

THE KNOWN WORLD

Volume I:

MEN & MAGIC

ORIGINS OF CHARACTERS

01-10 = Thyatis (E)	77-79 = Mnokki (T)	(E) = Empire
11-18 = Cezavy (E)	80 = Dulesmiir (T)	(C-S) = City-State
19-23 = Alasiya (E)	81 = Malpheggi (T)*	(K) = Kingdom
24-28 = Thanegioth (E)	82 = Quastog (T)*	(T) = Tribe
29-36 = Darokin (C-S)	83 = Qeda (T)*	(F) = Freeholds
37-39 = Keraptis (C-S)	84 = Mmesshny (T)*	(C) = City
40-41 = Minrothad (C-S)	85 = Hagath (T)	* = marginally human
42-44 = Cynidicea (C-S)	86 = Stregghon (T)	If the character comes from a civilized state with a capital city there is a 25% chance he comes from the capital. For Gorllewi this is Glantri, for Cezavy this is Sclavak for Alaysiya this is either Selenica or Akesoli. The Heldani kingdoms have no capital.
45-46 = Karameikos (C-S)	87 = Capheron (T)	
47-49 = Akorros (C-S)	88 = Kerendas (T)	
50-51 = Ierendi (C-S)	89 = Heldann (T)	
52-54 = Sxodan (C-S)	90-91 = Atruaghin (T)	
55-56 = Nolo-Nolo (C-S)	92-93 = S. Coast (F)	
57 = Gugonix (C-S)	94 = Valley (F)	
58-59 = Dwrain (K)	95 = N. Coast (F)	
60-64 = Gorllewin (K)	96 = Nanq-Rubbob (C)*	
65-66 = Soderfjord (K)	97 = Ylaruam (C)	
67 = Ostland (K)	98 = Biazzan (C)	
68 = Vestland (K)	99 = Llyntref (C)	
69-70 = Corunglain (K)	00 = Mavvrand (C)	
71-76 = Ethengar (T)		

RACE TABLE:

01-75 = Human	00 = 1. Dragon (from 8th level)
76-80 = Dwarf	2. Mercurial
81-85 = Elf (25% Half-elf) 86,87 - Hobbit	3. Sphinx (4 types)
88-89 = Orc, Great Orc	4. Balrog
90-91 = Goblin, Hobgoblin, Bugbear	5. Giant (6 types)
92 = Felis, Lupus, Ratus Sapiens	6. Mahar
93 = Leprechaun, Banshee	7. Mangroll
94 = Gnome	8. Protein Polymorph
95 = Gnoll, Kobold	9. Troll
96 = Troglodyte	10. Minotaur
97 = Centaur, Kzin	11. Thark
98 = Ogre (25% Ogre Magi)	12. Daughter of Kali
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, Karameikos, Cynidicea, Akorros, Darokin, Keraptis, Valley freeholds, N. Coast freeholds, Mavvrand.
2. Iasuli - Ylaruam, Minrothad, Ierendi, Dulesmiir, Atruaghin, Biazzan, 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 - Gorllewin, Dwyrain, Llyntref
9. Thanegioth - Thanegioth, Hagath.
10. Heldann - Heldann, Soderfjord, Ostland, Vestland.

NON-HUMAN LANGUAGES: 1. Goblin - Kobolds, Goblins, Hobgoblins, Bugbears.

2. Orcish - Orcs, Great Orcs, Kzinti, Tharks, Centaurs.
3. Elder - Elfs, Dwarve
- 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

SOCIAL LEVELINHERITANCE

01 - Slave, Serf (runaway)	none	
02 - Freedman		basic inheritance
03 - Unskilled labor, peasant		
04 - Freeman (owns farm or house)		new players inherit on a roll of 1 on a 6-sided die. basic inheritance = % dice X 10 GP's.
05 - Trader(1), Fisherman(2), Hunter(3), Seaman(4)	X2	
06 - Craftsman (roll on Craft chart)		
07 - Guildsman (roll on chart)		skills are cumulative but not necessarily retroactive. new skills are rolled at random, cumulative skills may be chosen to fit the character.
08 - Merchant (1, owns shop) (2, 4 -24 mules) (3, owns boat) 4 - Gentleman Farmer - owns large farm	X3	
09 - Master Craftsman		
10 - Guildmaster		Original experience is independent of Social level. Original experience = age X 20-sided die.
11 - Honorific Knight, Merchant Prince	X4	
12 - Nobility (Heredity Baron)		
13 - " " " (Viscount)	X5	
14 - " " " (Count or Earl)		
15 - Peer of the Realm (Marquis)		
16 - " " " " " " (Duke)	X6	
17 - Royalty, minor (Archduke)	X7	
18 - " " ", major (Prince)		

Roll one 12-sided die. If 12 roll % dice. 1-50% = 12, 51-70% = 13, 71-85% = 14, 86-95% = 15, 96-98% = 16, 99% = 17, 00% = 18. Advance Social Level one for every five levels of experience or whenever the character performs a particularly daring and noteworthy deed, especially one which arouses the admiration of the community. For example, funding a new temple or university, pacifying a large area, hunting spell using Red Dragons to rescue comrades, rapping the hoard of the Ghibbelins...

CRAFTS

- 1 - sail maker
- 2 - carpenter
- 3 - candle maker
- 4 - fletcher
- 5 - boyer
- 6 - brewer
- 7 - tinker
- 8 - rope maker
- 9 - potter
- 10 - other

MASTERCRAFTS

- 1 - shipwright
- 2 - wagoneer
- 3 - blacksmith
- 4 - mason
- 5 - goldsmith
- 6 - minstrel
- 7 - tracker
- 8 - calligrapher
- 9 - cartographer
- 10 - other

GUILDS (Guildsmen are subject to 1-20 GP dues/month plus

- 1 - Animal trainers
- 2 - Mercenaries
- 3 - Interpreters
- 4 - Sages
- 5 - Scribes
- 6 - Armorers
- 7 - Engineers
- 8 - Navigators
- 9 - Jewelers
- 10 - other

20% of all monies earned by their skills even if not under contract. Failure to do so is a criminally offense in most cities. Guildmasters need not pay dues and are paid a 1-100 GP consultant retainer/year. They pay 10% of monies earned by them only when under guild contract. The guild will pay 50% of a Guildsman's medical and legal fees and 75% of those incurred by a Guildmaster. All members receive free housing and food. They are also subject to Guild justice, not civil justice for misdemeanors but not felonies.)

NONHUMAN PLAYER CHARACTERS

DWARVES: 4' tall +/- 8", stocky, broad, dark, bearded. +4 levels (not pips) when rolling saves vs. magic. Note slanting passages, shifting walls, traps, new construction on a 1 or 2 (d6). Infravision 60'. Thieves gain % bonuses. Only race who can use +3 war hammer.

ELVES: 5' tall +/- 10", slim, pale. In wilderness can move silently and surprise on 1-4 (d6). Can blend into vegetation so almost invisible when not attacking. 90% resistant to charm and sleep spells. Cannot be paralyzed by ghoulish types. Infravision 60'. Note secret doors on a 1 or 2 (d6). Acute hearing.

HOBBITS: 3' tall +/- 6", +4 levels when rolling saves vs. magic & poison. Move quietly and surprise on a 1-4(d6). Blend into vegetation like Elves. Thieves gain % bonuses. No Hobbits of 18 strength will be found.

ORCS, GREAT ORCS: 5' tall +/- 10" (Great Orcs 6' tall +/- 12"). Note underground works & traps like Dwarves. Orcs with 18 strength will always be Great Orcs. Orcs consider Elves their hereditary enemy, though they don't really like anybody. Infra 60'.

GOBLINS: 4' tall +/- 6". Infravision 60'. Note underground works or traps on a 1 (d6). Thieves gain % bonuses equal to Dwarves. Goblins with a 16 or above strength will always be Hobgoblins or Bugbears. All Goblin types consider Dwarves & Gnomes their enemies.

HOBGOBLINS: 6'6" tall +/- 10". Infravision 60'. Note underground works & traps 1 or 2 (d6).

BUGBEARS: 7' tall +/- 12". Infra 60'. Surprise on 1-3 (d6). Thieves % bonuses as Dwarves.

LEPRECHAUNS: 2'6" +/- 6". Infra 60'. +4 points (pips) on all saving throws vs. magic. Thieves gain % bonuses like Hobbits. Can detect invisible. None will be found with 17 or 18 strength. Naturally gain Detect Magic at 1st level, Charm 1-4 at 2nd, Levitate at 3rd, Confusion at 4th and Dimension Door at 5th regardless of other spell use.

BANSHEES: 6' tall +/- 4", slim, pale ivory-green skin. Can shriek so that magic-users cannot throw spells within 30', +10' per level. Starting 2nd mr. all creatures in range take 1-3 pts./mr. from shriek (except other Banshees and creatures with no hearing). Fighter-Banshees roll only a 6-sided hit die. They tend to be cowardly.

GNOMES: 3' tall +/- 6". Infra 60'. A Dwarvish type. All bonuses, saves & detection abilities as Dwarves. Gnomes hate Goblins & Kobolds so much they get a +1 to hit when fighting them. None of 18 strength will be found.

GNOLLS: 7' tall +/- 12". Infra 60'. Hyaenaish beastly types.

KOBOLDS: 3' tall +/- 6". Infra 60'. Gain % bonuses as Thieves like Hobbits. None of 18 strength will be found. Fighters roll only a 6-sided die. Hate Gnomes so much they attack practically on sight.

TROGLODYTES: 6' tall +/- 8". Infra 90'. Chameleon power-surprise on a 1-4 (d6).

AC 5 without armor. No Troggs with 18 Charisma will be found. 25% will have two javelins which do 2-8 pts. damage and are +3 when used by Troggs.

CENTAURS: 9' tall +/- 12", 9-12 ft. long. AG 5 without armor. Attack with weapon plus 2 front hooves for 1-6 each.

KZINTI: 6'6" tall +/- 10". A feline race, even fiercer than Felis Sapiens. The Kzinti live for war, and tend to attack on the least or no provocation. All Kzinti must have at least 13 dex. Retractable claws enable them to use weapons or claw for 1-3. A Kzin can also bite for 1-3.

OGRES: 9' tall +/- 12", AC 5 without armor. Ogres must have at least 16 strength.

Ogres with an 18 intelligence will always be Ogre Magi.

OGRE MAGI: 10'6" +/- 20", AC 4 without armor. An Ogre Mage can regen. 1 pt./mr., but not return from death that way. Must have at least 16 strength. They gain one of the following spells for each level advanced, regardless of other spell use (roll at random); Fly, Invis, Darkness 10'r., Polymorph to humanoid type, Charm 1-4, Sleep 1-4, Assume Gaseous Form, Cold Spell.

LIZARD-MEN: 7' tall +/- 8", AC 5 without armor. Can swim at 12, using tail for propulsion. None will be found with 18 charisma.

TURTLE-MEN: 5' tall +/- 6", 3' wide. Turtle-men carry their own armor, so are always AC 3. Move 6. None with 18 charisma will be found.

TOAD-MEN: 5' tall +/- 6", AC 7 without armor. Squat, ugly, bumpy-skinned amphibians. If their skin is touched or if they hit with open hand they do 1-6 pts. of oozing acid damage. None will be found with better than a 15 charisma.

SNAKE-MEN: 5'6" tall +/- 3". Snake-men have bodies that appear human, but heads like giant vipers. They have the use of a permanent Masque spell when desired, so that they can be totally disguised as humans or other humanoids (not subject to dispell at touch). Each snake-man has the use of one additional magical spell, rolled up at random using the scrolls chart. Charisma (appearance) can be altered at will, but none gain charisma bonuses beyond their natural rolls.

DRAGONS: Player-character dragons are limited to those types which can polymorph to human or animal form. Infra 60', detect hidden & invisible. Dragons get double hit dice, but are never clerics or thieves. Other abilities + alignment are by type.

MERCURIALS: 5'6" tall +/- 8", slim. Mercurials get 4-sided hit dice regardless of class, and add only 1 pt. per level beyond 4th. They never wear armor heavier than AC 7.

SPHINXES: **Androsphinx:** Chaotic, the Andro gains its first roar at 2nd level, its second at 4th and its third at 6th. For every two levels it advances it goes up one level as a chaotic cleric, regardless of other class abilities (if just a cleric, all cleric levels are added together). 8' tall, wings, male. Cannot be a thief.

Criosphinx: 7'6" tall, wings, male, Neutral. Can speak to animals (not as the spell). Cannot be a thief.

Gynosphinx: 7' tall, wings, female, Neutral. At 1st level gains Detect Magic & Detect Invis., at 2nd Read Magic & Read Lings., at 3rd Locate Object & Clairaud., at 4th Clairvoyance, at 5th Remove Curse, at 6th Legend Lore, at 7th Symbol, regardless of other spell-using abilities. Cannot be a Thief.

Hieracosphinx: 7' tall, wings, Chaotic, male or female. Cannot be a Thief.

LAMMASU: 7' tall, wings, Lawful. Inspiration must be at least 15. For each level advanced, it also advances one level as a cleric (no additional exp. pts. needed). At first level can become Invisible, at 3rd gains Double-Strength Protection/Evil 10'r., at 5th Dimension Door. All Lammasu's Cure spells are double strength. Cannot be a Thief. For that matter, Lammasu and all Sphinxes must fight with their natural weaponry.

BALROGS: 12' tall +/- 20", wings. +6 pts. on all saving throws vs. magic. At 1st level there is a 10% chance a Balrog will be able to immolate, at 2nd 20%, etc.

GIANTS: All Giants get double hit dice (except Hill, 1½; and Storm, 2½).

Cloud: 18' tall, Neutral. Surprised only on a 1 (d6). +4 damage.

Fire: 12' tall, Lawful. Impervious to fire-type attacks. +4 damage.

Frost: 15' tall, Chaotic. Impervious to cold-type attacks. +4 damage.

Hill: 10' tall, Chaotic. +3 damage.

Stone: 12' tall, Neutral. +4 damage.

Storm: 21' tall, Chaotic. +5 damage, Impervious to electrical attacks. They gain Lightning Bolt at 1st level, Levitate at 2nd, Water Breathing & Predict Weather at 3rd, Control Winds at 4th, Weather Summoning at 5th, Call Lightning at 6th, regardless of other spell use.

MAHARS: 6'6" tall +/- 10". Pterodactyl-like-looking, with large braincases. Mahars communicate by psionic telepathy. They are prone to let others fight for them, as their manipulative claws are not very effective for holding weapons (-4 to hit). Traditionally all their heavy labor is performed by humanoid slaves. At 1st level they gain a psionic Charm 1-4, at 3rd Charm 1-8, at 5th Charm 1-14, at 8th Mass Charm, and at 12th Charm Any, and at 16th Mass Charm Any, regardless of other spell use. Will tend not to be grateful or obligated for favors done by "inferior" humans.

MANGROLLS: 10' tall +/- 12", AC 2 without armor, Chaotic. At 1st level they regen. 1 pt./mr., at 3rd 1-2 pts./mr., at 5th 1-3 pts./mr., at 7th 1-4 pts./mr. Otherwise they have all normal Mangroll abilities. None will be found with 18 charisma.

TROLLS: 9' tall +/- 12", AC 4 without armor. Regen 3 pts./turn (1 pt./3 mr.).

Acute sense of smell, Infra 90'. None will be found with 17 or 18 charisma. There is a 25% chance they will take any reasonable opportunity to get away with eating somebody, even members of the party.

PROTEIN POLYMORPHS: AC 2 without armor, Infra 60'. Amorphous creatures with the ability to take any form they choose. If a Pro-Poly stays in its chosen form there is no way to tell its true identity, except that if the form it chooses has special powers (Troll, Balrog, Elf, etc.) the Pro-Poly will not have them.

NONHUMAN PLAYER CHARACTERS

Felis, Lupus & Rattus Sapiens: 8-sided die for type:

1-3: Mixed type, bipedal, fighting with claws and bite. AC 9; HD 1½; Move 9; Cl 1-4, Bt 1-6.

4: Mixed type, bipedal, can wear armor (not plate) and use weapons, AC 9; HD 1; Move 9, Claws 1-3, Bite 1-6.

5: Mixed type, quadrupedal, with a psionic power. AC 7; HD 1; move 12; Claws 1-4, Bite 1-6.

6: Human type. Play essentially as human.

7: Beast type (intel. Cat, Wolf, Giant Rat). AC 7, HD 2; Move 12; Claws 1-6; Bite 1-8.

8: Lycanthrope (from birth). Weretiger, werewolf, wererat. Play as such.

AVIS SAPIENS: AC 9; HD 1; Move 9/24. About 6' tall, 25' wingspan, adults weigh 50-80 lbs.

