

STANDARDIZED DRAGONS TABLE

1. Gray:	5-7 HD, 20% / 60% / 05% / 1st	3-12 bite; Fire, 70 X 20 cone
2. White:	5-7 HD, 25% / 60% / 10% / 1st	Lives anywhere 2-16 bite; Cold, 80 X 30 cone
3. Brass:	6-8 HD, 35% / 55% / 15% / 2nd	Lives in cold regions 4-16 bite; Sleep, 70 X 20 cone, or Fear, 50 X 40 cloud
4. Black:	6-8 HD, 40% / 50% / 20% / 2nd	3-18 bite; Acid, 60 X 5 line Swamps and marshes
5. Copper:	7-9 HD, 50% / 45% / 25% / 3rd	5-20 bite; Acid, 70 X 5 line Arid, warm, rocky places
6. Green:	7-9 HD, 55% / 40% / 35% / 3rd	2-20 bite; Chlorine Gas 50 X 40 cloud or Slow, 3-18 creatures
7. Bronze:	8-10 HD, 65% / 30% / 50% / 4th	3-24 bite; Lightning, 100 X 5 line, or Reputation, 30 in front
8. Blue:	8-10 HD, 70% / 25% / 60% / 4th	2-24 bite; Lightning, 100 X 5 line Deserts and arid lands; M-U's can appear as animals
9. Silver:	9-11 HD, 80% / 20% / 75% / 5th	3-30 bite; Gold, 80 X 30 cone, or Gas, 50 X 40 cloud
10. Red:	9-11 HD, 85% / 15% / 85% / 5th	3-30 bite; Fire 90 X 30 cone
11. Golden:	10-12 HD, 100% / 10% / 100% / 6th	3-36 bite; Fire, 90 X 30 cone, or Gas, 50 X 40 cloud
12. Rainbow:	10-12 HD, 100% / 10% / 100% / 6th	3-36 bite; Fire, 90 X 30 cone, or Gold, 80 X 30 cone, or Lightning, 100 X 5 line, or Gas, 50 X 40 cloud.

DRACONUM: Gray & White = 5X; Brass & Black = 10X; Copper & Green = 15X; Bronze & Blue = 20X; Silver & Red = 25X; Golden & Rainbow = 30X.

E-Z GODS REFERENCE TABLE

IAN	RA, Apollo, Surya, Sallir- God of the Sun
NEUTRAL (*=Druids)	*POSEIDON, Neptune, Mannanan
Mac Tir-God of the Sea	BAST, Cat-Goddess
*DIANA, Goddess of the Hunt	and the Ring
*TOAD-GOD, Protector of	Thyatis' Harbor
ANUBIS, Guardian of the Dead	*GEB, Earth-God
VISHNU, God of Mercy and	THOTH, Oghma-God of
the Light	Knowledge
HEIMDAL, the Guardians' God	BES, God of Luck
MITHRA, Mithras-Warriors' God	ISIS, Hecate-Goddess of
ASURA	Magic
	*LEFNUT, Goddess of Storms
	and Flowing Water
	*PAN, God of Nature
	*SILVANUS, God of Forests
	FREY, God of Lives
	VULCAN, God of Dwarves
	THOR, God of Thunder
	BALDER, God of Beauty
	ODIN, All-Father (Usually
	Neutral)
	FRIGGA, Goddess of the Atmosphere
	CHAO
	SET, God of Evil, the Night,
	and Serpents
	BEL, Rudra, Hermes-God of Thieves
	ARES, Anhur, Mars, Huitzilopochtli,
	Hun-Ti, Katsakeza, Nuada-
	God of War
	APESH, God of Greed
	KALI, God of Murder
	HERA, Goddess of Intrigues
	LOKI, God of Mischief (and worse)
	GARGOYLE GOD of Thyatis
	ARIOCH
	XIOMBARG
	MABELRODE
	PEGANA
	CTHULHU and the Elder Ones
	TSATHOGGUA, Toad-God of the
	Malphage
	ERLIK
	AHRIMAN, Malik Taus, Beelzebub, etc.

MANGROLIS: Rubbery skinned, humanoid, 10' tall guardians for the gods who live in underground caverns. Part troll, part human, part ghoul. They can function in light but prefer the darkness. Human-corpse-eaters who are not adverse to creating their own corpses Mangrolis can stretch their tentacle-arms up to 10' to strike victims and paralyze them (save as vs. death). If the tentacles hit, they wrap around the victim (delivering a mild electric shock) and drag him toward the Mangroll. For each round the tentacle remains uncut the victim must save vs. being paralyzed. Severed tentacles will attack like snakes and continue to attempt to paralyze opponents. Mangrolis have four tentacles protruding from their torsos below their arms. They also fight with a sword in one of their hands and bite with sharp fangs. Their bite is infectious (save as vs. death) and the victim will become a Mangroll within three days unless cured of disease. Paralyzed victims must have poison neutralized, or they remain paralyzed. Mangrolis regenerate 1-4 pts./hr and will reassemble after death unless destroyed totally. **RETRIEVERS:** Giant spider-like creatures whose front four limbs end in large meat cleavers. Approximately the size of madmoths, they are very fast in the open. They have 8 eyes on stalks, two for seeing and 6 which project rays; one ray/mr, rays regenerate after 4 turns. The rays are: fire, cold, (= to hit points of retriever) hypnosis, paralysis, disintegrate, jellification. Retrievers have large, scythe-like mandibles which can cut through armor plate. Their body is AC -2, except for the under-belly, which is AC 6. The eyes are treated as AC -4 due to their small size and constant motion. Retrievers are constructs from the chaos jabs and are often in service to a demon. Extremely persistent.

DREADED BLACK SERPENT: Another construct from the chaos jabs, created from the soul and substance of murdered Balrogs. The serpent retains the Balrogs' 75% magic resistance, and will generally be found guarding places the lords of chaos don't want people getting into. It is extremely poisonous, and those who do not make their saving throws (4 on their die roll) die immediately. It can spit venom up to 30'. **UNINTELLIGENT VULTURE LIONS:** 12' tall beasts with the body of a giant lion and the head and talons of a vulture. Stupid but mean.

KRAKEN: A giant other-dimensional octopoid who materializes in a swirling cloud (50' sphere - all within save vs. confusion). Its intention is to grasp beings with its eight tentacles and pull them back into its own dimension or kill them and suck up their souls. The tentacles are AC 2, and each has 3 HD, but the creature itself is AC -6 (due to being only partially in our dimension) and has 15 HD. (If attacked either- eally or out-of-phase, it is AC 2) If a tentacle hits, the victim is entrapped, takes 1-12 pts. damage and is dragged 10' toward the kraken each mr. Destroyed tentacles will be replaced in 1 turn (10 mr). If the creature itself is killed, its body returns to its own dimension, and there is a 40% chance any character within 10' of it will be sucked along within the swirling cloud. A kraken can be gated in. It answers to the name Khalk'ru, and even if its name is spoken there is a 10% chance it will appear.

VALKYRIE

Frequency: Very Rare
No. Appearing: 1
Armor Class: -2
Move: 12
Hit Dice: 18
% In Lair: Nil
Treasure Type: Nil
No. of Attacks: 1
Damage/Attacks: Special
Special Attacks: Nil
Special Defenses: +1 or better weapon to hit
Magic Resistance: 40%
Intelligence: Average
Alignment: Neutral
Size: M
Psionic Ability: Nil

Valkyries are the warrior-maidens of Odin who collect the souls of the valiant dead and transport them to Valhalla. Occasionally, Odin is so taken with the actions of a living hero he will send a Valkyrie to bring him to Valhalla prior to his usual death. The hero, however, cannot enter Valhalla alive, so the Valkyrie must kill him (a mere formality). On the first hit from a Valkyrie's sword the chosen one dies, no saving throw, unless he carries some magical items, in which case they absorb the death-force of the blow (incident-ally cancelling out all of their abilities). The second hit will then kill the target. The Valkyrie will carry his noncorporeal being off to Valhalla.

A Valkyrie can only be seen by its chosen target, and it will never attack other than the chosen one. Valkyries are also used by Odin as messengers, so attacking them on sight isn't such a good idea. They ride golden Pegasus, AC 2, 10 HD. Characters taken by Valkyries cannot be raised without the direct permission of Odin himself.

HOOVER

Frequency: Very Rare
No. Appearing: 1-2 (10%)
Armor Class: -2
Move: 9
Hit Dice: 20
% In Lair: 65%
Treasure Type: H, U
No. of Attacks: 1
Damage/Attacks: 1-100 + stun
Special Attacks: Shriek
Special Defenses: Mantle of Stealth
Magic Resistance: Standard
Intelligence: Average
Alignment: Neutral
Size: L (30' long)
Psionic Ability: Nil

QUIXET

Frequency: Rare
No. Appearing: 1-3
Armor Class: 2/4
Move: 12
Hit Dice: 14
% In Lair: 15%
Treasure Type: F
No. of Attacks: 1
Damage/Attack: 3-18
Special Attacks: Slime Spew
Special Defenses: Nil
Magic Resistance: Standard
Intelligence: Low
Alignment: Chaos
Size: L (18' long)
Psionic Ability: Nil

Outwardly resembling one of the ceratopsian dinosaurs, the quixet is actually a construct from the Chaos Labs. Its single horn is hollow, and when the quixet taps into an other-dimensional sea of slime, it shoots out from the horn under pressure as far as 40'. Within three seconds upon contact with air, this slime hardens into the approximate rigidity and weight of concrete. A quixet can shoot forth as much as 100 cubic feet of slime per melee round (a volume equal to a cube about 4.64 feet per side). When its prey is sufficiently encumbered, this carnivorous monster will move in to finish it off with its sharp beak (bites for 3-18). Its saliva contains a substance which dissolves the hardened lime. A quixet's head is protected by a great horny shield like the true ceratopsians (AC 4). The rest of the body is covered with scaly skin (AC 4). If killed while shooting forth slime, there is a 50% chance that the dimensional door will remain open after death, and the slime will continue to spew out until the horn is plugged or there is no more room.

ARROW URCHIN

Frequency: Very Rare

No. Appearing: 1-3

Armor Class: 0

Move: 9

Hit Dice: 16

% In Lair: N11

Treasure Type: N11

No. of Attacks: 4

Damage/Attack: 1-12 +

poison + special

Special Attacks: N11

Special Defenses: 4' spines

Magic Resistance: Standard

Intelligence: Animal

Alignment: Neutral

Size: L (10' diameter)

Psionic Ability: N11

The Arrow Urchin resembles a giant land-rolling sea urchin. It moves by rolling on its spines, which are 4' long and jut out from its 2' spherical body in all directions. These spines are sharp and poisonous, so long weapons such as spears, pole arms, etc. must be used by any attempting to attack this creature. The most fearsome aspect of the arrow urchin is that, as its name implies, it can fire up to 4 spines per melee round up to 75' distance. When they hit, these spines do 1-12 points damage, the victim must save vs. poison, and (worst of all) there is a 20% chance that the projectile is a spore-spine. A spore-spine can be neutralized only by Finger of Death, Remove Curse (magical or clerical), Death Spell, Limited Wish and Wish. If not neutralized within 3 melee rounds, the spore will germinate, exploding into a full-sized arrow urchin using the substance and up to 128 hit points of its host. Characters thus killed cannot be raised, as their entire substance has been incorporated into the urchin. Arrow urchins will usually attack, as this is their means of propagation.

HARROW

Frequency: Rare

No. Appearing: 1-2

Armor Class: -3

Move: 36

Hit Dice: 16

% In Lair: 20%

Treasure Type: 4 metallic

magical items, 65%

No. of Attacks: 2

Damage/Attacks: 4-10/6-60

Special Attacks: Magnetic

Special Defenses: N11

Magic Resistance: 50%

Intelligence: Average

Alignment: Law

Size: L (10' tall, 25' long)

Psionic Ability: N11

Aliens from a world of metallic magnetic life, it is uncertain how the Harrows first came to our world. Made entirely of ferrous metal, their life force and movement is magnetic in origin, and they are surrounded by a powerful magnetic field which tends to make magic spells go awry. They feed by both absorbing the magnetic auras of dying creatures and absorbing iron and steel directly into their central body (a very slow process). Extended out in front of the harrow are the 8 rolling razor-sharp discs from which it derives its name. The discs are about 3' in diameter and revolve on a 10' long axle which can extend to 20' to give the harrow a wider field of attack (when the axle is extended, there is nearly 3' between each disc, making attack in this mode at -4, as there is a greater chance of creatures slipping between the discs). Creatures not killed by the discs in the harrow's headlong charge must then face being crushed by its massive rear cylinder (10' wide, 4' diameter), which resembles that of a steam roller. The harrow's body is rather car-shaped, with two revolving sensors atop its forepart that resemble radar dishes. With these it senses prey by detecting their living magnetic auras. A harrow can throw a triple-strength Magnetize spell (actually an extension of its field) which will freeze all armored creatures into immobility unless they make their save vs. magic (in chain mail, save at +4). A Magnetize spell thrown on a harrow will stop it for 1-3 melee rounds. It is unaffected by Paralysis and all Empathic spells, and Gold does only 1/2 damage (none, if save is made). When killed, a harrow will stop dead in its tracks as its magnetic field dissipates and its parts freeze up.

KRAKEN

Inspiration: A. Merritt's Dwellers in the Mirages

Frequency: Very Rare

No. Appearing: 1

Armor Class: 2/-6

Move: 6

Hit Dice: 15/Special

% In Lair: N11

Treasure Type: H,U

No. of Attacks: 8

Damage/Attacks: 1-12

Special Attacks: N11

Special Defenses: N11

Magic Resistance: Standard

Intelligence: High

Alignment: Any

Size: L Psionic Ability: N11

A giant other-dimensional octopoid who materializes in a swirling cloud (50' sphere--all within must save vs. confusion). Its intention is to grasp beings and pull them back into its own dimension or kill them and suck up their souls. The tentacles are AC 2, 3 HD each, but the Kraken's body is -6 (due to being only partly in our dimension) and has 15 HD. (If attacked ethereally or in its own dimension, it is AC 2 also) If a tentacle hits, the victim takes 1-12 pts. damage and is entangled and dragged 10' toward the Kraken each m. round. The tentacles are 25' long, and destroyed tentacles will be replaced in 1 turn (10 hr). If the creature itself is killed, its body returns to its own dimension, and there is a 40% chance any creature within 10' of it will be sucked along within the swirling cloud. A Kraken can be gated in or summoned if the proper spell is known. Those killed by one cannot be raised due to lack of soul.

NOTES ON NEW MONSTERS

Airsharks: Ravenous, bloated aerial families of sea sharks. Actually supple

to a squid's for propulsion. Their mouths are always open, except when snapping at prey (the mouth is the air-intake for the jets). They are inflated with

self-electrolyzed hydrogen.

Giant Ant Lions: Live at the bottom of sandy pits in the desert. When creatures fall into the pits, they will be unable to climb out, and the harder they try, the quicker they will slide into the jaws of the ant lion.

Banshees: A tall, skittish creature that emits a paralyzing and mind-numbing shriek at the slightest provocation. Continuous or repeated shrieks will cause hit damage to those within 60 feet. Magic-users cannot concentrate enough to throw spells while subjected to a banshee's shriek.

Banths: The Barsomian lion. 10-12 feet long, 5 feet tall at the shoulder, it has ten powerful clawed legs and a huge mouthful of razor-sharp fangs.

Birds of Doom: The birds of doom sit upon the shoulders of a mysterious, one-eyed wanderer, and those who behold them at first appearance will have bad luck (-2 on all die rolls) for 1-12 turns. Those who avoid looking at them will be permitted to ask the wanderer one question each, which he will answer truthfully (if perhaps obscurely).

Grison Funnus: A dull red fungus. If burnt, the fumes have a 1/3 chance of causing temporary insanity for 1 turn (panic, roll to see if stay, run, attack).

If walked through, it has a 1/3 chance of sticking to any object, which must then be discarded. On contact with flesh it leeches blood. Can be destroyed by cold or alcohol.

Dire Corby: A powerful six-foot raven with dagger-like claws and an evil disposition.

Doppelgangers: A duplicate of a character who then seeks to merge with that

character. They will rush a party to contact their double. If successful, they throw a "charm person" to see if they take over control (adjusting for level and intelligence of character. Doppelgangers are always first level.) Their desperate tooth-and-nail attacks are equivalent to a dagger.

Dust-Devils: Small but powerful tornado-like monsters. Basically very limited air element. Their physical body is about the size of a fist and dodges about in the center of the funnel. They batter characters against walls, weapons, accommodations and each other with great force.

Energy-Fields: These near-invisible force fields can only be detected on a 1 or a 2 (1-3, Eaves). They can be seen from the corner of the eyes as a golden glow.

