
Nereid
Octopus
Pegasus
Pike, Giant
Pyrolisk
Quipper
Shedu
Shedu, Greater
Swanmay
Verme
Vodyanoi
Wasp, Giant
Water Weird
Whirlpool

TEMPERATE, FRESHWATER, DEPTHS

Common

Beetle, Giant Water
Crocodile, Normal
Spider, Giant Water
Throat Leech

Uncommon

Crayfish, Giant
Dinosaur, Elasmosaurus
Kopocanth
Lacedon
Lamprey, Normal
Leech, Giant
Naga, Water
Ogre, Aquatic

Rare

Bunyip
Catfish, Giant
Crab, Giant
Dragon, Carp
Dragon, Spirit
Dragonfish
Frog, Giant
Gar, Giant
Hippocampus
Lamprey, Giant
Lizard Man
Nixie
Octopus
Otter
Pike, Giant

Sirine
Sunken Ship
Troll, Marine
Vodyanoi

Very Rare

Afanc
Algoid
Beaver, Giant
Bloodworm
Dragon Turtle
Dragon, Sea
Eel, Giant
Frog, Killer
Giant, Storm
Greenhag
Kelpie
Lizard King
Morkoth
Muckdweller
Mud-man
Nereid
Nymph
Otter, Giant
Quipper
Verme
Water Weird

WARM, SALTWATER, SURFACE

Common

Dinosaur, Plesiosaur
Merchant
Seaweed, Floating
Shark
Whale

Uncommon

Buccaneer (Pirate)
Dinosaur, Elasmosaurus
Dinosaur, Mosasaurus
Dinosaur, Nothosaurus
Dolphin
Eel, Giant
Island
Sea Horse
Sea Lion
Swordfish
Troll, Marine
Turtle, Giant Sea
Will-o-wisp

Rare

Crab, Giant
Crabman
Crane, Giant
Dinosaur, Tennenodontosaurus
Dragon, Bronze
Dragon, Mist
Dragon, Red
Eye, Floating
Falcon, Small
Ghost Ship
Hollyphant
Lacedon
Naga, Water
Narwhale
Nixie
Otter
Shark, Giant
Squid, Giant
Whirlpool

Very Rare

Aarakocra
Afanc
Algoid
Deva, Movanic
Dragon Turtle
Dragon, Black
Dragon, Celestial
Dragon, Cloud
Dragon, Coiled
Dragon, Gold
Dragon, Green
Dragon, Sea
Dragon-Horse
Eagle
Eagle, Giant
Eel, Electric Marine
Elf, Aquatic
Falcon, Large
Giant, Storm
Greenhag

Griffon
Harpy
Grue, Varrdig
Hippocampus
Hippogriff
Kelpie
Ki-rin
Kopocacanth
Kraken
Lammasu
Lammasu, Greater
Lamprey, Giant
Lamprey, Normal
Lycanthrope, Seawolf, G
Lycanthrope, Seawolf, L
Manticore
Nereid
Octopus
Pegasus
Shedu
Shedu, Greater
Sirine
Titan, Lesser
Titan, Major
Verme
Water Weird
Wind Walker

WARM, SALTWATER, DEPTHS

Common

Dinosaur, Plesiosaurus
Sea Horse
Seaweed Bed
Shark
Whale

Uncommon

Dinosaur, Elasmosaurus
Dinosaur, Mosasaurus
Dinosaur, Nothosaurus
Dolphin
Eel, Giant
Elf, Aquatic
Kopocacanth
Lacedon
Lamprey, Normal
Masher
Naga, Water
Sea Lion
Swordfish
Troll, Marine
Turtle, Giant Sea
Urchin, Black

Rare

Crab, Giant
Crabman
Dinosaur, Tennenodontosaurus
Eel, Electric Marine
Hippocampus
Lamprey, Giant
Mottle Worm
Narwhale
Nixie
Octopus
Shark, Giant
Squid, Giant
Sunken Ship
Urchin, Green
Urchin, Red

Very Rare

Afanc
Algoid
Dragon Turtle
Dragon, Sea
Eye of the Deep
Giant, Storm
Kelpie
Kraken
Lycanthrope, Seawolf, L
Lycanthrope, Seawolf, G
Morkoth
Nereid
Nymph
Otter
Sirine
Titan, Elder
Titan, Lesser
Titan, Major
Urchin, Silver
Urchin, Yellow
Verme
Water Weird

WARM, FRESHWATER, SURFACE

Common

Crocodile, Normal
Dinosaur, Anatosaurus
Dinosaur, Apatosaurus
Dinosaur, Diplodocus
Dinosaur, Pteranodon
Merchant
Throat Leech

Uncommon

Buccaneer (Pirate)
Crayfish, Giant
Dinosaur, Archelon
Dinosaur, Brachiosaurus
Dinosaur, Cetiosaurus
Dinosaur, Elasmosaurus
Falcon, Small
Frog, Giant
Hippopotamus
Leech, Giant
Ogre, Aquatic
Snake, Constrictor
Spider, Giant Water
Turtle, Giant Snapping

Rare

Beetle, Giant Water
Behemoth
Crane, Giant
Crystal Ooze
Dinosaur, Camarasaurus
Dinosaur, Dimetrodon
Dinosaur, Dinichtys
Dinosaur, Tanystropheus
Dragon, Bronze
Dragon, Carp
Dragon, Mist
Dragon, Red
Dragon, Spirit
Dragonfish
Eel, Electric
Falcon, Large
Frog, Poisonous
Gar, Giant
Hollyphant
Island
Lacedon
Lizard Man
Merman
Naga, Water
Nixie
Otter, Giant
Sirine
Troll, Marine

Very Rare

Aarakocra
Algoid
Boobrie
Bunyip
Catfish, Giant
Cockatrice
Couatl
Deva, Movanic
Dinosaur, Giant Pterosaur
Dragon Turtle
Dragon, Black
Dragon, Blue
Dragon, Brass
Dragon, Cloud
Dragon, Coiled
Dragon, Copper
Dragon, Gold
Dragon, Green
Dragon, Sea
Dragon, Silver
Dragon-Horse
Dragonfly, Giant
Dragonne
Dragonnel
Eblis
Eel, Giant
Frogemoth
Gargoyle
Ghost Ship
Giant, Storm
Griffon
Grue, Varrdig
Harpy
Hippocampus
Hippogriff
Kelpie
Ki-rin
Kopocacanth
Lammasu
Lammasu, Greater

Lamprey, Giant
Lamprey, Normal
Lizard King
Manticore
Muckdweller
Nereid
Octopus
Pegasus
Pyrolisk
Sea Hag
Shedu
Shedu, Greater
Sphinx, Andro-
Sphinx, Crio-
Sphinx, Gyno-
Thork
Verme
Wasp, Giant
Water Weird
Whirlpool

WARM, FRESHWATER, DEPTHS

Common

Beetle, Giant Water
Dinosaur, Dinichtys
Spider, Giant Water
Throat Leech

Uncommon

Crayfish, Giant
Dinosaur, Archelon Ischyrras
Dinosaur, Elasmosaurus
Frog, Giant
Kapoacanth
Lacedon
Lamprey, Normal
Leech, Giant
Merman
Naga, Water
Ogre, Aquatic
Turtle, Giant Snapping

Rare

Behemoth
Bunyip
Catfish, Giant
Crab, Giant
Crocodile, Normal
Dinosaur, Anatosaurus
Dinosaur, Apatosaurus
Dinosaur, Dimetrodon
Dinosaur, Diplodocus
Dinosaur, Tanystropheus
Dragon, Carp
Dragon, Spirit
Dragonfish
Eel, Electric
Gar, Giant
Hippocampus
Hippopotamus
Lamprey, Giant
Lizard Man
Nixie
Octopus
Sirine
Sunken Ship
Troll, Marine
Vodyanoi

Very Rare

Algoid
Bloodworm
Dinosaur, Brachiosaurus
Dinosaur, Cetiosaurus
Dragon Turtle
Dragon, Sea
Eel, Giant
Eel, Weed
Frog, Killer
Frogemoth
Giant, Storm
Kelpie
Lizard King
Morkoth
Muckdweller
Mud-Man
Nereid
Nymph
Otter, Giant
Sea Hag
Verme
Water Weird

WARM, SALTWATER, SURFACE

Common

Crocodile, Giant
Dinosaur, Plesiosaurus

Dinosaur, Pteranodon
Merchant
Seaweed
Shark
Whale
Uncommon
Buccaneer (Pirate)
Dinosaur, Archelon Ischyrras
Dinosaur, Elasmosaurus
Dinosaur, Mosasaurus
Dinosaur, Nothosaurus
Dolphin
Eel, Giant
Island
Portuguese Man-o-war
Ray, Manta
Sea Hag
Sea Horse
Sea Lion
Spider, Giant Marine
Swordfish
Troll, Marine
Turtle, Giant Sea
Will-o-wisp

Rare

Barracuda
Buccaneer (Pirate)
Crab, Giant
Crabman
Crane, Giant
Dinosaur, Dinichtys
Dinosaur, Tennenodontosaurus
Dragon, Bronze
Dragon, Mist
Dragon, Red
Falcon, Small
Ghost Ship
Hollyphant
Lacedon
Merman
Naga, Water
Nixie
Roc
Sahuagin
Shark, Giant
Snake, Giant Sea
Squid, Giant
Strangle Weed
Whirlpool

Very Rare

Aarakocra
Afanc
Algoid
Deva, Movanic
Dinosaur, Giant Pterosaur
Dragon Turtle
Dragon, Black
Dragon, Blue
Dragon, Brass
Dragon, Celestial
Dragon, Cloud
Dragon, Coiled
Dragon, Copper
Dragon, Gold
Dragon, Green
Dragon, Sea
Dragon, Silver
Dragon-Horse
Dragonne
Eel, Electric Marine
Elf, Aquatic
Falcon, Large
Giant, Storm
Griffon
Grue, Varrdig
Harpy
Hippocampus
Hippogriff
Ixixachitl
Kelpie
Ki-rin
Kapoacanth
Kraken
Lammasu
Lammasu, Greater
Lamprey, Giant
Lamprey, Normal
Locathah
Lycanthrope, Seawolf, G
Lycanthrope, Seawolf, L
Lycanthrope, Wereshark
Manticore
Nereid
Octopus

Pegasus
Shedu
Shedu, Greater
Sirine
Sphinx, Andro-
Sphinx, Crio-
Sphinx, Gyno-
Titan, Lesser
Titan, Major
Triton
Verme
Water Weird
Wind Walker

WARM, SALTWATER, DEPTHS

Common

Dinosaur, Dinichtys
Dinosaur, Plesiosaurus
Ray, Sting
Sea Horse
Seaweed, Bed
Shark
Strangle Weed
Whale

Uncommon

Barracuda
Dinosaur, Archelon Ischyrras
Dinosaur, Elasmosaurus
Dinosaur, Mosasaurus
Dinosaur, Nothosaurus
Dolphin
Eel, Giant
Elf, Aquatic
Kapoacanth
Lacedon
Lamprey, Normal
Masher
Merman
Naga, Water
Ray, Manta
Sahuagin
Sea Hag
Sea Lion
Snake, Giant Sea
Spider, Giant Marine
Swordfish
Troll, Marine
Turtle, Giant Sea
Urchin, Black

Rare

Crab, Giant
Crabman
Dinosaur, Tennenodontosaurus
Eel, Electric Marine
Eye, Floating
Hippocampus
Lamprey, Giant
Locathah
Nixie
Octopus
Ray, Pungi
Shark, Giant
Squid, Giant
Sunken Ship
Triton
Urchin, Green
Urchin, Red

Very Rare

Afanc
Algoid
Crocodile, Giant
Dragon Turtle
Dragon, Sea
Eel, Weed
Eye of the Deep
Giant, Storm
Ixixachitl
Kelpie
Kraken
Lycanthrope, Seawolf, L
Morkoth
Nereid
Nymph
Sirine
Titan, Elder
Titan, Lesser
Titan, Major
Urchin, Silver
Urchin, Yellow
Verme
Water Weird

ASTRAL MONSTER FREQUENCY

Common

Cerebral Parasites
 Daemon, Minor
 Demon, Lesser
 Deva, Astral
 Devil, Minor
 Human Traveler
 Invisible Stalker
 Nighthag
 Nightmare
 Slaad, Red, Blue or Green

Uncommon

Aerial Servant
 Agathion
 Baku
 Basilisk
 Cockatrice*
 Diakk
 Dracolisk*
 Githyanki

Gorgon*

Medusa*

Pyrolisk'

Rakshasa

Shedu

Titan

Rare

Basilisk, Greater,
 Berbalang
 Daemon, Greater
 Demon, Major
 Devil, Major
 Foo Dog
 Githzerai
 Gorgimera*
 Hollyphant
 Intellect Devourer
 Ki-rin
 Modron, Hierarch
 Moon Dog

Phoenix

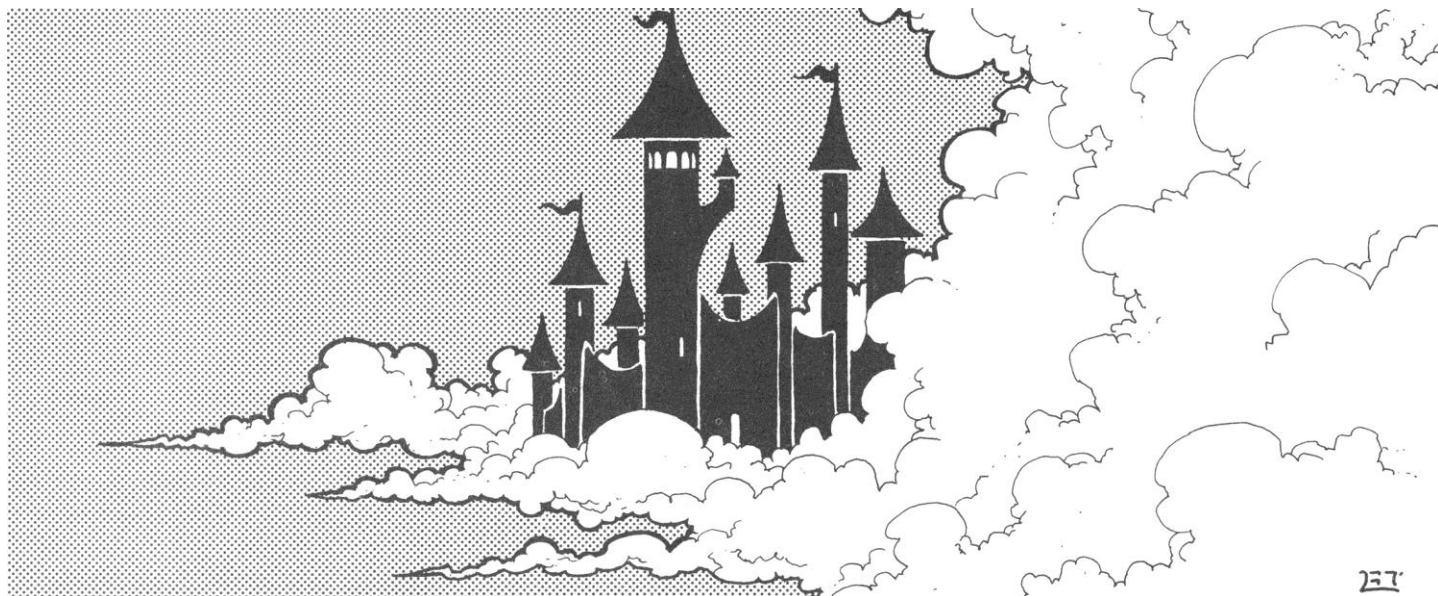
Planetar

Slaad, Death or Grey

Very Rare

Cat Lord
 Daemon, Master
 Demon, Prince or Lord
 Devil, Duke or Arch-
 Dragon, Platinum or Chromatic
 Dragon Horse
 Foo Lion
 Opinicus
 Retriever
 Shed, Greater
 Slaad, Lord
 Solar

*These creatures do not travel the astral or ethereal planes but have attack forms that can affect travelers in these planes,



ETHEREAL MONSTER FREQUENCY

Common

Cerebral Parasite
 Deva, Monadic
 Elementals
 Genie-kind
 Human Traveler
 Lammasu
 Nightmare

Uncommon

Azer
 Basilisk*
 Cockatrice*
 Couatl
 Crysmal
 Daemon, Charona-
 Dracolisk*
 Ghost
 Gorgon*
 Groaning Spirit
 Invisible Stalker
 Ki-rin
 Medusa*

Xag-ya

Xeg-yi

Xorn

Rare

Aerial Servant
 Agathion
 Baku
 Firebat
 Foo Dog
 Grim
 Hollyphant
 Moon Dog
 Opinicus
 Para-elemental
 Planetar
 Salamander
 Shed
 Spider, Phase
 Thought Eater
 Wind Walker
 Xaren
 Xill

Very Rare

Apparition
 Basilisk, Greater*
 Daemon, Charon
 Dragon Horse
 Dragon, Chromatic or Platinum
 Foo Lion
 Gorgimera*
 Intellect Devourer
 Lammasu, Greater
 Phoenix
 Pyrolisk'
 Shed, Greater
 Solar
 Terithran
 Tween
 Vision

*These creatures do not travel the astral or ethereal planes but have attack forms that can affect travelers in these planes,

APPENDIX L: RANDOM GENERATION of CREATURES FROM THE LOWER PLANES

At times it might be useful to have an unrecognizable creature of evil from the planes of the Abyss, Tarterus, Hades, Gehenna, or Hell. It is no great matter to sit down and design a fairly interesting one given an hour or so, but time or desire lacking, the following will enable you to create one or several such monsters in but a few minutes. The format is straight from the AD&D MONSTER MANUAL for ease of recording and handling the creature(s) developed.