Prehensile taloned feet (can do 1-3 damage). Can only use hands when wings are folded.

Hands have two outside fingers & thumb. Long, crested head, beaked face. The Avis' have

hollow bones which are easily crushed, so they will usually avoid hand-to-hand combat.

They can dive-bomb with javelins flung from their feet. Only crazy or desperate Bird-men

will enter dungeons. They don't even like buildings.

FORMICANS: The intelligent ant-people. They have an extremely rigid class structure, with three basic types making up over 98% of their population.

The Myrmarchs are the leaders. Physically they are about 4' tall by about 7' long, AC 5,

with manipulative fingers on their forward (upper) limbs. They have an intelligence

of 13 or greater, and from this class come the Formican magic-users. Can bite for 1-3.

The Proleformas are the workers. 5' tall by 8' long, AC 4, with manipulative fingers.

Formican thieves and clerics come from this class. Can bite for 1-4.

The Myrmidons are the warrior class. 6 to 7 feet tall, 9 to 10 feet long. AC 2, with huge

cleaver-claws on their forelimbs for cutting through armor (1-6 damage). Can also

bite for 1-6 with their large mandibles. Strength is always 13 or better.

Because of their rigid class structure, a Proleforma cleric-thief is the only combination

type possible. Formicans will be 75% lawful, 15% neutral, 10% chaotic. Neutrals and chaotics

will be outcasts from the Ant cities. Formicans do not wear any armor other than natural,

though proleformas may use shields. They move 15, have infravision 60', and a very sensi-

sitive sense of smell. They communicate with each other by telepathy (in a city forming

almost a group-mind). With non-Formicans they speak Elder. Cities outside the Formican

Empire feud with each other and the Empire. Ant-peoples' origin can be told by the designs

painted all over their carapaces, signifying their city and queen.

WANDERING MONSTERS

Standard Lich: 18th level, 81 HP, AC 0. Spells: 1 offensive 9th level-roll.

Mass Charm (8)	Disintegrate (6)	Mantle of Stealth (4)	Call Wind (3)
Far Despatch (8)	Magic Jar (5)	Fear (4)	Illusion (2)
Prismatic Spray (7)	Telekinesis (5)	Ice Storm (4)	Wizard Lock (2)
Sleep 1-14 (7)	Poison Gas (5)	Cold (4)	Mirror Image (2)
*Double Haste (6)	Feeblemind (5)	ESP (3)	Hold 1-6 (2)
Geas (6)	Paralysis (5)	Fly (3)	Lightning Bolt (2)
Wall of Iron (6)	Animate Dead (5)	Fire Ball (3)	Sow Discord (2)
Stone/Flesh (6)	Magnetize (4)	Suggestion (3)	All 1st levels
Chasm (6)	Confusion (4)	Slow Spell (3)	

NONHUMAN PLAYER CHARACTERS

Random Roll:

1-70: Human	<u>Bird-Men</u> (Avis Sapiens)
71: Bird-Man/Brownie	Intelligence +1, Dex +2, Strength -1, Constitution -2.
72: Bugbear	Fighters to 6th, Magic-Users (incl. Illusionists) to 12th.
73: Centaur	20' wing-span when unfurled, will not wear armor (AC 10), will not go in dungeons.
74-76: Dwarf	
77,78: Duck	
79-81: Elf	<u>Brownies</u>
82: Ghibbelin/Leprechaun	Intelligence +1, Dex +3, Strength -3, Constitution -1.
83: Gnoll	Magic-Users (espec. Illusionists) to 15th, Thieves unlim.
84,85: Gnome	1½ feet tall, Thief bonuses as Halfling +5%.
86: Goblin	
87: Great Orc	<u>Bugbears</u>
88: Half-Elf	Strength +1, Dex +2 (18 max), Intelligence -1, Charisma -2.
89: Halfling	Fighters to 15th, Thieves to 15th. 7' tall, IV 60',
90: Half-Orc	Thief bonuses as Dwarf +10% on move silently.
91: Hobgoblin	
92: Kobold	<u>Centaur</u> s
93: Kzin	Strength +1, Const +2, Intell -1, Dex -1, Charisma -1.
94: Lizard-Man	Fighters to 10th, Druids to 8th, Rangers to 12th.
95: Ogre (25% Ogre Magus)	9' tall, AC 5 without armor, armor costs 5X normal, age X3,
96,97: Orc	hate Orcs, add 10% to all Rangers' abilities.
98: Satyr	
99: Thark/Treant	<u>Dwarves</u>
00: Troglodyte	Const +1, Charisma -1. Fighters to 20th, Thieves unlim,

Assassin to 9th. IV 60', 4½' tall, attack Orcs, Goblins and Hobgoblins at +1. Special magic resistance & mining skills (see FM). Move 6'.

Ducks 4½' tall, move 6', will not drown if unarmored. Otherwise, equiv. to Human.

Elves

Dex +1, Const -1. Fighters to 15th, Magic-Users to 20th, Thieves unlim, Assassin to 15th. 90% resistance to sleep & charm, attack at +1 using sword or bow (not crossbow), IV 60', spot secret doors on a 1 (d6) or 1-4 (d6) if actively searching. Age X15.

Ghibbelins

Intelligence +3 (20 max), Wisdom -3. Fighters to 10th, Thief, Magic-User, Illusionist unlim, Assassin to 15th. Can disguise themselves as any humanoids, AC 7 without armor, age X20, anti-aligned.

Gnolls Strength +1, Const +2, Intell -1, Charisma -2.

Fighters to 10th, 7' tall, IV 60', age X½.

Gnomes +1 Const, -1 Charisma. Fighters to 10th, Illusionists to 11th, Thieves unlim,

Assassin to 8th. IV 60', age X9, attack Kobolds and Goblins at +1, Move 6'.

Special magic resistance and mining abilities (see FM).

Goblins Dex +1, Charisma -1. Fighters to 10th, Thieves unlim, bonuses equiv. to Gnomes.

4' tall, IV 60', age X2/3, attack at -1 in full sunlight, hate Gnomes & Dwarves, notice new or unusual construction 25%.

Great Orcs Strength +2 (19 max), Const +1, Wisdom -1, Charisma -2.

Fighter to 20th, Thief to 6th. 7' tall, hate Elves, no IV.

Half-Elves Cleric to 8th, Druid to 14th, Fighter to 15th, Ranger to 12th, Magic-User to 15th, Thief unlim, Assassin to 15th, IV 60', age X3.

Halflings Dex +1, Strength -1. Fighters to 10th, Thieves unlimited. 3½' tall, IV 30', age X2, special magic & poison resistance (see PM).

Half-Orcs Const +1, Charisma -1. Cleric to 6th, Fighters to 15th, Thieves to 12th, Assassin to 15th. IV 60'.

Hobgoblins Const +1, Charisma -1. Fighters to 15th, Thieves to 12th. 6½' tall, IV 60', hate Elves, detect new constr, sloping pssgs, shifting walls 40%.

Kobolds Dex +3 (20 max), Strength -1, Const -1, Charisma -1, Fighters to 7th, Thieves unlim, bonuses equal to Halfling. 3' tall, IV 60', age X2, attack at -1 in full sunlight, hate Gnomes, move 6'.

Kzinti Strength +2, Dex +1, Wisdom -3. Fighters unlimited. 8' tall.

Leprechauns Intelligence +2, Dex +3, Strength -4, Const -1. Magic-Users (especially Illusionists) & Thieves unlim. 2'tall, age X3, Thief bonuses as halfling.

Lizard-Men Strength +1, Const +2, Intelligence -1, Charisma -2. Fighters to 12th. Ac 5 without armor. 7' tall, can breathe & fight underwater 1-4 turns.

Ogres Strength +3 (19 max), Const +2 (19 max), Intell -1, Wisdom -1, Charisma -3. Fighters unlim. 9' tall, age X1½, AC 5 without armor.

Ogre Magi Strength +2 (19 max), Intell +2 (18 max), Const +1, Wisdom -2, Charisma -3. Fighters to 20th, Magic-Users to 15th. 10½' tall, age X3, AC 4 without armor.

Orcs Const +1, Charisma -2. Fighter to 15th, Thieves to 10th. Attack at -1 in full sun, hate Elves, note new or unusual constr 35%, sloping passages 25%.

Satyrs Fighters to 9th, Druids to 12th, Thieves to 8th, Rangers to 12th. AC 5 without armor, no females, age X5, surprised only on a 1 (d6).

Tharks Strength +3 (20 max), Const +1, Intell -1, Wisdom -3. Fighters unlimited. Males 15' tall, females 12' tall.

Treants Strength +4, Const +2, Dex -5, Charisma -1. Fighters to 15th, Druids to 14th. AC 0 (except vs. fire), 12'-15' tall, age X20. Hit for 1-10, will not go in dungeons.

Troglodytes Strength +1 (18 max), Const +2 (18 max), Intell -2, Charisma -2. Fighters to 12th. AC 5 without armor, IV 90', hate humans. Trog javelins (2): +3. Chameleon-like skin and repulsion musk (see Monster Manual).

MODIFIED'S

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 N	19(4)	= +5# +5#
9-12	= N N	19(5)	= +6 +10	9-12	= N N	19(5)	= +6# +5#
13-14	= N +1	20(1)	= +6 +11	13-14	= +1 N	20(1)	= +6@ +5@
15	= +1 +1	20(2)	= +7 +11	15	= +1 +1	20(2)	= +6@ +6@
16	= +1 +2	20(3)	= +7 +12	16	= +1* +1	20(3)	= +7@ +6@
17	= +2 +2	20(4)	= +7 +13	17	= +2* +1	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*		

check carry
weight & door
opening(Grayhawk)

*=2/round
#=3/round
@=4/round

Spell Level	Intel. Insp.	%success same lev.	one below	two below	three below	four below	five below	six below	seven below	eight below
1st	7	30%	40%	50%	60%	70%	80%	90%	95%	99%
2nd	8	35%	45%	55%	65%	75%	85%	95%	99%	"
3rd	9	40%	50%	60%	70%	80%	90%	99%	"	"
4th	10	45%	55%	65%	75%	85%	95%	"	"	"
5th	11	50%	60%	70%	80%	90%	99%	"	"	"
6th	12	55%	65%	75%	85%	95%	"	"	"	"
7th	13	60%	70%	80%	90%	99%	"	"	"	"
8th	14	65%	75%	85%	95%	"	"	"	"	"
9th	15	70%	80%	90%	99%	"	"	"	"	"
10th	16	75%	85%	95%	"	"	"	"	"	"
11th	17	80%	90%	99%	"	"	"	"	"	"
12th	18(1)	85%	95%	"	"	"	"	"	"	"
"	18(2)	90%	99%	"	"	"	"	"	"	"
"	18(3)	95%	"	"	"	"	"	"	"	"
"	18(4)	99%	"	"	"	"	"	"	"	"
"	18(5)	99%*	"*	"*	"*	"*	"*	"*	*=timeX3/4	"*
"	19	99%#	"#	"#	"#	"#	"#	"#	#=timeX1/2	"#
"	20	99%@	"@	"@	"@	"@	"@	"@	@=timeX1/4	"@

Con.	HD	%R	%S	Con.	HD	%R	%S
1-2	= -3	10%	15%	18(1)	= +3	00%	00%
3-4	= -2	25%	30%	18(2)	= +3	00%*	"
5-6	= -1	40%	45%	18(3)	= +3 1/2	"	"
7-8	= N	55%	60%	18(4)	= +4	"	"
9-12	= N	70%	75%	18(5)	= +4 1/2	"	"
13-14	= N	85%	90%	19	= +5	(immort.)	
15	= +1	90%	95%	20	= +5 1/2	(imm.soul)	
16	= +1	95%	00%				
17	= +2	00%	00%				

- 01-50% = (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.

Charisma

-2	= -2	on reaction rolls
-7	= -1	" " " " " "
-14	= N	" " " " " "
5	= +1	" " " " " "
6	= "	& $\frac{1}{2}$ cure
7	= "	& $\frac{1}{2}$ cure
8(1-4)	= "	& special
8(5)	= +2	& special
19	= "	& special X 2
20	= "	& special X 3

Fighter(Char.)

heal 2 pts./ level
cure 1 disease/5 levels
permanent bless 10'r
War Horse (5HD + 1/level)

Thief(Char.)

heal 1 pt./level
cure 1 disease/10 levels
charm & suggestion spells
Astral Helper - can operate on the
astral plane 3/week. Use Familiar
chart. Helper will go astral
if attacked if possible.
(3 HD + 1/ level)

Cleric(Char.)

heal 3 pts./level
cure 1 disease/3 levels
neutralize poison/ 10 levels
remove curse/15 levels
Totemic Animal (4HD + 1/level)
1. horse
2. ape
3. lion
4. boar
5. bear
6. snake*(poison)
7. wolf *=-1HD
8. scorpion*
9. mammoth
10. wolverine
11. eagle
12. other

Luck

1-2	= +4	added to saving throws
3-7	= +2	" " " " " " " "
8-14	=	Normal saving throws
15	= -1	from saving throws
16	= -2	" " " " " " " "
17	= -3	" " " " " " " "
18	= -4	" " " " " " " & psionic
19	= -6	" " " " " " " & psionic X 2
20	= -8	" " " " " " " & psionic below

level 6 = 3 powers (see gods &
level 5 = 4 powers demigods
level 4 = 5 powers book)
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

Magic-User(Char.)

heal 1 pt./level
cure 1 disease/10 levels
+1 charm, -4 saving throws on empathic sp
Familiar (3HD + 1/level). 1 spell/HD
(use scroll chart). 1 psionic power/
10 levels of M-U. Intelligence = 6 + 1-6
1. monkey
2. cat
3. parrot
4. dog
5. snake(non-poisonous)
6. lizard
7. dragonet
8. rat
9. ferret
10. killer bee
11. raven
12. toad
13. giant spider(non-poisonous)
14. mini-gargoyle
15. mandragora root
16. newt
17. homunculus
18. wolverine
19. mini-sphinx
20. other

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

17 Luck = -4 on saving throws. 18 Luck = -4 on saving throws plus psionic ability

PSIONIC ABILITY (1-75% = use once a week. 76-98% = use once a day)
(99% or 00% = 2 abilities, 1/week, 1/day)

- 1 - Reduction - 8"/level up to 80". At 11th level reduction becomes sub molecular.
- 2 - Expansion - 2"/level up to 22'. 1-4 = +1-4 damage. 5 = 1.5 damage
6 = 1.5 D+1. 7=2XD. 8=2XD+1. 9=3XD. 10=3XD+1. 11=4XD.
- 3 - Levitation - 1/3/6/10/15/21/28/36/45/55/66/78 feet.
- 4 - Domination - 1/3/6...78 hit points
- 5 - Invisibility - no change
- 6 - Body Equilibrium - ability to retain stassis against energy control.
- 7 - Clairaudience - no change
- 8 - Clairvoyance - no change
- 9 - Energy Control - 1/3/6...78 pts damage fire, cold...(saving throw= $\frac{1}{2}$ D)
- 10 - Telekinesis - 1/3/6...78 X 100 GP wt.
- 11 - Mind Bar - anti-domination, anti-telepathy, anti-empathic vibration of anyone same level or lower
- 12 - Telepathy - of person or creature same level or lower
- 13 - Teleportation - one only. 1-25% of others. 26-00% of self
- 14 - Shape Alteration - every 2 levels = 1 on monster chart
- 15 - Empathic Vibration - 1/3/6...78 pts. worth. 1-4 confusion
5-8 +fear 9&above +feeblemind. One at a time.
- 16 - Matter Warping - 1/3/6...78 X 100 GP wt. worth of inanimate matter.
- 17 - Molecular Rearrangement - polymorph at random, same level human
every 2 levels = 1 level monster
- 18 - Astral Projection - no change. 02% disruption by psychic wind
- 19 - Psychic Wall - holds back 1/3/6...78 pts.
- 20 - Apportation - of small rocks 1-4 pts damage each. one/level

additive expansion = $1/(1+2)/(1+2+3)/\dots = 1/3/6/10/15/21/28/36/45/55/66/78$

13 14 15 16 17 18 19 20 21 22 23 24
91/105/120/136/153/171/190/210/231/253/276/300

CLASS STATISTICS

<u>Fighter/Magic-User</u>		<u>Fighter/Thief</u>		<u>Magic-User/Thief</u>		<u>Fighter/Magic-User/Thief</u>		
1.	0 +3 str.,	0 +3 str.,	0 +3 int.,	1.	0 +3 str., +3 int.,			
2.	5000 +3 int.	3000 +3 dex.	4000 +3 dex.	2.	6000 +3 dex.			
3.	10000 ftr. H.D.	6000 ftr HD	8000 M-U HD	3.	12000 ftr.+3 Hit Dice			
4.	20000	12000	16000	4.	24000			
5.	40000	24000	30000	5.	50000			
6.	80000	50000	60000	6.	100000			
7.	160000	100000	100000	7.	200000			
8.	300000	200000	140000	8.	350000			
9.	500000	300000	200000	9.	600000			
10.	700000	500000	300000	10.	850000			
	+200000 each subsequent level	+200000 each subsequent level	+150000 each subsequent level		+250000 each subsequent level			