Electric shock fields hit characters with metal armor on a 1 or a 2, unarmored characters on a 1. Magical shock fields will hit a cleric on a 1 or a magic-user on a 1 or a 2. Unconsciousness hits any character on a roll of 1-3. Aging or

fire/cold fields will hit any character on a 1, 2. For aging, a 1-4 indicates that that the character ages forward, a 5, 6; backward. For fire/cold, a roll of a 1

indicates that it wanders slowly down a corridor at a rate of 3.

Fox-Women can appear in any one of three forms: human female, fox, or a seductive combination of both (vixen). They attract like lamiae, but their purpose is usually only to charm and enslave as many men as possible into their service. Their power does not affect women.

Gigantrophothecus: Treat as giant 9-12 foot tall cave men, with the concomitant

-2 morale. They wield clubs, which they sometimes will throw. Giant Gila Monster: a giant lizard of the desert regions. Once it hits, it clamps its target in a bite that can only be loosened by its death. Each melee round it

is attached, it injects another dose of poison.

Gremilins: Larger and nastier Imps. Every 10 gremilins can cast a limited-wish type spell which can have extremely unfortunate results for its target. Gremilins have a very cruel and twisted sense of humor.

Hell-Hounds: These terrible black hounds do damage not only by biting but by fear projection. The lower the wisdom of a character, the greater the chance of his being hit by the fear. Each hound picks an individual target which it will not deviate from. When hit by the fear, the target will "run in panic" until tracked to its death by the hound. The fear alone does 1-4 points of damage.

Hypnotic Fungus: A non-mobile group-mind fungus which will attempt to magically hypnotize any within seeing distance into going to the fungus and joining his mind with theirs. Those who see it must make their saving throw against magic, or they will lose 1-4 points of mentality to the fungus per melee round until it is killed. Those whose mentality is totally joined with the fungus will fight any who attempt to attack it.

Imps: Every ten of these mischievous types can cast 1 practical-joke spell (in the form of a limited wish). Though not deliberately evil, they can make things extremely uncomfortable for the butts of their jokes.

Killer Trees: Stranglers have extremely tough and limber limbs that will grasp and constrict (or strangle) any creature who steps within their 30' range. Eaters have normal limbs and branches plus special long vines that drop from above and run along the ground. When a creature ventures within a 50' radius of the tree, these will whip up and around it and convey it to the tree's suddenly-opened mouth, which shuts with a snap after its prey has been stuffed within. Swallowed creatures will suffer 1-6 hit pts. damage per turn from digestive juices. Bludgeon-trees will smash at anything coming within 20' of them.

Kzinti: Highly intelligent and extremely savage felineoid aliens. They will always attack, no matter what the odds. Though usually armed with scimitars and barbed spears, they are almost equally dangerous with claw and fang. Can set two hits on any character with a dexterity below 15. Understand and can use almost any weapon.

Larvae: A sort of vampire-thou that exerts a super-powerful sexual attraction on any character within 25 feet, regardless of level. Acts as a basic-roll charm spell. Their object is to capture as many characters as possible and take them away to be erotically eaten, body and soul.

Giant Leeches: When these ugly things hit, they attach and drain 1-6 hit points of blood per turn. They must be killed to be removed.

Leprechauns: Small Lawful spirits with natural use of the following spells: Remove Curse and Dimension Door. If captured, they must lead you to their treasure, but are then absolved of all obligation. They wield a shillelagh. **Mahars:** The dominant race of Pellucidar. Highly intelligent pterodactyls that communicate by telepathy. Extremely powerful non-magical ESP enables them to control (charm) up to three characters apiece. Broken if Mahar is directly attacked.

Mercurials: Extremely fast magical beings. Intelligent but perverse. Commonly armed with rapiers and long needles which they thrust through chain mail and between the joints in plate armor.

Muck-Creatures: Non-intelligent man-shaped walking swamp. Weapons go through or get stuck in its body. Senses and attacks the emotion of fear with a burning acid secreted from its hands. Has great strength.

Reaction: Hostile
Character highly intelligent (16-18): minus 1
 uncertain
 under control

Dice score: 2-4
 5-7
 8-12

Wisdom
 3-5
 6-8
 9-12
 13-16
 17,18
 10%
 20%
 30%
 50%
 70%
 90%
 Panicked

Mind Parasites: Invisible rubbery floating spheres about the size of a man's head. They wrap themselves around a character's head and attempt to take over his mind. As with shadow-stalkers, all characters are armor class 5 against them. An attacked person can do 1-6 points of damage to it with his fingers if he hits it while trying to rip it from his head. Once a character has been taken over by a mind parasite, it can only be removed by using an ESP spell with a Cure Disease or Remove Curse. Men wearing Helmets of Telepathy or Amulets of ESP will actually attract them, and though they won't be able to get at such a character there is a base 50% chance of his being driven mad by them. Mind Parasites can be any alignment at random.

Night-Gaunts: Rubbery black flying demons that attempt to pick up characters and fly off with them. Once it gets both claws attached on a character, he is paralyzed (claws need not come in contact with skin; garments are sufficient). They come from and return to great cavernous abysses in the earth.

Night Mares: Horrible horses that project fear and panic. All who see them must make their saving throw against magic or they will run in panic (2/3 chance) or be paralyzed with fear (1/3 chance). Night Mares hate humans in general. **Protein Polymorphs:** Amorphous creatures with the ability to take any form they choose (though this does not alter their actual physical substance). The mass of any individual polymorph can be anywhere from about that of one to four large men. **Sandworm:** The largest land monster, the sandworm lives only in the deep sand desert. It detects movement over sand at great distance, and will sweep up from afar to swallow anything in its path. Creatures unlucky enough to be swallowed will suffer 1-10 pts. of damage per turn from digestion. Water is poison to a sandworm.

St. Elmo's Firebugs, or Zzakrakis, are intelligent aliens whose corporeal form is a floating ball of electricity 18 inches in diameter. Can deliver short-range (20') lightning bolts of up to 3 dice of damage. Can be short-circuited by water.

Tharks: The green men of Barsom, Tharks stand 12-15 feet tall and have four arms. All are trained fighters, and in battle commonly wield a 4-foot one-handed sword and an 8-foot two-handed sword. They disdain the use of armor and shield. Wandering parties of Tharks in the wilderness will either be raiding parties of 6-36 mounted on thots or wandering clans of 30-150. Raiding parties will consist of 3rd and 4th level fighters and one or two 5th level. Wandering clans will consist of 40% male fighters, 40% females (who fight as second level), and 20% children (half of whom fight as first level). Males will ride thots, great wagons drawn by elephants, for every 50 Tharks there will be a 6th level fighter, for every 75 a 7th level, and for every 150 a 10th level. Tharks speak common, and have slight telepathic abilities. They are usually Neutral, though either Lawful or Chaotic is possible. **Thots:** A vicious 8-legged beast, the adult thot stands 7 feet high at the shoulder and is equipped with a mouthful of sharp fangs and a wide, powerful tail. Its rudimentary telepathic abilities make it possible to train it as a mount, but it remains bad-tempered at best.

Typhoid Mares: Robed, hooded and veiled bringers of disease on contact. A Cure Disease is needed, or else those who are infected will suffer from 1-3 points of damage per turn until death. Diseases are referee's choice.

Vision of Panic: This manifestation of Pan can cause characters to lose all control and run in panic. Roll for each character, using the charm person table. A 9 or above indicates that that character will run in panic. Modfly based on accompanying chart:

Wisdom 16-18:	-2
13-15:	-1
9-12:	no change
6-8:	+1
3-5:	+2

NOTES ON NEW MONSTERS

White Arcs of Barsom: 10 to 15 feet tall, with four long arms. It is semi-intelligent, has a spoken language of its own and wields one or two clubs. Its extra limbs allow it two hits.

Tangler Kelp: A ship sailing into Tangler Kelp will only go 1/4 speed until it is free. Its chances of encountering monsters are doubled while within the kelp. Levathan: This huge monster can swallow a small ship at one gulp if it so chooses. Always add +2 to its reaction rolls, as its just not interested in anything much smaller than itself.

Albatross of Ill Omen: Any ship visited by the Albatross will have bad luck (-2 on all rolls) for 1-4 days following.

Spirits: Essentially neutral spirits who seek to captivate humans into their service. They hide in lairs, sensing human parties as they pass. Every ten sprites throw one "charm person" spell.

Shadow Stalkers: Mindless astral shells seeking more substantial bodies. They are extremely nervous, and are twice as hard to kill as normal humans. All victims are armor class five against them. The victim is taken over rather than killed.

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Tar Golem:

AN EIGHT FOOT TALL GOLEM MADE OF TAR WITH A THIN NON-TAR CRUST OVER ITS ENTIRE BODY. ITS HANDS AND FEET ARE SOLID LUMPS. ITS CRUST IS USUALLY COVERED WITH DUST, PAINTED, OR OTHERWISE DISGUISED.

ALL WEAPONS DO HALF DAMAGE AND STICK TO ITS BODY. FLAMING WEAPONS DO IT NO DAMAGE AND NEITHER DO THEY STICK TO ITS BODY. WEAPONS COATED WITH OIL IF SLIPPERINESS CAN BE FREED 102 TIMES BEFORE THEY TOO STICK TO ITS BODY.

NORMAL FIRE HEALS ITS DAMAGE. MAGIC FIRE LESS THAN 41 POINTS MELTS THE TAR BUT THE GOLEM CAN CONTROL THE ACTIONS OF THE MELTED PARTS TO CONTINUE ITS ATTACK OR TO REFORM ITS BODY AS THE TAR COOLS (IT TAKES SIX MELEE TURNS TO REFORM). MAGIC FIRE OF GREATER THAN 40 POINTS PER MELEE TURN, HOWEVER, BURNING UP 104 POINTS PER AN EXTRA 2010 OF BURNING DAMAGE PER HIT (NO SAVING THROW). IT CAN ALSO THROW BURNING MISSILES AS FROM A SHORT BOW WHICH DO 108 POINTS OF BURNING PITCH DAMAGE PER MELEE TURN FOR THREE MELEE TURNS IF THEY HIT. MAGIC WEAPONS STUCK TO A BURNING TAR GOLEM CAN BE DAMAGED (MAKE SAVING THROW VS. MAGIC FIRE IF IT DOESN'T MAKE IT IT LOSES ONE PLUS FOR EACH POINT LESS THAN THAT REQUIRED TO SAVE).

COLD OF FORTY POINTS OR LESS SLOWS THE TAR GOLEM FOR EVERY TEN POINTS OVER 40. THE GOLEM WILL STOP FOR ONE MELEE TURN AND WILL TAKE FULL DAMAGE. FIRE CANCELS THE EFFECTS OF COLD ON THE GOLEM.

THE GOLEM IS IMMUNE TO ALL OTHER MAGICAL AND CLE-RICAL SPELLS.

THERE IS A 15% CHANCE THAT A BEING WITH STORM MIGHT CAN REMOVE A STUCK WEAPON. MELTING IS A 60% CHANCE THAT THE GOLEM WILL RESTORE 1-45 POINTS. WEAPONS THAT HAVE BEEN REMOVED HAVE A 30% CHANCE OF STICKING AGAIN UNLESS PROPERLY CLEANED.

IF THE GOLEM GETS A HIT, THE VICTIM MUST MAKE A SAVING THROW, BASED ON HIS DEXTERITY, OR HE WILL BE PULLED IN AND HUGGED TO THE GOLEM'S BODY, WHERE HE WILL STICK TO ITS BODY, OR IT CAN IGNORE HIM AND TRY TO HIT SOMEONE ELSE. VICTIMS STUCK TO ITS BODY SUFFER 106 SUFFOCATION DAMAGE PER TURN.

Daughter of Kali: Appears as a beautiful, red-skinned human woman with four arms.

THE BEST DESCRIPTION OF HER ALIGNMENT IS "PRO-BLOOD". SHE CAN OFTEN BE APPEARED BY A GIFT OF BLOOD. SHE CAN OFTEN BE APPEARED POLITELY. IF APPEARED OR OVERAWAYED BY A FIGHTER, SHE WILL ACCOMPANY HIM UNTIL SHE IS SURE OF HIS BRAVERY. ONCE SHE IS SURE SHE WILL TAKE HIM AS A LOVER UNTIL SHE GETS PREGNANT. SHE WILL THEN DESERT HIM TO BEAR THE CHILD IN PRIVATE, THE CHILD WILL ALWAYS BE ANOTHER DAUGHTER OF KALI.
THE DAUGHTER OF KALI IS NEVER FOUND NEAR RUNNING WATER AND SHE CAN ONLY CROSS SUCH AT NIGHT.

Apt: A white-furred beast of the northern polar regions. Its head is like that of a hippopotamus—large, and with a tremendous mouth, but with a pair of horns growing downward from the lower jaw. The eyes are large, reaching from the top of the head down to the lower jaw, and are made up of several thousand ocelli each. Each ocellus has its own lid, and the apt has independent control of as many as he wishes—a few for Flatlanders: Belongs from Flatland, where everything has only two dimensions. In our dimension, they are only one molecule thick, and when turned sideways they are nearly invisible and armor class -8 to projectile and non-slashing weapons (from the front they are AC 6). Though thin, they have the same mass as humans, and they move quickly due to lack of wind resistance. They fight with javelins and swords which are also one molecule thick, and consequently the javelins are treated as +5 and the swords as swords of sharpness. They are, of course, unusable by humans. Tattle-tale: A creature that feeds partly on the energy released by violent death (some say it absorbs part of the souls of those killed in its presence, so that they cannot be resurrected save as zombies). It will often follow a party about, it will screeching wildly and warning monsters and enemies of the party's approach. It will seek to create a conflict situation whenever possible. It will often live in partnership with powerful predatory types, finding them prey and warning them of enemies. It is semi-intelligent in its one-tracked way, and a sufficiently powerful and nasty character could persuade it to work for him. Its great speed and agility accounts for its high armor class. It looks something like a foot-long dragonfly. Blast Puppy: Looks like a small, innocuous dog. It often will rapidly attack for no good reason. It will only use its psionic power in the presence of other psionics. Grind Stone: A 5-to-8 ft. high and 2-to-4 ft. thick wheel-shaped beast. It has one eye in the center of each hub and two extendable, jointed limbs on each side that end in wristed claws. The rolling surface of the wheel has thick armored treads (each wheel has its own distinctive tread pattern). Bat-like, it steers by sonic radar, and alternating between the treads are organs for ultrasonic noisemaking, "ears", mouths, and an anus. The wheel is AC 3, the hub AC 5. If knocked on its side, it employs its powerful limbs to right itself. Depending on size, it can weigh from 500 to 1000 lbs. Kills by crushing. Cats-Eye Aggie: A 2 1/2 ft. tall armored hemisphere that travels on a sort of carpet of slippery spheres like ball-bearings. Upon encountering prey, it shoots large numbers of these spheres beneath its target (to a distance of 40 ft. in any direction). Unable to stand on this surface of gliding spheres, the target generally loses its balance and falls to the ground. The Aggie then closes and assaults it with a powerful digestive acid secreted from its mouth, which surrounds the base of the creature. It is unintelligent, and sees by several dozen slit-pupilled eyes studing its exterior.

use in bright sunlight and snow, or many for the dark caves which are its home. It has a pair of arms extending forward from the shoulders. These terminate in hands with which it seizes its prey. The apt stands six to eight feet at the shoulder, and its fur is highly prized for garments and throws.

1. John Carter
 2. Eric John Stark
 3. Kickaha & Anana
 4. Farhd & the Gray Mouser
 5. Tros of Samothrace
 6. Kane
 7. Cugel the Clever
 8. Tarzan
 9. Cyrano de Bergerac
 10. Modesty Blaise & Willie Garvin
 11. Solomon Kane
 12. Conan
 13. D'Artagnan & The Three Musketeers
 14. Sol of All Weapons
 15. Odysseus
 16. Sinbad the Sailor
 17. Hwatha
 18. Beowulf
 19. Oger the Dane
 20. Jirel of Jory

Str-18(00) Luc-17
 Int-15 Immortal warrior. 6', black hair, gray eyes, wears only leather harness for weapons. Treat as if in $\frac{1}{2}$ gravity-he can leap up to 20' high, 60' distance. Permanent mind bar. Armed with long sword, short sword, dagger and 5-shot Barsomian pistol. Will always fight with same weapon as opponent. If attacked, there is a 50% chance each mr. he will resort to the pistol for defense against M-U (if doing so would be advantageous). Using Boot Hill charts: speed-96; personal bravery-98; accuracy-86. pistol does 1-20 damage.

Str-18(00) Luc-15
 Int-15 Eric John Stark
 30th level fighter
 Lawful; +7,+6, 2/mr; 138 HTK; AC 4

Str-18(3) Luc-15
 Int-16 6'2", black hair, blue eyes, plate armor. Fights with sword and dagger. In battle there is a 35% chance in any melee round that Stark will go into an animal fury, attacking at +6,+5 but with AC falling to 6. There is a 25% chance he will be accompanied by 1-6 hell-hounds.

