

Arduin, Bloody Arduin, Mate

DCCRPGish fan RPG by Claytonian killitwithfireRPG.blogspot.com
Inspired by [the adaptation](#) by John Miskimen Jr. But all true glory goes to Dave Hargrave

What the Bloody Hell is Arduin?

Arduin is a setting, a city, a bloodbath. Arduin is located on the planet Khass, and it is a mess. Demons and mutants roam the countryside. All sorts of odd demihumans wait in back-alleys to stab you. Forgotten megatech waits to be uncovered. Alien slavers come down to do all sorts of evil things. Have fun!

Checks:

To do saves, checks, or throws (the non-combat rolls), roll a [15-PC's LVL+dungeon level] or higher on a d20. If you have an ability score of 15 or more, roll +1d (a d24) instead. Sometimes your class, species, or background gives you a little modifier to add in, but 1 on the ability die always fails.

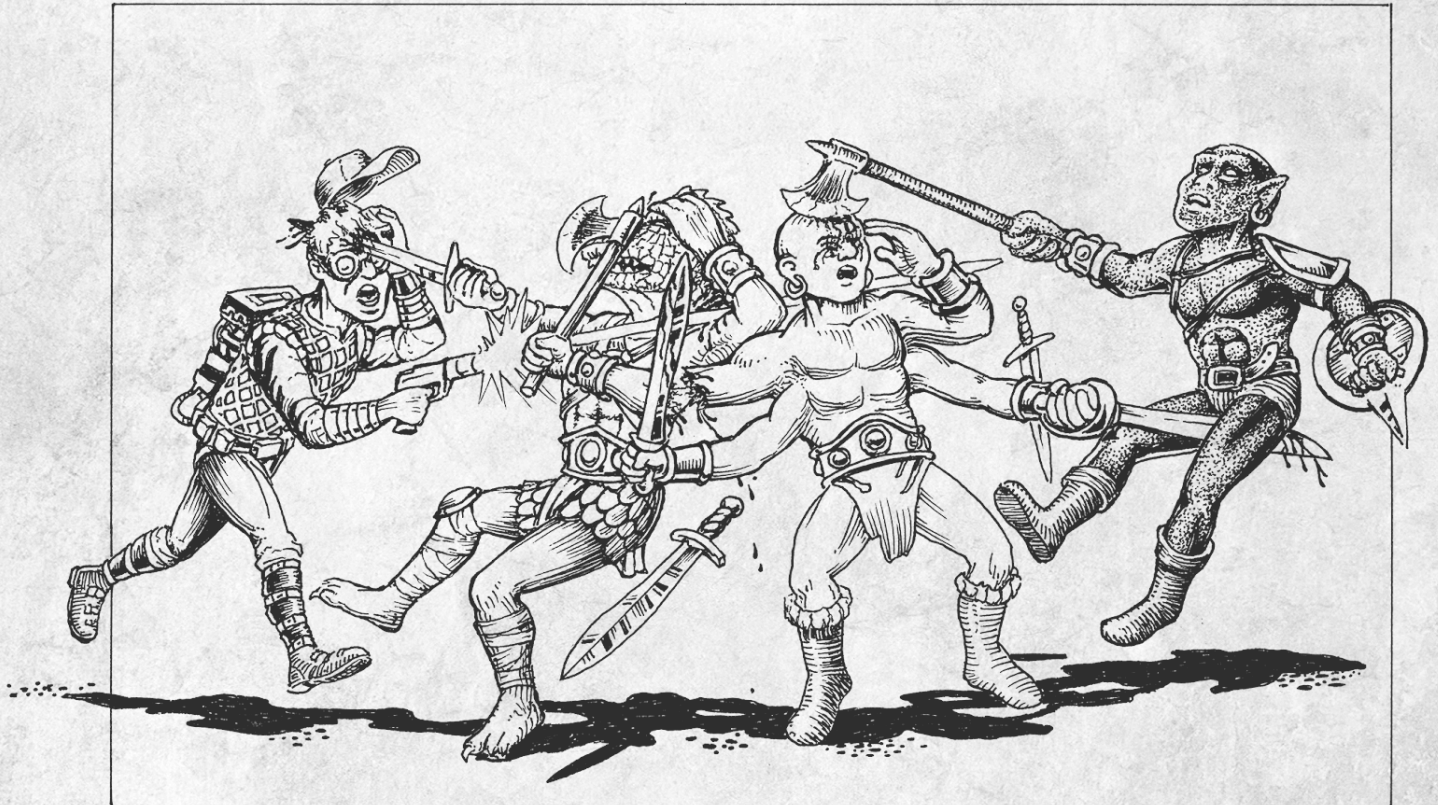
Combat is the usual elf game thing: roll a d20 vs AC, add your BAB (this procedure

is different from the check rules above).

This is like most F20 games; you roll high to do things. In this game, skill checks, ability checks, and saves are all usually called checks. Sometimes you get larger dice than a d20 to roll; +1d means one die size higher. Any die can be grown this way. 1d4 becomes 1d5, 1d20 becomes 1d24, and so on.

The die chain for this game is d3-d4-d5-d6-d7-d8-d10-d12-d14-d16-d20-d24-d30-d60-d120.

The maximum that any monster or PC may add to any roll is 15. Any roll of a 1 or 20 is a critical failure or success, respectively.



Pregens

Grab one of these if your playgroup doesn't want to spend half the 1st session rolling on the extensive character gen tables. Buy extra gear retroactively in the adventure!

1. ♂**Human Warrior Gorga the thrice-struck**
Scores: STR18, DEX15, BRAIN10, CON14, PER5, LUK19 **HP:** 25. **AC:** 16 (10+2 Dex +3 Shield +1 Apron). **BAB:** 1.
Body Type: Scarred. **Background:** Laborer. **Quirk:** Grave-stank: +1d to be ignored by undead.
Equipment: Short Sword (1d6 dmg), Shield (+3 AC), Hammer, water skin with cheap alcohol, leather apron (+1 AC). Working class, **starting funds:** 200\$.
Special Abilities: +1d on checks vs poisons, disease, mind-control. +2d vs alcohol.
2. ♀**Human Priest Karn the purifier**
Scores: STR12, DEX12, BRAIN15, CON15, PER18, LUK19. **HP:** 24. **AC:** 12 (10+2 Leather). **BAB:** 0. **MP:** 9
Body Type: Heroic Build.
Background: Initiate of the starry arts. **Quirk:** Literati.
Equipment: Staff, holy symbol, robes, horse hair shirt (+1 AC), leather armor (+2 AC). Working class, **Starting Funds:** 720\$
1st Order Orizons¹: Banish Fear, Basic Healing, Basic Purification Ritual
Special Abilities: +2d vs possession and poisons. +1d vs cursed scrolls, -1d vs other cursed items. Can heal someone 10% HP once per day.
Description: Learned priest in simple robes, with intense, unsettling gaze.
3. ♂**Human Wizard Trusse the green**
Scores: STR10, DEX12, BRAIN18, CON14, PER15, LUK19. **HP:** 21. **AC:** 10. **BAB:** 0. **MP:** 9
Body Type: Normal, but green skin.
Background: Scribe. **Quirk:** A Hack; +2 with edged weapons, -1 spell potency.
Equipment: Staff, pack with writing equipment (ink, pen, paper), scroll with Basic Pentagram of Protection spell. Working class, **Starting Funds:** 600\$
1st Order Spells: Mystik Dart, Quickflame, Wizard Glow. **2nd:** Fire Out, Fireburst. **3rd:** Hand of Thorns. **Special Abilities:** +2d vs magik. Read any language (even magikal).
4. ♀**Human Burglar Hoit the artful**
Scores: STR12, DEX18, BRAIN14, CON10, PER15, LUK19. **HP:** 18. **AC:** 12 (10+2 Dex). **BAB:** 0.
Body Type: Lithe. **Background:** Urchin.
Quirk: +1d to hearing, but -2 to starting Dex. (Revised Dex to 16).
Equipment: Crutches with concealed short-blade (as dagger). Working class, **starting funds:** 600\$.
Special Abilities: +1d to gather or spread rumors, Burglar Skills (Hear Noise, Find Hidden, Disarm Mechanism, Crack Lock, Socialize, Cyphers, Skulk, Cutpurse, Scale). +2d to backstab. Regenerate Luck burn as temporary damage.
5. ♂**Centaur Warrior Fillion the trampler**
Scores: STR19, DEX16, BRAIN10, CON18, PER12, LUK15. **HP:** 29. **AC:** 16 (12+3 Shield +1 Heroic Build Con bonus). **BAB:** 1. **Body Type:** Heroic Build.
Starting Funds: 480\$. **Equipment:** Spear, Crossbow, Armor (+2 AC), Shield (+3 AC). **Special Abilities:** +1d to hit when charging with lances, may kick an adjacent target (LVL damage to target with Dex 10 or less). +2d to avoid being surprised.
6. ♀**Centaur Priest of Amarydion Pontos the light**
Scores: STR12, DEX14, BRAIN15, CON16, PER19, LUK18. **HP:** 29. **AC:** 14 (12+2 Armor). **BAB:** 1. **MP:** 9. **Body Type:** Vigorous. **Starting Funds:** 720\$.
Equipment: Mace, holy symbol, robes, Leather Armor (+2 AC). **1st Order Orisons:** Aphrodisiac Protection, Basic Healing, Glow.
Special Abilities: +2d vs possession and poisons. +1d vs cursed scrolls, -1d vs other cursed items. Can heal someone 10% HP once per day. **Description:** A noble and devoted idolator.
7. ♂**Deodanth Warrior Blackblade**
Scores: STR18, DEX17, BRAIN10, CON16, PER12, LUK14. **HP:** 28. **AC:** 15 (10+3 Armor +2 Dex). **BAB:** 1. **Body Type:** Vigorous. **Starting Funds:** 480\$
Equipment: Sword (1d6), Armor (+3 AC). **Special Abilities:** May blink out of reality for 1d3 rounds, damages HP/STR/DEX/CON by 1. Leap, without check, up to 15'.

¹ These are spells the gods said would be helpful today (others cost 1 extra MP). The game judge may wish to swap them for something else.

8. ♂**Deodanth Tanabras Priest Gaunteye**
Scores: STR11, DEX16, BRAIN13, CON12, PER19, LUK15. **HP:** 24. **AC:** 12 (10+2 Dex). **BAB:** 1. **MP:** 9 (19x1/2 rounded). **Body Type:** Lithe. **Starting Funds:** 760\$ (40 x 19). **Equipment:** Whip, holy symbol, robes. **1st Order Orisons:** *Aura of Fear, Basic Healing, Protection from Good*.
Special Abilities: +2d vs possession and poisons. +1d vs cursed scrolls, -1d vs other cursed items. Can heal someone 10% HP once per day. May blink out of reality for 1d3 rounds, which damages HP/STR/DEX/CON by 1. Leap, without check, up to 15'.
9. ♀**Deodanth Burglar Shineteeth**
Scores: STR14, DEX18, BRAIN11, CON16, PER12, LUK9. **HP:** 28. **AC:** 12 (10+2 Dex). **BAB:** 1. **Body Type:** Lithe. **Starting Funds:** 480\$ (40 x 12). **Equipment:** Crutches with concealed short-blade (as dagger). **Special Abilities:** +1d to gather or spread rumors, Burglar Skills (Hear Noise, Find Hidden, Disarm Mechanism, Crack Lock, Socialize, Cyphers, Skulk, Cutpurse, Scale). +2d to backstab. Regenerate Luck burn as temporary damage. May blink out of reality for 1d3 rounds, damages HP/STR/DEX/CON by 1. Leap, without check, up to 15'. **Description:** A nimble and resourceful "cripple."
10. ♂**Dwarf Warrior Slorvin the hapless**
Scores: STR17, DEX14, BRAIN16, CON12, PER9, LUK5. **HP:** 21. **AC:** 14 (11+3 Armor). **BAB:** 1. **Body Type:** Normal, with mohawk **Starting Funds:** 360\$ **Equipment:** Battleaxe (1d6 dmg), Armor (+3 AC). **Special Abilities:** Additional +4 to checks VS magik & poisons. +1d to checks involving architecture, metallurgy, or geology. Can identify magik arms and armor. Speaks the chthonic tongue.
11. ♀**Dwarf Tarong Priest Slavbs the exacting**
Scores: STR10, DEX7, BRAIN15, CON18, PER18, LUK16. **HP:** 27. **AC:** 11. **BAB:** 1. **MP:** 9. **Body Type:** Vigorous. **Starting Funds:** 720\$ **Equipment:** Warhammer, holy symbol, robes. **1st Order Orisons:** *Aura of Good, Basic Healing, Protection from Evil*. **2nd:** *Find Lost, Holy Might*.
Special Abilities: Additional +4 to checks VS magik & poisons. +1d to checks involving architecture, metallurgy, or geology. Can identify magik arms and armor. Speaks the chthonic tongue. +2d vs possession and poisons. +1d vs cursed scrolls, -1d vs other cursed items. Can heal someone 10% HP once per day.
12. ♂**Dwarf Burglar Clumsy Boostauf One-eye**
Scores: STR13, DEX5, BRAIN11, CON9, PER16, LUK18. **HP:** 18. **AC:** 12 (10+2 Dex). **BAB:** 1. **Body Type:** Normal, but cyclops. **Starting Funds:** 640\$.
Equipment: Dagger. **Special Abilities:** Additional +4 to checks VS magik & poisons. +1d to checks involving architecture, metallurgy, or geology. Can identify magik arms and armor. Speak the chthonic tongue. +1d to gather or spread rumors, Burglar Skills (Hear Noise, Find Hidden, Disarm Mechanism, Crack Lock, Socialize, Cyphers, Skulk, Cutpurse, Scale, [dwarven] +1d Find Hidden, [dwarven] +1d Open Locks). +2d to backstab. Regenerate Luck burn as temporary damage.
13. ♂**Kobbit Burglar Skroinks the yoinker**
Scores: STR10, DEX19, BRAIN14, CON8, PER12, LUK16. **HP:** 14. **AC:** 12 (10+2 Dex). **BAB:** 1. **Body Type:** Lithe hobbit-kobold hybrid. **Starting Funds:** 480\$. **Equipment:** Dagger. **Special Abilities:** +2 to-hit with ranged weapons. Additional +1d to Open Locks, Pick Pockets, and Skulk. +1d to gather or spread rumors, Burglar Skills (Hear Noise, Find Hidden, Disarm Mechanism, Crack Lock, Socialize, Cyphers, Skulk, Cutpurse, Scale). +2d to backstab. Regenerate Luck burn as temporary damage.
14. ♀**Femazon Warrior Snu-snu Peebles**
Scores: STR18, DEX15, BRAIN9, CON18, PER14, LUK11. **HP:** 26. **AC:** 13 (10+3 Armor). **BAB:** 1. **Body Type:** Vigorous. **Starting Funds:** 560\$. **Equipment:** Spear, Armor (+3 AC). **Special Abilities:** Speaks Láadan.

15. ♀ **Femazon Silver-moon Priestess** *Fuxtizya*
Scores: STR11, DEX13, BRAIN16, CON11, PER19, LUK8. **HP:** 20. **AC:** 12. **BAB:** 1. **MP:** 9. **Body Type:** Corpulent. **Starting Funds:** 760\$. **Equipment:** Bo-staff, holy symbol, robes. **1st Order Orisons:** *Aphrodisiac Protection, Basic Healing, Glow.*
Special Abilities: May swap either their Str or Dex ability score with a 15. Speaks Láadan. +2d vs possession and poisons. +1d vs cursed scrolls, -1d vs other cursed items. Can heal someone 10% HP once per day.
16. ♂ **Phraint Warrior** *Kritkt Antsit*
Scores: STR18, DEX13, BRAIN13, CON16, PER9, LUK15. **HP:** 22. **AC:** 13 (10+3 Armor). **BAB:** 1. **Body:** Transparent skin, like a glass-frog. **Starting Funds:** 360\$. **Equipment:** Sword (1d6), Armor (+3 AC). **Special Abilities:** Vulcan logic: Immune to emotions/empathy (including Fear). Leap, without check, up to 10'. +1 to hit Deodanths and Saurigs.
17. ♂ **Saurig Warrior** *Big Bones Big Laugh*
Scores: STR17, DEX12, BRAIN10, CON16, PER8, LUK15. **HP:** 24. **AC:** 15 (10+3 Armor +2 Scales). **BAB:** 1. **Body Type:** Heroic build. **Starting Funds:** 320\$. **Equipment:** Club (1d6), Armor (+3 AC). **Special Abilities:** Natural scale armor (+2 AC), Immune to all poisons. +1 to hit Phraint, Deodanths, and Kobbits.
18. ♀ **Caveman Warrior** *Ooga the Bonker*
Scores: STR19, DEX10, BRAIN5, CON16, PER13, LUK16. **HP:** 26. **AC:** 12 (10+2 Hide Armor). **BAB:** 1. **Body:** Hirsute. **Starting Funds:** 520\$. **Equipment:** Stone axe (1d6), Hide Armor (+2 AC). **Special Abilities:** +1d to survival checks in the wild. +1d to any rolls involving noticing foes sneaking up on you.
19. ♂ **Throon Warrior** *Throon'gar*
Scores: STR19, DEX14, BRAIN8, CON17, PER10, LUK12 **HP:** 28. **AC:** 15 (10+2 Dex +3 Dragon-hide Belt). **BAB:** 1. **Body:** 4 arms. **Starting Funds:** 320\$. **Equipment:** Clubs, Dragon-hide Belt (+3 AC), Yellow loincloth, bag with cooked meat (questionable source), bone-knife. **Special Abilities:** 4 attacks per round (replaces the usual extra attack progression of a warrior) 100% immune vs fear, +1d vs being surprised.
20. ★ **Gnorc Warrior** *Gnorg the gnorc %liar:*
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Scores: STR 18, DEX 12, BRAIN 11, CON 15, PER 10, LUK 10 **HP:** 22. **AC:** 13 (10+1 Apron+2 Shield). **BAB:** 1. **Body Type:** Normal, but with a Kuato-twin. **Equipment:** Short Sword, Shield (+2 AC), Hammer, water skin with cheap alcohol, leather apron (+1 AC). **Starting Funds:** 400\$. **Special Abilities:** 100% fear proof. Can attack with claws.

The Classes

Class variants are available for humans, but you should probably play a basic class your first time in Arduin.

There are no hit dice for PCs in this RPG, but some levels will give you a new hit point (this is a deadly game where levels max out at 9), but each class gets +1d to +2d to do certain things, rolling

a d24 or d30 respectively instead. PCs can keep and wield any items their starting profession gave them (see backgrounds).

In this RPG, whenever you round, round fractions of .4 to .1 down. This means Warriors, Priests, and Burglars should be starting with a BAB of at least 1.

Warrior	Priest	Wizard	Burglar
4 extra HP at 1st level. 1 more HP each level after first. BAB=LVL.	2 extra HP at 1st level. Starting with 3rd level, get 1 more HP each level. BAB=LVL/2	0 extra HP at 1st level. Starting with 3rd level, get 1 more HP every other level. BAB=LVL/3	3 extra HP at 1st level. Starting with 3rd level, get 1 more HP every other level. BAB=LVL/2
Can use any weapon, armor, or shield.	Can use any blunt weapon. Can use any armor.	Can use only daggers or staves, but those of 5th level and above can use magik swords. Cannot use armor or shields.	Can use any weapon. Can wear up to +3 armor, but it does interfere with burglar skills.
Warriors are the only class that get to roll to hit at +1d in melee if their Str score is 15 or higher.	Each morning*, the priest prays to the saints for guidance. The Judge gives them a number of orizons equal to LVL+2 of the priest that their god deems will be of use that day. Spells outside of that list cost LVL extra MP to cast.	Retroactive Vancianism: Need to study a spellbook each morning and to have a free hand to cast magik (gestures with a dagger are allowed). May cast each spell only once a day, via available Magic Points. Wizards can spellburn spells back too.	Burglar skills: Get +1d to do the following, and at level 5, get a further +1d: Hear Noise, Find Hidden, Disarm Mechanism, Crack Lock, Socialize, Cyphers, Skulk, Cutpurse, Scale.
At levels 3, 6, and 9, get more efficient at attacking.			+2d to backstab, and has the option to K.O. Does triple damage starting at fifth level and quadruple damage starting at ninth level.
At level 3, gain a second attack.	Priests can cast any spells that make sense for their god (as long as they have enough MP left).	MP per day: Roll your Brains die+LVL. Roll it at -1d if you have 8 or less Con. Roll it at +1d if you have 13 or higher Con.	Get +1d on checks VS explosions and poisons.
At level six, gain +1d to attack die size.	Starting MP: one die for every 5 points of Pers you have (min 1 die). The size of the dice is based on Luk; 8 or less: d4s, 9-12:d6s, 13+:d8s. Add one die for each level gained, adjusted for score changes, and reroll, keeping the higher total.	Spells of a level higher than the wizard's own have their MP cost multiplied by the difference.	Regenerate Luck burn as if it was temporary damage.
At 9th level, gain another +1d and a third attack.	Additional priest abilities described on the next page.	Wizards start with BRAIN/3 spells, and must learn spells from found scrolls or tomes (Brains check, spell unlearnable for another level if you fail).	Just as anyone can attempt the actions that burglars get a skill bonus to, anyone can attempt to backstab an unawares foe. It does double damage. Burglars with a blackjack or garrote may opt, on a successful backstab, to KO instead (foe gets a check to avoid). KOed and Helpless foes can be slain without a check.
The die chain goes up as d20-d24-d30-d60-d120	Get +2d on checks VS possession and poisons.	Additional Wizard abilities are described on the next page.	
Get +1d on checks VS poisons, disease, and mind-control.	*: Or night for edge lord alignments	Get +2d on checks VS magik.	

Magik and other stuff for priests/priestesses and wizards:

Casting: To cast a spell, Wizards or Priests must pass a Brains or Pers check, respectively. On a failure, they lose 1d3 MP, but retain other costs of the spell, and may attempt it again in subsequent rounds. On a fumble, scrap that, they can't cast it again today and something weird happens.

Turning: Priests can hold aloft a holy symbol towards anathema to their gods (usually the undead), who then must check with a penalty equal to $\frac{1}{2}$ the priest's level. If the anathema fumble, they die. If any foes make their check, they usually cannot be turned this day, but the priest has the option to channel their stamina into another attempt, forcing foes to make a second check. Such a channeling weakens the priest (-1d to everything and really doesn't want to stand) for a number of rounds equal to their Strength score.

Countering: Priests and wizards can counter holy or arcane magiks respectively as they are being cast or going off by burning MP equal to the MP cost of the spell **and** making a Pers check. It costs d6 extra after the fact to counter a spell outside of your wheelhouse (i.e. a wizard countering an illusionist spell). If driven to zero or less MP this way, you faint.

Magikal Healing rules

Priests may only heal targets of the same alignment (with any spell that does healing). If they ardently follow your gods too, your target gets bonus heals equal to their level. Mmmm. Magikal healing takes 1 minute per HP point healed! It may be abandoned partway through though. Healing should restore a percentage of the target's HP rather than amounts other elf-games dole out (all spells

should be altered to reflect this).

Upgrading or recasting spells: Wizards may upgrade spells by spending the MP for them again, as they cast the spell. For each purchase, the spell is 1 point higher to check against.

Burning: To cast a spell they have already successfully cast today, wizards must also take temporary ability burn equal to its MP cost. This damage cannot be healed by magik, only time.

Wizards may "spellburn" by permanently burning an ability score point to gain two permanent magik points. This decision can only be made when out of MP or when casting a spell.

They also may temporarily burn an ability score to upgrade a spell on the fly; the amount burned equals the MP cost of the spell. Temporary ability score damage is healed at a rate of 1 point per 5 hours. Magik cannot heal this.

Both Priests and Wizards may read from magikal writings to slowly and ritualistically cast spells without spending MP. Magikal writings cost 10 minutes per MP of the spell to perform, and $10 \times \text{MP}$ in \$ to transcribe.

Notes on level drain:

When you would lose one or more levels, you may save to lose only half that many levels. For each level you lose, you will be stunned for one round and lose any HP, BAB, &c associated with the lost levels. MP users will also lose an amount of remaining MP equal to $2 \times [\text{levels lost}]$ (when they regain MP the next day they will calculate MP using their new level)..

Ability scores

Roll 1d20 down the line to generate stats. Having a score of 15 or higher gives you +1d (usually a d24) to do things.

1. 15+ **Strength** gives a +1d bonus to melee to-hit and damage rolls, *but only if you are a warrior.*
2. 15+ **Dexterity** gives a +2 bonus to your AC and +1d to ranged to-hit rolls. No damage bonus.
3. 15+ **Brains** gives a +1d bonus to spell efficacy (as an additional penalty to foes' check DCs).
4. 15+ **Constitution's** +1d bonus is added to almost nothing outside the occasional skill check, but [Con score]+[species score] determines your starting HP.
5. 15+ **Personality** gives you a torchbearer hireling at character generation.
6. 15+ **Luck** gives a +1d bonus to rolls that the DM thinks are up to chance. You can permanently burn Luck in this game, adding it to any roll, but as with all ability scores, if it dips below 15, you lose the bonus.

Luck is the only stat you can have at zero and not die or be a vegetable.

BTW humans get 1d6 extra Luck, so consider how bad you want to be one of the weirdo races.

Body type chart

Roll on this and show us your freaky body. Increase or decrease scores as follows, even if it breaks your species's usual limits.

d100 Result

- 1-20: **98 Lbs, skinny.** -1 Str, +1 Brains
- 21-40: **Lithe.** +1 Dex, +1 Pers
- 41-60: **Normal, but...** Think up a cool tattoo, scar, hair-color, weird eyes, disformity, birthmark, &c because Arduin!
 - 1d14 ideas: 1) cyclops, 2) extra digits, 3) fangs, 4) gills, 5) two hearts, 6) transparent skin, 7) hirsute, 8) hairless, 9) hermaphrodite, 10) lizard-tongue, 11) 1d6' tail, 12) eyeless, 13) unusual pigmentation, 14) third eye.
- 61-80: **Vigorous.** +1 Str
- 81-90: **Heroic.** Build +1 Con, +2 Str
- 91-00: **Corpulent.** -1 Con, -1 Dex, +2 Luck, +1 Riches

Roll20 Macro for making a character fast(er)
&{template:default} {{name=rolling a new character}} {{STR[[d20]] DEX[[d20]] BRA[[d20]] CON[[d20]] PER [[d20]] LUK[[d20]]
(if human,[[1d6]] extra Luck)}}{{body type[[d100]]
background for humans[[d20]]
recent fortunes[[d6]]}} {{Choose a class
(from among warrior, mage, priest, burglar)
Class quirk for humans: roll a luck die}} {{Buy junk if you want, adjust your scores for species and quirk, then record your HP, AC, & BAB.}}

d20 Human Backgrounds & Starting Coin for Everyone

Each PC has a pre-adventuring background in a certain profession. Roll up one below on a d20. You can use any weapon or armor you are listed as starting with, despite usual class restrictions. A level 0 "funnel" session is a fun alternative way to start a campaign; in it, each player controls 1d4 lvl 0 PCs.

1. **Alchemist's Apprentice:** Can identify poisons or magickal potions with a check. Starting Equipment: Either a staff or a dagger, as well as one random Alchemical Concoction.
2. **Body Guard:** May roll a Dex check to take a hit instead of a nearby ally, before that hit's damage is determined. Starting Equipment: Jute, sling, leather armor[+2 AC], and a shield[+1 AC].
3. **Slaver:** Has three low-morale servants (non-chattel slavery is lawful in most places, but evil; definitely reroll if you can't stand this result). Starting Equipment: Whip.
4. **Herbalist:** Identify plants automatically. Starting Equipment: A pouch full of herbs, a shield, and either a staff or a dagger.
5. **Initiate of the starry arts:** Can take a ten minute turn to heal someone 10% HP once per character once per day. Starting Equipment: Staff, a holy symbol, robes and a horse hair shirt [+1 AC].
6. **Laborer:** +2d to checks vs alcohol. Starting Equipment: A hammer (can be used as a club), a water skin filled with cheap alcohol, and a leather apron [+1 AC].
7. **Courtesan:** Can roll a Pers check to milk a secret from anyone they have an adult arrangement with. Starting Equipment: A philter, and a biwa or shamisen with either a dagger hidden in the neck or a garrote hidden in the strings.
8. **Rune-singer:** Can magikally sing to attract animals with HD equal to their level and give them simple tasks. Starting Equipment: A staff and a runebook that contains 3 spells, each of which can each be sung into effect over the course of 10 minutes.
9. **Urchin:** +1d to gather or spread rumors. Starting equipment: Crutches with concealed short-blade (as dagger).
10. **Pharmacist:** May take 1 week and 100gp to make a Healing Potion (heals 10% HP). Starting Equipment: A dagger, one healing potion and a leather apron [+1 AC].

Starting funds are 40×Personality score in \$, but adjusted by current social status as follows.

Recent fortunes (d6 or a d6+1 if corpulent):

- 1) rabble (street folk), -100\$
- 2) tenant (serf), -50\$
- 3) working class and militia +0\$
- 4) guildsman, +50\$
- 5) mercantile or freeholder, +100\$
- 6) lesser noble, +200\$

11. **Rat-Catcher:** May have a scent-hound [Dex 14; HD1+1; AC12; Atk 1d4 bite; check 14] as a hench-beast and may always be able to replace it if it dies. Starting Equipment: A scent hound, a dagger, a sling and a Ratter's pole with d6 dead rats.
12. **Runner:** Adds +2d to checks to run away from battle, &c. Starting Equipment: A short sword, d6 empty scroll cases, and leather pads [+1 AC].
13. **Sailor:** Can never be lost while the stars are visible. Starting Equipment: Short sword, rope, a partial map to some unknown isle, and leather armor [+2 AC].
14. **Seer:** Roll a d30 at the beginning of a gaming session. This roll may be substituted once during that session for another roll. Starting Equipment: A staff, a sling, and a pouch with divination trappings (tarot cards, bones, dice, &c).
15. **Scribe:** Has +2d to read any language (even magikal). Starting Equipment: Either a dagger or a staff, a pack with writing equipment (ink, pen and paper) and a scroll with the Basic Pentagram of Protection spell (you can read magic).
16. **Soldier:** Gets +2d to avoid being surprised. Starting Equipment: A spear, a crossbow, armor [+2 AC] and a shield [+1 AC].
17. **Squire:** Can identify heraldry, gets +2d to know information about a particular noble and +1d to secure an audience with a noble. Starting Equipment: A two-handed sword and armor [+3 AC].
18. **Gladiator:** +1d to Luck checks involving being spared for later entertainment. Starting Equipment: A helm [+1 AC] and a man-net.
19. Roll twice and combine. Reroll rolls of 19 or 20 this time.
20. Roll twice and combine. Reroll rolls of 19 or 20 this time, but you also start with +50 starting coin.

Species

Choose one of the 8 species below that no one else in your play-group has chosen yet (we allow any number of humans, tho) and adjust things as per this table.

Each species is limited to certain classes or the variations of them.

All PCs can speak the common tongue of the Arduin region of planet Khass as well as Multiversal trade-co Esperanto.

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- **1 Humans (base HP=7+Con score, base AC 10)**

Classes: Any

Humans are the most variable and fated species. They may swap their lowest ability score with a 15. They get +1d6 Luck. May have class quirks, backgrounds, and the option for alternate classes.

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- **2 The Centaur (base HP is 11+Con score, base AC 12)**

Classes: Warrior, Priest

Gain +1d to-hit when charging with lances.

May kick any one adjacent target on your turn in combat, doing LVL damage to any target with 10 or lower Dex.

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- Hey, you can't be the Elf. The last elf died long ago. Quite a feat for a race of immortals. Lots of demons wish they could sup on elf flesh again. Alas.

- **3 The Deodanth (base HP is 12+Con score, base AC 10)**

Classes: Warrior, Priest, Burglar

This species is not allowed unless you happen to have rolled a 17 or higher Str and Dex.

May choose to blink out of reality for 1d3 rounds, but this damages their HP by 1 and their Str, Dex, and Con scores by 1 too. Temporary ability damage like this regenerates at a rate of 1 per five hours (choose which score gets healed the 1 point every five hours).

Leap, without check, up to 15'.

-
- **4 The Dwarf (base HP=9+Con score, base AC 11)**

Classes: Burglar, Warrior, Priest

If Burglar: additional +1d to "Find Hidden" & "Open Locks".

Additional +4 to checks VS magik & poisons.

+1d to checks involving architecture, metallurgy, or geology.

Can identify magik arms and armor.

Speak the chthonic tongue.

-
- **5 The Kobbit (base HP=6+Con score, base AC 10) a hobbit-kobold hybrid**

Classes: Burglar

+2 to-hit with ranged weapons.

Additional +1d to Open Locks, Pick Pockets, and Skulk.

- **6 The Femazon (base HP is 8+Con score, base AC 10)**

Classes: Warrior, Priestess

May swap either their Str or Dex ability score with a 15.

Natively speak [Láadan](#). Give birth to only other femazons.

-
- **7 The Phraint (base HP is 6+Con score, base AC 15), a bug-man.**

Classes: Warrior

Vulcan logic: Immune to emotions/empathy (including Fear).

Leap, without check, up to 10'.

+1 to hit Deodanths and Saurigs.

-
- **8 The Saurig (base HP is 9+Con score, base AC 13)**

Classes: Warrior

Immune to Fear and slowing magik. Susceptible (-1d) VS sleep effects.

Can attempt these attacks: Bite (1d6+1dmg), Tail (1d6+1), or Shield Breaking (instead of damage, shield must check at a penalty equal to your Str-10).

Leap, without check, up to 10'.

-
- **9. The Caveman (base HP is 10+Con score, base AC 10):**

Classes: Warrior (no variants)

You have max starting Brains of 5. You gain +1d to any rolls involving noticing foes sneaking up on you.

Quirks by Class for Humans

Roll a Luck die at character generation to see what you do differently. Any +1d &c listed below grow your die size for the concerned roll, and the reverse is true as well. Explosions cover breath weapon attacks.

d20	Warrior	Priest	Wizard	Burglar
1	Coward: -8 to check VS fear or to not flee.	Stiff: +2 Str and Brains, but -1d to checks VS explosions.	Ominous: Animals hate you. -1d on checks to not get attacked by them on sight.	Kleptomaniacal Avarice: You need to check at -1d to avoid the temptation to steal from all but close allies.
2	Religious Fanatic: -4 starting Pers; inability to work with "pagans."	Pasty: -1d VS diseases and acid.	Close-talker: -1 to use ranged weapons.	-1 to all starting ability scores, yet +2 natural AC.
3	Luddite: -1d to figure out anything mechanical; -3 starting Brains.	Pacifistic: -2 with all weapons!	+2d to see even in poor conditions, but -1d to hearing.	+1d to hearing, but -2 to starting Dex.
4	Bad Liar, Great Lover: -1d to lies, +2d to seduce.	+1d to check VS elemental attacks, but -1d VS cold.	Bad-tasting Skin: +2d check to be spit out if swallowed. -1d to retain lovers.	+1 with longswords and spears. -2 with ranged.
5	Hacker: +2 to-hit undead, but -2 to ranged attacks.	Shifty: Can use and have +2 with daggers, -1d VS poisons.	Insomniac: -5 starting Pers, but always checks VS sleep effects.	+1 to all starting ability scores, but -1d to checks VS magik.
6	+2d VS spells, but -1d VS non-magikal explosions.	Sommelier: Can smell poisons with a check, but -1d to checks against poisons.	Blasphemous Tongue: -1d to check VS priestly magik.	Roll twice more, but reroll this number if it comes up again. Also, -1d VS fire and explosions.
7	Twitterpatable: -1d to checks VS being seduced.	+1 to starting ability scores. -1 magik potency.	Febrile: +1d VS petrification, but -1d VS poisons and venoms.	Heal 1 extra point for each 10% that any supernatural force heals you, but -2d VS diseases.
8	Poor Hygiene: +2d check to be spit out if swallowed. -1d to seduce.	Can speak multiversal; +2d to parley with aliens.	Can smell any present poison, but -1d VS petrification.	Creep: -2d to lies, but +1d to ranged attacks.
9	Flamboyant: +3 with and can wield rapiers, but -2 with all other weapons.	Noble: +1d VS fire, but -1d VS poison gas. +2 to starting Brains.	Removed Fear Gland: Immune to fear, but -2 Pers.	+3 to starting Str; +2 Con; +1 Dex, but -2d VS poisons and venom.
10	Grave-stank: +1d to be ignored by otherwise aggressive undead. -4 to starting Pers.	Literati: +1d VS cursed scrolls; -1d VS all other cursed items.	A Hack: +2 with and can use any edged weapons, but -1 spell potency.	Circus Freak: +2 to starting Dex and +1d to Climb checks.
11	Foolhardy: Immune to fear effects. Even demons don't scare you. -5 starting Brains.	Fookin Unit: +2d VS shape changing effects.	Doc Occult: Natural ability to detect magik of all types.	Wurm-tongue: Can speak high and low draconic.
12	Horseman: Purchasing horses 20% cheaper. +2 hexes travel a day. Camels hate you.	Deadpan: +1d to lie, but -1d VS undead effects.	I Took that Class: Can speak and read high and low draconic.	+2 with short swords, +1 with knives, -3 with axes.
13	Secret Were-creature. You turn into an evil beast during full moons.	Unbreakable vow of poverty: you can never have more than 20 C.	Magikal healing always grants you an extra 5 healing (gained last).	+2d to predict weather.
14	Haptic: Picks locks as well as a burglar, but -1d VS poison.	+2d to check VS disintegration or poison.	Magikal Linguist: Read and write any magikal writings or runes.	Quick Study: For every three adventure credits, you get a free one (or 100 XP for every 500).

15	Keen Senses: +1d to vision and hearing checks.	+2d to check against efreet and djinn attacks.	+2d to detect evil, and +2d to detect possession.	Can determine the value of goods and treasures.
16	Mountain Folk: +2 starting Str & Dex. Climb as a burglar.	+1 with and can wield edged weapons, but -1 potency magik (checks easier for your foes).	Paranoid: +2 to starting Dex and +1d to checks VS explosions.	Masked: Able to detect poison and make it.
17	Desert Hardened: +3 starting Con. +2d to find water.	+1 to spell potency VS humans, but -1 to it VS undead.	-1d versus undead life drains and paralysis; +2d versus fire.	Lothario: +1 starting Pers and +2d to seduction.
18	+2d to parley with dragons and +1d to check VS dragon effects and spells.	You can use burglar skill bonuses as if you were a burglar 2 levels lower than your priest level, but your starting Pers is -8.	+3 with and can wield quarterstaves and cudgels; -2 with all other weapons.	Assburgers: Additional +1d to detect traps or secret doors.
19	Desires to form a secret society: +4 starting Pers.	Spooky: +2d to be ignored by otherwise aggressive undead. -3 to starting Pers.	Abstract: +2d to checks VS fear and confusion; -2 starting Brains.	Voyeur: Additional +1d to skulk.
20	Roll a d6, the result is a to-hit bonus with any one weapon type of your choice.	+2d to check VS sleep or charm effects.	Witty: Treat MP determination as 1 level higher.	Apt Cutter: Start at 2nd level and gain one extra adventure credit for every 4th one you achieve.
21	Trained by a Master: +2 to all common weapons. You of course need to avenge your master on those bad guys that did them in.	Singing Evangelist: +3 to starting Pers, Brains, and Luck. Have all bard supernatural abilities. Can only use bashing weapons, cannot use armor. Eschew more than 50 C.	Roll again twice, once on this column and once on the Priest column.	Mastermind: Can cast spells as if you were a wizard of two levels lower than your burglar level.
22	You're actually a young, 7', 18 Str, 250kg giant! After 9th level, each credit earns you a monstrous hit die (instead of normal HP gains) and 10-fold its roll in mass to match.	Gift of Tongues: Read all languages. Up to 10 times over your life, as you encounter a spoken language, you may declare that you in fact know it.	Have a magikal patron, a god, demon or the like: Can spend level in MP to invoke their help, but they will require something in return...	Dampyre: Immune to undead life drains; mindless undead take you for one of them and ignore you if you don't aggravate them. You shun priests (retreating 50% of the time). You are totally goth. Poison and venoms only do ½ damage to you and you regenerate 1HP/minute.
23	Half-demon: Add 2 to all ability scores and +1d to checks! You want to kill your foul parent. They want to corrupt you.	Half-efreet: Immune to fire.	Throbbing Temple-veins: Each time you gain a level, you get extra permanent daily MP equal to the level.	Roll once on any three tables of your choice, but ignoring this result. If you can't use what you roll, tough-- you're stuck with it.