- FREQUENCY: Common, uncommon, or rare (d6; 1, 2-3, 4-6)
NO. APPEARING: 1 to 2d4 (circumstances must dictate)
ARMOR CLASS: 17+1d6
MOVE: 30', 45', 60', 75', or 90' (d10; 1-2, 3-4, 5-6, 7-8, 9-0); then roll 1d8 (6 = creature also has swimming ability at ½ walking speed, 7-8 = creature also has flying ability at double walking speed)
HIT DICE: 6+1d4 HD, +1d4-1 bonus hp/HD
% IN LAIR: (circumstances must dictate)
TREASURE TYPE: low value if any (circumstances must dictate)
ATTACKS: See APPEARANCE TABLES on pages 296-297
DAMAGE/ATTACK: See APPEARANCE TABLES on pages 296-297 for natural attacks; or by weapon
SPECIAL ATTACKS: See SPECIAL ATTACKS TABLE on page 297
SPECIAL DEFENSES: See SPECIAL DEFENSES TABLE on page 297
SPECIAL ABILITIES: See OTHER SPECIAL ABILITIES on page 298
MAGIC RESISTANCE: +1 per hit die
INTELLIGENCE: Low, average, very, or high (d4)
ALIGNMENT: According to plane of origin
SIZE: S, M, or L (d8, 1 = S, 2-4 = M, 5-8 = L)
PSIONIC ABILITY: Nil (90%) or as a psionist with a level equal to the creature's HD

GENERATE STRENGTH SCORE

Determine the creature's strength score by adding the result of 1d6 to 14, giving a range of 15-20. Apply STR modifiers to attack and damage rolls.

DETERMINE APPEARANCE

Use the tables on the following page to generate the appearance of the creature, and to determine if the creature has natural attacks. Any aspect of the creature's appearance that indicates a natural attack form is marked with an asterisk (*).

A bit of imaginative creation is helpful in using the tables that follow. For example, if the creature's body is amoeba-like, you might well decide to give it scores of tiny, bubbling sucker mouths over its entire body and omit any mouth on the head. Likewise, you should feel at ease adding to or amending the tables as you desire in order to arrive at still more diverse and unexpected lower planes creatures.

d8 roll	Head	d8 roll	Head	d8 roll	Head Adornment	d8 roll	Head Adornment
1	bat-like	5	humanoid	1	antlers* (1d3)	5	ridge(s)
2	avian	6	simian	2	crest or peak	6	ruff
3	reptilian	7	canine	3	horns* (1d2)	7	spines
4	equine	8	weasel-like	4	knobs	8	none

d8 roll	Overall Visage	d8 roll	Ears
1	gibbering	1	canine
2	menacing	2	elephantine
3	rotting	3	human, tiny
4	pensive, serene	4	human, huge
5	diseased	5	trumpet-like
6	twitching	6	reptilian, membrane
7	wrinkled - seamed	7	bat-like
8	writhing	8	none
d8 roll	Number of Eyes	d8 roll	Eye Color
1	1	1	amber
2	2	2	black
3	2	3	blue
4	2	4	green
5	2	5	metallic
6	3	6	orange-red
7	3	7	milky white
8	4	8	sickly yellow
d8 roll	Eye Type	d8 roll	Nose
1	insectoid	1	flat, misshapen
2	reptilian	2	huge, bulbous
3	frog-like	3	slits only
4	stalked	4	snout
5	huge, flat	5	tiny
6	huge, protruding	6	human-like
7	humanoid	7	trunk-like
8	humanoid	8	blow-hole
d8 roll	Mouth	d8 roll	Torso
1	fanged* (1d2)	1	bipedal (see below)
2	mandibles*† (1d4)	2	bipedal (see below)
3	sucker *□ (1d2)	3	bipedal (see below)
4	bony ridge* (1d2)	4	bipedal (see below)
5	small-toothed	5	quadruped (see below)
6	large-toothed	6	quadruped (see below)
7	tusked* (1d3)	7	serpentine
8	human-like	8	amoeboid
d8 roll	Bipedal Torso	d8 roll	Quadruped Torso
1	simian	1	bovine
2	ursine	2	feline
3	avian	3	canine
4	humanoid	4	crab-like
5	porcine	5	equine
6	reptilian	6	insectoid
7	piscine	7	arachnoid
8	insectoid	8	piscine
d8 roll	General Characteristic I	d8 roll	General Characteristic II
1	corpulent	1	broad
2	skeletal	2	muscled
3	thin	3	rubbery
4	short	4	waxy
5	tall	5	rigid
6	bloated	6	slumped
7	willowy	7	elongated
8	squat	8	asymmetrical
d8 roll	Tail (4 in 6 chance)	d8 roll	Body Odor
1	barbed* (1d3)	1	bloody
2	canine	2	fishy
3	goat-like	3	fecal
4	equine	4	gangrenous
5	porcine	5	moldy
6	prehensile	6	urine
7	lion-like	7	vomit
8	stinger*† (1d2)	8	sulphurous
d8 roll	Skin	d8 roll	Predominant Color
1	bald, smooth	1	black
2	furred	2	blue
3	hairy, bristled	3	brown
4	leathery	4	pale gray
5	scaled	5	pale green
6	slimy	6	ruddy (red or pink)
7	warted, bumpy	7	jaundiced yellow
8	pustule-covered	8	bruised, purplish

d8 roll	Back	d8 roll	Wings (50% chance)
1	maned	1	bat-like
2	hunched	2	avian
3	spiked	3	insectoid
4	normal	4	membranous
5	normal	5	fan-like
6	normal	6	vestigial, bat-like
7	ridged	7	vestigial, insectoid
8	spined	8	bat-like
d8 roll	Arms (as applicable)	d8 roll	Hands (as applicable)
1	humanoid	1	webbed
2	humanoid	2	claws/ or talons* (1d3)
3	ursine	3	humanoid
4	simian	4	insectoid
5	tentacles	5	tentacle-fingered
6	insectoid	6	withered, bony* (1)
7	reptilian	7	suckers*□ (1)
8	frog-like	8	pincered* (1d3)
d8 roll	Legs (as applicable)	d8 roll	Feet (as applicable)
1	humanoid	1	hooved* (1d3)
2	avian	2	claws/talons* (1d3)
3	goat-like	3	suckers*□ (1)
4	equine	4	humanoid
5	elephantine	5	webbed
6	tentacles	6	insectoid
7	insectoid	7	elephantine
8	simian	8	tentacle-toed

* indicates a natural attack form that deals the listed damage. Increase the die type by 1 (i.e. from 1d4 to 1d6) for Large creatures and decrease the die type by 1 (i.e. from 1d8 to 1d6) for Small creatures.

† indicates a 4 in 6 chance for a poison attack. Poison can be either lethal (50%) or cause ability damage (50%).

□ indicates a blood drain attack that deals 1d4 points of CON damage per round. The creature can drain a number of CON points equal to its Hit Dice +4 each day.

DETERMINE SPECIAL ATTACKS & DEFENSES

Once you have the form and appearance of the creature, determine damage its other special offensive and defensive abilities. The tables below suggest a limited number of attack/defense forms. The DM is urged to add others of his own creation as appropriate to the plane and the creature.

Spell-like and spell use abilities should be based upon intelligence level and relative strength in Hit Dice. Consult the *MONSTER MANUAL* listings for daemons, demons, devils, and night hags for examples.

Spell levels for these spell-like abilities or spells should be no greater than 1/3 to 1/2 of the creature's Hit Dice.

Spell immunity must be limited to 1d4 pre-determined spells.

Weapon immunity can pertain to iron, silver, or any other, including combinations. Creatures with weapon immunity may only be struck by weapons forged or special materials (cold iron or silver, for example) or by magical weapons of a certain value (i.e. +1, +2, etc.)

SPECIAL ATTACK TABLE (roll 1d3 to determine # of such attacks)

d8 roll	special attack
1	ability drain
2	energy drain
3	acid, gas or missile discharge
4	heat generation
5	cold generation
6	spell-like abilities (1d3 spell-like abilities, +1 per 3 HD)
7	spell use (1d4 spells, +1 per 3 HD)
8	summon/gate ability

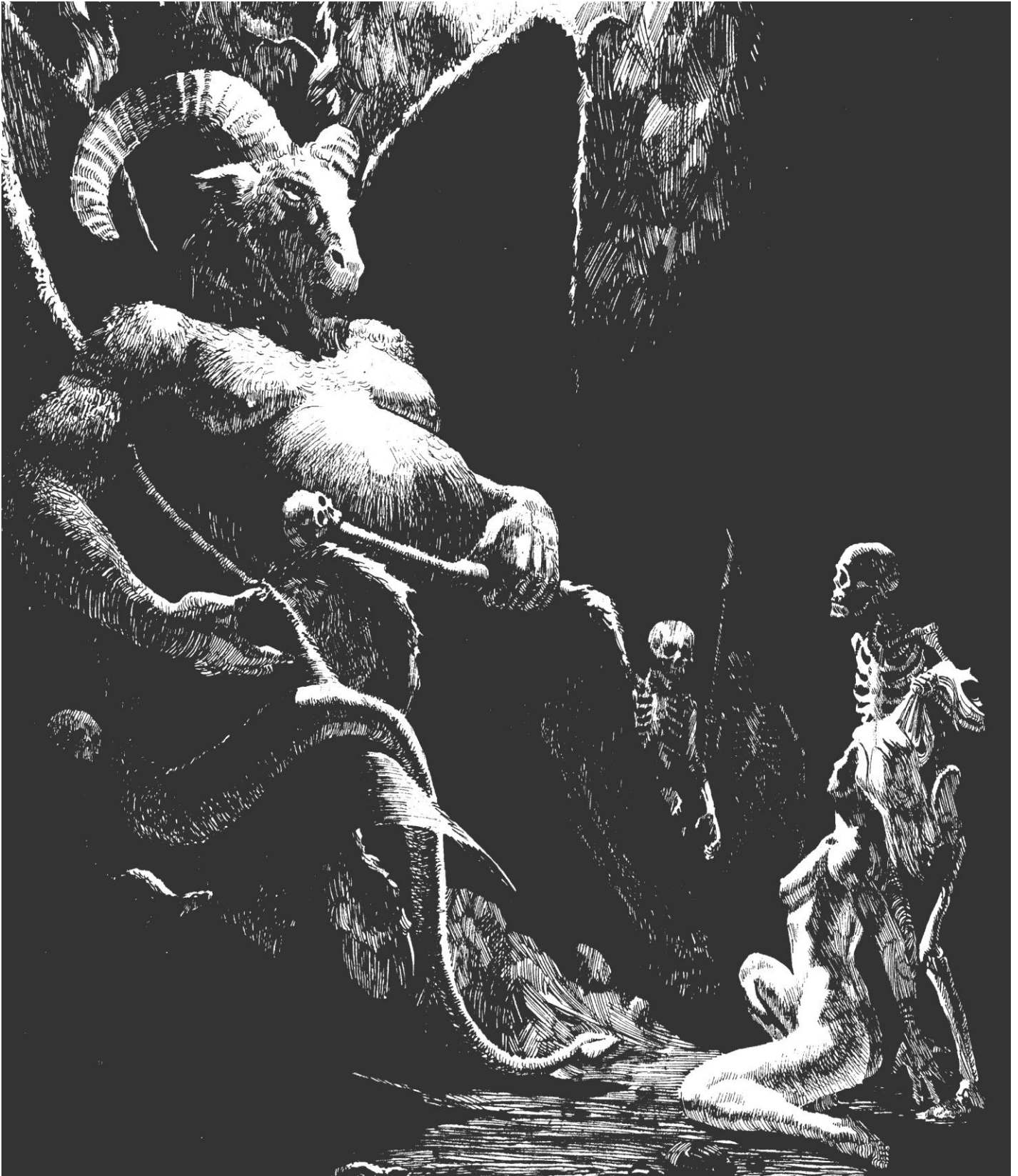
SPECIAL DEFENSE TABLE (roll 1d4 to determine the # of such defenses)

d8 roll	special defense
1	acid immunity
2	cold immunity
3	electrical immunity
4	heat immunity
5	poison immunity
6	spell immunity
7	weapon immunity
8	regeneration (1 hp/round)

OTHER SPECIAL ABILITIES

Extraplanar creatures often have other, non-combat, special abilities such as darkvision, scent and/or the ability to speak in tongues. To avoid having nothing more than different mixtures of the same old ingredients, be certain that you put a bit of personal creativity into

each monster. A list of new and different factors should be started, perhaps in the margin, and then fresh ideas added as they come. When a monster is devised, cross off the unique features from the marginal list.



APPENDIX M: PSIONICS (Optional)

Psionics are various powers derived from the brain, that enable characters and creatures so endowed to perform in ways which resemble magical abilities.

If you opt to include psionic abilities in your campaign the psionist class should be made available to player characters. Furthermore DMs who choose to include psionic powers in their game should include psionic creatures such as mind flayers, intellect devourers and brain moles in their campaigns, as these creatures are drawn to those who use psionics and are designed to challenge them. Page 274 of this book provides a *Psionic Encounter Table* for this purpose. Psionic creatures may still be used even if the following psionic rules are not used, though their psionic abilities would, instead, function as spell-like abilities.