Str-18(1) Luc-18(3)
 Int-16 Neutral; 20th level fighter/16th level thief/8th level monk
 Extremely cunning and tricky; 100% all thieves' abilities. Appears in one of two forms. On 1 or 2: in plate armor and shield w/sword, perhaps on heavy armored horse w/lance. On 3-6: in breechclout, armed w/spear, bow, & dagger, perhaps on lt. horse (bareback). Surprised on a 1 in 8. Kickaha carries the Horn of Shamballa which when blown allows him to gate out. Open-hand damage 3-18. Heals 4-9 pts. on self. 50% chance accompanied by Anana.

Str-17 Luc-17
 Int-18(1) Neutral; 15th level fighter/10th level monk
 Arrogant lord of another pocket universe. High-handed; may tend to underestimate opponents, though Kickaha will not. 50% chance she will be with Kickaha. Dressed usually in sarong-like garment. Open-hand damage 2-24.

Str-18(4) Luc-17
 Int-18(1) Neutral; 25th level fighter
 Farhd +4,+5, 2/mr; 111 HTK; AC -2 or -1
 7', red hair & beard. Farhd uses a two-handed sword by preference if possible. He has +4 armor, a gift from Ningauble. A minstrel in his youth, he can still call upon this talent if desired. There is a 100% chance he will be accompanied by the Gray Mouser.

Str-16 Luc-17
 Int-18(4) Spells: 5'4", gray mousekin cloak (+2) & suit & +1 ring of protection. Very clever and tricky, but thinks he's even better than he is (if possible). Somewhat subject to Read Magic
 Dex-18(00) Detect Magic
 Con-16 Read Languages
 Cha-16 Blinding Flash (Scalpel) and dagger (Cat's Claw).
 Luc-17 Chaotic; 20th level fighter/16th level thief/3rd level magic-user

TRIS +4,+4, 3/mr; 101 HTK; AC 1
 Lawful; 20th level fighter/11th level monk/some clerical powers
 Permanent Spells: 6'4", black hair & beard, purple cloak, plate armor,
 Detect Alignment sword. Tris has no patience with chaotic types or
 with deception from anybody. Otherwise he tries very
 hard to be fair to everyone, especially himself. Hits
 for 3-24 + 1-8 (4-32) with sword.

KANE +5,+5; 138 HTK; AC 2
 Chaotic; 30th level fighter/8th level magic-user
 Memorized: Immortal warrior. 5'10", red hair and
 beard, wide, has blazing eyes. +1
 Hold Person Head Magic
 Dispel Magic 1-4 Protection/Evil Cursultyal sword. High magic resistance,
 Suggestion Detect Evil so +4 on saving throws.
 Wizard Lock
 Protection/charm Read Languages

STR-18(4) Int-18(3) Ins-18(3) Dex-18(00) Con-17 Cha-16 Luc-15
 Chaotic; 30th level fighter/8th level magic-user
 Memorized: Immortal warrior. 5'10", red hair and
 beard, wide, has blazing eyes. +1
 Hold Person Head Magic
 Dispel Magic 1-4 Protection/Evil Cursultyal sword. High magic resistance,
 Suggestion Detect Evil so +4 on saving throws.
 Wizard Lock
 Protection/charm Read Languages

STR-15 Int-18(2) Ins-15 Dex-18(4) Con-17 Cha-16 Luc-(00)
 Neutral; 8th level fighter/14th level thief
 5'11", slim, leather, hat w/feather, rapier (1-8) & dagger (1-6).
 Extremely cunning and crafty-will often foment discord among members
 of a party (even unintentionally). Incredibly lucky. 100% all thieves'
 abilities. Can't keep his hands out of others' pockets. Cugel will
 have memorized two to three of Loucoun's spells (depending on difficulty),
 but there is a 50% chance of reversal of effects if he tries to use them.

STR-18(4) Int-18(4) Ins-15 Dex-18(00) Con-18(00) Cha-18(3) Luc-18(4)
 Lawful; 25th level fighter/14th level thief/9th level monk
 6'2", black hair, gray eyes, breechclout, spear, bow and poisoned arrows,
 hunting knife, rope. Move 24". Open hand damage 2-20, hand w/knife
 5-23. Treat rope as missile weapon: if it hits, one or two arms are
 bound. Probably immortal. Can heal 4-9 pts. on self. Permanent "spells":
 Speak to animals; Locate water & animals (monsters); Animal Summoning-
 1:1 or 2 elephants, 2-4: 1-12 carniv. apes, 5,6: lion (Jad-Bal-Ja, 35 HTK).

STR-16 Int-18(3) Ins-17 Dex-18(000) Con-16 Cha-18(2) Luc-17
 Neutral; 25th level fighter
 5'10", leather, long nose, mustache. Large ego. Extremely intelligent,
 but very sensitive to remarks about his nose. Fights w/rapier (1-8)

STR-16 Int-18(4) Ins-16 Dex-18(000) Con-17 Cha-18(3) Luc-17
 Neutral; 16th level monk/13th level assassin
 MODESTY BLAISE +4,+1, 4/mr; 63 HTK; AC -3
 5'8", dressed in black bra & panties. 100% all thieves' abilities, surprised
 on a 1 in 10, can heal 10-15 pts. on self, hear noise on 1-6, fights with
 open hands (4-40) or automatic pistol (as in Boot Hill-6 shots, 1-10
 damage. Blaize is Dead Eye, Greased Lightning 00). Move 34". 75% chance
 she will be accompanied by Willie Garvin. If she makes her saving throw,
 she takes no damage. If not, half damage.

STR-17 Int-17 Ins-15 Dex-18(00) Con-16 Cha-17 Luc-17
 Neutral; 20th level fighter/15th level monk
 6'2", trousers & jacket, under jacket-sheaths for knives. 100% all thieves'
 abilities, surprised on a 1 in 10, can heal 9-14 pts. on self, hear noise
 on 1-6, fights with open hands (3-36) or thrown knives (1-8 damage, +5 to
 hit). 75% chance he will accompany Modesty Blaize. If save made, no damage.
 If not, half damage.

SOLMON BARR
 Lawful; 25th level fighter
 5'10", slim, black cape & wide-brimmed hat, leather. Near-fanatical Puritan, staff: hits for 1-6, acts like mace of disruption on undead, protects Kane from Evil & charm, cures serious wounds & disease on him. 2 single-shot pistols, 1-10 damage. Basic 90% chance to hit-at short range 100%.

CONAN +5,+6, 2/mr; 101 HTK; AC 2
 Neutral; 25th level fighter/9th level thief
 Open locks/pickpocket/move silently 75%
 remove traps 70%
 hide in shadows 65%
 surprised on a 1 in 12

D. VARTAGNAN +5,+2, 2/mr; 101 HTK; AC 3
 Lawful; 25th level fighter
 Always prone to go to the aid of those he thinks are in distress (especially women). Will listen to reason from Athos. 75% chance the other musketeers will appear with him.

ATHOS +3,+2, 2/mr; 101 HTK; AC 3
 Lawful; 25th level fighter
 Single-shot pistol, 1-10 damage. Basic 80% chance to hit. Fights with sword. Disgraced by a woman, whereupon he in essence renounced Once a nobleman still suspicious of women. More-or-less the brains of the bunch. Older, rather world-weary, a drinker. Leather armor.

PORTHOS +3,+5; 97 HTK; AC 4
 Lawful; 20th level fighter
 Mail & shield. Fights with sword. Large, strong, over-dressed, not-too-intelligent, Porthos will usually do whatever the others tell him to. Vain.

ARMAIS +3,+1, 2/mr; 90 HTK; AC 3
 Lawful; 20th level fighter/2nd level cleric
 A dashing ladies' man who plans someday to join the Church Militant-sees himself as a clerical type. Leather armor-fights with sword. Acts as a counterpoint to Athos' cynicism. Smarter than he seems.

ODYSSEUS +5,+6, 2/mr; 101 HTK; AC 2
 Neutral; 25th level fighter/16th level thief
 Short, muscular man in cloak, greaves, horsehair-plumed helmet, round shield. Carries a bow only 00 strength can bend (arrows fired from it do +5 damage). Fights w/sword. He will never fight if he can outtrick party by cunning. There is a 25% chance a Greek god will interfere when he meets dungeon party.

SOL OF ALL WEAPONS +7,+14, #/mr varies; 101 HTK; AC -3

Str-18(00)

Lawful; 25th level fighter/16th level monk

Tall, thick, muscular, yellow-haired man. Fights with one of six weapons he carries in wheelbarrow. He will challenge the best fighter in the party. If challenge is accepted, the match is for fealty and is fought until one player is unconscious (not dead). If there is no single character who stands a chance against him, Sol will fight two at once. If no one accepts his challenge he will attack to kill on any reaction except a 12. Weapons:

- Single sticks-6/mr, 1-4 dmg, AC -5
- Daggers-6/mr, 1-4 dmg, AC -5
- Morning Star-3/mr, 1-20 dmg, AC -3, +4 to hit (not +7)
- Sword-4/mr, 1-8 dmg, AC -3
- Club-3/mr, 1-20 dmg, AC -3

TARAN OF THE TWO WEAPONS +5,+5, 2/mr; 157 HTK; AC 0

Str-18(4)

Neutral; 27th level fighter/thief

6'4", 215 lbs., +5 leather armor (save of 4), wings of flying, potion of healing. Once Dragonlord of Ierendi, Taran was defeated by Sol, and Sol does no more fighting unless Taran is beaten first. He fights with a sword in his left hand and a dagger set in the stump of his right (dagger gets no bonuses to hit). Sword is +1. Speaks Iasul, Thyatic, Ethengar, Ethesti, Dwarvish, Elvish, & Neutral. +2 cloak of protection.

W11-10
C.S-10

SINBAD +3,+2, 2/mr; 75 HTK; AC 2

Str-17

Neutral; 15th level fighter/thief, 25th level Merchant

Leather, round shield, agile, Levantine type. Fights with sword, but will never fight unless he has to. He would much rather blk you out of all your possessions. Could sell refrigerators to eskimos. Any sea voyage he accompanies a party on will always reach its destination one way or another, but it has a 90% chance of shipwreck when it gets there. Sinbad cannot drown--he will always find a piece of wreckage to hold onto. Astoundingly lucky.

Str-18(4)

Lawful; 25th level fighter/9th level monk

A young-looking Indian chieftain dressed in deerskin. His father is the West Wind and his mother was a daughter of the Moon. He fights with bow, open hands (2-20) or knife (5-23). He has a pair of magic mittens, Minjekahwun, with which he can break rocks and hit for 4-40. In his magic moccasins he can run at 48". Permanent "spells": Speak to Animals, Detect Evil. Probably immortal.

Luc-15

BEOWULF +6,+7, 2/mr; 128 HTK; AC 2

Str-18(00)

Neutral; 25th level fighter

A huge Danish warrior. Beowulf has it in for monsters. He has a monster-slaying spear that will always kill if it hits on the first strike. When he is around chances of wandering monsters are doubled. Very nonhuman characters had better watch their step.

Cha-15
Luc-15

Str-18(1)

Lawful; 17th level fighter

Tall, red flowing hair, yellow eyes, fiery personality. She objects highly to a chauvinistic attitude (-2 on reaction). Fights with a great sword.

Cha-15
Luc-18(00)

Str-18(3) Neutral; 25th level fighter
 Dark-haired man dressed in Viking style. Beloved of the goddess Morgiana, there is a 99% chance she will appear if he is killed, resurrect him and return him to Avalon. She may also punish the party. Ogiel has a permanent protection at all times from the following spells: Sleep, Charm, Fire Ball, Lightning, Power Words Blind and Stun, and empathic spells.
 Luc-18(3)

1. Abdul Alhazred
 2. Egil Skallagrimson
 3. Elric & Moonglum
 4. Ioucounn, the
 5. Laughting Magician
 6. Maal Dweb
 7. Nimgauble of the
 8. Seven Eyes
 9. Sheelba of the
 10. Eyeless Face
 11. Shadowjack
 12. Thulsa Doom
 13. Xaltotum

ABDUL ALHAZRED "The Mad Arab" 60 HTK; AC 4
 Chaotic; 20th level magic-user
 Permanent: Stone/Flesh
 In Grimoire: Permanent Spell
 Legend Lore
 Protection/Charm, 10'r.
 Control Weather
 Extension III
 Conjure Elemental
 Animate Dead
 Haalucinatory Terrain
 Reverse Gravity
 Phantasmal F.
 All 1st, 2nd & 3rd level spells
 Invisibile Stalker Lightning Bolt

Str-18(00) Egil at 7? could pass for a small giant. If insulted, there is a 90% chance he will go into a berserk fighting rage (double-haste, 4/mr, with concomitant loss of hit pts.), with double damage. If he attacks by chance it is 75% that he will go berserk. He uses magic by carving runes at 1 mr/ spell level. There is only a 25% chance Egil will think clearly enough to try to carve runes while berserk. Spells: 1st: Sleep, Charm Person, Detect Magic; 2nd: Detect Invis., Invis., Wiz. Lock, Knock; 3rd: Fly, Hold Person, Water Breathing, Expl. Runes, Charm Monster; 4th: Wall Fire, Wall Ice, Confusion, Fear; 5th: Wall Stone, Wall Iron, Animate Dead, Pass-Wall; 6th: Geas, Death, Anti-Magic Shell, Control Weather; 7th: Mass Invis., Charm Plants; 8th: Mass Charm, Symbol; 9th: Shape Change, Maze
 Neutral; 20th level fighter/magic-user
 EGIL SKALLAGRIMSON +4,+6; 113 HTK; AC -2

Str-7 Chaotic; 10th level fighter/19th level magic-user
 See Elric, King of Kings & Stormbringer in Gods, Demigods & Heroes.
 Memorized: Phase Door
 Fire Ball
 Contact Higher Plane
 Animate Dead
 Determine Magical Property
 Haalucinatory Terrain
 Fear
 All 1st-3rd level spells
 Str-7 Int-18(4) See Elric, King of Kings & Stormbringer in Gods, Demigods & Heroes.
 Memorized: Monster Sum, VII Dispell All Levels Permanent; Fire Ball
 *Power Word-Stun Invisibility
 *Control Weather Death Spell
 *Repulsion Double-Haste
 *Hold Monster Conjure Elemental
 Gate Suggestion
 Teleport Confusion
 Monster Sum VI Charm Monster
 ESP
 Legend Lore
 Str-17 Neutral; 11th level fighter/7th level thief
 See Moonglum in GODS, Demigods & Heroes.
 Int-11
 Ins-9
 Dex-18(3)
 Con-17
 Cha-15
 Luc-16

TOUGHNESS "The Laughing Magician" 55 HTK; AC 9
 Neutral; 25th level magic-user; Memorized; Any 5 of the following:

1. The Excellent Prismatic Spray--many-colored lines of force pierce target's body from all directions for 8-80 damage. If save made--half damage.
2. Phandaal's Mantle of Stealth--invisibility, silence, undetectability.
3. The Spell of the Slow Hour--all targets of this spell move $\frac{1}{2}$ speed; in essence, a double-haste in effect with no hit point loss. An area spell of 50' X 50'.
4. Felojun's Second Hypnotic Spell--paralysis spell, 40' X 40' area.
5. Phandaal's Gyration--The target of this spell is spun about in the air at any speed or height the magician desires.
6. Charm of Untiring Nourishment--with which a magician need neither breathe, eat or drink.
7. Spell of the Omnipotent Sphere--sort of a cube of force and anti-magic shell.
8. Phandaal's Critique of the Chill--cold spell, 3-30 damage. If save made, half damage.
9. Gilgad's Instantaneous Galvanic Thrust or the Instantaneous Electric Effort--lightning.
10. Temporal Stasis--Time Stop
11. Houliart's Visceral Fang--
12. Lugwiler's Dismal Itch--
13. Rhialto's Green Turmoil--
14. Houliart's Blue Extractive--removes a hiding target from its refuge; cave, lair, whatever.
15. The Charm of Forlorn Enchantment--target is buried 45 miles beneath the earth's surface; contains Untiring Nourishment, so they live until freed.
16. Spell of the Macroloid Toe--target's big toe grows to size of house.
17. Thasdruhel's Laganeic Transfer or the Agency of Far Despatch--A demon picks up the target and flies him to a designated point or 1-20 hexes in random direction.