Multiversal Trading Co. Catalog

Multiversal and interstellar traders want your dungeon booty. They also want you to be well-equipped so you can get more booty.

Arms

Weapons cost 20\$ for one-handed arms (1d6dmg), 30\$ for two-handed ones (1d8dmg), and 40\$ for long weapons such as pole-arms(1d6dmg).

Warrior PCs also add the Str bonus to their melee damage rolls.

Armors

What follows is the prices of armors of increasing protection:

- +1AC is 60\$
- +2AC is 200\$
- +3AC is 260\$
- +4AC is 750\$
- +5AC is 1000\$
- a Small Shield (Buckler) +1AC is 150\$
- a Shield of +2AC is 300\$
- a Helmet of +1AC is 270\$
- a Full Helm of +2AC is 300\$

Anything else

can be had for its cost in syllables × its relative rarity (1\$ if copper/bronze/iron/wood, 10\$ if silver or finely worked, 20\$ if gold or illicit, 100\$ if rare/alchemical/magical).

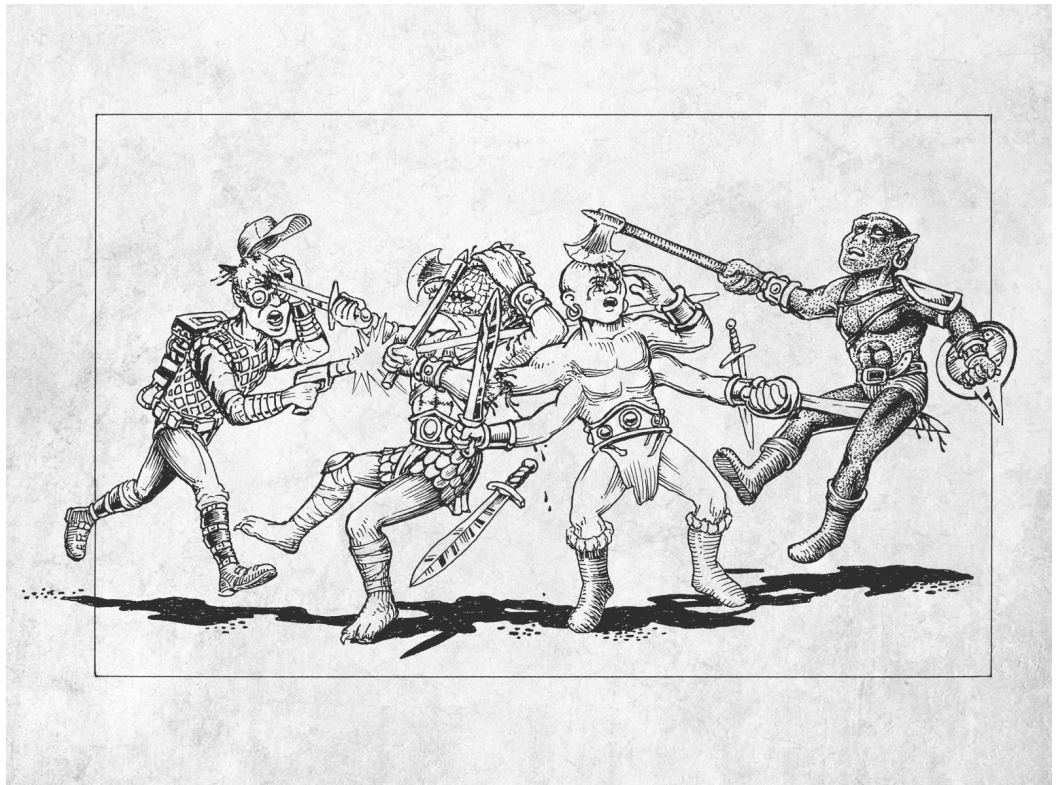
For instance, a candle would cost 2\$ (2 syllables×wax material). A violin would cost 30\$. A silver mirror would cost 20\$.

Combat, Arms, & Crits

The famous Arduin Crit Chart

If you roll a 20 (or 24 or 30) on a to-hit roll, not only do you automatically hit, but you hit very well.

Roll a d% on the following table and determine how many extra points of damage you deal and other effects (in the case of inapplicable monster anatomy, just deal the extra damage).



- 1-2 Brain penetrated, die immediately, damage 4d8
- 3-4 Voicebox ruined, total voice loss (permanent), damage 1d8
- 5-6 Hand severed, die in 1d8 minutes, damage 3d6
- 7-8 Impalement, weapon is stuck there, damage 3d10
- 9-10 1d5 ribs broken, damage 1d3 per rib
- 11-15 Leg, artery cut, die in 1d10 minutes, damage 1d8
- 16-20 Arm, as above die in 1d12 minutes, damage 1d6
- 21-25 Achilles tendon cut, fall immediately, damage 1d3 (permanent)
- 26-30 1d5 fingers lost (determine which hand), damage 1 each
- 31-32 Toes, as above damage, 3 per two digits
- 33-34 Eye (determine side) irrevocably ruined or torn out, unable to fight 1d10 rounds, damage 1d6
- 35-36 forehead gash blood in eyes, can't fight or see for 1d10 rounds, damage 1d3
- 37-38 Genitals/Breasts torn off, shock induced coma, die in 1d4 minutes, damage 3d6
- 39-40 Ear taken off, permanent hearing loss on that side, -2 Pers, damage 1d3
- 41-42 Buttock torn off, falls prone, shock-induced coma for 3d10 minutes, -3 Dex and half speed, damage 4d4
- 43-44 Stunned 1-10 melee turns, no fighting, damage 1-2
- 45-46 Stunned 1-6 minutes, no fighting, damage 1-4
- 47-48 Minor concussion, as above. Stunned 1-10 minutes damage 1-6
- 49-50 K.O.ed for 1d6 minutes, confused and groggy upon revival for 6d0 mins, damage 1d8
- 51-55 Major skull fracture, unconscious for 1d10 mins, amnesia for 2d12 hours, but check or its permanent, damage 1d10
- 56-60 Throat cut, die in 1-3 melee turns, damage 1d8
- 61-65 Arm torn off (lost d% of it), die in 1d3 minutes, damage 4d6
- 66-70 Leg, as above, fall, die in 1d3 minutes, damage 4d8
- 71-75 Heart pierced, die immediately, damage 1d10
- 76-80 Spine ruined, roll a d5 for paralyzation: 1) complete; 2) left side; 3) right side; 4) waist down; 5) complete and dying in 1 minute, damage 2d10
- 81-85 As 33-34, but both eyes blinded, damage 2d6
- 86-90 Node ruined, -6 Pers, stunned 1d4 rounds, -2 to endurance checks, speech problems requiring 1d12 months to overcome, damage 1d8
- 91-94 Head hit, nothing apparent now, but in 1d10 days will die, go insane or incoherent, &c, due to hemorrhage, damage 1d2
- 95 Guts ripped out, 20% chance of tangling feet, die in 1d10 mins, damage 2d8
- 96 Skull caved in, Brains score halved, and many memories lost, damage 2d6
- 97 Lung pierced, Str and Con scores permanently halved, damage 1d12
- 98 Head torn off, immediate death, damage 5-50
- 99 Body split in twain, immediate death, damage 10d10
- 100 Entire head pulped and splattered over a wide area, irrevocable death ensues, damage 3d10

Combat basics

Damage is usually 1d6 for weapons, but can be higher. Rolling a 1 to attack, as with checks (skills) is always a miss. The ref may decide to add some extra bad stuff to such an attempt. Being swift means often hitting first, while being punishing or defensive slows you down.

Rules for dexterity-based initiative:

High Dexterity is important. When two combatants face each other, the one with the longer weapon reach (ranged weapons have the greatest reach, followed by polearms, &c) attacks first, but the other character may-if they have a higher Dex-parry that attack with their own attack roll. A hit with a parry indicates you negated an attack but must forego one of your own attacks this round, while a miss means you suffer their attack first and lose one of your own this round. A crit with a parry means a counter-hit has been scored, with a 5+Warrior level% chance that it is an actual crit to be rolled on the crit table.

If two or more foes have weapons of comparable lengths, the one with higher Dex will roll to hit first, and what's more, if it has access to a secondary or tertiary attack and a high enough dex, it might roll those to-hit rolls before its foe has a chance to act as well.

In the case of claw, claw, bite &c, a foe will attack twice, but the PC's attack will come between those attacks if they have more than half the clawer's Dex. In other words, divide a foe's Dex by its # of remaining attacks to see when its other attacks happen compared to its foe's attacks. For instance, a Dex 20 monster with three attacks (20/2) will attack at Dex counts 20, 10, and 5.

Arms options

Shields take up a hand to use properly, but provide extra AC.
One-handed weapons deal only 1d6 damage, but let you have a hand free for a shield or item.

Two-handed weapons without reach do 1d8 dmg.

Two-handed weapons with reach deal only 1d6 damage, but provide a chance to hit your foe first and hopefully kill them before they can reach you during their initial approach or yours. Forgoing a shield or weapon larger than a one-handed one while wearing flexible clothes (3 points of extra AC or less) gives +2 to Dex for initiative purposes.

Armor

The more AC you get artificially, the slower your Dex becomes for initiative purposes. For instance, having 6 extra AC from armor, a shield, &c would make your Dex score 6 lower when determining who gets a chance to hit first.

Armor descriptors/materials are mutable set-dressing; furs could easily replace quilted or leather armor in your character concept. Chainmail bikinis are fair game.

What follows is the prices of armors of increasing protection: +1AC is 60\$; +2AC is 200\$; +3AC is 260\$; +4AC is 750\$; +5AC is 1000\$; a Small Shield (Buckler) +1AC is 150\$; a Shield of +2AC is 300\$; a Helmet of +1AC is 270\$; a Full Helm of +2AC is 300\$.

Healing

One heals 10% of their HP, rounded up, per night of rest (10 hours). Luxurious accommodations and inactivity will double that rate.

Temporary ability damage is recovered as per the Deodanth rules (choose one point of one ability score to recover every 5 hours no matter the activity you are doing).

Magical healing also happens in percentiles. It was outlined previously.

Advancement after Level 9

After attaining 9th level, PCs can still accumulate adventure "credits" (1 credit per adventure) for playing and they can spend these credits on perks as follows:

- 1 Credit: Add 1 HP to their HP total. This perk can be bought a maximum of 10 times. Note that these are not HD and a Constitution Bonus does not apply. Also, see below.
- 1 Credit: Raise your effective level by one for purposes of being more potent when a game mechanic cares about your level. This perk can be bought up to 5 times.
- 2 Credits: (Warrior only) increase the size of a to-hit die that is not a d30 by one step.
- 2 Credits: Lower the difficulty to do non-combat checks by 1 point. This perk can be bought a maximum of 5 times.
- 2 Credits: Priest and Wizard only: Gain 10 MP: This perk can be bought a maximum of 3 times.
- 3 Credits (Wizard only) Ability to use any magikal weapon, not just magikal swords.
- 4 Credits: (Priest and Burglar only) +1 BAB. This perk may only be bought a maximum of 2 times.
- 4 Credits: (Warrior only) gain an extra d16 to-hit die.
- 5 Credits: (Burglar Only) Add +1 to burglar skills. This perk may only be bought once.
- 5 Credits: Add 1 HP to your HP total. There is no maximum number of times this perk can be bought. These are not HD and a Constitution bonus does not apply.
- 5 Credits: Multiclasser only: Advance one of your mixed levels by one, raising your total levels to ten. This can be done only once, and only if you multiclassed during your first nine levels.

Alternative leveling scheme

For a more traditional feel, you might have a campaign that doesn't advance you according to how many adventures you have been on. Each level costs 300xthat level in XP to buy (buying it resets your XP to zero and any extra is discarded). After level 9, credits are earned at a cost of 1000XP (this resets your XP to 0) but you can keep saving up credits until you want to spend them.

To get XP, be recognized by the GM for doing one or more of the following, check off each one only once per session, and discard any XP left over after leveling up (in the case of monsters, go with the number of them throughout the session). Usually, if there was no adventure, craftiness, or intrigue involved, the GM will deny your request for a ✓.

In session achievements
<ul style="list-style-type: none"> ❑25XP for being a level 4~5 rear guard during most of the session. ❑25XP for being a level 4~5 point man during most of the session. ❑25XP per dangerous creature of HD less than you that you helped to slay.
<ul style="list-style-type: none"> ❑50XP for figuring out a trap. ❑50XP for tripping a trap and taking damage. ❑50XP for cleverly using a lesser spell. ❑50XP for losing more than half HP. ❑50XP for doing extra-dangerous risky acts. ❑50XP per creature of HD equal to your own that you helped to slay.
<ul style="list-style-type: none"> ❑75XP for being a level 1~3 rear guard during most of the session. ❑75XP for doing simple detection spells.
<ul style="list-style-type: none"> ❑100XP for being the expedition leader. ❑100XP for coming within 1 point of dying. ❑100XP for acquiring potions (100 points per dose). ❑100XP for casting vitally-needed spells that keep the party alive or avoid great peril. ❑100XP per creature of HD higher than your own that you helped to slay. ❑100XP for besting foes that had magical items or powerful abilities. ❑100XP per spell lvlxuses or more XP for finding magik scrolls.
<ul style="list-style-type: none"> ❑125XP for finding single or limited use items that aren't scrolls. ❑125XP for using up supernatural items. ❑125XP for finding +1 items or very simple

<ul style="list-style-type: none"> items. ❑125XP for casting spells like Wizard Eye that provide vital intel. ❑125XP for throwing a lightning bolt or whatever that kills the BEM just in time to check the party.
<ul style="list-style-type: none"> ❑150XP for being a level 1~3 point man during most of the session. ❑150XP for finding +2 items, lesser rings, amulets, &c. ❑150XP for doing spells of the fourth order to useful effect.
<ul style="list-style-type: none"> ❑175XP for acquiring +3 items, wands, most rings and amulets. ❑175XP for doing spells of the fifth order to useful effect.
<ul style="list-style-type: none"> ❑200XP for acquiring items that are +4 or of unusual powers. ❑200XP for doing spells of the sixth order to useful effect.
<ul style="list-style-type: none"> ❑225XP for acquiring +5 items, or most magikal staves or rods. ❑225XP for using a single wish. ❑225XP for doing spells of the seventh order to useful effect.
<ul style="list-style-type: none"> ❑250XP for being cursed. ❑250XP for acquiring a cursed item. ❑250XP for dying but being regenerated back to life. ❑250XP for doing spells of the eighth order to useful effect.
<ul style="list-style-type: none"> ❑275XP for doing spells of the ninth or a higher order to useful effect.
<ul style="list-style-type: none"> ❑300XP for acquiring a major artifact.
<ul style="list-style-type: none"> ❑325XP for defeating, in single combat, any creature that is 20+HD.
<ul style="list-style-type: none"> ❑350XP for defeating, in single combat, a demi-god or major Demon.
<ul style="list-style-type: none"> ❑375XP for being the sole survivor of an expedition. ❑375XP for acquiring the mightiest of artifacts (Satan's pitchfork, nuclear weapons, phasers, &c).
<ul style="list-style-type: none"> ❑400XP for dying (but somehow coming back). ❑400XP for reincarnation. ❑400XP for permanently being changed into another type of entity via a curse, &c.

Magik and Orisons

All spell lists are numbered to help with random choices. Charms and other related spells last one day plus one day per the caster's level over the level required for usage. The charmed being has a 3% chance per Intelligence point (+1% chance per level over the 1st) each day of snapping out of the spell. This is reduced by 1% per level of the spell caster

Priestly Magik

PRIEST ORISONS: FIRST ORDER OF POWER (Mana Cost of 1)

1. Aphrodisiac Protection: This ritual requires 3 minutes to complete. Once done, the person it was cast upon is immune to all forms of aphrodisiacs until dawn. They also get +1d to resist charms, ensorcellment, and twitterpation for the duration.
2. Aura of Good: The priest will radiate a 10' radius powerful, invisible aura of good for 10 minutes. All evil things within the aura will function at -1d to attacks and AC. Evil priests have their own variant that affects good types.
3. Aura of Evil Detection: 10' Area Affected: Any single portal (a door, a window-frame, &c.) is imbued with the ability to detect evil. If evil approaches within 10', a voice whispers in the priest's ear, "Something wicked this way comes." It is audible up to 120' and lasts 10 minutes plus 1 minute per priest's level.
4. Aura of Warmth: Through the use of this spell, any single living being may be made warm, even in polar lands. Duration is a base 1 hour +10 minutes per level of the caster. Arcane cold is not affected by this magik.
5. Banish Fear: If a person has been previously infected by fear, even from arcane sources, this spell removes the fear immediately. The effect, which takes immediately, lasts for 1 hour.
6. Basic Healing: A priest may heal any living creature that shares their alignment 20% of the target's HP.
7. Basic Purification Ritual: The priest may purify up to 10 pounds of dry material, or 1 gallon of liquid. The ritual will not, however, neutralize poisons or venom.
8. Find Water: A priest can find any and all water within a 120' radius, up to 20' underground.
9. Glow: A priest can light up a 60' diameter area to full daylight equivalency for 10 minutes.
10. Prayer Ritual: The priest may perform a 2 minute ritual that will allow them to pray for guidance from their deity. This guidance can be almost anything the Referee will allow, but a good rule of thumb is this: the deity will

over the level of the victim and ditto per Intelligence point difference. Trauma, such as being hit by lightning, losing at least half one's HP from one blow, and the like, also stand a chance of snapping the victim out of the magikal control (use the already determined percentile chance as outlined above for the roll to make).

respond to one question with a one-word answer, per 3 levels of the priest.

11. Protection from Evil: The priest will glow with a pure, white light equivalent to full daylight, in a 15' radius for one melee round plus one additional minute per Luck point. All evil things of a level/HD equal to or less than that of the priest simply cannot enter the aura for any reason.
12. Righteous Resistances: This 2 minute ritual will render any living being of up to 3HD in size totally resistant to the effects of either: fire, cold, lightning, paralysis, fear or mesmerization for 1 hour.
13. Speak in Tongues: A priest may speak, read and write any single language desired, known, or unknown, for up to 1 hour.
14. Warding, Basic Ritual: This 5 minute ritual will bar or seal any area up to 10' square or on a line up to 20' long but not more than 1' wide. Any area thus warded will do the following: no non-sentient creature of 2HD or less will enter or cross the warded area for the 10 hour duration of its effect; all undead must immediately make a check as if turned by the priest who set the wards; finally, those same undead will function at -3 attack and defense within the confines of the warded area or for 13 minutes after crossing a ward line.

PRIEST ORISONS: SECOND ORDER OF POWER (Mana Cost of 2)

1. Animal Conversation: A priest can speak to and understand any single kind of mammal, bird, or reptile for one minute.
2. Blessing Ritual: Over the course of 10 minutes, the priest may bless any single individual of their faith. This grants them up to 6 Luck tokens (a PC can't have more than 6 at once) that can be spent on any roll that individual makes for the better or worsen any roll to-hit or damage that would target the blessed individual. These tokens expire at the end of the session.
3. Coward's Curse: Barring a check, the

- spell causes one target in eyesight to experience cowardice, craven action, fear, and inability to fight or confront an adversary in any way. All weapons, shields, &c are immediately thrown away and the individual will not even try to protect their self from incoming blows other than to hunker down and huddle behind raised arms.
4. Create Holy Water: The priest can use this ritual to create Holy Water, one pint each time, which has several properties: if drunk by a believer, it will heal 20% HP, each pint will burn all undead for 1d6 points, and if used to draw holy symbols, these symbols will keep all non free-willed undead (like Zombies and such) from crossing said symbols. Holy water stays viable for 60 days if kept in a silver container; otherwise it loses its potency in one week.
 5. Cure Trifling Blindness: This spell will cure all forms of temporary blindness, such as flash effects. This can be done to a range of 120'. To cure more potent blindness afflictions, spend 10 mana more.
 6. Dead Watch: This spell detects undead. They do not get a check to avoid detection, unless magically cloaked or hidden. The radius is your level in feet plus 5' for each mana you spend beyond the spell cost.
 7. Early Warning: By casting this spell, a priest may be made aware of any malevolent, living being or creature thinking about harming the priest or their companions. They can check a 45' radius circle or scan ahead on their proposed path to a distance of 180'.
 8. Fingers of Light: The priest may cast 60' long beams of light of double normal daylight intensity 1" in diameter.
 9. Korgan's Cloud of Kindness: A 45' diameter cloud of angel farts fills the air with reasonableness, and may be maintained by spending 1MP for each minute beyond the first. Intelligent types in the cloud must check at -4 or cease hostilities and discuss their issues. Non-intelligent creatures will have a random reaction: 10% chance they leave, otherwise a 20% chance they are indecisive, otherwise they'll just attack.
 10. Northman's Blessing: Anyone willingly blessed by this will function as a berserker for the next hour. In that state of rage, they will deal *and* receive +1d damage. They will discard any shield normally carried and will wield two weapons (if a second is available). They will not make ranged attacks, but will hit someone with their bow as if it was a cudgel if there are no other options. It also makes those thus blessed immune to all forms of fear.
 11. Poison to Wine: The priest can purify and transmute any mundane (not magical or alchemical) liquid into wine (evil priests can do the reverse).
 12. Ritual of Finding Doors Most Hidden: The priest can cause all hidden or secret doors within a 15' radius to become outlined with faint, ghostly green light for 30 seconds. This spell may be cast again to cause triggers, levers, or other clues to glow in the same fashion once a door has been spotted.
 13. Silence: Any 20' diameter area with its center up to 20' away may have all sound suppressed for 5 minutes. No sound enters or exits from the silenced area, and no saving rolls apply.
 14. Sobriety: This spell will instantly banish drunkenness or stoned states with no hangover. For an extra 5MP, it can cause sanity in the mad for 10 minutes.
 15. Violent Staff: This spell will cause any staff to "dance" and battle as if it were a quarterstaff wielded by invisible hands of the 4th Level of Warrior expertise. Said staff will stay within 10' of the priest wherever they may go (so long as it is on the ground: it can't fly) and for a duration of five melee rounds. It growls like a dog.
- PRIEST ORISONS: THIRD ORDER OF POWER (Mana Cost of 3)
1. Beautiful Dreamer: Instantly and gently puts to sleep any one man-sized victim. Range is up to 45', and there is no check, but they can be roused normally or will wake after 1d5 hours.
 2. Binding Chains of Light: This ritual is effective against undead only, and as it requires 3 full minutes to complete, is used primarily to tie up sleeping Vampires and such. The priest creates glowing chains of golden light that render all undead absolutely immobile and unable to fly, become gaseous, or to otherwise flee, for ten minutes. As the range is only 5', the priest usually has to stand next to the undead he is trying to bind.
 3. Cure Disease: The priest has a 10% chance per character level, plus a number of bonus percentage equal to extra spent Mana, to cure an affliction of the flesh.
 4. Dispel Illusions: The priest can wipe away all basic illusions, &c in a 10' diameter area up to 60' distant.
 5. Empathic Heal: The priest can lay on hands and totally heal *all* damage from any living thing, but all damage healed is taken upon the priest with all attendant pain, bleeding, &c. The priest must then heal naturally without the aid of magical help.
 6. Intermediate Ritual of Warding: This 7 minute ritual is a more powerful version of the Basic Warding ritual.

All parameters are identical as to area of effect, duration and so on. However, these wards will keep out non-sentient creatures of up to 45 HP in size, or sentient beings up to 20 HP in size. Undead have all the problems as listed for the Basic Ward, but with the added difficulties of a -6 attack and defense and facing the equivalent of a priest 2 Levels greater than the Level of the one who actually set the ward.

7. Lesser Persuasion: A priest may single out any sentient entity of 4HD, up to 30' distant, and persuade it to stop its intended action. A failed check indicates they will stop right where they are and do absolutely nothing for 3 melee rounds plus one melee round per Level of the priest.
8. Pathfinder Ritual: A priest may locate any single door, stairway, or passageway up to 240' away, or can do the ritual and for 5 minutes know the right path to take through a maze, cavern, &c.
9. Meltdown: The priest can melt up to one cubic yard of water ice, dry ice, or ammonia-methane ice. This can also be used to thaw out frozen-solid victims without doing them any further damage than already caused by the freezing.
10. Mend: Completely repairs broken materials.
11. Minor Divination: This one minute ritual tells a priest if one action he is contemplating in the next 10 minutes will be beneficial, detrimental, or of no consequence. It will not reveal why it will be any of these things, only that it will be so.
12. Neutralize Poison or Venom: A priest may neutralize poison or venom in a person, monster, wine cup, &c, up to 10' distant. Evil priests can conversely cause poison this way.
13. Night Eyes: A priest can give their self or another person the ability to see in the dark for 60' for up to one hour.
14. Shed Webs: The priest and all items on their person become too slippery for any web, rope, &c. to entangle, for one minute.
15. Transfer Curse: A priest can empower any single being so that, when that being touches an item or reads a scroll, any curse upon it will be redirected to some other predetermined proxy within 10'. This is evil if the proxy isn't willing.
16. Water Walking: A priest may walk upon water for 10+extra MP spent minutes.

PRIEST ORISONS: FOURTH ORDER OF POWER (Mana Cost of 4)

1. Banish Serpents: The priest may cause to flee from their presence all serpents, snakes, &c, within sight up to 3HD total in size. The priest may spend an additional mana per 4+ HD

serpent they want to force to make a check vs fleeing.

2. Breakwall: A priest may cause an opening to appear in any solid wall (up to 5' in width) or object for one minute. This opening is 5' high and 3' wide and when it is gone, the solid area is just as it was before, with no harm done.
3. Cure Serious Wounds: This spell will heal a recipient who shares your alignment of x% HP loss, where x is [the priest's level]+[any extra expended mana].
4. Death Voice: The priest can cause any being slain within the past hour to speak with complete candor, telling whatever it may know, for one minute. Careless questions may result in ambiguous answers.
5. Eyes of Glory: A priest's eyes will glow and radiate golden light for a brief moment, long enough to cast a 30' by 15' cone. All in its light must check versus Fear. All undead in this light also suffer 1d6 HP of damage per melee round for each mana point the priest invests beyond the initial cost.
6. Gather the Sheaves: The remains of one creature are gathered and reassembled as they once were. Anything molecular size or above is recovered. This does not give life to the dead.
7. Holy Cure: A priest may cure any disease, rot or other such like affliction affecting any single being or creature. Incidentally, this ritual quite effectively destroys most organic slime and ooze-type creatures up to 5HD in size if they fail their check.
8. Long Jump: This spell allows the priest casting it to literally leap up to 120' horizontally or 90' vertically.
9. Miss Me, Weapon: The spell causes any single weapon to teleport 100 to 1,000 yards away in a random direction. Wands and staves cannot not be affected. Magikal weapons pluses may be added to the check to save against this.
10. Pillar of Fire: A priest can conjure a 30' tall, 5' diameter column of roaring, swirling flame up to 60' away, that will burn for one full minute and causes 3d6+caster level damage to all who touch or enter it.
11. Ring of Flame: The priest can conjure a ring of red flame 10' in diameter around their self. These 13' tall flames will last for 12 melee rounds, burning all they touch for 3d6+4 HP damage.
12. Skywalking: A priest may walk, run or move through the air as if they were on the ground for 15 minutes.
13. Spiders from Stones: The priest tosses 5 small pebbles up to 30' distant. At the end of the conjuration each pebble will be transmogrified into 3" diameter, 1 HP, AC 12 spider. This change lasts 3 minutes. Each spider will attack the nearest living thing to

it and can bite for 1 HP damage plus venom, paralyzing all mammalian life forms for 1d20 melee rounds, barring a check.

14. Snake Staff Conjuraton: Any staff or other suitable piece of wood 5' to 7' long is used in the ritual and is cast to the ground while chanting the triggering conjuration. Once done, the wood transforms into a bright green serpent of 18 HP, AC 13, Dex 10. The serpent will remain for 3 minutes and do as the priest commands; bite for 2 HP and will have venom.

PRIEST ORISONS: FIFTH ORDER OF POWER (Mana Cost of 5)

1. Advanced Ritual of the Binding Chains of Light: This combined ritual and spell has a 30' range and will bind the undead exactly as outlined in the lesser ritual of this type, but for a full 30 minutes. No undead may break free of these glowing chains of golden light.
2. Healing Ritual for the Madness of the Mind: Completely removes temporary madness, but against those of a permanent nature the target must pass a check with a bonus equal to extra mana spent.
3. Healing Ritual for Wounds of a Critical Nature: Once cast upon a living being that shares your alignment, it will totally and gradually heal and regenerate any and all critical hit wounds regardless of type, location or severity, to a total maximum of 100 HP worth of damage. The healing is at the rate of 3 HP per melee round except in the case of fire or acid type wounds, where it is only one HP per melee round. This ritual automatically resets all broken bones, joins severed limbs as long as they are physically held wound to wound during the initial ritual and will cause such things as pulped eyes &c., to reshape, regrow and to heal themselves.
4. Heavenly Fog of Hiding: This spell will create a 100' diameter area of nearly opaque fog around the priest. This blue-grey fog lasts 10 minutes and cuts visibility to 1d6' inside itself. The duration of this fog is one minute.
5. Heavenly Halo of Binding: A variable-sized Golden Halo of Heavenly Energy is thrown up to a 90' range; once formed over an intended target, will instantly drop down around it and then shrink to an imprisoning band capable of pinioning all up to a Strength 20 for caster level rounds.
6. Infinite Insect: This six-minute ritual will cause one normal-sized insect within a 60' radius to immediately grow to giant size, staying that size for the next 10 rounds. The insect gets caster lvl in HD. This insect will do all the priest commands. It will fetch, give rides, fight, &c as long as the

priest concentrates and makes a check each round. Fumbles on the check will result in the bug attacking random targets. The caster can invest extra MP when casting this spell to extend it an equivalent number of rounds.

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

PRIEST ORISONS: SIXTH ORDER OF POWER (Mana Cost of 6)

1. Advanced Wards: This 9 minute ritual is another step upward in the power of wards and may be learned only after all the others have been. This warding has all of the same parameters in area of effect as do the lesser wards and will stop all non-sentient creatures up to 7HD and sentient beings up to 5HD. No lesser undead, such as Skeletons, Zombies, &c can breach it, and all other undead are at -8 attack and defense if they do. All else is the same as the lesser wards.
2. Disappearing Door: The priest can cause 10' square of door, window, or other opening up to 30' distant to simply disappear via a force more miraculous than mere camouflage. In its place will be whatever the surrounding walls are made of. Those portals thus disappeared will return only at the command of he who has done the magikal act or 13 hours later, when the effect wears off.
3. Instant Passage: This spell has a 30 second duration. This spell causes the priest to able to pass through solid objects except for silver. At normal movement rates, the priest can walk or run through stone walls, iron doors, &c. However, those things are still solid, so the priest cannot see where he's going. Note as well that if still inside (even partially) a solid object when the spell finishes its duration, then the priest will die horribly and instantly and in such a manner as to never be resurrectable by any known means.
4. Ritual of Animation: Allows the priest to cause any single non-living object of up to 220 pounds in weight to move at their command for 6 melee rounds. Their control range is a 60' radius from their position and the object will move at 30' per melee round so long as the priest maintains strict concentration upon it. Thus the priest could cause a sword, staff, chair, gold idol, or whatever to bang into an opponent, trip them up, or otherwise harass or hinder them. Also effective

in opening stuck doors, moving large items or ungainly objects, especially in areas suspected of being booby-trapped.

5. Ritual of Exorcism and Banishment of Lesser Demons: This one minute ritual, once done, causes any lesser Demon within 30' diameter area of its effect to be immediately banished back into their hell with no check allowed. This area may be projected up to 60' away from the priest or he may use it to literally force an occupying Demon out of the body of someone it has possessed; again, with no check allowed.
6. Sigil of Absolute Impasse: This spell creates up to 60' distant a glowing 6-pointed star 10' in diameter, composed of fiery golden light. This sigil lasts one full minute and casts a 45' radius aura equivalent to full daylight in its brightness. Any living creature attempting to pass through it must check versus the effects of petrification or turn into a pillar of salt. Undead attempting to pass through the sigil must check versus magik or be totally disrupted and irrevocably destroyed.
7. Undead Entrapment: This 8 minute ritual is performed in places that have suffered hauntings. The priest sets an Ethereal snare that is undetectable to undead. If the undead being enters the trapped, area it triggers, sending them to the Ethereal plane. Greater undead that happen to have the ability to return immediately cannot do so for 13 days.
8. Visions of Hell: This spell can be maintained by spending 1 MP per round. The target sees their worst case scenario for the afterlife and must check or die during the initial round and take -1d to all rolls in subsequent ones.
9. The Heavenly Fog of Forgetfulness: A bank of silver and gold-streaked pearlescent fog fills an area of 100' diameter for as many rounds as the

caster is willing to pay 5MP to maintain it. With the exception of the caster, all inside check or suffer 100% amnesia for as long as they are in the cloud and 2d10 hours after leaving it. Those that check are still confused for 2d10 rounds. Confusion: Whenever you take an action, roll a d4: 1) you babble instead, 2) you do the action to a random target within running distance, 3) you flee for the next d5 rounds, 4) you act normally, but at -1d for to-hit or check.

10. Wilamon's Wall: As a Silver Wall, but the duration is indefinite as long as 100% concentrated upon, and magik is not kept out but all creatures check for those with the strength of the strongest giants are unable to penetrate it.

PRIEST ORISONS: SEVENTH ORDER OF POWER (Mana Cost of 7)

1. Aura of Angelic Fire: This spell is usable but once per day, and costs 5MP per round to maintain. Golden, translucent flames cover the priest. Any undead who touch it take 2d10 damage. Any level drain up to twice the priest's level that the priest would receive is negated instead.

PRIEST ORISONS: EIGHTH ORDER OF POWER (Mana Cost of 8)

1. The Horning of Joshua: Within caster level×10', a massive sonic shock and earthquake rends the ground in twain. All in the 120' diameter target area take 4d12 damage and must make a check or fall into a scism and be devoured by the angry earth. Can be maintained by spending 5 MP each round; any walls fall after a third round.
 2. Askalonian Aversion: This spell may be cast on any given curse just once. That curse has a 25% chance to be unaffected, but also a 75% chance to be transferred back to its original caster, if applicable, or merely dispelled if not applicable.
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Druish Magik

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

1. Briar-passage: The druid will be able to move through briars, tall grass, bushes, hedges, thorns, &c., safely and at two-thirds their normal pace. The plants will literally writhe and bend out of the way, snapping back instantly behind after passage.
2. Detect All Living Things: The Druid may determine everything that lives within a 30' globe around their self.
3. Green Conversation: A druid can speak to and understand any single kind of plant, insect, mammal, bird, or reptile for one minute.
4. High Green: All "grass" (rye, wheat, rice, crabgrass, &c.) will immediately commence growing at a rate of 1' in height per second. This growth spurt lasts 5d20 seconds. Once growth is stopped, it will remain at its new size for a period of time equal to the conjurer's Level times 1 melee round. At the end of this time it will commence to shrink back to its normal size/height at the same rate it grew.

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

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

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

1. Hand of Thorns - This spell covers the conjurer's hand with a veritable sphere of needle/razor sharp thorns from 3" to 5" long. The hand of thorns attacks as a magikal weapon +1 and does 1d6+1 HP of damage per strike, plus the wielder's own Strength bonuses (if any). These thorns will last for ten melee rounds.
2. Lesser Call of Command: This 3 minute ritual may be used for any one of the following types: plants, mammals, insects, reptiles, or birds. Once complete, all of the said single type of plant or animal, &c., within a 100' radius of the druid, will converge upon the caster's location. Once they have thus gathered, they will act out the druid's spoken will for 20 minutes. Those things under the druid's control can be made to f&ch, carry, guard, watch, spy, scout, or some other such simple task. They can never be made to willfully harm themselves, but they can be called upon to attack or fight. Plants, of course, will not physically

uproot themselves and move, but they will trip up, entangle, or otherwise do such things as are within their power to do.

3. Mighty Eyes of Light: At the completion of the 3 minute ritual, the druid's eyes will burn with a reddish orange fire, and cast 60' long, 30' wide cones of light some 50% brighter than sunlight. The druid's vision is in no way impaired by this light.
4. Passing Through Woods and Lesser Forests: The druid will be able to safely pass through shrubs, small trees, and other large plants in a manner identical to the lesser spell of this type.
5. Ritual of Sylvan-Seeming: This 3 minute long ritual has a duration of one full day. The druid chooses any stationary object such as a tree, rock, &c., and performs the ritual upon it, causing it to take on the illusion of whomever or whatever the druid desires.
6. Singing Winds: Within an area 60' in diameter, up to 120' distant, this spell will fill with wondrous warm and gentle winds of song and melody for one hour. All living things that fail their check will become enraptured and sit about the area doing absolutely nothing unless severely provoked.
7. Wondrous Wafer Conjunction: The food conjured by this spell is in the form of warm, snow-white "wafers" with golden-brown edges. Each such wafer has enough food value to feed one normal-sized human adult for one day.
8. Plant Growth: During a 3 minute long ritual, a druid may cause 10'x10' of plant growth to increase 1 to 10 times its normal size.

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

1. Binding Earth: The Druid can cause the earth to become a sucking pit under any single being or object up to 120' distant, instantly trapping that being or holding on for 10 full minutes.
2. Calling of the Greater Winds: These winds summoned are sufficient to push back and/or knock over all creatures who don't make a -3 Str check.
3. Singing Sands of Time: The druid creates a whirlwind cone 30' tall and 5' in diameter. This whirlwind may be conjured up to 120' distant and will spin by itself for 2 melee rounds. The whirlwind will always have what appear to be thousands of minute grains of glittering golden sand inside itself; it continually sighs, sings and melodiously rings with eerie music. The conjuring druid will have complete control over their creation's movements at 240' per melee round, for so long as

absolute concentration is maintained. All it strikes suffer 1d6 points damage and age 1d20 years.

4. Spear of Fire: A 7' long oak-shafted spear with a 13" silvery blade wreathed in emerald green fire appears in the right hand of the conjurer. When thrown by the druid, this spear attacks at +3 to hit and do 1d6+3 damage; the flames also do an additional 1d6+2 damage.

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

1. Raging Winds: The druid must already know the Singing Winds spell before they can use this one. When cast, it causes an area 60' in diameter and up to 66' distant from the caster to fill with winds of nearcyclonic velocity and ferocity. All corporeal beings who fail their check within its area of effect will be knocked down and be hampered by both the velocity of the winds; so much so, that all combat, movement, and other such abilities are halved while in this area.
2. Snowballing Snowball: This conjuration creates a hard packed snowball in the druid's hand. As it leaves the throwing hand it commences to grow in both size and weight. Within 10', the snowball does 1d6+2 damage. Each 10 feet further traveled garners an additional +1d6 (to its maximum 60' range.)
3. Walking Wood: The druid may have one tree up to 60' distant uproot itself and move about at their command for 10 melee rounds. It can fight as a Warrior of the caster's level, has caster's

level in HP, and AC 15.