Spells tables

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
1.	1									
2.	2									
3.	2	1								
4.	3	1								
5.	3	1	1							
6.	3	2	2							
7.	3	2	2	1						
8.	3	2	2	2						
9.	3	3	2	2	1					
10.	3	3	3	2	2					
11.	4	3	3	3	2					
12.	4	3	3	3	3	1				
13.	4	4	4	3	3	2				
14.	4	4	4	4	3	3	1			
15.	4	4	4	4	4	3	2			
16.	5	4	4	4	4	4	2	1		
17.	5	5	5	4	4	4	2	2		
18.	6	6	5	5	5	5	2	2	1	
19.	6	6	6	6	6	5	3	2	2	
20.	7	7	6	6	6	6	3	2	2	1
21.	7	7	7	7	7	7	3	3	3	2
22.	8	8	8	8	8	8	4	3	3	3

Thief/Clerics

1.	0
2.	3000
3.	6000
4.	12000
5.	25000
6.	50000
7.	100000
	+100000 each subsequent level

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
1.	0									
2.	1									
3.	2									
4.	3	1								
5.	2	2	1							
6.	3	2	1							
7.	3	3	1	1						
8.	3	3	2	1						
9.	3	3	2	2						
10.	3	3	2	2	1					
11.	3	3	3	2	2					
12.	4	3	3	2	2	1				
13.	4	4	3	3	2	1				
14.	4	4	4	3	3	1	1			
15.	4	4	4	4	3	2	1			
16.	4	4	4	4	3	3	2			
17.	5	4	4	4	4	3	2	1		
18.	5	5	4	4	4	4	3	1		
19.	5	5	5	4	4	4	4	2		
20.	6	5	5	5	4	4	4	2	1	

	<u>Cleric/Magic-User</u>	<u>Fighter/Cleric</u>
1.	0 +3 int.,	0
2.	4000 +3 insp.	3500
3.	8000	7000
4.	16000	15000
5.	30000	30000
6.	60000	60000
7.	100000	120000
8.	200000	200000
	+100000 each subsequent level	+100000 each subsequent level

Monks

1.	0	at least 15 i
2.	2500	12 str., 15 d
3.	5000	4-sided HD
4.	10000	
5.	25000	
6.	50000	
7.	100000	
8.	200000	
9.	300000	
10.	450000	
11.	600000	
12.	850000	
13.	1100000	
14.	1400000	
15.	1750000	
16.	2500000	
		no levels above 16t

Assassins

1.	0	at least 12
2.	1500	12 str., 12
3.	3000	6-sided HD
4.	6000	
5.	12000	
6.	24000	
7.	48000	
8.	100000	
9.	175000	
10.	275000	
11.	400000	
12.	550000	
13.	750000	
		no levels above 13

XXI) EQUIPMENT COSTS & WEIGHTS

ARMOR

	Cost	Weight
Armor: Leather	5GP	200
Studded Leather	15GP	300
Ring	30GP	400
Scale	45GP	500
Chain	75GP	600
Banded	90GP	700
Plate	400GP	800
Helmet, great	15GP	75
Helmet, small	10GP	50
Shield, large	20GP	150
Shield, medium	15GP	125
Shield, small	10GP	100
Shield, wooden	1GP	50

ARMS

Arrow, single	2SP	2
Arrow, dozen	1GP	24
Arrow, silver, single	1GP	2
Axe, battle	5GP	75
Axe, hand	1GP	50
Bardiche	7GP	125
Bec de corbin	6GP	100
Bill-Guisarme	6GP	150
Bo Stick	make	15
Bolt, light, single	1SP	1
Bolt, heavy, single	1SP	2
Bow, composite, short	75GP	25
Bow, composite, long	100GP	35
Bow, short	15GP	20
Bow, long	60GP	30
Club	make	30
Crossbow, heavy	20GP	40
Crossbow, light	12GP	35
Dagger & scabbard	2GP	10
Dart	5SP	5
Fauchard	3GP	60
Fauchard-Fork	8GP	80
Flail, footmans	3GP	150
Flail, horsemans	8GP	35
Fork, Military	4GP	75
Glaive	6GP	75
Glaive-Guisarme	10GP	100
Guisarme	5GP	80
Guisarme-Voulge	7GP	150
Halberd	9GP	175
Hammer, War	1GP	50
Hammer, Lucern	7GP	150
Javelin	10SP	20
Jo Stick	make	40
Lance, light horse	6GP	50
Lance, medium horse	6GP	100
Lance, heavy horse	6GP	150
Mace, footmans	8GP	100
Mace, horsemans	4GP	50
Morning Star	5GP	125

ARMS (con't)

	Cost	Weight
Partisan	10GP	80
Pick, Military, footmans	8GP	60
Pick, Military, horsemans	5GP	40
Pike, Awl	3GP	80
Ranseur	4GP	50
Scimitar	15GP	40
Sling	6SP	5
Sling Bullets, score	10SP	2ea
Sling Stones	find	1
Spear	1GP	50
Spetum	3GP	50
Staff, Quarter	make	50
Sword, Bastard & scabbard	25GP	100
Sword, Broad & scabbard	10GP	75
Sword, Long & scabbard	15GP	60
Sword, Short & scabbard	8GP	35
Sword, 2-Handed & scabbard	30GP	250
Trident	4CP	50
Voulge	2GP	125

CLOTHING

Belt	3SP	0
Boots	2GP	0
Cap	1SP	0
Cloak (20)	5SP	0
Gloves	1SP	0
Guantlets	1GP	0
Pants (10)	2GP	0
Pouch, belt, small (50)	15SP	0
Robe (50)	6SP	0
Tunic (10)	2GP	0

LIVESTOCK

Chicken	3CP	40
Cow	10GP	XX
Dog, guard	25GP	400
Dog, hunting	500GP	350
Goat	1GP	XX
Hawk, large	100GP	20
Hawk, small	75GP	15
Horse, draft (4000/8000)	130GP	XX
Horse, light war (3000/5000)	250GP	XX
Horse, medium war (4000/6500)	325GP	XX
Horse, heavy war (5000/7500)	400GP	XX
Horse, wild (3000/6000)	find	XX
Mule (3000)	30GP	XX
Ox (3000)	20GP	XX
Pig	3GP	500
Pony (2000/3000)	90GP	XX
Sheep	2GP	500
Songbird	4CP	10

XXI) EQUIPMENT COSTS & WEIGHTS

MISCELLANEOUS EQUIPMENT

	Cost	Weight
Backpack, leather (500)	5GP	200 ¹⁵
Box, iron, large (1000)	28GP	1000
Box, iron, small (500)	9GP	400
Candle, tallow	1CP	1
Candle, wax	1SP	1
Case, bone, map-scroll	5GP	2
Case, leather, map-scroll	15SP	2
Chest, wooden, large (1200)	17SP	400
Chest, wooden, small (600)	8SP	100
First Aid Kit	5GP	60
Fishing Line, 30'	8SP	5
Grappiling Hook, 3 pronged	10SP	50
Lantern, bullseye	12GP	75
Lantern, hooded	7GP	75
Magic Books 1/level	?	100
Mirror, large metal	10GP	10
Mirror, small silver	20GP	5
Oil, pint	15SP	flask
Flask, glass	1GP	20
Flask, metal	10GP	25
Pole, 10'	3CP	150
Pouch, belt, large (150)	1GP	5
Potion container	3GP	20
Quiver, 12 arrows	8SP	40
Quiver, 20 arrows	12SP	50
Quiver, 20 bolts	15SP	40
Quiver, 40 bolts	1GP	50
Rope, 50'	4SP	80
Sack, large (600)	16CP	10
Sack, small (300)	10CP	5
Skin, water-wine, $\frac{1}{2}$ gal	15SP	50
Spike, iron	1CP	5
Thieves picks & tools	30GP	10
Tinder Box, flint & steel	1GP	10
Torch	1CP	10

PROVISIONS

Ale, pint	1SP	skin
Beer, pint	5CP	skin
Food, poor meal	5CP	XX
Food, average meal	1SP	XX
Food, rich meal	1GP	XX
Grain, horse (1 day)	1SP	20
Rations, Iron (1 week)	5GP	120
Rations, Standard (1 week)	3GP	180
Wine, pint	10SP	skin

RELIGIOUS ITEMS

Beads, Prayer	1GP	4
Symbol, Holy, iron	2GP	10
Symbol, Holy, silver	50GP	10
Symbol, Holy, wood	7SP	5
Water, Holy	25GP	flask

HERBS

	Cost	Weight
Belladonna, sprig	4SP	1
Garlic, bud	5CP	1
Wolfsbane, sprig	10SP	1

TACK & HARNESS

Barding, chain	250GP	1000
Barding, leather	100GP	500
Barding, plate	500GP	1500
Harness	1GP	50
Saddle	10GP	200
Saddle Bags, large (1000)	4GP	50
Saddle Bags, small (500)	3GP	40
Saddle Blanket	3SP	5
Wagon	150GP	XX

SAMURAI WEAPONS & ARMOR

Katana (Longsword)	18GP	50
Katana +1	240GP	45
Katana +2	480GP	40
Katana +3	960GP	40
Wakizashi (Shortsword)	16GP	28
Wakizashi +1	200GP	25
Wakizashi +2	400GP	23
Wakizashi +3	800GP	23
Yumi (Bow)	75GP	50
Arrow, dozen	3GP	XX
Quiver, 24 arrows	5GP	75
Armor Grade: A (AC 3)	600GP	625
B (AC 3)	300GP	675
C (AC 4)	150GP	575
D (AC 5)	75GP	400
E (AC 6)	40GP	400
Ahsi (Helmet)	16GP	60

WEAPONS DATA

Weapon	Space	Speed	AC10	9	8	7	6	5	4	3	2	Damage	S & M	L
Axe, Battle	4'	0	+2	+1	+1	0	0	-1	-1	-2	-3	1-8	1-8	
Axe, Hand	1'	-1	+1	+1	+1	0	0	-1	-2	-2	-3	1-6	1-4	
Bardiche	5'	+1	+3	+2	+2	+1	+1	0	0	-1	-2	2-8	3-12	
Bec de Corbin	6'	+1	-1	0	0	0	0	0	+2	+2	+2	1-8	1-6	
Bill-Guisarme	2'	+1	0	0	+1	0	0	0	0	0	0	2-8	1-10	
Bo Stick	3'	-1	+3	0	+1	0	-1	-3	-5	-7	-9	1-6	1-3	
Club	2'	-1	+1	0	0	-1	-1	-2	-3	-4	-5	1-6	1-3	
Dagger	1'	-1	+3	+1	+1	0	0	-2	-2	-3	-3	1-4	1-3	
Fauchard*	2'	+1	-1	-1	0	0	0	-1	-1	-2	-3	1-6	1-8	
Fauchard-Fork*	2'	+1	+1	0	+1	0	0	0	-1	-1	-1	1-8	1-10	
Fist or Open-Hand	-	-1	+4	0	+2	0	0	-1	-3	-5	-7	1-3	1-2	
Flail, Footman's	6'	0	-1	+1	+1	+1	+1	+2	+1	+2	+2	2-7	2-8	
Flail, Horseman's	4'	0	0	+1	+1	+1	0	0	0	0	0	2-5	2-5	
Fork, Military*	1'	0	+1	0	+1	+1	0	0	-1	-2	-2	1-8	2-8	
Glaive	1'	+1	0	0	0	0	0	0	0	-1	-1	1-6	1-10	
Glaive-Guisarme*	1'	+1	0	0	0	0	0	0	0	-1	-1	2-8	2-12	
Guisarme*	2'	+1	-1	-1	0	0	0	-1	-1	-2	-2	2-8	1-8	
Guisarme-Voulge*	2'	+1	0	0	0	+1	+1	+1	0	-1	-1	2-8	2-8	
Halberd	5'	+1	0	+1	+1	+2	+2	+2	+1	+1	+1	1-10	2-12	
Hammer, Lucern*	5'	+1	0	0	+1	+1	+2	+2	+2	+1	+1	2-8	1-6	
Hammer, War	2'	-1	0	0	0	0	0	+1	0	+1	0	2-5	1-4	
Jo Stick	2'	-1	+2	0	+1	0	-1	-2	-4	-6	-8	1-6	1-4	
Lance (Hy Horse)	1'	+1	0	0	+1	+1	+2	+2	+2	+3	+3	3-9a	3-18a	
Lance (Lt Horse)	1'	0	0	0	0	0	0	0	-1	-2	-2	1-6a	1-8a	
Lance (Md Horse)	1'	0	0	0	0	0	+1	+1	+1	+1	0	2-7a	2-12a	
Mace, Footman's	4'	0	-1	+1	0	0	0	0	0	+1	+1	2-7	1-6	
Mace, Horseman's	2'	0	0	0	0	0	0	0	0	+1	+1	1-6	1-4	
Morning Star	5'	0	+2	+2	+1	+1	+1	+1	+1	+1	0	2-8	2-7	
Partisan	3'	+1	0	0	0	0	0	0	0	0	0	1-6	2-7	
Pick, Military, Foot	4'	0	-2	-1	-1	-1	0	+1	+1	+2	+2	2-7	2-8	
Pick, Military, Horse	2'	0	-1	-1	-1	0	0	+1	+1	+1	+1	2-5	1-4	
Pike, awl	1'	+2	-2	-1	0	0	0	0	0	0	-1	1-6	1-12	
Ranseur*,**	1'	+1	+1	0	0	0	0	0	-1	-1	-2	2-8	2-8	
Scimitar	2'	-1	+3	+1	+1	0	0	-1	-2	-2	-3	1-8	1-8	
Spear	1'	+1	0	0	0	0	0	-1	-1	-1	-2	1-6b	1-8b	
Spetum**	1'	+1	+2	+1	0	0	0	0	0	-1	-2	2-7	2-12	
Staff, Quarter	3' ⁷	-1	+1	+1	+1	0	0	-1	-3	-5	-7	1-6	1-6	
Sword, Bastard***	5'	0	0	+1	+1	+1	+1	+1	+1	0	0	2-8	2-16	
Sword, Broad	4'	0	+2	+1	+1	+1	0	0	-1	-2	-3	2-8	2-7	
Sword, Long	3'	0	+2	+1	0	0	0	0	0	-1	-2	1-8	1-12	
Sword, Short	1'	-1	+2	0	+1	0	0	0	-1	-2	-3	1-6	1-8	
Sword, 2-Handed	6'	+1	0	+1	+3	+3	+3	+2	+2	+2	+2	1-10	3-18	
Trident	1'	+1	+1	0	+1	0	0	-1	-1	-2	-3	2-7	3-12	
Voulge	2'	+1	0	0	0	+1	+1	+1	0	-1	-1	2-8	2-8	
Javelin	1'	0	0	0	0	0	-1	-1	-1	-2	-3	1-6b	1-6b	

* able to dismount a rider on a score equal to or greater then needed to hit.

** capable of disarming opponent on a score required to hit AC8.

*** treat as Long Sword if used one-handed.

a does double damage when riding a charging mount.

b does double damage when set vs charge.

Weapons strike at +2 vs an opponents back.

Weapons strike at +4 vs prone or motionless opponents.

Weapon	ROF	S	M*	L*	AC10	9	8	7	-6	5	4	3	2	Damage	S & M	L
Axe, Hand	1	1	2	3	+1	0	0	0	-1	-1	-2	-3	-4	1-6		1-4
Bow, composite, long	2	6	12	21	+3	+3	+2	+2	+1	0	0	-1	-2	2-7		2-7
Bow, composite, short	2	5	10	18	+3	+2	+2	+2	+1	0	-1	-3	-3	2-7		2-7
Bow, long	2	7	14	21	+3	+3	+3	+3	+2	+1	0	0	-1	1-6		1-6
Bow, short (Horse)	2	5	10	15	+2	+2	+2	+1	0	0	-1	-4	-5	1-6		1-6
Club	1	1	2	3	0	0	-1	-1	-1	-2	-3	-5	-7	1-6		1-3
Crossbow, heavy	1/2	8	16	24	+4	+4	+4	+3	+3	+2	+1	0	-1	2-5		2-7
Crossbow, light	1	6	12	18	+3	+3	+3	+2	+1	0	0	-1	-2	1-4		1-4
Dagger	2	1	2	3	+1	0	0	-1	-1	-2	-3	-4	-5	1-4		1-3
Dart	3	1 1/2	3	4 1/2	+1	0	+1	0	-1	-2	-3	-4	-5	1-3		1-2
Hammer	1	1	2	3	+1	0	0	0	0	0	0	-1	-2	2-5		1-4
Javelin	1	2	4	6	+1	0	+1	0	-1	-2	-3	-4	-5	1-6		1-6
Sling(bullet)	1	5	10	20	+3	+1	+2	0	0	0	-1	-2	-2	2-5		2-7
Sling(stone)	1	4	8	16	+3	+1	+2	0	0	-1	-2	-4	-5	1-4		1-4
Spear	1	1	2	3	0	0	0	0	-1	-2	-2	-3	-3	1-6		1-8
Container**	1	1	2	3	/	/	/	/	/	/	/	/	/	***		***

* AC Adjustment is based on firing at Short range. Adjust by -3 at Medium, and -7 at Long ranges.