MAAL DWBB 85 HTK; AC 0
 Lawful; 30th level magic-user
 Memorized:

- Change Attributes (11)
- Charm Anything (10)
- Gyration (10)
- Forlorn Enchantment (10)
- Power Word-Dismint (10)
- Monster Sum. VIII (10)
- Meteor Swarm (9)
- Time Stop (9)
- Mass Charm (8)
- Far Despatch (8)
- *Polymorp Any (8)
- Reverse Gravity (7)
- *Projected Image (7)
- *Maze (7)
- *Magical Maze (9)
- *Double Haste (5)
- FLY ALL DAY (7)
- Limited Wish (7)
- Stone/Flesh (6)
- *Reincarnation (6)
- L.R. Nonspc. L. Ob. (6)
- Invis. Stalker (6)
- Geas (6)
- Chasm (6)
- Death (6)
- Teleport (5)
- Magical Jar (5)
- Poison Gas (5)
- Paralysis (5)
- Move Earth (7)
- Control Weather (6)
- Protect/Spirits (8)

NINGAUBLE of the SEVEN EYES 75 HTK; AC 0
 Lawful; 30th level magic-user

- Paralysis (5)
- Wish (9)
- Disp. Ferm. Magic (9)
- Mass Charm (8)
- Delayed Fire B. (7)
- Prismatic Spray (7)
- Sleep 1-14 (7)
- Stone/Flesh (6)
- Teleport (5)
- Magical Jar (5)
- Feeblemind (5)
- Eye Spells:
- Detect Magic
- Detect Invisible
- Intravision
- X-Ray Vision
- Charm Monster
- *Geas
- Fear
- Permanent:
- Shield AC 0
- Protect/Charm
- Disaster (10)
- Gyration (10)
- Omnipotent Sphere (10)
- Reverse Time (11)
- *Double Haste (5)
- *Chasm (6)
- *Invisible Stalker (6)
- *Reverse Gravity (7)
- *Time Stop (9)
- *Forlorn Enchantment (10)
- Memorized:
- Paralysis (5)
- Wish (9)
- Disp. Ferm. Magic (9)
- Mass Charm (8)
- Delayed Fire B. (7)
- Prismatic Spray (7)
- Sleep 1-14 (7)
- Stone/Flesh (6)
- Teleport (5)
- Magical Jar (5)
- Feeblemind (5)
- Magical Items:
- Ring of Djinn Summoning (10)
- Wand of Paralyzation (5)
- Rod of Beguiling (8)
- Crystal Ball w/ESP
- Amulet vs. ESP & Crystals
- Mirror of Mental Prowess
- Flying Carpet

Permanent: Detect Magic
3 Legs, can kick
Shield AC 0
Protect/Charm
Masque
ESP

Magical Items: Ring of Invis. (10)
Ring of Sp. Turning (8)*Proj. Image (7)
Crystal Ball

Charm Any (10)
Wish (9)
Out-of-Phase (8)
*Mantle of Stealth (4)

Memorized: *Shape Change (9)
*Mass Charm (8)
Delayed Fire B. (7)
Proj. Image (8)
Plymorph Any (8)
*P.W.-Blind (8)
Teleport (5)
*Mantle of Stealth (4)

Memorized: *Double Haste (5)
*Meteor Swarm (9)
*Super Magic Jar (11)
Magical Maze (9)
Disp. Perm. Magic (9)*Reverse Grav. (7)
Control Weather (6)

Memorized: *Double Haste (5)
*Monster Sum. VIII (10)
Enchntd. Slp. (9)
Teleport (5)
Repulsion (6)
Wish (9)
P.W.-Distnt. (10)
Geas (6)

Memorized: *Reverse Grav. (7)
Conf. Elemental (5)
Limited Wish (7)
Magic Jar (5)
Control Weather (6)
Paralysis (5)
Feeblemind (5)
Prismatic Spray (7)

Memorized: *Reverse Time (11)
Meteor Swarm (9)
Clone (8)
*Time Stop (9)
*Wish (9)
*Limited Wish (7)
Disp. Mgc. all lvs (7)

Memorized: *Double Haste (5)
Charm Any (10)
Monster Sum. VIII (10)
Stone/Flesh (6)
Disintegrate (6)
Control Weather (6)
Chasm (6)
Paralysis (5)
Teleport (5)
Magic Jar (5)

Memorized: *Reverse Time (11)
Meteor Swarm (9)
Clone (8)
*Time Stop (9)
*Wish (9)
*Limited Wish (7)
Disp. Mgc. all lvs (7)

Memorized: *Reverse Time (11)
Meteor Swarm (9)
Clone (8)
*Time Stop (9)
*Wish (9)
*Limited Wish (7)
Disp. Mgc. all lvs (7)

Memorized: *Reverse Time (11)
Meteor Swarm (9)
Clone (8)
*Time Stop (9)
*Wish (9)
*Limited Wish (7)
Disp. Mgc. all lvs (7)

Memorized: *Reverse Time (11)
Meteor Swarm (9)
Clone (8)
*Time Stop (9)
*Wish (9)
*Limited Wish (7)
Disp. Mgc. all lvs (7)

Memorized: *Reverse Time (11)
Meteor Swarm (9)
Clone (8)
*Time Stop (9)
*Wish (9)
*Limited Wish (7)
Disp. Mgc. all lvs (7)

Memorized: *Reverse Time (11)
Meteor Swarm (9)
Clone (8)
*Time Stop (9)
*Wish (9)
*Limited Wish (7)
Disp. Mgc. all lvs (7)

Memorized: *Reverse Time (11)
Meteor Swarm (9)
Clone (8)
*Time Stop (9)
*Wish (9)
*Limited Wish (7)
Disp. Mgc. all lvs (7)

Permanent: Detect Magic
Walking Hut:
3 Legs, can kick
For 2-20, vuln.
Shield AC 0
Protect/Charm
Masque
ESP

Magical Items: Ring of Invis. (10)
Ring of Sp. Turning (8)*Proj. Image (7)
Crystal Ball

Charm Any (10)
Wish (9)
Out-of-Phase (8)
*Mantle of Stealth (4)

Memorized: *Shape Change (9)
*Mass Charm (8)
Delayed Fire B. (7)
Proj. Image (8)
Plymorph Any (8)
*P.W.-Blind (8)
Teleport (5)
*Mantle of Stealth (4)

Memorized: *Double Haste (5)
*Meteor Swarm (9)
*Super Magic Jar (11)
Magical Maze (9)
Disp. Perm. Magic (9)*Reverse Grav. (7)
Control Weather (6)

Memorized: *Double Haste (5)
*Monster Sum. VIII (10)
Enchntd. Slp. (9)
Teleport (5)
Repulsion (6)
Wish (9)
P.W.-Distnt. (10)
Geas (6)

Memorized: *Reverse Grav. (7)
Conf. Elemental (5)
Limited Wish (7)
Magic Jar (5)
Control Weather (6)
Paralysis (5)
Feeblemind (5)
Prismatic Spray (7)

Memorized: *Reverse Time (11)
Meteor Swarm (9)
Clone (8)
*Time Stop (9)
*Wish (9)
*Limited Wish (7)
Disp. Mgc. all lvs (7)

Memorized: *Reverse Time (11)
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*Wish (9)
*Limited Wish (7)
Disp. Mgc. all lvs (7)

Permanent: Detect Magic
Walking Hut:
3 Legs, can kick
For 2-20, vuln.
Shield AC 0
Protect/Charm
Masque
ESP

Magical Items: Ring of Invis. (10)
Ring of Sp. Turning (8)*Proj. Image (7)
Crystal Ball

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Out-of-Phase (8)
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*Limited Wish (7)
Disp. Mgc. all lvs (7)

GIGANTS IN THE EARTH

CLASSIC HEROES FROM FICTION & LITERATURE

by Lawrence Schick and Tom Moldary

INTRODUCTION

The purpose of this article is to add an element of novelty

to give players a chance to actually meet up with heroes from their favorite fantasy books. The referee is advised to use these characters with discretion. They are a lot of fun to run, and

players should have an interesting time dealing with them.

These heroes are all in some fashion exceptional, and thus deviate a bit in their qualities and capabilities from standard D & D. Also, most originated in other universes or worlds,

and so were not bound by the same set of restrictions that apply to the average D & D character. Some are multi-classed, for

example. This system has been used to describe the skills and abilities of the characters as they appear in the literature, even

though some of these combinations and conditions are not formally possible. In addition, some minor changes have been

made in order to bring them in line with the game and to enhance playability.

Note: For the game purposes of these heroes: *Dexterity* 18 (10) gives +4 on Reaction/Attacking, -5 Defensive adjustment and three attacks per round for high level fighters. *Constitution* 8 (00) gives fighters +4.5 per hit die bonus.



Jack Vance's
4th level thief
ARMOR CLASS: 3
MOVE: 9"
HIT POINTS: 53
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-6 (+1), 1-4 (+1)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
ALIGNMENT: Neutral
STRENGTH: 15
INTELLIGENCE: 18 (56%)
WISDOM: 13
DEXTERITY: 18 (93%)
CONSTITUTION: 15
CHARISMA: 16
HIT BONUS: +2
PSIONIC ABILITY: Nil

UGEL THE CLEVER

Cugel would probably describe himself as an entrepreneur, a man who capitalizes on whatever opportunities the world has to offer. He follows such opportunities with utter disdain for such picaresque concepts as ownership of property, conventional morality, and a total disregard for who or what he may be saving or ruining. He is really only interested in things that concern himself and in methods of satisfying his taste for luxuries.

Cugel has a sharp but merry face topped by black hair, a slim like the body and dexterous, long-fingered hands. When he can afford them, he wears expensive, dandified clothes over +3 (stolen) leather armor. He fights Fiorentine style with a rapier and a dagger, though he will not fight if he can avoid it or get someone else to do his fighting for him. He prefers to attack by surprise from behind.

Cugel is phenomenally lucky. In any adverse situation there is an 85% chance that some bizarre coincidence or happenstance will occur that Cugel can capitalize upon and thereby come out on top (or at least get away with his hide). He uses their imagination concerning this talent.

Karl Edward Wagner's

30th Level fighter/ 20th level magic-user/ 14th level assassin
ARMOR CLASS: +4 (2 without magic)
MOVE: 9"
HIT POINTS: 165
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+5)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 70%
ALIGNMENT: Chaotic-evil
STRENGTH: 18 (96%)
INTELLIGENCE: 18 (20%)
WISDOM: 13
DEXTERITY: 17
CONSTITUTION: 19
CHARISMA: 15
HIT BONUS: +6 (+3 without magic)
PSIONIC ABILITY: Nil



Cugel once had access to the notebooks of Iucounu, the Laughing Magician, and managed with great effort to memorize three spells. These are: *Feljun's Second Hypnotic Spell* (treat as a *hold person*), *Phandael's Mantle of Stealth* (by which the caster can be neither seen, heard, nor smelled) and *Thasdrubel's Laganetic Transfer* (or *The Agency of Far Despatch*, which places a *hold person* on the target until a demon comes and carries him away to some specified far land). Unfortunately, Cugel does not always get the spells right and there is a 50% chance that any spell he uses will backfire and cause the opposite of the intended effect. Every time he blows the *Laganetic Transfer* he himself gets carried away somewhere else which is probably how he came to the D&D universe in the first place.

REFERENCE: *The Eyes of the Overworld* (paperback, published by Ace Books) by Jack Vance.

While Kane is not much above average height, his heavily-muscled, large-boned body exudes an aura of massiveness, of awesome and irresistible strength. Kane appears to be about 30 years old. Shaggy red hair covers his body. His striking feature is his eyes. The eyes of Kane are blue, and in them glows the mad shoulder-length hair and short beard are also fiery red. He is left-handed. His gaze of a ruthless killer. These eyes are the mark of Kane. Characters of 5th level or below who meet his gaze must save versus fear. There is a 50% chance that anyone looking into his eyes will recognize Kane from legends even if they have never seen him before.

Kane's past is shrouded in mystery and legend. Occult lore contends that Kane is one of the first true men, damned to eternal wandering for some dark act of rebellion against mankind's creator. He is reputed to be the world's first murderer. Some legendary tomes claim that he accidentally offended an insane god who laid a curse upon him and marked Kane that all men may know him.

Legends of a man known as Kane exist in numerous worlds, spanning hundreds of centuries of time. The name and the description are always the same. Kane likes to travel light but he will be protected. He will be wearing clothing of whatever style is prevalent in the place and time where he is encountered. He wards bracers of defense = 2 and a +3 cloak of protection. In case his magical defenses are breached, he also wears a light mail shirt under his clothing. Kane wields a sword forged in long-rusted and lost Carstulal. Without magic, the blade is still +1 and holds its edge and temper nearly indefinitely. Kane has magicked

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the sword for an additional +3 (+4 total). The sword is worn in a sheath on his back. It has a swivel so that Kane may reach over his right shoulder and quickly draw the blade.

Kane does not like to be burdened with the necessary equipment to function as a wizard. He becomes a magic-user only when in residence in a city. Kane does wear a ring of spell-storing which he constantly recharges. He can cast the following spells: teleportation, death spell, anti-magic spell, Tenser's transformation, fireball, and cone of cold. He also has a ring of regeneration.

Kane may be disguised. If so, it will be some form of disguise which hides his eyes (for example, a cowed monk or a blind beggar). There is an 05% chance that when Kane encounters a party, he is out to assassinate one party member (at random). As Kane has 99% on all thieves abilities, so a party member may be assassinated and none of the party ever see the killer.

Kane is the eternal rebel. He is not even true to his alignment. At any given time there is a 10% chance he is acting out of character. If Kane is not acting chaotic-evil, number the remaining alignments 1-8 and roll an 8-sided die to determine how he is acting at present.

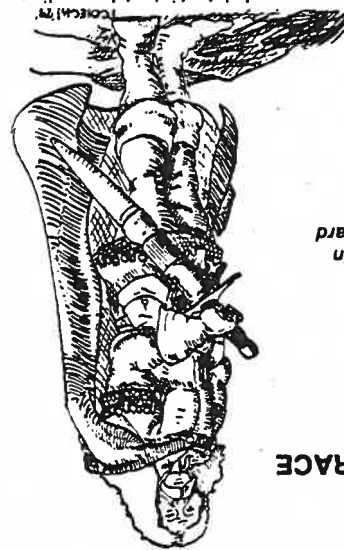
Kane's long life has made him whimsical. He may unaccountably befriend a player character (regardless of that character's alignment). Roll Kane's reaction to each party member. A 12, on two 6-sided dice, shows he has befriended the character for 1-100 turns. Kane will not assassinate a friend.

Kane has no scruples against wreaking havoc for the amusement it affords him, as a relief from boredom. There is an equal chance that he will hinder the party, attacking if his reaction is low enough, or lead the party to the nearest monster, helping them attack if his reaction is high enough. In any battle, if it looks as if Kane may be killed, he will teleport to safety.

REFERENCE: *Death Angel's Shadow, Bloodstone, Dark Crusade, Darkness Waves, Night Winds*. (paperback, published by Warner Books) All by Karl Edward Wagner.

Talbot Mundy's TROS OF SAMOTHRACE

- 15th level paladin
- ARMOR CLASS: 0
- MOVE: 9"
- HIT POINTS: 104
- NO. OF ATTACKS: 2
- DAMAGE/ATTACK: 1-8 (+4)
- SPECIAL ATTACKS:
- Special spells
- SPECIAL DEFENSES: Paladin
- MAGIC RESISTANCE: Standard
- ALIGNMENT: Lawful-good
- STRENGTH: 18 (76%)
- INTELLIGENCE: 16
- WISDOM: 18 (77%)
- DEXTERITY: 17
- CONSTITUTION: 18 (73%)
- CHARISMA: 18 (45%)
- HIT BONUS: +2
- PSIONIC ABILITY: Nil



PREFERRED SPELLS: Bless, command, detect intent, know alignment, detect lie.

Tros is a prince of the Mediterranean island of Samothrace, a mysterious place of ancient lore and hidden knowledge. The men of Samothrace are extraordinary sailors and navigators, and Tros is a sea-captain nonpareil, with an instinctive feel for wind and waves. The priests of Samothrace are dedicated to lawful-good, and their patron is Athena, goddess of wisdom and war against evil. Tros was initiated into the outer circles of the cult, but chose the sea and freedom to roam in preference, though he is still very much committed to his religious ideals.

Tros stands over six feet tall, with the classic proportions of a muscular Greek god. He wears a purple cloak over his armor and uses a sword when he has to fight. He is a natural leader, and when he roars out a command men usually jump to obey. Freedom, truth, and honor are his watchwords. He has an uncanny ability for seeing through deception. He trusts those who are proven trustworthy, and keeps a close watch on the rest. Tros has no patience with chaotic and evil types, and damn little with neutrals. He scrupulously tries to be fair with everyone, most especially himself. He always keeps his word, so he is very careful about giving it.