4. Wonderful Wind Horse: The druid can conjure a horse-shaped minor Air Elemental to do their bidding. This horse has the AC and Movement Rate of a standard Air Elemental, but only half its size, power, and capabilities. The duration of this spell is until the Wind Horse is dismissed or destroyed.

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

1. Fog of Fearful Effect: Over a 5 melee round period, a blue-grey wall of roiling, squirming fog that smells heavily of orange blossoms is conjured. The wall is 12' long by 9' high by 2' thick and may be created up to 60' distant. All who even touch the wall become poisoned. Additionally, all Undead touching it will suffer 1d20+2 disruption damage.
 2. Mighty Mystical Mouse: A white, winged mouse is summoned. It has 1 HP and AC 15. It can pass through walls and turn invisible as long as it doesn't attack. Its bite does no real damage, but a check must be made vs poison; failure means the victim falls into a coma (cure disease or remove curse dispels); success means confusion for 2d10 rounds.
 3. Weeping Stone: Target must check or be polymorphed forever into a boulder. It is conscious until someone mercifully pulverizes it, capable of communicating to telepaths, but otherwise can do naught but cry.
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Illusory Magik

Note that almost all illusions are cast with mere gestures or thoughts, and are thus silent. It is not obvious when a true illusionist plies their craft.

GLAMOUR MAGIK: FIRST ORDER OF POWER (Mana Cost of 1)

1. Basic Illusory Wall: The illusionist can cause any 10' square area to appear to be a solid wall of appropriate type and choice. It lasts until they cast another spell.
2. Face of the Living Skull: This conjuration causes the illusionist's entire head to become as a skull; fleshless and of empty eye sockets. The duration of this effect is 3 minutes. A variant of this spell has twice the mana cost, but wreathes the skull in fire and flame.
3. Glittering Penny: This conjuration causes any non-silver coin to resemble gold. This conjuration is illegal in most nations.
4. Multiple Mage magik: An illusionist can create two identical images of their self. Each will last one full minute per caster level or until touched by a living thing. These images move with the caster, to either side of them, aping the caster's every move and gesture, but are totally silent.
5. Mystik Mist: This conjuration will cause a layer or wall of white mist up to 33' by 11' by 1' to form during a one melee round period. The duration of this wall is as many rounds as the caster has levels.
6. Shadows: This conjuration causes an area 3' to 5' in diameter and 5' to 9' high to become filled with swirling, dancing shadows of deepest night. The range is up to 33' and endures for 6 to 10 melee rounds.

GLAMOUR MAGIK: SECOND ORDER OF POWER (Mana Cost of 2)

1. Beast: The illusionist can cause their self to appear to change into a horrible humanoid monster about 25% larger than they actually are. The duration of the illusion is one minute.
2. Doors: This spell can be made to cover any single portal up to 20'x20' in size with an illusion of a wall (to match the surrounding walls) and put an exact illusory copy of said door on any wall other than the one the real door is on, within the caster's own line of sight, regardless of distance involved.
3. Mystik Fog: Like the Mystik Mist, but the area it covers is up to 50'x25'x5' and can be conjured up to 90' distant.
4. Mystik Ventriloquism: An illusionist can cause their own mouth not to move whenever they are speaking, for up to 10 minutes. The spell also displaces the illusionist's voice up to 10', plus one foot for every level the caster

has.

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

GLAMOUR MAGIK: THIRD ORDER OF POWER (Mana Cost of 3)

1. Mystik Mound: The illusionist can create an area (up to 10' in diameter and 10' in height) of illusory terrain that will match real surrounding terrain. The duration of this conjuration is 10 minutes.
2. Mystik Simulacra: The illusionist can create, over a 7 melee round period, an illusory copy of any single creature they can see or of which they have a picture. Such illusions, if done from memory, are always imperfect. The illusory being or creature has a duration of existence not exceeding 30 minutes. Nothing larger than a medium-sized horse may be created.
3. Spiteful Mites: This spell has a 90' range. A 13' diameter "swarm" of swirling, glowing, blue "mites" (bugs?) is created by the Illusion. The swarm has a 6 melee round duration and all caught within its area that fail their check vs Illusions suffer -4 attack and defense.
4. Writhing Dark: The illusionist can create an area of arcane darkness 13' in diameter, up to 30' away. This darkness will constantly squirm, writhe, and pulse as it either sits where conjured or travels at 90' per melee round. The duration of this conjuration is 6 melee rounds.

GLAMOUR MAGIK: FOURTH ORDER OF POWER (Mana Cost of 4)

1. Devouring Sun: The illusionist can create an illusory blazing sun of brilliant flame, 8' in diameter, and up to 30' distant. This star has eyes like black holes and a gaping maw of swirling black oblivion. The illusion will move as directed at 90' per melee round, and has a fiery glow about three times greater than full daylight around itself in a 33' radius. Duration is one

minute, but 1 MP per minute can be spent to maintain this spell.

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

GLAMOUR MAGIK: FIFTH ORDER OF POWER (Mana Cost of 5)

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

will do 1d3 additional damage per strike.

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

GLAMOUR MAGIK: SIXTH ORDER OF POWER (Mana Cost of 6)

1. Horrific Visions: This spell can be maintained by spending 1 MP per round. The target sees their worst case scenario for the afterlife and must check or die during the initial round and take -2 to all rolls in subsequent ones.
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Arcane Magik

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

1. Aphrodisiac: For one hour, a Wizard gets +3 to social rolls in general, and, in the case of people attracted to their gender, +8. This effect will only "reach" those people within a 20' radius of the Wizard.
2. Aura of Magikal Alarm: This two minute ritual puts an invisible aura in a 30' radius around the Wizard that lasts 10 minutes per Level of the caster. If anyone tries to magikally observe the Wizard (by crystal ball or some such), the Wizard knows it immediately.
3. Bolts of Blue Bedevilment: The Wizard may summon mystic bolts at the rate of 3 bolts per level. Each bolt strikes unerringly, has a 120' range, does 1 HP of kinetic damage and stings like the dickens!
4. Bone Shaker: At 75' range, this spell causes a man-sized victim of up to 7HD to have intense muscle spasms (and to shake uncontrollably) for 1d6 melee rounds. It causes 1dd6 damage per melee round of effect. All hand held objects are immediately dropped by the victim.
5. Calmness: This conjuration requires one full melee round. Once done, the magikian has created an area (or "aura") about their self that is 18" in radius for each Constitution point they have. This area is one of "utter calm and quiet" that lasts 1d20 + 4 minutes per Level of the Caster. The "calmness" refers to a Valium-like aura that calms all living things up to 5HD in size, which enter its area of influence.
6. Detection Rituals: The Wizard can detect any one of the following with a single point expenditure of Mana: Astral/Ethereal, Disease, Enemies, Psychic Emanations, Treasure, Poison, Illusions, magik,, Gates and Other magik Portals, Life, Invisible, Law, Chaos, Curses, Weather, magikal Traps, Mechanical Traps, Secret Doors or other closures, Undead, or Sixth Sense/Danger. The range for these detection Spells is a 30' radius.
7. Flare of Solarity: This spell causes an intensely bright, yellow-white "spark" to fly from the caster's fingers. This spark moves at 300' per second to a distance of 300'. There it "bursts" into a brilliant but utterly harmless cool radiance some 6' in diameter. The radiance casts the equivalent of ½ daylight in a 180' radius around itself.
8. Hypnosis: The Wizard can "mesmerize" any single intelligent being with a lower combined total Brains and Pers than their self. This will last for one minute per Brains point of the Wizard and has a 30' range.
9. Identifying Ritual: This one minute ritual will, upon completion, put the Wizard into a light trance. During this time any object they are holding or touching can be "discovered." When the Wizard comes out of their trance, they will know exactly what the function of said object is (though not how it so functions). This is very useful where technological devices are concerned.
10. Ink Finger: This spell lets the Wizard use a finger like a quill pen with its own ink supply. The duration is 3 minutes plus an additional five minutes per caster level.
11. Inviolable Grab: This spell allows whomever it is cast upon (up to 10' distant) to have an unbreakable grip with one hand, for ten minutes.
12. Lockjaw: The Wizard can cause any single "man-sized" being (up to 5HD in size) to a 60' range to have their mouth spasm rigidly shut for one melee round.
13. Missile Magikking Ritual: The Wizard can cause any single arrow, sling stone, or other such missile to become +1 to strike for thirty minutes. As a consequence, it can strike creatures normally unaffected by normal weapons.
14. Mystik Dart: This converts one mana point into a burst of blue-white energy that flashes from the Wizard's pointing finger. It hits with +1 to strike and does 1d6+3 damage, with a 120' range. No check allowed.
15. Mystik Mist Conjuration: This conjuration, while very effective, is also very dangerous, as the Wizard conjures a 60' diameter cloud of rose-colored mist around their self. This mist takes one full melee round to coalesce, but when it does, all sentient beings within its confines (including the conjurer) must check or become effected as such (1d20): 1-10 makes them very reasonable, willing to talk instead of fight, easy going, &c. 11-15 makes them very sleepy and lethargic (1-5/d6 chance they'll go to sleep!) 16-19 means they'll become very confused and befuddled and unable to fight unless they themselves are attacked, and even then only at -4 attack and defense; 20 means they become berserk and enraged (+4 attack, -4 defense) and will attempt to slay all they can see.
16. Quickflame: With this spell a Wizard can ignite any dry burnable object up to 10' away (such as dry wood, cloth, &c), or cause 3 HP of damage to a person.
17. Reading Runes Magikal: Once cast upon their self and any single item (i.e., book, scroll, &c.), the Wizard can read

and understand all the mystik runes therein.

18. Self Healing: This spell causes 25% to be healed; however it may only be performed on one's self, and not used to heal others.
19. Slow Drop Spell: The Wizard can cause up to 100 pounds of any substance to fall at one tenth (1/10) its normal rate for one melee round or 300', whichever comes first.
20. Spell of the Awful Sting: Within its 33' range, the victim is stung as if by a giant bee. Because of the intensive and convulsive nature of this pain jolt, the victim will drop whatever they are holding, release their grip, and so on.
21. Swift Slap: The wizard can kinetically slap any target up to 15' distant. This slap does no damage, but does have a Referee-adjudicated chance of doing such things as surprising a targeted spell-caster enough to cause a magikal fumble, knocking a wand, dagger, or other such object from someone's hand (16 STR or less), knocking over, spilling, or otherwise abruptly moving such things as weigh one pound or less, and definitely getting someone's attention, like a stinging slap in the face.
22. Swift Sleep: This spell allows the Wizard to put to sleep any single creature of 4HD or smaller in size. Range is 60' and is instantaneous in effect.
23. Tangle Trap: The Wizard can fill a 10' diameter area with sticky, web-like strands that will tangle and entrap any creature(s) up to 5HD in total size. It can be created up to 60' distant, and is highly flammable (doing 20 HP fire damage total over a two melee round period, if burned). There is no check from this entrapment.
24. Vermin Killer: This spell focuses on destroying small targets of no more than 1HD, which will instantly die. Plants wither to dry husks, birds drop out of the sky, snakes curl up and die and so forth! It can also be used versus more than one target if the group has 20 HP total or less.
25. Wizard Dark Spell: a Wizard can cause a 13' diameter area up to 30' distant to become inky black and totally light absorbent for one minute. Torches, wizard glows, &c. cannot be seen inside or through the area.
26. Wizard Glow: The Wizard can cause any one specific object up to 10' distant to glow with a pale-blue glow (equivalent to 1/2 daylight in strength) in a 30' diameter area for one hour.
27. Wizard Wings: Allows the Wizard to glide for 30' for every 10' in height they jump off from. However, the spell only lasts one minute.
28. Weapon Enchantment: This spell cast

upon any true weapon, said weapon becomes "magik" and +1 to strike for 1d20 minutes plus one minute per caster level.

WIZARD SPELLS: SECOND ORDER OF POWER (Mana Cost of 2)

1. Anti-Web Aura: The Wizard can render their body and all that is worn completely immune to webs (either magikal or natural). This means that the webs cannot stick to the caster and will thus slide off with no ability to entangle. This aura lasts 10 minutes.
2. Banished Fatigue: The Wizard can banish all fatigue/tiredness. This spell may be done but once per day for any given individual creature.
3. Blind Spot: The Wizard can cause any single creature that relies on optical sight to be unable to see them. This effect is regardless of any "true seeing" ability or device the victim might have.
4. EC: The wizard can attempt to read the mind of another within 100'. The target need not be visible or even located. If this spell is used right after the successful use of Harwyn's Hypnos Spell, the target gets no check of any sort.
5. Fiery Flash: The Wizard can cause a blinding white flashbulb effect in a 30' radius around their self. All within its area of effect who are looking towards the source have check chance to avoid being flash-blinded for 1d6 melee rounds which renders them -2 attack and defense for that time.
6. Far Speaker: The wizard can utter a message of up to 10 seconds duration which can be heard exactly as whispered, spoken, shouted, &c., up to one mile distant. There must be a direct and unbroken line of sight between the wizard and the recipient, or the range is but 1/10 this. If the intended target is not visible, their exact location must be known and no obstruction greater than leaves or brush may obscure the way. Only the intended target will actually hear the wizard's utterance and the intended hearer can be a magikal artifact that responds to vocal commands.
7. Fireburst: This spell creates a 6' diameter ball of flame It has a range of 66' and does 1d6+10 of fire damage.
8. Fire Out: A Wizard can instantly extinguish any small fire (campfire sized or less) up to 30' away including those ignited by "Quick Flame" or "Hot Flame" spells.
9. Flashfire: One this spell is cast, it cause all easily burnable material within an 18" radius of the Wizard to ignite and then burn outward at the rate of 7' per second. It will thus flashburn for a total of 7 seconds. Thus it will cover an area with a total radius of 50' around the Wizard

- (including the 18" initial radius). After that whatever is aflame will burn normally. Only such things as dry grass, paper, cloth, and other such easily combustible substances will ignite. Wood will not do so; it will only char lightly.
10. Fog Call: The Wizard can conjure a 60' diameter area of icy cold fog (visibility varies from one to ten feet therein) up to 120' away. This fog requires 1d3 melee rounds to form and will last for 10 minutes or until blown away. This ritual cannot be used in very dry areas like deserts unless a water source is available.
 11. Forgetfulness: This spell has a 13' range and will affect any single warm blooded creature up to 5HD in size. The spell immediately causes the target to forget what it was about to do or what it was in the process of doing. This forgetfulness lasts one melee round.
 12. Hot Flame: A more powerful Quick Flame spell it will ignite hard to light items, and cause 6 damage.
 13. Ice Bullets: This spell creates a 2" long, 1" diameter ice bullet which strikes doing 1d6+12 damage to any target up to 33' distant. The bullet itself is considered to be mundane rather than magikal.
 14. Lasting Light: This spell imbues any single non-living object (by touch) with a steady, yellow-orange colored light equivalent to a standard torch in brightness. The duration is three hours plus one hour per caster level.
 15. Levitation: The Wizard can raise or lower for one minute per caster level at 33' per melee round.
 16. Mana Mirror: This three minute ritual can turn any reflective surface (still water, mirrors, &c.) into a scrying device, for one full minute. One can use the "mirror" to see into locked boxes, behind closed doors, &c., or to see events (when one knows the exact location) up to 100 miles away. However, the use of this spell requires an hour rest afterwards.
 17. Missile Shield: The Wizard can create a 7' tall by 3' wide invisible "shield" 3' in front of their self that will move with them for one full minute per caster level. This shield will completely stop all normal missiles and arrows, but nothing else.
 18. Multiple Image Spell: A Wizard can create three identical images of their self. Each will last one full minute per caster level or until touched by a living thing. These images move with the Wizard, to either side of them, aping the caster's every move and gesture, but are totally silent.
 19. Ritual of Ruthlessness: Any single living being will be rendered utterly and relentlessly ruthless for one full hour. Those thus affected will do absolutely anything necessary to get

their own way, do not know fear or trepidation, and will fight at +4 to their attack.

20. Skorzandon's Mirror: The wizard can conjure an insubstantial but 100% effective mirror between their self and any single opponent. This 10' by 15' mirror can be created up to 60' distant but will thereafter maintain its place equidistant between the two, regardless of how either moves, for the entire one minute of its existence.
21. Slippery Spell: The Wizard can cause a 10' square area to become totally frictionless. Nothing and no one can move across or stand upon this area without falling. The range is 60'. There is no check versus this effect.
22. Slowing Spell: The Wizard can cause any mobile object/creature up to 5HD in size or less, up to 60' distant, to lose half its Movement Rate for as many rounds as the Caster has Levels.
23. Spell of the Tarantella: This is a variation of the "Bone Shaker Spell" that will affect sentient beings only. The Wizard cause all within a 15' radius of their self to dance, whirl, and uncontrollably gyrate with wild abandon for one minute plus one additional minute per caster level. Those affected cannot stop until the time is done and will then collapse in an exhausted heap for 1d20 melee rounds per each minute danced.
24. Stafford's Swing: This conjuration allows the Wizard has created a rope of mystik energy or substance up to 60' long. This rope will be anchored immovably at the spot indicated by the conjurer during the casting and will end in their outstretched hands. This arcane line will anchor anywhere: on a wall, in the air, or in water, &c., and has a duration of 1d6 turns. The rope is utterly indestructible to all purely physical forces. However, even one point of arcane force of any kind will cut it instantly. It can support any weight put upon it.
25. Web Conjunction: The Wizard can cause an area from 3' to 15' in diameter (size determined by caster) up to 45' distant to fill with "web strands" (as in the Tangle Trap spell). This web will hold all up to 5HD in size. It is flammable and will consume itself in 1d4 melee rounds, doing 1d6+2+4 HP in total damage per melee round to all entrapped within it. If not burned, it will last five minutes, then dissolve away completely.

WIZARD SPELLS: THIRD ORDER OF POWER (Mana Cost of 3)

1. Abysmal Itch: The Wizard can cause a 30' diameter area up to 90' away to fill with a sparkling, buzzing, red glow. All up to 6HD in size within this area become afflicted with a horrible itching red rash that cause them to

- practically "go mad" scratching, biting, twitching and becoming incapacitated for one full minute.
2. Advanced Lockjaw: This spell has a range of 30'. Any single target up to 6HD in size that fails its check will have its jaws spasmed rigidly shut for 10 melee rounds.
 3. All Seeing Eyes: A Wizard can see clearly anything invisible or hidden magikally from sight. This spell lasts one full hour.
 4. Anti-Fear Aura: This 2 minute ritual renders any single sentient being immune to all fear, regardless of source, potency, origin, Demonic intervention, &c. It has a duration of 6 hours.
 5. Basic Pentagram of Protection: This thirteen minute ritual, once done, will last for thirteen minutes. While inside this glowing blue pentagram and circle, no lesser Undead (which includes Skeletons, Battlebones, Ghouls, Zombies, and Tomb Wights) can reach the Wizard. Lesser Demons will not cross said barrier. Greater Demons and all Elementals are not affected in any way by this pentagram of power, nor is the magik of any of the Demon-kind.
 6. Backward Blast: The Wizard can magikally reach out to any single entity up to 60' away and cause its synapses to become "reversed" for ten full minutes. Those failing their check and thus reversed, will do everything in reverse order (that is if they try to sit down, they'll stand up, or they try to speak, all their words are spoken in reverse order, &c.)
 7. Big Bargain Ritual: The Wizard can cast this two minute ritual upon their self and then function as a Merchant equal in Level for ten full minutes.
 8. Blinding Blizzard: A Wizard can conjure, over a three melee round period, an area 20' in diameter up to 60' distant, of "intense" snowstorm. It is -120°F in temperature and has a visibility of 1d6 feet within its confines, enduring for one full minute of time. All within its area of effect suffer 1d6 HP of damage each melee round. No check is allowed against its effects.
 9. Dancing Axe: The Wizard can conjure up to 20' distant a real and very solid battle axe that is +1 to hit and +1 to damage. This conjuration requires one full melee round to complete. Said axe will attack as a Warrior of a Level equal to the conjurer's own. It can be wielded by the Wizard for three melee rounds so long as he concentrates upon it. There is no check allowed versus the axe's attack.
 10. Death Strike Ritual: The Wizard can cover any other memorized spell with this ritual so that nothing, not even death, will affect it being cast, once begun. Thus a Wizard, as an example, could memorize a "Lightning Strike Spell" then cover it with this ritual. He is then (later) in mortal combat with a Demon who grabs their and tears their limb from limb just as he begins that ritual covered spell. The Wizard is dead, but their voice speaks on, completing the casting of the "Lightning Strike" at the Demon.
 11. Dispel Magik: Range: 120 ft, Duration: 10 minutes against an item. Can be used to completely dispel most spells and enchantments. Example: The chance of successfully dispelling is a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who hurled the original magik. Thus, a 6th level magik-user attempting to dispel a spell cast by a 12th level magik-user has a 50% chance of success ($6/12=1/2$). If the 12th level magik-user were dispelling the 6th level magik-user's charm, the dispelling caster's chance of success would be 200% ($12/6=2$).
 12. Ever Vigilant Eye: The Wizard can conjure an eerie, glowing blue "eye" some 4" across that floats upon the air at a height equal to the Wizard's own eyes. This eye will guard any single area (with its 180° field of view) for ten minutes. If anything enters that field of vision, it immediately flies back to the caster (up to 480' distant) at 240' per melee round. Upon reaching them, the "eye" becomes a "mouth" and speaks, telling precisely what it has seen, then fades into nothingness.
 13. Fire Lash: The Wizard can create a lash of flame in their right hand. Only 9' long, it will extend out to 33' when cracked towards a target. The wizard must hit with it as if it were a real whip, using their own attack probability; the spell is +1 for this purpose. All hit by it suffer 1d6 of fire and 1d6 of kinetic damage. Its duration is 3 melee rounds plus one melee round per Level of the Caster.
 14. Flash Point: The Wizard can cause a 20' diameter area to superheat, burning all in the area for 1d6 per Level of the Caster per melee round of duration. The range is 120 feet and everything in the area that is combustible, of course, ignites. The spell has a 1d3 melee round duration and a successful check roll halves damage.
 15. Golden Guardianship: This ritual needs one minute of time and affects any 10' diameter area the Wizard wishes to protect. As the ritual proceeds, a glowing circle of golden light is formed on the ground around the area in question. This circle has two functions; the first is to give warning if anything, live or dead, crosses the line. When such happens, the dim glow

(equal to a night light) flares into 2/3 full daylight brightness for one second and the distinct tones of a silver trumpet, sounding alarm, is heard for three seconds. The second function is similar in that if anything magikal crosses the line, the alarm sounds but in three separate "pulses" so as to differentiate it from the first. The time this warning ritual will last is one hour plus one additional hour per Level of the caster.

16. Hawk Flight: The Wizard may "fly like a hawk" at 37.5 mph for 15 minutes (37.5 mph = 330' per melee round). As a "hawk" the Wizard can hover, dive, turn, &c. Heightened Awareness: This spell has the immediate effect of heightening all of the spell caster's physical senses. It does this by doubling said individual's ability to hear, see, smell, taste, and feel.
17. Knock/Lock: This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magik. The reverse of the spell, Lock, is permanent until dispelled. Creatures with magik resistance can shatter the spell without effort. Any Wizard three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).
18. Lightning Strike: The Wizard can cause a lightning arc to leap from their fingertip to any single target up to 60' away. The victim suffers 5d6 of electrical shock damage. The arc is 6" in diameter and instantaneous. A successful check halves damage.
19. Mind Mask: The Wizard can overlay their actual thoughts with false ones. Thus if probed mentally, only the false thoughts will be read, their real ones being totally hidden. Duration is ten minutes.
20. Mystik Gecko: This spell allows any single creature to climb any real, solid surface just as will the feet of the Gecko lizard. This four minute ritual has a duration of ten minutes.
21. Mystik Grindstone: A wizard can cause any edged weapon, from knives to axes to arrowheads, to become extra sharp for one full day. This degree of sharpness adds +2 to the weapon's attack.
22. Scream of the Banshee: The wizard can open their mouth and literally scream out a sonic cone of destruction. This cone is 33' long and 11' in diameter at its far end. It has destructive power of 3d6+LVL.
23. Secret Spy: This spell, once cast upon a being (up to 60' distant) other than the Wizard, allows said Wizard to always hear any sound that person makes and it is effective up to a mile distant, regardless of obstruction. The

duration of the spell is one full hour.

24. Shatterhand: This spell causes any non-living or non-magikally animated substance (i.e. wood, stone, glass, pottery, &c.) to shatter. The spell affects up to one cubic inch of stone, one cubic foot of wood or up to three cubic feet of pottery, glass, or other such frangible substances.
25. Water Skimming: The wizard will skim across water as if they were a water skier! The speed is 35 mph and the duration is 10 minutes.

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

1. Aura of Aversion: The Wizard has a 6' radius aura of invisible "aversion" that will affect any one kind of creature that they have chosen. This aura lasts one hour. All creatures of the type cannot approach the Wizard any closer than the outer perimeter of the aura.
2. Black Sleep: The most powerful of all sleep magiks, this spell affects up to 1d6 6HD creatures with a range of 60'. This form of magik has no effect upon Dragons, Demonkind, Undead, Fey, Deodanths, Faeries, or Phraints.
3. Chain Break: The Wizard can either break any non-magikal bonds (ropes, chains, spider webs, &c.) that bind their alone or it can be used to unlock and open any single door or other closure, including those magikally sealed (30' range).
4. Conjure Elemental: The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to their commands. Each type of elemental may only be summoned once per day. The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack their master.
5. Disappearance Spell: The Wizard can become invisible to all normal sight for five minutes. Attacks made while invisible do not end the spell. An invisible person, however, in thick fog, mist, rain, or smoke cloud, &c. may be detected by an alert observer by a faint outline.
6. Doomfire: The wizard will cause a hissing and roaring tongue of flame to sprout from their outstretched index fingertip. This 60' long by 2' diameter tongue of flame does 6d6 damage and causes Fear in all struck.
7. Sylvan Serenade: The Wizard creates an area 30' in diameter (up to 60' distant) filled with golden sunlight, sweet smelling wildflowers and with a faint but distinct sound of Elven singing. All Undead in this area up to 7HD must check or disincorporate completely. Light sensitive types, like Orcs, will simply refuse to enter the

- brightly lit area.
8. **Emergency Displacement:** This spell will dimension-port the Wizard in a random east or west direction 1d20 feet. If an east-west direction is physically impossible, the dimensional displacement will be in a vertical line, straight up.
 9. **Enigmatic Eye:** This spell allows a Wizard to keep an eye on any single individual (or place) regardless of any attempt to evade or avoid it. It will even follow a target that tries to teleport away. However, the Wizard must either be able to physically see the target (magikally or otherwise) or know precisely where the target is at the beginning of the conjuration in order for it to work. The conjuration has a 60 mile range and a duration of one full day (25 hours).
 10. **Fear:** The Wizard can strike fear into the heart of any single intelligent or semi-intelligent creature, except for Demons and Dragons. Those failing a check versus fear will either flee in blind panic for 1d6+2 melee rounds. Those making their checks vs fear still operate at -1 attack and defense for one melee round, except for Paladins, Barbarians, or anyone in the grip of religious fervor or battle fury.
 11. **Finding Ritual:** This ritual requires five full minutes of work to complete, and once completed, the wizard will be able to track down/find any item that he has physically come into contact with, at least once, in the last Arduinian year (455 days). Once cast, the Wizard has 30 days before the spell fades away.
 12. **Fire Wall:** The Wizard can create a wall of flame up to 60' distant from their self. This wall is 30' long, 15' high and will burn all passing through it for 1d20 HP of damage (no check allowed). This spell lasts for 6 melee Rounds.
 13. **Ghost Wind:** The Wizard can conjure a "Ghost Wind" so powerful it will bowl over all in its path.. The wind is controlled by the Wizard and can cover an area 120' long by 30' wide by 20' high starting from their outstretched hands. It lasts one melee round plus one round per Level of the caster. It blows gas clouds, fog away immediately. No check is allowed.
 14. **Hellfire:** The Wizard can attack any single target within 120'. The target must check or burst into soul-searing black flames, burning to death from the inside out! These flames feed upon the life force of the victim at a rate of 1d6dmg (and drain 1 CON point) per round. As long there is life force left it will continue to burn.
 15. **Jumping Shoes:** This spell will imbue any pair of shoes or boots with the ability to jump up to 30' horizontally or 20' vertically, at the will of their wearer, for ten melee rounds.
 16. **Mend:** This magik affects all non-magikal wood, soft stone (like sandstone) and soft metals (gold, copper, &c.). It will restore a broken object, but will not replace missing parts unless an extra 4MP is spent.
 17. **Mist of Black Misery:** The Wizard can "attack" any single target up to 60' distant. Those attacked have one full melee round to attempt to dispel the cloud of inky dark black mist as it forms around them. Failing to do so, this mist will cling to its target regardless of attempts to scrape it off, run away, teleport or otherwise evade it. Those covered suffer total sensory deprivation even including true seeing, EC, and other mental powers, sight, sound, everything. It lasts 10 rounds by default, and additional minutes can be added to the effect for 1MP each when casting the spell.
 18. **Misty Feet of Silent Move:** This spell will allow the conjurer to move across any real, solid surface at double normal Move, while exerting absolutely no ground pressure at all and generating no walking noise.
 19. **Mystik Chains:** Any single door or closure may be so locked as to be impossible to open, even if a key is available, OR any single entity up to 8HD may be rooted to the spot and unable to move from it for 10 minutes.that direction be impossible as well, the Wizard will "D-Port" 1d100 miles at random (including up or down) at the Referee's discretion.
 20. **Mystik Mole:** At the end of the conjuration, an up to 30' distant from the conjurer, a "tunnel" will commence to be mystically dug. Dirt, debris, and loose earth (or sand) will fountain upwards out of the ever deepening 3' diameter hole. Note: that it will not work through rock or other similarly hard substances. The tunnel length will be 30'. The angle of the tunnel is entirely up to the conjurer, but once set in motion, the arcane forces proceed in a straight line.
 21. **Mystik Passage:** The Wizard can create a passage through any substance, except silver, up to 10' distant from the Wizard and will be 7' tall, 4' wide and up to 10' in depth/length. This passage will persist for three melee rounds.
 22. **Night Walker:** The classic conjuration of magikal vengeance allows a wizard to cause a specific area to seem to be haunted. This haunting will take the form of stealthy footsteps, heavy breathing, soft and evil laughter, faint sounds of clanking chains and other various and sundry spooky sounds. The range is 60 miles, but the Wizard must be very familiar with the area in order to be right on target. The less he knows the area, the larger the Referee adjudicated miss chance there

will be.

23. One-Way Darkness: The Wizard can cause an area 13' in diameter to become inky black and totally light absorbent to everyone except their self. He alone can see out of or into this area which fails even True Seeing or other magikal vision enhancers. He may create this area around themselves or up to 30' distant.
24. Pain Blast: The Wizard can create a 30' diameter area up to 90' distant within which all living things suffer intense body-wracking pain. The pain is so intense that nothing may be done except to roll around on the ground screaming in muscle spasming pain. No attack, defense, speech, movement, &c.
25. Paralysis: The Wizard may fire a fan-shaped ray 30' long by 15' wide by 2' thick. All being it strikes are paralyzed rigidly for 3d20 melee rounds. Permanence: This ritual is the way with which Wizards can cause their spells, conjurations, and such to become more or less permanent. The permanence lasts until dispelled or for one year. Rapid Transit: The Wizard can cause any single self moving object up to 2000 pounds in size to move at ten times its normal Move for ten minutes. The range he may do this at is only 10.
26. Rot: The Wizard can attack any single living being with a rotting at 1 HP per melee round until either a "Cure Disease" ritual is done upon them or they rot away.
27. Secret Assassin: This conjuration creates a small (9" long) coiled mystic serpent in the palm of the left hand. It may be sent against any single target. It moves through the air at a Move of 10' per second (60' per melee round) and is totally invulnerable to all physical attacks (non-magik weapons pass through its body as if it were smoke; magik weapons only do their bonus damage.) It has 13 HP, AC of 2[17] and attacks equal to the level of the Wizard casting the spell. It does 1 HP bite damage plus venom. Once set towards a kill, it will track and follow, undeterred by dark or weather, slipping under doors and through keyholes if need be, in relentless pursuit.
28. Seven League Boots: The Wizard may "dimension step" five times, traversing three full miles each and every step (15 miles total). The mystik walker also perceives the land through which he moves as each step stretches out, so he knows the country thus traveled as if he'd walked through it normally.
29. Shapechange: The caster must announce which of the two options are being cast. The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster. Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The shape-changed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 ft. This form of the spell lasts until dispelled.
30. Teleportation: The Wizard can teleport to any location previously well known to them, up to one mile distant.
31. Thunderball: The Wizard can shoot a five-foot diameter sphere of flame and electricity up to 90' distant. The ball travels 30' per second (180' per melee round) and explodes in a 15' radius shower of sparks and fire upon contact with anything solid. Those thus hit must check twice (once for each damage effect) and will suffer 1d20+4 HP of flame and 1d20+4 HP of electrical damage.
32. Vertigo: The Wizard can create a 20' diameter area up to 90' distant within which all living beings suffer violent sensations of dizziness, nausea, and vertigo. If those within this area fail their saving throw, they will operate at -4 attack and defense for 1d6+2 melee rounds or for as long as they are within the area affected.
33. Wasp: The Wizard conjures a brilliantly hued wasp of mana-energy which will attack all designated targets for five melee rounds and within a 240' radius of its master. Said wasp has an AC/Dex 14, 25 HP, and can sting for damage in HP equal to the conjurer's own Level. The wasp can be killed normally, and if done, the Wizard (who must concentrate intensely upon their own creation at all times lest it dissipate) will themselves suffer 5 HP of damage.
34. Witchfire: The Wizard can cause a "whistling blue flame" to erupt, then spiral out from their outstretched index fingertip. The flame itself is but 6" in diameter but the cone-shaped spiral has a width of 15' at the end of its 60' length. The flames cause 24 HP of damage and will paralyze for 1d20 minutes.
35. Wizardly Wagon: The ritual creates a wagon of solid energy. This wagon has no weight and leaves no wheel tracks. The wagon is complete in every way from the tongue to a tailgate that can be raised and lowered. It is 12' long by 6' wide and has 3' high sides. Its four large and solid looking wheels raise the bottom of the wagon 4' off the ground. There is a driver's seat for

two that is 4.5' wide by 18" deep with a 15" high back rest in the front of the wagon (which dimensions are not included in the overall dimensions). The wagon has an AC 17. The conjurer must provide motive power (horses, &c) and harness, &c., for them. The wagon itself makes no noise when traveling. The wagon can sustain 75 HP of damage without dissipating into nothingness.

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

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

1. Acid Rain: The Wizard can conjure up a 20' by 10' by 5' tall area filled with sulfur-smelling greenish-purple clouds. The conjurer can place them up to 33' distant total. Raining from these clouds is a mixture of sulfuric and nitric acids which acid-burns all it hits for 1d6+3 HP of damage per melee round. The pain is so excruciating that all of its victims are at -4 attack and defense, not only while inside its area of effect, but for 1d20 melee rounds after they leave it. Once conjured, this cloud will persist for ten minutes.
2. Aura of Command: The Wizard has an invisible aura about their self that allows them to cause those beings he commands to do whatever he wishes. This aura lasts five minutes. The target must check versus psychic attack or do the bidding of the caster. The range for this power is 60' so long as the Wizard has a direct line of sight to those he is commanding.
3. Basic Summoning Ritual: The basic magikal process by which a magician summons forth elementals, efreet, salamanders, djinn, demons and other such creatures. Note that only arduin monsters are available in this work tho.
4. Crimson Bands of Cytorakk: The Wizard can conjure a brilliant scarlet sphere, 30' in diameter, of totally fireproof web-like strands, up to 120' distant. These strands will firmly entrap and hold fast all creatures caught inside.
5. Dart of Destruction and Slaying: The Wizard can key a normal "Mystik Dart" already memorized to slay any one kind of being. For example, it can be set to kill any human it strikes. If said human fails their check when hit, he dies immediately. If their check is successful, then normal mystik dart

damage is done.

6. Dome of Dynamic Defense: The Wizard can conjure a 10' wide by 7' tall dome of glittering silvery translucence. This dome will last one minute. The dome will stop all physical attacks (only) and reflect them back to their source. However, very slow movement (1' per melee round) will penetrate this immobile defense.
- Eyes of the Warlord: The conjurer or any other single living being within 3' will have the "Warlord's Eyes" for one hour. These "eyes" allow the person to always see an opponent's physical attack before it happens and thus either automatically parry the blow or to attack first regardless of the initiative scores involved.
7. Fireblade: The wizard wields a fire-sword in their hand beginning their very next action. This intensely hot blade, 5" wide and 13' long, does not even warm the Wizard's hand but cuts into the target for 1d6+10 HP damage. For attack purposes, consider that this is +2 blade, however, the sword can only be sustained for one action.
8. Fiery Fist: This spell allows the Wizard to conjure a basketball-sized fist of fire and to fling them at a target up to 240' distant. The fist attacks as a +1 mace wielded by a Warrior one-half the Level of the conjurer. The fist does 3d6+2 HP of fire and 1d6 HP of impact damage.
9. Fumes of Faltarra: Up to 66' distant from the conjurer, a 25' spherical area, all filled with flashing multicolored mists or fumes that seem to sparkle and dance with inner light and motion all their own. These fumes will, if inhaled by any living creature, cause one of three things to happen at random:
The being will become helplessly convulsed with glee, mirth, laughter and hilarity and be unable to even stand, rolling about the ground for so long as they are in the fumes and for 1d20 melee rounds afterwards the being will be totally incapacitated by grief, crying, wailing, rolling about the ground. The victim will become berserk, attacking anything and everyone about their.
- The duration of these colorful fumes is 1d6 melee rounds. These fumes affect only those things which have feelings of grief and/or humor.
10. Ghost Bolts: These are a kind of "Mystik Dart" but keyed to affect Undead and other such Ethereal, Astral or non-corporeal creatures. Against these creatures the ghost bolts will do 1d6+2 HP of damage. The Undead do not get a check. A Wizard may summon up to their Level total of these bolts at a time.

11. Javelin of Devastation: The Wizard will have at hand a 5' long javelin of flame. This javelin may be safely handled only by the Wizard and will remain in existence for three melee rounds (or until thrown). Once thrown it becomes a 3' wide by 12' long bolt of black lightning that will travel up to 90' instantly.

Upon impact it will do 5d6 of electrical damage and blast 3 CON points from any living victim.

12. Magnificent Mystification: The Wizard can create around any single victim a maze of mirrors inside which no outside sight, sound, or touch can be perceived. This maze will stay with the victim (visible only to them) for ten minutes. The range at which it may be cast is 90'. The victim of this gets no check as it is not their self which is affected but the area around them.

13. Mist of Malevolent Misery: The Wizard may conjure a cloud of purple fog that moans, gibbers, wails and laughs hysterically. This 15' diameter fog may be created up to 100' distant and be moved at 80' per melee round if the Wizard maintains intense concentration all the while and it has a duration of up to one minute. All creatures suffer from severe choking, confusion, dizziness, nausea, &c., and will operate at -4 attack and defense whilst in the cloud and for 1d6 full minutes after exiting it.

14. Moon Burst: This spell fills a 13' diameter area with a blue-white radiance like unto that of the full moon. This cold radiance is, in fact, a hard radiation burst of three seconds duration. This radiation does 4d6 damage to all within its area of effect. There is no saving throw against this damage unless the target within its area enjoys such protection against radiation damage. Additional effects are as per a d6: 1-2 melting burns; 3-4 blindness;

5-6 loss of memory. The range that this magik may be cast is 33'.

15. Mystik Bottle: The Wizard may conjure a milky blue-white, milk bottle sized "Mystik Bottle" formed of arcane energy. The bottle is solid to the touch and will hold up to 1/2 gallon of liquid or similar amount of other things. The Wizard can cap or close it instantly with a mystik word. Once sealed it cannot be opened. Once sealed, the bottle is utterly impervious to all heat, cold, or other energy (magikal or not.) Once shattered, however, the bottle releases in a 3' diameter flash of arcane energy of 3d6 damage.