** This is for throwing Acid, Holy Water, Oil, Poison, and Torches.

*** Contents* Splash**Direct Hit

Acid	1 DM	2-8 DM
Holy Water	2 DM	2-7 DM
Oil, a light	1-3 DM	2-12/1-6 DM***
Poison	special	special

* A container must make a saving throw to see if it breaks (Blow, Crushing).

** All creatures within 3' of the impact point must save vs poison or be splashed.

*** First round damage/Second round damage. Then fire burns out.

Misses: Roll 2 dice.

<u>1d8</u>		<u>1d4</u>
1=long right	5=short left	1=1 foot
2=right	6=left	2=2 feet
3=short right	7=long left	3=3 feet
4=short	8=long	4=4 feet

Lantern can also be thrown use same stats as oil but 2' for splashes.

DAMAGE ADJUSTMENT

Roll % dice for every damage roll.

01-02	Quarter Damage*
03-04	Half Damage**
05-90	Normal Damage
91-98	Double Damage***
99	Triple Damage***
00	Critical Hit

Critical Hit

01-10	Leg Severed 25% Total Hit Damage
11-20	Arm Severed 25% Total Hit Damage
21-50	25% Total Damage or Triple Damage
51-90	50% Total Damage or Triple Damage
91-99	75% Total Damage or Quadruple Damage
00	Head Severed Instant Death

***If a Helmet is not worn add 1-10 points damage. If one is worn 50% chance of it being knocked off.

* Weapon is broken beyond repair and dropped
 ** weapon is dropped

ATTACK MATRIX 1: MEN ATTACKING

Armor	1-3	4-6	7-9	10-12	13-15	16+
-4	20	20	18	16	14	11
-3	20	20	17	15	13	10
-2	20	19	16	14	12	9
-1	20	18	15	13	11	8
0	19	17	14	12	10	7
1	18	16	13	11	9	6
2	17	15	12	10	8	5
3	16	14	11	9	7	4
4	15	13	10	8	6	3
5	14	12	9	7	5	2
6	13	11	8	6	4	1
7	12	10	7	5	3	1
8	11	9	6	4	2	1
9	10	8	5	3	1	1

COMMON WEAPONS: PLUSES AND DAMAGE

Weapon Type	Armor Class:								Damage:	
	2	3	4	5	6	7	8	9	Man	Larger
Sword	-2	-1	0	0	0	+1	0	+2	1-8	1-12
Mace	0	+1	0	0	0	0	0	0	1-6	1-4
Dagger	-3	-3	-1	0	0	0	+1	+2	1-4	1-3
Rapier	-1	-1	0	+1	-1	-1	+1	+3	1-6	1-4
Cutlass	-3	-2	-1	0	0	0	0	+1	1-8	1-6
Axe	-3	-2	-1	-1	0	0	+1	+1	1-6	1-4
Hammer	0	+1	0	+1	0	0	0	0	1-6	1-4
Spear	-2	-1	-1	-1	0	0	0	0	1-6	1-8

ATTACK MATRIX 2: MONSTERS ATTACKING

Armor	to 1	1+1	2	3	3+1	4	4+1	5	6-7	8-9	10+
-6	20	20	20	20	20	20	19	18	17	16	15
-5	20	20	20	20	20	19	18	17	16	15	14
-4	20	20	20	20	19	18	17	16	15	14	13
-3	20	20	20	19	18	17	16	15	14	13	12
-2	20	20	19	18	17	16	15	14	13	12	11
-1	20	19	18	17	16	15	14	13	12	11	10
0	19	18	17	16	15	14	13	12	11	10	9
1	18	17	16	15	14	13	12	11	10	9	8
2	17	16	15	14	13	12	11	10	9	8	7
3	16	15	14	13	12	11	10	9	8	7	6
4	15	14	13	12	11	10	9	8	7	6	5
5	14	13	12	11	10	9	8	7	6	5	4
6	13	12	11	10	9	8	7	6	5	4	3
7	12	11	10	9	8	7	6	5	4	3	2
8	11	10	9	8	7	6	5	4	3	2	1
9	10	9	8	7	6	5	4	3	2	1	1

SAVING THROWS

Level	Death	Wands	Stone	Dragons	Spells
F 1-3	12	13	14	15	16
M 1-5	13	14	13	16	15
C 1-4	11	12	14	16	15
Monster up to 2	12	13	14	15	16
F 4-6	10	11	12	13	14
M 6-10	11	12	11	14	12
C 5-8	9	10	12	14	12
Monster 3-4	10	11	12	13	13
F 7-9	8	9	10	10	12
M 11-15	8	9	8	11	8
C 9-12	6	7	9	11	9
Monster 5-6	8	9	10	11	10
F 10-12	6	7	8	8	10
M 16+	5	6	5	8	3
C 13+	3	5	7	8	7
F 13+	4	5	5	5	8
Monster 7-8	6	7	8	9	7
Monster 9+	4	5	6	7	4

MISSILE ATTACKS (arrows & bolts do 1-6 regardless of monster size)

Weapon Type	Armor Class 2	Armor Class 3	Armor Class 4	Armor Class 5	Armor Class 6	Armor Class 7+
Longbow	-2-3-5	0-2-4	0 0-1	+2+1 0	+3+2+1	+3+2+1
Crossbow	-1-2-3	0-1-3	+1 0-1	+2 0 0	+3+1 0	+4+2+1
Horsebow	-3-4-7	-2-3-5	0-1-2	0 0-1	+1 0 0	+2+1 0

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.~~ *WIND*
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
9. *Speak in Tongues*
10. *Demon Possession*

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.

9th

1. Killer Forest
2. Mass Raise Dead
to 35 levels
3. Mass Service
4. Temp. Hell (Maze)
Sending
5. Summon God
6. Summ. VII
7. Animate Anything
8. *...*
9. *Exorcism*

10th

1. Jihad (100 levels)
2. Raise Dead Army (100 levels)
3. Perm. Hail Sending
4. Shape-change
5. Walking Forest
6. Storm
7. Summ. VII . 10. Speak/Any
8. Dispell Magic, All levels
9. *...*

11th

1. Summ. VIII
2. Immortality
3. Change Attr.
bits
4. Reverse Time

CLERICAL SPELLS TO 30TH LEVEL

CLERIC LEVEL ↓	SPELL LEVEL →	1	2	3	4	5	6	7	8	9	10	11
1	1											
2	2											
3	2	1										
4	3	2										
5	3	2	1									
6	4	3	2									
7	4	3	2	1								
8	5	4	3	2								
9	5	4	3	2	1							
10	6	5	4	3	2							
11	6	5	4	3	2	1						
12	7	6	5	4	3	2						
13	7	6	5	4	3	2	1					
14	8	7	6	5	4	3	2					
15	8	7	6	5	4	3	2	1				
16	9	8	7	6	5	4	3	1				
17	9	8	7	6	5	4	3	2				
18	10	9	8	7	6	5	4	2				
19	10	9	8	7	6	5	4	2	1			
20	11	10	9	8	7	6	5	3	1			
21	11	10	9	8	7	6	5	4	2			
22	12	11	10	9	8	7	6	4	2	1		
23	12	11	10	9	8	7	6	5	3	1		
24	13	12	11	10	9	8	7	5	3	2		
25	13	12	11	10	9	8	7	6	4	2		
26	14	13	12	11	10	9	8	7	5	2		
27	14	13	12	11	10	9	8	7	5	3	1	
28	15	14	13	12	11	10	9	8	6	4	1	
29	15	14	13	12	11	10	9	8	6	4	2	
30	16	15	14	13	12	11	10	9	7	4	2	

MAGICAL SPELLS 1st to 30th LEVEL

M-V LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
30	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
29	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
28	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
27	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
26	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
25	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
24	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
23	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
22	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
21	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
20	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
19	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
18	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
17	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
16	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
15	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
14	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
13	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
12	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
11	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
10	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
9	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
8	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
7	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
6	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
2	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
1	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

SPELL LEVEL

SPELL LEVEL

M-U LEVEL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
31	7	7	7	7	7	7	7	7	7	4	2	1			
32	8	8	8	8	7	7	7	7	7	4	3	1			
33	8	8	8	8	8	8	8	7	7	5	3	1			
34	8	8	8	8	8	8	8	8	8	5	3	2			
35	9	9	9	9	8	8	8	8	8	5	3	2	1		
36	9	9	9	9	9	9	9	8	8	6	4	2	1		
37	9	9	9	9	9	9	9	9	9	6	4	2	1		
38	10	10	10	10	9	9	9	9	9	6	4	2	1		
39	10	10	10	10	10	10	10	9	9	7	4	3	1		
40	10	10	10	10	10	10	10	10	10	7	5	3	1		
41	11	11	11	11	10	10	10	10	10	7	5	3	2		
42	11	11	11	11	11	11	11	10	10	8	5	3	2	1	
43	11	11	11	11	11	11	11	11	11	8	5	3	2	1	
44	12	12	12	12	11	11	11	11	11	8	6	4	2	1	
45	12	12	12	12	12	12	12	11	11	9	6	4	2	1	
46	12	12	12	12	12	12	12	12	12	9	6	4	2	1	
47	13	13	13	13	12	12	12	12	12	9	6	4	3	1	
48	13	13	13	13	13	13	13	12	12	10	7	4	3	1	
49	13	13	13	13	13	13	13	13	13	10	7	5	3	2	
50	14	14	14	14	13	13	13	13	13	10	7	5	3	2	1
51	14	14	14	14	14	14	14	13	13	11	7	5	3	2	1
52	14	14	14	14	14	14	14	14	14	11	8	5	3	2	1
53	15	15	15	15	14	14	14	14	14	11	8	5	4	2	1
54	15	15	15	15	15	15	15	14	14	12	8	6	4	2	1
55	15	15	15	15	15	15	15	15	15	12	8	6	4	2	1
56	16	16	16	16	15	15	15	15	15	12	9	6	4	3	1
57	16	16	16	16	16	16	16	15	15	13	9	6	4	3	1
58	16	16	16	16	16	16	16	16	16	13	9	6	5	3	1
59	17	17	17	17	16	16	16	16	16	13	9	7	5	3	2
60	17	17	17	17	17	17	17	16	16	14	10	7	5	3	2

MAGICAL SPELLS 3rd to 6th LEVEL

1-10 = 11 5 3 2 1
 NAME: Moirrighan

17	3	4	3	4	4	AC	17
						-11	15
						-10	14
						-9	13
						-8	12
						-7	11
						-6	10
						-5	9
						-4	8
						-3	7
						-2	6
						-1	5
						0	4
						1	3
						2	2

PROFESSION: Fighter + Magic-User
 LEVEL: ~~36th~~ ~~39th~~
 RACE: Human, female 43rd
 ALIGNMENT: High Neutral
 STRENGTH: 18 (71%) +2 +3
 INTELLIGENCE: 19
 WISDOM: 10 (11)
 DEXTERITY: 16 +1 init -2 AC
 CONSTITUTION: 19 +5 or +2 HD
 CHARISMA: 13 (14) R=92%
 82%
 72%

HIT POINTS: ~~137~~ 151
 ARMOR CLASS: ~~12~~
 HIT BONUS: +6 (+7) -20
 DAMAGE/ATTACK: +7 (10)
 NO. OF ATTACKS: 7/2
 MAGIC RESISTENCE: ~~5%~~ +6
 EXPERIENCE: ~~1000~~
 MONEY: ~~9,800,000~~ 20 million gp
 AGE: ~~26~~ 26
 LANGUAGES: most
 ORIGIN: Ierendi
 SKILLS: rulership

PSIONIC ABILITY: Psychic Wall (1/day → 300 pts.)
 Clairvoyance (3/day) Energy Control (1/day → 300 pts.) ✓ + Power Roll

<p>Image 1</p> <p>Read Magic Detect Magic Burning Hands Shocking Grasp ✓ Charm Person 3 Magic Missiles Feather Fall</p>	<p>2</p> <p>Invisibility Detect Invisible Knock Locate object Wizard Lock Mirror Image Web Theft Detection Lightning Bolt (LD4)</p>	<p>3</p> <p>Masque Feign Haste Death ESP Dispell Magic Suggestion Fly Water Breathing 2 Fire ball (LD6)</p>	<p>Confusion 4</p> <p>Mantle of Stealth Phantasmal Force Fear Dimension Charm Monster Remove Curse Detect Magical Properti. Polymorph. Other. Ice Storm</p>
<p>5</p> <p>Unfiring Nourishment Paralysis 4" x 4" Growth Contact Magic Jar other Cloud kill Plane Teleportation Contact other Planes Cone of Cold</p>	<p>6</p> <p>Legend Lore Chasm 1" x 3" x 10" (200%) Anti-Magic Shell Projected Image Tensor's Transformation Death Spell Globe of Invulnerability Stone to Flesh Control Weather</p>	<p>Limited Wish</p> <p>Prismatic Spray (8-80) Power Word - Stun Reverse Gravity Delayed Fireball Programmed Illusion Mass Invisibility Summon II Phase Door</p>	<p>Far Dispatch</p> <p>Mass Charm Bigby's Fist Maze Power Word - Blind Permanent Spell Protection Spirits Trap the Soul 2 Energy Bolt (LD8)</p>
<p>9</p> <p>Meteor Swarm ^{Pris. sphere} Power Word - Kill Enchanted Sleep Summon VII Interdimensional Wall Interdimensional Door Adrenal Spell</p>	<p>10</p> <p>Charm Mortal (corp) Power Word Disintegrate Power Word Forlorn Encystment Power Word Omnipotent Sphere Impulsion (12-120 + save)</p>	<p>11</p> <p>Firestorm ¹¹⁻¹¹⁰ Gate in choice ^{friendly} Double Damage Special Magic Jar 13 LD8 → 150</p>	<p>12</p> <p>Energy Barrage ^{125 m.} Wall of Spell Absorption Power Word: Halt →</p>

Dragonsbane +4 Sword

charm Dragon on contact (3/day)

Strength (1/day)

Locate Dragon 12" R

FLY 12" (1/day)

Disintegrater Dragons on hit +5 above minimum x2 damage w/ save.

speaks: Law, Chaos, Neutral Thyatic, Dragon

Reads Languages

Reads Magic

Telepathic Communication

17 I 22 E -12-11-10-9

Ring of Absorption - 50 levels stored only

Rod of Absorption (2) (11) -36 7 tot

Potion of Invulnerability

Oil of Ethereality

Mirror of Life Trapping (60%)

Amulet of the Planes

Pearl of Power - Energy Bolt LDR

Armband x2 damage, up to 13 levels / week

Scarab of Protection

Robe of Blending

Gauntlets of Ogre Power (1/day)

Bag of Holding

Boots of Levitation

Wings of Flying

Helm of Comprehend Human Languages

Cube of Force

Sphere of Ultimate Protection

Scroll #1 Scroll #2 Scroll #3

~~Armor of Ethereality~~
~~+2 Plate Mail~~
 +4 Shield
~~+5 Plate~~
 Helm of Ghastly Fear +1
 (save vs fear)

+3 Crossbow of Speed
 +3 telescopic Axe

(+3 Halberd)
 (2) Crossbow Bolts (10)
 Orb of the Hatchling

Displacer Cloak (+2)

Ring of Spell Storing:
 1. Symbol
 2. Omnipotent Sphere
 3. Continual Light
 4. Dispell Permanent Magic
 5. Web

Ring of Water Walking
~~+2 Ring of Protection~~
 Ring of Spell Turning
 Ring of Spell Storing
 Ring of Human Influence
 Ring of Shadow Control

Ring of Fire Invulnerability
 Ring of Swimming

Potion: Flowering Touch
 water Flying Climbing
 Breathing Heroism
 Cloud Giant Strength
 Fire Resistance
 Love Philter
 Polymorph Self Growth