THE PSIONICIST

The psionist is a member of a class devoted to the exercise of innate mental powers. Certain individuals have within them a talent for that sort of thing, and these persons can opt to be psionists. Many people assume that psionics is just another type of magic. Magic is the ability to shape, control, harness, and utilize natural forces that infuse the game world and surround the characters. It is based on the principle that, through the use of words, gestures, and catalyzing materials of unique power, these external energies can be controlled. The key element of that statement is external energy. Magical effects are produced externally by manipulating outside forces. The power does not come from inside the spellcaster but from somewhere else. Psionics is the complete opposite of this. The psionist shapes, controls, harnesses, and utilizes natural forces that infuse his being. His effort is focused inward rather than outward. He must be completely in touch with and aware of even the tiniest workings of his body and mind. This type of knowledge comes from long and intense meditation coupled with physical extremes. The psionist finds enlightenment in both complete exhaustion and complete relaxation, in both pain and pleasure. The mind and body are only parts of a much greater unity. Indeed, discussing one without the other, as so many people do, seems nonsensical to a psionist; they cannot be separated. The body produces energy and vitality; the mind gives it shape and reality. Neither does the psionist study nor pray for his powers. He carries them with him wherever he goes. As long as his mind and body are rested his psionic strength - his powers - are available to him. More than a character of any other class, the psionist is self-contained. Unlike the fighter and thief, he needs no weapons or tools to practice his art. Unlike the cleric, he needs no deity. Unlike the magic-user, he relies on no outside energies. His power comes from within, and he alone gives it shape. The psionist strives to unite every aspect of his self into a single, powerful whole. He looks inward to the essence of his own being, and gains control of his subconscious. Through extraordinary discipline, contemplation, and self-awareness, he unlocks the full potential of his mind.

level	hit dice (d6)	bonus to hit (BTH)	experience points
1	1	0	0
2	2	0	2,500
3	3	+1	5,000
4	4	+1	10,000
5	5	+1	20,000
6	6	+2	37,500
7	7	+2	75,000
8	8	+2	150,000
9	9	+3	250,000
10	+2	+3	500,000
11	+2	+3	750,000
12	+2	+4	1,000,000
13	+2	+4	1,250,000
14	+2	+4	1,500,000
15	+2	+5	1,750,000
16	+2	+5	2,000,000
17	+2	+5	2,250,000
18	+2	+6	2,500,000
19	+2	+6	2,750,000
20	+2	+6	3,000,000

Ability Requirements: Intelligence 9, wisdom 9, charisma 9
Hit Die: d6
Alignment: Any
Races: Any
Weapons: Broadsword, club, dagger, dart, throwing hammer, longsword, quarterstaff, scimitar, short sword, sling and spear

Armor: None*
Abilities: Attack and defense modes, psionic powers

*A psionist may not use psionic powers, attack modes or defense modes in armor.

Attack and Defense Modes: All psionists, as they progress in their training, master offensive and defensive modes of mental combat. All of these modes, except for psionic blast, may only be employed against psionists or psionically active creatures.



These attack and defense modes may be employed just like other psionic powers (see below). They differ from powers in that attack and defense modes do not count against the psionist's limit of known powers. All psionists of sufficient level have access to the modes listed below.

Attack modes may be used once per round and have an instantaneous duration. All defense modes take one round to activate and, with the exception of *mind blank* (see below), have a duration of 1 turn. The duration of defense modes increase to 2 turns at level 4 and by an additional turn at levels 8, 12, 16 and 20. Once a defensive mode is activated a psionist is free to take other actions, as maintaining defense modes does not require concentration on the psionist's part).

attack modes	power level	range, area of effect
mind thrust	1	30' range, 1 creature
ego whip	2	30' range, 1 creature
id insinuation	2	30' range, 10' radius
psionic blast	3	30' cone
psychic crush	5	30' range, 1 creature

- **mind thrust:** mind thrust is a stabbing attack that seeks to short the synapses of the defender. It deals 1d8 points of damage to a psionically active creature. The defender may make a wisdom save to negate this damage.
- **ego whip:** ego whip attacks the ego, either by feelings of inferiority and worthlessness or by superiority and megalomania. The attack affects but a single psionically active creature, dealing 1-2 point of charisma damage and stunning the foe for 1d4 rounds. The defender may make a charisma save for no damage. Those making their save are not stunned.
- **id insinuation:** id insinuation seeks to loose the uncontrolled subconscious mind of the defender, pitting it against the super-ego. The attack affects all psionically active creatures in 10' radius, acting as a *confusion* spell for such targets. A successful wisdom save negates the *confusion* effect.
- **psionic blast:** psionic blast is a wave of brain force, in effect much like "stunning news" to the mind. It is the only psionic attack mode that can affect non-psionic creatures, *stunning* all creatures in 30' cone for 1 round. A wisdom save negates this effect.
- **psychic crush:** psychic crush is a massive assault upon all neurons in the brain of a psionically active creature, attempting to destroy all by a massive overload of signals. The target must make a wisdom save or collapse, unconscious and dying, at -1 hit points. If the target succeeds on its save, it takes 3d6 points of damage.

defense modes	power level	range, area of effect
thought shield	2	personal
mental barrier	3	personal
intellect fortress	4	personal, 10' x 10' cylinder
tower of iron will	5	personal, 10' radius sphere
mind blank	7	personal

- **thought shield:** thought shield cloaks the mind so as to hide first one part, then another. It grants the psionicist *Psionic Resistance* of +10.
- **mental barrier:** mental barrier is a carefully built thought repetition wall that exposes only that small area of the psionicist's mind. This power grants the psionicist a +4 bonus to their saves and armor class versus psionic attacks.
- **intellect fortress:** intellect fortress is a defense that calls forth the powers of the ego and super-ego to stop attacks within 10' of the psionicist. All damage dealt by psionic powers and attack modes, including ability damage, is halved for those within the fortress.
- **tower of iron will:** tower of iron will relies only upon the super-ego to build an unassailable haven for the brain. It effects all within 10' of the psionicist, granting *Psionic Resistance* of +15 to all creatures within 10'.
- **mind blank:** mind blank attempts to hide the mind from attack, making its parts unidentifiable. This power works exactly as the spell *mind blank* except that it defends against psionic devices and powers that detect, influence, or read emotions or thoughts for 24 hours.

Psionic Powers: Psionicists use powers selected from the *Psionicist Powers* table on page 301. Unlike spellcasters, psionicists can use any known power without preparing it ahead of time, assuming they have not yet used up their powers per day for that power level.

Psionicists need to have an adequate charisma score in order to activate their powers. They must have a minimum charisma of 9 in order to activate powers. Their maximum power level is equal to one half of the psionicist's charisma score, rounding fractions up. As such, a psionicist with a charisma score of 9 or 10 may activate up to 5th level powers while a psionicist with a charisma score of 15 or 16 may activate up to 8th level powers.

A psionicist may activate lower level powers in place of higher level powers that they are unable to use. "U" indicates the the psionicist can use an unlimited number of 0-level powers each day.

powers per day

level	0	1 st	2 nd	3 rd	power level					
					4 th	5 th	6 th	7 th	8 th	9 th
1	U	3								
2	6	4								
3	6	5								
4	6	6	3							
5	6	6	4							
6	6	6	5	3						
7	6	6	6	4						
8	6	6	6	5	3					
9	6	6	6	6	4					
10	6	6	6	6	5	3				
11	6	6	6	6	6	4				
12	6	6	6	6	6	5	3			
13	6	6	6	6	6	6	4			
14	6	6	6	6	6	6	5	3		
15	6	6	6	6	6	6	6	4		
16	6	6	6	6	6	6	6	5	3	
17	6	6	6	6	6	6	6	6	4	
18	6	6	6	6	6	6	6	6	5	3
19	6	6	6	6	6	6	6	6	6	4
20	6	6	6	6	6	6	6	6	6	5

Bonus Powers: Psionicists with high charisma scores receive bonus powers per day. See the *bonus powers per day* table below for more information. Note that bonus powers are cumulative, so a psionicist with an 18 charisma receives one bonus 1st, 2nd and 3rd level power. Also note that bonus powers can only be acquired if the psionicist is of high enough level to use them.

bonus powers to day

charisma score	1	2	3	4	5	6	7	8	9
9-12									
13-15	1								
16-17	1	1							
18	1	1	1						
19	2	1	1	1					
20	2	2	1	1	1				
21	2	2	2	1	1	1			
22	3	2	2	2	1	1	1		
23	3	3	2	2	2	1	1	1	
24	3	3	3	2	2	2	1	1	1
25	4	3	3	3	2	2	2	1	1

Known Powers: A psionicist's selection of powers is extremely limited. A psionicist begins play knowing four 0-level powers and two 1st level powers of their choice. At each new psionicist level, he gains one or more new powers, as indicated on the following table. The number of powers known is not affected by his charisma score.

level	0	1 st	2 nd	3 rd	powers known					
					4 th	5 th	6 th	7 th	8 th	9 th
1	4	2								
2	4	2								
3	4	3								
4	4	3	1							
5	4	4	2							
6	4	4	2	1						
7	4	5	3	2						
8	4	5	3	2	1					
9	4	5	4	3	2					
10	4	5	4	3	2	1				
11	4	5	5	4	3	2				
12	4	5	5	4	3	2	1			
13	4	5	5	4	4	3	2			
14	4	5	5	4	4	3	2	1		
15	4	5	5	4	4	4	3	2		
16	4	5	5	4	4	4	3	2		
17	4	5	5	4	4	4	3	3	2	
18	4	5	5	4	4	4	3	3	2	1
19	4	5	5	4	4	4	3	3	3	2
20	4	5	5	4	4	4	3	3	3	3

Upon reaching 4th level, and at every even-numbered psionicist level after that (6th, 8th, and so on), a psionicist can choose to learn a new power in place of one he already knows. In effect, the psionicist "loses" the old power in exchange for the new one. The new power's level must be the same as that of the power being exchanged, and it must be at least two levels lower than the highest-level psionicist power known. A psionicist may swap only a single power at any given level, and must choose whether or not to swap the power at the same time that he gains new powers known for the level.

Starting Funds: Psionicists begin play with 20-80 gold pieces (2d4x10) with which to purchase their initial equipment.



PSIONICIST POWERS*

	<i>0-level</i>	<i>1st level</i>	<i>2nd level</i>	<i>3rd level</i>	<i>4th level</i>
1	accelerate healing	armor	blur	alter self	blink
2	detect psionics	cause fear	calm emotions	clairaudience/voyance	body weaponry
3	know direction	charm person	change self	confusion	charm monster
4	message	comprehend languages	darkvision	cure disease	deep slumber
5		cure light wounds	detect invisibility	cure moderate wounds	detect scrying
6		endure elements	esp	detect lie	dimensional pocket
7		enlarge self	feign death	dispel psionics	dominate animals
8		feather fall	forget	fear	freedom of movement
9		floating disk	gust of wind	fly	hold monster
10		force missile	hold person	haste	improved invisibility
11		hypnotic pattern	insight	invisibility	resilient sphere
12		lesser body weaponry	levitate	lesser restoration	scrying
13		jump	resist energy	neutralize poison	shout
14		know alignment	silence 15' radius	nondetection	tongues
15		remove fear	slow poison	protection from energy	wall of wind
16		run	strength	suggestion	
17		shield	telepathy	water breathing	
18		sleep	tongues	water walk	
	<i>5th level</i>	<i>6th level</i>	<i>7th level</i>	<i>8th level</i>	<i>9th level</i>
1	control water	antipsionic shell	charm plants	dimensional lock	astral projection
2	control winds	break enchantment	ethereal jaunt	iron body	dominate monster
3	dimension door	feeblemind	forcecage	mass charm	etherealness
4	dimensional anchor	find the path	improved restoration	plane shift	foresight
5	dominate person	improved dispel psionics	improved scrying	power word stun	freedom
6	mind fog	mass suggestion	insanity	repulsion	power word kill
7	polymorph self	passwall	phase door	reverse gravity	shapechange
8	precognition	repulsion	power word blind	telekinetic sphere	time stop
9	restoration	teleport	regeneration	whirlwind	
10	stoneskin	wall of force	teleport without error		
11	telekinesis				

* See pages 303-320 for descriptions of these powers

USING PSIONICS

A character who wishes to activate a psionic ability (whether it is a power, attack or defense mode) announces his intention to the Dungeon Master during the character's initiative turn. A character must make all pertinent decisions about the ability (range, target, area, effect, etc.) when the character begins using it, unless the ability specifies otherwise. The character must make some choice about whom the psionic ability is to affect or where the effect is to originate, depending on the type of ability used. The Dungeon Master applies whatever result an ability entails using that ability's description.

To activate a psionic ability, the character must be able to speak (if the ability has a verbal component) and gesture (if it has a somatic component). Generally, psionic abilities do not require material components of any sort, with exceptions being noted below. Additionally, the character must *concentrate* when activating an ability, as per the *concentration* rules below. If something interrupts the character's concentration while activating a psionic ability, the ability is lost without effect. If the character ever tries to activate an ability in conditions where the characteristics of that ability (range, area, etc.) cannot be made to conform, the activation fails and the ability is expended with no effect.

Psionic ability durations are measured in rounds, minutes, turns or hours, just as spells are. When the duration expires, the ability's effect ends.

POWER DESCRIPTIONS: Psionic power descriptions follow the same format as magical spells and, for the most part, mirror spells in their abilities and description. The "schools" of various powers differ from those of their magical counterparts due to the differences in those powers' application. Curative powers, for example, are of the *alteration* rather than *necromantic* "school" for psionists by virtue of their effect and source. In addition, many *alteration* powers (such as *cure*, *darkvision*, *fly*, & *polymorph* powers) are restricted in their application, limited to use by the psionist alone.

- **Concentration:** To activate an ability, the character must concentrate. If something interrupts the character's concentration while the character is activating a power, attack or defense mode, the ability is expended without effect. Sometimes, the Dungeon Master may allow a *concentration* check (a charisma check for a psionist) to see if the ability is disrupted (and lost) or not (activation is completed). Psionists add their level to this check.

Psionists attempting to activate powers while engaged in melee must make a *concentration* check in order to successfully activate that power. The DC for this concentration check is equal to 15 plus the level of the power that is being activated.

If damaged while activating a power, the DC is based upon the damage taken as the power is activated. The DC is equal to 15 plus 1 point per 5 points of damage dealt (round fractions normally). As such, an attack that deals 16 points of damage as a power is being activated would require a DC 18 concentration check. For effects that do not directly deal damage the DC is equal to 10 plus the threat's level (usually the caster level for spells/powers or hit dice for creature abilities).

Anything that could break the character's concentration when activating a psionic ability can also break the concentration necessary to maintain that ability.

Psionic attack modes may not be maintained through concentration. Each round that an attack mode is used, the psionist must reactivate it. Defense modes, on the other hand, may be maintained without concentration.

A character cannot activate an attack mode or power while concentrating on another one, but may activate either powers or attack modes while maintaining a defense mode.

The only psionic powers that a character may activate while grappling or pinned are those without somatic components. Even so, the Dungeon Master will often require a *concentration* check for the character to activate a power. Vigorous motion, such as from riding a mount, the rocking of a small boat in rough water or simply being jostled in a similar fashion, might necessitate a *concentration* check.

SAVING THROWS: As is the case with magic, a creature that successfully saves against a psionic attack without obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted power or attack mode, the attacking psionist senses that the ability has failed. The psionist does not sense when creatures succeed at saving throws against abilities that effect an area.