16. Silent Sentry: Appearing before the conjurer, a vaguely humanoid form, all of a smoke-like substance, light grey in color, and 5'-7' tall; is, in fact,

a mystik alarm system or sentry that will remain on its post for one hour per Level of the caster. The sentry guards against anyone or anything approaching and will commence to wail or gibber like a lost soul in torment as they come within 60'. If the wailing doesn't cause those approaching to stop and go back, the sentry will then threaten them with feints and movements towards them while screeching at them horribly. If the interlopers actually try to get by the sentry or attack them, he will then become utterly silent, form their self up into their full man-shaped height, and burst into searing blue flames. These flames will last but one melee round, but as soon as he has ignited, he will attempt to grapple with the intruder(s) so as to burn them as well. Each touch of the burning sentry will do 1d6 flame damage and cause most flammable things (clothes, &c.) to themselves ignite.

17. Silver Spiral of Sleep: The Wizard can create, up to 60' distant a 9' high, 3-5' wide, conical spiral of glittering silver motes. This spiral hums faintly and will stay suspended in the air until dispelled or destroyed (50 HP of magikal attack would suffice). All who behold this creation, Ethereally, or Astrally must check versus psychic attack at -4 or become totally mesmerized, falling into a sleep that lasts as long as the spiral itself does. The duration is one hour.

WIZARD SPELLS: SIXTH ORDER OF POWER (Mana Cost of 6)

1. Acid Spray: This spell causes a spray of acid to spring forth from the caster's palm. This spray will be 45' long and 13' in diameter at its terminus. This spray has a potency of 10d6. The acid will splatter, drip, and generally cause quite a bit of trouble, especially since it can keep its potency up to 25 hours if puddled upon stone or other similar surfaces. Note as well that this acid is extremely flammable, and even a torch can cause ignition. The fireball caused will be equal in HP to the Referee adjudicated amount of acid remaining, and will be 3' in diameter per each 6HP worth of acid.

2. Cube of Baffling Beauty: A Wizard can conjure around their self, for one minute, a 10' cube of scintillating colors and indescribable beauty. This non-mobile conjuration so mesmerizes all intelligent creatures who can physically see it and who are within 60' of it that all they can do is stand and stare at its awesome display and listen to its melodies that sing through the very soul. The duration is 1 melee round per Level of the Caster.

3. Cyclonic Conjunction: The Wizard can

create an area of cyclonic winds some 31' to 50' in diameter. Once done with the conjuration, the effect has a 5d20 melee round duration. The force of this wind will bowl over all

creatures, cause a commoner's cottage to literally explode if conjured within it, and wreak enough havoc in general to cause 1d6 HP of physical damage per melee round to all creatures less than AC 12 within its area of effect.

4. Dance of Death: A Wizard can cause a 30' diameter area up to 120' distant to fill with an unearthly orange glow (taking one melee round to do so). All creatures within this area will suffer a sustained Bone Shaker spell for 1d6+2 melee rounds. The force of this spell is so great that those who make their checks against this spell will have nearly uncontrollable shakes for 1d6 melee rounds. During these shakes, all attack and defense is at -8, and movement is halved.
5. Disintegration: A Wizard can fire a 60' long beam of intense white energy. This magikal energy will totally disintegrate anything it strikes. However, if the intended target successfully makes its saving throw, it will only suffer 1d20 HP of damage.
6. Doomlight: This spell causes a 30' spherical area up to 90' distant to become infused with a weirdly pulsing glow of the most intense blue imaginable. This glow is shot through with little sparkles of lightning and the sound of ghostly chimes may be heard within 30' of it. All creatures inside the glow must make a check or die immediately. If they do check they are stunned for 1d6 melee rounds. Undead, Demons, Dragons, Golems (and other non-living creatures) are not affected at all by this spell, and it only tickles "Glory Glow" and other such light producing magiks will dispel this creation immediately.
7. Intermediate Pentagram of Power: A much more powerful version of the basic pentagram, this requires thirty minutes of time to complete its silvery glowing lines. No Undead may cross its perimeter except those originating in the Abyss. Those that do manage to cross its mystik barrier suffer 1d20+10 HP of damage and must operate at -6 attack and defense for one hour thereafter. Lesser Demons may attempt to cross it, but will suffer the same as Undead. No Dragon's flame or other breath nor Demonic magik of any kind will pass the potent barrier of this pentagram. Greater Demons and all elementals have a 1-2/d6 chance of being unable to cross its perimeter.
8. Lesser Gates: This is the basic ritual that allows a Wizard to travel to the Inner or Outer Planes. It requires two hours of time to complete, but once done there is a "hole" or "gate" in the

space/time continuum leading directly to the Inner or Outer Plane of the Wizard's choice. The gate is 13' tall by 7' wide and will persist for one full minute. Due to the stress put on the Wizard in creating this gate, he is extremely tired at the finish and needs at least an hour of rest to function normally. For this reason it is not recommended that this ritual be done alone, as there is no telling what may come out of the gate ...

9. Pegasus Effect: This spell causes any animal or other creature with more than two legs upon which the spell was cast will be able to gallop through the sky as if it were on the ground for ten minutes. The range at which this spell can be used is 30' and the Move of travel through the air is as per normal for the affected creatures ground Move.
10. Rains of Rhaizor: This originally Druidic conjuration is now a fairly widely known arcane technique. It will affect a spherical area 3' to 33' in diameter up to 60' distant from the conjurer. The conjuration causes the area to be filled with a heavy rainstorm. Any creatures caught in the rain have their eyesight and hearing cut by 85% while inside its area of effect. All sense of smell is totally negated in the area, and creatures with radar sense or other similar ways of perception have their efficiency cut by 50%. Infravision/heat-seeking is totally useless in the cold rain. Note, however, that there must be at least some ambient moisture in the surrounding air prior to the attempt to make this conjuration work.
11. Red Death: This spell causes its target to check or turn inside out, dying in a flopping, bloody, entrail-covered mess. Those who make their check feel nausea, making them miss a round's actions.
12. Repulsion Aura: A glorious, rainbow colored glow emanates from the Wizard in a 6' to 10' radius (variable every second). Duration of said glow is three minutes per CL. The glow will repulse, turn back, and cause to recoil away any single type of creature for which it has been keyed.
13. Reincarnation: This spell will function only on sentient beings that have died in the last 60 minutes plus 30 minutes per each Level of the caster. This spell functions by touch only and any given Wizard may only do one of these magiks per 25 hour day.
14. Second Effect: This spell is identical in all cost, duration, and other such parameters as Pegasus Effect. The animal, once affected, can leap up to 20' vertically or 60' horizontally or triple the normal distance for such leaps, whichever is greater. The Wizard must already know the Pegasus Effect spell.
15. Silent Slayer: This is a variation of

Mystik Dart of Destruction and Slaying. However in the case of this spell, the mystik dart can be set in place in any one location to await a specific person/being whom the Wizard knows at least by sight. This dart will hang in the air forever if necessary awaiting the only victim at which it will ever shoot.

16. True Seeing: This spell allows the being upon which it is cast (over a one minute period) to see everything as it actually is in truth.
17. Wraith Hold: The Wizard can become, in all respects, as a Wraith of dread and dire aspect. The ritual requires ten minutes to complete, then an additional ten minutes to take full effect.

Runeweaving

NOTE all webs cover a number of 5' squares equal to their caster's level. Creatures must make a check to move through or out of a square with webbing, and will take on any ill effects of the web in any round in which they touched a web.

RUNEWEAVER SPELLS: FIRST ORDER OF POWER (Mana Cost of 1)

- The Hungry Web: Things of a biological origin entangled in this web of green slime take 1d4 acid dmg the first round, then 2d4 the second, and so on. The web is immune to electricity and physical weapons.

RUNEWEAVER SPELLS: SECOND ORDER OF POWER (Mana Cost of 2)

- Wane Web: This sparkling gold web saps the strength of those it holds captive at a rate of 1d3 Str (for PCs) or 1d4 HP (for NPCs) per round. This damage is temporary, and an afflicted character's body regenerates ability score loss at a rate of 1 per hour. However, should someone's Str or HP reach zero, their heart will become too weak to pump blood and they will die.

RUNEWEAVER SPELLS: THIRD ORDER OF POWER (Mana Cost of 3) XX

Alchemy

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

Small Batch (one usage) - 1d6 days, 2d6×100 gp in materials.

Medium Batch (1d6 usages) - 1d6×10 days, 3d6×100 gp in materials.

Large Batch (1d20 usage) - 1d6 months, 2d6×1000 gp in materials.

1. Alchemist's Eyes - These colorful, pea-sized pills give whomever swallows one 2d6 hours of "True Seeing". While as many as desired can be made in one batch, the cost per each finished pill is always close to 2,500gp in rare materials. The making of them requires 1,000 hours of very closely supervised work. Very rare and exceedingly expensive.
2. Antidote - This concoction is keyed to the type of poison or venom it is to alleviate, but once administered, neutralizes that particular type of toxin.
3. Black Lotus dust - This is the pollen of the black lotus flower. Upon contact, a check versus venom at -4 must be made. If failed, instant death. If made, the poison does d8 per ounce. The victim is groggy and confused (-4 to attack and defense for d4 melee rounds per ounce). The blood and nervous system are affected. The poison is both odorless and tasteless, because of which it is a favorite with Assassins. It is both rare and expensive (10,000 GS per ounce).
4. Calamity Coins - Each of these has the exact look, size and weight of any type of coin the maker wishes but this is because a corresponding amount of each metal is used in the alchemical process that makes them. If the maker wants a dozen gp look-alikes, they'll have to use 12 ounces of gold (plus other materials) to do so. Assassins prize them very highly and will pay premium prices for them. Seconds after they touch bare flesh, the suddenly glow an unearthly blue and they have just been absorbed into the flesh touching them. They convert into a highly potent blood poison (+5 to check DC). Their real danger lies in the fact that in "coin" form, they do not register as toxic/poison by any known means, mystic or scientific. Each "coin" (and they may only be made separately/singly) requires 1,245 gp (plus the value of the coins' metal content) worth of materials and a complicated 13 hour process to manufacture. Once made they last forever....or until touched by bare flesh.
5. Chameleon Paint - This clear liquid has the amazing property of letting whatever is coated with it assume the exact coloration and patterns of its surroundings. One ounce will permanently coat 4 square inches and, once dry, will remain potent and effective forever so long as it is not worn or scratched away. It is waterproof but needs a hard surface on which to set (it won't work on cloth or other porous materials).

It needs approximately 100 hours to completely set/dry in a normal climate and a damp atmosphere can lengthen this time considerably. Each 100 ounces costs 1,185 gp in materials and regardless of amount needs 12 days work to complete. The maker needs only to be present during the first 4 and last 2 days of the process.
6. Crawling Horror - This utterly harmless stuff can be manufactured in any color. It is something that seems to have a life all its own as it will crawl, shudder, quiver and wander about, leaving slimy trails everywhere. It is attracted to "life" and will always head towards the focus of the most life first. It moves about 3' per second/18' per melee round and, having no real life, cannot itself be killed. If you bash it or chop it up, the little pieces simply continue crawling towards the life source, eventually merging back together. However, water will dissolve it and fire will dry it out into a non-functioning powder. One pound of it is about the size of a softball or small cantaloupe but the materials for its manufacture are so common that once an Alchemist has figured out the formula, they usually produce it in 100 pound, "man-sized" batches. Such a batch costs 100 gp in materials and 2 day's time to make, but the alchemist must stay awake and monitor the entire process lest the stuff attempt to crawl away at the wrong time and destroy itself. This material and the learning of its manufacture is part and parcel of the learning process inherent in figuring out how to make Golems. Please Note: There is no control over the material and it will remain active for about 3 years if kept in a sealed container or about 3 days if left out to roam about on its own. When it dies, it turns into a stinking pus-like mass practically instantaneously.
7. Ectoplasmic Replacer Potion - Unnaturally cold at all times, this smoky grey liquid smells like honeysuckle blossoms and tastes like burnt tar. Each 12 ounce dose will cause any living being who has lost a Life Level within the last 5 minutes to regain it. Please note: No more than 4 such doses of this potion may be drunk in any 25 hour period without running the risk of fatal convulsions. Each dose needs 1,750 gp worth of moderately rare materials and 11 days' time to complete. The maker needs be there only on the first three and last 1/2 days of manufacture and up to thirteen such doses may be made at once in a single batch. The potion retains its potency for

- up to 12 Arduinian years.
8. Elixir of Inestimable Value - Each 10 ounce dose will render the imbiber immune to all forms of insanity and confusion lasting 51-100 hours but instantly negated if any alcohol of any kind gets into the drinker's system--even a sip of weak beer will do it. It must be made in batches of no more and no less than seven doses (at a cost per dose of 1,415 gp in materials, thus a 9,905 gp total). The process takes seven days of closely watched work and, once it has been completed, the potion has a shelf life of exactly seven years if kept tightly sealed in brass containers.
 9. Elixir of Restorative Goodness - This pale violet liquid, smelling faintly of lemon blossoms, is drunk in single 4 ounce doses only. Each dose will cause any living being to immediately begin to cast off all their tiredness and exhaustion. All fatigue, sleepiness and physical weakness is banished. It doesn't give extra strength, stamina or in any way increase a living creature's own natural ability to function. However it does allow them to become as if they had just awakened from a good night's sleep/rest. Made from uncommon materials at a 98 gp per dose cost, it has nonetheless been the pick-me-up of choice for over 2,000 years of everyone from military men to magicians - if they could afford it. Batches of any size can be made and it always takes 18 hours to do so regardless of the amount involved. Once concocted it has an indefinite shelf life if kept in airtight containers of the purest silver.
 10. Ever Wax - Any candle made from this purple hued wax will burn for twenty times the normal duration and at triple the brightness of an ordinary one. The ingredients needed to make this special wax are very common and easily obtainable. It normally costs no more than 1 gp per pound to make, and once the actual two hour mixing is completed the maker need not bother with it again at all until it has properly set 23 days later. Once set, it will last for unlimited time without losing its efficacy.
 11. Extinguisher's Fog - This material is concocted inside sealed glass containers at a cost of 98 gp per each 6" diameter jar or sphere. The container holds enough "fog" to saturate an area 15' in diameter by 3' thick. The strongly cinnamon-scented lavender fog. The fog put out all fires of a non-magikal nature. Retail price is 330 gp per 6" sphere. It takes 1,050 gp. worth of materials but once made it has an indefinite shelf life so long as it is kept totally sealed.
 12. Flash Powder - Causes temporary blindness in creatures that lasts only 1D3 melee round - all failing their check, attack and defend at -4 penalty for the duration.
 13. Food Preservative - Will extend the shelf life of any rations by 2d6 Days.
 14. Glass Gulp - A brilliant phosphorescent-blue, viscous liquid that has a very strong odor of rotten fish. Each three ounce dose will cause any living being to become totally transparent. Duration of this effect is one hour per dosage taken. Each dose needs 80 gp in fairly common materials and 6 hours to make. It can be made in any amount desired and has a shelf life of up to 7 years if properly stored in airtight ceramic jars. Retail price is 300 gp per dose.
 15. Glue - Completely mends broken materials.
 16. Last Gasp - These dark, maroon-colored, pea-sized "pills", when swallowed by a live being of generally man-size proportions, provide him with all the air he may need for ten hours. Each pill requires about 2 days time and some 1,235 gp in materials to manufacture. Each pill retains its potency for approximately one Arduinian year after manufacture.
 17. Liquid of Lasting Luminescence - This yellow-gold liquid glows brightly and continually for up to 20 Arduinian years after its manufacture. Anything soaked in it will also glow for so long as the liquid, which is water soluble, is not washed away. A torch-head sized object will have the luminescence of a 15 watt lightbulb. It takes some 6 ounces to thoroughly wet such an object. The larger the area, and the more liquid used, the brighter the results; but only up to a maximum point equivalency of a 60 watt lightbulb (on an area the size of a basketball). If larger areas are covered, there is no increase in the intensity in the area shedding the light. Each 100 ounce batch (which is the largest practical amount that can be manufactured at one time) has a cost of 145 gp in materials and 2 full days (50 hours) in time to complete. The materials are some of the most common available to the alchemist.
 18. Liquid of Potent Allure - A clear, though somewhat sticky liquid with an odd smell of crushed violets and oregano. Each single one ounce dose needs 40 hours and materials worth 450 gp to produce. However, batches of any size may be made. Once finished, it has a shelf life of 600 years if properly stored in airtight ceramic containers. What this liquid does is to attract and compel any and all warm blooded animal life. It will do this over about a 100' radius or downwind for up to a mile or more. While prized very highly by poachers, it is truly hated by foresters, rangers, and Elves.
 19. Liquid Wind Potion - This mildly fruity smelling, pale lavender liquid will become air after its airtight container is opened. The air will be of sufficient force to blow leaves and other similar light materials about easily, up to 30' distant from the container's exit per each one ounce dose thus used. The air is of sufficient volume to totally fill a 10' diameter balloon with 15 pounds per square inch pressure. The air exists immediately once it has been catalyzed and mixes with the surrounding atmosphere. Each ounce would cost 15 gp in materials and 100 hours time to distill the air. regardless of the amount involved. The

- alchemist needs to be present throughout the entire process. Once produced, the liquid (if kept tightly sealed) will retain its full potency indefinitely.
20. Lotion of Fantastic Effect - A clear, gel-like substance with minute specks of real gold dust suspended throughout. When rubbed into living flesh, it becomes utterly immune to any and all petrification effects. This defense will last approximately 25 hours. It takes 20 ounces of the lotion to cover an average sized human being and said amount requires 4,045 gp worth of materials and 62 days of continuously watched work to make. The materials for this (except for the gold) are extremely rare and very little of this lotion is ever available for any price. One of its nicer side effects is that the flesh rubbed with its alchemical potency will become equivalent to AC 17 for the duration of the effect. Finally, it retains its potency indefinitely.
 21. Memory Enhancer - A sweet smelling, rose colored liquid that tastes like mint tea and causes any living drinker to immediately remember whatever it is that they used to know or wanted to remember but had forgotten or couldn't. The effects last just as long as needed for the full memory to surface but cannot go beyond three minutes in any case. Each 5 ounce dose needs but 45 gp in materials to make and requires but 2 hours of continuous mixing to do so. Its efficacy and potency will last up to 20 Arduinian years without any loss.
 22. Mind-Expander Potion - This pale purple liquid has the consistency of maple syrup, the aroma of dried oak leaves and a flavor reminiscent of lemonade. Each 4 ounce dose will, when drunk, add 1d6 Intelligence points, up to a maximum of 18, to the drinker's mind for 1d6 days. Mana should be adjusted accordingly to the new, yet temporary, Intelligence value. Each dose costs 185 gp in moderately available materials and 12 hours of time to concoct. Batches of any size can be made and once completed have a 100 year shelf life if stored in airtight silver containers.
 23. Nausea Gas - This stomach churning gas of foul and poisonous vapors boil from the thin air, forming a cloud 15 ft in radius. Creatures affected can do little but flee from this noxious substance. The cloud moves directly forward at a rate of 6 ft per minute unless its direction or Move is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path.
 24. Needful Light - A slow-burning, much brighter lantern fuel that looks like wine, smells like roast beef, and which will last 7 times longer than normal lamp oil while giving off twice as much luminescence. This fuel will not float on top of water, sinking to the bottom, and is 3 times as hard to smother/extinguish as regular lantern fuel. However, the fuel is only 1/2 as hot. Its components are easily obtainable and in most any quantity needed. Once produced, it remains usable indefinitely. The average cost to make the fuel is about 45 gp per pint and the time to do so regardless of the amount involved is always 3 days (72 hours) during which time the alchemist need be present only at the first and last two hours.
 25. Panic Buttons - These dime-sized-and-shaped small orange buttons are extremely sensitive to pressure directly applied to them and, when so agitated, will explode. The explosion is a five-fold effect within a 13' diameter area some 7'-9' in height. The first and most notable effect is the very loud boom. The second is the flash. The last three effects are: A horrid stench so intense as to cause all normal humanoid to immediately gasp, gag and suffer stomach convulsions; an intense itching that affects all living flesh as if it were covered by thousands of crawling insects; and lastly, the effect of the illusion that everybody in the blast area is melting. Each button requires some 1,235 gp in materials and 9 days time to manufacture. The maker must be there the entire time and no more than 3 such buttons may be made in any single batch without the danger of exploding all on their own. Once made they will last indefinitely if handled carefully. The materials are not common but can usually be found by diligent and persistent alchemists.
 26. Perfume of Perfect Defense - Due to the personalized nature of this alchemical essence, it requires close cooperation between the buyer and the creator to produce. Each dose costs 3,918 gp worth of exceedingly rare materials to manufacture and it will not work for anyone except the one who has provided a drop of his or her own blood, a drop of their perspiration and a drop of their saliva. The perfume is rubbed on the body (about one ounce worth) and within 1D3 minutes is in full operation. It will last until the wearer bathes or for 12-24 hours. It gives the wearer an aura of AC 16. It can be made in any-sized batch desired over a 10 day period and, once concocted, lasts indefinitely so long as it is kept tightly sealed in iron containers.
 27. Polar Dust - When tossed into any water, each dose will cause 10 cubic feet of it to freeze solid. Note that to have 10 cubic feet of ice, one must have at least 10 cubic feet of water for it to work. Each one ounce dose has a cost of 5,600 gp in materials over a 10 day period production. No more than 7 doses may be made in any single batch. Kept absolutely dry, it has a shelf life of 1000 years. Retail price is 12,500 gp per ounce.
 28. Potion of Absolute Astral Passage - This vile smelling crimson liquid of oily aspect will cause any living drinker to become Astral for a period of time equal to their own Constitution score multiplied by 3

- minutes. This potion requires 6 days time (during which the make must be physically present always) and 1,345 gp worth of materials to manufacture. It retains its potency for at least 45 Arduinian months (1,350 days) and is perfectly safe in all ways to use.
29. Potion of Animal Control - Results as per the spell.
 30. Potion of Diminution - Imbiber shrinks to 6 inches tall for 2d6 hours.
 31. Potion of Ethereality - The imbiber of this potion can move through solid objects for up to 10 minutes (duration secretly rolled by GM) but cannot attack. Equipment also becomes ethereal.
 32. Potion of Extra Healing - Cures 3d6+3 HP of damage.
 33. Potion of Fire Resistance - Grants immunity to normal fire, +2d saving throws against fire attacks, and half damage from magik fire attacks that do not permit saving throws.
 34. Potion of Gaseous Form - The user's body turns to a mist that he controls, allowing him to access any place that isn't airtight. Equipment is left behind; only the body becomes gaseous.
 35. Potion of Giant Strength - For a duration of either one event or three dungeon rooms, the imbiber gains strength above and beyond 18. Gains an additional 1d6 to damage rolls and +4 to-hit.
 36. Potion of Growth - Character grows to 30 ft in height. Make a Luck check after an hour. Saving lets the character either return to their size or stay grown as the player wishes, for another hour. Fumbling means you are stuck as a giant forever.
 37. Potion of Heroism - +1 to attacks and damage for one battle.
 38. Potion of Inestimable Ethereal Passage - The potion is a muddy brownish color, smells like raw sewage and each ounce costs 1,510 gp in materials and 9 days time to produce. The potion will cause any living drinker to become Ethereal for a period of time equal to their own Constitution score multiplied by 3 minutes. However, the maker needs only be present during the first three and last one day of manufacture to do it right. The materials are a bit rarer than those required for the Astral potion but not over much. Finally, this potion has one possible side effect that, with each taking, has a chance of causing the drinker to remain permanently and forever in the Ethereal state (make a Luck check and don't fumble).
 39. Potion of Inestimable Power - This syrupy and semi-viscous liquid has a salmon-pink color and an aroma of strong, hot coffee. Each potent, 1-ounce dose requires an intricate 100 day long production process which costs 4,798 gp. Its shelf life, if stored in airtight containers of the purest silver (the only substance it cannot affect), is indefinite. Any solid material spread with the liquid becomes totally Ethereal and passable by any who dare. Each ounce affects a 1 square foot volume. Only silver is immune to this effect.
 40. Potion of Invisibility - Results as per the spell.
 41. Potion of Invulnerability - +1d to saving throws, opponents attack at -2. Lasts one battle.
 42. Potion of Levitation - Results as per the spell.
 43. Potion of Massive Growth - An amber colored, apple blossom-fragrance liquid that cost 235 gp per each 10 ounce dose to produce. The alchemical process takes 40 hours of closely supervised work to complete, but amounts of any quantity may thus be made. Any living, non-sentient thing that is bathed in this potion will grow by 1d20-fold in size and mass. This potion takes ten months and 10,000 gp in materials to learn. Once done though, you can create "mile high trees" or "twenty foot long ladybugs" if you like. It has a 100 month shelf life after being concocted, so long as it is kept sealed in airtight, brass containers.
 44. Potion of Plant Control - Results as per the spell.
 45. Potion of Slipperiness - Except for the soles of the feet and the palms of the hands, the character has a virtually frictionless surface.
 46. Potion of the Mists of Panic - This pale green, aromatic, ripe olive-scented liquid will, when exposed to open air, erupts into billowing clouds of a pale green mist some 30' around and in globular form. This mist will cause all creatures within itself to check versus poison or suffer immediate panic and mind numbing fear. The cloud will last approximately 1 hour in an enclosed and windless area and about 10 minutes in the open on a windless day. Each dose requires some 450 gp in materials and 28 days of time to produce (though the maker needs only be physically present during the first three days and the last 20 hours of its making). The ingredients are sufficiently rare as to make it reasonably difficult to make more than 1d6 one quart doses each year.
 47. Potion of Undead Control - 2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber's control as per the control animals spell.
 48. Quick Seal Salve - This faintly banana-smelling, pale purple salve has an ingredient cost of 310 gp per one ounce dose. Six seconds after exposure to air it forms a translucent and flesh-like membrane that is permanently bonded to whatever surface it was smeared on. Each ounce can cover up to 18 square inches.
 49. This membrane has all the properties of human flesh and is most often used to seal bleeding wounds or to cover burns. Any alcohol will cause it to dissolve. It can be stored in any manner so long as it stays dry. In such a state, it has an indefinite shelf life. Any size batch may be made from the common materials needed to make it. It has a retail price of 700 gp per ounce.
 50. Sentry Sand - This stuff has the look,

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

51. Silver Screammers - About the size and weight of steel marbles, these silver-colored goodies detonate when sharply struck, thrown onto hard ground, &c. They then ignite and take off in random and crazy flight patterns trailing sparks and grey metallic smoke, all the while screaming and wailing. They fly for 1d6 seconds at about the rate of a thrown rock (doing 1HP damage per impact) but if they hit something, they just ricochet off in another direction. Batches containing as many as 100 can be mixed at one time (this takes 2 hours and 30 gp in materials per pellet).
52. Slumber Drops - The drinker of the liquid these drops are placed in will within 1d6 minutes fall into a deep slumber lasting for 1d20 minutes, during which time they are unwakeable by any mystik or mundane means known. 10 drops weigh one half ounce and each half ounce needs 500 gp worth of materials and 20 hours time to manufacture. The alchemist must continually monitor the manufacturing process to insure their successful creation. They will retain their full potency for up to 6 Arduinian months (180 days), but are very susceptible to the least amount of moisture - even the sweat from a hand can cause them to liquefy.
53. Smoke Bomb - Creates an opaque wall of smoke that blocks vision with a circular wall with a 15 ft. radius, also 20 ft. in height.
54. Spasmatic Horror - This opaque, metallic orange gas is generally carried in softball-sized glass or ceramic globes weighing about 13 ounces. Each contains enough gas to cover approximately a 30' spherical area in 1d20 seconds with a 3 second minimum spread time. It has a duration of about 5 minutes if there is no wind. This gas has the effect of causing random nerve impulses and loss of muscular control in all living creatures. This total loss of control results in complete dysfunction of the body in question. Each dose requires 2,000C in materials of moderate rarity and 7 days time to prepare. Each must be separately made, and retain their potency up to 20 years if kept sealed airtight in metallic containers.
55. Special Potion #9 - This aromatic, lemon scented, brilliant yellow potion causes any living drinker to immediately become enamored with the first person of their preferred gender that they set eyes upon/see so long as this person be of their

own race or one very similar. This "love potion" has a duration of some 25 hours and is marked by the drinker's continual efforts to make love to the object of their desire. The manufacture of this potion is generally considered illegal in most civilized nations, even possession of it being a crime in many places. Each half ounce dose requires 555 gp in materials and 19 hours time to manufacture. The maker must carefully watch over the cooking process continually or it will fail to set correctly. The potion will last up to one Arduinian year (455 days) without losing its potency if kept in a tightly sealed silver container; otherwise, it lasts only 3 hours.

56. Sticky Mist - An ugly, vomit-looking-and-smelling, quasi-lumpy, viscous liquid that will, after exposure to normal air, erupt into a nauseating cloud of "nasty-colored" mist some 10' across its globular area per each 4 ounces used. This mist will persist for 1d6 melee rounds, coating everything inside its area with a sticky film. When the mist disappears, everything that was covered with the sticky film is now stuck together. Boots stuck to floors, clothes to clothes, armor glued tightly into place and so on. The duration of the effect is 31-60 hours, then it will commence to unset, finally dissolving into a smelly smoke leaving no trace of itself behind. Each 4 ounce dose requires 4,455 gp in materials and a complex manufacturing process lasting 220 hours. No more than twelve ounces can be created in any single batch.
57. SuperMove Liquid - This alchemical liquid looks, feels, and weighs like quicksilver but has a taste like fresh carrots, but no smell at all. Each 12 ounce dose, when taken orally by any living being, causes them to have all physical movement increased by 1d6 times their normal Move! This effect lasts for 1d20 hours. The liquid requires 1,500C per dose to manufacture and any amount may be made at one time during this 2 day (50 Arduinian hours) process, during which the maker must always be present. The materials are easily had and once made remains potent up to 7 years if kept sealed in a silver container.
58. Swamp Tea - This inky black, sewer smelling thick liquid, once imbibed, roils and foams in the stomach for about 1d20 minutes. If they don't throw up, they are immune to all poisons and venoms for one hour per each Constitution point they have. Each single pint needs 981 gp in materials, most of which are extremely rare, and 16 hours to produce. Any amount can be made at one time and once done it has a shelf life of 11-20 years if kept tightly sealed (no light!) in ceramic or glass crocks. Any light at all of more than 30 seconds duration causes the stuff to spoil and become poison.
59. Thunder Dust - An alchemical equivalent to gunpowder, each ounce of this granular powder can explode with 10 HP of force in a 3' radius. Each additional ounce only

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

60. Twofold Liquid of Terrible Effect - This grey-green potion smells like orange peels and has a slippery or soapy feel. When exposed to normal air, it will erupt (first) into an intense fire of 1d6 potency per ounce used/ square foot covered, and then (one melee round after ignition) the fire will simply disappear instantly and the burned over areas will immediately frost over with intense cold of 1d6 intensity per ounce used/square foot covered. Each ounce covers 1 square foot of surface and costs 2,000 gp in materials to create during a 99 hour manufacturing operation in which the maker must constantly participate.
61. Ultimate Makeup - This flesh colored, putty-like substance can be formed into any shape, dyed, &c., and once set onto a face or other part of a living body, will be indistinguishable from the real, living thing. It will move naturally, feel natural, warm and lifelike, is not affected by water or other common liquids and, in all ways will appear real. This material costs 855 gp per pound to produce and needs about 3 days of continually watched work to do so. Once done it will last indefinitely or until used. The materials are fairly common and easily obtained in reasonable amounts.
62. Unguent of Urgent Healing of Burns and Acid - This dark blue, cold-cream-like unguent, when spread upon areas of living flesh that have been burned by fire or acid, heals these areas at the rate of 1 HP of damage per melee round to a maximum of 5 HP worth

of such damage per ounce used. The area healed will be totally free from all scar tissue but any flesh already "gone" cannot be replaced or regenerated by this unguent. This sweet basil smelling stuff requires 155 gp in materials and three days time to manufacture 10 ounces (the alchemist need only be present during the first and last two hours of said preparation). It will retain its healing potency indefinitely as far as is known (it has been observed that unguents of this type over 1,600 years old have still performed without any loss in efficacy).

63. Vigor Potion - This mud-looking, semi-viscous liquid smells like sweaty feet and has a taste reminiscent of half-ripe persimmons. Each 6 ounce dose, when ingested by a living being causes said being to immediately have double their normal HP for 25 hours. Note that it won't raise the dead. Each dose needs 1,205 gp worth of materials and 11 days time to concoct. It can be made in any sized batch and will remain potent if tightly sealed away from light up to ten Arduinian years (4,555 days). The materials are readily available in moderate amounts.
64. Water Purification Pellets - Enough water for up to a dozen people is made pure, removing spoilage and poisons.
65. Yellow Mellowness - Of such ancient lineage, it is not now known who actually first invented this creamy yellow liquid that smells and tastes like over-ripe pumpkin. The stuff, when ingested by any living creature, causes them to become exceedingly receptive to most any suggestion for the 3d6 melee round duration of its effects. Each ounce costs 1,240 gp worth of materials to manufacture and the process of doing so, regardless of the amount, takes 130 hours from start to finish. The maker must be present at the first thirty and last five hours of this time to successfully finish the product. The materials are, while not really rare, not overly abundant within Arduin either. Once made, it lasts up to 1,000 years without any loss of potency.

Alignment

This section is an option for those who need a random ethos. It can be useful for NPCs too.

Roll percentiles: 1~15%) Lawful Good, merciful, loyal, always smiling goody-two-shoes; 16~40%) Moderately Lawful, fairly merciful and loyal; not perfect; 41~45%) Marginally Lawful, usually merciful and loyal, but losing faith in the system; 46~50%) Lawful Evil, merciless, somewhat loyal and very cruel, fanatical and bigoted; 51~60%) Neutral Good, fairly dependable and understanding, usually willing to consider any good and decent idea; 61~70%) True Neutral, a coin-flipper willing to give anything a shot once; 71~75%) Maginally Neutral, fairly erratic, sometimes evil or cruel and sometimes not; 76~80%) Neutral Evil, crafty, uncommittant; 81~85%) Chaotic Good, pretty decent and loyal, but unpredictable; 86~95%) True Chaotic, every decision is unforeseen even by their self; 96~98%) Chaotic Evil, they always go for the worst option and the only surprise is you didn't think anyone could get that bad; 99%) Amoral, no ethos check for self-preservation; 100%) Amoral Evil, as Amoral, but goes out of way to hurt others if they can.

When you create a character, you should randomly roll 1d3 gods you revere(make a d8 pantheon if you're a priest, but only revere the gods whose alignment matches your own). Reverence is shown by paying pittances to and praying at shrines and temples and wearing holy symbols.

Optional Class Variants for humans

Choosing to be one of these is an option open to you if it matches the base classes you could choose and you are a human. Don't choose one that another player currently has. They cost one extra adventure (or 1.5x the usual XP if your judges uses XP advancement) for each level you want to advance.

Besides the variants below, multiclassing is a viable option, but takes a little extrapolation to work out how to advance.

For instance, taking one level of Warrior would grant some extra HP. Gaining another level in Warrior would give one +1 extra BAB.

Multiclassing requires one to pay a master in an amount equal to total character levels to be earned \times 300\$. For instance, advancing from Wizard 1, Priest 3 to Wizard 1, Priest 4 (total level 5) would cost 5 \times 300 Credits. Multiclass characters can actually reach 10th level, unlike normal characters, but must spend 5 credits to do so. Multiclassing does not give you access to the secondary classes' weapon or armor abilities.

Warrior Class Variants

Warrior Barbarians

Barbarians of below 9th level go berserk (a reckless state of bloodlust), adding +1d to damage they give and receive, when a battle starts unless they can roll a percentile die under 60-LVL. They can also choose at any time during combat, until their turn comes up again in another round, to go berserk on purpose.

They are nearly fearless, garnering a +2d versus such checks.

They may skulk and hear noises as Burglars.

Barbs are impatient, and will throw down ranged weapons 50-LVL% of the time to charge into battle.

Warrior Cavaliers

Courageous knights. They function exactly as Warriors except they gain a +1d to any justifiably- plausible check when wielding a shield and gain +1d to-hit when mounted on horseback with lances (centaurs don't get more than their inherent species bonus).

Warrior Fanatics

Have magikal abilities as a Priest of 2 fewer levels. In combat against clearly recognized pagans, they receive +1d to hit/dmg. They may go berserk, getting +1d to damage dealt or received for the rest of a battle. Fanatics always get a +1d check versus all Priestly magik not of their religion.

Warrior Foresters

Get +1d to sense enemies (30' radius). They hear noises as Burglars. They get d3 additional points to both their Con and Dex, but cannot have more than 18 maximum in either category. Foresters get +2d to avoid being lost in known areas, and +1d in unknown wildernesses. They get +1d with all non-mechanical bows. They can only wear leather or chain armor.

Warrior Paladins

Holy warriors that function exactly as Warriors, except they may also cast spells as if they were a Priest of one level lower. Paladins are restricted to blunt weapons.

Warrior Rangers

Skilled woodsmen that function exactly as Warriors, except they get +2d to track foes in wilderness environs or +1d in other places. They deal 1 extra damage to traditional enemies of mankind and their demihuman allies. They can only wear leather or chain armor.

Burglar Class Variants

Burglar Assassins

Professional murderers. They may attempt a Death Attack once per day in any situation where they could otherwise backstab. If the attack is successful, the target must make a saving throw or die.

Burglar Bards

Wandering performers and minstrels. They function exactly as Burglars, except they may cast Charm Person, Detect Magik, and Identify Magikal Items through their study of lore, once per day. Once per day before combat, they may sing an inspiring song, granting all allies +1 to all attack rolls for 5 rounds.

Burglar Merchants

Get an additional +1 to pick locks and disarm traps, and +5 to appraise. With a Pers check, they can get a discount or fast-talk/equivocate; bargaining ability starts as a 5% discount on purchased goods (add 5% per level). Equivocating cajoles intelligent creatures into helping, not harming, or even fleeing.

Burglar Swashbucklers

Dashing swordsmen. They function exactly like Burglars, but get +1d when wielding a melee weapon.

When they attack, they announce a gambit: a maneuver that would affect the foe, such as disarming them, knocking them out, tripping them, pocket sand, &c. If they hit the target's AC, the target chooses to take the effect of the gambit or to take normal damage.

Burglar Technos

Quite insane, disbelieving in magik in an obviously science-fantasy milieu. But they are very good at figuring things out, and add their burglar bonus to deciphering and engineering what mechanisms, machines, and devices do as follows:

For level one, this can be used on simple and rudimentary mechanisms; at two, they can try to detect electronic emanations; at three, they can try to detect mechanical weak points; at four, radiation; at five, understand and make non-alchemical chemicals and explosives (don't fumble!); at six, the construction of basic medical and firearms equipment; at seven, punch card computers and machine guns; at eight, understanding nuclear fission, chemical propulsion, and simple robotics; and nine, advanced robotics, bionics, and rocket-shuttles.

Technos rationalize the functions of magik items to protect their insane world-view. Outside of traps and locks, they cannot use most burglar skills.

Burglar Psions

manifests skills with psionic might (think "burst lock" instead of unlock, "levitate" instead of climb, "cloud men's minds" instead of skulk, &c.). They gain the following skills at the levels indicated. The skills may be given an ad hoc penalty to roll for in a given situation, depending on what the player is attempting to accomplish and how strong their target is. Whenever a skill is fumbled, a sufficiently strange draw-back, side effect, or feedback should be thought up by the Ref. The psion uses a Brains bonus, if any, instead of a Luck bonus with skills. They lack any burglar backstab abilities.