Rod of Cancellation
 Wand of Frost
 Wand of Wonder
 Wand of Fire

Rod of Absorption (2)
 Wand of Negation
 Rod of Rulership
 Wand of Magic Beasts
 Wand of Paralyzation

Wand of Withering
 Wand of Illumination

Innate Charm Hold
 Mantle of Stealth
 Mind Bank

Iron Stones

Scarab of Protection +1

Branch of Shielding (absorb magic missiles)

Mirror of Life Trapping

Amulet protect vs ESP

Scarab: Protection Evil High Priests Iron Horn of Valhalla cubic Gate
 Piper of the Sewers Censor: Control Air Elementals Scroll #4 Scroll #5
 Elven Cloak Helm of Underwater Action Dearn's Fortress Well of Spheres of Delusion by
 Dust of Sneezing Medallion of ESP Many Worlds Bracers AC = 2

THE KNOWN WORLD

Volume II:

MONSTERS & TREASURE

STANDARDIZED DRAGONS TABLE

		% chance of				
		Talking/Sleep/Sroll Use/Level				
1. <u>Gray</u> :	5-7 HD,	20%	/ 60%	/ 05%	/ 1st	3-12 bite; Fire, 70 X 20 cone Lives anywhere
2. <u>White</u> :	5-7 HD,	25%	/ 60%	/ 10%	/ 1st	2-16 bite; Cold, 80 X 30 cone Lives in cold regions
3. <u>Brass</u> :	6-8 HD,	35%	/ 55%	/ 15%	/ 2nd	4-16 bite; Sleep, 70 X 20 cone, Sandy desert areas or Fear, 50 X 40 cloud
4. <u>Black</u> :	6-8 HD,	40%	/ 50%	/ 20%	/ 2nd	3-18 bite; Acid, 60 X 5 line Swamps and marshes
5. <u>Copper</u> :	7-9 HD,	50%	/ 45%	/ 25%	/ 3rd	5-20 bite; Acid, 70 X 5 line Arid, warm, rocky places or Slow, 3-18 creatures
6. <u>Green</u> :	7-9 HD,	55%	/ 40%	/ 35%	/ 3rd	2-20 bite; Chlorine Gas 50 X 40 cloud Woods and Forests
7. <u>Bronze</u> :	8-10 HD,	65%	/ 30%	/ 50%	/ 4th	3-24 bite; Lightning, 100 X 5 line, Seacoast; M-U's can appear as animals or Repulsion, 30 in front
8. <u>Blue</u> :	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. <u>Silver</u> :	9-11 HD,	80%	/ 20%	/ 75%	/ 5th	3-30 bite; Cold, 80 X 30 cone, Aerial domains; M-U's can appear as humans. or Gas, 50 X 40 cloud
10. <u>Red</u> :	9-11 HD,	85%	/ 15%	/ 85%	/ 5th	3-30 bite; Fire 90 X 30 cone Mountains; M-U's can appear as humans
11. <u>Golden</u> :	10-12 HD,	100%	/ 10%	/ 100%	/ 6th	3-36 bite; Fire, 90 X 30 cone, Anywhere; can appear in most any form. or Gas, 50 X 40 cloud
12. <u>Rainbow</u> :	10-12 HD,	100%	/ 10%	/ 100%	/ 6th	3-36 bite; Fire, 90 X 30 cone, Anywhere; can appear in most any form. or Cold, 80 X 30 cone, The rarest dragon, rainbows will appear or Lightning, 100 X 5 line, gray except to high-level Neutrals or or Gas, 50 X 40 cloud. Neutral clerics.

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

E-Z GODS REFERENCE TABLE

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

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 (incidentally 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 Pegasi, 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

A Hoover looks rather like a walking cornucopia with the small end open. There are several bulges near the small end which are the eyes, ears and brain case. The hoover generally employs a natural Mantle of Stealth when not attacking, thus virtually always surprising its enemies. The hoover sucks air in through its small end with great force, and attacks by focussing its intake on any creature within 40'. If hit, the target is sucked through the hoover and flung out the large end, sustaining 1-100 points of sonic damage and stunning 1-4 melee rounds. In addition, the shriek of air rushing through causes all within hearing range to suffer sonic damage, the amount of damage doubling each melee round as the shriek gets louder, starting at 2 points (2,4,8, etc.). A hoover will attack anyone trying to steal its treasure. Otherwise, it's not especially aggressive, though it is sensitive to loud noises other than its own.

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 2). 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: Nil
Treasure Type: Nil
No. of Attacks: 4
Damage/Attack: 1-12 +
poison + special
Special Attacks: Nil
Special Defenses: 4' spines
Magic Resistance: Standard
Intelligence: Animal
Alignment: Neutral
Size: L (10' diameter)
Psionic Ability: Nil

The Arrow Urchin resembles a giant land-roving 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: 4-40/6-60
Special Attacks: Magnetic
Special Defenses: Nil
Magic Resistance: 50%
Intelligence: Average
Alignment: Law
Size: L (10' tall, 25' long)
Psionic Ability: Nil

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 Cold does only ½ 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 Mirage)

Frequency: Very Rare
No. Appearing: 1
Armor Class: 2/-6
Move: 6
Hit Dice: 15/Special
% In Lair: Nil
Treasure Type: H,U
No. of Attacks: 8
Damage/Attacks: 1-12
Special Attacks: Nil
Special Defenses: Nil
Magic Resistance: Standard
Intelligence: High
Alignment: Any
Size: L Psionic Ability: Nil

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 enwrapped and dragged 10' toward the Kraken each m. round. The tentacles are 25' long, and 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 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 facsimiles of sea sharks. Actually supple armored dirigibles, they have huge flukes on their tails and air-jets similar 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 Barsoomian 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).

Crimson Fungus: 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 elementals. 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, accoutrements 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, Elves). 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 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.

Gigantropithecus: 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.

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

NOTES ON NEW MONSTERS

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.

	<u>Wisdom</u>	<u>Panicked</u>
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.	3-5	90%
The fear alone does 1-4 points of damage.	6-8	70%
	9-12	50%
	13-16	30%
	17,18	10%

Hypnoid 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 viny ones that droop 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 feline 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 get two hits on any character with a dexterity below 15. Understand and can use almost any weapon.

Lamiae: A sort of vampire-ghoul 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: Detect Magic, Light, Charm Person, Detect Invisible, Levitate, Confusion, 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.

Dice score:	Reaction:	Character highly intelligent
2-4	hostile	(16-18): minus 1
5-7	uncertain	
8-12	under control	

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.

NOTES ON NEW MONSTERS

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 Helms 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: Rubberly 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 Zzakrakls, 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 Barsoom, 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 thoats 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 thoats, Women and children heavy horses or small thoats, and there will be several 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.

Thoats: A vicious 8-legged beast, the adult thoat 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 Maries: 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. Modify 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 Apes of Barsoom: 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.

Leviathan: 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.

Sprites: 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 nebulous, and are twice as hard to kill as normal humans.

They attack the psyche 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 1D2 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 WILL SET THE GOLEM ALIGHT, BURNING UP 1D4 POINTS PER MELEE TURN. HOWEVER A BURNING TAR GOLEM DOES AN EXTRA 2D10 OF BURNING PITCH DAMAGE PER HIT (NO SAVING THROW). IT CAN ALSO THROW BURNING MISSILES AS FROM A SHORT BOW WHICH DO 1D8 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 CLERICAL SPELLS.

THERE IS A 15% CHANCE THAT A BEING WITH STORM GIANT STRENGTH CAN REMOVE A STUCK WEAPON. MELTING THE GOLEM WILL ALSO RELEASE THE WEAPONS, BUT THERE IS A 60% CHANCE THAT THE GOLEM WILL RESTORE 1-45 POINTS. WEAPONS THAT HAVE BEEN REMOVED HAVE A 30% CHANCE OF STICKING AGAIN UNLES 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. A GOLEM CAN AUTOMATICALLY HIT ANY VICTIM STUCK TO ITS BODY, OR IT CAN IGNORE HIM AND TRY TO HIT SOMEONE ELSE. VICTIMS STUCK TO ITS BODY SUFFER 1D6 SUFFOCATION DAMAGE PER TURN.

MANGROLLS: 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. Mangrolls 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. Mangrolls 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. Mangrolls regenerate 1-4 pts./mr 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 mammoths, 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 underbelly, 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 labs and are often in service to a demon. Extremely persistent.

DREADED BLACK SERPENT: Another construct from the chaos labs, 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 ether-eally or out-of-phase, it is AC 2) If a tentacle hits, the victim is enwrapped, 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 Cated In. It answers to the name Khalk'ru, and even if its name is spoken there is a 10% chance it will appear.

NOTES ON NEW MONSTERS

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 APPEASED BY A GIFT OF FRESHLY SPILLED BLOOD IF PRESENTED POLITELY. IF APPEASED OR OVERAWED 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

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.

Flatlanders: Beings 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.

Tattletale: 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, 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 rabidly attack for no good reason. It will only use its psionic power in the presence of other psionics. It has a continuous mind bar and psychic wall. Immune to wands and staves.

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 2½ 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 studding its exterior.

NEW MONSTERS

Withra :

No. Appearing : 1-4

AC : 3

Move : 12"

HD : 4

Treasure : Type E but 50% chance lost it

Attack : 1-6 plus special

Align : Chaos

The Withra is an incompetent Wraith. The only distinguishing characteristic between the Withra and the Wraith is a small chaos mark on the back of the neck. Like other undead it is impervious to the usual spells such as sleep, charm, etc. However, unlike its brothers, it is completely impervious to magical weapons and silver weapons and can only be hit by normal weapons. Also, unlike other undead, it cannot be turned or dispelled by any level of cleric - if anyone makes such an attempt, it will approach that person in curiosity. Because of its low dexterity, it attacks at -4 hit prob. If it hits, it does 1-6 pts. damage and collapses dead and ~~raises~~ raises its victim to the top of the next experience level.

- | | | |
|---------------------------------------|------------|--|
| 1. John Carter | | <u>JOHN CARTER</u> +7,+6, 2/mr; 138 HTK; AC 4 |
| 2. Eric John Stark | Str-18(00) | Lawful; 30th level fighter |
| 3. Kickaha & Anana | Int-15 | Immortal warrior. 6', black hair, gray eyes, |
| 4. Fafhrd & the Gray Mouser | Ins-8 | wears only leather harness for weapons. Treat |
| 5. Tros of Samothrace | Dex-18(00) | as if in $\frac{1}{4}$ gravity-he can leap up to 20' high, |
| 6. Kane | Con-18(00) | 60' distance. Permanent mind bar. Armed with |
| 7. Cugel the Clever | Cha-18(1) | long sword, short sword, dagger and 5-shot |
| 8. Tarzan | Luc-18(1) | Barsboomian pistol. Will always fight with |
| 9. Cyrano de Bergerac | | same weapon as opponent. If attacked, there is |
| 10. Modesty Blaise & Willie Garvin | | a 50% chance each mr. he will resort to the |
| 11. Solomon Kane | | pistol for defense against M-U (if doing so |
| 12. Conan | | would be advantageous). Using Boot Hill charts: |
| 13. D'Artagnan & The Three Musketeers | | speed-96; personal bravery-98; accuracy-86. |
| 14. Sol of All Weapons | | pistol does 1-20 damage. |
| 15. Odysseus | Str-18(3) | <u>ERIC JOHN STARK</u> +4,+4, 2/mr; 118 HTK; AC 1 |
| 16. Sinbad the Sailor | Int-16 | Neutral; 20th level fighter |
| 17. Hiawatha | Ins-11 | 6'2", black hair, blue eyes, plasteel plate armor. |
| 18. Beowulf | Dex-18(2) | Fights with sword and dagger. In battle there is |
| 19. Ogier the Dane | Con-18(00) | a 35% chance in any melee round that Stark will go |
| 20. Jirel of Joiry | Cha-15 | into an animal fury, attacking at +6,+5 but with AC |
| | Luc-15 | falling to 6. There is a 25% chance he will be |
| | | accompanied by 1-6 hell-hounds. |

KICKAHA +4,+3, 2/mr; 101 HTK; AC 1
 Neutral; 20th level fighter/16th level thief/8th level monk
 Str-18(1) Extremely cunning and tricky: 100% all thieves' abilities. Appears in one
 Int-18(3) of two forms. On 1 or 2: in plate armor and shield w/sword, perhaps on
 Ins-16 heavy armored horse w/lance. On 3-6: in breechclout, armed w/spear, bow,
 Dex-18(4) & dagger, perhaps on lt. horse (bareback). Surprised on a 1 in 8. Kickaha
 Con-18(1) carries the Horn of Shamballa which when blown allows him to gate out.
 Cha-18(3) Open-hand damage 3-18. Heals 4-9 pts. on self. 50% chance accompanied
 Luc-18(3) by Anana.

ANANA +4,+2, 5/2mr; 91 HTK; AC 1
 Neutral; 15th level fighter/10th level monk
 Str-17 Arrogant Lord of another pocket universe. High-handed; may tend to
 Int-18(1) underestimate opponents, though Kickaha will not. 50% chance she will be
 Ins-14 with Kickaha. Dressed usually in sarong-like garment. Open-hand
 Dex-18(4) damage 2-24.
 Con-18(3)
 Cha-18(3)
 Luc-17

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

GRAY MOUSER +4,+1, 2/mr; 79 HTK; AC 0
 Chaotic; 20th level fighter/16th level thief /3rd level magic-user
 Str-16
 Int-18(4) Spells:
 Ins-16 Detect Magic 5'4", gray mouseskin cloak (+2) & suit & +1 ring of
 Dex-18(00) Read Magic protection. Very clever and tricky, but thinks he's even
 Con-16 Read Languages better than he is (if possible). Somewhat subject to
 Cha-16 Blinding Flash flattery, 100% all thieves' abilities. Fights w/sword
 Luc-17 (Scalpel) and dagger (Cat's Claw).

TROS +4,+4, 3/mr; 101 HTK; AC 1
Str-18(3) Lawful; 20th level fighter/11th level monk/some clerical powers
Int-16 Permanent Spells: 6'4", black hair & beard, purple cloak, plate armor,
Ins-18(3) Detect Alignment sword. Tros has no patience with chaotic types or
Dex-17 Protection/Charm with deception from anybody. Otherwise he tries very
Con-18(1) Find Path hard to be fair to everyone, especially himself. Hits
Cha-18(1) for 3-24 + 1-8 (4-32) with sword.
Luc-15

KANE +5,+5; 138 HTK; AC 2
Str-18(4) Chaotic; 30th level fighter/8th level magic-user
Int-18(3) Memorized: Detect Magic Immortal warrior. 5'10", red hair and
Ins-18(3) Hold Person Read Magic beard, wide, has blazing eyes. +1
Dex-17 Dispell Magic 1-4 Protection/Evil Carsultyal sword. High magic resistance,
Con-18(00) Suggestion Detect Evil so +4 on saving throws.
Cha-16 Fear Wizard Lock
Luc-15 Protection/Charm Read Languages

CUGEL +3, 2/mr; 52 HTK; AC 3
Str-15 Neutral; 8th level fighter/14th level thief
Int-18(2) 5'11", slim, leather, hat w/feather, rapier (1-8) & dagger (1-6).
Ins-15 Extremely cunning and crafty-will often foment discord among members
Dex-18(4) of a party (even unintentionally). Incredibly lucky. 100% all thieves'
Con-17 abilities. Can't keep his hands out of others' pockets. Cugel will
Cha-16 have memorized two to three of Ioucounu's spells (depending on difficulty),
Luc-(00) but there is a 50% chance of reversal of effects if he tries to use them.

TARZAN +6, +5, 5/2mr; 128 HTK; AC 2
Str-18(4) Lawful; 25th level fighter/14th level thief/9th level monk
Int-18(4) 6'2", black hair, gray eyes, breechclout, spear, bow and poisoned arrows,
Ins-15 hunting knife, rope. Move 24". Open hand damage 2-20, hand w/knife
Dex-18(00) 5-23. Treat rope as missile weapon: if it hits, one or two arms are
Con-18(00) bound. Probably immortal. Can heal 4-9 pts. on self. Permanent "spells":
Cha-18(3) Speak to animals; Locate water & animals (monsters); Animal Summoning-
Luc-18(4) 1:1 or 2 elephants, 2-4: 1-12 carniv. apes, 5,6: lion (Jad-Bal-Ja, 35 HTK).