PSIONIC RESISTANCE: *Psionic resistance* is a special defensive ability. A defender's *psionic resistance* grants them an additional measure of protection against psionic attacks. If a defender is resisting a psionic power or attack mode with psionic resistance, the user of the power or attack mode must make a charisma check opposed by the defender's psionic resistance check. The defender rolls 1d20 and adds their psionic resistance rating. If the psionic attacker loses this opposed check, the power or attack mode has no effect.

The psionic resistance line of the descriptive text of a power description explains whether or not the psionic resistance applies, as some powers are not affected by a target creature's psionic resistance. Psionic resistance applies even if a given power also allows the target creature a saving throw. The effects of psionic resistance, if any, are applied first, and then the creature may also make a saving throw. In most cases, psionic resistance applies only when a resistant creature is targeted by the power or attack mode, not when a resistant creature encounters a power that is already in place, such as a *wall of wind*.

A creature with psionic resistance must voluntarily drop the resistance in order to receive the effects of a beneficial or harmless power without the check described above. If a power does not include a psionic resistance entry, then assume no psionic resistance check is allowed.

PSIONICS VERSUS MAGIC: Magical spells and abilities, though similar to psionic powers and abilities in their effects, are vastly different from psionics in terms of their underlying sources and the means through which they are accessed. The following guidelines demonstrate the limits of magic-to-psionic interactions:

- **Dispelling:** *Dispel magic* has a diminished effect on psionic powers while *dispel psionics* has a diminished effect on magic. When making a *dispel* check against the opposing energy, the check is assessed a –5 penalty. A power that automatically negates another psionic effect has a 50% chance to negate the same magical effect and vice versa.
- **Enchantment/Charm Spells and Powers:** Spells and special abilities that protect the mind against *enchantment/charm* effects only provide half of their normal resistance versus psionic *enchantment/charm* effects and vice versa. For instance, half-elves would only gain a +1 bonus on their saving throws to resist psionic *sleep* and *charm* attacks (as fractions are always rounded down).
- **Dead Magic/Null Psionic Areas:** Psionics have a chance to be hindered in an area of dead magic (such as in an *antimagic shell*), and vice versa. Each round, an opposing effect has only a 50% chance to remain unhindered. If hindered, it is considered suppressed while within the affected area.
- **Magic Resistance & Power Resistance:** *Magic resistance* works against powers, and *power resistance* works against spells, though in both cases the *power resistance* and *magic resistance* is considered to be half of its normal value. Thus a creature with *magic resistance* +10 resists a psionic power as though it had *power resistance* of +5.

PSIONIC POWER DESCRIPTIONS

Accelerate Healing

Alteration

Level: Psionicist 0

Components: S

Activation Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Upon activating this power the psionicist's wounds are instantaneously bound. Any wounds the psionicist has heal as if they were tended by a trained healer.

Alter Self

Alteration

Level: Psionicist 3

Components: S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 turn/level (dismissible)

When this power is used, the power's user can alter his appearance and form - including clothing and equipment - to appear taller or shorter; thin, fat, or in between; human, demihuman, humanoid, or any other generally man-shaped bipedal creature. The new form must be of the same size category as the psionicist's true form.

If the form selected has wings, the psionicist can actually fly, but at only ½ of the movement rate (rounded to the nearest 5' increment) of a true creature of that type, and with a loss of two maneuverability classes (to a minimum of E). If the form has gills, the psionicist can breathe under water as long as the power lasts. However, the psionicist does not gain any multiple attack routines or additional damage allowed to an assumed form. Likewise he retains whatever sensory powers he had before the power was activated, and does not gain the sensory powers of his new form.

The psionicist's hit dice, hit points, attack rolls, armor class, and saving throws do not change. The power does not confer special abilities, attack forms, or defenses. Once the new form is chosen, it remains for the duration of the power. The power's user can change back into his natural form at will, though this ends the power immediately. A psionicist who is slain automatically returns to his normal form.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes non-functional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

Antipsionic Shell

Abjuration

Level: Psionicist 6

Components: S

Activation Time: 1 round

Range: Personal

Area: 10' radius sphere, centered on you

Duration: 1 turn/level (dismissible)

Saving Throw: None

Psionic Resistance: See text

An invisible, spherical barrier surrounds you and moves with you. The space within this barrier is impervious to most psionic effects, including powers, psionic abilities held by creatures and psionic attack modes. Likewise, it prevents the functioning of any psionic items or powers within its confines.

An *antipsionic shell* suppresses any power or psionic effect used within, brought into, or activated in the area, but does not *dispel* it. Time spent within an *antipsionic shell* counts against the suppressed power's duration.

Dispel psionics does not remove the field. Two or more *antipsionic shells* sharing any of the same space have no effect on each other. Certain powers, such as *wall of force*, remain unaffected by

antipsionic shell (see the individual power descriptions). Artifacts and deities are unaffected by mortal powers such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Armor

Abjuration

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 hour/level (dismissible)

Saving Throw: None

Psionic Resistance: No

By means of this power, the psionicist creates a psychokinetic field of force that serves as if it were chainmail armor (+4 bonus to armor class). The power has no effect on a person already armored and/or employing a shield but is cumulative with the *shield* power. A *ring* or *cloak of protection* may be used with the *armor* power.

The *armor* power does not hinder movement or prevent the use of powers, and adds no weight or encumbrance.

Astral Projection

Conjuration/Summoning

Level: Psionicist 9

Components: V, S

Activation Time: 30 minutes

Range: Touch

Targets: You plus one additional, willing creature touched per two psionicist levels

Duration: See text

Saving Throw: None

Psionic Resistance: Yes

By freeing your spirit from your physical body, this power allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The power projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by a silvery cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although *astral projection* is able to function on the Astral Plane, it only affects creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The power lasts until you desire to end it, or until it is terminated by some outside means, such as *dispel psionics* cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

Blink

Conjuration/Summoning

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 round/level (dismissible)

You “blink” back and forth between the Material Plane and the Ethereal Plane. You look as though you’re winking in and out of reality very quickly and at random.

Blinking has several effects, as follows:

Physical attacks against you have a 50% miss chance. If the attack is capable of striking ethereal creatures, the attacker only suffers a –2 attack penalty (as you are considered to have 50% concealment).

If the attacker can see *invisible* creatures, the –2 attack penalty still applies. (For an attacker who can both see and strike ethereal creatures, there is no attack penalty.) Likewise, your own attacks have a 50% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted power has a 50% chance to fail against you while you’re *blinking* unless your attacker can target *invisible*, ethereal creatures. Your own powers have a 50% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane.

While *blinking*, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). You strike as an *invisible* creature (with a +2 bonus on attack rolls). You take only half damage from falling, since you fall only while you are material.

While *blinking*, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is *invisible*, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial.

Abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can’t attack material creatures and powers you use while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

Blur

Illusion/Phantasm

Level: Psionicist 2

Components: V

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/level (dismissible)

Saving Throw: None

Psionic Resistance: No

The subject’s outline appears blurred, shifting and wavering. This distortion grants the subject 50% concealment. The *detect invisibility* power doesn’t counteract the *blur* effect, but the *true seeing* power does.

Opponents that cannot see the subject ignore the power’s effect (though fighting an unseen opponent carries penalties of its own).

Body Weaponry

Alteration

Level: Psionicist 4

Components: S

Activation Time: 1 round

Range: Personal

Targets: You

Duration: 1 minute/level

Saving Throw: None

Psionic Resistance: None

The *body weaponry* power allows the possessor to use his body as both weapon and shield by altering the molecules in the body as needed. Weapons created through use of this power must be able to be wielded by the psionicist and function as deal their usual damage. If the weapon is one-handed, the psionicist may alter his other forearm to create a small shield. Both the weapon and shield function as if they were +2 items.

Use of this power does not prevent the psionicist from activating powers, even those with somatic components.

Break Enchantment

Abjuration

Level: Psionicist 6

Components: V, S

Activation Time: 1 minute

Range: 30' (Close)

Targets: Up to one creature per level, all within 30' of each other

Duration: Instantaneous

Saving Throw: See text

Psionic Resistance: No

This power frees victims from psionic *enchantments* or mind control of any sort. *Break enchantment* can reverse even an instantaneous effect such as *feeblemind* or *insanity* effects. For each such effect, you make a power use level check (1d20 + psionicist level) with a penalty equal to the power user’s level (or hit dice, for creatures with psionic spell-like powers). Success means that the creature is free of the power, curse, or effect. For a cursed psionic item, the penalty is equal to the creator’s level (or 15 if the creator’s level is unknown).

If the power is one that cannot be dispelled by *dispel psionics*, *break enchantment* works only if that power is 5th level or lower.

If the effect comes from some permanent psionic item *break enchantment* does not remove the power from the item, but it does free the victim from the item’s effects.

Calm Emotions

Enchantment/Charm

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: 100' (Medium)

Area: Creatures in a 20' radius circle

Duration: Concentration, up to 1 round/level (dismissible)

Saving Throw: Charisma negates

Psionic Resistance: Yes

This power calms agitated creatures. You have no control over the affected creatures, but *calm emotions* can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) nor do anything destructive. Aggressive action against or damage dealt to a calmed creature immediately breaks the power on all calmed creatures.

This power automatically suppresses a bard’s ability to *inspire* or a barbarian’s *berserker rage* ability. It also suppresses any *fear* effects and removes the *confused* condition from all targets.

While the power lasts, a suppressed power or effect has no effect. When the *calm emotions* power ends, the original power or effect takes hold of the creature again, provided that its duration has not expired.

Cause Fear

Enchantment/Charm

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: 30' (Close)

Target: One living creature with 5 or fewer HD

Duration: 1d4 rounds or 1 round; see text

Saving Throw: Charisma negates

Psionic Resistance: Yes

The affected creature becomes frightened and flees from the power’s user as quickly as possible. Creatures with 6 or more hit dice are immune to this effect. *Cause fear* counters and dispels *remove fear*.

Change Self

Alteration

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

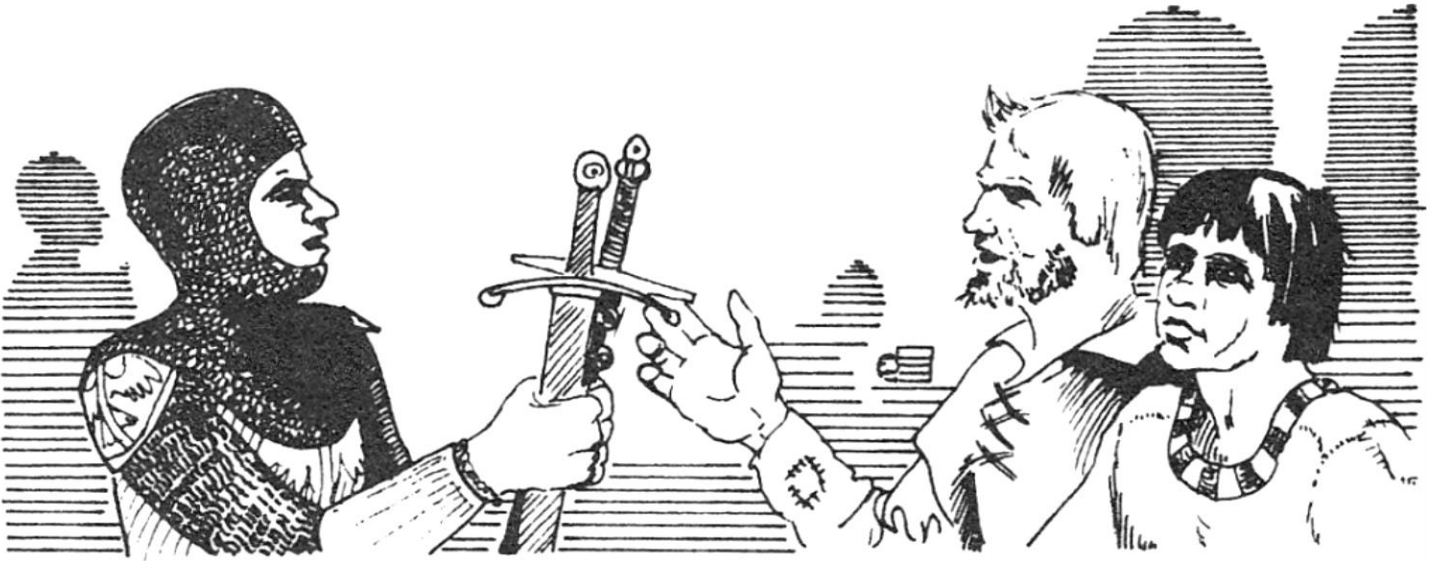
Range: Personal

Target: You

Duration: 1 turn/level (dismissible)

You make yourself - excluding clothing, weapons, and equipment - look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type (a humanoid psionicist must retain a humanoid form). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The power does not provide the abilities or mannerisms of the chosen form, but does alter both your perceived tactile and audible properties.



Charm Monster

Enchantment/Charm

Level: Psionicist 4

Target: One living creature

Duration: One day/level

This power functions like *charm person*, except that the effect is not restricted by creature type or size.

Charm Person

Enchantment/Charm

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: 30' (Close)

Target: One humanoid creature

Duration: 1 day/level

Saving Throw: Charisma negates

Psionic Resistance: Yes

This power makes a humanoid creature regard you as its trusted friend and ally (treat the target as having "goodwill" towards you).

If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The power does not enable you to control the *charmed* person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed charisma check to convince it to do anything it wouldn't ordinarily do (retries are not allowed). An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

Any act by you or your apparent allies that threatens the *charmed* person breaks the power. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Clairaudience/Clairvoyance

Divination

Level: Psionicist 3

Components: V, S

Activation Time: 1 turn

Range: Range

Effect: You can remotely hear or see from a point within 400'

Duration: 1 minute/level (dismissible)

Saving Throw: None

Psionic Resistance: No

Clairaudience/clairvoyance enables you to hear or see (your choice) a remote location almost as if you were there. You don't need line of sight or line of effect, but the locale must be known - a place familiar to you or an obvious one. Once you have selected the locale, you may not move your point of perspective but can look in all directions to view the area as desired. Unlike other scrying powers, this power does not allow psionic or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it

is naturally pitch black, you can see in a 10' radius around the center of the power's effect.

Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

Comprehend Languages

Divination

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 turn/level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, you must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The power enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the power reveals that it is magical. It does not decipher codes or reveal messages concealed in otherwise normal text.

Confusion

Enchantment/Charm

Level: Psionicist 3

Components: V, S

Activation Time: 1 round

Range: 100' (Medium)

Area of Effect: 2-8 creatures in a 10' radius circle

Duration: 1 round/level

Saving Throw: Charisma negates

Psionic Resistance: Yes

This power causes the 2d4 targets within the power's area of effect to become *confused*, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d20	behavior
1-2	attack power's user
3-4	act normally
5-10	do nothing but babble incoherently
11-14	flee away from power's user at top possible speed
15-20	attack nearest creature

A *confused* character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a *confused* character. Any *confused*

character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes.

Control Water

Alteration

Level: Psionicist 5

Components: V, S

Activation Time: 1 round

Range: 400' (Long)

Area: See below

Duration: 1 turn/level (dismissible)

Saving Throw: None; see text

Psionic Resistance: No

Depending on the version you choose, the *control water* power raises or lowers water.

Lower Water: This causes water or similar liquid to reduce its depth by as much as 2 feet per psionicist level (to a minimum depth of 1 inch). The water is lowered within a squarish depression whose sides are up to power's user level x 10 feet long. In extremely large and deep bodies of water, such as a deep ocean, the power creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the power. When used against water elementals and other water-based creatures, this power acts as a *slow* power (charisma negates). The power has no effect on other creatures.