Level 1: sense poison. Lvl 2: clairaudience, sense foes, sense evil, telepathy w/animals & plants. Lvl 3: clairvoyance, lingua-telepathica. Lvl 4: cause confusion or fear, man-tracking, sense supernatural, hold foe. Lvl 5: locate object, track monster, EC, hide thoughts, true-sight, terror-illusion. Lvl 6: determine object properties, mental scream, psy-fist, far-telepathy, true telekinesis. Lvl 7: Self-healing, force-field, mental suggestion, teleportation. Lvl 8: Astral projection, broadcast insanity. Lvl 9: Mass delusion.

After level 9, five credits may be spent on the perk "explode heart," but woe betide those who fumble this one.

Priest Class Variants

Priest Druids

Worship nature. They may track foes in a wilderness environment with +5 to the attempt and may cast Speak with Animals and Plants at NO Mana Point cost. They can wear leather armor, but otherwise function as Priests, except they do not Turn Undead, and their healing magiks require 10 times the duration to take effect and they also necessitate the usage of herbal rations. They may choose from Druid and/or PRIEST ORISONS. They gain the ability to turn into mundane plants or animals at level 5.

Priest Monks

Wandering mystics. They function as Priests except they receive a +1 to their AC per level and may make unarmed attacks which inflict 1d6+lvl damage. Monks may not wear armor or Turn Undead.

Priest Witch Hunters

Function as Priests with no weapon restrictions. They gain a +1d to strike when combating Witches. They can also automatically sense the undead (30' indoors or 90' outdoors) and accurately sense evil with +1d to the attempt. They are immune to all fear effects.

Priest Saints

May not bear arms nor cast harmful magiks. They try to reason with foes and are never afearred, but neither quality makes them stupid; they'll tactically withdraw from untenable situations. Saints can turn undead and demons alike, and their foes have a penalty to resist the turn equal to the Saint's level. They donate most of their share of treasure to the temples of the goodly gods, and eek out a humble survival on the rest.

Wizard Class Variants

Wizard Alchemists

Function as Wizards, but instead of casting spells, they use the Crafting Table to create potions and other such alchemical concoctions.

Wizard Illusionists

Function exactly like Wizards, but may select both Illusion and Wizard spells, though Wizardly spells take the shape of illusions. They also receive a +1d bonus to check VS illusions.

Wizard Rune Weavers

Practice archaic spellweaving tech, as passed down by reptilian ancients, who stole them from the Star Spyders. They have access to both normal spells and weaves--weblike spells. They can memorize spells that they cannot afford MP-wise, but such spells will have a percentage chance of failure and mishap equal to 5 times the MP deficit. They cannot counter-spell, but they can unravel enchantments, wards, glamours, &c. over a span of minutes equal to the spell's MP cost, dispelling them.

Wizard Sages

Characters who devote their lives to the acquiring of knowledge.

Their specialized knowledge covers a bit of each of these seven categories: Artifices of Civilization, Geology, Meteorology, Aqualogy, Floralogy, Zoology, Esoteria (all not covered, anomalies, &c.).

In each category, the Sage will have a randomly determined (at character generation) bonus of +1d to +3d towards having knowledge concerning any item in question in their category.

If something is not known by the Sage, the Sage can spend 100C towards researching the issue, gaining a new check chance for each month of study.

Wizard Witches

Give themselves fully over to magik no matter the cost. They function as Wizards, but they may cast Priest and Druid spells as well as Wizardly magik. For any spell they know, they may brew the potion form of it at the rate of 100 gp and 3 days time per Order of Power of the spell.

Monsters

Players should avoid reading this section.

Notes on level drain:

When you would lose one or more levels, you may save to lose only half that many levels. For each level you lose, you will be stunned for one round and lose any HP, BAB, &c associated with the lost levels. MP users will also lose an amount of remaining MP equal to $2 \times [\text{levels lost}]$ (when they regain MP the next day they will calculate MP using their new level)..

No boring monsters

I did not stat out orcs or bears in this doc, though the game mentions them frequently. If we are playing Arduin, we are playing Bloody Arduin, and the PCs are not going to encounter old and tired monsters.

Monster Basics

Monsters get +1 to BAB and magik potency per hit die, up to +15. They might have a plus listed on their hit die, in which case it is not HP, but rather is added to the BAB (limit is still +15).

%Liar

This can be the percentage of the time they will be in a lair the PCs are in (hoo-boy this one makes little sense when you have multiple monsters), or the likelihood they deceive the PCs, or both. Handling this as if it is a typo or a guideline is very much up to the Judge.

Hashtag too many monsters

The number of monsters follows a # symbol. Sometimes the number encountered depends on if the PCs are in the monster's lair or just encountering it somewhere. I think the judge can just set the number too, and bring in more monsters or general trouble every d3 rounds or so.

Doom

Monsters with doom have big attacks upcoming that should be telegraphed so the players can try to scramble up some tactical solutions to avoid them.

Monster Checks

They make checks by rolling a 10 or higher on a $d20 + \text{HD}$ (rolling a 1 always fails). When they make saves, the target number becomes the HD (level) of the

offending source.

Pluses

HD plus is for to-hit rolls, AC plus is for soak.

AC and pluses

AC is hit if it is matched or beaten, but if the AC has a plus listed, the monster reduces any damage totals against them by that much. For instance, $AC10+5$ would mean someone needs to roll a 10 or better to hit it, but even if they do, 5 of their damage will be ignored.

Dex and HD ranges

Monsters often have a range of listed HD and Dex. If the monsters are encountered in an area that is equal to or less than the lowest number a Dex or HD, use that lowest number. If a dungeon or hex level is higher than the lowest number in that range, raise it to match the area's number, but don't raise it higher than the maximum of the range. The logic is that monsters in tougher areas must be tougher to survive themselves.

For instance, the dread tower Caliban is a level 8 dungeon, so feel free to make the Dex and HD numbers of wandering monsters there 8 too, but keep in mind the upper and lower limits; if a monster is capable of being up to 2HD larger, they max out at those two in Caliban, and if it's Dex range is 6 to 7, it maxes out at 7.

When in doubt you can just go with 10 for most monster Dex scores; it's quick and works fine. You can also just have easy monsters take one hit, and solos take hits equal to about their number of HD. It's fine; the fight doesn't drag on, and we get to move on to the next deathtrap.

To be frank, I don't know much about old school movement rates and think chases work better as opposed Dex-based rolls, so I'm not going to include speeds, just movement modes.

Adhesive Shambler AC8 Dex- 8~15HD #1d3

Attacks: Wave that adheres to up to three close targets (does d12dmg at the end of each round; victims have a 10% chance of escape).

A lumpy, gooey mound of matter resembling a pile of earth or trash. This creature sticks to whatever hits it like glue.

Aigarthorn This monster doesn't exist. Just letting you know, cuz I looked for ages, never finding more than table references. Perhaps Dave was riffing off of Agarthas?

Aii-Loraii aka Aii-loraii

AC17 Dex14 12HD *flies*

Attack: 1d6+2 cumulopod, or a 240' 1d6+2 golden laser, or 2d6 envelopment.

Def: Immune to psychic attacks, cold, fire, paralysis. Energy attacks regenerate it one for one.

Vulnerable: takes double damage from sonic attacks.

Appearing as a silvery-streaked cloud of golden motes of light that sounds like wind chimes and smells of honey and almonds. It is an alien intelligence, and the damage it does is on the ethereal or astral planes, as well as the physical one.

Aireon aka Air Stalker 10AC 12DEX 10HD

Attk: a d10+10 series of buffets.

Def: Immune to all but magic spells/weapons.

Invisible masses of air summoned by powerful mages to guard specified areas out of which they cannot leave at pain of non-existence.

Air Shark AC14 Dex18 12HD *flies*

Attack: 1d6 bite; skin can do 1d6 points of scrape damage on flybys.

Immune: Fear.

Swim and fart through the air like normal sharks do through water due to the hydrogen-gas bladders in their bodies. They are highly susceptible to fire, sometimes exploding in a fireball equal to its HD in damage and 5' per HD in diameter.

Air Squid aka Giant Air Squid AC13 Dex9

6+1~12+1HD *flies*

Attacks: Twelve d8+grappled tentacles and a d10 beak.

These gigantic azure beings lair on mountaintops. Their buoyancy is due to helium bladders. Helium is required for many techno contraptions' construction.

Amazon, Sea see Sea Amazon

Ape, hypno-triclops see Triclopian Ape

Ape, Snake see Octorilla

Ape, Snow see Snow Ape

Arc-bat aka Bolt-Bat AC13 Dex17 3~5HD *flies*

Attack: 1d6 arc-bolt within 30', or 1d10 touch

(if grabbed).

These giant bats have a third eye on top of their heads from which they can discharge their electric attacks. If held, they will send a violent shock through their assailant just like an electric eel would.

Argalanthi aka Starpedes

AC17 Dex12 5HD

Attacks: 5d6+fire or sonics tech-weapon, or a d6 claw and a d6+1 bite.

Immune: 100% Sonic dmg.

12' to 18' long, heavily-armored, metallic-blue arthropods. They have red mandibles and eyes. The small tentacles near their jaws hold weapons. They often wear only chest packs and pouches. An intelligent, formerly starfaring race, they were widely used as police force by a now defunct stellar federation. They use flamers (100' range) and sonic disruptors (120' range). Argalanthi detest the Thaelastra and admire Phraints.

Ashang Horncat AC13~14 Dex20 3~10HD

Attacks: Two d12 claws. If both hit, it follows up with its 2d8, unicorn-like horn.

These big cats have large ears sensitive enough to discern the sex of anything that breathes within 120'. Their nose and eyes give them +3d to track prey. They have a danger sense that allows them to check at +2d to avoid danger that they would be completely surprised by otherwise. They are extremely intelligent and can understand languages with exposure.

Bandroog Baboon AKA Blue Baboon AC13 DEX14~18 6~10HD

Attacks: 1d6~1d10 claws or 1d8~1d12 bite

These garish, giant, leaping apes can heal 6HP a round until they've healed 60 in a day, after which they can heal an additional 120HP at a rate of 1/rnd that day.

Battlebones AC13 or by armor Dex15~20 2+2HD #d20

Attacks: Four 1d4 fists, or four weapons (two d8dmg and two d6)

Def: ½dmg from cold.

These four-armed, skeletal warriors have eyes that glow with malicious green flames. They usually wear chainmail and have a couple broadswords and two rapiers.

Beetle-glow aka Giant Firebug AC15 Dex10 HD1+3

Attack: 6+2 bite

Their thorax gland glows as a lantern while alive and 1d6 days thereafter.

BigFoot aka Big Foot AC15 Dex5~12 4+1~8+1HD

Attacks: two 2d8 claws and, 1/5th of the time, a 2d6 bite

Def: 100% immune to fear and paralysis. ½dmg from cold.

This shaggy, huge humanoid has red eyes and yellow claws. Aggravate them at your peril.

Bigglie Bernard aka Bigglie Dog

14AC 1~12DEX 4~8HD #solo or with mate

Attk: A 2d8~2d10dmg bite that can even hit ghosts.

Def: Immune to undead-drains. Mentally immune to betraying master.

Dogs as big as hippos that are supernaturally loyal if they bond with a master, making them immune to geases and the like. In the case of the master's death, the berserk 2% or the time, otherwise, they Futurama themselves to death. A factor in their genetic makeup, due to their mutation, makes them 100% immune to undead type life drains, and because their blood has a silver base, as opposed to copper for most other mammalian types (most mammals in this universe have iron-based blood), their bite does hit undead types. In fact, not only do they see up to 85' in the dark, but they hget +1d to detect undead by smell within 60'. Naturally, undead hate them.

Black Fisher aka Fishing Spider AC12 Dex17 6HD

Attacks: 1d6+venom bite

Looks like a giant black widow. An ambush hunter, it dangles a thread of web laced with paralytic venom from above onto its victim's lips. Victims need to check CON or become either paralyzed or even (on a fumble) die. The web is sticky and strong enough to reel in a victim. Str check to remove self needed by prey.

Black Scorpion AKA Bog Blowhole Scorpion AC18 Dex15 7HD swims or scuttles

Attacks: Two 1d6+3 claws and a d6+poison sting (Their venom paralyzes until a check is made on the following rounds).

Immune: acid, venom, and poison

Coal black and have breathing holes on top of their tail-stinger, which allows them to stay submerged in water.

Black Lion AC17 Dex7~14 4+1~8+1HD #d12

Attack: Two 2d6 claws and a 2d10 bite.

Def: 100% immune to stoning.

Gigantic ebony leoniods. They can double their speed for up to 5 rounds, giving them +2d to pursue others.

Black Slime 16AC 12~17DEX 9+1HD #d4

Attacks: A 4d6 touch (does 3d6 to wood and 2d6 to metal). 30% chance of envelopment.

Def: Impervious to anything i isn't vulnerable to.

Weak:Takes 8d6 dmg and is slowed by lightning, disintegration, or stoning.

Shiny, black like tar, and smelling of licorice. HD feet across. Senses magnetic fields and movement.

Black Wind 17+2AC 24DEX 10HD flies

Attacks: After envelopment with its 20' body, it forces a check vs permanent possession and if that fails, a 2d6 cold attack automatically

hits.

Immune: all except tech-energy, sonics or paralysis, which do 4d6 damage to it and slows it.

A 20' fog of shifting shadows lit by constant small blue crackling lightning bolts, kind of like a small thunder-head. It envelops one target per turn, but can envelope any amount that will fit. Those enveloped suffer two attacks. The first is psychic, and if the victim's body is invaded and taken over, forever making it alien, with a mind link to its parent. The second attack comes only if the psychic attack fails.

Blastarr AC17 17~28DEX 7HD

Attacks: Causes blindness and has a 2d6 area blast of variable energy (90'x50'). Of an ionizing 2d6 energy bolt (lost flesh becomes ions)/

Def: 100% immune to all attacks except petrification (takes xd6 dmg, where x is source's HD) and magikal cold ½dmg).

A Blastarr is a blinding, blue-white energy being about 2' across, found near technological sites. All who view it must check versus permanent blindness; make it and merely be blind for 1d6+2 rounds. Its treasure is composed of gems.

Bloodbeast aka Blood-boulder aka Rock that walks 18+2AC 12DEX 4~8HD

Attacks: a 2d10 bash or a 1d4 grab (grabbed foes take 1d6 crushing damage and lose 10% of their HP, rounded up, at the start of each of their turns due to blood loss).

While they appear to be boulders while at rest, they can walk around on two legs and sprout club-arms to get at your precious blood. Victims that die to their blood-leeching are dessicated mummies that cannot be resurrected.

Bloodgrass aka Vampire grass

AC13 Dex- 1HD~10HD #solo patch 3-30'in diameter

Attacks: Snare (restrains anyone moving through its patch; STR 13+ to break free), drains 1 level per round

Looks like 3 to 12" long strands of grass, typically growing in patches between 3 to 30 feet wide. It twines around the feet of anyone standing still atop it, restraining them unless they succeed a STR 13+ check, and then drains blood and 1 level per round. Treasure may be found amongst its roots and consists of that borne by whoever has been sucked down before.

Bloodworm aka Blood Worm

AC13 Dex6~17 2HD~5HD #d6 lair, d20 wandering

Attacks: Suction (1 level drain per melee turn if attached).

Def: Transparent, nearly invisible; 5% chance per melee turn to locate the worm on a victim.

Nearly invisible, transparent worms found in water. They drain 1 energy level per melee turn if they can attach to a victim

(regular hit probability).

Blue Brume AKA Blue Mud Mist 18+1AC 9HD #1d3
Attk: Enveloped creatures take 4d6 cold
dmg/round and lose 1CON/rnd. After 10 rounds
of exposure, a victim will become a host for
the foul fog.
Def: Immune to all save energy weapons or
lightning.

This seemingly alive shadowy fog only
allows 3' of invisibility.

Blue Gunky 18+2AC 21~30DEX 5+1HD
200~1000Points
Attk: Points/50' body envelopes to do points/6
drain dmg to victims, plus 1 Str, Dex, & Con
dmg. Can send out points/100 number of bolts
that deal 18dmg. Any points it drains get
added to its HP.
Def: Energy weapons give it HP instead of
damage.

A blue, glowing sphere of energy whose size
and power is expressed in points. If it
kills someone, they lose d4 levels.

Blue Moon aka Grave Sphere 18AC 8~12DEX 2~4HD
#1d8+1
Attk: Touch for 2d4+anesthetizing sensation
Immunities: Paralysis, fire, electric
Blue Moons are 6' spheres of light that
tend to inhabit places where the dead are
interred. They are often used by vampires
as a sort of alarm system. They disappear
in daylight but can stand magical
illumination.

Blue Slime 14AC 2~6DEX 3HD
Attk: Touch does 2d6dmg to flesh, wood, or
metal.
Def: Immune to mundane weapons and to all
effects that don't deal electric or fire
damage.
A slime of blue hue that corrodes wood
and metal and homes in on body heat.

Blue Ooze aka Killer Puddle 13AC 5DEX 5~10HD
can travel on any surface, even upside-down
Attk: Envelopment does 5+HD dmg/rnd.
Def: Immune to acid, cuts, bashes, toxins. Cold
and fire deal only half dmg.
Appears to be a blue puddle, but will be
muddled if it has eaten recently. Can eat
through wood or metal save mythrill,
adamantium, or orachulum. Can hunt by
sensing vibrations, but prefers victims to
walk into it. Often found in swamps and
marshes.

Blue Wraith 16+5HD 9~12HD #1d18
Attk: Drain for 1d6 rotting dmg+(HD/3)level
loss+1 dmg from rotting in subsequent rounds.
Def: Immune to everything but rayguns and
lightning, which do double dmg.
These conjured shades of the unborn
resemble nearly black, rippling, blue
shadows of 4 to 7' in height. The
rotting damage they deal must first be
healed with an appropriate spell such
as Cure Disease or Cure Serious Wounds
before it can be actually healed.

Boogie Man AC20 Dex20 8+1HD *flies or lopes
like a bat, passes through matter*
Attacks: Two kicks 2d8+1d4 Str-drain, two
horns 1d8+1d4 Str-drain, and a bite 2d12+1d4
Str-drain.
Def: Immune to acid, confusion, fear, mundane
weapons & paralysis. Can't be turned.
Vuln: Clerical light spells deal it [cleric
level]d6 dmg, and this dmg cannot be
regenerated by its regeneration ability.
SP: Regenerates 6HP/round. Casts spells.
A hairy, shadowy thing with bat wing-arms.
Any whose Str is drained to 0 by its
attacks rise as shadows under the boogie
man's control. It is vulnerable to clerical
light spells, and takes 1d6 damage per
cleric level when hit by such. It can
regenerate from all other damage at a rate
of 6 points per round. It can pass through
matter. It uses spells of up to 3rd order
power with its 20 MP. It ignores clerical
turning.

Boomer Frog aka Boomers
AC14 8~15DEX 3HD #d100
Attacks: 1d6+2 head-butt/bite or half-HP acid
spit (3/day).
Immune: Fire and acid.
When slain, it explodes in a ball of
fire and acid twice its HD in power and
5xHD'. Boomers are giant frogs of a
mottled red and black color.

Bore Bug 16AC 8~13DEX 1HD #1d100
Attk: bore into flesh. In the second round, it
reaches the heart. In the third, it eats it.
Def: Immune to toxins.
Bright orange cockroaches.

Boruu Bull AC16(head), 14(body) Dex13~16 6HD
#3d20
Attk: two 3d6 horns and one d6+2 ram, or a 2d6
trample.
Immune: Fear
Boruu are giant, armored beefalo. They are
bad tempered and charge or trample all they
see.

Brownie Bear aka Brownie
AC14~18 Dex15~20 2~6HD *flies*
Attack: Cast a spell.
Def: 100% immune to sleep; 50% magik
resistant.
18" to 26" tall, fuzzy teddy bear-like
creatures. They can become invisible at
will or cause small objects (up to 300
pounds) to become so. They love Hobbits
but hate Dwarves. They are usually light
brown to black with black noses and amber
to golden eyes. For dress, they prefer
fancy jackets, pants, and curly-toed shoes,
all in gaudy bright colors. Irrepressible
practical jokers, they love everything
bright and shiny. Their favorite food is
strawberry tarts. They may only fly for 3
minutes a day. They have a 75% chance of
charming any who touch them into thinking
they're cute, lovable, and need pretty
presents! Can use up to 8th-level spells.
There is a 75% chance they'll try to steal
something, but a 25% chance they'll help a

person!

Bubble-Men AC12 Dex12~18 1+2HD space-walk #d20
Attacks: self-destruct (as per color gas inside) when within proximity to a target (preferably a group of targets).

These humanoid-shaped gas-membranes contain one of three varieties of deadly gas, and they love to hug and explode, but will rupture if killed too.

Pale-blue: Fiery explosion (flammable gas on rupture), doing 8d6 to all within 20' radius.

Pale-yellow: Miasmic cloud doing 8d6 to all within 20' (one round only).

Pale-red: Explodes to make a sleeping-gas cloud to all within 30'. A check against the gas will prevent sleep, but one will still be groggy for 1d4 rounds, getting -2 to attacks and defences.

Centiperil aka Perilous Xanthopede aka Yellow Doom aka [sigh] Yellow Peril

AC14 Dex15 5HD *crawls over any surface*

Attack: 1d6+venom (check or die) bite, or 15x10' 2d6 acid cone, or 1d6+2 constriction.

Def: half damage from venoms/poisons. Immune to acid

Bright yellow, green eyed, black fanged giant centipedes that smell like burnt almonds.

Chaeronyx aka Medusotaur

AC16 Dex14 3HD~5HD #1d2+1 (mated pair parents & foal)

Attacks: Two hooves d4~d8, one weapon attack, stoning gaze.

Pale blue-grey centaur/medusa hybrids. Size matches centaurs. Both males and females have the stoning ability. They are found normally only as mated pairs in deeply forested areas, and are generally Chaotic Evil. They always bear a single foal at a time.

Choke Weed AC13 Dex-- 1d8HD

Attack: Pollen clouds cause all who inhale it to choke for 1d12 turns.

Choke Weeds are blue-green leafy plants (holly-looking) with bright yellow berries and pollen.

Each turn after exposure to the Choke Weed's pollen, the victim must make a check versus poison or choke to death. Every turn survived, 1 point of damage is taken. The pollen has no effect on Orcs or Half-Orcs. Hobbits, even if they make the check, still suffer 1d4 points of damage per turn. For 1d20 melee rounds, victims are -4 on attacks and defenses (caused by watering eyes, dizziness, choking, etc.). Burning the plant doubles its effectiveness. Cough! Cough!

Conehead 13AC 13~17DEX 1~4HD

Attk: a 1d4 bite or two claws d3+HDxd6 poison

Def: Immune to mental/emotional effects.

Fearless.

Genetically engineered from human stock.
Eat their foes.

Crunch Beetle AKA Blue Bellow aka Crunchbug
AC16 Dex10 4+1HD

Attack: 4d12 rush-stab or 10d10 crush

Def: +10 vs electric bolts, reflecting them.

These metallic-blue bugs will screech once combat is initiated, deafening those who don't make a check. If critted or slain, it will let forth a swift expulsion of gas in a 15' radius that causes 2HD or less creatures to sleep and creatures 6HD or less to flee and retch. Its chitin affords a +10 check to reflect electric bolts.

Contagion Crow aka Carrion Crow

AC13~14 Dex10~14 1+1HD~3+1HD flies

Attacks: Two 1d6+disease talons and one 1d4+disease beak.

A giant, black, carrion-eating crow. They attack 50% of the time.

They are infected with a poisonous disease that causes 1d6 points of damage per turn (save versus poison).

Crumbler AC17 Dex- 1HD~3HD #d8 lair, 1d6 wandering

Attacks: Sonic vibrations in a 30' radius (2d6+1dmg); or directed 40' beam (5d6dmg)

Def: Immune to fire, cold, paralysis, confusion, fear

Look like piles of sand and move by "flowing." Scavengers that consume everything from flesh to stone. Immune to fire, cold, paralysis, confusion, and fear. Often kept by medusae for janitorial service.

Crystalloid AC14+2 Dex8~12 10HD~18HD #1d4

Attacks: a blow 3d6dmg

Def: Immune to fire, cold, petrification, and reverse petrification; lightning reflects in a random direction.

Crystalline humanoid being. Completely immune to fire, cold, stoning, and reverse stoning. If struck by lightning, it reflects off his facets in a random direction. Will always speak the absolute truth, as they understand it.

Demon Dog aka Tri-dog Demon

AC16 Dex8~18 9HD~10HD #1d3 lair, 1 wandering
Attacks: a tri-howl confuses (4HD creatures can save), 3 bites 1d10; 3 spits: fire 3d6, acid 3d6, poison 3d6; and 3 spells (1st level, one per head).

Def: 100% immune to confusion and fear
A chaotic, neutral demon resembling Cerberus. Perpetually at war with other demons. Its howl confuses creatures of 3HD or less, and forces 4HD creatures to save vs fear. Often serves as a patron for kobolds, hobgoblins, and kobbits.

Demon Horse (lesser demon) AC18 Dex18~23
6+1HD~9+1HD flies or runs #1d12

Attacks: Two 1d8 hooves and one 1d6 bite (on a roll of six, the bite deals 4d6 flame burst damage instead, burning even those normally immune to fire).

These hell horses are red-hot and their body deals 1d4 damage to anyone touching them. Their chaotic nature does not necessarily make them inimical.

Deodanth AC17+Dex Dex17~20 4+1HD~9+1HD % Liar: 90% #1d20

Attacks: Two claws for 1d8~3d6 damage and one bite for 1d4~1d12 damage (20% chance of 1 life level drain).

Def: 50% magik resistance; immune to life drain.

Deodanth's are 6' to 7' tall ebon humanoids with flaming red eyes and silver claws and fangs. They wear military trappings, but no clothes. They can leap 20' to 40' in any direction and hate Elves so much they always attack them on sight.

Desert Ape: See Triclopean Ape

Deathhound aka Hades Hound aka Kill Hound

AC12 Dex13~18 10HD %liar 25 #1d8+2 wandering, or #1d10+5 lair

Attacks: +2 to hit berserking Bite 1d6 with +2 to hit

Special: Fights loyally to the death.

A large, wire-haired mastiff, often confused for a wolf. Chaotic types are rabid and violent. Neutral versions, "Hades Hounds," appear the same but are not rabid. Lawful ones are light-colored and called "Kill Hounds."

Dragon, Rock AC16 Dex8~18 9HD~12HD+1 #1d4

Attacks: 2 claws 1d8dmg each; lava breath HDxd8 dmg (5' wide line, 60' range, 3/day)
Special: 50% chance it can speak; 25% chance it uses magic (up to 4th level, 4 spells per level); 50% chance encountered asleep

Wingless, silicon-based dragon. May speak and may cast spells, depending on the individual. In all other respects, it behaves as standard dragons do.

Dragon Snail XX

Doomguard aka Doom Armor

AC18 Dex is as best foe 1HD~24HD #d100
teleports

Attacks: A weapon strike, does weapon dmg+d10STRdmg.

Def: 100% immune to fire, fear, lightning, charm, confusion, and paralysis; ½ damage from cold, but slowed by it.

Special: 10+HD doomguards double your doom if hit.

These magikally animated suits of armor can teleport at will. They keep going until literally dismembered. After being struck, if it survives the blow, it doubles in number, and each clone has as many HP as it survived with.

Doom Watchers aka Black Watchers

AC17~18 Dex9~15 1+1HD~3+1HD #6d160

Attacks: Two claws for 1d4~1d8dmg+infection and one beak for 1d6~1d10dmg+infection.

Def: N/A

Doom Watchers are large, black-feathered vultures with blue heads, red talons, and sharp beaks. There is a 50% chance that wounds caused by them will become infected, dealing 1 point of damage per hour. They feed on all types of dead creatures, but will also attack small creatures (Hobbits, Kobbits, &c).

Drich aka Druish Lich AC17~18 Dex 10+2HD #d12

Attacks: Claw d10dmg, fearful presence.

Driches appear as undead versions of their former living selves, like Liches. Driches are the anti-Cleric and anti-Druid counterparts of Liches, preserved beyond the normal process. All creatures of 8th level and below must check versus fear or flee in panic.

Droon aka Doom Baboon aka Baldass Baboon

AC13~14 Dex9~14 2+1HD~4+1HD Liar: 50% #6d8

Attacks: One claw for 1d4dmg or weapon and one bite for 1d3dmg+3d6 poison.

Droon are hairless, baboon-like beasts, standing about 5' tall, with enough intelligence to wield stone-age weapons. Their fangs cause poison damage.

Emerald Ooze AC14 Dex3~6 5d8HD #solo

Attacks: 1d8 pseudopods per round for 4d10dmg each which can't be regenerated, due to that percent of the body sloughing off.

Def: 100% immune to charm, sleep, and mind-affecting magiks. 50% immune to other magiks. Takes ½dmg from tech weapons.

Emerald Oozes are huge, pulsing masses of liquid emerald, constantly shifting and growing. They strike with multiple pseudopods, and any living flesh they touch sloughs off and becomes a 1HD Emerald Ooze.

Fangwing aka Wolfwing aka Worgwing

AC14~16 Dex8~14 3+1HD~6+1HD #6d6

Attacks: One bite for 1d6~2d6dmg and two claws for 1d4~1d8dmg (extra claw attack if the damage is 4+ up to four claws a round).

Fangwings are giant winged Wargs or wolves, usually grey but ranging from black to white, with retractable claws. They hate elves with a passion.

Falkynor aka Luck Dragon aka Dog-dragon

AC20 Dex18~21 12~15HD #solo

Moves: Up to 1200'/minute (air), 88~101'/minute (ground), 180~240'/minute (water), Can locate Gates, fly between worlds, and plane shift by will.

Attacks: Bite for 4d6~6d6dmg, two claws for 2d6~3d6dmg, tail bash (airborne only) for 3d6~5d6dmg.

Def: 99% chance to be missed in combat; highly magik resistant (+12 save)

Medium-sized dragons, 33'~44' long and weighing between 9000~11000 pounds, with distinctly dog-like heads, floppy ears, and silky white fur over their upper bodies. Their undersides are covered in pearlescent scales, with a few shimmering along their sides. Despite their large amber claws, they are relatively blunt for dragonkind. Falkynors often lie supine with their tongues lolling out like playful dogs. Deeply Lawful, wise, and kind, they love young children, Hobbits, and other smallfolk, while despising the ugly-hearted (such as Orcs). In battle, they favor airborne claw rakes and passing tail bashes, rarely using their jaws unless grounded. Their magik sense allows them to detect mystik portals, and they can carry riders safely through space or planes.

Fire Frog AC15 Dex10~15 ½HD #4d12 15' hops

Attacks: Touch for 1d4 fire dmg; 50% chance to ignite for 1d5 fire dmg per turn for 1d4 turns.

Def: 100% immune to fire

Vulnerable: double dmg from cold and sonic attacks

Death: explodes for 3d8 fire dmg over 4' if killed in one blow (75% chance to ignite targets).

Small, 3" long amphibians that glow bright red and smell strongly of sulfur. Their bodies are wrapped in pale violet flames, making them look like tiny fiery meteors when hopping at night.

Flame Hydra aka Black and Red Hydra

AC19 Dex9~16 9~12HD #1d6

Attacks: One bite per head for 1d10dmg; flaming acid spit (6d6 fire-acid, burns for 1d3 turns, dmg is un-regeneratable).

Def: 100% immune to fire and acid

Have black bodies striped in vivid red, with red heads and tails. They can spit flaming acid that sears even vampires, burning for 1d3 turns and halving any regeneration attempts.

Freezing Acid Hydra aka Black and White Hydra

AC18 Dex9~14 9~12HD #1d6

Attacks: One bite per head for 1d10dmg; freezing acid spit for 6d6 cold-acid+save vs freezing in place.

Def: 100% immune to cold, acid, poison, and venom.

Resemble Black and Red Hydras, but with stark white replacing the red striping. They spit freezing acid that can frost-burn and immobilize foes on a failed check. Found only in snowbound regions.

Flying Firesnake AC16 Dex10~15 5+1HD~8+1HD #1d7

Moves: 15~24" (air), 4~8" (ground)

Attacks: Breath weapon 2d8 (45'x10' cone) fire dmg; constrict for 3d8dmg; skin contact does 1d8 fire dmg.

Def: 100% immune to fire

Winged, glowing serpents radiating intense heat, their red-hot bodies lighting the air around them. Their touch alone can scorch flesh, and they favor fiery breath and constriction attacks.

Foolsbane aka Mimic-Jelly aka Wereooze aka Black Death

AC22 Dex10~14 8+1HD~12+1HD #solo

Moves: 12 units (on any surface)

Attacks: 2d8 touch as a Black Slime (dissolves the flesh of any creature it touches).

Def: 100% immune to physical attacks.

Foolsbanes, when in their true form, are black, amorphous predators about the size of Black Slimes. Highly deceptive, they disguise themselves as black lions, snakes, basalt doors, or walls to lure prey within striking distance.

Freeze Bees AC18 Dex8~15 1HD #1d100

Moves: Fly 36"/turn

Attacks: Divine sting for 1d4dmg+2d8 cold venom (target frozen solid if cold damage is 16); missed stings still have 50% chance to slam for 1d8dmg+stunned for d4 rnds.

Def: 100% immune to cold, paralysis, and fear.

Vulnerable: double dmg from fire.

Freeze Bees are cat-sized bees, translucent blue as if carved from ice. Their venom chills flesh with devastating speed, and a fully afflicted victim freezes solid. They horde glittering blue diamonds and gems.

Frogling (humanoids) XX

Fury aka Fury Demon

AC15 Dex13~18 4HD~6HD+1 #1d10

Attacks: clawing 1d6; grapple, if successful 1d3+2 scourge tails hit for d4 dmg each, but 4s are ignored.

Looks like a gargoyle. Attacks elves on sight. First attack attempts to grapple with its lower legs, and if successful, a 3~5-tailed scourge automatically strikes. Each tail has a 25% chance to strike with no effect, so ignore results of 4 on damage dice.

Electro-hound XX

Gameron aka Turtle-Crab

AC18 Dex10~15 3+1HD~6+1HD #1d2 Swims

Attacks: Two claws for 2d6 dmg and a bite for 1d8 dmg, or a tail slash for 2d6 dmg

Def: 100% immune to ½ cold or fire damage.

Shell deflects 90% of electric bolts.

Vulnerable: 2× damage from sonic attacks.

Gameron has large, spiked tails and tough shells, which are highly valued. Their claws and bites are deadly, and they can deliver a vicious tail slash when threatened.

Genii AC17 Dex13~18 7+3HD #solo (lair only)

Attacks: Two 2d6 blows and one spell per round; or a breath of Black Sleep (1 target, save vs magic or sleep regardless of level)
Def: +3 vs magic, -1 vs clerical magic; only harmed by magic weapons.

Spellcasting: Can cast 5 different spells of up to 5th level, 3×/day.

Special: Can polymorph at will or take astral form.

Older brother to the Djinn. A male (75%) or female (25%) of exceedingly good looks.

Hostile to clerics and efreet. Black Sleep is a sort of super sleep spell capable of affecting any one target regardless of its level (saving throw vs. magic applicable).

Ghost Crab 17+2AC 18~21DEX 5~9+1HD #d4

Attk: Two claws 4d8+ save vs 1lvl

drain+grabbed. In a subsequent round, it can bite off 4d8% of grabbed foe's flesh, which does thus-far consumed percent in dmg and also drains another level.

Def: Immune to mundane weapons, fear, confusion, paralysis. +5 vs holy magic.

Giant, translucent crabs with grinning, fanged mouths. The damage of its bite is how much of you it has eaten.

Giant Landopus AKA ground octopus

Glaft Goop AC5 Dex4~7 2d3HD #1d100

Attacks: Drop (1d8 acid dmg per round adhered); critical hit suffocates by covering breathing orifices.

Def: 100% immune to acid

Translucent, rubbery giant amoebas, 2"–3" thick and 12" in diameter. They drop onto passersby, sticking like glue and dissolving flesh, wood, and metal with their digestive acid. If a critical hit is scored, the Glaft will cover the victim's breathing orifices, suffocating them. If not, it will stick to its victim, secreting acid to dissolve them. They are non-intelligent.

Gold Slime AC7 Dex4~5 3+1HD~18+1HD #1d3

Attacks: Palp grab or wave envelopes target (lvl drain, 1 lvl per 3 dice of size); 1d6

acid dmg per 3 dice of size (max 6 levels, 6d6 dmg).

Def: 100% immune to level drain, fire, cold, cuts, and chops; 75% magik resistant.

Thunderbolts may invigorate.

Vulnerable: Death Spell deals 10d10 dmg.

Gold Slimes are glowing pools of molten gold, 3d6' across. They home in on the magnetic fields of living things, draining life levels with each contact. Thunderbolts increase their HD by 1 for each roll of 1. Gold Slimes can also envelop their prey or grab with a palp to deal damage.

Golden Owl: See Great White Owl for stats (same species, different variety). The golden owls are enemies to the vord falcons.

Golems

Golems usually share the following traits:
Many of them have bodies that ignore damage from normal arms. How can a sword do any appreciable damage to a stone or steel shell? Magik and guile will be needed, but take heed, as magik can have strange effects on them.

All metallic golems are immune to lightning, sleep, charm, and confusion.

Oricalum Acidic Golem AC18+7 Dex8~10 HP150 (+15 to hit) #1d6
Attacks: A 7d10 slam, and (up to 5× a day) a 36'×9' 10d6 cone of acid (divide the dice up by number of targets)
Immune: Metal golem immunities. Immune to acid too.

Adamantine Deathray Golem AC18+5 Dex8~12 HP120 (+12 to hit) #1d6
Attacks: A 7d8 slam, and (up to 3× a day) a 45'×5' *check or disintegrate* ray.
Immune: Metal golem immunities. Immune to disintegration too.

Doppelganger golem aka Doppelgolem
AC18+3 Dex12 90+HP #1d8
Attacks: A slam 5d8 dmg; or, up to 3× a day, a psi-blast 2d6 dmg+save vs confusion.
Def: 100% immune to sleep, charm, and confusion; ignores mundane weapon dmg.
Vulnerable: 2×dmg from psionics
Special: Can appear as any humanoid it has seen via psionic illusion, perfectly copying speech and mannerisms (true, hulking size remains obscured but unchanged).
A cunning infiltration construct, it uses mental trickery to deceive enemies while remaining physically solid and resistant to mundane attacks.

Golden Midas-Fire Golem
AC18+2 Dex9~12 HP110 (+11 to hit) #1d8
Attacks: A 4d12 slam, and, up to 5× a day, a 20'×9' 4d10 fire cone+*1st person struck by the flame must check or is turned into gold!*
Immune: Metal golem immunities. 100% immune to fire too.

Green Slime Golem
AC17 Dex8~13 HP64 (+6 to hit) #1d4
Attacks: A 2d12 slam+smear, anyone struck is smeared with green slime, taking d6/round and dissolving one body part until removed (see Blackmoor hit location rules).
Def: Immune to cuts and chops; takes ½ damage from fire, cold, and lightning.
Disintegrate heals it. Flesh to Stone slows it 1 round per caster level.
A specially ensorcelled, mindless blob of virulent green slime encased in magical protections. Used as a programmed guardian or patroller in swamps, cities, dungeons, or wilderness. Slime: Leather/wood gear destroyed in 1 round; metal in 6. Can be removed with fire/cold (damages host), cure disease, or limb removal.

Laser Golem

AC18+6 Dex8~12 120+HP #1d6
Attacks: A 6d10 slam; or, up to 3× a day, a 5d8dmg laser blast (up to 60' range, 15'×3' cone).
Def: 100% immune to sleep, charm, and confusion; ignores mundane weapon dmg.
Vulnerable: 2×dmg from magic, lightning, and rays.
Made of dense metallic and crystalline materials, with internal magical circuits powering devastating laser energy. It can fire blasts of concentrated energy from its body or use its immense strength to slam enemies with crushing force. The golem's body is resistant to most physical damage, but magic and electricity can disrupt its circuits, making it vulnerable to certain attacks.