CYRANO +4,+1, 3/mr; 89 HTK; AC 1
Str-16 Neutral; 25th level fighter
Int-18(3) 5'10", leather, long nose, mustache. Large ego. Extremely intelligent,
Ins-17 but very sensitive to remarks about his nose. Fights w/rapier (1-8)
Dex-18(000) and dagger (1-6).
Con-16
Cha-18(2)
Luc-17

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

WILLIE GARVIN +5,+2, 4/mr; 79 HTK; AC -2
Str-17 Neutral; 20th level fighter/15th level monk
Int-17
Ins-15 6'2", trousers & jacket, under jacket-sheaths for knives. 100% all thieves'
Dex-18(00) abilities, surprised on a 1 in 10, can heal 9-14 pts. on self, hear noise
Con-16 on 1-6, fights with open hands (3-36) or thrown knives (1-8 damage, +5 to
Cha-17 hit). 75% chance he will accompany Modesty Blaise. If save made, no damage.
Luc-17 If not, half damage.

Str-17 Lawful; 25th level fighter
 Int-15 5'10", slim, black cape & wide-brimmed hat, leather. Near-fanatical Puritan,
 Ins-17 Able to detect alignment. Fights w/rapier (1-8) and dagger (1-6). Magic
 Dex-18(3) staff: hits for 1-6, acts like mace of disruption on undead, protects Kane
 Con-16 from Evil & charm, cures serious wounds & disease on him. 2 single-shot
 Cha-15 pistols, 1-10 damage. Basic 90% chance to hit-at short range 100%.
 Luc-15

CONAN +5,+6, 2/mr; 101 HTK; AC 2

Str-18(00) Neutral; 25th level fighter/9th level thief
 Int-15 Fights with sword. Open locks/pickpocket/move silently 75%
 Ins-10 remove traps 70%
 Dex-18(2) hide in shadows 65%
 Con-18(2) Surprised on a 1 in 12
 Cha-15
 Luc-17

D'ARTAGNAN +5,+2, 2/mr; 101 HTK; AC 3

Str-17 Lawful; 25th level fighter
 Int-13 Fights with sword. Leather armor. Always prone to go to the aid of those
 Ins-13 he thinks are in distress (especially women). Will listen to reason from
 Dex-18(00) Athos. 75% chance the other musketeers will appear with him.
 Con-18(1)
 Cha-17
 Luc-18(1)

ATHOS +3,+2, 2/mr; 101 HTK; AC 3

Str-17 Lawful; 25th level fighter
 Int-17 Fights with sword. Single-shot pistol, 1-10 damage. Basic 80% chance to hit.
 Ins-10 Once a nobleman till disgraced by a woman, whereupon he in essence renounced
 Dex-18(1) his position. Still suspicious of women. More-or-less the brains of the
 Con-18(1) bunch. Older, rather world-weary, a drinker. Leather armor.
 Cha-15
 Luc-13

PORTHOS +3,+5; 97 HTK; AC 4

Str-18(4) Lawful; 20th level fighter
 Int-10 Mail & shield. Fights with sword. Large, strong, over-dressed, not-too-
 Ins-11 intelligent, Porthos will usually do whatever the others tell him to.
 Dex-16 Vain.
 Con-18(3)
 Cha-13
 Luc-14

ARAMIS +3,+1, 2/mr; 90 HTK; AC 3

Str-16 Lawful; 20th level fighter/2nd level cleric
 Int-16 A dashing ladies' man who plans someday to join the Church Militant-sees
 Ins-17 himself as a clerical type. Leather armor-fights with sword. Acts as a
 Dex-18(3) counterpoint to Athos' cynicism. Smarter than he seems.
 Con-17
 Cha-17
 Luc-15

ODYSSEUS +5,+6, 2/mr; 101 HTK; AC 2

Str-18(00) Neutral; 25th level fighter/16th level thief
 Int-18(00) Short, muscular man in cloak, greaves, horsehair-plumed helmet, round shield.
 Ins-15 Carries a bow only 00 strength can bend (arrows fired from it do +5 damage).
 Dex-18(1) Fights w/sword. He will never fight if he can outtrick party by cunning.
 Con-18(1) There is a 25% chance a Greek god will interfere when he meets dungeon party.
 Cha-18(4)
 Luc-18(4)

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

Str-18(00) Lawful; 25th level fighter/16th level monk
Int-11 Tall, thick, muscular, yellow-haired man. Fights with one of six weapons he
Ins-15 carries in wheelbarrow. He will challenge the best fighter in the party. If
Dex-18(00) challenge is accepted, the match is for fealty and is fought until one player
Con-18(2) is unconscious (not dead). If there is no single character who stands a chance
Cha-17 against him, Sol will fight two at once. If no one accepts his challenge he
Luc-16 will attack to kill on any reaction except a 12. Weapons:
Single sticks- 6/mr, 1-4 dmg, AC -5 Staff- 2/mr, 1-10 dmg, AC -7
Daggers- 6/mr, 1-4 dmg, AC -5 Morning Star- 3/mr, 1-20 dmg, AC -3, +4 to hit
Sword- 4/mr, 1-8 dmg, AC -3 Club- 3/mr, 1-20 dmg, AC -3 (not +7)

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

Str-18(4) Neutral; 27th level fighter/thief
Int-12 6'4", 215 lbs., +5 leather armor (save of 4), wings of flying, potion of healing.
Ins-10 Once Dragonlord of Ierendi, Taran was defeated by Sol, and Sol does no more
Dex-18(2) fighting unless Taran is beaten first. He fights with a sword in his left
Con-18(1) hand and a dagger set in the stump of his right (dagger gets no bonuses to hit).
Cha-18(2) Sword is +1. Speaks Iasuli, Thyatic, Ethengar, Ehesti, Dwarvish, Elvish,
Luc-8 & Neutral. +2 cloak of protection.
Wil-10
C.S-10

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

Str-17 Neutral; 15th level fighter/Thief, 25th level Merchant
Int-18(3) Leather, round shield, agile, Levantine type. Fights with sword, but will
Ins-15 never fight unless he has to. He would much rather bilk you out of all your
Dex-18(1) possessions. Could sell refrigerators to eskimos. Any sea voyage he accompanies
Con-17 a party on will always reach its destination one way or another, but it has a
Cha-17 90% chance of shipwreck when it gets there. Sinbad cannot drown--he will
Luc-18(00) always find a piece of wreckage to hold onto. Astoundingly lucky.

HIAWATHA +5,+5, 5/2mr; 115 HTK; AC 2

Str-18(4) Lawful; 25th level fighter/9th level monk
Int-15 A young-looking Indian chieftain dressed in deerskin. His father is the West
Ins-18(4) Wind and his mother was a daughter of the Moon. He fights with bow, open hands
Dex-18(4) (2-20) or knife (5-23). He has a pair of magic mittens, Minjekahwun, with
Con-18(3) which he can break rocks and hit for 4-40. In his magic moccasins he can run
Cha-18(1) at 48". Permanent "spells": Speak to Animals, Detect Evil. Probably immortal.
Luc-15

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

Str-18(000) Neutral; 25th level fighter
Int-15 A huge Danish warrior, Beowulf has it in for monsters. He has a monster-
Ins-17 slaying spear that will always kill if it hits on the first strike. When he
Dex-18(1) is around chances of wandering monsters are doubled. Very nonhuman characters
Con-18(00) had better watch their step.
Cha-15
Luc-15

JIREL OF JOIRY +4,+3, 2/mr; 84 HTK; AC 2

Str-18(1) Lawful; 17th level fighter
Int-15 Tall, red flowing hair, yellow eyes, fiery personality. She objects highly
Ins-17 to a chauvinistic attitude (-2 on reaction). Fights with a great sword.
Dex-18(3)
Con-17
Cha-15
Luc-18(00)

Str-18(3) Neutral; 25th level fighter
 Int-13 Dark-haired man dressed in Viking style. Beloved of the goddess Morgiana,
 Ins-18(000) There is a 99% chance she will appear if he is killed, resurrect him and
 Dex-18(1) return him to Avalon. She may also punish the party. Ogier has a
 Con-18(2) permanent protection at all times from the following spells: Sleep, Charm,
 Cha-17 Fire Ball, Lightning, Power Words Blind and Stun, and empathic spells.
 Luc-18(3)

1. Abdul Alhazred ABDUL ALHAZRED "The Mad Arab" 60 HTK; AC 4
2. Egil Skallagrimson Chaotic; 20th level magic-user
3. Elric & Moonglum Permanent: *Stone/Flesh In Grimoire:
4. Ioucounu, the Shield Death Spell Permanent Spell
- Laughing Magician Memorized: *Double-Haste Legend Lore
5. Maal Dweb *Specific Gate Teleport Protection/Charm, 10'r.
6. Ningauble of the *Gate Hold Monster Control Weather
 Seven Eyes *Monster Sum.VIII *Magic Jar Extension III
7. Sheelba of the Polymorph Any Confusion Conjure Elemental
 Eyeless Face Dispell All Levels Ice Storm Animate Dead
8. Shadowjack *Limited Wish Fear Hallucinatory Terrain
9. Thulsa Doom Reverse Gravity Phantasmal F. All 1st, 2nd & 3rd level spells
10. Xaltotum Invisible Stalker Lightning Bolt

EGILL SKALLAGRIMSON +4,+6; 113 HTK; AC -2

Str-18(00) Neutral; 20th level fighter/magic-user
 Int-15 Egill at 7' could pass for a small giant. If insulted, there is a 90%
 Ins-15 chance he will go into a berserk fighting rage (double-haste, 4/mr, with
 Dex-13 concomitant loss of hit pts.), with double damage. If he attacks by chance
 Con-18(00) it is 75% that he will go berserk. He uses magic by carving runes at 1 mr/
 Cha-11 spell level. There is only a 25% chance Egill will think clearly enough
 Luc-16 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

ELRIC +6 (pre-drain); 45 HTK (pre-drain), AC 2/4

Str-7 Chaotic; 10th level fighter/19th level magic-user
 Int-18(4) See Elric, Ring of Kings & Stormbringer in Gods, Demigods & Heroes.

Ins-17	<u>Memorized:</u>	Phase Door	Fire Ball	Contact Higher Plane
Dex-17	*Monster Sum.VII	Dispell All Levels	<u>Permanent:</u>	Animate Dead
Con-7	*Power Word-Stun	Invisibility	Protection/Charm	Determine Magical Propert
Cha-16	*Control Weather	Death Spell	Shield	Hallucinatory Terrain
Luc-13	*Repulsion	Double-Haste	<u>In Grimoire:</u>	Fear
	*Hold Monster	Conj.Elemental	Symbol	All 1st-3rd level spells
	Gate	Suggestion	Permanent Spell	
	Teleport	Confusion	Invisible Stalker	
	Monster Sum VI	Charm Monster	Move Earth	
	Read Magic	ESP	Legend Lore	

MOONGLUM +4,+2, 2/mr; 61 HTK; AC 2

Str-17 Neutral; 11th level fighter/7th level thief
 Int-11 See Moonglum in GODS, Demigods & Heroes.
 Ins-9
 Dex-18(3)
 Con-17
 Cha-15
 Luc-16

IOUCOUNU "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 $\frac{1}{4}$ 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 Gyrator--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. Houlart's Visceral Pang--
12. Lugwiler's Dismal Itch-- nuisance disablers and curses
13. Rhialto's Green Turmoil--
14. Houlart's Blue Extractive--removes a hiding target from its refuge; cave, lair, whatever.
15. The Charm of Forlorn Encystment--target is buried 45 miles beneath the earth's surface; contains Untiring Nourishment, so they live until freed.
16. Spell of the Macroïd Toe--target's big toe grows to size of house.
17. Thasdrubel's Laganetic 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 DWEB 85 HTK; AC 0

Lawful; 30th level magic-user

Permanent:

Untiring Nourishment

Shield AC 0

Protection/Charm

Magical Items:

Ring of Regen. (5)

Rod of Absorption

(25 levels)

2 Special Iron Golems:

AC 2, 80 HTK, move 9,

right arms end in huge

scythes, 2-20 damage.

Memorized:

Change Attributes (11)

Charm Anything (10)

Gyrator (10)

Forlorn Encyst. (10)

Power Word-Disint. (10)

Monster Sum. VIII (10)

Meteor Swarm (9)

Time Stop (9)

*Mass Charm (8)

*Polymorp Any (8)

Far Despatch (8)

Reverse Gravity (7)

*Projected Image (7)

*Maze (7)

*Magical Maze (9)

*Double Haste (5)

Fly All Day (7)

Disp. Magic, all (7)

Limited Wish (7)

Stone/Flesh (6)

*Reincarnation (6)

L.R.Nonspec.L.Ob. (6)

Invis. Stalker (6)

Geas (6)

Chasm (6)

Death (6)

Teleport (5)

Magic 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

Eye Spells:

Detect Magic

Detect Invisible

Infravision

X-Ray Vision

Charm Monster

*Geas

Fear

Permanent:

Shield AC 0

Protect/Charm

Memorized:

*Forlorn Encyst. (10)

*Time Stop (9)

*Reverse Gravity (7)

*Invisible Stalker (6)

*Chasm (6)

*Double Haste (5)

Reverse Time (11)

Omnipotent Sphere (10)

Gyrator (10)

Disaster (10)

Paralysis (5)

Wish (9)

Disp. Perm. Magic (9)

Mass Charm (8)

Delayed Fire B. (7)

Prismatic Spray (7)

Sleep 1-14 (7)

Stone/Flesh (6)

Teleport (5)

Magic Jar (5)

Feeblemind (5)

Magical Items:

Ring of Djinn Summoning (10)

Wand of Paralyzation (5)

Rod of Beguiling (8)

Crystall Ball w/ESP

Amulet vs. ESP & Crystals

Mirror of Mental Prowess

Flying Carpet

Permanent: Chaotic; 30th level magic-user
 Detect Magic Walking Hut: *Disintegrate(6) Stone/Flesh (6)
 Det.Mgcl.Prpts. 3 legs, can kick Charm Any (10) Reincarnation (6)
 Shield AC 0 for 2-20, vuln. Ice Enclos.(10) Control Weather (6)
 Protect/Charm only to fire. Monster Sum.VIII(10) Chasm (6)
 Masque Memorized: Wish (9) Teleport (5)
 ESP *Double Haste(5) Disp.Perm.Magic (9) Rock/Mud (5)
Magical Items: *Super Magic Jar(11) Magical Maze (9) Poison Gas (5)
 Ring of Invis.(10) *Meteor Swarm (9) Mass Charm (8) Paralysis (5)
 Ring of Sp.Turning(8)*Proj. Image (7) Polymorph Any (8) Feeblemind (5)
 Crystal Ball *Geas (6) Prismatic Wall(7) Hold 1-14 (5)

SHADOWJACK +4, 2/mr; 123 HTK; AC 2

Str-13//18(00) Neutral; 20th level fighter/16th level thief/25th level magic-user
 Int-18(3) M-U only in shadows. Tall, thin man usually dressed in dark colors. He will
 Ins-18(1) always try to stay in shadows (50% in dungeon w/torch) where he can use spells
 Dex-18(00) at haste and his strength increases to 18(00). +7,+6 when fighting in shadow.
 Con-18(000) Memorized: *Shape Change(9) *Mass Charm(8) Delayed Fire B.(7)
 Cha-17 *Double Haste(5) Maze (9) Polymorph Any(8) Proj.Image (6)
 Luc-18(1) *Power Word-Disint(10) *Time Stop (9) *P.W.-Blind(8) Teleport (5)
 Charm Any (10) Wish (9) Out-of-Phase(8) *Mantle of Stealth(4)
 Omnip.Sphere (10) Disp.Pefm.Magic(9)*Reverse Grav.(7) Control Weather(6)

THULSA DOOM 70 HTK; AC 2

Permanent: Chaotic; 25th level magic-user
 Detect Magic Memorized: P.W.-Disint.(10) Geas (6)
 Shield AC 2 *Double Haste(5) Wish (9) Repulsion (6)
 Protect/Charm *Monster Sum.VIII(10) Enchntd.Slp.(9) Teleport (5)
 Masque *Protect/Spirits(8) Reverse Grav.(7) Conj.Elemental (5)
Magical Items: *Spirit Sum. (9) Limited Wish(7) Magic Jar (5)
 Rod of Beguil.(1) *Mass Charm (8) Proj. Image (7) Control Weather (6)
 Amulet vs. ESP *Mantle Stealth 10'(8) Maze (7) Paralysis (5)
 Emerald of Snake- *Invis.Stalker (6) Stone/Flesh (6) Feeblemind (5)
 Man Sum. (1-20) *Chasm Death (6) Prismatic Spray (7)

XALTOTUN 85 HTK; AC 0

Permanent: Chaotic; 30th level magic-user
 Detect Magic Xaltotun is forever searching for the Heart of Ahriman (which he needs
 Shield AC 0 to restore the past). He may demand to see all of a party's magical
 Protect/Charm equipment. Hates any followers of Asura.
 Mind Blank Memorized: Monster Sum.VIII(10) Stone/Flesh (6)
Magical Items: *Double Haste(5) Charm Any (10) Disintegrate (6)
 Ring Sp. Turning(9) *Reverse Time(11) Meteor Swarm (9) Control Weather (6)
 Ring of Regen. (2) *Disaster (10) Clone (8) Chasm (6)
 *Time Stop (9) Protect/Spirits(8) Paralysis (5)
 *Wish (9) Spirit Sum. (9) Teleport (5)
 *Limited Wish(7) Disp.Mgc.all lvs(7) Magic Jar (5)

REVISED TREASURE TABLES

MAGIC ITEMS:

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

SWORDS: as per Greyhawk

SWORDS ABILITIES:

- 01-10 Note Shifting Walls & Rooms
- 11-15 Telekinesis
- 16-25 Detect Sloping 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, 6pts./day)
- 93-97 Level Transference (see note)
- 98-99 Take two rolls ignoring rolls over 97
- 00 Take three rolls ignoring rolls over 97

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

WANDS/STAVES: as per Greyhawk

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

- 91 Shield +3
- 92 Armor +3
- 93 Armor & Shield +3
- 94 Shield +4
- 95 Armor +4
- 96 Armor & Shield +4
- 97 Shield +5
- 98 Armor +5
- 99 Armor & Shield +5
- 00 Armor of Ethereality

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
- 01-51 Mag.*
57-75 Illus.
76-94 Clerical
95-00 Divindial

LEVEL OF SPELLS ON SCROLLS:

- 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

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

RINGS:

- 01-05 Invisibility
- 06-10 Mammal 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 Telekinesis
- 85-90 Continual Light
- 91-95 Mirror Image
- 96-97 ~~Polymorph Self~~ *Magique*
- 98 Spell Storing
- 99 Spell Turning
- 00 Many Wishes

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. Hammer of Stunning, when struck upon the ground 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, vorpal 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

1. All Magic-Users may memorize one spell per spell-level; all other spells come from their grimoire. If grimoire is lost and no duplicate is hidden, non-memorized spells are lost. To copy a spell costs 20% of its value if bought.