Raise Water: This causes water or similar liquid to rise in height, just as the *lower water* version causes it to lower. Boats raised in this way slide down the sides of the hump that the power creates. If the area affected by the power includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land.

With either version, you may reduce one horizontal dimension by half and double the other horizontal dimension.

Control Winds

Alteration

Level: Psionicist 5

Components: V, S

Activation Time: 1 round

Range: 400' (Long)

Area: 40'/level radius cylinder, 40' in height

Duration: 1 turn/level

Saving Throw: Strength negates

Psionic Resistance: No

You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or in a circular pattern, increase its strength, or decrease its strength. The new wind direction and strength persist until the power ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.

Wind Strength: For every three psionicist levels, you can increase or decrease wind strength by one level.

- **Strong Wind:** Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and on perception checks. Creatures in the area must make a strength check with a +5 bonus or be knocked prone.
- **Severe Wind:** In addition to automatically extinguishing any unprotected flames and have a 50% chance of extinguishing protected flames (such as lanterns). Ranged weapon attacks and perception checks are at a -4 penalty. Creatures in the area must make a strength check with no modifier or be knocked prone. Flying creatures take 1d4 subdual damage.
- **Windstorm:** Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. Perception checks are at a -8 penalty. Creatures in the area must make a strength check with a -2 penalty or be knocked prone. Flying creatures take 1d4 points of damage.
- **Hurricane-Force Wind:** All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Perception checks are impossible.

Creatures in the area must make a strength check with a -5 penalty or be knocked prone. Those failing by 5 or more take 1d4 subdual damage. Flying creatures take 2d4 points of damage.

- **Tornado:** All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are perception checks. Characters in close proximity to a tornado who fail their strength save are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 5d8 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 450' or 90" per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction. Items held by one of the power's targets must save versus *crushing* if that target failed his save with a "1".

Cure Disease

Alteration

Level: Psionicist 3

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Psionic Resistance: No

Cure disease cures all diseases that the psionicist is suffering from. The power also kills parasites afflicting the psionicist, including green slime and others. Certain special diseases may not be countered by this power or may be countered only by a psionicist of a certain level or higher.

Note: Since the power's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Cure Light Wounds

Alteration

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Psionic resistance: No

Through the use of this power, you are able to close your wounds and heal 1d8+2 points of damage.

Cure Moderate Wounds

Alteration

Level: Psionicist 3

This power functions like *cure light wounds*, except that it cures 2d8+4 points of damage.

Darkvision

Alteration

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Psionic Resistance: No

The psionicist gains the ability to see 60' even in total darkness. *Darkvision* is black and white only but otherwise like normal sight. *Darkvision* does not grant one the ability to see in magical darkness.

Deep Slumber

Enchantment/Charm

Level: Psionicist 4

Range: 30' (Close)

This power functions like *sleep*; except that it affects 5d4 hit dice of creatures and effects creatures of up to 10 hit dice.

Detect Invisibility

Divination

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: Personal

Area: Special (see text)

Duration: 1 turn/level (dismissible)

You can see any objects or beings that are *invisible* within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The power does not reveal the method used to obtain *invisibility*. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures that are simply hiding, concealed, or otherwise hard to see.

Detect Lie (reversible)

Divination

Level: Psionicist 3

Components: V, S

Activation Time: 1 round

Range: Personal

Area: 60' cone

Duration: Concentration, up to 1 round/level

Saving Throw: Charisma negates

Psionic Resistance: No

Each round, you concentrate on one subject, who must be within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The power does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. You may concentrate on a different subject each round.

The reverse of this power, *undetectable lie*, makes bald-face untruths seem reasonable, or simply counters the *detect lie* power. Characters attempting to deceive others with the aid of this power add +10 to their charisma check when doing so. The use of *undetectable lie* does not require the concentration of the psionicist and lasts for 1 minute/level.

Detect Psionics

Divination

Level: Psionicist 0

Components: V, S

Activation Time: 1 round

Range: Personal

Area: 60' cone

Duration: Concentration, up to 1 minute/level (dismissible)

Saving Throw: None

Psionic Resistance: No

You detect psionic auras. The amount of information revealed depends on how long you study a particular area or subject.

- **1st Round:** Presence or absence of psionic auras.
- **2nd Round:** Number of different psionic auras and the power of the most potent aura. If any aura detected in the area is overwhelming (see *aura power* below) you are stunned for 1 round and the spell ends.
- **3rd Round:** The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make intelligence checks to determine the school of magic mimicked by each power in use. (Make one check per aura with a DC equal to 10 plus the psionicist level of the power's user or, for psionic abilities, the hit dice of the creature.)

Psionic areas, multiple types of psionics, or strong local psionic emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a power's level or the level of a psionic item's creator. If an aura falls into more than one category, *detect psionics* indicates the stronger of the two.

power or object	aura power			
	faint	moderate	strong	overwhelming
functioning power (power level)	0-2	3-4	5-8	9+ (deific)
psionic item (creator level)	1-4	5-8	9-16	17+ (artifact)

Each round, you can turn to *detect psionics* in a new area. The power can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Detect Scrying

Divination

Level: Psionicist 4

Components: V, S

Activation Time: 1 round

Range: Personal

Area: 40' radius circle centered on you

Duration: 24 hours

Saving Throw: None

Psionic Resistance: No

You immediately become aware of any attempt to observe you by means of a *scrying* power or ability. The power's area radiates from you and moves as you move. You know the location of every psionic sensor within the power's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed power user level checks (1d20 + psionicist level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his direction and distance from you.

Dimensional Anchor

Abjuration

Level: Psionicist 5

Components: V, S

Activation Time: 1 round

Range: 100' (Medium)

Target: 1 creature

Duration: 1 minute/level

Saving Throw: None

Psionic Resistance: Yes

A green ray springs from your outstretched hand. You must make a ranged attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *plane shift*, *teleport*, and similar powers or psionic abilities.

A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the power is cast, nor does it block extradimensional perception or attack forms.

Dimensional Lock

Abjuration

Level: Psionicist 8

Components: V, S

Activation Time: 1 round

Range: 100' (Medium)

Area: 20' radius emanation centered on a point in space

Duration: One day/level

Saving Throw: None

Psionic Resistance: Yes

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *plane shift*, *shadow walk*, *teleport*, and similar powers or psionic abilities. Once *dimensional lock* is in place, extradimensional travel into or out of the area is not possible.

A *dimensional lock* does not interfere with the movement of creatures already in ethereal or astral form when the power is cast, nor does it block extradimensional perception or attack forms. Also, the power does not prevent summoned creatures from disappearing at the end of a summoning power.

Dimensional Pocket

Conjuration/Summoning

Level: Psionicist 4

Components: V, S

Activation Time: 1 round

Range: Touch

Target: One 10' radius hemisphere of extradimensional space

Duration: 1 hour/level (dismissible)

Saving Throw: None

Psionic Resistance: No

This power creates an extradimensional space that is outside the multiverse of extradimensional spaces ("planes"). Creatures in the extradimensional space are hidden, beyond the reach of spells or psionic powers (including divinations), unless that spell or power works across planes. The space holds as many as eight creatures (of any size).

Powers cannot cross into or out of extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it though it is invisible from the outside.

Anything inside the extradimensional space drops out when the power ends.

Note: It is hazardous to create an extradimensional space within an existing extradimensional space or to take an extradimensional space into an existing one.

Dimension Door

Conjuration/Summoning

Level: Psionicist 5

Components: V

Activation Time: 1 round

Range: Touch

Target: You and willing creatures

Duration: Instantaneous

Saving Throw: None

Psionic Resistance: Yes

You instantly transfer yourself from your current location to any other spot within 400 feet. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this power, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing creature (carrying gear or objects up to its maximum load) per three psionicist levels. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100' you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000'. If there is no free space within 1,000' you and each creature traveling with you take an additional 4d6 points of damage and the power simply fails.

Dispel Psionics

Abjuration

Level: Psionicist 3

Components: V, S

Activation Time: 1 round

Range: 100' (Medium)

Target or Area: One psionic-using creature, or psionic object

Duration: Instantaneous

Saving Throw: None

Psionic Resistance: No

You can use *dispel psionics* to end ongoing powers that have been cast on a creature or object, to temporarily suppress the psionic abilities of an item, or to counter another psionicist's power. A dispelled power ends as if its duration had expired. Some powers, as detailed in their descriptions, can't be defeated by *dispel psionics*. *Dispel psionics* can dispel psionic spell-like effects just as it does powers.

Note: The effect of a power with an instantaneous duration can't be dispelled, because the effect is already over before the *dispel psionics* can take effect.

You choose to use *dispel psionics* in one of two ways: A targeted dispel or a counterpower:

- **Targeted Dispel:** One object, creature, or power is the target of the *dispel psionics* power. You make a *dispel* check (1d20 + your psionicist level) against each ongoing power currently in effect on the object or creature. This roll is opposed by a power level check (1d20 + opposing psionicist level) for each targeted power. If you succeed on a particular check, that power is dispelled; if you fail, that power remains in effect.
If the object that you target is a psionic item, you make a *dispel* check opposed by the item creator's psionicist level check. If

unknown assume that the item's creator is level 10, for charged items, or 15, for permanent items. If you succeed, all the item's psionic properties are suppressed for 1 minute (6 rounds), after which the item recovers on its own. A suppressed item becomes non-psionic for the duration of the effect. An interdimensional interface is temporarily closed. A psionic item's physical properties are unchanged. Artifacts and deities are unaffected by mortal powers such as this. You automatically succeed on your *dispel* check against any power that you cast yourself.

- **Counterpower:** When *dispel psionics* is used in this way, the power targets a psionicist and is used as a counterpower. You make a psionicist level check opposed by the targeted psionicist's level check. If your check result is greater than or equal to that of the opposing psionicist, his power is dispelled.

Dominate Animal

Enchantment/Charm

Level: Psionicist 4

Components: V, S

Activation Time: 1 round

Range: 30' (Close)

Target: One animal

Duration: 1 round/level

Saving Throw: Charisma negates

Psionic Resistance: Yes

You can mentally link with an animal and direct it with simple commands such as "attack," "run," and "fetch." Suicidal or self-destructive commands (including an order to attack a creature larger than the *dominated* animal) are simply ignored.

Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension.

You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a power, so it takes 1 round to do so.

Dominate Monster

Enchantment/Charm

Level: Psionicist 9

Target: One creature

This power functions like *dominate person*, except that the power is not restricted by creature type.

Dominate Person

Enchantment/Charm

Level: Psionicist 5

Components: V, S

Activation Time: 1 round

Range: 30' (Close)

Target: One humanoid

Duration: One day/level

Saving Throw: Charisma negates

Psionic Resistance: Yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "come here," "go there," "fight," and "stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a *dominated* creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a wisdom check can determine that the subject's behavior is being influenced by an enchantment effect.

Changing your instructions or giving a *dominated* creature a new command is the equivalent of redirecting a power, so it takes 1 round to do so.

By concentrating fully on the power, you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you don't spend at least 1 round concentrating on the power each day, the subject receives a new saving throw to throw off the domination.

Endure Elements

Abjuration

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 24 hours

Saving Throw: Charisma negates

Psionic Resistance: Yes

A psionicist protected by *endure elements* suffers no harm from being in a hot or cold environment. He can exist comfortably in conditions between –50 and 140 degrees Fahrenheit without having to make constitution saves (see *Environmental Hazards* on pages 59 of the *PLAYERS HANDBOOK* for more). His equipment is likewise protected. *Endure elements* doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Enlarge Self (reversible)

Alteration

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/level (dismissible)

Saving Throw: None

Psionic Resistance: No

This power causes the instant growth of a Small or Medium demihuman or humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +1 bonus to strength checks and a –1 penalty to dexterity checks. This power does not change the target's Movement Rate.

If insufficient room is available for the desired growth, the power fails. All equipment worn or carried by a creature is similarly enlarged by the power. Melee weapons affected by this power deal more damage, their damage die improves by 1 type (for example, from a d4 to a d6 or from 2d6 to 2d8). Projectile or missile weapons are not affected because, upon leaving the power recipient's possession, they revert to their normal size. Magical properties of *enlarged* items are not increased by this power. Multiple psionic or spell effects that increase size do not stack.

The reverse of this power, *reduce self*, causes instant diminution of the psionicist, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +1 bonus to dexterity check and a –1 penalty to strength checks. This power doesn't change the target's Movement Rate. All equipment worn or carried by a creature is similarly reduced by the power.

Melee and projectile weapons affected by this power deal less damage, their damage die decreases by 1 type (for example, from a d6 to a d4 or from 2d8 to 2d6). Other properties, such as magical bonuses, are not affected by this power. Multiple effects that reduce size do not stack.

ESP

Divination

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: Personal

Area: 60' cone

Duration: Concentration, up to 1 minute/level (dismissible)

Saving Throw: Wisdom partial; see text

Psionic Resistance: No

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

- **1st Round:** Presence or absence of thoughts (from conscious creatures with intelligence scores of 1 or higher).
- **2nd Round:** Number of thinking minds and the intelligence score of each. If the highest intelligence is 20 or higher (and at least 5 points higher than your own intelligence score), you are stunned for 1 round and the power ends. This power does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.
- **3rd Round:** Surface thoughts of any mind in the area. A target's successful save prevents you from reading its thoughts, and you must cast ESP again to have another chance. Creatures of animal intelligence have simple, instinctual thoughts that you can pick up.

Each round, you can turn to ESP in a new area. The power can penetrate barriers, but 1' of stone, an inch of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

Ethereal Jaunt

Conjuration/Summoning

Level: Psionicist 7

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 round/level (dismissible)

You become ethereal, along with your equipment. For the duration of the power, you are in a place called the Ethereal Plane, which overlaps the normal, physical, Material Plane. When the power expires, you return to material existence.

An ethereal creature is *invisible*, insubstantial, and capable of moving in any direction, even up or down, albeit at half their normal Movement Rate. As an insubstantial creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear on the Material Plane, but everything looks gray and ephemeral. Sight and hearing onto the Material Plane are limited to 60 feet.

Force effects (such as *magic missiles*) and abjurations affect an ethereal creature normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and powers you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and ethereal objects as if they were material.

If you end the power and become material while inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Etherealness

Conjuration/Summoning

Level: Psionicist 9

Range: Touch; see text

Targets: You and additional, willing creatures

Duration: 1 minute/level (dismissible)

Psionic Resistance: Yes

This power functions like *ethereal jaunt*, except that you and other willing creatures joined by linked hands (along with their equipment) become ethereal. Besides yourself, you can bring one creature per three psionicist levels to the Ethereal Plane. Once ethereal, the subjects need not stay together. When the power expires, all affected creatures on the Ethereal Plane return to material existence.

Fear

Enchantment/Charm

Level: Psionicist 3

Components: V, S

Activation Time: 1 round

Range: Personal

Area: 30' cone

Duration: 1 round/level

Saving Throw: Charisma negates

Psionic Resistance: Yes

An invisible cone of terror instantaneously bursts forth from your hands, forcing living creatures in the area to make a charisma saving throw or run in fear for the power's duration. If cornered, a panicked creature cowers, unable to attack but able to defend itself.
Arcane Material Component: Either the heart of a hen or a white feather.