The Goddess Athena sometimes sends Tros on missions to other spaces and times, though it is always a party for Tros to decide what that mission is when he arrives. If encountered by a party, there is a 50% chance he is looking for help to destroy an evil or right or wrong. If a party agrees to accompany him, he will expect to be in charge. Any who dare cross him are in for a very hard time.

REFERENCE: *Lud of Lunden, Avenging Litalil, The Praetor's Dungeon, Cleopatra*. (paperbacks, published by Zebra Books) *Lud of Lunden, Avenging Litalil, and The Praetor's Dungeon* are parts one, two, and three of the original hardback: *Tros of Samothrace*. All by Talbot Mundy.

1 WANDERING DUNGEON PARTIES

First Level Dungeon Party: Figures-- Minotaur ftr, Bugbear MU/T, Goblin ftr, 5 ftrs,

F1 F2 3 clerics, 3 M-Us.
 MU/T F/MU F1: +2,+3; Minotaur, L4; AC 2, HP 18, Neutral.
 C1 MU1 F2: +2,+2; L2; AC 2, HP 11, Chaos.
 MU2 G2 MU/T: +1,+1, 2/mr; 70%; Bugbear, L3; Sleep 1-4, Protect/Evil, Hold 1-6;
 AC 7/9, HP 2, Law.
 F/MU: +3,+4; 85%; L1; Sleep 1-4; AC 2/9, HP 5, Neutral.
 C1: N,+1; 75%; L2; Cure Lt. Wds; AC 4, HP 6, Neutral, mace.
 MU1: N,-1; 80%; L1; Sleep 1-4; AC 9, HP 3, Chaos.

MU2: 75%; L1; Sleep 1-4; AC 9, HP 4, Neutral.
 C2: N,-1; 70%; L1; AC 4, HP 5, Neutral, Mace.
 C3: N,+1; 90%; L1; AC 4, HP 3, Neutral, mace.
 F3: +1,+1; L1; AC 2, HP 5, Neutral.
 F/C: +2,+2; 85%; L1; AC 2, HP 6, Chaos.
 MU3: N,-1; 75%; L2; Sleep 1-4, Detect Intent; AC 9, HP 5, Neutral.
 F4: +2,+3; L1; AC 2, HP 5, Law.
 F5: +1,+2; Goblin, L1; AC 2, HP 5, Chaos.

Second Level Dungeon Party: Figures-- Elf ftr, Formican MU, Wargroll ftr, Hobgoblin ftr,

F1 F2 3 ftrs, 2 clerics, 1 thief, 1 MU.

F1: +4,+3, 2/mr; L3; AC 2, HP 14, Neutral.

C1 T F2: +3,+4; Elf, L4; AC 1 (+1 armor), HP 18, Law.

MU/T F3 MU1: 90%; Formican, L3; Sleep 1-4, Blind 1-4, Magic Missile, Sow Discord;

AC 5, HP 7, Law.

F/MU: +2,+2; 80%; L1; Sleep 1-4; AC 2/9, HP 5, Law.

C1: 70%; L4; Cure Lt. Wds, Remove Sleep, Speak/Animals; AC 3, Mace, HP 12, Chaos.

T: +1,+1; L1; AC 7, HP 3, Chaos.

MU/T: +1,+1; 80%; L2; Sleep 1-4, Protect/Evil; AC 7/9, HP 6, Law.

F3: +1,+2; Wargroll, L1; regen 1 pt/mr; AC 2, HP 5, Chaos.

C2: N,+1; 90%; L3; Cure Lt Wds, Detect Intent; AC 3, Mace, HP 18, Chaos.

MU2: 75%; L2; Sleep 1-4, Blind 1-4; AC 9, HP 3, Law.

F4: +3,+2, 2/mr; Hobgoblin, L1; AC 2, HP 7, Neutral.

F5: +2,+2; L2; AC 2, HP 9, Neutral.

Third Level Dungeon Party: Figures-- 6 ftrs, 2 clerics, 2 MUs, 1 MU/T, 1 thief.

F1 F2 F1: +2,+3; L4; AC 2, HP 18, Neutral.

MU/T F2: +2,+3; L3; AC 2, HP 13, Law.

F3 C1 MU1: N,-1; 70%; L4; Sleep 1-4, Magic Missile, Floating Disk, Charm 1-4,

Web, Clarity; AC 9, HP 10, Law.

MU/T: +1, N, 2/mr; 80%; L4; Sleep 1-4, Magic Missile, Hold Portal, Sow Discord;

AC 7/9, HP 12, Neutral.

F3: +1,+2; L3; AC 2, HP 13, Law.

C1: N,-1; 75%; L4; Cure Lt Wds, Read Magic, Protect/Sleep; AC 3, Mace, HP 12, Chaos.

T: +1, N; L3; AC 7, HP 8, Law.

C2: 75%; L3; Cure Lt Wds, Remove Sleep; AC 3, Sword at -1, HP 9, Law.

F4: +3,+1; L2; AC 2, HP 9, Neutral.

MU2: N,-1; 70%; L2; Sleep 1-4, Read Magic; AC 9, HP 5, Law.

F/C: +1,+2; L3; Cure Lt Wds, Protect/Evil; AC 2, HP 16, Law.

F5: +2,+2; L3; AC 1 (+1 armor), HP 17, Chaos.

Fourth Level Dungeon Party: Figures-- Hobbit MU, Lizard-Kan cleric, 6 ftrs, 2 clerics, 2 MUs.

F1 F2 F1: +1,+2; L7; AC 1 (+1 armor), HP 31, Chaos.

F2: +1,+1; L4; AC 0 (+1 armor, +1 shield), HP 18, Law.

MU1: 70%; Hobbit, L8; Gold, Phant. Forces, ESP, Shield AC 2, Call Wind,

Sow Discord, Magic Mouth, Invis, Protect/Evil, Hold Portal, Bismal Itch,

Sleep 1-4; AC 9, HP 20, Law.

F/MU: +2,+3; 75%; L5; Suggestich, Hold 1-6, Detect Magic, Head Magic, Sleep 1-4;

AC 2/9, HP 23, Law.

F3: +2,+2; L4; AC 2, HP 18, Law.

C1: +1,-1; 75%; L4; Cure Lt Wds, Remove Sleep, Speak/Animals; AC -1 (+2 armor, +2 shield),

1 Mr Hammer, HP 12, Chaos. (affixed on next page...)

HANDLING DUNGEON PARTIES

5th Level Dungeon Party continued ...
75%; Lizard-Man, L7; Raise Dead, Cure Serious, Detect Poison, Remove Curse, Find Traps, Misdirection, Cure Lt Wds, Remove Sleep, Purify Food & H2O; AC 2, HP 21, Chaos, Mace.
70%; L3; Sleep 1-4, Detect Intent, Strength; AC 9, HP 7, Chaos.
85%; L4; Sleep 1-4, Detect Intent, Hold Portal, Blind 1-4, Sow Discord, Mirror Image; AC 9, HP 14, Law.
80%; L4; Cure Lt Wds, Protect/Evil, Bless; AC 3, Mace, HP 20, Neutral.
+1,+2; L5; AC 2, HP 2, Chaos.
+2,+2; L4; AC 1 (+1 armor), HP 16, Neutral.

4th Level Dungeon Party: Figures-- Turtle-Man F/MU, 2 Dwarf ftrs, 6 ftrs, 3 MUs.
F1: +2,+3; L9, AC 2, HP 50, Chaos.
F2: +3,+5; L7, AC 2, HP 46, Neutral.
F/MU1: +1,+1; 75%; Turtle-Man, L5; Slow, Invis, Charm 1-4, Magic Missile, Sleep 1-4; AC 2/5, HP 22, Chaos.
MUI: N,-1; 95%; L6; Fire Ball, Haste, Hold 1-6, Clairaud, Charm 1-4, Light, Darkness 5'r, Sleep 1-4; Scroll of Calm & Time Stop; AC 9, HP 21, Chaos.
F/MU2: +2,+2; 70%; L5; Slow, Levitate, Read Magic, Charm 1-4, Detect Magic, Sleep 1-4; AC 2/9, HP 23, Neutral.

F: +2,+1; L7; AC 2/7, HP 32, Chaos.
Holding; AC 9, HP 14, Law.
3; 75%; L5; ESP, Bond, Levitate, Charm 1-4, Blind 1-4, Magic Missile, Sleep 1-4; Potion of Animal Control; AC 9, HP 17, Law.
C: +2,+3; 75%; Dwarf, L5; Cure Lt Wds, Detect Intent, Hold Person, Misdirection; AC 1 (+1 armor), HP 23, Law.
+5,+3; L5; AC 1 (+1 armor), +2 spear, HP 28, Chaos.
Formican cleric, Fire creat., HP 22, Neutral.
+5,+2; 2/mr; L4; AC 2, Sword of Cold (+5 vs. fire creat.), HP 22, Neutral.

16th Level Dungeon Party: Figures-- Elf MU, Elf thief, 5 ftrs, 2 MUs, 1 cleric, 1 KU/T, Neut.
F1: +2,+2; L6; AC 2, Axe of Sharpness (severs on 4 better or 19,20), HP 27, Neut.
F2: +4,+3; L6; AC -2 (+4 shield), HP 27, Neutral.
MUI: N,-1; 70%; Elf, L8; Ice Storm, Fear, Invis 10'r, Fly, Haste, Illusion, Clairvoy, Hold 1-6, Dismal Itch, Floating Disk, Read Magic, Sleep 1-4; AC 9, HP 44, Neutral.
MU2: 80%; L6; Haste, Fly, Lightning Bolt, Hold 1-6, Magic Missile, Read Magic, Detect Magic, Sleep 1-4; Scroll of Polymorph to Maggot (Cursed); Scroll of Locate Object; AC 9, HP 15, Neutral.

M: N,-1; 75%; Formican, L7; Raise Dead, Remove Charm, Protect/Charm, Cure Disease, Speak/Animals, Cause Lt Wds, Remove Sleep, Detect Align; Mirror of Mental Prowess; AC 4, HP 21, Law.
AC 9, HP 15, Chaos.
C2: +1,-1; 90%; L6; Cure Serious, Cure Disease, Misdirection, Bless, Cure Lt Wds, Remove Sleep, Detect Align; AC 0 (+2 armor), +1 Mace, HP 18, Chaos.
F4: +2,+3; L7; AC 2, HP 31, Chaos.
F5: +3,+3; L7; AC -1 (+1 armor, +2 shield), HP 32, Neutral.

MU/T: +1,-1; 70%; L5; Fire Ball, Clairvoy, Magic Missile, Sleep 1-4, Protect/Evil; Scroll of Charm 1-8 & See Distant Past; Drums of Panic; AC 7/9, HP 13, Chaos.
MU3: 75%; L6; Fly, Invis 10'r, Sow Discord, Strength, Sleep 1-4, Blind 1-4, Read Magic, Hold Portal; Scroll of Lightning Bolt & Detect Intent & Read Magic; Bag of Tricks; AC 9, HP 15, Chaos.
+1,-1; 90%; L6; Cure Serious, Cure Disease, Misdirection, Bless, Cure Lt Wds, Remove

DUNGEON PARTIES, HARDENING 3

5th Level Dungeon Party: Figures-- Trog Ftr, Elf cleric, Lupus Sapiens cleric, 7 ftrs, 2 Nus.

F1: +3,+2; L10; AC 2, +3 crossbow, 17 dex, HP 55, Law.
 F2: +3,+2; Trog, L7; AC 2, +2 Mace, HP 53, Chaos.
 M1: N,-1; 80%; L11; Paralysis, Hold 1-14, Dispell 1-7, Ice Storm, Wall of Ice,
 Confusion, Haste, ESP, Fly, Suggestion, Web, Invis, Strength, Clairvoy,
 Magic Missile, Detect Intent, Charm 1-4, Sleep 1-4; Scroll of Protection;
 Undead; AC 8 (+1 ring), HP 27, Law.
 F/MU: +1,+2; 70%; Snake-Man (masqued), L6; Monster Sum I, Suggestion, Fire Ball,
 Sow Discord, Web, Charm 1-4, Fitting Disk, Sleep 1-4; AC 0/7 (+1 armor),
 +1 shield, HP 27, Chaos.

+2,+2; L7; AC 0 (+2 shield), +1 swrd, HP 32, Law.
 +1 shield, HP 27, Chaos.
 +1 shield, HP 27, Chaos.
 +2,+2; L7; AC 0 (+2 shield), +1 swrd, HP 32, Law.
 Neut. Poison, Cure Serious, Detect
 Cause Lt Wds, Speak/Animals, Find Traps, Cure Lt Wds,
 Poison, Remove Curse, Cure Disease, Misdirection, Speak/Animals, HP 36, Law.
 Poison, Remove Curse, Cure Disease, Misdirection, Speak/Animals,
 Read Magic, Warp Wood, Remove Sleep; AC 1 (+1 shield), +1 axe, HP 36, Law.
 Cause Lt Wds, Limited Curse, Heat Metal, Detect Alien, Warp Wood, Protect/Evil, Cure Lt Wds;
 75%; Lupus Sapiens, L7; Raise Dead, Neut Poison, Protect/charm, Remove Curse, Speak/Animals,
 Ring of Many Wishes (4); Rod of Rulership, 1-100 Levels (4); AC 9, HP 46, cha, CI 1-4, BT 1-6.
 +1,+1; L6; AC 2, HP 27, Law.
 5; +2,+2; L7; AC 2, HP 53, Chaos.
 U2: 75%; L7; Ice Storm, Fire Ball, Protect/Evil 10'r, Levitate, Hold 1-6, Mirror Image,
 Charm 1-8; Potion of Gaseous Form; HP 18, Chaos.

/T1: +3,+3; L9; AC 2/7, HP 40, Law.
 /T2: +3,+1; 2/mr; L7; AC 0/7 (+2 armor), +1 Hammer of Stunning, HP 32, Law.
 1st Level Dungeon Party: Figures-- Kzin ftr, Felis ftr, Elf MU, 5 ftrs, 2 Nus, 2 clerics.
 F1: +5,+3, 2/mr; Kzin, L8; Ring of Djin Summoning (8); AC -2 (+4 shield),
 +1 flaming sword +2 vs. Trolls, Pegasus, etc, +3 vs. Ents & Undead, Detects
 Traps; HP 44, Neutral.
 F2: +3,+1, 2/mr; Felis Sapiens, L8; AC 2 (Bracers of AC 2), HP 80, Chaos,
 Claws 1-4, Bite 1-6.
 F/C: +3,+4; 75%; L13; Earthquake, Full Curse, Recall, Animate Rock, Wall of Fire,
 Raise Dead, Remove Charm, Cause Disease, Protect/Evil 10'r, Remove Curse,
 Locate Water, Detect Poison, Cure Disease, Protect/Sleep, Speak/Animals, Misdirection, Find
 Traps, Hold Person, Detect Alien, Cure Lt Wds, Purify Food & H O, Remove Sleep, Read Magic,
 Detect Intent; AC 0 (+2 shield), HP 61, Chaos.
 M1: 99%; L12; Double Haste, Rock/Mud, Magic Jar, Animate Dead, Paralysis, Mantle of Stealth,
 Calm, Charm 1-8, Cold Spell, Haste, Protect/Evil 10'r, Suggestion, Shield AC 2, Clairaud,
 Wizard Lock, Hold 4-6, Strength, Detect Magic, Read Magic, Magic Missile, Sleep 1-4;
 Scroll of Remove Curse; 20% Luckstone (4 on saves); AC 9, HP 62, Chaos.
 F/MU: +2,+3; 75%; L7; Dimension Door, Fly, Haste, Illusion, Hold 1-6, Dismal Itch, Hold Portal,
 Sleep 1-4; Potion of Invis; AC 1 (+1 armor), HP 31, Neutral.

F3: +2,+2; L7; +1 flaming sword, +2 vs. Pegasus etc, +3 vs. Ents; AC 2, HP 39, Chaos.
 C1: +1,N; 70%; L9; Full Curse, Animate Rock, Raise Dead, Cause Disease, Cure Serious, Cure
 Disease, Speak w/Dead, Remove Curse, Remove Curse, Misdirection, Cause Lt Wds, Bless,
 Protect/Evil, Detect Alien, Cure Lt Wds, Remove Sleep; AC 0 (+2 armor), +1 sword, HP 27, Cha
 M2: +1,N; 75%; Elf, I8, Cold Spell, Ice Storm, Masque, Call Wind, Haste, Web, Clairaud,
 Hold 1-6, Hold Portal, Protect/Evil, Sleep 1-4, Head Magic, Wand of Detect Magic; AC 4
 (Bracers AC 4), Dagger +1, +2 vs. smaller, HP 36, Chaos.
 M3: +2,-1; 80%; L10; Paralysis, Feeblemind, Confusion, Mantle Stealth, Ice Storm, Fly, Fire
 Ball, Slow, Clairvoy, Web, Illusion, Wizard Lock, Sleep 1-4, Read Magic, Detect Magic,
 Dismal Itch; AC 9, Dagger +2,+3 vs. smaller, HP 25, Law.
 C2: +1,-1; 90%; L9; Animate Object, Cause Serious, Raise Dead, Cure Serious, Protect/Evil 10'r,
 Cure Disease, Remove Curse, Detect Poison, Cause Lt Wds, Hold Person, Wind Traps, Detect
 Alarm, Remove Sleep, Read Magic, Cure Lt Wds; Scroll of 9th Level spell & Find Path &
 Dispell 1-4 & Limited Service & Create Food & Whistle Up Wind & Cure Lt Wds; AC -2
 F4: +5,+4; L10; AC 0 (+2 armor), +2 War Hammer, HP 75, Neutral.
 F5: +3,+2; L10; AC 2, +1 Mace, HP 75, Chaos.