Light Golem AC18+5 Dex15~18 HP56 (+5 to hit) #1d10
Attacks: d12 slam + blindness and paralysis (1d10 turns; save = slowed).
Immune: All except darkness and cold-based attacks.
Vulnerable: Darkness spells do damage equal to their MP cost.
The opposite of a shadow golem.

Mithril Golem aka Paralysis Golem AC18+4 Dex10~14 HP100 (+10 to hit) #1d10
Attacks: A 5d10 slam, and (up to 7× a day) a 60'×5' *paralysis* ray
Immune: Metal golem immunities. Immune to being slowed as well.

Shadowstuff Golem AC18+4 Dex12~15 HP56 (+5 to hit) #1d12
Attacks: A d12+*fear & confusion* slam
Immune: Only hit by magikal weapons or light-based attacks
Vulnerable: spells that generate light do damage equal to their MP cost.
The opposite of a light golem.

Snow Golem AC5 Dex10 66HP #6
Attacks: Slam 3d6 mundane dmg+d6 cold dmg; or, if a 9 to 12 is rolled on 2d5, a breath weapon 5d10dmg Cone of Cold.
Def: 100% immune to mundane weapon attacks and cold
Chaotic (80%) or neutral (20%) automatons with minimal intelligence. They breathe a 5d10 Cone of Cold, firing on a roll of 9 or better on 2d6.

Silver Spark Golem
AC18+1 Dex12~15 88HP (+8 to hit) #1d10
Attacks: A slam 4d10 dmg; or, up to 10× a day, a 3d12 lightning bolt.
Def: 100% immune to sleep, charm, and confusion; ignores mundane weapon dmg.

Goons AKA Great Goons AC5~4 Dex7~12 3+1HD~7+1HD % Liar:85 #3d12
Attacks: A claw 1d10dmg+follow-up bite attempt for 2d6dmg.
Def: 100% impervious to pain (no nerve endings).

Massive, muddy brown humanoids, 7'-10' tall, with three lower tusks and broad, tri-taloned hands. They stink, look stupid, and attack brutally with claws and bites, feeling no pain no matter the injury.

Grey Granules AC- Dex- HD- 10HP per 10' square
Attacks: Special - if crushed, emit a grey gas (4d12 dmg in a 60' cloud per 10' crushed).
Def: Blunt weapons and fire do ½ dmg; fire triggers gas emission.

Vulnerable: Cold destroys

Grey, gritty, sand-like spores scattered in clusters. If stepped on or crushed, they release clouds of deadly grey gas. They do not regenerate.

Gray Horror aka Night Crawler

AC15~18 Dex16~21 3+1HD~8+1HD %liar:30 #2d12
Attacks: Two 1d8~3d6 claws, a 1d4~1d12 bite, and one 1d3~1d8+venom sting: Hobbits or Kobbits stung dissolve into gray mush on failed save (1~3d6 dmg/turn if saving); others are paralyzed.

Def: Immune to poisons/venoms. ½ dmg from acid, fire, or cold.

Massive, chitinous creatures, 9 to 24' long, resembling a scorpion mixed with a spiga (the kaiju-spider) with dripping mandibles. Their venomous sting is deadly to small creatures, causing horrific damage, while larger beings only suffer paralysis.

Grey Skimmer aka Gray Skimmer

AC12 top/AC16 belly Dex15~18 3+1HD~5+1HD #d20
Attacks: 2 legs 1d6 each and 1 bite 1d8+grabbed. If a grabbed target doesn't escape on their turn, they are drained 1 lvl.
Def: Immune to water-based environmental hazards

Long-legged, grey-green water beetles with yellow-white undersides, 6'-10' long. They can swim, run across water's surface, and move on land. Their bite drains levels. They inhabit swamps, river fords, warm bays, and coves.

Great White Owl (sometimes gold)

AC15 Dex8~18 5HD~7HD %Liar:50 #d4 flies 20'
Attacks: 2 claws 1d4dmg+5d6 electrical dmg (up to HD/day); 1 beak 1d8dmg

Def: Immune to emotional/mental spells and cold

Massive white owls, quite intelligent, usually true neutral. Their favorite food is Kobold and Goblin meat, but they have been known to eat a Kobbitt or Hobbitt by mistake. The electrical charge that flows through their claws is entirely when they wish it, for the number of times a day equal to their hit dice. They dislike Sun and Wind Devils, are the archenemies of Vords, and sometimes feed on Freeze Bees. They are northern cousins to Great Golden Owls.

Ground Octopus aka Pus that walks

AC15 Dex8~16 2~10+2HD %liar 20 #solo if wandering, or #1d3 lair
Attacks: 6 tentacles [½ no of HD]×d6 each;

once per round emits smoke to obscure vision (10' radius).
Special: Can "swim" through earth at 2"/round; moves on 2 adapted tentacles, fights with 6 others.

Giant octopus that burrows and walks upright. Size varies by HD; smarter than expected. Smoke cloud hampers line of sight and targeting.

Gryfilisk aka baskagriff

AC16 Dex13~18 3+1HD~5+2HD #d20 *flies*

Attacks: a stoning gaze, 2 claws 1d8dmg; 1 bite 1d10dmg

Def: 100% immune to stoning, paralysis, and slow spells

Griffons with basilisk heads, a hybrid between a Basilisk and a Griffon. They combine the physical prowess of both parents, with a deadly petrifying gaze.

Groaner AC12 Dex6~6 3HD #d12

Attacks: a bite 1d3dmg; moan (sympathy effect, see below)

Wailing, groaning, moaning, dirty, disheveled humanoids resembling very small hobbits. Their self-pitying cries cause all creatures of 4HD or less to automatically feel sorry for them, feeding them or giving them money and gadgets. 5+HD creatures may save vs moan, but still feel sympathy. If they sense a soft touch, they will cling to a party without contributing, similar to a Denebian slime devil.

Grond AC13 Dex7~17 3HD~5HD+1 #d12 %Liar: 40

Attacks: Cone of quills (each 1d3dmg+3d6 poison) 60' range, 30' wide
6' tall, erect, badger-like beasts with 120-180 porcupine-like quills on their backs. Omnivorous and friendly if not provoked. They fire quills in volleys of ten, with a 60' range.

Gworm AC11~14 Dex6~10 5+1HD~50+1HD #d4

Attacks: a bite 1d4dmg per 5HD (swallow whole on hit +2; digestion 4d10dmg/round)

Def: 100% immune to fear, confusion, acid, and petrification

Giant black earthworms with red noses and tails, ranging from 30' to 300' long. Not aggressive, but will eat anything in their path, including houses and people. They feel no pain and digest swallowed prey at 4d10 points per melee turn.

Gyron aka Pseudo Wyvern

AC16 forequarters/14 hindquarters Dex14~19 8+1HD~12+1HD %Liar: 75 #d12

Attacks: 1 bite 2d8dmg; 2 claws 1d8dmg; 1 sting 1d6dmg+venom (potency = HD)

Def: 100% immune to fire

Scaled, wyvern-like creatures with gold fur and silver-grey scales. They are cunning ambushers. They prefer to prey on horses and humans.

Haggorym aka Cave-gob

AC12 Dex13~18 1HD~9+2HD #d10 wandering or 10d10 lair

Attacks: a boomerang 1d4dmg or 2 fists 1d6dmg each

Neanderthal-goblin hybrids, brutish and cunning, capable of gaining levels like men. For every 20 encountered, there is a 10% chance of an 8HD mage and a 15% chance of a 6HD cleric among them.

Hellhorse aka Saber-steed

AC16 Dex12~16 6+1HD~10+1HD %Liar: 95 #as needed

Attacks: 2 hooves 3d6dmg each; 1 bite 1d12dmg
Def: +4 save vs turn undead; 100% immune to paralysis, fear, sleep, mundane weapons, and lvl drain

Vulnerable: Silvered mundane weapons damage it normally.

Huge skeletal horses with cat-like fangs and green flames for eyes. Though undead, they resist clerical turning and relentlessly target Dwarves.

Hell Maiden

AC16 Dex14~18 5+1HD~8+1HD %Liar: 90 #d120

Attacks: Weapon (by type) +1d6dmg (Str)

Def: Only harmed by silver, magik, or techno-energy weapons; 100% immune to paralysis, fear, confusion, sleep, charm, and lvl drain

Valkyrie-like warrior women with bare skull heads and voluptuous bodies, wearing chain mail and bearing shields, lances, swords, or axes. They are not undead. They ride Hell Horses (see above), are cannibalistic, and screech and gibber in combat.

Hellmoth AC12 Dex9~14 1+1HD #d100

Attacks: a bite 1d2dmg+latch (drains 1 level per turn).

Death: Death-squirt venom d8 Str dmg to latched creature.

Black moths with red skull-like markings on their wings, 12"-18" across. Attracted to body heat, they latch and bite, draining one life level per turn. When slain, they inject venom into any creature they are latched onto via their needle-like proboscis.

Hell Star

AC17+5 Dex20~24 12+1HD #1d4 *flies fast*

Attacks: Envelopment (auto hit) blinds+drains 3 levels on first turn, then 1 lvl each round after. Blinds for duration plus 1d4 full turns after release.

Def: 100% immune to physical attacks, blind, fear, charm

A 10' blue-white glowing sphere of alien origin, almost too bright to look at directly. Anything slower than its flight (24 units) is automatically enveloped; it does not make hit rolls. Victims are blinded while inside it and d4 turns afterward. Intelligent and chaotic-neutral, found in all environments.

Helltide Ants aka The Helltide

AC8 Dex15~18 1hp #100d100

Attacks: swarm (each ant bites and stings for 1dmg/round, targeting eyes, ears, mouth)

Def: 100% immune to fear, sleep, and charm

Bright green army ants, 3-9" long, forming vast living waves. Too stupid to lie. They

swarm over victims and can consume 10 pounds of dead flesh per 1,000 ants each round. The sound of their approach is like a soft whisper.

Hunkalunk Beast

HUNK-A-LUNKHD: 3+1 to 6+1 AC: 6 or 7 Speed: 9" DEX: 5 - 10 % Liar: N/A Number: d6 Immunities: N/A Attacks: 1 bite for d6 to d12 Looks/Dress:

A Hunk-A-Lunk is a big (bull sized) shaggy, floppy eared, slobbering mammal with a coat ranging in coloration from brown to black. Notes: They seldom bite although they accidentally sit or step all over their "friends". If they "charge", they have a 20% chance of tripping. They smell like warm scones! These beasts are lovable, stupid, and very loyal.

Hurakkuu aka Nightmare Phraints

Hyclops

HYCLOPSHD: 9+1 to 12+1 AC: 4 Speed: 32" DEX: 8 - 13 % Liar: N/A Number: d4 Immunities: 100%

psychic attacks Attacks: d6 attacks per turn (see Notes) Looks/Dress: Hyclops are 18" tall for every hit die they have. Each one is a huge fury humanoid with 3 wolf like heads (3 sets of fangs) and 4 arms. They are silver grey in color. Notes: Their 3 heads and 4 arms allow them to engage up to 3 targets simultaneously. They have natural true sight, and can scent quarry 180' underground. They are omnivorous and very ferocious. Their first attack is always a stomp for 2d3 to d20. Their next 2 attacks are always a claw for d10 to 3d20 each. Their last 3 attacks are always bites for d8 to 2d8.

Ibathene aka Thunder-Lizard aka Cyclopean Dragon aka Jungle Terror aka Mono-dummy

AC18 (17 belly, 16 eye) Dex9~12 30HD+1~50HD+1 %liar:too dumb to lie, 60% in lair #d6, d2 wandering *swims*

Attacks vary by size:

Jungle Terror (30-45 HD): a tongue d12+grab; a bite 6d10; and either two claws 3d12 each or a tail-swipe 4d12.

Jungle Swamp Terror (46-50 HD): a tongue 2d12+grab; a bite 8d10; and either two claws 6d12 each+grab or a tail-swipe 6d12.

Def: Immune to fear, confusion, or other "phobic" spells.

Special: Too dumb to die.

Huge reptilian mutant. It has bright green scales and a red belly (armor class 17). It has a single red eye on an extended stalk (armor class 16). Its feet are nearly hand-like. The prehensile tongue is thirty feet long, purple, crushes fiercely, and is very sticky. The tongue is strong enough to lift a fully barded heavy warhorse and whip it to its mouth one turn after contact. A claw can grab six men at once. It hates dragons and will attack them on sight. Since dragons are a vengeful lot, the jungle terror is very rare. Comes in two types: the "jungle terror" which is 80 to 90 feet long and the later found "jungle swamp" terror which can get up to 200 feet long and only lairs in swamps. Both can be

mistaken for Brontosauri at a distance. It is so dumb that it will sometimes fight on 1d20 turns after it has been killed (too dumb to know that it is dead), and is immune to being affected by fear, confusion, or other "phobic" spells.

Ice Dragon

DRAGON, ICEHD: 10+1 to 12+1 AC: 2+2 Speed: 32" air, 16" ground DEX: 7 - 16 % Liar: 60%
Number: usually solitary Immunities: 100% cold and paralysis proof Attacks: 2 claws (d6 to d10), 1 bite (3d6 to 4d6), or 1 breath (3 times a day) of liquid oxygen (freezes victim solid or causes 4d10, 5d10, 6d10 points of damage) Looks/Dress: The Ice Dragon is a translucent blue-white (like ice) dragon with eyes like pools of deepest space.
Notes: They hate Humans. Heat and sonics does double damage to them. These dragons can use up to 3rd level magik (4 - 3 - 2). On average, these dragons are Chaotic 70%, Neutral 29%, and Lawful 1% of the time.

Khorb

AC14~15 Dex9~14 8+1HD~12+1HD #1d8

Attacks: 2 kicks 1d12 each, 2 punches 1d10 each, or weapon; every 3rd round, an eye ray (30'x5') that causes fear and confusion (all levels, 1d12 turns), grab confused victim and chew 3d6+pinned in maw.

Def: 100% immune to fear and confusion

A 10'-15' tall, headless humanoid with a single purple eye in its chest. Skin is pale orange; wears fur or hide loincloths. Those who look at the eye must save or be confused. Victims may be thrust into its top mouth and chewed for 3d6 dmg/round. Despises all Orcs.

Kill-Kill aka Kill-bat

AC13 Dex13~18 1d4HD %liar:40 #10d20 wandering, or #100d20 lair

Attacks: a 1dmg bite

Def: 100% immune to all mental and emotional spells or powers

Little green-furred rat-like mammals which run regardless of their size, attacking in packs like piranhas. They attack everything in sight.

Kill Kitten

AC11 Dex13~20 ½HD* #1 visible, 12d4-1 others hidden

Attacks: A claw d2+death-venom (even if saved against, still causes paralysis for d6 days), a bite d3 (20% chance to cause insanity/berserk d6 days, no save).

Special: *Attacks as 3HD monster despite size. Intelligence equal to lions/tigers.

These lovable, cuddly, purring, fuzzy little cats are sure to melt even the hardest heart. Feign injury (limping, soulful eyes). When picked up, inject fatal poison via steel-hard claws. Travel in packs, with others hidden until prey is caught. Favorite meal: plump Hobbits.

Knoblin

AC13(wings15) Dex14~18 1+2HD %liar:50 #4d12 flies

Attacks: 1d3 claw or 4xpoison darts (by weapon type).

Knoblins are a weird combination of a little Goblin, a bit of Kobold, and a smidgen of bat. Usually, they are dusty grey to black in color and fairly small. Not brave; prefer ambushes.

KOBBITT

SHD: 1+1 to 3+4 AC: 6 Speed: 8" DEX: 12 to 17 Number: 4d12 % Liar 60% Attacks: 1 as per weapon type (they prefer slings with little thorn studded clay balls dipped in 4 dice poison) Looks: A cross between a Kobold and a Hobbit, they are very hairy, usually with nut brown colored skin and blue eyes. Notes: They like Hobbits, dislike Kobolds, are extremely accurate (+5 attack) with their slings, and love scones.

Krag Spider aka Boulder Bug aka Pebble Pest

AC16~17 Dex5~17 1HD~6d8HD #1d100

Attacks: Bite [HD]d4+stoned (make a -3 save vs petrification to avoid).

Special: Appear as rocks until moving. Detect Life 15% effective; Detect Magic reveals them.

They look like rocks or boulders until they move. They really resemble the great Alaskan king crab minus the pincers when they move, but are a branch of the arachnid family as their name implies. Krag Spiders are very patient, and will wait hours, while a party beds down amongst them and goes to sleep, before pouncing. They have such a low metabolic rate that most Detect Life spells fail, but Detect Magic shows them up quite clearly as they are a magically mobile form of rock-beast. They eat their stoned victims by secreting saliva that unstones a mouthful at a time, so it can be bitten off and swallowed. Talk about a pet rock! Alchemists prize their venom and saliva.

Krag Spider aka Boulder Bug aka Pebble Pest

HD: 1 - 6d8 AC: 3 (small ones) to 2

(biggies)Speed: 10' - 100' DEX: 5 - 17 Number: d100 Size: pebbles (1 HD) to

boulders (6d8 HD) Attacks: They bite for d4 per HD in size but their poison is all the same, from pebble to boulder size; it stones those who fail to save versus poison (at a -3 save). Looks: They look like rocks or boulders until they move.

They really resemble the great Alaskan king crab minus the pincers when they move, but are a branch of the arachnid family as their name implies.

Notes: Krag Spiders are very patient, and will wait hours, while a party beds down amongst them and goes to sleep, before pouncing. They have such a low metabolic rate that most Detect Life spells fail (15% chance), but Detect Magic shows them up quite clearly as they are a magically mobile form of rock. They eat their stoned victims by secreting saliva that unstones a mouthful at a time, so it can be bitten off and swallowed. Talk about a pet rock!

Kroan

AC13 Dex12~18 3HD+1~7HD+1 %liar:40 #3d10 lair, 1d8 wandering

Attacks: a bite 1d8, and a galvanic touch save vs stun (maybe damage too).

1 touch, stun

Special: It's touch can be transmitted thru metal weapons.

Electric komodo dragon. Their touch will stun for 5 rounds (save to reduce to only 1 rnd). The touch can be transmitted by a metal weapon hitting the Kroan. The touch of a max-HD Kroan will also do 7d8+1dmg, but a save is allowed to reduce it to d12.

Kthoi aka Ancient Arcanoprogenitors The Great

Grey Beasts from Beyond Time, The Thunder LordsThe Kthoi were(?) an inter-galactic/trans-temporal/inter-dimensional reptilian race resembling an Allosaur-sized raptor (perhaps Deinonychus), but with more proportional arms and "hands" than his primitive cousin. This alien race of conquerors is without mercy or "morality" as measured by man or other sentient races. They are totally devoted to extending their influence and control and regard other races almost without exception as lesser, sometimes useful servant/pet types and generally consider them beneath concern. If one is not Kthoi, one falls into one of three broad categories: Food, Tool, or Irritant to be totally erased. What others would consider to be arrogance and savage abomination is to the Kthoi nothing more than natural selection and natural superiority.

This incredibly brilliant, deadly race has a mastery of technology that is unprecedented and unmatched. Given time, they can figure out ANY technological system or device. Further, they are the originators and masters of genetic mutation and the experimental creation and manipulation of gene sources. Indeed, it is Kthoi "science" which is responsible for many races, beings and "things" now in existence. But this mastery is the least of their might.

Each Kthoi is born a Natural Rune Weaver. Thus, from the time one of them can walk and intelligently verbalize, they can perform RuneMagik. All adult Kthoi are Rune Weavers of EL 15-30. Furthermore, all Rune Magik Spells are cast by them as if they were "normal" magik (they don't have to "weave"), all conjurations are cast at one quarter of the listed cost and time and all ritual Rune Magik is cast at one half the listed cost and time by Kthoi practitioners. Finally, checks vs Kthoi Rune Magik is made more difficult by a factor of 2% per EL of the caster (EL14 = -28% check, EL30 = -30% check).

When encountered they will normally be armed with 3 to 7 Technological and/or Rune Magik devices including force fields, energy weapons, sensory enhancers, long range sensors, analysis equipment and other highly efficient items of this nature. It is interesting to note that the race has made the conscious choice to employ technology rather than utilize Rune Magik for most tasks. After all, most tasks can be accomplished through the use of Tools, thus freeing up true Power for more important things. Standing between 14 and 25 feet high and weighing between 6000 and 17000 pounds, they can nevertheless move at up speeds from 25 to 40 mph when in a full out run if necessary (seldom).

HP: 140-600 STR: 24-33 INT: 19-25
CF: 17-23 EGO: 19-25 MRS: 75 %Liar:
You're kidding, right? NAC: 2+1

They are immune to: Pain, Shock, Stun, Sleep, Charms, Fear, Psychik Controls and Magikal Compulsions. Additionally, they suffer no damage whatsoever from any form of venom or poison of natural type.

They are susceptible to: Cold based attacks, taking 50% more damage and getting a ?4 check

vs such.

Their lifespan is 500-800 years, unenhanced. Attacks: 2 Claws for D12+8 to D20+20, Bite for 2D20+20+50%RCH, Stomp for 3D20+20 +60% RCH, Tail smash for D50+50+75% RCH. Note that these are natural attacks and seldom are employed. They will (99% of the time) attack with techno weapons and/or Magik. They are +5 to hit with Kthoi weaponry and can reflexively fire without aiming. Such attacks are always by level, and said encounter level is always in the EL 15 - 30 range.

They have disappeared from the ken of allmanity, having been unheard of for countless millennium. With such might at their command, with such alien, unknowable purposes, with such inconceivable intellect, it is good indeed that they no longer exist. Isn't it?

Lash Lizard AC16~18 Dex13~18 4+1HD~8+1HD
%liar:75 #1d6 wandering, or #1d12 lair
Attacks: Razor tongue lash 1d4 per HD+paralysis; 2 claws 1d4~1d8
Def: Chameleon-like camouflage.
Long-tongued lizard similar to a chameleon. Tongue is 5xno. of HD feet long, sharp enough to cut armor, with paralyzing saliva.

Lesser Demons

All have d10s for HD, and treat their starting HP as if all dice rolled their maximum. 90% are chaotic, and the rest don't care. They can hear, see, and smell like superman. They never get frightened, nor routed. They might get along if summoned by the same wizard, but still, a Luck check should be made to see if they fight each other. They regenerate 1d10 HP a round, and the remains really need to be atomized or exorcised, which sends their essence back to the 21 hells. Demons ignore mundane damage and never take level drain. Demons fill anyone with less than 5HD with such dread that they flee, but priests still get a check. Demons have 2x#ofHD as a BAB (normal +15 ceiling does apply except maybe for greater demons, but let's not fight those). Fighting with demons sucks, but they often carry or hoard good treasure...

Brainy Strangler (aka brain eater) AC11+10
Dex18~21 3d10+1HD (+7 to hit) hovers #alone
Attacks: a 2d8+grappled green tentacle-spine grab, which drains one level each round it remains wrapped around a neck.
A pulsing, glowing, hairy brain-looking thing with a cruel face. It is dangerous to touch, as it is covered in caustic green ichor that does 1d4 acid damage.

Fury

HIT ARMOR IQ DEXT D1 CE CLASS MOVE FLY SWIM RANGE RANGE 4 8
12 3D6 1 D6+12 (4-6 1 D8+ 1 ALIGNMENT: CHAOTIC FOUND IN:
ANYWHERE NUMBER PROBABILITY OF TREASURE AND TYPE LAIR (35%)
201 0 100% C + 1500C EACH WANDER I NG 1D10 50% C ATTACKS : 1
CLAW 1D6 1 SCUU-GE, 1~3 PER TAI L DESCRI PTI UN: LOOKS LIKE
A GARGUYLE BUT ATTACKS ELVES UN SIGHT. LOWER LEGS UNTO THE
VICTIM. IF SUCCESSFUL, A 3-5 TAILED SCOURGE WILL
AUTOMATICALLY HIT; EACH TAIL OF THE SCOURGE HAS A 25%
CHANCE OF STRIKING WITH NO EFFECT. THE CLAWS NEED THE USUAL

Locust demons AC18~body, 16-head Dex7~12 6d10~10d10HD (+12~+15 to hit) flies #d1000
Attacks: a d8+poison bite, and a d4+poison sting; poison paralyzes all check for hobbits.

Immune: stoning, paralyzation, slowing, poisons/venom. ½ dmg from fire, lightning, or acid. They take double damage from cold and have -4 vs confusion and psionic effects.

These things have the faces of beautiful people with flowing golden tresses. Those that die to them rise as locusts themselves and join Abbadon's horde! They eat anything, even the hardest minerals.

Night Demon

AC22 Dex16~20 10+1HD~12+1HD *flies* #solo

Attacks: Two 4d6 claws, a d8 sting (-1 level), and (every 3rd round) a 6d10 attack (-2 levels) plus a 3HP/round rot-causing cone of black flame. 3x/day emits a lingering black cloud (30' radius, 10d6 poison damage).

Def: 100% immune to Level drain, lightning, paralysis, stoning. ½ damage from cold/acid/poison/fire.

Weak: -2 vs disintegration. Holy water deals bonus damage and stops regeneration.

These ebon humanoids have all stereotypical demonic features. They hate clerics, love drinking virgins' blood, and are invisible at night.

Succubus

AC11 Dex8~18 2+1HD~8+1HD %liar:50 #1d4

Attacks: Charm person spell (1/day), two +2 daggers 1d4+2 (strikes same turn), or energy drain (1 level, charm victim only).

Def: 100% immune to non-magic/non-silver weapons.

Special: Appears as target's absent beloved/friend.

A chaotic shapeshifting demon that drains life from charmed victims. Always carries +2 daggers and valuable jewelry.

Lightning Bug

HD: 1 point AC: 7 Speed: 12" (air only) DEX: 11 - 15 Number: 10d10 Size: Earth's lightning bug
Attacks: see Notes **Looks:** Khaas' Lightning Bugs are identical to the earthly lightning bug that flickers with a pale light on warm autumn nights. Notes: They flock to body heat, settling by the dozens to get warm. Their touch causes acute itching that can be really painful after a while. However, when swatted or stuck, they die by discharging d20 electricity. As it is natural and not magical power, no save is allowed.

Lightning Spider

LIGHTNING CIDER HD: 3+1 to 6+1 AC: 7 to 4 Speed: 12" - 18" DEX: 10 - 15 % Liar: N/A Number: d12 Immunities: N/A **Attacks:** 1 bite (d4 to 2d4) **Looks/Dress:** Lightning Spiders are

bright blue with a yellow lightning flash down its abdomen. Notes: This spider smells like ozone and hums. They are semi-intelligent and tamable. It throws its 10' square web net up to 30' then pumps a charge of electricity through it (6 - 12 dice).

Lion-dog aka Japanese Lion Dog aka SHi-shi LION DOG (SHI-SHI) HD: 6+1 to 8+1 AC: 2 or 3 Speed: 12" (18" on charge) DEX: 8 - 16 % Liar: 5% Number: d4 Immunities: 100% fear and confusion resistant; 50% magik resistant
Attacks: 2 claws (d4), 1 bite (4d6)
Looks/Dress: Shi-Shi are bull sized, lion bodied beasts with manes and saber-toothed bulldog heads. Usually tan or golden-brown color, they have large black pupiled eyes and black claws. Notes: These animals are moderately intelligent. There is a 40% chance that when they bite, they will "lock" their jaws (thus doing 6d6 points of damage per turn), and shake their heads rapidly from side to side. They never desert what they are set to guard, and never surrender. Once after a foe, they pursue him relentlessly until one or the other is dead. They hate Orcs and love Hobbits. They can see with true seeing, and have a natural protection from the undead aura.

Lion Man

Treat as a Warrior of the level of their area, but they may attack effectively even when unarmed.

Lurker

AC15 Dex13~18 4+1HD~6+1HD %liar:65 #1d10 (d6 wandering) *gekko-climb*

Attacks: a d8 bite and two d4 claws.

Def: Disappears into shadows/darkness (5% chance per viewer's level to be seen).

A hairy, black, gorilla-like beast, 7-8' tall with three green eyes. Gekko-like pads on its toes and fingers let it cling to sheer surfaces.

Maggoth aka Megaslug

AC13 Dex2~12 12+1HD~36+1HD %liar:30 #1d5 (1d2 wandering)

Attacks: Bite d12 or 60' acid spit [HD]d6 (10% hit first shot, 50% thereafter).

Def: Cuts close immediately.

Weak: Double damage from fire; blunt weapon damage does not get regenerated, unlike cuts.

Special: May fight on d20 turns without realizing it's dead.

Huge, grey white and yellow mottled slugs with quivering black tipped eyestalks. They stink like a cesspool. This gigantic slug's self-closing flesh is a good defence, so fire or blunt weapons are recommended.

Manster

HD: varies AC: varies Speed: varies DEX: varies Number: varies Size: 8d8 Attacks: varies Looks: This ugly little Troll looks like a normal Human being, and can be of either sex. Notes: A Manster regenerates as a Troll, though twice as rapidly. They're essentially free willed flesh golems, but must imbibe at least four quarts of human blood each day in order to continue functioning with free will. They have all the attributes of flesh golems, but are 100% immune to all forms of life level draining or blasting, and cannot be Feared or Confused. Paralysis only slows them if they fail their save; no effect otherwise. The masculine types favor halberds and other pole arms in combat, while the feminine types usually rely on deception and a loving embrace to do the trick! Both types have a Charisma of d6+12.

Mantrap

MANTRAP (LEG EATER, JAWS BIG MOUTH, ETC.) HD: 5+1 to 20+1 AC: 2 to 2+2 Speed: 0 DEX: 10 % Liar: N/A Number: 1 to 38 ("bed") Immunities: N/A Attacks: 1 bite (initially d12 to 4d12); see Notes Looks/Dress: Mantraps are giant land clams. Notes: They hide in the ground, and grab all who tread on them. It pulls in the leg as it eats. Once in the stomach, victims suffer a steady d4 to 2d6 points of damage from digestive acid. Those who are caught have a 3% chance per level of escaping (even if dead, the jaws stay locked).

Mind Wurm

AC11 Dex1d6 1HP %liar:- #1d10

Attacks: Special - eats brain

A 1" long, nearly transparent worm that appears as coins, gems, &c., until it feeds-then dark greenish-blue. Picked up with loot, it bores into the victim's brain while they sleep over a 1 hour period, anesthetizing the entry. It starts to consume the brain, replacing functions of brain parts it eats and causing occasional odd behavior. Once the brain is fully eaten, both worm and victim die. During

feeding, the worm reproduces itself microscopically and these clones exit via the host's feces.

Moondog

HD: 1+1 to 5+1 AC: 5 Speed: 12" DEX: 12 - 17 Number: 6d10 Size: same as average Earth lion Attacks: Moondogs attack with 1 wailing howl (causes up to 4 HD beings to save versus fear within 90') and 1 venomous bite for d4 to d12 (see notes). Looks: These dog like animals palely glow with a sickly yellowish-white aura. Their eyes are like emerald-green lamps, and their tongue and teeth are a foul black, and steam in the air. Notes: They travel in packs, bounding and howling, driving their prey before them until it drops from exhaustion. Their bite is venomous, causing insanity with a 5% chance of it happening per each Intelligence point of the victim.

These beasts frequently accompany vampires on their nightly "hunts", herding the victims to the vampire, and eating the body that it leaves. A true symbiosis born in evil and horror!

Morghgoul

AC16 Dex18~21 3+1HD~5+1HD flies %liar:85 #2d12

Attacks: Two claws d8~d12+paralyze+rot 1HP/turn, and a bite d6~d10 bite+rot d20 immediately+1HP/turn after).

Def: 100% immune to fear, paralysis. ½ damage from acid/poison/venom. +3 vs clerical "turn away".

Weak: Holy water burns for d10 damage per vial.

A shadowy green-yellow, man-like shape that smells of rotten flesh-a cross between a ghoul and shadow.

Morq aka Morqdroid

14AC 13DEX 4+1HD #10d10

Attk: a d10 slam

Def: Immune to confusion and fear.

SP: Regenerate 3HP a turn starting 3 rounds after taking damage. Ignore massive damage to themselves that would kill organics.

Featureless-save for large ears-androgynous androids built by a long-dead alien race, but their lawful nature makes them ideal treasure guards to this day. They track foes by sound. Their dull-tan skin is rough like a shark's.

Moutharm

MOUTHARMHD: 6 to 12 AC: 7 to 5 Speed: 6" DEX: 13 - 18 % Liar: N/A Number: d6 Immunities:

100% paralysis proof Attacks: see Notes Looks/Dress: The Moutharm is a huge, mobile anemone (amphibious) that is red with pale blue tentacles. It stands 6' to 12' high, and has 12' to 24' tentacles. It has 4 tentacles for every 3' high it is.

Notes: Each tentacle can hit for d8 points and

paralyzes. The tentacles are sticky; those hit have a 5% chance per level of getting away.

Murkwurm aka Fogwurm

AC19 Dex13~16 20HD %liar:75 #1 (20% variable treasure)

Attacks: Four 20~30' pedipalps 1d10+grabs for 2d10 bite-swallow next round (swallowed foes take 8d6 acid/rnd)

Doom: Every 3rd round: 10'x45'x75' cone of 10d8 acid (pain shocks for 1d4rnds)

Def: 100% immune to fire, poison, paralysis, mental effects. ½ damage from chops/cuts.

Spec: Regenerates 1HP/round. Generates 1-mile radius licorice-scented fog (10' visibility).

A pallid yellow-white worm, 60 to 90' long with skin resembling tofu or white jello. It has heat/motion sensors (work in any visibility) around its gaping maw and four 20~30' palps to shovel food. Its favorite food is dwarven flesh.

Night Crawler see Gray Horror

Night Hound AC14 Dex13~18 5+1HD %liar:15 #7d6 wandering, or #6d20 lair

Attacks: Bite 1d8

Def: Immune to fire and fear

Lean black hound with glowing red eyes, resembling a greyhound. Mercilessly hunts and slays all lawful creatures. Chaotic to the core.

Nightwing: Giant bats that might have rabies. Just use an Arc Bat instead.

Ninthla aka the Tiny Timid Spider

AC9 Dex11~15 1hp #solo

Attacks: Bite (attacks as 10HD); poison is fatal to creatures under 12HD (save or go catatonic d20 days)

Special: Can teleport up to 1 mile, 3x/day

A pea-sized, 12-legged, plum-colored mutant spider with orange eyes. Despite its size, it attacks with the ferocity of a 10HD creature. Naturally timid and flees if possible, but deadly if cornered.

Nonesuch aka Scoffbeast aka Invisihorror

24AC 13~22DEX 12HD

Attk: two d8 claws, two d10 kicks, a d12 scream that stuns for d3 rounds, a d6dmg+12d8 paralyzing venom sting.

Def: Immune to fear, confusion, stoning, toxins, & sonics.

SP: Attacks as if it was 24HD. Can phase between astral, ethereal, or normal planes. Regenerates 4/rnd.

A ferocious amalgamation between phase spider, blink dog, and demon that the scholars say couldn't possibly exist. Thanks to its invisibility, none have ever seen such a thing...

Novabug aka Sunbug

SUN BUGHD: 1 hit AC: 9 Speed: 8" (air), 3" (ground) DEX: 6 - 9 % Liar: N/A Number: 20 to 500 Immunities: N/A Attacks: see Notes

Looks/Dress: The Sun Bug is a small, ruby colored beetle that flies in swarms. Notes: When hit, it explodes in a 3+1 dice, 5' diameter fireball. Also, all within that burst must check versus blindness (flash). It is harmless unless hit, then it explodes.

Octopus, Giant Land AC17 Dex12 HD2+2~10 #1d3

Octorilla aka Snake-ape

AC16 Dex13~18 5HD~7HD+1 %Liar: 30 #2d10 lair, 1d12 wandering

Attacks: 4 arms 1d10, 2d8, or 2d10 damage (depending on size); constriction if two arms hit one target; 1 beak 1d8, 2d6, or 2d8 damage (depending on size).

Anthropoid-gastropod mutation spawned in the vats of Chaos. If a sucker-lined arm hits twice in a row or two arms hit in one melee turn, the creature constricts its target, dealing double damage until the victim is dead or the Snake Ape is killed. Constriction effectiveness must be checked to get through plate armor; otherwise, no hit is made.

Oozes and Slimes

A summary of various amoeboids and crud.

- The Graft is a translucent rubbery giant amoeba. If it scores a critical hit it will cover the victim's breathing orifices and suffocate them. If not, it will stick to its victim like glue and secrete digestive acid to dissolve them.
- The Rippler is an amorphous amoeba-like monster found in underground areas that clings to ceilings and drops on creatures passing below. It wraps itself around the victim, crushing and smothering it until it dies.
- Blue Gunky is a puddle of blue slime that can fire a bolt of energy at opponents. It feeds on Life Energy.
- Blue Ooze looks like a puddle of bluish water. It eats by enveloping and dissolving other creatures.
- Emerald Ooze looks like a huge pulsing liquid emerald. It attacks with 1d8 pseudopods for d10dmg and every living creature it touches is converted into more Emerald Ooze.
- Black Slime is a thick puddle of black shiny tar-like slime. It dissolves the flesh of any creature it touches and hunts by detecting the magnetic field of its victims.
- Blue Slime looks like a puddle of deep blue goo. It attacks either with 1-3 10 foot long Combat Tentacles or by enveloping its victim and dissolving it. It hunts by detecting the heat given off by its target.
- Chartreuse Slime is a viscous puddle of bright green quivering goo that smells of mint. It uses 1d5 Combat Tentacles to grab its prey.
- Gold Slime looks like a pool of glowing molten gold. It attacks by enveloping a target or grabbing it with a palp.
- Orange Slime appears to be a 1 inch thick layer of bright orange slime. It can dissolve bare flesh by touch.
- Red Slime is immune to normal fire and

- resistant to magical fire. It can flow on ceilings to attack victims from above.
- **Silver Slime** looks like a pool of liquid mercury. Its touch causes massive damage to organic materials (such as living tissue) and it can enter and leave the ethereal plane at will.
- **Swamp Slime** Looks like gooey mud or wet ground. Corrodes metal rapidly while ingesting it. Immune to fire, lightning, paralysis, and mind-affecting effects, but is vulnerable to cold.
- White Slime can attack either with 1-20 Combat Tentacles (each 13 feet long) or by wrapping itself around its opponent and dissolving it. In either case it can paralyze a target by touch.
- The Greater Demon Shuggondra the Bloated One is a huge white mass of squirming, quivering translucent flesh with various protuberances (pods, nodules, tentacles etc.). It has no apparent eyes or mouth. It attacks by crushing and digesting opponents or shooting out a poisonous gas. Any damage it takes is healed at a rate of 8 HitPoints per melee round.

Orgoyle AC15 Dex12~16 4+1HD~5+1HD %liar:30

#1d10 wandering, or #2d9 lair *flies*

Attacks: Javelin 2d6; shortsword 1d16; claw 1d8; bite 1d6; horn 1d6 (impales on a 6 for 12dmg)

Ogre-gargoyle crossbreed. Looks like a larger, chunkier, less reptilian gargoyle. It will often hover and throw javelins, then dive to the attack with its shortsword, claws, teeth, and horn. The horn will impale the victim on a 1/6 chance, doing double damage; but the orgoyle will be grounded for one turn until it can pull the horn out.

Orn

ORNS HD: 1+1 to 5+1 AC: 6 Speed: 20" turn (30" charge for 20 melees) DEX: 9 - 13 % Liar: N/A Number: d20 Immunities: N/A Attacks: 2 kicks (d6 to 2d8) and 1 bite only if 1 or more kicks landed (d4 to d12) Looks/Dress: Orns are like large prehistoric birds approximately 7' tall. They are straw camouflage colored with green eyes. Notes: Those of 3 dice or bigger are rideable by Humans, and are trainable if raised from birth.