2. Melee rounds needed to prepare mental spells-- 4; Scrolls-- 3; Rings-- 2; Wands, misc, potions-- 1.

3. 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 adventu
+1 armor-- 10,000 gp + 2 months
+1 shield-- 10,000 gp + 2 months
+1 arrows (20)-- 10,000 gp + 2 months

4. Scrolls may be sold for 10% of the value of the spells thereon.

NEW MAGICAL WEAPONS + ITEMS

Shield of Defense: Plain, round steel-rimmed teakwood shield with pointed steel center boss
Effects: If user elects to defend only, it has a 75% chance of completely blocking any physical blow by anything up to 10th level. Otherwise it acts as a +2 shield

value: 25,000 G.P.

Gauntlet of the Master Thief: Fine leather glove with ~~silver links across the~~ ^{mithril links across the} back, emerald encrusted wristguard and red threaded/patterned palm.
Effect: Can only be used by thieves. Any other class attempting to use it will find it attacks at -10. Thieves gain the following abilities: 25% plus on all thieves abilities in which the hand is used. When using a rapier a thief will gain +3 on attacks and will get double the attacks with that hand.

value: 75,000 G.P.

Boots of Banana Peel: looks same as other magical boots. Will even perform one of their functions except in a battle situation, then they lock onto wearers legs and become zero co-efficient. The wearer slips, slides, and falls and falls

NEW MAGICAL WEAPONS + ITEMS (cont.)

Hawk Helm: Silver helm shaped like a hawk's head. Effects: wearer gets infravision and has his vision tripled. Also becomes 90% immune to fear and confusion. However there is a 1% chance that anytime the helm is used the wearer will transform into a hawk and fly away.

value: 20,000 G.P.

Caduceus of Supreme Elemental Control:

Looks like a gold flecked silver wand around which 2 serpents are entwined. At the tip of the wand is a helm with wings. Effect: By concentrating on a section of the caduceus the magic-user can summon forth a 10-die elemental. Each section has 5 charges.

(section glows)

ivory helm: Air

ruby snake: Fire

crystal snake: Water

gold-flecked wand: Earth

The magic-user has a 95% chance of controlling the elemental regardless of the disturbance (with the exception of death)

NEW MAGICAL WEAPONS + ITEMS (cont.)

Seal of the Snake: golden ring with a crest of a Cobra with two small rubies inset in the Cobra's eyes. Effect: When the incantation around the inside of the ring is uttered, the two rubies will glow and materializing before the wearer will be 1-4 giant Cobras. They will obey the wearer's will 1/day. If summoned more than once, control will decrease (2: 50%, 3: 25%, 4: 10%, 5: 1%). Each Cobra has AC 6 HD 4+4. They attack ~~two~~^{three} ways: 1st, by spitting an acidic poison which kills unless a saving throw is made (even if save is made, damage is still 2-16) If they are killed or have finished killing, they disappear. Their second attack is a bite of 2-12, and their third attack is constriction 1-10.

Ring of Ruthlessness: looks like a platinum ring encrusted with strange blood-red and purple stones. Effect: Unless saving throw is made (add +5 to amount needed) the wearer, no matter what alignment, becomes 100% amoral and ruthless. If anyone even disagrees with him, he will attempt to slay them. The wearer gets a +3 on his strength

NEW MAGICAL WEAPONS + ITEMS (cont.)

and constitution, and is hasted whenever he attacks. Only a remove curse can free the wearer from the ring.

value: 50,000 G.P.

Nefer Amulet :

NEW WEAPONS & TREASURES (magical, cont.)

Non-Corrodible Armor: Shiny, ebony armor
Resists all corrosive agents.

1-50%: +1 51-75%: +2 76-90%: +3
91-99%: +4 100%: +5

value: 25,000 G.P. x (+)

Ring of Betrayal: Beautiful, ornate silver ring
inlaid with precious stones. When
first put on it will be whatever the
wearer wishes it to be. However, in
a situation where stealth is needed
it will begin making as much noise
as possible. It will also cause the
person wearing it to attack an
ally in battle or if worn on the
hand opposite the sword hand
it will interfere with the sword
hand. Only a ~~Dispel Magic~~ ^{Remove Curse} or
a Wand of Negation (Cancellation?)
will destroy the ring's power.

value: 20,000 G.P.

Electric Armor: Looks like normal armor
Effect: When struck by a metal
weapon it delivers an electric
charge of 5-30 pts. damage.

value: 75,000 G.P.

NEW MAGICAL WEAPONS & ITEMS (cont.)

Puff of Prescience - small bag full of what looks like yellow powder. Effect - When a pinch of the powder is thrown to the floor, it will burst in a puff of smoke and the person using the stuff will get a look at some room or area that they will come to in the future. The catches are that the person does not know the location and also cannot hear. Bag contains 20 pinches. Usable only once per day. More than once sends person using it to room shown.

value 20,000 G.P.

Key to the Kingdom - a platinum key with glowing runes. Effect: When touched to a secret door or chest, panel, etc., it will magically open the item. If the object has a trap that remains undetected, the key will successfully bypass the trap 75% of the time. This item can be used 1/day. More than once and the key will melt. Key has 20 charges

value. 25,000 G.P.

NEW MAGICAL WEAPONS + ITEMS (cont.)

Random Spell Scroll - scroll has ten spells:

- | | |
|---|-------------------------|
| 50% ① Sleep 1-4 | 25% ⑥ Legend Lore |
| 45% ② Wizard Lock | 20% ⑦ Delayed Fire Ball |
| 40% ③ Masque | 15% ⑧ Power-Word: Blind |
| 35% ④ Wall of Fire | 10% ⑨ Monster Summ. VII |
| 30% ⑤ Teleport
Feather Fall | 5% ⑩ Disaster |

This scroll was made by a magic-user who was either stupid or vindictive. When the scroll is opened, an incantation appears and underneath are the 10 spells. The catch is this: When a magic-user reads the incantation, everything disappears on the scroll for one day, so that the magic-user cannot see which one was cast, for what happens is this. There is a base 50% chance of the 1st level spell working, going down 5% per level till at 40th there is only 5%. If the percentage is rolled (by DM) the spell is the one cast. If not, then a random roll is to decide which spell did get thrown.

THE KNOWN WORLD

Volume III:

THE UNDERWORLD & WILDERNESS ADVENTURES

DUNGEONS WANDERING MONSTERS TABLE

<u>FIRST LEVEL</u>		Number	Armor	Hit Dice	Move	Treasure
1	Energy Fields	1	-----	-----	----	-----
	1-electric shock, 1 die					
	2-magical shock, 1 die					
	3-unconsciousness, 1-6 turns					
	4-aging, 10-20 years					
	5-golden glow (harmless)					
	6-fire or cold, 1 die (roll 1; wandering)					
2	Imps	10-40	9	$\frac{1}{2}$	12	E, in lair (no magic)
3	Yellow Mold/Crimson Fungus	-----	9	1	-----	-----
4	Stirges	3-30	7	1	18	D, in lair
5	Poisonous Spiders/G. Cent.	10-40	9	$\frac{1}{2}$	12	-----
6	Typhoid Maries	1-6	9	1	9	-----
7	Killer Bees	10-40	9	$\frac{1}{2}$	12	-----
8	Kobolds	10-40	7	$\frac{1}{2}$	6	1-6 g.p. ea.
9	Goblins	8-40	6	1-1	6	1-6 g.p. @
10	Gnomes	8-40	6	1-1	6	C, in lair
11	Orcs	6-36	6	1	9	D, in lair
12	Giant Rats	6-36	6	1	9	-----
13	Dwarves/Elves	6-36	4/5	1/1+1	6/12	G/E
14	Skeletons	10-40	8	$\frac{1}{2}$	6	-----
15	Doppelgangers	same as victim		1	same as v.	-----
16	Bandits/Brigands	6-36	6	1	9	A, in lair
17	Thieves	1-6	7	1 or 2	9	A
18	Fighting-Men	1-10	5	1 or 1+1	9	A
19	Magic-User (w/retinue 0-5)	1	9	1	9	A
20	Clerics (w/fighters)	1-10	5	1	9	A

<u>SECOND LEVEL</u>		Number	Armor	Hit Dice	Move	Treasure
1	Gremlins	10-40	9	1	9	C, in lair
2	Vision of Panic	1	-----	-----	----	-----
3	Green Slime	-----	9	2	-----	-----
4	Wandering Horse-Types	1-10	7	var.	12	Centaurs, A
5	Sprites	10-40	9	1	-----	-----
6	Gnolls	6-36	5	$1\frac{1}{2}$	9	D, in lair
7	Hobgoblins	6-36	5	2	9	D, in lair
8	Shadow-Stalkers	5-30	9	2	6	-----
9	Ghoul	5-30	6	2	9	B, in lair
10	Carriion Crawlers	1-6	3/7	3+1	12	B, in lair
11	Poisonous Snakes	10-40	7	1	6	-----
12	Lions/Tigers/Wolves	5-30	8	2	12	-----
13	Bugbears	3-18	5	3+1	9	B, in lair
14	Boars	5-30	6	2	9	-----
15	Zombies	10-40	7	1	6	-----
16	Berserkers	5-30	6	2	9	10-60 g.p. @
17	Thieves	1-6	7	3 or 4	9	A
18	Fighting-Men	1-10	5	2/3	9	A
19	Magic-User (w/retinue 1-10)	1	9	+1/2	9	A
20	Clerics (w/fighters)	1-10	5	2/3	9	A

<u>THIRD LEVEL</u>		Number	Armor	Hit Dice	Move	Treasure
1	Energy Fields	1	-----	-----	----	-----
	1-electric shock, 2-12 hit pts.					
	2-magical shock, 2-12 hit pts.					
	3-unconsciousness, 2-12 turns					
	4-aging, 10-40 years					
	5-golden glow (harmless)					
	6-fire or cold, 2-12 hit pts, (roll 1; wandering)					
2	Leprechauns	1-4	9	3	12	1,000 g.p. + D

3	Dire Corbys	2-12	4	3	6/36	I, in lair
4	Night Mares	2-12	6	2	12	-----
5	Great Orcs	5-30	4	3	12	1,000 g.p. + D (lair)
6	Gigantrophithecii	2-12	9	5	12	-----
7	Giant Ants	3-18	3	3	12	-----
8	Giant Snakes	1-6	5	3	9	-----
9	Harpies	2-12	7	3	6/15	C, in lair
10	Wights	2-12	5	3	9	B, in lair
11	Kzinti	4-24	9	2	12	weapons only
12	Banshees	2-12	7	3	12	C, in lair
13	Ochre Jelly/ Gray Ooze/ Black Pudding	1 ----- 1	8 8 6	5 3 10	3 1 6	----- ----- -----
14	Hippogriffs	2-12	5	3+1	18/36	-----
15	Birds of Doom	2	9	?	?	?
16	Giant Wolverines/Weasels	2-16	8/7	5/3	3/1	-----
17	Thieves	1-6	7	5 or 6	9	A
18	Fighting-men	1-10	4	4/5+1	9	A
19	Magic-User (w/retinue 2-12)	1	9	2+1/3	9	A
20	Clerics (w/fighters)	1-10	4	4/5	9	A

FOURTH LEVEL		Number	Armor	Hit Dice	Move	Treasure
1	Shoggoths	1-6	5	5	9	var.
2	Gelatinous Cubes	1	4	10	6	metal within body
3	Thoulls	3-18	5	4	9	1/2 D, in lair
4	Hypnoid Fungus	1	9	3	---	-----
5	Wraiths	1-10	3	4	9	E, in lair
6	Stingray Mantas	2-12	5	3	9	-----
7	Lycanthropes:					
8	1-7: Werewolves	3-18	5	4	15	C, in lair
	8-11: Wereboars	3-18	4	4+1	12	(gold instead of silver)
	12-14: Weretigers	2-12	3	5	12	"
	15-17: Werebears	1-6	2	6	9	"
	18,19: Fox Women	1-6	5	4	15	"
	20: Wererats (Rat Men)	5-30	7	3	12	"
9	Gargoyles	3-18	5	4	9/15	C, in lair
10	White Apes	4-24	8	3	9	B, in lair
11	Ogres	3-18	5	4+1	9	C + 1,000 g.p. (in
12	Automata:					
13	1-10: Golems	1-10	6	3	6	-----
	11-14: Stone	1-6	2	5	9	-----
	15-18: Metal	1-3	2	8	9	-----
	19: Cyborgs	(referee's choice)				
	20: Androids	(referee's discretion)				
14	Lamia	1-6	9	3+1	9	E, in lair
15	Dust-Devils	1-6	3	3	15	-----
16	Banths	1-10	7	3	12	-----
17	Thieves	1-6	7	up to 8	9	A
18	Fighting-men	4-24	var.	1 to 6	9	A
19	Magic-User (w/retinue 3-18)	1-3	var.	4/5	9	A
20	Clerics (w/fighters)	3-18	var.	var.	9	A
21	Owl Bears	1-6	5	5	12	B, in lair
22	Displacer Beasts	1-6	4	6	15	D
23	Blink Dogs	3-18	5	4	12	C
24	Phase Spiders	1-6	6	5	6/15	E
25	Giant Ticks	2-12	4	3	3	-----
26	Will O' Wisps	1	-8	9	18	A
27	Giant Scorpions	2-12	4	3	12	-----
28	Tharks	5-30	9	5	9	D, +2 gems each
29	Muck-Creatures	1-6	4	6	6	-----
30	Minotaurs	1-6	6	6	12	C

Ref. No.	Number	Arms	St. Size	Arms	Arms	Arms
1	1-1	0	5	18		
2	1	2	4	6-9		
3	1-6	6	5	9/10		
4	1-6	3	9	12/10		
5	1-6	2	6	12/10		
6	1-1	3	5+1	6		
7	1-4	2	8	3		
8	2-1	2	5+1	12		
9	1-1	2	5+1	12/10		
10	1-10	3	6 to 10	12		
11	1	3	4	3		
12	1-1	2	3	3		
	1	2	3	3		
13	1-1	3	2	3		
14	1-10	6	12	12/10		
15	2-1	3	3	12		
16	1-6	2	3	3		
17	1-10	7	3 to 10	9		
18	5-10	var.	1 to 2	3		
19	1-3	var.	1 to 2	3		
20	1-20	var.	3 to 7	9		

SIXTH

Energy

- lec. 3-18 p.m.
- magi. 3-18 p.m.
- magi. draw or reverse
- aging
- golden
- wire

1	1-12	3	3	3		
2	1-1	2	3	3		
3	1-6	3	3	3		
4	1	2	3	3		
5	1	2	3	3		
6	1	2	3	3		
7	1-1	2	3	3		
8	1-1	2	3	3		
9	1-1	2	3	3		
10	1-1	2	3	3		
11	1-1	2	3	3		
12	1-1	2	3	3		
13	1-1	2	3	3		
14	1-1	2	3	3		
15	1-1	2	3	3		
16	1-1	2	3	3		
17	1-1	2	3	3		
18	1-1	2	3	3		
19	1-1	2	3	3		
20	1-1	2	3	3		