WILDERNESS WANDERING MONSTERS

TERRAIN TYPE:	Lost---(8)	Encounter--(20)	Die Roll for Monster Type:			
CLEAR:	1	3X	Men	Men	Men	Men
FOREST:	1,2	6X	Men	Nonhum	Nonhum	Nonhum
RIVER:	1	6X	Men	Nonhum	Nonhum	Nonhum
SWAMP:	1-3	9X	Men	Nonhum	Nonhum	Nonhum
MTNS:	1,2	9X	Men	Nonhum	Nonhum	Nonhum
DESERT:	1-3	6X	Men	Nonhum	Nonhum	Nonhum
SEA:	1	3X	Men	Nonhum	Nonhum	Nonhum
RUINS:	1	3X	Men	Nonhum	Nonhum	Nonhum
Typical	1	1	Men	Men	Men	Men
1 Bandits	2	3	Bandits	Bandits	Bandits	Bandits
2 Brigands	2	3	Brigands	Brigands	Brigands	Brigands
3 Mid/HI-Lvl Mage & Co.	3	4	M-H Lvl Mage & Co.	M-H Lvl Mage & Co.	M-H Lvl Mage & Co.	M-H Lvl Mage & Co.
4 Merchants	4	4	Merchants	Merchants	Merchants	Merchants
5 Merchants/Pilgrims	5	5	Merchants & Guard	Merchants & Guard	Merchants & Guard	Merchants & Guard
6 Mid-Lvl Ftr. & Co.	6	6	Cavemen	Half-Elves	Half-Elves	Half-Elves
7 HI-Lvl Ftr. & Co.	7	7	Berserkers	Elves	Elves	Elves
8 HI-Lvl Cleric & Co.	8	8	Bandits	Elves	Elves	Elves
9 Farmers/Hunters	9	9	Bandits	Elves	Elves	Elves
0 Migrating Tribe	0	9	Hunters/Hunters	Hunters/Pilgrims	Hunters/Pilgrims	Hunters/Pilgrims
1 Ruins	1	1	Bandits	Bandits	Bandits	Bandits
2 Bandits	2	1	Brigands	Brigands	Brigands	Brigands
3 Bandits/Brigands	3	1	M-H Lvl Mage & Co.	M-H Lvl Mage & Co.	M-H Lvl Mage & Co.	M-H Lvl Mage & Co.
4 Merchants	4	2	Brigands	Brigands	Brigands	Brigands
5 Imperial Navy	5	2	M-H Lvl Mage & Co.	M-H Lvl Mage & Co.	M-H Lvl Mage & Co.	M-H Lvl Mage & Co.
6 Mermen	6	3	M-H Lvl Cleric & Co.	M-H Lvl Mage & Co.	M-H Lvl Mage & Co.	M-H Lvl Mage & Co.
7 Tritons	7	4	Pilgrims	Lizard-Men	Lizard-Men	Lizard-Men
8 Sahagin	8	4	Tharks	Turtle-Men	Turtle-Men	Turtle-Men
9 Lizard-Men	9	5	Fisher Tribesmen	Snake-Men (RH)	Snake-Men (RH)	Snake-Men (RH)
0 Lizard-Men	0	6	Lizard-Men	Boars	Boars	Boars
SWIMMERS						
1 G.Crocodiles	1	0	Hydrae	Swamp & River	Swamp & River	Swamp & River
2 G.Leeches	2	0	Basiliisks	Giant Crocs	Giant Crocs	Giant Crocs
3 G.Grabs/Fish	3	0	Dragonnes	G.Snakes (L or S)	G.Snakes (L or S)	G.Snakes (L or S)
4 G.Sea Snakes	4	0	Myverns	Muck Creatures	Muck Creatures	Muck Creatures
5 Sea Worms	5	0	Chimerae	Brontosarus	Brontosarus	Brontosarus
6 Dragon Turtles	6	0	Purple Worms	G.Snap.Turtles	G.Snap.Turtles	G.Snap.Turtles
7 Giant Slugs	7	0	Tyrannosaurus	Lizard-Men	Lizard-Men	Lizard-Men
8 Giant Squids	8	0	Dragon	Giant Toads	Giant Toads	Giant Toads
9 Giant Octopi	9	0	Dragon	Shmbling Mounds	Shmbling Mounds	Shmbling Mounds
10 Tangler Kelp	10	0	Dragon	Slimes/Fungl	Slimes/Fungl	Slimes/Fungl
11 Plesiosaurs	11	0	Dragon	Tyrannosaurus	Tyrannosaurus	Tyrannosaurus
12 Albatross of	12	0	Dragon	Woolly Rhino	Woolly Rhino	Woolly Rhino
DRAGON CLASS						
1 Giant Crocs	1	0	Swamp & River	Mountains	Mountains	Mountains
2 Giant Leeches	2	0	Cave Bears	Desert	Desert	Desert
3 G.Snakes (L or S)	3	0	Mammoths	White Apes	White Apes	White Apes
4 Muck Creatures	4	0	G.Wolverine	Giant Gila Monsters	Giant Gila Monsters	Giant Gila Monsters
5 Brontosarus	5	0	Sabre-Tooths	Giant Ant Lions	Giant Ant Lions	Giant Ant Lions
6 G.Snap.Turtles	6	0	Yetis	Dust-Devils	Dust-Devils	Dust-Devils
7 Lizard-Men	7	0	Woolly Rhino	Giant Ants	Giant Ants	Giant Ants
8 Giant Toads	8	0	Triceratops	Giant Scorpions	Giant Scorpions	Giant Scorpions
9 Shmbling Mounds	9	0	Tyrannosaurus	Giant Snakes	Giant Snakes	Giant Snakes
0 Slimes/Fungl	0	0	Ankylosaurus	Sandworm	Sandworm	Sandworm
*Dragons only, not Dragon Class						

WILDERNESS WANDERING MONSTERS

NONHUMANS	FLYERS	UNDEAD	MISC. I	MISC. II
1 Dwarves	Pegasi	Skeletons	Banshees	Balrogs
2 Dwarves	Giant Eagles	Zombies	Blink Dogs	Beholders
3 Elves	Rocs	Ghouls	Carrion Crawlers	Mercurials
4 Elves	Hippogriffs	Doppelgangers	Displacer Beasts	Salamanders
5 Kzinti	Gryphons	Shadow-Stalkers	Shoggoths	Giant Slugs
6 Hobbits	Manticores	Wights	Giant Ticks	Umbur Hulks
7 Tharks	Cockatrices	Night Mare	Giant Rats	Gorgons
8 Centaurs	Lamasu	Wraths	White Apes	Bulette
9 Gnomes	Sphinxes	Will O' Wisp	Hell-Hounds	Catoblepas
10 Lizard-Men	Harpies	Mummies	Owl Bears	Rakshasas
11 Ogres	Stirges	Spectres	Ankhegs	Remorhaz
12 Troils	Cargoyles	Lich	Jackalweres	Werebeats
13 Ogre Magi/Mahars	Tattletales	Vampires	Werewolves	Retriever
14 Goblins	Vulture Lions	Howler	Wererats	Weretigers
15 Hobobs/Bugbears	Airsharks	Ghost	Fox Women	Wereboars
16 Gnolls/Kobolds	Night-gaunts	Groaning Spirit	Leucrotas	Blast Puppy
17 Orcs	Stingray Mantas	Zombies	Grinder Wheels	Super Heroes/M-U's
18 Orcs/Great Orcs	Giant Bats	Ghouls	Minotaurs	Gods
19 Giants	Hippogriffs	Shadow-Stalkers	Apts	Dread Black Serpent
20 Mangrolis	Pterodactyls-	Lamiae	Dtr. of Kall	Medusae

CITY ENCOUNTERS TABLE

ENCOUNTERS:	MEN	NONHUMANS	MISC. I	MISC. II
1 Men	1 Bandits (1-12)	Dwarves (1-12)	Vision of Panic	Balrogs (1-3)
2 Men	2 Magic-User	Dwarves	Banshees (1-6)	Cockatrices (1-4)
3 Men	3 Fighters	Dwarves	Carr. Crawlers (1-3)	Wyverns (1-4)
4 Men	4 Fighters	Elves (1-12)	Giant Ticks (1-10)	Umbur Hulks (1-3)
5 Men	5 Fighters	Elves	Dtr. of Kall	Troils (1-8)
6 Men	6 Clerics	Hobbits (1-12)	White Apes (1-8)	Medusae (1-3)
7 Nonhum	7 Thieves	Hobbits (1-12)	Dust-Devils (1-6)	Mahars (1-4)
8 Nonhum	8 Thieves	Orcs (1-10)	Fox Women (1-3)	Lamasu (1-4)
9 Undead	9 City Guard (2-20)	Orcs	Harpies (1-6)	Sphinxes
0 Misc.	10 City Guard	Great Orcs (1-8)	Hypnoid Fungus	Night-Gaunts (1-4)
1 Men	11 Beggars (1-12)	Gnomes (1-12)	Flatlanders (1-8)	Ogre Magi (1-4)
2 Men	12 Beggars	Goblins (1-10)	Blink Dogs (1-6)	Salamander
same as	13 Berserkers (1-10)	Goblins	Displ. Beasts (1-3)	Mercurials (1-10)
Dungeons	14 Press Gang	Hobgobs (1-8)	Wererats (1-8)	Werewolves (1-10)
wandering	15 Relig. Fanatics	Bugbears (1-6)	Airsharks (1-8)	Wereboars (1-4)
monsters	16 Vendors, Hucksters	Kobolds (1-10)	Shoggoths (1-3)	Rakshasas (1-3)
with 1/2 #	17 Nobility & Co.	Gnolls (1-8)	Minotaurs (1-4)	Weretigers/bears
appearing.	18 Slavers	Half-Elves (1-10)	Grinder Whls (1-2)	Demons/Devils
	19 Typhoid Martes	Ogres (1-6)	Giant Rats (1-12)	Super Heroes/M-U
	20 Couriers	Centaur (1-8)	Ankhegs (1-3)	Gods

LYCANTHROPEs, OGRE Magi & the like will 5 out of 6 times be in human form when in the city so as not to risk exposure. The more intelligent monsters will often have been smuggled into the city for religious or even less savoury reasons. Flyer-types often just stupidly fly in. Of course carrion crawlers, giant rats, etc., occasionally come out of the sewers. Nonhumans can generally come and go almost as they please as long as they restrict themselves to the foreigners' quarter.

WILDERNESS WANDERING MONSTERS

Atretharks: 2-12; AC 5; HD 3; MV 9
 Ankhkegs: 1-6; AC 2/4; HD 3 to 8; MV 12/6und
 Ankylosaurus: 1-4; AC 0; HD 9; MV 6
 Ant Lions, G.: 1-4; AC 6; HD 3; MV (6)
 Apes, Carniv.: 2-8; AC 6; HD 5; MV 12
 Bats, Giant: 1-6; AC 5; HD 4; MV 3/18
 Bears: 1-6; AC 6; HD 5+5; MV 12
 Bears: 1-12; AC 7; HD 3+3; MV 15
 Brontosaurus: 1-6; AC 5; HD 30; MV 6
 Cave Bears: 1-6; AC 6; HD 6+6; MV 12
 Crabs, Giant: 2-12; AC 3; HD 3; MV 12
 Crocodiles, G.: 1-8; AC 4; HD 7; MV 6/12(H₂O)
 Dire Wolves: 3-12; AC 6; HD 3+3(4+4 ldr); MV 18
 Dragon Turtle: 1; AC 0; HD 12 to 14; MV 3/9
 Dryads: 1-6; AC 9; HD 2; MV 12
 Dwarves: 10-200
 Eagles, Giant: 1-20; AC 7; HD 4; MV 3/48
 Elves: 10-200
 Ents: 1-20; AC 0; HD 7 to 12; MV 12
 Fish, Giant: 1-8; AC 5; HD 4; MV 36
 Gila Monsters, G.: 1-8; AC 5; HD 4; MV 6
 Gnomes: 10-200
 Gnolls: 10-200
 Gnomes: 10-200
 Goblins: 10-200
 Great Orcs: 6-60
 Hippogriffs: 2-16; AC 5; HD 3+3; MV 18/36
 Hobgoblins: 10-200
 Horses, Wild: 5-30; AC 7; HD 2; MV 24
 Jackalweres: 1-4; AC 4; HD 4; MV 12
 Killer Trees: 1-6; Eaters-AC 5; HD 6;
 Stranglers & Bludgeoners-AC 4; HD 4
 Kobolds: 10-200

CLEAR TERRAIN

MOVES IN WILDERNESS
1 Hex = 25 miles

DESERT

Leeches, Giant: 4-16; AC 9; HD 1 to 4; MV 3
 Leucrotas: 1-4; AC 4; HD 6+1; MV 18
 Lions: 2-12; AC 6; HD 5+2; MV 12
 Lizard-Men: 5-40; AC 5(4); HD 2+1; MV 6/12(H₂O)
 Mammoths: 1-8; AC 5; HD 13; MV 12
 Octopus, Giant: 1-3; AC 7; HD 8; MV 3/12(H₂O)
 Orcs: 10-200
 Plesiosaurs: 1-3; AC 7; HD 20; MV 15(H₂O)
 Porpoises: 2-20; AC 5; HD 2+2; MV 30
 Pterodactyls: 1-12; AC 5; HD 4; MV 6/24
 Remorhaz: 1; AC 0/2/4; HD 7 to 14; MV 12
 Roos: 1-2; AC 4; HD 18; MV 3/30
 Sabre-Tooth Tigers: 1-2; AC 6; HD 7+2; MV 12
 Sahagin: 4-80; AC 5; HD 2+2; MV 12/24(H₂O)
 Sandworm: 1; AC 2; HD 11 to 30; MV 18
 Satyrs: 2-8; AC 5; HD 5; MV 18
 Snake-Men: 1-8; AC 8; HD 4; MV 9; 1 random spe
 Snapping Turtles, G.: 1-4; AC 0/5; HD 10; MV 3/
 Squid, Giant: 1; AC 7/3; HD 12; MV 18
 Tharks: 10-200
 Thoats: 4-24; AC 7; HD 3+2; MV 18
 Tigers: 1-4; AC 6; HD 5+5; MV 12
 Toad-Men: 2-40; AC 7; HD 2; MV 9
 Tritons: 3-60; AC 5; HD 3; MV 15
 Turtle-Men: 1-20; AC 2/8; HD 3; MV 6
 Tyrannosaurus Rex: 1-2; AC 5; HD 18; MV 15
 Wasps, Giant: 1-20; AC 4; HD 4; MV 6/21
 Wolves: 2-20; AC 7; HD 2+2; MV 18
 Yetts: 1-6; AC 6; HD 4+4; MV 15

Armored man-12.5 mi/day or 1/2 hex
 Unarmored man-25 mi/day or 1 hex
 Heavy horse, medium horse, mule,
 camel-50 mi/day or 2 hexes.
 Light horse (unarmored rider)-
 75 mi/day or 3 hexes
 Gryphon (flying)-3 hex/day
 w/unarmored rider-2 hex/day
 w/armored rider-1 hex/day
 Hippogriff (flying)-4 hex/day
 w/unarmored rider-2 1/2 hex/day
 w/armored rider-1 1/2 hex/day
 Pegasus (flying)-5 hex/day
 w/unarmored rider-3 hex/day
 w/armored rider-2 hex/day
 FOREST
 Heavy & medium horse- 7/8 hex/day
 Light horse (unarmored rider)-2 hex/day
 Flyers-same as clear, but no communication
 with ground party.
 MOUNTAIN & SWAMP
 No heavy or medium horses
 Light horse (no armor), mule-1 hex/day
 Armored man-4 days/hex
 Unarmored man-2 days/hex

ENCUMBRANCE

CHARACTERS' RACE

1 lb. = 30 gp weight.	1 200-lb. man = 3000 gp
Animal	Burden
Donkey	4000
Mule	6500
Lt, Horse	6000
Med. Horse	7000
Heavy Horse	8000
Camel	7000
Throat	8000
01-75: Human	76-80: Dwarf
81-85: Elf	86, 87: Hobbit
88, 89: Orc/Great C	90, 91: Goblin, Hob
92: Half-Elf	93: Kobold
94: Gnome	95: Groll
96: Kzin	97: Centaur
98: Ogre	99: Lizard-Man
100: Thark, Mahar, Troll,	101: Demon, Protein Polymorph, etc.