Oront aka Trinotaur

ORONT HD: 6+1 to 9+1 AC: 5 Speed: 10" (15" charge) DEX: 8 - 13 % Liar: 90 % Number: d12 Immunities: 100% fearless Attacks: d3 horns (d8 to 2d8 each); 1 hit (d10 to 2d8) Looks/Dress: Oronts are believed to be a tri-horned rhinoid form of Minotaurs? They are a pale tan and grey. Notes: Chaotic Evil for sure, they are aggressive and mean. They can "stomp" those knocked down for d8 to 2d8 points.

Perilous Xanthopede: See Centiperil

Perrinite

HD: d8 - 4d8 AC: 4 Speed: 18" DEX: 9 - 17
Number: 1 (24d10 in a grove) Size: same as
Elves Attacks: Perrinites never use weapons.
They can use all Druidical magik and all
Illusionist spells. If really pressed,
they can hit for d4 - d8 with a
paralyzing sap exuded from their thorn
"fingernails" that will stay effective for d10
days! Looks: These creatures are a
crossbreed of Elves and dryads; they
appear as humanoids but with flowers or
plants growing where hair would normally be.
They are pale green and have pupil-less eyes
of the deepest brown. Notes: They can
speak and control all plants that have
no will of their own within a 120'
radius. They can also call up a
swarm of bees (100 to 1,000 of them)
to do their bidding, and are the
friends of all the animals in the forest.
They seldom stray from the deepest of
forests, and shun Human and Elf alike. They
sing like birds, and, in fact, they use the
birds of the forest much as a Mage uses a
Wizard Eye (they can see and hear through
their friends, the birds). Perrinites hate
fire, and take double damage from it.
However, they are naturally 50% magik
resistant, and are 100% immune to
poison/venom. They regenerate at 12 HD per
day, and are 100% unafraid at all times.

They are beloved of the Ents,
and there will usually be an Ent or
two around every Perrinite grove. These
groves are the typical tribal unit of
Perrinites; there will be 24d10 of
them in each grove (10% chance for an
Ent per each dozen Perrinites present).

They have fabulous treasures of rare
wood, perfume, bone carving, gems (usually
emeralds), and fine wines or liquors. They
hate Orcs, and endeavor to lead such
deep into the forest where they will
get lost and be devoured by their friends the
bears and other such large carnivores. They
are Chaotic Good by nature, and have all the
attributes of Elves. They cannot be seen by
anyone with less than an Elf's ability unless
they desire it or as long as they are in their
beloved woods.

Phandelyon aka Phase Puss

PHANDELYON HD: 5 + 1 to 8+1 AC: 4 or 5 Speed:
9" (12" charge) DEX: 8 - 16 % Liar: N/A
Number: d20 Immunities: N/A Attacks: 2 claws
(d8 to 2d10); 1 bite (d10 to 4d6) Looks/Dress:
Phandelyons are phasing lions, bright blue
with silver claws and teeth. Notes: Usually
True Neutral, they like Dwarves for some
weird reason. They can "phase" in
and out, and are very curious.

Phraint

Phraint

AC18 Dex14~22 6+1HD~12+1HD %liar:40 #4d10
(2d10 wandering)

Attacks: Leap w/javelin throw d8, land with
sword ready to slash d8, or claw d4~d10, or
sting d3+venom (d6+1), or bite d4~d8.

Special: Leaps 15-30' (may throw javelin at
apex).

Metallic blue, green, or silver insect
warriors with mantis-ant hybrid anatomy
(two arms, two legs). Cold and logical, a
veritable Mr Spock. They carry javelins and
two-handed swords.

Pybra aka Scorpisnake aka Cobrythonion

AC13 Dex8~18 2+1HD~8+1HD %liar:30 #1d6 (1d4
wandering)

Attacks: Bite d6+2+venom 3d6 one foe, sting
and grab d3+venom 3d6+d6 constriction another
foe. Or spit d6+1+blindness (+4 to hit).

Special: Spit venom blinds permanently on hit
(20' range: covers 2'sq; 8'sq at 10').

A bronze cobra-python-scorpion hybrid with
silver-gold crosshatching, a scorpion tail,
and real star-ruby eyes (500gp value).

Quarl aka the horned, cunning one

QUARLHD: 4+1 to 8+1 AC: 4 or 5 Speed: 12" (18"
charge) DEX: 7 - 16 % Liar: N/A Number: d20
Immunities: N/A Attacks: 4 claws (d6 to 3d6
each); 1 bite (d10 to 2d10) Looks/Dress: Quarl
are a ebon, six legged, cat like beast with
one red eye and black tusks. Notes: They are
cunning and evil.

Quelt AC16 Dex10~15 3HD %liar:100 #2

Attacks: Lightning bolt (6d6~8d6)

Def: Camouflage to surroundings

Helmet-sized and -shaped beasts that change
color to match their surroundings. They
have retractable eyestalks, claws, legs,
etc. They will set up opposite each other
along a corridor, in a room, &c. Anyone
passing between them will be struck by the
lightning bolt which passes from one to the
other.

Razorsnake

RAZOR SNAKEHD: 3+1 to 5+1 AC: 3 Speed: 6" DEX:
9 - 13 % Liar: N/A Number: d5 Immunities: 100%
impervious to all "cuts and chops" Attacks:
see Notes Looks/Dress: A Razor Snake is a
silver, flat snake that has razor sharp edges.
Notes: It is always curled so it always cuts.
It wraps about its victim doing 2d12 points
damage per turn, slicing it into pieces small
enough to eat.

Razorvine

RAZOR VINEHD: 6 to 9 AC: 5 Speed: N/A DEX: N/A
% Liar: N/A Number: N/A Immunities: 100% fire
proof; cold does 50% more damage Attacks: see
Notes Looks/Dress: Razor Vines look like any
normal vine, but have a continuous razor blade
in the core. They are virtually undetectable
from normal vines. Notes: When someone

comes within 3' - 4' of them, they lash out. They have a 50% chance of entangling, but do no initial damage. If the escape roll is failed, they contract, doing 6d6 cutting damage per melee. They can reach up to 8' - 10'.

Rattakk (Curatus)

Red Death Cloud

RED DEATH HD: 9 AC: N/A Speed: 18 (air only)
DEX: N/A % Liar: N/A Number: d10 Immunities: impervious to hits/fire; half damage from lightning; weapons just pass through it harmlessly Attacks: see Notes Looks/Dress: The Red Death is a fog like red cloud (roughly a 60' globe) that boils, moves, and shifts constantly. Notes: It sticks to people, converting the flesh to food at 6d6 points a turn. What's converted is gone forever. Cold does double damage to it.

Red Dwarf

Red Mamba aka Red Rocket

AC13 Dex13~18 1+1HD~3+1HD %liar:50 #1d12 (1d6 wandering)

Attacks: Bite d3~d6+venom (2xHD in damage).

Special: +1 AC and +1 speed per HD above 1.

A hyper-fast mutant mamba. The larger they are, the faster they crawl, and the deadlier their venom.

Red Runner aka Red Fang (giant tarantula)

12AC 18~23DEX 4+1~7+1HD *crawls on any surface*

Attk: Two dHD kicks and a d4+[HDx2] venom bite.

SP: Can leap up to 40'.

This red, velvety tarantula has sapphire-like eyes and long fangs. It loves to eat hobbits. It's venom paralyzes anyone with elven blood.

Red Orange slime

Rock Dragon AC16 Dex8~18 9HD~12HD+1 #1d4

Attacks: 2 claws 1d8dmg each; lava breath

HDxd8 dmg (5' wide line, 60' range, 3/day).

Special: 50% chance it can speak; 25% chance it uses magic (up to 4th level, 4 spells per level); 50% chance encountered asleep.

Wingless, silicon-based dragon. May speak and may cast spells, depending on the individual. In all other respects, it behaves as standard dragons do.

Rockworm

ROCKWORM HD: 8 to 12 AC: 2 + 1 Speed: 6 on

land DEX: 5 - 9 % Liar: 25% Number: 1 to 9

Immunities: N/A Attacks: see Notes

Looks/Dress: Rockworms are 9' - 15'

long, warty brown, worm like beasts with a 3' wide mouth that acts like a rotating diamond drill that sprays acid. Notes: It sores through rock at 50' per minute. Its acid is 5+2 dice, and is a spray 25' long by 10' wide. They cannot enter water.

Priest Mage of Cthulhos AC15 Dex3d6 6+1HD #d13
Attacks: two spells, or a hypnotic gaze (one target must check or be a puppet for 1d20 rounds)

Defences: +10 to check vs psionics. ¼dmg from cold.

Vulnerable: Treat holy water as acid.

Selling your soul to the elder gods grants magik speed and puissance, but it's not so kind to your face. There can only be 13 of these guys in the galaxy at a time. They prefer to cast Red Death and Hellfire. They each have 13 fearsome lieutenants and bodyguards.

Pybra aka Scorpoconstrictor

Pybra - AC: 6 [13], HD: 6, Attacks: (See Below), Special: Venom, Move: 6 to 12, A large python like serpent with a scorpion tail stinger, they are usually a beautiful bronze color with silver and gold crosshatching. Their eyes are a pair of real star rubies worth 500 gp. Pybra have 1 bite for 1D6+2 with venom and 1 sting for 1D3 with identical venom. However, they can elect to spit their venom at an opponents eyes at +4 to hit, which will cause immediate and permanent blindness if it hits (as well as terrible pain). It can also wrap about its victim on any turn where any of its other attacks connect.

Rippler aka Chameleonic Ceiling Rippler

12~17AC 8~11DEX 7~12HD

Attacks: Smothering Drop (victim has to make a CON check each round or pass out).

Approx 20' square Ameboid beasts that use their chameleonic camouflage to hide on ceilings.

Saurig

AC13 Dex10~13 1+1HD~8+1HD %liar:25 #10d8 (2d10 wandering)

Attacks: Two claws d4~d12, or an obsidian club-mace d10~d16 (as per size). Swamp Saurigs have a tail slam d8~2d8 (as per size).

Def: 100% immune to slow effects. ½ damage from fire.

Weak: Slowed by cold. -2 vs sleep spells.

Reptilian humanoids with two subspecies: desert (tan/tailless) and swamp (green/tailed). Wields obsidian clubs and spear throwers.

Scorpadillo

AC14~17 Dex8~13 3+1HD~7+1HD %liar:30 #2d6 (1d4 wandering)

Attacks: Two 3~7d3 claws, a d8 bite, a sting d4+venom (blindness in d3 turns + 6d6 damage).

Rock-colored giant armadillos with scorpion-like tails.

Scorpoon aka Scorpion Baboon

AC14 Dex9~16 5+1HD~9+1HD %liar:99 #1d100

Attacks: 2 claws d8~3d6, bite d6~2d8, sting d2~d6+venom (potency = HD)

Def: Immune to fear

1' tall per HD, with bright green fur, tan-yellow belly and tail, and blood-red fangs, claws, and eyes. Genetically engineered scorpion-tailed baboon warriors, they have long-since broken free of their master and now running wild and in packs. Nearly as intelligent as Humans. Will eat anything they catch.

Screamer

AC17 Dex8~18 3+1HD~5+1HD %liar:85 #1d6

wandering, or #1d12 lair

Attacks: Wail causes paralysis; then fear (save vs. both)

Def: Undead immunities

Wraith-like being that moans and wails. Does not drain levels, but forces a save vs. paralysis, then a save vs. fear. Often serves as a guardian for treasure.

Screaming Scarlet Ichies

HD: varies by cloud AC: varies by cloud Speed:

varies by cloud DEX: varies by cloud Number:

varies by cloud Size: 20' - 120' cloud worth

Attacks: see Notes **Looks:** Appearing as a cloud of bright scarlet, it is actually a mass of gnat sized, little winged bugs. **Notes:** They are attracted to anything warm (like body heat), and will settle all over a person just to feel that warmth. They secrete a liquid that causes all living things to break out immediately in a flame-red rash and commence to scratch. Those so afflicted will be -3 to hit or defend until the liquid is neutralized. Neutralization takes a pint of holy water and a Neutralize Poison per each square foot of skin that is affected. Note also, it will seep through chainmail and the like in 6

rounds, and, once on, will be effective for d10 days before wearing off. There is a 10% chance for each person that they will have a nervous reaction to the liquid, and it will become fatal poison that causes blindness in d10 minutes and death in 10d10 minutes.

Sea Amazon aka Floating Femazon

15AC 11+20DEX 1+16HD %liar:40 #8d10

Attk: A 2d6 trident or a net can attack up to 8HD worth of foes (save vs entanglement).

Def: +1d vs magic.

SP: +1d to hear.

These blue-skinned, 6' to 7' and up statuesque beauties of sea and river are 40% likely to beserk if they join a battle. They love a good drink. statuesque female warriors with pale green skin and deep green hair, eyes, and lips. Extremely quick and strong, capable of staying submerged for 8+ minutes. They don't hate men, but view most as inferior. Usually armed with a trident and net. Occasionally uses a weirdly-shaped longbow or scimitar. They are great adventurers and seafarers, friendly with sea elves but disdainful of land elves.

Shadow Dragon AKA Night Drake

DRAGON,SHADOW (NIGHT DRAGON) HD: always 13+1

dice AC: 2+7 Speed: 36" air, 18" ground DEX:

13 - 18 % Liar: 65% Number: always solitary

Immunities: 100% life drain proof, fear,

confusion, cold, acid, and poison **Attacks:** 2

claws (2d8 each and rot at 1 point per turn

thereafter), 1 breathe of black roiling fog

Looks/Dress: This is a dragon of black

shifting shadows with eyes of weird prismatic

light. **Notes:** Its claw attacks cause rot

at 1 point per turn after the initial

hit. Cure Disease and Heal Heavy are the

only things that will stop the rot. The fog

that it breathes kills, with no check, all of

4 dice and below, and blasts 13 life

levels to all others (divided among the

targets). Those it looks at are confused

for d10 turns (a check is still one turn). It

can use up to 8th level magik (8 - 7 - 6 -

5 - 4 - 3 - 2 - 1). It can regenerate

at 3 points a turn from all but energy

(techno) attacks. This dragon is Neutral and

Chaotic only (50/50). This dragon can

teleport thrice daily.

Shadow Titan

SHADOW TITANSHD: as Titans AC: 4 Speed: 15

DEX: as Titans % Liar: as Titans Number: d12

Immunities: impervious to all but magik

weapons 247Timothy Schaefer (order #5257304)

Attacks: like a Blue Wraith **Looks/Dress:** These

are titans, through great necromancy, turned

to shadows. **Notes:** They still know their

magik. Shadow Titans are usually Amoral or

Chaotic Evil. They hate all life.

Shaggy AC13 Dex12~18 2+1HD~3+1HD %liar:45

#1d10 wandering, or #3d10 lair

Attacks: a bound, adheres and drains 1 level/round

Pale purple, tribble-like creature that coos pleasantly. Lacks head, eyes, or limbs. Adheres with powerful glue-like secretion, then drains one level per round while attached.

SHAMBLER

HD: 8 to 15 AC: 8 Speed: 3 DEX: N/A % Liar:

N/A Number: d3 Immunities: N/A Attacks: see

Notes Looks/Dress: A Shambler is a lumpy, gooey, mound of matter resembling a pile of earth or trash. Notes: This creature sticks to whatever hits it like glue.

Victims have a 10% chance of escape.

It then dissolves its prey at d12 per melee turn.

Shimmer Shifter

AC19 Dex12~22 4+1HD~8+1HD %liar:90 #2d10 (1d10 wandering)

Attacks: Disruption blast 4d8+stun (d6rnds, 90' range x 3' wide).

Doom: Each round, there is a cumulative 10% chance that foes get disorientated, unable to fight for d10 rnds.

Def: 100% immune to fire/heat/light-based attacks. ¼ damage from lightning. +5 vs all magic.

Weak: Double damage from cold.

Special: Dazzles foes within 10' (-1 attack/defense, 10%/turn dizzy chance for d10 turns).

A shimmering 5'x3' distortion in air is all that is ever seen of this creature, as it dissolves upon death.

Shockbones aka Lightning Bones

AC14 Dex16~19 3HD %liar:50 #4d12

Attacks: 2 hands 1d6; if both hit, bite 1d8 or may self-destruct for 2d10

Def: Immune to turning (not undead) and certain other spells.

Electrically animated skeletons wired together from slain bodies, wires hidden with chalk. It glows with an electric aura. Not undead, not alive, and not magical, thus immune to all clerical and detection spells. If both attacks hit, they grapple and may self-destruct in a 5' lightning blast. Created as a practical joke by the mad Techno "Dirty Harry," they've humiliated many overconfident Clerics. When Detect Life or Detect Undead is used, they come up zero! Detect Magik and the like also draws a blank, since these things are technological constructs. Man, you should see those Clerics trying to figure out why their "turn away undeads" don't work!

Shydra aka Golem's golem

SHYDRASHD: 8+1 per body AC: 2+5 Speed: 12" - 15" DEX: 16 - 18 % Liar: N/A Number: usually 1

Immunities: 100% charm, fear, sleep, poison, venom, life level blasting, life level draining, sonics, and confusion

Attacks: 1 spell and 6 attacks for 2d8 each plus by weapon type per body per turn

Looks/Dress: A Shydra is 10' long for each body it has (5 bodies = 50' length). It is Hydra bodied, with "Shiva like" upper bodies in lieu of heads. It is made all of gleaming bronze, with eyes of real flame: the golem's golem! Notes: If it moves over a victim, it crushes for 4d6 for each body of the Shydra. It uses magik equal to the Mage who "loaded" it. Each body may store 3 spells.

Silver Slime

SILVER SLIMEHD: 5+1 to 20+1 AC: 2+2 Speed: 10"

DEX: 17 - 20 Number: d4 Size: 2' in diameter and 1" thickness per each HD

Attacks: It only needs 1 touch or envelopment to cause 3d12 points of damage per melee turn.

Looks: Silver Slime appears to be like a pool of liquid mercury or quicksilver. Notes:

It affects flesh only, and lightning or electricity add to its HD on a 1 for 1 basis!

It senses its victims by body heat, and can thus be fooled by a wall of ice or its like.

It is 100% immune to fire and cold, and chops and cuts just splash through it harmlessly. However, paralysis and stoning do 6d6 damage to it, and sonics scatter, but do not hurt it.

Silver Slinth

SILVER SLYTHHD: 15 dice per 50' (no maximum)

AC: 2+5 (cilia), 2+1 (face), 2+1 (body) Speed:

6" per 50' DEX: 3 - 5 % Liar: N/A Number: 1

Immunities: 100% poison/venom, fear, paralysis, and charm proof Attacks: 8 - 16 cilia (d12 per 50') and 1 bite (5d6 per 50')

Looks/Dress: The Silver Slyth is a 50' to 300' long pulsing tube with 15' - 45' cilia

covering all of it - Yarg! Notes: It never

tires. It can rear up 3/4 its own length without support, 7/8 with. It can attack up

to 1 target per cilia each turn. The cilia paralyze all, but Hobbits. All eaten are dissolved in 2d10 melee turns. It regenerates

at 2 per turn per 50' in length. It tracks warm blooded beings first. It takes eighth

damage from slimes and acids. Cuts and chops

do quarter damage. It is extremely rare, and feeds continually.

Skaith Hound aka Hound of Skaith

AC17 13-18DEX 1-8HD #d8+2 wandering, #d10+5 lair.

Attk d6 berserker bite.

Long, lean-faced hounds with yellow eyes and temperaments to match the alignment of their masters.

Skyray

AC14 Dex8~18 3+1HD~5+1HD %liar:10 #6d4 (2d4 wandering) *flies*

Attacks: Tail slash d8~3d6+[HD]d6 venom (paralyzing).

Doom: May go kamikaze to spread spores.

Def: Fungal mind is 100% immune to charms, sleep, paralysis, confusion, fear.

Special: Radar-eye (+4 to attacks). On death, creates a spore cloud (30' diameter; hosts die within 3 months as they host a new ray).

Blue-grey manta-shaped fungoid with a wickedly barbed tail and one golden,

pupil-less "eye". Its eye is really a form of radar.

SKY SCORPION

HD: 5+1 to 10+1 AC: 2+2 Speed: 15" to 18" DEX: 9 - 12 % Liar: N/A Number: d4 Immunities: 50% magik resistant; 100% fear, confusion, and acid proof Attacks: 2 claws (d8 to 2d8), 1 bite (d4 to d8), sting is "A.O.9" (d3 points) Looks/Dress: A Sky Scorpion is a golden scorpion with silver claws, stinger, and jaws. It also has an extra pair of legs, and the stinger tail is forked with two stingers. It can move in the air as if on land. It has space proof armor, and is 10' to 18' long. Notes: Lightning regenerates it point for point. It is intelligent. "A.O.9" is a manufactured chemical that causes all injected with it to lose their natural immunities! Thus, their own stomach acid or other internal goodies would slay them; very horribly, I might add!

Skorpadillo see Scorpadillo

Sluggoth

AC11(AC14 head) 9-12DEX 3-8HD #d12
Attk: Hypno-charm or d6 5' fuming, green acid spit or d3 to d6 bit that also drains d3 levels.

Pasty white maggoty, sluggish bodies with beautiful/handsome human heads with long flowing hair and voices like melodious songbirds. Smell of rotten fish. Commonly command as many giant vermin as they have HD, such as great leeches. Save as lesser demons due to their ancestry.

Snow Ape aka Frigid Embrace of Death

AC16 Dex7~14 5HD~7HD #1d6 wandering, 2d10 lair
Attacks: 2 claws 1d6, bite 1d10; if both claws hit, freezing hug 3d6+1CONdmg freeze
Def: 100% immune to cold

A white-furred ape resembling a yeti. On two claw hits in a round, it initiates a bear-hug dealing 3d6 damage and draining 1 CON. Lost CON returns only in warm climates. Victims slain by the hug may only be resurrected 10% of the time.

Snow Maggoth

SNOW MAGGOTH HD: 12+1 to 36+1 AC: 4 Speed: 18" DEX: varies % Liar: N/A Number: usually solitary Immunities: 100% cold proof Attacks: 1 bite (4d12), 1 butt (d12) Looks/Dress: The Snow Maggoth is a huge, white furred slug, which looks like a snow bank when still. It is usually 5' long per hit dice, thus a 36 dice one is 180' long! Notes: It spits (instead of bites) a liquid that freezes all it hits solid. It spits on a roll of 1 - 4 on 2d6. If the check is made, the victim takes 3d10 points. If the Snow Maggoth rolls 2 more than needed to hit, it swallows the victim. Those swallowed dissolve at 2d10 points per melee turn.

Snow Snake

SNOW SNAKES HD: 5 + 1 to 8+1 AC: 3 Speed: 10" DEX: 8 - 13 % Liar: N/A Number: d8 Immunities: 100% to cold and paralysis Attacks: 1 bite (d4 to d8); venom (3d12 cold damage); constriction (2d10) Looks/Dress: Snow Snakes are pale, translucent, blue-white snakes that look like icicles. Notes: If a poison check is failed, victim is frozen solid. They are Neutral (10%) and Chaotic (90%).

Snow Spider

HD: 1+1 to 8+1 AC: 4 Speed: 9" to 18" per turn depending on size DEX: 15 - 20 Number: d20 Size: dog to horse sized Attacks: They use 2 legs for d4 to d10 each and 1 bite for identical damage plus a venom that does damage equal to twice their own HD and causes permanent blindness. If a save versus poison is made, then the blindness lasts only d10 minutes. Looks: Furry white and tarantula like, Snow Spiders have real blue star sapphires for eyes (8) worth 100 GS per each HD in size each. Notes: These spiders are nearly invisible on the snow, and tend to dig burrows in the snow and leap out at passers-by. They are 100% cold resistant, and cannot be stoned by any means. Fire does double damage.

Snow Spirit

SNOW GHOST HD: 5+1 to 8 + 1 AC: 2+2 Speed: 33" (fly) DEX: varies % Liar: N/A Number: d8 Immunities: 100% cold, stoning, paralysis, fear, and confusion proof Attacks: 3 per turn; 2 claws (d6 to d12 each) and 1 breathe (see Notes) Looks/Dress: Snow Ghosts are man shaped little snowstorms that wail and moan. Notes: This creature's cold, howling breath forms a cone 18' long by 6' wide that does 2d8 to 5d8 points of cold damage.

Snow Tiger aka White Snow Ice Tiger

WHITE SNOW (ICE)TIGERSHD: 5+1 to 8+1 AC: 3 or 2 Speed: 15" (20" charge) DEX: 12 - 15 % Liar: N/A Number: d2 Immunities: 100% cold and paralysis proof Attacks: 2 claws (2d4 to 2d10 each), 1 bite (if one or more claws hit) for 2d8 to 5d4 Looks/Dress: White Snow Tigers look like large tigers with translucent blue claws and fangs and blue sapphire eyes. Notes: They have a +5 check versus fear and confusion. Fire and heat does double damage. Because they dislike heat, they are never found in climates with temperatures over 40 degrees. Since their fur is so protective from cold, it is very valuable. There is a 25% chance of a 4 claw attack

Space Scorpion aka Sky Scorpion

SKY SCORPION HD: 5+1 to 10+1 AC: 2+2 Speed: 15" to 18" DEX: 9 - 12 % Liar: N/A Number: d4 Immunities: 50% magik resistant; 100% fear, confusion, and acid proof Attacks: 2 claws (d8 to 2d8), 1 bite (d4 to d8), sting is "A.O.9" (d3 points) Looks/Dress: A Sky Scorpion is a golden scorpion with silver claws, stinger, and jaws. It also has an extra pair of legs, and the stinger tail is forked with two stingers. It can move in the air as if on land. It has space proof armor, and is 10'

to 18' long. Notes: Lightning regenerates it point for point. It is intelligent. "A.O.9" is a manufactured chemical that causes all injected with it to lose their natural immunities! Thus, their own stomach acid or other internal goodies would slay them; very horribly, I might add!

Spiga aka Spiga-spider

AC17~24 Dex18~24 5+1HD~24+1HD %liar:95 #1d4, 1d2 wandering

Attacks: Two leg strikes d4~3d12 and a bite d6~4d12+paralyzing venom (½ HD in damage), or web cone (25-90' long x 15-45' wide, holds up to its HDx1.5), or a spit HDd6 acid.

Def: 100% immune to lightning/fire/poison/venom/paralysis. 50% magic resistance.

Weak: +50% damage from cold.

Giant, metallic silver/gold/blue armored spiders. Cruel, intelligent, and hate humans.

Spinthaak

CINTHAAC HD: 3+1 to 5+1 AC: 2 (spines), 6 (body) Speed: 5" (ground), 3" (water) DEX: 6 - 10 % Liar: N/A Number: d4 Immunities: N/A Attacks: see Notes Looks/Dress: A Spinthaak is a giant, land, spiny urchin that can make chameleon like color changes. It is 7' to 10' long. Notes: It can fire 2d10 spines (like a light bolt thrower) directionally or randomly (120 spines total) at will. It's a timid and shy creature.

Starbeast

STAR BEAST HD: 9 AC: 2 (arms), 5 (body), 7 (eye) Speed: 12" DEX: 18 % Liar: 35% Number: 2d12 Immunities: 100% fear, charm, and confusion proof Attacks: d6 per tentacle Looks/Dress: A Star Beast has 6 tentacles, a fanged mouth, and a bright metallic red surface. It has a single huge, golden, glaring eye. Notes: Tends to drool, snarl, and make sounds like hungry baby animals (think puppies and kittens).

Starspider aka starspyder

STAR CYDERHD: 20 AC: 2+4 (arms), 2+2 (body), 7 (eye) Speed: teleports only DEX: 17 - 20 % Liar: unknown Number: always alone Immunities: 100% fear, confusion, poison, sonics, sleep, cold, and charm. Attacks: 1 psychic charm person, 4d6 arms (d12 on impact and 2d8 per turn thereafter of constriction) Looks/Dress: The Star Spyder looks like a bright light that makes observation difficult. Notes: It absorbs energy from mass conversion which regenerates it at a 2 for 1 rate. When in danger of being killed, it teleports away. This creature is so rare as to be only a dim legend. The constriction comes with continuous suction (reverse cyclone) each turn. All under 3+1 HD cannot resist it. Those seized are dragged under its mouth, where the victim's body is consumed by radiation and heat in 2 melee turns. Those killed in this manner are 100% irrecoverable.

Stingwings

Stinkbug

STINK BUG HD: 4+1 AC: 7 Speed: 6" (ground), 10" (air) DEX: 4 - 7 % Liar: N/A Number: 3d10 Immunities: N/A Attacks: 1 claw (d3), 1 bite (d4) Looks/Dress: The Stink Bug is a big, squashy looking, pallid white bug. Notes: If provoked, it puts out a 60' cloud of stink (4 dice - pass out, 8 dice - run!). It's meat tastes so bad, even Demons won't eat it: yuck!

Stormbird

STORM BIRD SHD: 5+1 to 9+1 AC: 5 Speed: 48" (fly), 96" (dive) DEX: 8 - 14 % Liar: N/A Number: usually a mated pair Immunities: 100% lightning, half damage from sonic and cold Attacks: 2 wing buffets (d6 to d12), 2 claws (d8 to 2d8), 1 beak (d12 to 2d12), electrical damage (d10 to 5d10) Looks/Dress: Storm Birds are like brilliant blue eagles with electric blue feathers. Notes: They can fan a wind like a Djinn at double the Djinn wind's strength.

STIRGE BEAR aka Stirge-owlbear

CREATED BY: DAVE HARGRAVE HIT ARMOR DICE (3-5) D8+ 1 CLASS MOVE FLY SWIM 6 15 ALIGNMENT: CHAOTIC FOUND I N: TYPE : M I SCCELLANEOUS IQ RANGE 2D4 DEXT RANGE 2D6+6 DUNGEONS, OUTDOORS, RIVERS, SWAMPS, CI TI ES NUMBER PROBABILITY OF TREASURE AND TYPE LAIR (50%) 1D12+2 100% C + 1000 GP +1 MAGIC WANDER I NG 1 D8 20% c ATTACKS : 1 BITE 1D3 PLUS BLOOD DRAIN 2 CLAW& 1D6 1 HUG, 508 DESCRIPTION: OWL BEAR BODIES WITH STIRGE HEADS. WILL STRIKE WITH CLAWS UNTIL HUG IS OBTAINED (ON 18+), THEN WILL BITE AND DRAIN BLOOD.

SUCCUBUS

CREATED BY: DAVE HARGRAVE HIT D1 CE (2-8 1 D8+ 1 ARMOR CLASS MOVE FLY SW 8 9 AL I GNMENT : CHAOT I C FOUND IN: ANYWHERE NUMBER PROBAB TYPE: DEMON, MINOR M IQ RANGE 1D6+12 DEXT . RANGE 2D6+6 LITY OF TREASURE AND TYPE LAIR (50%) WANDER I NG 1 D4 1 100% 100% ATTACKS : 1 SPELL, CHARM PERSON 1 SUCK, 1 ENERGY LEVEL B + 2*GEMS JEWELRY 2 WEAPONS (USUALLY DAGGER +2), 1D4+2 DESCRIPTION: INVUNERABLE TO ALL BUT MAGIC, MAGIC WEAPONS, AND SILVER. LOOKS LIKE THE BELOVED (NOT PRESENT) OR SUCCUBUS SEE IT. CAN STRIKE WITH BOTH WEAPONS ON THE SANE TURN. IT CAN ONLY SUCK AN ENERGY LEVEL FROM A COMPLIANT (I.E. CHARMED) PERSON.

Sunbear

SUN BEAR HD: 4+1 to 8+1 AC: 4 Speed: 12" per turn (16" charge) DEX: 7 - 11 % Liar: N/A Number: d8 Immunities: 100% fire proof Attacks: 2 claws (d6 to d12), 1 bite (d8 to 2d8), body heat (d8) Looks/Dress: The Sun Bear is a giant copper-gold Kodiak bear, with brilliant yellow-gold stomach and gold claws. Notes: Its saliva causes victims to burst into flame for d8 points per turn. Cure Disease and Cure Serious Wounds are the only methods to extinguish it.

Sun Devil aka Firelizard, Fire Drake, or Charizard

AC14 Dex18 3+2HD~4+2HD %liar:50 #1d6 wandering, or #3d6 lair flies

Attacks: 2 claws 1d4; bite 1d8+fire venom

Def: Immune to fire

Winged lizard 8' long with 8½' wingspan, usually a bright metallic color. Its bite injects a venom that causes the victim to burst into flame after 3 rounds, dealing damage each round equal to the Sun Devil's HD until cured by *Cure Disease*. Will attack Wind Devils on sight.

Sun Dragon AKA Hell Dragon

DRAGON, SUN (HELL DRAGON) HD: 12+1 to 15+1 AC: 2+5 Speed: 36" air, 18" ground (48" / 24" at charge) DEX: 14 - 19 % Liar: 50% Number: usually solitary Immunities: 100% fire, disintegrate, paralysis, and lightning proof Attacks: 2 claws for d8 to 2d8 points plus 1 bite for 4d6 to 3d12 points or 1 breath Looks/Dress: The Sun Dragon is a dragon all of golden-white flames with eyes of brilliant white light (usually blinding). Notes: This dragon can use its breathe weapon of napalm like liquid 3 times a day. It does 4d12 points of damage initially plus d12 per melee turn until it burns out (1 melee turn per 2 hit dice). Only a smothering effect will put it out (reignites in the air). Its eyes can flash cones of blinding light every other melee turn (90' long x 10' diameter each) that blinds for d10 melee turns. Cold does 50% more hurt, and sonics do double damage. On average, these dragons are Lawful 70%, Neutral 29%, and Chaotic 1% of the time. They can use up to 4th level magik (5 - 4 - 3 - 2).

Swamp Slime

AC15 Dex9 7+1HD~9+1HD %liar:- #1d3

Attacks: Touch 8d6 acid dmg (also ingests material)

Def: Immune to fire, lightning, paralysis, and mind-affecting effects

Vulnerable: takes +1 extra dmg per die from cold sources

Looks like gooey mud or wet ground.

Corrodes metal rapidly while ingesting it.

Swamp Thing

AC12 Dex12~18 6+1HD~8+1HD %liar:10 #1d8+1 (1d6 wandering)

Attacks: Hug 2d6 crush+4d6 acid.

Def: 100% immune to normal weapons, paralysis, cuts/gashes. Only harmed by magic weapons/spells to which no strength bonuses apply.

An eight-foot-tall, vaguely man-shaped mass of stinking swamp muck. Its boneless body seals wounds instantly, rendering slashes and blunt trauma useless. Acid oozes from its entire form-monks and grapplers beware! No nerves to stun, no bones to break, no skin to bruise.

SWORD BIRD SHD: 1+1 to 4+1 AC: 7 Speed: 24" air/3" ground DEX: 16 - 19 Number: d20 Size: giant hummingbird Attacks: Sword Birds attack with 1 beak slash (75% chance) for d4 to d10 or 1 beak stab (25% chance) for d6 to d12 (see notes). Looks: They resemble nothing so much as brightly plumaged giant hummingbirds with silver beaks and a single purple eye. Notes: These birds live on

blood, so each time a stab goes home, it will drain either 1 or 2 like levels (depending on its size). These little nasties are 100% immune to all sonic attacks, and cannot be paralyzed or "slowed" by any means. However, they can be friendly if offered fresh blood and treated with respect. After all, they have an Intelligence range of 9 - 14. Pixies and even Brownies have been known to ride these birds (up to 30 pound carry capacity) occasionally.

Tavereen

TA'VREEN HD: 3+1 to 7+1 AC: 8 Speed: 6" DEX: varies % Liar: 95% Number: d20 Immunities: N/A Attacks: by weapon type only Looks/Dress: Ta'vereen look like tall (6' to 7'), blue skinned, hairless Humans. Notes: They are aliens from another dimension. They are totally impervious to this dimension's magik, and each has technological weapons (favoring blasters). They hate Thaelastra.

Teng aka Teng Swarm

AC15+5 Dex20 1HP #10d20

Attacks: d% of them will attack the first target, then d% of the remainder will attack a second target, with biggest targets hit first with kamikaze heavy crossbow bolts (1d8 damage per hit, self-destruct on impact).

Def: 100% immune to fear.

Weak: Smoke causes confusion/torpor.

4-7" black arrowhead beetles with snapped wings. They fling themselves toward any warm or moving target, attacking like living crossbow bolts (heavy) and destroying themselves on impact.

Telerose

TELEPORT ROSE HD: 6+1 to 8+1 AC: 2+2 Speed: non-mobile DEX: varies % Liar: 90% Number: usually solitary Immunities: N/A Attacks: thorns (d8) Looks/Dress: The Teleport Rose is a 5' tall, very intelligent, black rose. Notes: The thorns can be fired up to 20' away. They have the ability to teleport any person or object to anywhere up to 300 miles. It is a magikal creation usually conjured by a magik user for a special reason.

Thermite aka Thermite Termite

AC16~17 Dex12~16 5+1HD~9+1HD %liar:50 #3d12

Attacks: Bite 3d6~3d12+1d12 fire, touch 1d8 fire (passive).

Def: 100% immune to lightning/fire.

Weak: Double damage from cold.

Glowing red-hot warrior termites (reddish-yellow) that bore through rock at 1"/minute. Their mere touch burns.

Thaelastra

THAELASTRAHD: 1+1 to ??? AC: 8 (but wears a jumpsuit AC 5 equivalent) Speed: 8"/turn DEX: 13 - 18 % Liar: 65% Number: 2 to 120 (never alone) Immunities: 100% confusion Attacks: 1 per turn with technological weapon Looks/Dress: Thaelastra are 7' tall, hairless, milky skinned humanoids, with green double pupiled eyes and Buddha like ears. Notes: They were alien slavers, formerly

starfaring and now stranded. The Thaelastra use "tangles", which project 10' wide, double strength webs out to 60'. They also use lasers that do 40 points of damage out to 100 yards. They do not believe in magik, and so vivisect all captured Mages to look for their "hidden technological devices".

Thael-thrall

THRALLSHD: varies AC: varies Speed: varies DEX: varies % Liar: varies Number: 2 - 120 Immunities: N/A Attacks: varies Looks/Dress: varies Notes: They are the trained bodyguards and gladiators of the Thaelastra. They can be anyone. Used to hunt down the alien's quarry, they wear a gold "Collar of Obedience" that will strangle it's wearer upon the alien's command.

Throon aka Tetra-goons

AC14~16 Dex10~17 4+1HD~9+1HD %liar:35 #1d100 Attacks: Four weapon strikes d10~2d10 per turn, or grapple+bite d6~d10. Def: 100% immune to fear.

Blue-black, four-armed humanoids (8-12' tall) with yellow eyes. Wear dragon-hide belts and yellow loin wraps. Fierce nomadic warriors with unmatched tenacity; excel only in warfare (low intelligence otherwise). Eat captives.

TARAKKHD: 3+1 to 9+1 AC: 3 Speed: 9" (12" charge) DEX: 7 - 14 Number: d6 Size: same as giant horned lizard Attacks: Tarakk attack with 2 claws for d4 to d12 each, 1 bite for d12 to 3d12, or 1 breath of fire (a cone 30' to 90' long and 5' to 15' wide) that is equal in damage to its own hit dice. Once per day, it can "shoot" its 6d10 spearhead sized/shaped spiny scales in all directions, each hitting like a light catapult shot. Looks: A cross between a dragon and a giant horned toad (lizard), it is wingless, and can change color like a chameleon. Notes: They are 100% fireproof, and not very Intelligent (3 to 8). Their favorite food is horseflesh. Its fiery breath is usable 4 times daily, but only every 3rd melee turn. They are known to lie 50% of the time.