Feather Fall

Alteration

Level: Psionicist 1

Components: V

Activation Time: Instantaneous

Range: Personal

Targets: You

Duration: Until landing or 1 round/level

Saving Throw: Charisma negate

Psionic Resistance: Yes

The affected creature or objects fall slowly. *Feather fall* instantly changes the rate at which the psionicist falls to a mere 120 feet per round (equivalent to the end of a fall from a few feet) and takes no damage upon landing while the power is in effect. Once the power's duration expires the normal rate of falling resumes.

The power affects the psionicist (including gear and carried objects up to each creature's maximum load).

You can cast this power with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the power is instantaneous in its casting and it may even be cast when it isn't your turn or if you've already acted that round.

The power also works only upon free-falling or propelled objects. It will not affect a sword blow or a charging creature, but it will affect a projectile or thrown weapon (but not siege ammunition or giant-hurled boulders).

Feeblemind

Enchantment/Charm

Level: Psionicist 6

Components: V, S

Activation Time: 1 round

Range: 100' (Medium)

Target: One creature

Duration: Instantaneous

Saving Throw: Wisdom negates; see text

Psionic Resistance: Yes

If the target creature fails a wisdom save, its intelligence, wisdom and charisma scores each drop to 3 (scores less than 3 are not raised). The affected creature is unable cast powers and can barely understand language or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a *break enchantment* power is used to cancel the effect of the *feeblemind*. A creature that can use psionic powers takes a –2 penalty on its saving throw.

Feign Death

Alteration

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 hour/level (dismissible)

Saving Throw: None

Psionic Resistance: No

By means of this power, the psionicist can be put into a cataleptic state that is impossible to distinguish from actual death. Although the person/creature affected by the *feign death* power can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body will not be felt and no reaction will occur and damage will be only one-half normal.

In addition, paralysis, poison, ability score drain or *energy drain* will not affect the individual creature under the influence of this power, but poison injected or otherwise introduced into the body will become effective when the power recipient is no longer under the influence of this power, although a saving throw is permitted.

The psionicist is able to end the power's effects at any time desired, but it requires 1 round for bodily functions to begin again.

Find the Path

Divination

Level: Psionicist 6

Components: V, S

Activation Time: 3 rounds

Range: Personal

Target: You

Duration: 1 turn/level

Saving Throw: None

Psionic Resistance: No

The psionicist can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, under ground, or even inside a *maze* power. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The power enables the psionicist to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the power enables the subject to sense trip wires or other, non-magical, hazards along the way. The power ends when the destination is reached or the duration expires, whichever comes first. *Find the path* can be used to remove the psionicist and its companions from the effect of a *maze* power in a single round (50% chance of success).

This divination is keyed to the psionicist, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

Fly

Alteration

Level: Psionicist 3

Components: V, S

Activation Time: 1 round

Range: 30' (Close)

Target: One creature or object (total weight up to 100 lb. per level)

Duration: 1 minute/level (dismissible)

Saving Throw: Charisma negates

Psionic Resistance: Yes

The psionicist or another targeted creature can fly at a Movement Rate 120' (24") or 90' (18") if carrying a medium to heavy load. It can ascend at half speed and descend at double speed, and its maneuverability class is B. Using the *fly* power requires only as much concentration as walking, so the subject can attack or cast powers normally. The subject of a *fly* power can make charge attacks but cannot carry aloft more weight than its maximum load.

Should the power duration expire while the subject is still aloft, the power fails slowly. The subject floats downward 120 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a power effectively ends it, the subject also descends in this way if the *fly* power is dispelled, but not if it is negated by an *antipsionic shell*.

Forcecage

Evocation

Level: Psionicist 7

Components: V, S

Activation Time: 1 round

Range: 30' (Close)

Area: Barred cage (20' cube) or windowless cell (10' cube)

Duration: 1 minute/level (dismissible)

Saving Throw: None

Psionic Resistance: No

This powerful power brings into being an immobile, invisible cubical prison of force.

Creatures within the area are caught and contained unless they are too big to fit inside, in which case the power automatically fails. Teleportation and other forms of astral travel provide a means of escape, but the force walls or bars extend into the Ethereal Plane, blocking ethereal travel.

Like the *wall of force* power, a *forcecage* resists *dispel psionics*, but it may (50%) be destroyed by a *disintegrate* spell, *sphere of annihilation* or *rod of cancellation*.

Force Missile

Evocation

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: 100' (Medium)

Targets: Up to five creatures

Duration: Instantaneous

Saving Throw: None

Psionic Resistance: Yes

A missile of telekinetic force darts forth from your fingertip and strikes its target unerringly, dealing 1d4+1 points of force damage.

For every two psionicist levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for *psionic resistance* or roll damage.

Foresight

Divination

Level: Psionicist 9

Components: V, S

Activation Time: 1 round

Range: Personal and touch

Target: You

Duration: 1 turn/level

Saving Throw: None

Psionic Resistance: No

This power grants you a powerful sixth sense in relation to yourself and one other creature. Once *foresight* is cast, you receive instantaneous warnings of impending danger or harm to yourself and the power's other subject.

While you receive warnings about danger to yourself and the other creature, you must communicate what you learn to the other creature for the warning to be useful. As such the other creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking the person back and telepathically communicating can all be accomplished before some danger befalls the subject, provided you act on the warning without delay.

While protected by *foresight* you are never surprised and are immune to *sneak attacks* and the *death attacks* of assassins. In addition, the power gives you a general idea of what action you might take to best protect yourself and gives you a +4 bonus to AC, initiative rolls and dexterity saves. The other subject of this power, however, does not gain the bonuses or immunities that the personal use of this power grants.

Forget

Enchantment/Charm

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: 30' (Close)

Area of Effect: 1-4 creatures in a 10' radius circle

Duration: Permanent

Saving Throw: Intelligence negates

Psionic Resistance: Yes

By means of this power the psionicist causes creatures within the area of effect to forget the events of the previous minute (6 rounds of time previous to the utterance of the power). For every 3 levels of experience of the psionicist another minute of past time is forgotten.

Forget in no way negates any *charm*, *suggestion*, or similar power, but it is possible for the creature to employ such a power against a victim and, later, be forgotten through the use of a *forget* power.

From 1-4 individual creatures can be affected by the power, at the discretion of the psionicist. If only 1 is to be affected, the recipient's charisma save suffers a -2 penalty; if 2 are affected, they suffer a -1 penalty; and if 3 or 4 are to be made to forget by this power, they save normally.

The *restoration* power, specially cast for this purpose, will restore the lost memories, as will a *break enchantment*, but other means will not automatically serve to do so. A *wish* spell is only 50% likely to reverse the effects of the *forget* power.

Freedom

Abjuration

Level: Psionicist 9

Components: None

Activation Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Psionic Resistance: Yes

Through force of will the psionicist is freed from powers and effects that restrict its movement, including grappling, paralysis, *sleep*, *slow*, and stunning.

Freedom of Movement

Abjuration

Level: Psionicist 4

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 turn/level

Saving Throw: None

Psionic Resistance: No

This power enables you to move and attack normally for the duration of the power, even under the influence of powers that usually impedes movement, such as *paralysis* and *slow*. The psionicist automatically succeeds on any strength check made to resist being grappled or dexterity check made to escape from bonds of any sort.

The power also allows the psionicist to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *freedom of movement* power does not, however, allow water breathing.

Gust of Wind

Evocation

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: Personal

Effect: 60' long by 5' wide gust of severe wind emanating from you

Duration: 1 round

Saving Throw: Strength negates

Psionic Resistance: Yes

This power creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path.

Small creatures are knocked prone by the force of the wind and take 1d6 of subdual damage or, if flying, are blown back 1d6x10 feet and takes 2d6 points of subdual damage due to battering and buffeting.

Medium creatures are unable to move forward against the force of the wind or, if flying, are blown back 1d6x5 feet and take 1d6 points of subdual damage.

Large creatures may move normally within a *gust of wind* effect.

A *gust of wind* can't move a creature beyond the limit of its range.

Any creature, regardless of size, takes a -4 penalty on ranged attacks and any perception checks (including *listen* checks) in the area of a *gust of wind*.

The force of the *gust* automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights.

In addition to the effects noted, a *gust of wind* can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Haste

Alteration

Level: Psionicist 3

Components: V, S

Activation Time: 1 round

Range: Personal

Targets: You

Duration: 1 minute/level

Saving Throw: None

Psionic Resistance: No

The transmuted psionicist moves and acts more quickly than normal, and may make an extra attack each round. The character's movement rate is doubled while using this power. When *hasted* a psionicist may only activate one power per round.

In addition, a *hasted* creature gains a +1 bonus on attack rolls and a +1 bonus to AC and dexterity checks. *Haste* dispels and counters *slow*.

Hold Monster

Enchantment/Charm

Level: Psionicist 4

Components: V, S

Target: One living creature

This power functions like *hold person*, except that it affects any living creature that fails its strength save.

Hold Person

Enchantment/Charm

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: 100' (Medium)

Target: One humanoid creature

Duration: 1 round/level (dismissible); see text

Saving Throw: Strength negates; see text

Psionic Resistance: Yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. A winged creature that is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Hypnotic Pattern

Illusion/Phantasm

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: 30' (Close)

Area: 2d4+1 HD/2 psionicist levels worth of creatures, no two of which may be more than 30' apart

Duration: 2d4 rounds (dismissible)

Saving Throw: Intelligence negates

Psionic Resistance: Yes

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total hit dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this power in combat, each target gains a +2 bonus on its saving throw. If the power affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this power, it reacts as though it were two steps friendlier in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the power ends, the creature retains its new attitude toward you, but only with respect to that particular request. A creature that fails its saving throw does not remember that you effected it.

Improved Dispel Psionics

Abjuration

Level: Psionicist 6

This power functions like *dispel psionics*, except that you gain and additional +5 bonus on your psionicist level check.

Improved Invisibility

Illusion/Phantasm

Level: Psionicist 4

Components: S

Range: Personal

Target: You

Duration: 1 round/level (dismissible)

This power functions like *invisibility*, except that it doesn't end if the psionicist attacks.

Improved Restoration

Conjuration/Summoning

Level: Psionicist 7

Components: V, S

Casting Time: 1 turn

This power functions like *lesser restoration*, except that it also reverses 1d4 levels drained by a power or psionic creature (50% chance if the drain was not psionic in nature). The drained levels are restored only if the time since the creature lost the level is no more than one week per caster level.

Improved restoration also dispels all psionic effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, *confusion*, and similar mental effects. *Improved restoration* does not restore levels or constitution points lost due to death.

Improved Scrying

Divination

Level: Psionicist 7

Components: V, S

Activation Time: 1 round

Duration: 1 hour/level

This power functions like *scrying*, except as noted above. Additionally, all of the following powers function reliably through the sensor: *detect psionics*, *message*, *telepathy* and *tongues*.

Insanity

Enchantment/Charm

Level: Psionicist 7

Components: V, S

Activation Time: 1 round

Range: 100' (Medium)

Target: One living creature

Duration: Instantaneous

Saving Throw: Charisma negates

Psionic Resistance: Yes

The affected creature suffers from a continuous *confusion* effect, as the power.

Break enchantment or *improved restoration* restores the creature, and magical means of restoring sanity are 50% likely to work.

Insight

Divination

Level: Psionicist 2

Components: V, S

Activation Time: 1 minute

Range: Personal

Target: You

Duration: Instantaneous

An *insight* can tell you whether a particular action will bring good or bad results for you in the immediate future.

In order to gain accurate insights the DM must make a wisdom check, with a -5 penalty, on the psionicist's behalf; this roll is made in secret. If the *insight* succeeds, you get one of four results:

- weal (if the action will probably bring good results).
- woe (for bad results).
- weal and woe (for both).
- nothing (for actions that don't have especially good or bad results).

If the power fails, you get the "nothing" result. A psionicist who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful *insight*.

The *insight* can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result

might not take into account the long-term consequences of a contemplated action. All *insights* used by the same person about the same topic use the same dice result as the first use.

Invisibility

Illusion/Phantasm

Level: Psionicist 3

Components: S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/level (dismissible)

Saving Throw: None

Psionic Resistance: No

The psionicist becomes invisible, vanishing from sight, even from darkvision. If the psionicist is carrying gear, that vanishes, too.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not *silenced*, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The power ends if the subject attacks any creature. For purposes of this power, an attack includes any power targeting a foe or whose area of effect includes a foe.

Actions directed at unattended objects do not break the power. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear.

Iron Body

Alteration

Level: Psionicist 8

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/level (dismissible)

This power transforms your body into living iron, which grants you several powerful resistances and abilities.

You are immune to ability score damage, blindness, deafness, disease, drowning, electricity, poison, stunning, and all powers or attacks that affect your physiology or respiration, because you have no physiology or respiration while this power is in effect. You cannot drink (and thus can't use potions) or play wind instruments. You take only half damage from acid and fire of all kinds. You may not be *sneak attacked* and subtract 10 points of damage from every attack or power that strikes you.

You gain a +3 bonus to all strength checks but your movement rate is reduced to half normal. You may not activate psionic powers while affected by the *iron body* power and suffer a -3 penalty to all dexterity checks. Your unarmed attacks deal 1d6 damage. Your weight increases by a factor of ten, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean - at least until the power duration expires. Unfortunately you become vulnerable to all special attacks that affect iron golems while using this power.

Jump

Alteration

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/level (dismissible)

Saving Throw: None

Psionic Resistance: No

The subject gets a +10 bonus on all strength checks made in order to jump. The bonus increases to +15 at psionicist level 6, +20 at level 11 and to +25 (the maximum) at psionicist level 16.

Know Alignment (reversible)

Divination

Level: Psionicist 1

Components: S

Casting Time: 1 round

Range: Personal

Target: You

Duration: Concentration, up to 1 turn/level; see text (dismissible)

Saving Throw: None; see text

Spell Resistance: Yes

The *know alignment* power enables the psionicist to know the exact alignment of a creature within 30' of him by concentrating upon that creature. The psionicist may concentrate upon another creature each round in order to learn its alignment.

Certain powers (such as *undetectable alignment*) will negate the ability to *know alignment*.

The reverse of this power, *undetectable alignment*, conceals the alignment of psionicist all forms of psionic divination. This use of the power does not require the psionicist to maintain concentration.

Know Direction

Divination

Level: Psionicist 0

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

Psionic Resistance: Yes

You instantly know the direction of north from your current position.

The power is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Lesser Body Weaponry

Alteration

Level: Psionicist 1

Components: S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Psionic Resistance: No

The *lesser body weaponry* power allows the possessor to use his body as both weapon and shield by altering the molecules in the body as needed. Melee weapons created through use of this power must be able to be wielded one-handed by the psionicist and deal their usual damage. The psionicist may alter his other forearm to create a small shield. This shield functions exactly as a normal shield does.

Use of this power does not prevent the psionicist from using powers, even those with somatic components.

Lesser Restoration

Conjuration/Summoning

Level: Psionicist 3

Components: V, S

Activation Time: 3 rounds

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Charisma negates

Psionic Resistance: Yes

Lesser restoration dispels any psionic effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue or exhaustion suffered by the character. It does not restore permanent ability drain or drained levels.

Levitate

Alteration

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: 30' (Close)

Target: One creature or object (total weight up to 100 lb. per level)

Duration: 1 minute/level (dismissible)

Saving Throw: Charisma negates

Psionic Resistance: Yes

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be *levitated*, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 40 feet each round; doing so takes 1 round. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A *levitating* creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A round spent stabilizing allows the creature to begin again at –1.