Move as clear terrain. Horses and mules die
 on 2nd day with a 1 out of 6, 3rd day with a
 1-3, etc., that they go without water.
 Camels can go up to 15 days without water.
 Each day a man in the desert without water
 moves he moves 2/3 the distance of the previous
 day. On the 4th day he dies on a 1, 5th on
 a 1-3, 6th on a 1-5.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

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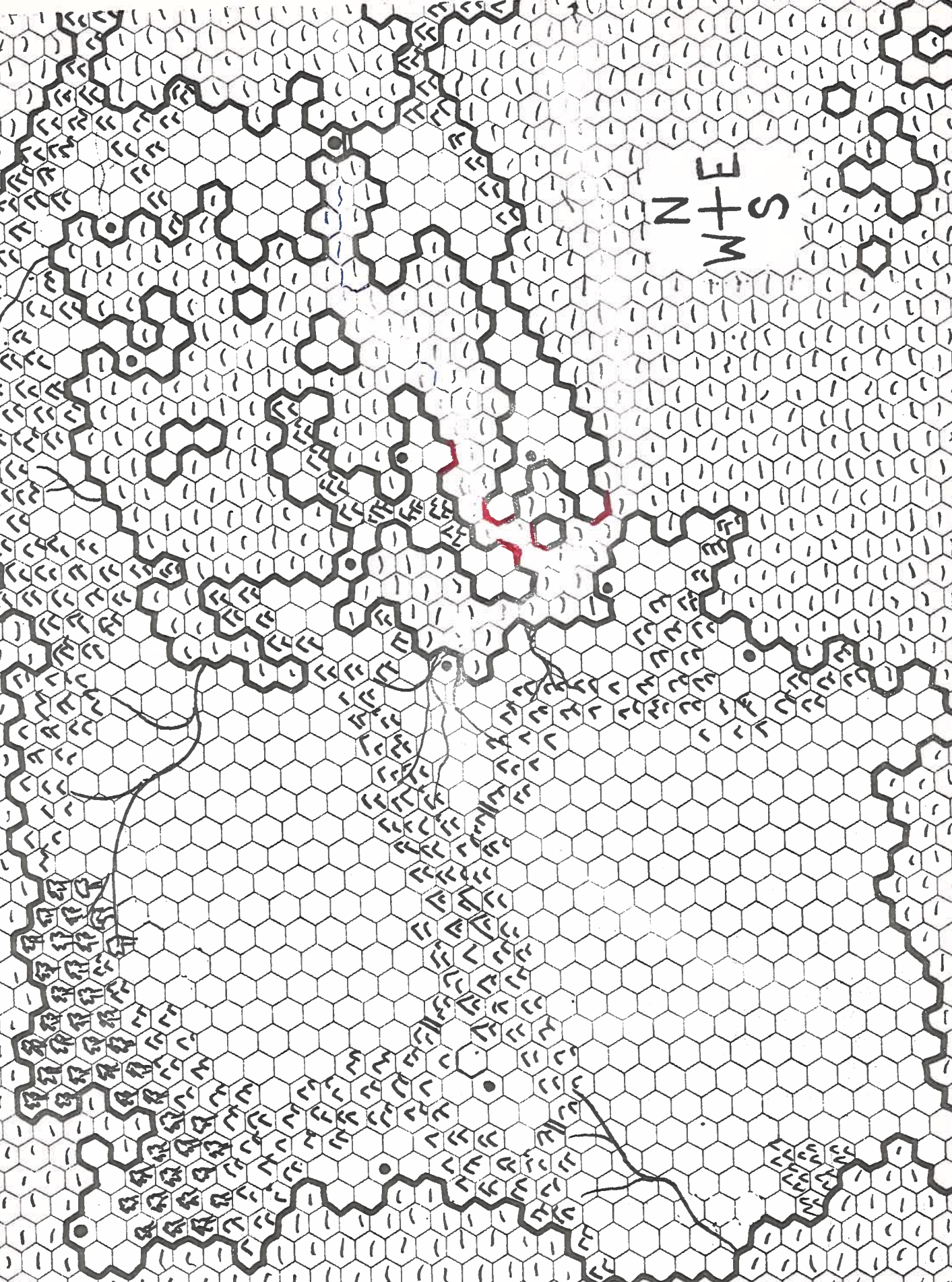
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Handwritten Chinese characters: 中国科学院图书馆藏

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Level Transference ability in a sword means that every time the sword kills a foe, the number of levels the foe contained is temporarily added to the wielder's level in terms of fighting ability. These levels last a number of terms equal to the number of levels transferred.

Bow of Treachery will appear to all tests to be a +1 Bow until used in battle, when it will always shoot at the user's nearest ally. Mace of Mass will show in all tests to be a magical mace until used in battle, when it will magically adhere to the hand of the wielder and become too heavy to lift from the ground. Dagger of Burrowing appears to be an ordinary magic dagger, but after carrying it for awhile it will burrow toward its owner's abdomen. (o Hammer of Stunning, when struck upon the foe will set up a shock wave that will stun from 2-16 opponents with 4 hit dice or less.

Rings have 1-12 charges
Wands have 1-8 charges

The dancing sword, sword and axe of sharpness: vortal blade, mace of disruption, and hammer stunning all have 1-20 charges, after the use of which they revert to ordinary magical blades

REVISED MAGICAL PROCEDURE

- All Magic-users may memorize one spell per spell-level; all other spells come from their grimoire. If grimoire is lost and are lost. To copy a spell costs 20% of its value if bought.
- Melee rounds needed to prepare mental spells-- 4; scrolls-- 3; Rings-- 2; Wands, misc, potions-- 1.
- Common magical items which can be ordered:
 - Potion of Healing-- 1000 gp + 1 month
 - Potion of Extra-Healing-- 3000 gp + 2 months (Maximum of one each of the above per adventure)
 - +1 armor-- 10,000 gp + 2 months
 - +1 shield-- 10,000 gp + 2 months
 - +1 arrows (20)-- 10,000 gp + 2 months
- Scrolls may be sold for 10% of the value of the spells thereon.

There is a 25% chance that any scroll will contain clerical spells.

01-30	1st
31-50	2nd
51-65	3rd
66-75	4th
76-83	5th
84-90	6th
91-95	7th
96-98	8th
99-00	9th

LEVEL OF SPELLS ON SCROLLS:

01-25	1 spell
26-40	2 spells
41-50	3 spells
51-57	4 spells
58-60	7 spells
61-80	Cursed
81-85	Protection: Lycanthropes
86-90	Protection: Undead
91-95	Protection: Elementals
96-00	Protection: Magic

01-25 1 spell
26-40 2 spells
41-50 3 spells
51-57 4 spells
58-60 7 spells
65-00 Dividual

01-05	Invisibility
06-10	Human Control
11-15	Human Control
16-20	Weakness
21-25	Flying
26-30	Feeblemind
31-35	Protection, +1
36	Protection, +3
37-38	Three Wishes
39-44	Haste
45	Double-Haste
46-55	Delusion
56-60	Infravision
61-65	Water-Walking
66-70	Fire-Resistance
71-72	Protection, +2, 5' radius
73	Regeneration
74	Intangibility
75-76	Djinn Summoning
77-78	Shooting Stars
79-80	X-Ray Vision
81-82	Protection from Charm
83-85	Telekinetics
85-90	Continual Light
91-95	Mirror Image
96-97	Protection from Magic Masque
98	Spell Storing
99	Spell Turning
00	Many Wishes

REVISED TREASURE TABLES

MISCELLANEOUS WEAPONS:	
01-05	10 Arrows +1
06-10	3-30 Arrows +1
11-15	2-12 Arrows +2
16	1-8 Arrows +3
17	Arrow of Slaying
18-20	2-16 Crossbow Bolts +2
21-25	Dagger +1 vs. Man-sized, +2 vs. Smaller
26-30	Dagger +2 vs. Man-sized, +3 vs. Smaller
31-35	Bow +1
36-37	Bow +2
38	Bow +3
39-40	Crossbow +1
41	Crossbow +3
42-43	Crossbow of Speed
44-45	Crossbow of Distance
46-50	Axe +1
51-52	Axe +2
53	Axe +3
54	Axe +3, 60' throwing range w/return
55	Axe of Sharpness
56-65	Mace +1
66-70	Mace +2
71-72	Mace +3
73	Mace of Disruption
74-77	War Hammer +1
78-79	War Hammer +2
80	War Hammer +3, 60' throwing range w/return
81-85	Spear +1
86-87	Spear +2
88	Spear +3
89-90	Cursed Spear of Backbiting
91	Bolas of Entanglement
92	Boomerang of Smiting (+2, 1-6 damage, 90' throwing range w/return)
93-95	Bow of Treachery
96-98	Mace of Mass
99	Dagger of Burrowing
00	Hammer of Stunning
POTIONS: as per Greyhawk	
97	Take two rolls ignoring rolls over 97
HANDS/STAVES: as per Greyhawk	
97	Take three rolls ignoring rolls over 97

MAGIC ITEMS:	
01-15	Swords
16-30	Armor
31-40	Misc. Weapons
41-55	Potions
56-70	Scrolls
71-80	Rings
81-90	Hands/Staves
91-00	Misc. Magic

SWORDS ABILITIES:	
01-10	Note Shifting Walls & Rooms
11-15	Telekinests
16-25	Detect Stopping Passages
26-30	Protect from Charm
31-40	Locate Secret Doors
41-50	Detect Traps
51-60	See Invisible Objects
61-70	Detect Enemies/Evil
71-80	Detect Metal & What Kind
91-95	Detect Gems (# and Size)
96-99	Take two rolls, ignoring scores over 95 except a score of 00.
00	Roll on Extraordinary Abilities

EXTRAORDINARY ABILITIES:	
01-10	ESP
11-20	1-4 times normal strength for 1-10 turns (Once/day)
21-30	Teleportation (once/week)
31-40	X-Ray Vision (thrice/day)
41-50	Illusion Generation (thrice/day)
51-60	Haste (twice/day)
61-70	Mirror Image (twice/day)
71-78	Levitation (twice/day)
79-82	Flying (once/day)
83-87	Navigates
88-92	Healing (1 pt./6 turns, opts./day)
93-97	Level Transference (see note)
98-99	Take two rolls ignoring rolls over 97
00	Take three rolls ignoring rolls over 97

ARMOR:	
01-20	Shield +1
21-40	Armor +1
41-50	Shield of Missile Attraction
51-60	Armor of Vulnerability
61-70	Armor & Shield +1
71-76	Shield +2
77-82	Armor +2
83-88	Armor & Shield +2
89	Shield of Magnetism
90	Armor of Constriction

ORIGINS OF CHARACTERS

(E) = Empire	77-79 = Mnokki (T)	80	= Dulesmir (T)	81	= Malpheggi (T) *	82	= Quastog (T) *	83	= Qeda (T) *	84	= Mmesshny (T) *	85	= Hagath (T)	86	= Stregghon (T)	87	= Capheron (T)	88	= Kerendas (T)	89	= Heldam (T)	90-91	= Atruaghin (T)	92-93	= S. Coast (F)	94	= Valley (F)	95	= N. Coast (F)	96	= Nanq-Rubbob (C) *	97	= Ylarum (C)	98	= Biazan (C)	99	= Llyntref (C)	00	= Mavtrand (C)
(C-S) = City-State	01-10 = Thyatis (E)	11-18 = Cezavy (E)	19-23 = Alasiya (E)	24-28 = Thanegiioth (E)	29-36 = Darokin (C-S)	37-39 = Keraptis (C-S)	40-41 = Minrothad (C-S)	42-44 = Cynidicea (C-S)	45-46 = Karamaikos (C-S)	47-49 = Akorros (C-S)	50-51 = Ierendi (C-S)	52-54 = Sxodan (C-S)	55-56 = Nolo-Nolo (C-S)	57	= Gugonix (C-S)	58-59 = Dwyrain (K)	60-64 = Golllewin (K)	65-66 = Soderfjord (K)	67	= Ostland (K)	68	= Vestland (K)	69-70 = Corunglain (K)	71-76 = Ethengar (T)															
(K) = Kingdom	76-80 = Dwarf	81-85 = Elf (25% Half-elf)	86,87 = Hobbit	88-89 = Orc, Great Orc	90-91 = Goblin, Hobgoblin, Bugbear	92	= Felis, Lupus, Ratus Sapiens	93	= Leprechawm, Banshee	94	= Gnome	95	= Groll, Kobold	96	= Troglodyte	97	= Centaur, Kzin	98	= Ogre (25% Ogre Magi)	99	= Lizard, Turtle, Snake, Toad-men																		
(T) = Tribe	01-75 = Human	76-80 = Dwarf	81-85 = Elf (25% Half-elf)	86,87 = Hobbit	88-89 = Orc, Great Orc	90-91 = Goblin, Hobgoblin, Bugbear	92	= Felis, Lupus, Ratus Sapiens	93	= Leprechawm, Banshee	94	= Gnome	95	= Groll, Kobold	96	= Troglodyte	97	= Centaur, Kzin	98	= Ogre (25% Ogre Magi)	99	= Lizard, Turtle, Snake, Toad-men																	
(F) = Freeholds	01-75 = Human	76-80 = Dwarf	81-85 = Elf (25% Half-elf)	86,87 = Hobbit	88-89 = Orc, Great Orc	90-91 = Goblin, Hobgoblin, Bugbear	92	= Felis, Lupus, Ratus Sapiens	93	= Leprechawm, Banshee	94	= Gnome	95	= Groll, Kobold	96	= Troglodyte	97	= Centaur, Kzin	98	= Ogre (25% Ogre Magi)	99	= Lizard, Turtle, Snake, Toad-men																	
(C) = City	01-75 = Human	76-80 = Dwarf	81-85 = Elf (25% Half-elf)	86,87 = Hobbit	88-89 = Orc, Great Orc	90-91 = Goblin, Hobgoblin, Bugbear	92	= Felis, Lupus, Ratus Sapiens	93	= Leprechawm, Banshee	94	= Gnome	95	= Groll, Kobold	96	= Troglodyte	97	= Centaur, Kzin	98	= Ogre (25% Ogre Magi)	99	= Lizard, Turtle, Snake, Toad-men																	
* = marginally	01-75 = Human	76-80 = Dwarf	81-85 = Elf (25% Half-elf)	86,87 = Hobbit	88-89 = Orc, Great Orc	90-91 = Goblin, Hobgoblin, Bugbear	92	= Felis, Lupus, Ratus Sapiens	93	= Leprechawm, Banshee	94	= Gnome	95	= Groll, Kobold	96	= Troglodyte	97	= Centaur, Kzin	98	= Ogre (25% Ogre Magi)	99	= Lizard, Turtle, Snake, Toad-men																	

RACE TABLE:

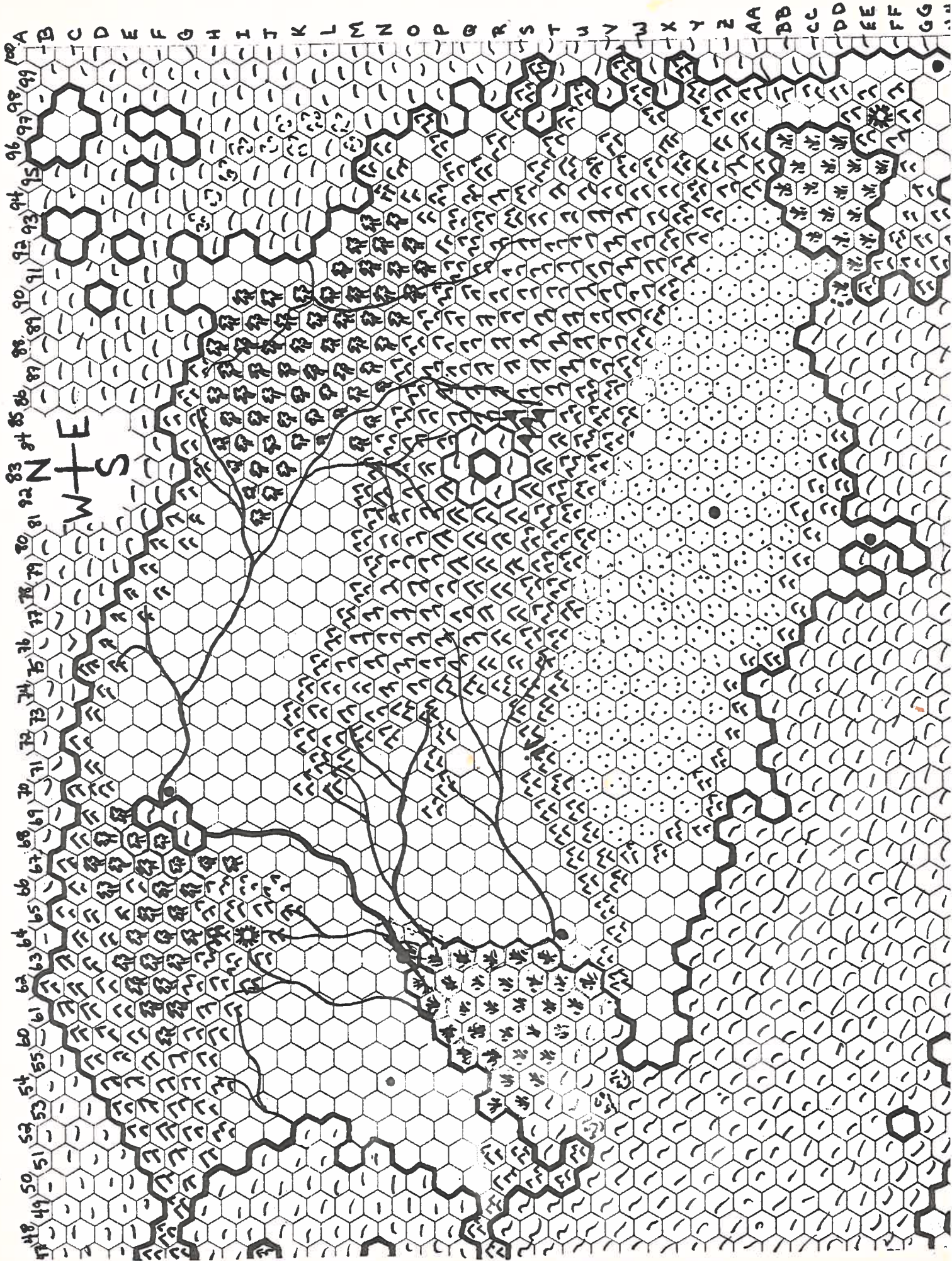
00 = 1. Dragon (from 8th level)	2. Mercurial	3. Sphinx (4 types)	4. Balrog	5. Giant (6 types)	6. Mahar	7. Mangroll	8. Protein Polymorph	9. Troll	10. Minotaur	11. Thark	12. Daughter of Kali										
01-75 = Human	76-80 = Dwarf	81-85 = Elf (25% Half-elf)	86,87 = Hobbit	88-89 = Orc, Great Orc	90-91 = Goblin, Hobgoblin, Bugbear	92	= Felis, Lupus, Ratus Sapiens	93	= Leprechawm, Banshee	94	= Gnome	95	= Groll, Kobold	96	= Troglodyte	97	= Centaur, Kzin	98	= Ogre (25% Ogre Magi)	99	= Lizard, Turtle, Snake, Toad-men

There is a 75% chance the character is male, 25% chance female. Non-human characters still roll for origin but it is approximate. There is only a 25% chance their social status will be recognized by humans.

HUMAN LANGUAGES

1. Thyatic - Thyatis, Karamaikos, Cynidicea, Akorros, Darokin, Keraptis, Valley Freeholds, N. Coast Freeholds, Mavtrand.
2. Iasuli - Ylarum, Minrothad, Ierendi, Dulesmir, Atruaghin, Biazan, Stregghon, S. Coast Freeholds.
3. Xoph - Nanq-Rubbob, Malpheggi, Quastog, Qeda, Mmesshny.
4. Mnokki - Mnokki, Corunglain, Capheron.
5. Ethengar - Ethengar, Alasiya.
6. Kerendas - Kerendas, Nolo-Nolo, Gugonix.
7. Cezavy - Cezavy.
8. Gwynish - Golllewin, Dwyrain, Llyntref.
9. Thanegiioth - Thanegiioth, Hagath.
10. Heldam - Heldam, Soderfjord, Ostland, Vestland.

- NON-HUMAN LANGUAGES: 1. Goblin - Kobolds, Goblins, Hobgoblins, Bugbears. 2. Orcish - Orcs, Great Orcs, Kzinti, Tharks, Centaurs. 3. Elder - Elfs, Dwarves, Hobbits, Ents, all impish types. 4. Ogre - Ogre, Giants, Balrogs, Ogre Magi, Yeti. 5. Gnome - Gnomes, Gnolls, Trolls, Mangrolls. 6. Ghebbelin - Troggs and all other animal-men



CLERICAL SPELLS

- 1st
1. Detect Alignment
 2. Cure Lt. Wounds
 3. Purify Food & H2O
 4. Hold Animal
 5. Detect Evil Intent
 6. Protection Evil
 7. Light
 8. Read Magic
 9. Faerie Fire
 10. Whistle Up Wind
 11. Warp Wood
 12. Remove Sleep

- 2nd
1. Find Traps
 2. Hold Person
 3. Cause Lt. Wounds
 4. Bless
 5. Protection Sleep
 6. Silence 15'r
 7. Misdirection
 8. Mist
 9. Heat Metal
 10. Speak/Animals
 11. Speak/Plants
 12. Locate Plant/Animal

- 3rd
1. Detect Poison
 2. Remove Curse
 3. Cure Disease
 4. Locate Object
 5. Continual Light
 6. Prayer
 7. Speak With Dead
 8. Protection/Charm
 9. Water Breathing
 10. Plant Growth
 11. Pyrotechnics
 12. Locate Water

- 4th
1. Remove Charm
 2. Cause Disease
 3. Neutralize Poison
 4. Protect Evil 10'r
 5. Sticks To Snakes
 6. Limited Curse
 7. Limited Service
 8. Protect Fire/ Lightning
 9. Create Food
 10. Control Temp.
 11. Summoning I
 12. Hallucin. Forest

- 5th
1. Cause Serious Wounds
 2. Dispell Magic 1-4
 3. Raise Dead
 4. Commune
 5. Quest
 6. Insect Plague
 7. Create Water
 8. Wall of Fire
 9. Poison
 10. Animate Rock
 11. Animal Growth
 12. Summoning II

- 6th
1. Animate Object
 2. Find Path
 3. Blade Barrier
 4. Recall
 5. Speak/Monsters
 6. Part Water
 7. Full Curse
 8. Restoration
 9. Control Weather
 10. Lightning
 11. Create Forest
 12. Summoning III

- 7th
1. Earthquake
 2. Finger of Death
 3. Full Service
 4. Raise Fully
 5. Aerial Servant
 6. Wind Walk
 7. Holy Word
 8. Waterfall
 9. Metal/Wood
 10. Animate Forest
 11. Conjure Elemental
 12. Summoning IV

- 8th
1. Astral Spell
 2. Conjure Spirit
 3. Killer Mist
 4. Call Patron
 5. Crusade
 6. Disp. Magic 1-7
 7. Permanent Spell
 8. Summoning V

Clerics fight in plate and shield. Due to their inexperience they begin as armor=4 moving up one armor class for every two levels until at level 5=armor 2. Clerics may use any weapon which does not take skill to use. If they use a skilled weapon they begin at -3 becoming +1 more proficient each level they use it until they use it normally.

CLERICAL SPELLS

- 3rd
1. Detect Poison
 2. Remove Curse
 3. Cure Disease
 4. Locate Object
 5. Continual Light
 6. Prayer
 7. Speak With Dead
 8. Protection/Charm
 9. Water Breathing
 10. Plant Growth
 11. Pyrotechnics
 12. Locate Water

- 2nd
1. Find Traps
 2. Hold Person
 3. Cause Lt. Wounds
 4. Bless
 5. Protection Sleep
 6. Silence 15'r
 7. Misdirection
 8. Mist
 9. Heat Metal
 10. Speak/Animals
 11. Speak/Plants
 12. Locate Plant/Animal

- 1st
1. Detect Alignment
 2. Cure Lt. Wounds
 3. Purify Food & H2O
 4. Hold Animal
 5. Detect Evil Intent
 6. Protection Evil
 7. Light
 8. Read Magic
 9. Faerie Fire
 10. Whistle Up Wind
 11. Warp Wood
 12. Remove Sleep

- 6th
1. Animate Object
 2. Find Path
 3. Blade Barrier
 4. Recall
 5. Speak/Monsters
 6. Part Water
 7. Full Curse
 8. Restoration
 9. Control Weather
 10. Lightning
 11. Create Forest
 12. Summoning III

- 5th
1. Cause Serious Wounds
 2. Dispell Magic 1-4
 3. Raise Dead
 4. Commune
 5. Quest
 6. Insect Plague
 7. Create Water
 8. Wall of Fire
 9. Poison
 10. Animate Rock
 11. Animal Growth
 12. Summoning II

- 4th
1. Remove Charm
 2. Cause Disease
 3. Neutralize Poison
 4. Protect Evil 10'r
 5. Sticks To Snakes
 6. Limited Curse
 7. Limited Service
 8. Protect Fire/ Lightning
 9. Create Food
 10. ~~Control Temp.~~ ~~Warp~~
 11. Summoning I
 12. Hallucin. Forest

8th

Clerics fight in plate and shield. Due to their inexperience they begin as armor=4 moving up one armor class for every two levels until at level 5=armor 2. Clerics may use any weapon which does not take skill to use. If they use a skilled weapon they begin at -3 becoming +1 more proficient each level they use it until they use it normally.

- 8th
1. Astral Spell
 2. Conjure Spirit
 3. Killer Mist
 4. Call Patron
 5. Crusade
 6. Disp. Magic 1-7
 7. Permanent Spell
 8. Summoning V
 9. Speak in Tongues
 10. Demon Possession

- 7th
1. Earthquake
 2. Finger of Death
 3. Full Service
 4. Raise Fully
 5. Aerial Servant
 6. Wind Walk
 7. Holy Word
 8. Waterfall
 9. Metal/Wood
 10. Animate Forest
 11. Conjure Elemental
 12. Summoning IV

- 11th
1. Summon VIII
 2. Immortality
 3. Change Attr. Data
 4. Reverse Time

Jihad (100 levels)

1. Raise Dead Army (100 levels)
2. Perm. Hell Sending
3. Shape-change
4. Walking Forest
5. Storm
6. Summon VII
7. Dispell Magic, All levels
8. ~~Summon VIII~~

1. Killer Forest
2. Mass Raise Dead
3. Mass Service to 35 levels
4. Temp. Hell (Maze) Sending
5. Summon God
6. Summon VI
7. Animate Anything

9th

g. Exorcism

MODIFIERS

Str.	Hit/Dam.	Str.	Hit/Dam.	Dex.	Mis./H-H	Dex.	Mis./H-H
1-2	= -2 -3	19(1)	= +4 +7	1-2	= no -3	19(1)	= +4# +3#
3-4	= -1 -2	19(2)	= +5 +7	3-4	= no -2	19(2)	= +4# +4#
5-6	= -1 -1	19(3)	= +5 +8	5-6	= no -1	19(3)	= +5# +4#
7-8	= N -1	19(4)	= +5 +9	7-8	= no	19(4)	= +5# +5#
9-12	= N N	19(5)	= +6 +10	9-12	= N	19(5)	= +6# +5#
13-14	= N +1	20(1)	= +6 +11	13-14	= +1	20(1)	= +6@ +5@
15	= +1 +1	20(2)	= +7 +11	15	= +1	20(2)	= +6@ +6@
16	= +1 +2	20(3)	= +7 +12	16	= +1*	20(3)	= +7@ +6@
17	= +2 +2	20(4)	= +7 +13	17	= +2*	20(4)	= +7@ +7@
18(1)	= +2 +3	20(5)	= +8 +14	18(1)	= +2* +1*	20(5)	= +8@ +7@
18(2)	= +3 +3			18(2)	= +2* +2*		
18(3)	= +3 +4			18(3)	= +3* +2*		
18(4)	= +3 +5			18(4)	= +3* +3*		
18(5)	= +4 +6			18(5)	= +4* +3*		

Spell Intel. %success one two three four five six seven eight Level Insp. same lev. below below below below below below

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	Con.	HD	%R	%S	Con.	HD	%R	%S
7	8	9	10	11	12	13	14	15	16	17	18(1)	18(2)	18(3)	18(4)	18(5)	19	20	20	20
30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	90%	90%	90%	99%#	99%#	99%#	99%#
40%	45%	50%	55%	60%	65%	70%	75%	80%	85%	90%	90%	90%	90%	90%	90%	99%	99%	99%	99%
50%	55%	60%	65%	70%	75%	80%	85%	90%	90%	90%	90%	90%	90%	90%	90%	99%	99%	99%	99%
60%	65%	70%	75%	80%	85%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	99%	99%	99%	99%
70%	75%	80%	85%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	99%	99%	99%	99%
80%	85%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	99%	99%	99%	99%
90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	90%	99%	99%	99%	99%
99%	99%	99%	99%	99%	99%	99%	99%	99%	99%	99%	99%	99%	99%	99%	99%	99%	99%	99%	99%
101-50% = (1)	51-75% = (2)	76-90% = (3)	91-99% = (4)	00% = (5)															

Str., Intel., Insp., Dex., trade 2/1 between themselves only. Will & Common Sense trade 2/1 to anything except Char. & Luck. Char. & Luck trade 2/1 between themselves only. You cannot lower any attribute by trading to less than 9.

Will and Common-Sense are strictly human attributes which help raise the character's main attributes. They have no meaning beyond 18.

Magick-User(Char.)	Thief(Char.)	Cleric(Char.)	Wizard(Char.)	Wizard(Char.)
heal 1 pt./level	heal 1 pt./level	heal 3 pts./level	heal 3 pts./level	heal 3 pts./level
cure 1 disease/10 levels	cure 1 disease/10 levels	cure 1 disease/3 levels	cure 1 disease/3 levels	cure 1 disease/3 levels
+1 charm, -4 saving throws on empathic sp.	charm & suggestion spells	neutralize poison/10 levels	neutralize poison/10 levels	neutralize poison/10 levels
Familiar (3HD + 1/level). 1 spell/HD	Astral Helper - can operate on the	remove curse/15 levels	remove curse/15 levels	remove curse/15 levels
(use scroll chart). 1 psionic power/10 levels of M-U. Intelligence = 6 + 1-6	chart. Helper will go astral if attacked if possible.	Totemic Animal (4HD + 1/level)	Totemic Animal (4HD + 1/level)	Totemic Animal (4HD + 1/level)
1. monkey	(3 HD + 1/level)	1. horse	1. horse	1. horse
2. cat		2. ape	2. ape	2. ape
3. parrot		3. lion	3. lion	3. lion
4. dog		4. boar	4. boar	4. boar
5. snake(non-poisonous)		5. bear	5. bear	5. bear
6. lizard		6. snake*(poison)	6. snake*(poison)	6. snake*(poison)
7. dragonet		7. wolf	7. wolf	7. wolf
8. rat		8. scorpion*	8. scorpion*	8. scorpion*
9. ferret		9. mammoth	9. mammoth	9. mammoth
10. killer bee		10. wolverine	10. wolverine	10. wolverine
11. raven		11. eagle	11. eagle	11. eagle
12. toad		12. other	12. other	12. other
13. giant spider(non-poisonous)				
14. mini-gargoyle				
15. mandragora root				
16. newt				
17. homunculus				
18. wolverine				
19. mini-sphinx				
20. other				

Luck	Charisma	Fighter(Char.)	War Horse
1-2 = +4 added to saving throws	= -2 on reaction rolls	= +1	heal 2 pts./level
3-7 = +2	= -1	= N	cure 1 disease/5 levels
8-14 = Normal saving throws	= " " " " " "	= " " " " " "	permanent bless 10'r
15 = -1 from saving throws	= " " " " " "	= " " " " " "	War Horse (5HD + 1/level)
16 = -2	= " " " " " "	= " " " " " "	
17 = -3	= " " " " " "	= " " " " " "	
18 = -4	= " " " " " "	= " " " " " "	
19 = -6	= " " " " " "	= " " " " " "	
20 = -8	= " " " " " "	= " " " " " "	
Level 6 = 3 powers	= " " " " " "	= " " " " " "	
(see gods & demigods book)	= " " " " " "	= " " " " " "	
Level 5 = 4 powers	= " " " " " "	= " " " " " "	
Level 4 = 5 powers	= " " " " " "	= " " " " " "	
Level 3 = 6 powers	= " " " " " "	= " " " " " "	
Level 2 = 7 powers	= " " " " " "	= " " " " " "	
Level 1 = 8 powers	= " " " " " "	= " " " " " "	
Level of Goodhood = hit points divided by 10 i.e. $4\frac{1}{2}$ ave. HD + $5\frac{1}{2}$ HD			