Thorgcat

THORG HD: 4+1 to 8+1 AC: 6 Speed: 12" (18" on charge) DEX: 10 - 16 % Liar: N/A Number: d10 Immunities: N/A Attacks: 1 bite (d10 to 2d8), 4 claws (d6 to d12) Looks/Dress: Thorg are a golden, 6 legged, cross between lions and tigers. Notes: They can pursue prey at a steady run for 4 - 8 hours. They are Lawful (40%) and Neutral (60%).

Thrall aka Thaelestrathrall

THRALLSHD: varies AC: varies Speed: varies DEX: varies % Liar: varies Number: 2 - 120 Immunities: N/A Attacks: varies Looks/Dress: varies Notes: They are the trained bodyguards and gladiators of the Thaelastra. They can be anyone. Used to hunt down the alien's quarry, they wear a gold "Collar of Obedience" that will strangle it's wearer upon the alien's command.

Three-headed Rainbow Dragon AKA Tri-dragon aka Blue Headed Dragon
DRAGON, RAINBOW (TRI-DRAGON, BLUE HEADED DRAGON)
HD: 9 to 12 AC: 2 to 2+2 Speed: 10" to 20" (air). 12" to 24" (ground) DEX: 13 - 15 % Liar: 75% Number: mated pair (d4 possible offspring) Immunities: N/A Attacks: 2 claws (d4 to d8), 3 bites (3d6 to 3d10), or breaths Looks/Dress: The Rainbow Dragon has a red body, white stripes, and 3 blue heads. Notes: Each head can shoot one dragon breathe each of cold, fire, and electricity per day. They can shoot 1 spell per head per every 5 minutes (up to 4th level of which it can memorize 4 per level). It can bite, breathe, or cast spells from each head but all three must do the same thing! They can talk any and all languages they desire. They like Elves and are usually Chaotic.

Throon aka Fanged Nomads

THROONHD: 4+1 to 9+1 AC: 5 to 3 Speed: 12"/turn (18"/turn charge) DEX: 10 - 17 % Liar: 35% Number: d100 Immunities: 100% fear Attacks: 4 per turn (d10 to 2d10), by weapon type Looks/Dress: Throon are blue-black, four armed, fang mouthed humanoids standing 8' to 12' tall, with yellow eyes. They wear yellow loin wrappings and cross chest belts of dragon hide with silver studs. Notes: These beings are fierce nomadic warriors with low intelligence in every area excepting warfare, in which they are excelled only by Phraints and Saurigs. While crude at tactics, Throon have tenacity and ferocity unsurpassed. They usually eat captives. If it grapples, it can bite for d6 to d10.

Thruuk aka Handy Bears

THRUUK HD: 4 + 1 to 7 + 2 AC: 6 Speed: 7" DEX: 7 - 12 % Liar: 10% Number: 3d12 Immunities: 100% to all Arduin based magik Attacks: by weapon type plus d10 damage bonus from strength Looks/Dress: Thruuk resemble bears with hands. They dress as Ta'vereen. Notes: They were the convict slave labor of the Ta'vereen until they escaped. They hate them! Impervious to this dimension's magik, each one has technological weapons.

Thunderbug aka Bang Beetle

THUNDER BUG (BANG BEETLE) HD: 1 hit AC: 9 Speed: 8" (air), 3" (ground) DEX: 6 - 9 % Liar: N/A Number: 20 to 500. Immunities: N/A Attacks: as for Sun Bugs, but does 3+1 dice electrical shock to persons hitting it only Looks/Dress: Thunder Bug look like Sun Bugs, but have a bright blue color with yellow wings. Notes: This insect is very similar to the Sun Bug in most aspects.

THUNDER DRUMMERS

HD: 7+1 to 12+1 AC: 3 (tough old wood) Speed: non-mobile DEX: % Liar: N/A Number: 6d6 Immunities: N/A Attacks: d12 times per turn per tree (d6 to 2d6 each hit) Looks/Dress: Thunder Drummers appear as a grove of banyan like trees, usually in a group of 8 - 16 in a circle with a 20' - 20' clearing. Notes: Their

name is derived from the sound of their attack. They attack all in the clearing.

Thunderbunny aka Thunderlope

AC13 Dex20~28 1+1HD~2+1HD %liar:100 #100d100

Attacks: Two 1d4 kicks, bite d3+disease (in d3 turns dizziness, blurred vision, -3 to all attributes).

Def: 100% immune to fear/confusion.

Foaming-mouthed, roaring jackrabbits that move in loud herds. Their passing sounds like distant thunder.

Trelve

TRELVESHD: as for Elves AC: 4 Speed: as for Elves DEX: 16+ % Liar: as for Elves Number: as for Elves Immunities: as for Elves Attacks: 1 Javelin of Lightning, 1 Winged Javelin, or 1 weapon type (usually a scimitar) Looks/Dress: Trelves are dull silver grey humanoids, with metallic blue, pupilless eyes. They stand 6' to 7' tall. Notes: They wear winged helms, and use Javelins of Lightning and Winged Javelins (heavy but can reach any range at 72" per turn and return! +1/+1). They hate all Humans. They are Elves of an alternate universe, and are Chaotic Evil.

Triclopean Ape aka Desert Ape AC14 Dex12 4~8HD #2d20-lair #2d10-wandering 30%liar
Attacks: a d8 club and a 3rd-eye glare that forces a check vs entrancement.

Trivern

AC17 Dex10~15 9+1HD~12+1HD %liar:75 #1d6

Attacks: Three 4d6 bites, one 3d6 kick (every other turn), three stings d10+8d6 venom.

Def: Takes ½ damage from non-edged weapons, even magic ones.

Special: Loses one head/tail pair per 1/3 HP lost.

A bright blue three-headed wyvern with three stinger tails (each head controls one tail, and the loss of a head stops that tail).

Trog aka Trogre

AC15 Dex8~18 4+1HD~6+1HD %liar:30 #4d4 lair, 2d6 wandering

Attacks: Club 1d16

Def: Regenerates 1hp/round

A troll-ogre crossbreed. Regenerates at half the rate of a normal troll. Vulnerable to fire and acid as per standard regeneration rules.

Tumble Tangle

AC15 Dex8~18 1+2HD %liar:- #10d12

Attacks: Strangle 1d8+entangled+suffocation; then absorbs 1d4 flesh/min

Def: Immune to fire

Looks like a tumbleweed and often travels in clusters. In high wind, it can move up to 20". In low/no wind, it moves at 6". On the first melee round, it attempts to entangle the target, pinning weapons. If successful, it strangles the victim, before starting to absorb their flesh. Escape is as per *web* spell (STR 18=2d4 rounds to escape, add in a d4 for each number below 18 your score is).

Tunch

TUNCHHD: 4+1 to 6+1 AC: 6 or 7 Speed: 15" (air), 3" (ground) DEX: 10 - 15 % Liar: 90% Number: 3d12 (8d8 if encountered in a cave) Immunities: 100% to all acids Attacks: 1 special that drops 2 life levels per turn Looks/Dress: A Tunch has a 6' to 9' wingspan. They are just overly large (but thinner proportionately) stirges. They are usually a sick bilious yellow color or a turd brown hue. Notes: The name derives from the sound the beasties beak makes when it penetrates flesh. They have acquired the resistance to acid of 40% - 60%. They are Neutral (75%) and Chaotic (25%).

TUNCH BEARSHD: 3+1 to 5+1 AC: 6 Speed: 5" (ground) DEX: 8 - 11 % Liar: 50% Number: 3 - 15 Immunities: 100% to all acids Attacks: claws as big bear and sucks blood as Tunch Looks/Dress: These beasts are a cross between Tunchs and big bears. Notes: Their blood sucking ability and ferocity make them evil opponents.

Tzikki (ant-folk)

VALPYR

HD: 1 to 10+1 AC: 2+5 Speed: 10" ground/30" air DEX: 18 – 23 Number: d4 Size: 1' tall per HD Attacks: They attack by weapons or 2 claws for d12 to 4d6 (1 life drain each) and 1 bite for d8 to 2d16 (2 life drains). Remember, their mere touch does 2d6 fire damage. They can use magik up to the sixth level at the rate of two spells per level per day. They favor double-headed spears (12' – 20' long) and triple lashes (18' – 30' long), both used single-handed. Looks: Valpyr are silver-grey Balrogs with pale violet flames and eyes as black as space. Notes: They are occasionally accompanied by 4d6 Moondogs. Since they burn in the ethereal and astral planes as along with the normal, they will burn even things that are normally fireproofed!

VAMPUSAHD: 7+1 to 12+1 AC: 2 Speed: 9" ground / 18" air DEX: 16 – 21 Number: d8 Size: average humanoid Attacks: Vampusa have 1 stoning gaze, 2 claws for d8 to d12 with 1 life drain each, and 1 bite for d4 to d8 with 2 life drains. Looks: This creature can have any aspect of normal vampires with the exception of having snakes for hair. Notes: These are nothing more than vampire medusas (usually male). They occasionally have 2d6 Moondogs with them (35% chance), and will almost always have one or two magik items.

Violet Dragon

DRAGON,VIOLETHD: 10 to 18 AC: 2+2 to 2+4 Speed: 12" ground, 30" air DEX: 10 – 15 % Liar: 99.99% Number: d2 (mated pair) Immunities: 100% to fire and lightning Attacks: 2 claws (d6 each) or 1 tail (d12), and 1 breath or 1 bite (4d8) Looks/Dress: Violet Dragons have violet scales and golden red slit pupiled eyes. Their dorsal spine glows brightly when their breath weapons are used. This dragon species is usually 30' – 60' long, with a 60' – 120' wingspan. Notes: The ionized gas they breathe causes magik (all type) to drop (permanently) its value one point each time (i.e. AC 2+2 to 2+1, etc.). They breathe violet, ionized, electrically charged, super heated gasses (half fire – half electrical damage with -2 to checks). They're usually amoral.

Voloessnake

VOLOE HD: 1+1 to 3+1 AC: 6 or 7 Speed: 6" (4" in water) DEX: 11 – 16 % Liar: N/A Number: d2 Immunities: N/A Attacks: 1 bite (d3) plus a poison that is 3 times hit dice size that also blinds (50/50 permanent) Looks/Dress: A Voloe is a pearl grey snake with one golden eye. Notes: They are cunning and evil

Vord aka Vord Falcon

AC14 Dex8~18 5+1HD~7+1HD %liar:30 #1d4 Attacks: 2 claws 1d4+paralysis, 1 beak 1d8

Def: 100% immune to paralysis

Giant falcon, arch-enemy of the golden owls. Night-black with glowing green eyes, beak, and claws. Claws are hollow and deliver a paralytic venom. Creatures lvl 4 and below get no save vs. claw paralysis (Neutralize Poison cures); others save vs. poison.

Vroat aka Allifrog aka Jumping Jaws

AC13~15 Dex9~14 4+1HD~7+1HD %liar:60 #3d8

Attacks: Bite 3d6~3d12.

Def: 100% immune to fear. ½ damage from acid/poison/venom.

Special: Leap up to HD×10' [e.g., 7HD=70'].

Vroats are a mutational cross between giant toads and crocodiles, thus earning the nickname "Jumping Jaws"!

War Wheel aka Mill Wheel, Chaser, or Grindstone

AC15 Dex8~18 5+1HD~8+1HD %liar:20 #2d20 in lair, 1d20 wandering

Attacks: 2 tentacles 1d14, 1 crush d30

Def: Takes ½ dmg from non-magical weapons

A 5-8' high, 2-4' thick wheel-shaped beast weighing HD×1.5 lbs. Each hub has 4 eyes and a 9-15' tentacle. Can move fast in short bursts (1d10 rnds). Sits on downed prey and absorbs them over 10 minutes (tho they are likely already dead from crushing).

Wazoon

AC17 Dex12~20 1+1HD~8+1HD %liar:80 #40d100 (10d20 wandering)

Attacks: Two-handed sword (blade 5-8' long) +1d6~4d6 size bonus.

Def: 100% immune to fear. Easily confused. Special: 75% chance to be drunk (fermented bungleberry juice). Berserker rage when angered.

A 7-9' tall yellow humanoid with purple hair (3 braids), green teeth/nails, and saucer-sized pink pupilless eyes. Never wears armor. Easygoing but hates elves, dislikes clerics, distrusts mages. Loves hobbits and "rassling" ogres/giants/trolls. Hoards gew-gaws and bright stuff.

White Slime

SLIME,WHITE (THE WHITE WITCHES LEGACY) HD: 5+1 to 20 AC: 2+2 Speed: 10" DEX: 5 – 7 % Liar:

N/A Number: 1. Immunities: 100% acid, poison, and venom proof Attacks: see Notes

Looks/Dress: The White Slime appears to be a puddle of what looks like liquid cream-of-wheat. It's 3' across to 20' across. Notes: It dissolves (irrevocably)

4d12 points per turn, and paralyzes (no slow if check is made, but must roll every turn hit). It can extrude d20

pseudopods. The pseudopods are d12' per 5 dice of the White Slime.

WHISPER WASPHD: 1+1 to 3+1 AC: 3 Speed: 36" air/3" ground DEX: 17 – 22 Number: d100 Size: 1' long per HD Attacks: A Whisper Wasp has 1 bite for d3 to d6 points and 1 sting for d4 to d8 plus a venom that causes its victim to fall immediately asleep for 8d12 days.

The venom will affect all up to four times its own HD, and if a save versus poison is made, the victim will still feel drowsy and woozy for d12 melee turns with an attendant -2 on all attacks and defenses for that period. Looks: They are metallic yellow with metallic green body stripes and rainbow-hued wings. Notes: These wasps are so silent that even Elves only have 15% chance of hearing them in flight. They will lay eggs in their victims, which will hatch in 20d6 days, devouring their host body. Kind of like the Tarantula Wasp in our own world.

Windwings AC17 Dex16~19 HD3~7 #d12
Attacks: a d8 boomerang-like charge

Wind Devil aka Wind Lizard or Wind Drake

AC15 Dex8~18 3+2HD~4+2HD %liar:50 #3d6 (1d6 wandering) *flies*

Attacks: Two 1d4 claws, bite 1d8+frost venom (freezes victims solid at 0HP; frozen damage cannot be regenerated).

Def: 100% immune to cold.

Looks like a gold or silver version of a Sun Devil, and is its mutual enemy—attacks on sight. Their bite delivers a venom that, after it reduces anyone to 0HP, freezes them solid. Once frozen, the damage cannot be regenerated.

WINDEGO

HD: 6+1 to 18+1 AC: 2+3 Speed: 32" to 48" depending on size DEX: 17 – 20 Number: 1 Size: 15' tall, 3' wide at its base, and 9' wide at its top per each HD Attacks: It literally envelops its prey, doing 3d6 cold damage, d8 ripping damage, and draining 1 life level per each 6 HD in size. Looks: A black, whirling, twisting mini-tornado, the Windego has two dull red glowing eyes two-thirds of the way up its column. Notes: It is 100% immune to cold, life blasting or draining, or cuts and chops with weapons of less than +3 power. Any form of cold regenerates it on a 1 for 1 basis, and it is 50% magik resistant. The Windego is also 100% immune to any form of psychic attack or probe. It is a form of lesser demon that is seldom seen and even more seldom survived.

Wobra

AC14 Dex14~19 1+1HD~9+1HD %liar:55 #4d12

Attacks: Bite d8+venom (d6×HD damage, delayed 10 mins). Spit (range 3' per HD) blinding venom.

Def: 100% immune to fear.

Special: Flock frenzy (like Air Sharks).

An emerald green winged cobra with ruby red eyes. Flies 12–24"/turn (ground 6"/turn). Found in flocks.

Wraith Dragon

These transparent dragons blast away a level if they hit you with fire. HD: add 2+1 to normal AC: add 2 to normal Speed: 50% faster than other dragons DEX: varies % Liar: varies Number: always solitary Immunities: 75% magik resistance Attacks: 1 breaths as normal dragons except it blasts 1 life level also Looks/Dress: The Wraith Dragon is usually translucent. Notes: This undead dragon is nearly identical to how it was when living, except for the changes noted above.

WRAITH WYVERNHD: 7+1 to 9+1 AC: 2+4 Speed: 12" ground/24" air DEX: 17 – 22 Number: d8 Size: same as other Wyverns Attacks: Wraith Wyverns use 2 wing buffets for d6 to d10 each, 1 kick for d10 to 2d8, 1 bite for 2d8 to 2d12 with 1 life level blasting, and 1 sting if at least two of the other attacks have hit home. The sting does d8 to d12, as well as blasts 2d3 life levels depending on size. Looks: These are translucent, silvery-grey wyverns have stingers that glow like laser rubies. Notes: This creature is the usual mount for some of the more terrible of the greater demons, and even an occasional Valpyr has been encountered astride one.

Wyvergon Wurm aka Wingless Wyvern

AC17+2 Dex9~12 7+1HD~9+1HD %liar:85 #1d8

Attacks: Stone breath (cone 45'×15', save or be stoned) and either (33% chance) a bite 3d6 or two attacks, a butt 2d6 and sting d6dmg+HDd6 venom.

Def: 100% immune to petrification, slow, and paralysis, kicks anyone behind it (2d8, pushed back dmg yards)

A wyvern–gorgon crossbreed. A silver-and-brass colored, chunky, scaled wingless wyvern. Typically first attacks with breath, then has a ½ chance of biting or ½ chance of combining butt and sting. If Dex >13, can engage two foes. Sting does 1d6+[#HD]d6 poison. Will eat petrified prey. Can breathe into Ethereal and Astral Planes.

"X" aka Brainboss

"X" HD: 8+1 AC: 9 (brain), 3 (tentacles) Speed: 18" DEX: varies % Liar: N/A Number: usually solitary Immunities: 100% fear, confusion, and paralysis proof Attacks: 13 tentacles (paralyzes all and crushes for d8) Looks/Dress: This beast is a glowing, blue-green brain with 13 tentacles that floats in the air. It is 6' across, and has 18' tentacles. The tentacles have a 15' reach. Notes: It lives on brain power, life energy, and intelligence. "X" has a permanent anti-magik shell. These creatures have natural missile deflectors (no missiles can hit it). "X" can mind blast (check or die)! If the check roll is made, roll to see if victim becomes feeble-minded. Those it catches it drains of intelligence each turn. It "eats" d3 Intelligence points (permanently) per turn.

X-Ray Beast aka X-ray Hippo or Cyclopeohippo

AC14 Dex2d4 4HD~6HD %liar:30 #1d6 lair, 1d4 wandering

Attacks: X-ray beam, 20', 3d6 radiation dmg (no apparent dmg at first, but HP is lowered and radiation sickness contracted)

Def: 100% immune to fire

A large, gray, hippo-sized and -shaped one-eyed beast. Its eye emits x-rays that deal damage to biologicals and can see through 10' walls. If magical healing is applied within one hour, radiation sickness can be averted, but otherwise Cure Disease will be needed.

YAANTH

HD: 4+1 to 8+1 AC: 5 Speed: 9" land(12" charge)/6" water DEX: 9 - 14 Number: d10 Size: 7' - 10' long Attacks: The Yaanth utilizes 2 claws for d10 to 2d10 each and 1 bite for 2d6 to 4d6 plus a special saliva that causes paralysis in anything up to twice its own HD. Looks: A golden furred cross between a grizzly bear and a giant otter, it has three emerald green eyes and silver claws and fangs. Notes: Its fur is worth about 1,000 GS per each HD in size of the pelt. It is about as intelligent as a 6 year old Human child and just as temperamental.

Yellow Dragon

DRAGON,YELLOWHD: 11 to 15 AC: 2+2 Speed: 15" ground, 20" air DEX: 11 - 17 % Liar: 30% Number: d2 (mated pair) Immunities: N/A Attacks: 2 claws (d4 to d8) and 1 bite (5d6) or breath Looks/Dress: Yellow Dragons are bright yellow with a small nose horn and bright red, pupilless eyes. There is a double row of small "fins" running from head to tail tip. These "fins" glow bright yellow when the dragon uses its breath weapon. Notes: One of Khaas' eastern dragons, these are usually found in wooded mountain areas. They are very rare and very ferocious. It's "breath weapon" is a cloud of yellow gas (60' long by 30' wide and similar to nerve gas) that causes blindness (permanent or d12 melee turns if check is made), vomiting, vertigo, and uncontrollable muscle spasms (resulting in death if saving throw is missed but 3d6 points damage in any case). The dragon can also radiate a magnetic field around itself, deflecting all iron or steel weapons (or all metals affected by magnetism). It can do this thrice daily for 10 melee turns each time. However, it cannot "breathe" while doing so. Usually they are True Lawful. They're spell level use and number are as listed: 3 x 1st level, 2 x 2nd level, 1 x 3rd level.

Yellow Peril see Centiperil

Yeti aka Abominable Snowman

AC16 Dex8~18 4+2HD~6+2HD %liar:40 #1d10 (1d6 wandering)

Attacks: One 1d10 blow, or one 1st/2nd level spell.

Def: 100% immune to cold and fear.

Special: Highly intelligent.

8 to 9' tall with white hair. The Yeti is

very intelligent. Attacks like an ogre, casts spells, and is immune to cold and fear.

Zanth

ZANTH TYPE: ANIMAL CREATED BY: DAVE HARQRAVE
HIT ARMUR DICE (4-7 1 De+ 1 6 12 1 D6 2D6+6
ALIGNMENT: HUNGRY FUUND IN: DUNGEONS,
UUTDUURS. RIVERS, SWAMPS, CITIES LAIR (20%)
201 0 75% c WANDER I NO 1 D8 ATTACKS : NUMBER
PRUBABILITY UF TREASURE AND TYPE 1 BITE, 1D12
DESCR I PT I ON : SIX LEQQED
WULF-KUMUDU-LIZARD.

Zebra Drake AKA Black and White Striped Dragon
DRAGON,BLACK AND WHITE (STRIPED!) HD: 9 to 12
AC: 2+1 Speed: 20" air, 12" ground DEX: 11 -
15 % Liar: 75% Number: usually solitary
Immunities: 75% cold and acid proof; 50% fire
proof Attacks: 2 claws (d4); 1 bite (4d6) or
breath Looks/Dress: This dragon is black and
white striped (like a zebra) with purple,
pupil-less eyes. The tail splits
three-quarters of its length to end in two
separate "ends". Notes: This creature can
breathe 2 cold blasts and 2 acid sprays per
day (breathes 60% of the time). These
dragons take 30% more damage from
thunderbolts. Their favorite food is Hobbits
and Kobolds. This dragon loves to fight from
ambush or from behind cover. They're usually
chaotic evil. They're spell level use and
number are as listed: 3 x 1st level, 2 x 2nd
level, 1 x 3rd or 4th level.

Zip aka Oucher

AC16 Dex32~32 1HP %liar:90 #100d100 (10d10 wandering)

Attacks: Head-on crash 1dmg+suffer -1 AC/-1 to-hit for 1 minute per Zip hit).

Def: 100% immune to fear, poison, venom.

Easily confused/angered.

Special: Swarm acts as single entity.

Attracted to open wine (gets drunk).

Pea-sized day-glow orange bee-like insects.

Swarm sounds like out-of-tune pipe organ. Most creatures flee in terror.

ZOOMER

HD: ½ to 1+2 AC: 6 Speed: 30" DEX: 24 - 35
Number: 4d12 Size: 1' long Attacks: A bite for
d4 HP in damage. Looks: They look like little
brown and white spotted puppies with ears like
jack rabbits, only more floppy, and eyes like
green star sapphires (they're not). Notes:
These little beasties are extremely
friendly, and will follow nearly anyone
around, constantly getting underfoot,
wanting to be scratched and petted,
licking their "friends", whining for
attention, and, above all, moving
constantly around while uttering a sound
exactly like their name: ZOOM! ZOOM! They
are so fast that it's hard to see them clearly
unless they are sitting still (thus they
get a +4 defense against physical
attacks while they are moving). They
are loud and quite the pest, but they
can sniff out silver and gold up to
120' away, and will tremble violently
when within 30' of any kind of undead.

Other DM stuff

Random Encounters

Dungeon level 1(a d12): 1) 2d12 Haggorym 2) a Mindworm, 3) 6d6 Fire Frogs, 4) d100 Lightning Bugs, 5) d6 Thaelastra, 6) 8d4 Coneheads, 7) d10 Groaners, 8) 2d8 Bubblemen, 9) 4d6 Sting Wings, 10) d8 Blue Moons, 11) 3d10 Shaggys

Dungeon level 2 (a d12): 1) 2d8 Phraints, 2) d10 Vroats, 3) d10 Zanth's, 4) d10 Kroans, 5) 3HD Ashang cat, 6) d1000 Teng Swarm, 7) d8 Skyrays, 8) d8 Centiperils, 9) d8 Red Fangs, 10) 2d8 'Nam Soldiers, 11) d3 Lion Men, 12) d10 Wobra snakes

Dungeon level 3 (a d14): 1) 4d4 Night Hounds, 2) d4 Blue Slimes, 3) 2d12 Fuzzy Spheres, 4) d4 Blue Oozes, 5) d8 Throons, 6)1d3 Oronts, 7) a Giant Landopus (3d2 HD), 8) d6 Red Orange Slimes, 9) 2d8 Deodanths, 10) 4d6 Triclopan Apes 11) d4 Dragon snails, 12) 1d3 Argalanthi

Dungeon level 4 (a d12): 1) 4d6 Bubble Men, 2)12d3 Furys, 3) 6d6 Skaith Hounds, 4) a hydra with 1d5+2 heads, 5) a 4d6+4HD dragon, 6) d4 Spigga-spiders, 7) 6d6 Pybras, 8) d4 Air Squids, 9) 2d4 Air Sharks, 10) d4 Moutharms, 11) 2d8 Skorpaddillos, 12) 3d10 Stinkbugs

Traps

Roll a d2 to determine if your players are wandering into a floor or ceiling trap, then roll a d20.And dice that roll a 6 for damage (deal 1d6 for each 5 feet fallen, &c) deal a blow as if they are a crit from the critical hits table.

D20 floor traps

- 1: Drop 10 feet and then hit 7 foot long spikes.
- 2: 10 drop into an emerald ooze (auto envelopes for d10 dmg per round.
- 3: Pool of acid.
- 4: 20 foot fall into 10 foot long steel spears.
- 5: 50 foot long shaft, at end of which is a teleportation portal to... somewhere.
- 6: 1000 foot drop to underground river.
- 7: 1d20+5 foot deep shaft.

- 8: 10' fall into mechanical grinder.
- 9: 10' fall iron molten lava (fatal).
- 10: 10' fall into deep blue ooze (corrodes wood or metal, and does 2d6/turn to flesh).
- 11: Fall 10' into boiling mud.
- 12: 30' greased shoot leads to deep water.
- 13: 20' drop into a giant amoeba (a Moutharm, d4x4 tentacles that do d8 dmg)
- 14: 10' drop into pit full of quicklime.
- 15: Magic floor right over an Ibathene's mouth (6 to 8d10dmg from bites/round).
- 16: Hydraulic lift smashes floor into ceiling.
- 17: Drop 20' into Gold Slime.
- 18: 10' drop into room of monsters.
- 19: 5' drop into a Glaft Ameboid.
- 20: Umpire's special. Anything goes.

D20 ceiling traps

Hazards

GREY GRANULES

Blood grass

Magikal weapon creation table

A d20 can be rolled as many times as needed in order to generate numbers used to determine the plus to hit (and damage if you want to track that separately), the ego, its

Intelligence, &c. The plus is determined by the same rules you use to find Ability Score bonuses. This gives us a few columns in which to put other information.

d100	Type	Property 1	Property 2
01-03	Dagger	Detect Magik	100% cold proof
04-06	Short sword	Detect Life	100% fireproof

07-10	Broads word	Detect Alignment	100% lightning proof
11-13	Rapier	Detect Poison	100% disintegrate proof

surfaces and features of rooms

Each room has a base structure. There is a 1d4th chance that they have some sort of extra material paneled on, specked in, scratched in, etc. Consult the Other Features table below the first for that. Base Composition (usually just the walls) [d12]:

1. [Igneous rock](#): 1) basalt, 2) granite, 3) foidolite, 4) obsidian, 5) porphyry, 6) tachylite, 7) living stone (tough, but can bleed), 8) carved into statuary, which can be pushed to open secret doors.
2. [Sedimentary rock](#): 1) sandstone, 2) limestone, 3) shale, 4) dolomite, 5) silt-stone, 6) fossils, 7) coal, 8) stardust-silt.
3. A prismatic wall or walls: 1) half-way from the PCs' entrance, 2) making a tunnel, 3) bisecting the area vertically from a height of 1d6 feet, 4) running perpendicular or parallel to another prismatic wall, 5) filling the room as a mist or sparkly motes, 6) that forms a few rounds after a PC has entered the space, 7) in front of each exit, including secret ones, 8) making a maze.
4. Meteoric rocks: 1) stacked, 2) built into stonework and radioactive, 3) in a crater this room was built around, 4) as flagstones that may glow.
5. Stonework: 1) dry stone, 2) mortared, 3) simulated by cutting into natural rock, 4) relief-carvings, 5) stacked as to conceal any secret doors 6) just stacked, 7) flagstones that conceal a pit or secret tunnel.
6. Earthen works (prone to cave-ins if ill-built or damaged enough).
7. Metal (may be burnished or rusted): 1) brass, 2) copper, 3) iron, 4) bronze, 5) tin.
8. Jade: 1) blood-red, 2) green, 3) random color.
9. Crystals (random color): 1) giant, 2) 1cm nodules, 3) tiny and sparkly, 4) thick and flat enough to act as transparent panels.
10. Chalcedony (random color of): 1) agate, 2) aventurine, 3) carnelian, 4) chrysoprase, 5) heliotrope, 6) moss agate, 7) chrome, 8) onyx.
11. Futuristic material: 1) plastic (random color, might give off weird gas if burnt), 2) carbon fiber, 3) tension sheets, 4) [pykrete](#), 5) circuit boards, 6) asbestos, 7) red tape.
12. Void: 1) cosmic (if you jump too high, you will float away), 2) darkness left over from the before times, 3) a bottomless pit lies beyond the confines of the floor.

Other Features [d20]:

1. Paneling: 1) Cherry-wood 2), amber, 3) mirrors, 4) wrought metal, 5) pine, 6) plaster.
2. Arrases, Tapestries, or Hanging scroll-paintings: 1) pastoral, 2) apocalyptic, 3) demons, 4) götterdämmerung, 5) creation myth, 6) dungeon history, 7) dungeon clue, 8) faded beyond recognition.
3. Bones on floor or embedded in walls of: 1) elves, 2) men, 3) demihumans, 4) monsters, 5) animals, 6) cryptids.
4. Graffiti: 1) prophecies, 2) faction banter, 3) obscene 4) murder-hobo pictograms.
5. Abandoned attempt by someone to break through a wall or uncover a secret door.
6. Fur: 1) animal hides, 2) [insert animal here]-skin rug, 3) strange (blue fur carpeting everywhere, etc.
7. Filled with: 1) mist, 2) steam, 3) gas, 4) trash, 5) jungle, 6) shadows, 7) holograms, 8) diminutive monsters.
8. Lots of fungus: 1) giant, 2) psychedelic, 3) ambulatory, 4) screamers, 5) sleep-spores, 6) culinary, 7) on ceiling only, 7) squeak when stepped on, 8) glow for d6 hours after plucking
9. Covered in lichens, moss, and slime.
10. Pillars: 1) doric columns, 2) caryatids, 3) standing stones, 4) a menhir, 5) ionic columns, 6) columns with relief carvings, 7) a monolith with clues or mystical powers.
11. Something up with the ceiling or floor or both: 1) same as the walls, 2) covered in glass, 3) covered in 1 exploding d6'' of liquid, 4) blood pool or stain, 5) spiked, 7) a catch for a secret door, 8) rocks, ready to fall.
12. Supernatural fire (random color and effect, much as prismatic walls).
13. Traps: 1) trap triggered, 2) trap obvious but un-triggered, 3) hidden, 4) hoax-trap or illusion.
14. Dusty, cracked, or both.
15. Swirls, speckles, or veins (random color or material or both from the top table).
16. Drapes (random material and color) large enough to conceal things behind.
17. Ancient civilization junk: 1) mummies stacked up all about 2) terracotta soldiers, 3) scrolls, 4) litters (paliquins), 5) boat or boats, 6) sarcophagi, 7) pottery, 8) musical instruments.
18. Everything polished or transparent (even if transparency is usually impossible).
19. Site of a battle: 1) recent, 2) old, 3) ancient, 4) haunted.
20. Gilt: 1) vermeil, 2) silver-leaf, 3) gold-leaf, 4) gold-flecks, 5) silver-flecks, 6) electroplated with copper.

My 2nd version (d150):

1. black basalt w/silver and gold flecks
2. obscene pictograms on (roll again)
3. blood-red jade
4. blue fur!
5. brilliant green crystal w/sparkly light
6. burnished copper
7. coal
8. (roll again) covered with lichens, moss & slime
9. dark-blue chalcedony
10. deep red carnelian
11. crumbly, red sandstone
12. dull red quartz
13. dusty granite
14. dusty, cracked, crumbling basalt
15. fired brick
16. glittering mica w/strange swirls of green copper
17. granite covered w/black, velvet drapes
18. granite covered w/silver leaf
19. granite covered w/tapestries depicting pastoral scenes
20. granite painted purple
21. green obsidian
22. grey granite behind purple silk drapes
23. grey granite covered by 4" thick glass
24. iron ore
25. magikal mirror surface
26. milky white marble
27. old grey iron festooned with spider webs
28. old, dry pine paneling
29. pale-blue marble
30. pale-golden sandstone
31. pale, red, translucent glass
32. pale-violet marble w/white swirls and golden flecks
33. pale-yellow marble
34. pale, streaked jade
35. paneled with polished cherrywood
36. pearl-grey stone
37. phosphorescent blue plastic (emits deadly gas if burned)
38. polished copper
39. polished granite
40. red marble w/silver

- swirls
41. limestone painted red
42. rough white quartz w/pyrite sparkles
43. rough, grey granite
44. rusty, flaking iron
45. translucent obsidian
46. wet grey granite with lots of moss
47. wide bars of glowing crystal (illuminate room)
48. black basalt w/red jade inlay depicting giant fanged mouth surrounded by swirling tentacles
49. black basalt with silver and gold flecks
50. black marble
51. obsidian
52. onyx, carved w/ obscene pictograms
53. brilliant green crystal with flickering, dancing lights
54. arabesque-carved white marble
55. copper, plated w/silver
56. crumbling, pale-golden sandstone
57. deep purple marble
58. dull red quartz lit from w/in, filling room w/pinkish glow
59. crumbling basalt w/large, cave-in prone crack
60. eerie green glow
61. fired brick w/small jets of blue flame (very hot in here!)
62. green nephrite, illegible hieroglyphs
63. magikal-mirror surface
64. milky-white marble
65. steel, mirror polish
66. natural stone w/stalactites so long some nearly reach the floor
67. stone painted pale-blue
68. old, faded pentagram
69. pale-red, translucent glass
70. pale-violet jade
71. pale-violet marble with white swirls and golden flecks
72. pale-yellow marble
73. pale-yellow marble
74. patches of slightly

- phosphorescent lichen
75. pearl-grey stone
76. polished copper
77. red marble w/silver swirls
78. red sandstone
79. rusty, flaking iron with faded cabalistic design
80. sequin sparkle stars
81. tan granite
82. thick, clear quartz with glowing lava above
83. translucent black obsidian
84. wet, grey granite slowly dripping water
85. yellow marble w/dripping blood stain on ceiling
86. yellow granite
87. deep, very dry old straw
88. 3' of brown, mucky water
89. 4' of dirt over stone
90. black basalt w/silver and gold flecks
91. black basalt w/silver inlay in spiral pattern
92. black marble
93. concrete, painted blue
94. fine wool oval rug
95. fire pit w/eerie green flames
96. glittering mica with strange swirls of green copper
97. lavender marble
98. loose dirt on rough, grey granite
99. low ground fog (3' or so) over slippery wet grey granite
100. nondescript grey stone
101. pale-violet marble with white swirls and golden flecks
102. pale-yellow marble
103. pitted, corroded, acid-etched bronze
104. red carnelian
105. rough white quartz w/ iron pyrite sparkles
106. rusty, flaking iron
107. shiny steel
108. slippery smooth pale-blue marble
109. smooth, pale-golden

sandstone
110. tile mosaic
depicting demons
slaughtering elves
111. tile mosaic of reds
whites and blues in a
floral pattern
112. unfinished diamond
113. marble with puddle
of blood
114. air glows pale-green
115. bitter, metallic
odor
116. blood splattered
about
117. chandelier(s) with
oil lamps
118. crystal chandelier
119. darkness spell only
counterable with a wish
120. doors of brass bound
oak with ivory
skull-themed knockers
121. doors of brass bound
seasoned oak 18" thick
122. doors of burnished
copper

123. doors of dull iron
124. doors of
fire-blackened iron
125. doors of highly
polished bronze
126. doors of iron
sheathed in tarnished
copper
127. doors of
silver-plated steel
128. dust covers
everything
129. every surface
painted with horrible
cabalistic designs
130. giant toadstools
131. glass globe
containing neon red
gas, illuminating room
132. glass orb glowing
with daylight
equivalent
133. green malachite
steps up to an altar
134. huge masses of
cobwebs in corners
135. odor of burnt pepper

136. odor of rotting meat
137. oily quality to the
air
138. pale-blue haze
smells of licorice
139. pile of bones and
rusted arms/armor
140. room filled
w/glowing, golden fog
141. odor of cinnamon and
fried chicken
142. shattered and
partially dissolved
bones
143. shiny, polished
sconces every 3'
144. smell of licorice
145. smell of lilys
146. smell of peppermint
147. smell of sulphur
148. tinkling sound like
windchimes
149. torches in brass
sconces
150. white, marble
pillars

Alternate adventure credits

d100 Alignments:

d30 Random Religions

1. Temple of Tarong, the Timekeeper Evil
2. The All-followers of Eru/The Whole/The All Chaotic/Good
3. The Vedic Mysteries Lawful/Good
4. The Marbonian League: Marbonas, the Laughing One Chaotic/Good
5. The Followers of Fate: Xuanth, the Hand or Fingers of Fate Neutral/Good
6. The Believers of the Black One: Tanabras, Lord of the Dead Lawful/Evil
7. The Emerald Star Cult Chaotic/Good
8. The Temple of Iron Lawful/Good
9. Brethren of the Borean Cycle: Boreas, Lord of the Winds Chaotic/True
10. Children of the Sun: Saren, the Sun God Lawful/Good
11. Warriors of the War God Megalon, the Soul of War Lawful/Evil
12. The Earth Mother Cult Amarydion, Earth Mother Lawful/Good
13. League of Faiths of The Jesus Man Lawful/Good
14. Followers of the Black Flame Mordakk, Doom Fire Chaotic/Evil
15. The Star Guard, worshippers of The Star Dragons Neutral/Good
16. Temple of the Sea King Borsala Neutral/Good
17. Pax Augusta Lawful/Good
18. The Zoroarian League Lawful/Good
19. The Pyramid Pantheon Lawful/Good
20. Temple of the True Tarot Chaotic/Good
21. Temple of the Eternal Flame of Life, Vanaan Lawful/Good
22. Temple of the Flame Eternal Ta-Taru, the All Fire Chaotic/Good
23. The Guardians (followers of He Who Waits) Chaotic/Evil
24. The Silver Moon Sect (followers of Our Lady of the Silver Moon) Lawful/Good
25. The Blue Moon Sect (followers of the Blue Night Hawk Skirin, the Night Lord) Neutral/Good
26. The Red Moon Sect (followers of the Red Moon Spider, Shagrath) Chaotic/Evil
27. The Circle of Setos, The Great Serpent Lawful/Evil
28. The Olympian Mysteries Lawful/Good
29. The Black Pantheon (the Elder Gods) Chaotic/Evil
30. The Confederacy of the Followers of Allahra Lawful/Good

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