Mass Charm

Enchantment/Charm

Level: Psionicist 8

Components: V

Targets: One or more creatures, no two of which can be more than 30' apart

Duration: One day/level

This power functions like *charm monster*, except that *mass charm* affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

Mass Suggestion

Enchantment/Charm

Level: Psionicist 6

Range: 100' (Medium)

Targets: One creature/level, no two of which can be more than 30' apart

This power functions like *suggestion*, except that it can affect more creatures. The same *suggestion* applies to all these creatures.

Message

Alteration

Level: Psionicist 0

Components: V

Activation Time: 1 round

Range: Personal

Targets: One creature/level within 100'

Duration: 1 turn/level

Saving Throw: None

Psionic Resistance: No

You can whisper messages and receive whispered replies with little chance of being overheard. You look toward each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical *silence*, 1' of stone, an inch of common metal (or a thin sheet of lead), or 3' of wood or dirt blocks the power. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the power's range. The creatures that receive the message can whisper a reply that you hear. The power transmits sound, not meaning. It doesn't transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.

Mind Fog

Enchantment/Charm

Level: Psionicist 5

Components: V, S

Activation Time: 1 round

Range: 100' (Medium)

Effect: 20' radius cylinder, 20' in height

Duration: 3 turns plus 2d6 rounds; see text

Saving Throw: Wisdom negates

Psionic Resistance: Yes

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the *mind fog* take a –5 penalty on all wisdom and intelligence checks. Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter.

A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog. The fog is stationary and lasts for 3 turns (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

Neutralize Poison

Conjuration/Summoning

Level: Psionicist 3

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Psionic Resistance: No

You detoxify any sort of venom within your system. You suffer no additional effects from the poison, and any temporary effects are ended, but the power does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

The psionicist is immune to any poison it is exposed to during the duration of the power. Unlike with *slow poison*, such effects aren't postponed until after the duration - the psionicist need not make any saves against poison effects applied to it during the length of the power.

Nondetection

Abjuration

Level: Psionicist 3

Components: V, S

Activation Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Charisma negates

Psionic Resistance: Yes

You or a touched creature become difficult to detect by divination powers such as *clairaudience/clairvoyance*, *scrying* and *detect* powers. If a divination is attempted against the warded creature or item, the user of the divination must succeed on a concentration check with a DC equal to 10 plus the level of the psionicist who cast *nondetection*.

Nondetection wards the target's gear as well as the creature itself.

Passwall

Conjuration/Summoning

Level: Psionicist 6

Components: V, S

Activation Time: 1 round

Range: Touch

Effect: 10' x 5' x 10' opening, +5' deep per 3 levels above 9th

Duration: 1 hour/level (dismissible)

Saving Throw: None

Psionic Resistance: No

You create a 10' high by 5' wide passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three psionicist levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level).

If the wall's thickness is more than the depth of the passage created, then a single *passwall* simply makes a niche or short tunnel. Several *passwall* powers can then form a continuing passage to breach very thick walls. When *passwall* ends, creatures within the passage are ejected out the nearest exit. If someone dispels the *passwall* or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Phase Door

Conjuration/Summoning

Level: Psionicist 7

Components: V

Activation Time: 1 round

Range: 30' (Close)

Effect: Ethereal 10' x 5' x 10' opening, + 5' deep per 3 levels

Duration: One usage per two levels

Saving Throw: None

Psionic Resistance: No

This power creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The *phase door* is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the *phase door* and appear when you exit. If you desire, you can take one other creature through the door. This counts as two uses of the door. The door does not allow light, sound, or power effects through it, nor can you see through it without using it. Thus, the power can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of true seeing* or similar magic has a 50% of revealing a *phase door's* presence but does not allow its use.

A *phase door* is subject to *dispel psionics*. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a *passwall* effect.

You can allow other creatures to use the *phase door* by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, hit dice, and hit points don't qualify.

Plane Shift

Conjuration/Summoning

Level: Psionicist 8

Components: V, S

Activation Time: 1 round

Range: Touch

Target: You and additional, willing creatures

Duration: Instantaneous

Saving Throw: Charisma negates

Psionic Resistance: Yes

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *plane shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination.

Note: Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back.

Polymorph Self

Alteration

Level: Psionicist 5

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/level (dismissible)

Saving Throw: None

Psionic Resistance: No

This power functions like *alter self*, except that you change into another form of living creature of any size. The new form may not be that of an undead, elemental, extraplanar or animated creature. The assumed form can't have more hit dice than your psionicist level (or the subject's HD, whichever is lower), to a maximum of 15 HD at 15th level. You can't assume an incorporeal or gaseous form.

Upon changing, the psionicist regains lost hit points as if it had rested for a night. All equipment worn or carried by the *polymorphed* creature melds with their new form and becomes non-functional. If slain, the psionicist reverts to his original form, though it remains dead.

The psionicist gains the physical attributes (including natural weapons and sensory abilities) of the new form but retains its own intelligence, wisdom, and charisma scores. It uses the armor class of its new form but keeps its own hit points and BTH bonuses. The *polymorphed* psionicist may use their class abilities, so long as their new form would

allow for their use, but does not gain the special attacks or defenses possessed by their new form (including psionic abilities and psionic resistance).

Power Word Blind

Enchantment/Charm

Level: Psionicist 7

Components: V

Activation Time: 1 round

Range: 30' (Close)

Target: One creature with 150 hp or less

Duration: See text

Saving Throw: None

Psionic Resistance: Yes

You utter a single word of power that causes one creature of your choice to become blinded, whether the creature can hear the word or not. The duration of the power depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by *power word blind*. Blindness can be removed by *break enchantment* or a successful *dispel psionics*.

hit points	duration
50 or less	permanent
51–100	1d4+1 minutes
101–150	1d4+1 rounds

Power Word Kill

Enchantment/Charm

Level: Psionicist 9

Components: V

Activation Time: 1 round

Range: 30' (Close)

Target: One living creature with 75 hp or less

Duration: Instantaneous

Saving Throw: None

Psionic Resistance: Yes

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 76 or more hit points is unaffected by *power word kill*.

Power Word Stun

Enchantment/Charm

Level: Psionicist 8

Components: V

Activation Time: 1 round

Range: 30' (Close)

Target: One creature with 100 hp or less

Duration: See text

Saving Throw: None

Psionic Resistance: Yes

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the power depends on the target's current hit point total. Any creature that currently has 101 or more hit points is unaffected by *power word stun*.

hit points	duration
50 or less	1d4 minutes
51–75	4d4 rounds
76–100	1d4 rounds

Precognition

Divination

Level: Psionicist 5

Components: V, S

Activation Time: 1 turn

Range: Personal

Target: You

Duration: Instantaneous

Similar to *insight* but more powerful, *precognition* can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful.

In order to gain accurate insights the DM must make a wisdom check, with a -5 penalty, on the psionicist's behalf; this roll is made in secret. If the *insight* succeeds, you get one of four results:

If the power fails, you get the "nothing" result. A psionicist who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful *insight*.

As with *insight*, multiple *precognitions* about the same topic by the same psionicist use the same dice result as the first *precognitions* power and yield the same answer each time.

Protection from Energy

Abjuration

Level: Psionicist 3

Components: V, S

Activation Time: 1 round

Range: Touch

Target: Personal

Duration: 1 turn/level or until discharged

Saving Throw: Charisma negates

Psionic Resistance: Yes

Protection from energy grants temporary immunity to the type of energy you specify when you activate it (acid, cold, electricity, fire, or sonic). When the power absorbs 10 points per psionicist level of energy damage (to a maximum of 100 points at 10th level), it is discharged. This power may be used in conjunction with the *resist energy* power. The damage absorbed by *protection from energy* would first be reduced by *resist energy*.

Regenerate

Alteration

Level: Psionicist 7

Components: V, S

Activation Time: 3 rounds

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None

Psionic Resistance: No

The psionicist's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatures), broken bones, and ruined organs grow back. After the power is activated, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 6d8 points of damage, rids the subject of fatigue, and eliminates all non-lethal damage the subject has taken.

Remove Fear

Abjuration

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: 30' (Close)

Targets: One creature plus one additional creature per four levels, no two of which can be more than 30' apart

Duration: 1 turn; see text

Saving Throw: Charisma negates

Psionic Resistance: Yes

You instill courage in the subject, granting it a +4 bonus against *fear* effects for 1 turn. If the subject is under the influence of a *fear* effect when receiving the power, that effect is suppressed for the duration of the power.

Remove fear counters and dispels *cause fear*.

Repulsion

Abjuration

Level: Psionicist 7

Components: V, S

Activation Time: 1 round

Range: Personal

Area: Up to 10' radius/level sphere centered on you

Duration: 1 round/level (dismissible)

Saving Throw: Charisma negates

Psionic Resistance: Yes

An invisible, mobile field surrounds you and prevents creatures from approaching you. You decide how big the field is at the time of casting (to the limit your level allows). Any creature within or entering

the field must attempt a save. If it fails, it becomes unable to move toward you for the duration of the power. Repelled creatures' actions are not otherwise restricted.

They can fight other creatures and can activate powers and attack you with ranged weapons. If you move closer to an affected creature, nothing happens. (The creature is not forced back.) the creature is free to make melee attacks against you if you come within striking distance. If a repelled creature moves away from you and then tries to turn back toward you, it cannot move any closer if it is still within the power's area.

Resilient Sphere

Evocation

Level: Psionicist 4

Components: V, S

Activation Time: 1 round

Range: 30' (Close)

Effect: 1' diameter/level sphere, centered on a creature

Duration: 1 minute/level (dismissible)

Saving Throw: Dexterity negates

Psionic Resistance: Yes

A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. The sphere contains its subject for the power's duration. The sphere is not subject to damage of any sort except from a targeted *dispel psionics* power. A *rod of cancellation*, a *rod of negation*, a *disintegrate* spell have a 50% chance of destroying a resilient sphere. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally.

The subject may struggle, but the sphere cannot be physically moved either by people outside it or by the struggles of those within.

Resist Energy

Abjuration

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: Touch

Target: Personal

Duration: 1 turn/level

Saving Throw: Wisdom negates

Psionic Resistance: Yes

This abjuration grants the psionicist limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The psionicist gains a +2 bonus to saving throws made against such attacks and only suffers half of the damage that they normally would from such attacks. The power protects the psionicist's equipment as well. The save bonus provided by this power increases by +1 per 6 levels of the psionicist (to a maximum of +5 at level 18 and higher).

Note: Resist energy overlaps with *protection from energy*. If the psionicist is warding by *protection from energy* and *resist energy*, the *protection* power absorbs the reduced amount of affected by the *resist energy* power damage until its power is exhausted.

Restoration

Conjuration/Summoning

Level: Psionicist 5

This power functions like *lesser restoration*, except that it cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the psionicist.

Reverse Gravity

Alteration

Level: Psionicist 8

Components: V, S

Activation Time: 1 round

Range: 100' (Medium)

Area: 20' radius cylinder, 20' in height

Duration: 1 round/level (dismissible)

Saving Throw: None; see text

Psionic Resistance: No

This power reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of

the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the power ends. At the end of the power duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a dexterity save to secure itself when the power strikes. Creatures who can fly or levitate can keep themselves from falling.

Run

Alteration

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/level (dismissible)

This power increases your base land speed by 30' per round. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this power affects your jumping distance.

Scrying

Divination

Level: Psionicist 4

Components: V, S

Activation Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: 1 minute/level

Saving Throw: Intelligence negates

Psionic Resistance: Yes

You can see and hear some creature, which may be at any distance. If the subject succeeds at its save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its save.

knowledge	save modifier
none ¹	+10
secondhand (you've heard of the subject)	+5
firsthand (you've met the subject)	+0
familiar (you know the subject well)	-5
¹ you must have some sort of connection to a creature you have no knowledge of.	
connection	save modifier
likeness or picture	-2
possession or garment	-5
body part, lock of hair, bit of nail, etc.	-10

If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a Movement Rate of up to 150' (30") per round.

As with all divination (scrying) powers, the sensor has your full visual acuity, including any psionic effects. In addition, the following powers have a 5% chance per psionicist level of operating through the sensor: *detect evil or good*, *detect psionics* and *message*.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Shapechange

Alteration

Level: Psionicist 9

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 turn/level (dismissible)

This power functions like *polymorph*, except that it enables you to assume the form of any single non-unique creature of any type or size. The assumed form cannot have more than your psionicist level in hit dice (to a maximum of 20 HD). Unlike *polymorph*, this power allows incorporeal or gaseous forms to be assumed.

You gain all the special attacks, defenses and power-like powers of the assumed form, but you lose your own special attacks, defenses and power-like powers. The new form does not disorient you. Parts of your body or pieces of equipment that are separated from you do not revert to their original forms.

You can become just about anything you are familiar with. You can change form once each round on your initiative, either before or after you act. If you use this power to create a disguise, you get a +10 bonus on your charisma or *disguise* ability check.

Shield

Abjuration

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 minute/level (dismissible)

Shield creates an invisible, mobile disk of force that hovers in front of you. *Force missiles* originating from a point in front of the psionicist are automatically blocked by this power. The disk also provides 75% cover versus attacks and offensive powers originating from a point in front of the psionicist.

As such the *shield* bearer suffers one-half normal damage on a failed save and no damage at all if a saving throw is successful against a power cast before the psionicist.

Shout

Evocation

Level: Psionicist 4

Components: V

Activation Time: 1 round

Range: Personal

Area: 30' cone

Duration: Instantaneous

Saving Throw: Dexterity partial; see text

Psionic Resistance: Yes

You emit an ear-splitting yell that stuns and damages creatures in its path. Any creature within the area is stunned for 1d4 rounds and takes 4d4 points of damage. An affected creature is allowed a dexterity save to reduce the damage by half and negate the stunning effect of this power. Crystalline creatures suffer double damage from *shout*. Any exposed brittle or crystalline object within the cone must make an *Item Saving Throw* or be destroyed. Brittle, ceramic or crystalline items held or carried need not make *Item Saving Throws* unless their bearer failed his dexterity saving throw.

The *shout* power cannot penetrate the *silence 15' radius* power.

Silence 15' Radius

Conjuration/Summoning

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: 400' (Long)

Area: 15' radius centered on a creature, object, or point in space

Duration: 1 minute/level (dismissible)

Saving Throw: Wisdom negates or none; see text

Psionic Resistance: Yes or no; see text

Upon the casting of this power, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, powers with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area.

The power can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The power can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a charisma save to negate the power and can use *psionic resistance*, if any. Items in a creature's possession or psionic items that emit sound receive the benefits of saves and *psionic resistance*, but unattended objects and points in space do not. This power provides a defense against sonic or language-based attacks.

Sleep

Enchantment/Charm

Level: Psionicist 1

Components: V, S

Activation Time: 1 round

Range: 100' (Medium)

Area: One or more living creatures within a 10' radius circle

Duration: 1 minute/level

Saving Throw: Charisma negates

Psionic Resistance: Yes

A *sleep* power causes 2d4 hit dice of creatures to fall into a hypnotically induced slumber. Only creatures with 4 or fewer hit dice are affected by this power. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the power's point of origin are affected first. Hit dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature takes 1 round. *Sleep* does not target unconscious, animated or undead creatures.

Slow Poison

Conjuration/Summoning

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: None

Psionic Resistance: No

The psionicist becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the power's duration does not affect him until the power's duration has expired. *Slow poison* does not cure any damage that poison may have already done.

Strength

Alteration

Level: Psionicist 2

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 turn/level

Saving Throw: None

Psionic Resistance: No

Application of this power increases the strength bonus of the character by 1. This bonus is applied to all strength checks, as well as all attack and damage rolls. A character using a strength-boosting magic item such as *gauntlets of ogre power* or a *girdle of giant strength* cannot benefit from this spell.

Suggestion

Enchantment/Charm

Level: Psionicist 3

Components: V, M

Activation Time: 1 round

Range: 30' (Close)

Target: One living creature

Duration: 1 hour/level or until completed

Saving Throw: Charisma negates

Psionic Resistance: Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the power.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the power duration expires, the activity is not performed.

A very reasonable *suggestion* increases the saving throw DC by the charisma modifier of the psionicist, if positive.

Telekinesis

Alteration

Level: Psionicist 5

Components: V, S

Activation Time: 1 round

Range: 400' (Long)

Target or Targets: See text

Duration: Concentration (up to 1 round/ level) or instantaneous; see text

Saving Throw: Strength negates or none; see text

Psionic Resistance: Yes; see text

You move objects or creatures by concentrating on them. Depending on the version selected, the power can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

- *Sustained Force*: A sustained force moves an object weighing no more than 25 pounds per psionicist level (maximum 375 pounds at 15th level) at a Movement Rate of 30' (6"). A creature can negate the effect on an object it possesses with a successful strength save or with psionic resistance.

This version of the power can last 1 round per psionicist level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The power ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require intelligence checks.

- *Combat Maneuver*: Alternatively, once per round, you can use *telekinesis* to perform a bull rush, disarm, grapple, or overbear. Resolve these attempts as normal, except that they use your psionicist level in place of your bonus to hit (BTH) and you use your charisma modifier in place of your strength modifier. No save is allowed against these attempts, but psionic resistance applies normally. This version of the power can last 1 round per psionicist level, but it ends if you cease concentration.

- *Violent Thrust*: Alternatively, the power energy can be spent in a single round. You can hurl one object or creature per psionicist level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per psionicist level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your bonus to hit (BTH) + your charisma modifier. Weapons cause standard damage (with no strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects).

Creatures who fall within the weight capacity of the power can be hurled, but they are allowed strength saves (and psionic resistance) to negate the effect, as are those whose held possessions are targeted by the power. If a telekinesed creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points). Hurling objects must save versus *crushing*.

Telekinetic Sphere

Evocation [Force]

Level: Psionicist 8

Components: V, S

Activation Time: 1 round

Range: 30' (Close)

Effect: 1' diameter/level sphere, centered on the target

Duration: 1 minute/level (dismissible)

Saving Throw: Dexterity negates

Psionic Resistance: Yes

This power functions like *resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within a *telekinetic sphere* weighs only one-sixteenth of its normal weight. You can telekinetically lift and move anything in the sphere that normally weighs 5,000 pounds by concentrating on the

sphere. You can begin moving a sphere in the round after activating the power. Each round spent concentrating allows you to move the sphere as much as 60 feet. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the power's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration. The sphere falls at a rate of only 120 feet per round, which is not fast enough to cause damage to the contents of the sphere. You can move the sphere telekinetically even if you are in it.

The telekinetic control extends from you out to medium range (100 feet) after the sphere has succeeded in encapsulating its contents.

Telepathy

Divination

Level: Psionist 2

Components: None

Activation Time: 1 round

Range: 400' (Long), see below

Target: One creature of 5 or greater intelligence, see below

Duration: 1 minute/level

Saving Throw: Charisma negates

Psionic Resistance: Yes

This power allows the possessor to communicate mind-to-mind with any other creature with intelligence of 5 or greater. This obviates the need for knowledge of the language of the creature. The creature to be communicated with must be within range of the psionist and may resist the telepathic link with a successful saving throw.

Telepathic waves can traverse greater distances only if all individuals involved are telepathic. Psionists may contact other psionically active creatures known to them, at a distance of up to 100 miles per level of the sending psionist. Full concentration is required for *telepathy* carried out over such great distances.

Note that multiple-mind communications by telepathy are possible. While normal communications are possible, no special form of influence is gained by the exercise of telepathy.

Teleport

Conjuration/Summoning

Level: Psionist 6

Components: V

Activation Time: 1 round

Range: Touch

Target: You and additional, willing creatures

Duration: Instantaneous

Saving Throw: None

Psionic Resistance: Yes

This power instantly transports you to a designated destination, which may be as distant as 100 miles per psionist level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three psionist levels. A Large creature counts as two Medium creatures or more, depending upon its total mass. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all powers where the range is personal and the target is you, you need not make a saving throw, nor is psionic resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and psionic resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

	on target	off target	similar area	mishap
familiarity				
very familiar	01–97	98–99	100	—
studied carefully	01–94	95–97	98–99	100
seen casually	01–88	89–94	95–98	99–100
viewed once	01–76	77–88	89–96	97–100
false destination	—	—	81–92	93–100

- **Familiarity:** "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as *screaming*) to study the place for at least one hour. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic.
- **"False destination"** is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.
- **On Target:** You appear where you want to be.
- **Off Target:** You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.
- **Similar Area:** You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the power's range, the power simply fails instead.
- **Mishap:** You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Teleport without Error

Conjuration/Summoning

Level: Psionist 7

This power functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Time Stop

Alteration

Level: Psionist 9

Components: V

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1d4+1 rounds (apparent time); see text

This power seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1d4+1 rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you.

While the *time stop* is in effect, other creatures are invulnerable to your attacks and powers; you cannot target such creatures with any attack or power. A power that affects an area and has a duration longer than the remaining duration of the *time stop* have their normal effects on other creatures once the *time stop* ends. Most psionists use the additional time to improve their defenses, summon allies, or flee from combat.

You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You are undetectable while *time stop* lasts. You cannot enter an area protected by an *antipsionic shell* while under the effect of *time stop*.

Tongues

Divination

Level: Psionist 2

Components: V

Activation Time: 1 round

Range: Personal

Target: You

Duration: 1 turn/level

Saving Throw: None

Psionic Resistance: No

This power grants the psionicist the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This power does not predispose any creature addressed toward the subject in any way.

Wall of Force

Evocation

Level: Psionicist 6

Components: V, S

Activation Time: 1 round

Range: 30' (Close)

Effect: Wall whose area is up to one 10' square/level

Duration: 1 round /level (dismissible)

Saving Throw: None

Psionic Resistance: No

A *wall of force* power creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most powers, including *dispel psionics*. However magical effects, such as a *rod of cancellation*, a *sphere of annihilation*, a *disintegrate* spell, or a *Mordenkainen's disjunction* spell have a 50% chance of destroying the wall.

Breath weapons and powers cannot pass through the wall in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually get around the wall by floating under or over it through material floors and ceilings). Gaze attacks can operate through a *wall of force*.

The psionicist can form the wall into a flat, vertical plane whose area is up to one 10' square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the power fails.

Wall of Wind

Evocation

Level: Psionicist 4

Components: V, S

Activation Time: 1 round

Range: 100' (Medium)

Effect: Wall up to 10'/level long and 5'/level high

Duration: 1 round/level

Saving Throw: None; see text

Psionic Resistance: Yes

An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A dexterity save allows a creature to maintain its grasp on an object.) Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when caught in a *wall of wind*. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall suffers a –3 penalty to hit (targets protected by a *wall of wind* effectively have 75% concealment).

A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected by this power. Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *wall of wind* to enclose specific points.

Water Breathing

Alteration

Level: Psionicist 3

Components: V, S

Activation Time: 1 round

Range: Personal

Target: You

Duration: 2 hours/level; see text

Saving Throw: None

Psionic Resistance: No

The psionicist can breathe water freely. The power does not make the psionicist unable to breathe air and can be reversed to allow water-breathing creatures to breathe air.

Water Walk

Alteration

Level: Psionicist 3

Components: V, S

Activation Time: 1 round

Range: Touch

Targets: One touched creature/level

Duration: 1 turn/level (dismissible)

Saving Throw: Charisma negates

Psionic Resistance: Yes

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) the subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the power is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 120 feet per round until they can stand on it.

Whirlwind

Evocation

Level: Psionicist 8

Components: V, S

Activation Time: 1 round

Range: 400' (Long)

Effect: Cyclone 10' wide at base, 30' wide at top, and 30' tall

Duration: 1 round/level (dismissible)

Saving Throw: Dexterity negates; see text

Psionic Resistance: Yes

This power creates a powerful cyclone of raging wind that moves through the air, along the ground, or over water at a Movement Rate of 120'. You can concentrate on controlling the cyclone's every movement or let it move randomly each round. Directing the cyclone's movement requires you to concentrate upon the power. The cyclone always moves during your turn. If the cyclone exceeds the power's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone; even if comes back within range.)

Any Large or smaller creature that comes in contact with the power effect must succeed on a dexterity save or take 3d6 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

APPENDIX N: INSPIRATIONAL & EDUCATIONAL READING

Gary Gygax, in APPENDIX N of 1st edition's *DUNGEON MASTERS GUIDE*, lists the works of fiction that inspired him to create the Dungeons & Dragons game. His list was drawn largely from 20th century works of fantasy and science fiction, with an emphasis upon works of pulp fiction. This tome expands upon this list to include recent works of fantasy as well as works of heroic fiction, epic poetry, mythology and fable. As either a DM or player it is advised that you familiarize yourself with some, if not all of these works, as they are a great resource for those seeking to enrich their game world and the stories they create within it:

Abercrombie, Joseph:	"First Law" series; <i>Best Served Cold</i> ; <i>The Heroes</i>
Andersen, Hans Christian	
Anderson, Poul:	<i>Three Hearts and Three Lions</i> ; <i>The High Crusade</i> ; <i>The Broken Sword</i>
Anthony, Piers:	"Xanth", "Apprentice Adept", and "Incarnations" series
Aspirin, Robert:	"Myth" and "Thieves' World" series
Bellairs, John:	<i>The Face in the Frost</i>
Bengtsson, Frans G:	<i>The Longships</i>
Brackett, Leigh	
Brown, Frederic	
Bullfinch, Thomas:	<i>The Age of Fable</i> , <i>The Age of Chivalry</i> , <i>Legends of Charlemagne</i>
Burroughs, Edgar Rice:	"Pellucidar" series; "Mars" series; "Venus" series
Carroll, Lewis:	<i>Alice's Adventures in Wonderland</i> ; <i>Through the Looking Glass</i> .
Carter, Lin:	"World's End" series
Conan Doyle, Arthur:	"Lost World" series
de Camp, L. Sprague:	<i>Lest Darkness Fall</i> ; <i>The Fallible Fiend</i> ; et al
de Camp & Pratt:	"Harold Shea" series; <i>The Carnelian Cube</i>
Derleth, August	
Dunsany, Lord	
Farmer, P. J.:	"The World of the Tiers" series; et al
Finch, Matthew:	<i>Quick Primer for Old School Gaming</i>
Fox, Gardner:	"Kothar" series; "Kyrik" series; et al
Goldman, William:	<i>The Princess Bride</i>
Gygax, E Gary:	"Gord" series; <i>Dungeon Masters Guide</i> ; <i>World of Greyhawk</i>
Homer:	<i>The Iliad</i> ; <i>The Odyssey</i>
Howard, R. E.:	"Conan" series, "Kull" series, and "Solomon Kane" series
Jordan, Robert:	"Wheel of Time" series
King, Steven:	"Dark Tower" series
Lanier, Sterling:	<i>Heiro's Journey</i>
Leiber, Fritz:	"Fafhrd & Gray Mouser" series; et al
Lewis, C.S.:	"Narnia" series
Lovecraft, H.P.	
Malory, Sir Thomas:	<i>Le Morte d'Arthur</i> .
Martin, George RR:	"Song of Ice and Fire" series
Merritt, A.:	<i>Creep</i> , <i>Shadow</i> , <i>Creep</i> ; <i>Moon Pool</i> ; <i>Dwellers in the Mirage</i> ; et al
Moorcock, Michael:	<i>Stormbringer</i> ; <i>Stealer of Souls</i> ; "Hawkmoon" series (esp. the first three books)
Norton, Andre:	<i>Star Mans's Son</i> ; <i>Quag Keep</i> ; <i>Witch World</i>
Offutt, Andrew J.:	editor of <i>Swords against Darkness III</i>
Pratt, Fletcher:	<i>Blue Star</i> ; et al
Saberhagen, Fred:	<i>Changeling Earth</i> ; et al
Saint Clair, Margaret:	<i>The Shadow People</i> ; <i>Sign of the Labrys</i>
Scott, Sir Walter:	<i>Ivanhoe</i>
Shelley, Mary:	<i>Frankenstein</i>
Stoker, Bram:	<i>Dracula</i>
Tolkien, J. R. R.:	<i>The Hobbit</i> ; <i>The Children of Hurin</i> ; "The Lord of the Rings" trilogy
Unknown:	<i>Beowulf</i> ; <i>The Nibelungenlied</i> ; <i>The Saga of the Volsung</i> ; <i>The Song of Roland</i>
Vance, Jack:	<i>The Eyes of the Overworld</i> ; <i>The Dying Earth</i> ; et al
Wagner, Karl Edward:	"Kane" series
Weinbaum, Stanley	
Wellman, Manley Wade	
Wells, H.G	
Williamson, Jack	
Zelazny, Roger:	<i>Jack of Shadows</i> ; "Amber" series; et al

"Inspiration for all the fantasy work I have done stems directly from the love my father showed when I was a tad, for he spent many hours telling me stories he made up as he went along, tales of cloaked old men who could grant wishes, of magic rings and enchanted swords, or wicked sorcerers and dauntless swordsmen.


Then too, countless hundreds of comic books went down, and the long-gone EC ones certainly had their effect. Science fiction, fantasy, and horror movies were a big influence. In fact, all of us tend to get ample helpings of fantasy when we are very young from fairy tales such as those written by the Brothers Grimm and Andrew Lang. This often leads to reading books of mythology, paging through bestiaries, and consultation of compilations of the myths of various lands and peoples.

Upon such a base I built my interest in fantasy, being an avid reader of all science fiction and fantasy literature since 1950.

The following authors were of particular inspiration to me. In some cases I cite specific works, in others, I simply recommend all of their fantasy writing to you. From such sources, as well as any other imaginative writing or screenplay, you will be able to pluck kernels from which will grow the fruits of exciting campaigns. Good reading!

The most immediate influences upon AD&D were probably de Camp & Pratt, R. E. Howard, Fritz Leiber, Jack Vance, H. P. Lovecraft, and A. Merritt; but all of the above authors, as well as many not listed, certainly helped to shape the form of the game. For this reason, and for the hours of reading enjoyment, I heartily recommend the works of these fine authors to you."

- E. Gary Gygax, 1979



DUNGEON MASTERS EVERY-
WHERE, REJOICE! TOO LONG
HAVE YOU HAD TO SUFFER ALONG
WITH CRUCIAL CHARTS AND TABLES
SPREAD THROUGH MANY WORKS. TOO
LONG HAVE YOU HAD TO USE MAKESHIFT
REFERENCES TRYING TO SOLVE THE PROBLEM.
YOU NOW HAVE A COMPLETE COMPILATION
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COMBAT MATRICES

ENCOUNTER TABLES

MONSTER ATTACKS ALPHABETICALLY LISTED

TREASURE AND MAGIC TABLES AND
DESCRIPTIONS

GEM VALUES BY TYPE

RANDOM WILDERNESS TERRAIN
GENERATION

RANDOM DUNGEON GENERATION

SUGGESTIONS ON
GAMEMASTERING

... AND A WHOLE LOT MORE.
IT IS AN ABSOLUTE MUST
FOR EVERY
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