5
4,5
2,3
2
1

DUNGEON MONSTERS

<u>FIRST LEVEL</u>		Number	Armor	Hit Dice	Move	Treasure	% In Lair
1.	Energy Fields	1	-----	-----	1/3	-----	-----
	1-electric shock, 1-8				chance of		
	2-magical shock, 1-8				wandering		
	3-unconsciousness, 1-6 turns				at 9		
	4-aging, 10-20 years						
	5-golden glow						
	6-fire or cold, 1-8						
	7-berserk fury, 1-6 turns						
	8-trapped within field, 1-6 turns						
2.	Imps	10-40	9	1/2	18	E 1/1 (no magic)	30%
3.	Typhoid Maries	1-8	9	1	9	-----	-----
4.	Killer Bees	4-24	9	1	12	honey of healing	40%
5.	Kobolds	5-40	7	1/2	6	1-6 gp ^e ; Q 1/1	40%
6.	Yellow Mold	----	9	1	----	-----	-----
7.	Goblins	5-40	6	1-1	6	1-8 gp ^e	40%
8.	Doppelgangers	same as victim		1	same as v.	-----	-----
9.	Gnomes	5-40	6	1	6	C 1/1	50%
10.	Skeletons	3-30	7	1	12	-----	-----
11.	Crimson Fungus	----	9	1	----	-----	-----
12.	Orcs	6-36	6	1	9	S 1/1	35%
13.	Stirges	3-30	8	1+1	3/18	D 1/1	60%
14.	Brownies	4-16	7	1/2	12	O, P, Q	20%
15.	Dwarves/ Elves	6-36 6-36	4 5	1 1+1	6 9	5M ^e ; G, 20Q, R 1/1 N ^e ; G, S, T 1/1	50% 10%
16.	Manes (Sub-Demons)	4-16	7	1	3	-----	-----
17.	Zombies	5-40	8	2	6	-----	-----
18.	Giant Rats	3-36	7	1/2	12	C 1/1	10%
19.	Sprites	10-100	6	1	9/18	C 1/1	10%
20.	1st Level Dungeon Party	var.	var.	var.	var.	R	-----

<u>SECOND LEVEL</u>		Number	Armor	Hit Dice	Move	Treasure	% In Lair
1.	Tattletales	1-3	-3	2	40	-----	-----
2.	Gremlins	10-40	9	1	12	C 1/1	30%
3.	Vision of Panic	1	-----	-----	-----	-----	-----
4.	Gnolls	6-36	5	2	9	L, M, D, 5Q ^e ; S 1/1	20%
5.	Shadow-Stalkers	4-24	9	2	6	-----	-----
6.	Berserkers	5-30	6	2	9	10-60 gp ^e	-----
7.	Banshees	2-12	7	1	12	C 1/1	60%
8.	Green Slime	----	9	2	----	-----	-----
9.	Bugbears	3-36	5	3+1	9	J, K, L, M ^e ; B 1/1	25%
10.	Gray Ooze	1-3	8	3+3	1	-----	-----
11.	Hobgoblins	6-36	5	1+1	9	J, M ^e ; 5Q, D 1/1	25%
12.	Kzinti	4-24	9	2	12	weapons only	20%
13.	Ochre Jelly	1-3	8	6	3	-----	-----
14.	Birds of Doom	(?)	9	?	?	?	-----
15.	Gelatinous Cube	1	8	4	6	metal in body	-----
16.	Giant Lizards	2-12	5	3+1	15	-----	-----
17.	Axe Beaks	1-6	6	3	18	-----	-----
18.	Toads						
	1-4; Giant Toads	1-12	6	2+4	6	-----	-----
	5, 6; Giant Poisonous Toads	1-8	7	2	6	-----	-----
19.	Troglodytes	3-24	5	2	12	A 1/1	15%
20.	2nd Level Dungeon Party	var.	var.	var.	var.	R, S	-----

MONSTER/LEVEL MATRIX

	1.	2.	3.	4.	5.	6.	7.	8.	-Monster
Level:	1- 1,2	3,4	5	6					
	2- 1	2,3	4	5	6				
	3-	1	2,3	4	5	6			
	4-		1	2,3	4	5	6		

<u>THIRD LEVEL</u>		Number	Armor	Hit Dice	Move	Treasure	% In Lair
1.	Energy Fields	1	-----	----	1/3	-----	----
	1-electric shock, 2-16				chance of		
	2-magical shock, 2-16				wandering		
	3-unconsciousness, 2-12 turns				at 9		
	4-aging, 10-40 years						
	5-golden glow						
	6-fire or cold, 2-16						
	7-berserk fury, 1-10 turns						
	8-trapped in field, 1-10 turns						
2.	Unicorns/	1-4	2	4+4	24	X 1/1	5%
	Pegasi (rarely)	1-4	6	4	24/48	-----	----
3.	Stingray Mantas	2-12	5	3	9	-----	----
4.	Lamiae	1-6	9	3+1	9	-----	----
5.	Great Orcs	6-36	4	3	9	L, C, O, 10Q@; S 1/1	35%
6.	Centaur	4-24	5	4	18	M, Q@; D, I, T 1/1	5%
7.	Ghouls	2-24	6	2	9	B, T 1/1	20%
8.	Leprechauns	1-10	8	3	15	F 1/1	10%
9.	Carriion Crawlers	1-6	3/7	3+1	12	B 1/1	50%
10.	Lizard-Men	4-24	5	2+1	6/12(H ₂ O)	D 1/1	30%
11.	Giant Ticks	3-12	3	3	3	-----	----
12.	Cats'-Eye Aggies	1-6	2	3+1	9	R(gems only)	----
13.	Daughter of Kali	1	2	6	9	E	----
14.	Giant Beetles						
	1-Bombardier	3-12	4	2+2	9	-----	----
	2-Boring	3-18	3	5	6	C, R, S, T 1/1	40%
	3-Fire	3-12	4	1+2	12	-----	----
	4-Rhinoceros	1-6	2	12	6	-----	----
	5-Stag	2-12	3	7	6	-----	----
	6-Water	1-12	3	4	3/12(H ₂ O)	-----	----
15.	White Apes	3-18	8	3	9	B 1/1	40%
16.	Dust-Devils	1-8	3	4+1	15	-----	----
17.	Giant Spiders						
	1-3: Giant Web Spider	1-8	4	4+4	3/12(web)	C 1/1	70%
	4-6: Wolf Spider	1-12	6	2+2	18	J to N, Q 1/1	50%
	7,8: Phase Spider	1-4	7	5+5	6/15(web)	E 1/1	75%
18.	Black Pudding	1	6	10	6	-----	----
19.	Giant Wolverine	1	4	4+4	15	-----	----
20.	3rd Level Dungeon Party	var.	var.	var.	var.	B	----

<u>FOURTH LEVEL</u>		Number	Armor	Hit Dice	Move	Treasure	% In Lair
1.	Tattletales	1-3	-4	4	40	-----	----
2.	Fox Women	1-4	5	4+1	15	C 1/1(no Ag)	40%
3.	Giant Ants	2-12	3	4+1	12	3Q, S 1/1	50%
4.	Harpies	2-12	7	3	6/15	C 1/1	25%
5.	Giant Snakes						
	1-5: Constrictor	1-2	5	6+1	9	-----	----
	6-9: Poisonous	1-6	5	4+2	15	-----	----
	10,11: Spitting	1-4	5	4+2	12	-----	----
	12: Amphisbaena	1-3	3	6	12	-----	----
6.	Hasty Pudding	1-3	6	5	18	-----	----
7.	Tharks	4-24	9	5	12	6Q@; D 1/1	20%
8.	Giant Scorpions	1-4	3	5+5	15	D 1/1	50%
9.	Hypnoid Fungus	1	9	3	-----	D	100%
10.	Wights	1-10	5	4+3	12	B 1/1	70%
11.	Banths	1-10	6	6	12	-----	----
12.	Flatlanders	3-18	-8/6	3	12	C	----
13.	St. Elmo's Firebugs	1-6	6	3	9	D 1/1	40%
14.	Wererats (Rat Men)	2-12	6	3+1	12	C 1/1(no Ag)	30%
15.	Werewolves	3-18	5	4+3	15	C 1/1(no Ag)	25%
16.	Blink Dogs	2-12	5	4	12	C 1/1	20%
17.	Displacer Beasts	1-6	4	6	15	D 1/1	25%

<u>FOURTH LEVEL CONT.</u>		Number	Armor	Hit Dice	Move	Treasure	% In Lair
18.	Apts	1-4	5	6	9	D i/1	40%
19.	Ogres	3-8	5	4+1	9	10M@; Q,B,S i/1	20%
20.	4th Level Dungeon Party	var.	var.	var.	var.	B,R	----

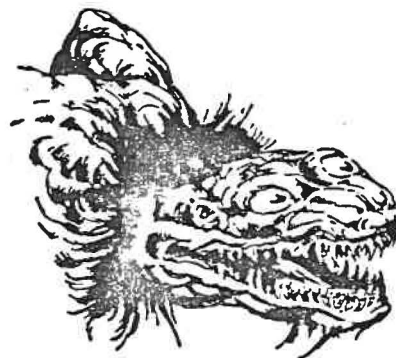
<u>FIFTH LEVEL</u>		Number	Armor	Hit Dice	Move	Treasure	% In Lair
1.	Energy Fields	1	----	----	1/3	-----	----
	1-electric shock 3-24				chance of		
	2-magical shock 3-24				wandering		
	3-magical change or reversal				at 9		
	4-aging, 10-60 years						
	5-golden glow						
	6-fire or cold, 3-24						
	7-Curse of the Chaotic Body						
	8-trapped in amber field permanently						
2.	Shoggoths	1-6	(5)	(5)	(9)	A i/1	20%
3.	Wereboars/	1-8	4	5+2	12	B,S i/1(no Ag)	20%
	Weretigers	1-6	3	6+2	12	D,5Q i/1(no Ag)	15%
4.	Night-Gaunts	1-10	5	4+1	18	G, i/1	5%
5.	Owl Bears	1-8	5	5+2	12	C i/1	30%
6.	Muck Creatures	1-3	4	6	6	-----	----
7.	Minotaurs	1-8	6	6+3	12	C i/1	20%
8.	Night Mare	1	-4	6+6	15/36	-----	----
9.	Hell-Hounds	1-10	4	5	12	-----	----
10.	Grinder Wheels	1-3	3/5	5 to 8	15	D i/1	15%
11.	Wraiths	1-10	4	5+3	12/24	E i/1	25%
12.	Trolls	1-12	4	6+6	12	D i/1	40%
13.	Howlers	1-10	3	5+2	24	F i/1	15%
14.	Rust Monsters	1-2	2	5	18	10Q i/1	10%
15.	Mind Parasites	1-6	9	5	18	-----	----
16.	Protein Polymorph	1	2	6	6 to 9	D i/1	50%
17.	Shambling Mounds	1-3	0	8 to 11	6	B,T,X i/1	30%
18.	Lurker Above	1	6	10	1/9	C,Y i/1	50%
19.	Otyugh	1	3	6 to 8	6	-----	----
20.	5th Level Dungeon Party	var.	var.	var.	var.	D,R	----

<u>SIXTH LEVEL</u>		Number	Armor	Hit Dice	Move	Treasure	% In Lair
1.	Tattletales	1-3	-5	6	40	-----	----
2.	Wyverns	1-6	3	7+7	6/24	E i/1	30%
3.	Spectres	1-6	2	7+3	15/30	3Q,X,Y i/1	20%
4.	Hydra(5 to 10 heads)	1	5	6 to 11	9	B i/1	20%
5.	Medusae	1-3	5	6	9	P,10Q,X,Y i/1	50%
6.	Werebears	1-4	2	7+3	9	R,T,X i/1	10%
7.	Mangrolls	2-8	2	8	6	D i/1	30%
8.	Manticores	1-4	4	6+3	12/18	E i/1	20%
9.	Umber Hulks	1-4	2	8	6	G i/1	30%
10.	Juggernaut	1	2	9	15	E	----
11.	Giant Slug	1	8	12	6	-----	----
12.	Ogre Magi	1-6	4	5+2	9/15	G(magic),R,S i/1	35%
13.	Will O' Wisp	1	-8	9	18	Z i/1	5%
14.	Mahars	1-6	7	2	9/15	D i/1	35%
15.	Bulette(Landshark)	1	-2/4/6	9	15	-----	----
16.	Dragonne	1	6/2	9	15/9	B,S,T i/1	40%
17.	Mummies	2-8	3	6+3	6	D i/1	80%
18.	Ropers	1-3	0	10 to 12	3	-----	----
19.	Xorns	1-4	-2	7+7	9	O,P,5Q,X,Y i/1	40%
20.	6th Level Dungeon Party	var.	var.	var.	var.	A	----

	<u>SEVENTH LEVEL</u>	Number	Armor	Hit Dice	Move	Treasure	% In Lair
1.	Energy Fields	----	-----	-----	1/3	-----	-----
	1-electric shock, 4-32				chance of		
	2-magical shock, 4-32				wandering		
	3-magical mutiny				at 9		
	4-aging, 10-80 years						
	5-golden glow						
	6-fire or cold, 4-32						
	7-Curse of the Chaotic Body, with -1 on each new attribute						
	8-Death, no saving throw						
2.	Fire-Breathing Hydra(7-12 heads)	5		8 to 13	9	2B 1/1	20%
3.	Giants					1,000-6,000 gp@	
	1-Cloud	1-6	3	13	15	E, 5Q 1/1	40%
	2-Fire	1-8	4	11+3	12	E 1/1	35%
	3-Frost	1-8	4	10+3	12	E 1/1	30%
	4-Hill	1-10	4	8+1	12	D 1/1	25%
	5-Stone	1-8	4	9+2	12	D 1/1	30%
	6-Storm	1-4	2	15+5	15	E, 10Q,S 1/1	55%
4.	Basilisks	1-4	4	6+1	6	F 1/1	40%
5.	Chimerae	1-4	6/5/2	9	9/18	F 1/1	40%
6.	Vampires	1-4	1	8+3	12/18	F 1/1	25%
7.	Balrogs	1-6	2	8+8	6/15	F 1/1	20%
8.	Salamanders	1-4	5/3	7+7	9	F 1/1	75%
9.	Mercurials	1-10	-3	2	56	F 1/1	10%
10.	Gryphons	2-12	3	7	12/30	C,S 1/1	25%
11.	Dragons						
	1-Gray	1-4	3	5 to 7	12/24	E,O,S 1/1	25%
	2-White	1-4	3	5 to 7	12/30	E,O,S 1/1	20%
	3-Brass	1-4	2	6 to 8	12/24	H 1/1	25%
	4-Black	1-4	2	6 to 8	12/24	H 1/1	30%
	5-Copper	1-4	1	7 to 9	9/24	H,S 1/1	35%
	6-Green	1-4	1	7 to 9	9/24	H,S 1/1	40%
12.	Catoblepas	1-3	7	6+2	6	C 1/1	60%
13.	Ghost	1	0/8	10	9	E,S 1/1	25%
14.	Neo-Otyugh	1	0	10	9	-----	-----
15.	Sphinxes						
	1-Androsphinx	1	-2	12	18/30	U 1/1	60%
	2-Criosphinx	1-4	0	10	12/24	F 1/1	30%
	3-Gynosphinx	1	-1	8	15/24	R,X 1/1	15%
	4-Hieracosphinx	1-6	1	9	9/36	E 1/1	20%
16.	Golem						
	1-Clay	1	7	50 pts.	7	-----	-----
	2-Flesh	1	9	40 pts.	8	-----	-----
	3-Iron	1	3	80 pts.	6	-----	-----
	4-Stone	1	5	60 pts.	6	-----	-----
17.	Dread Black Serpent	1	4	16	12	H,S 1/1	15%
18.	Groaning Spirit	1	0	7	15	D 1/1	10%
19.	Cockatrices	1-6	6	5	6/18	D 1/1	30%
20.	7th Level Dungeon Party var.	var.	var.	var.	var.	A,D	-----



THE
BANTH



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 C2 MU/T: +1,+1,2/mr; 70%; Bugbear, L3; Sleep 1-4, Protect/Evil, Hold 1-6;
 C3 F3 AC 7/9, HP 12, Law.
 F/C MU3 F/MU: +3,+4; 85%; L1; Sleep 1-4; AC 2/9, HP 5, Neutral.
 F4 F5 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, Mangroll ftr, Hobgoblin ftr,

F1 F2 3 ftrs, 2 clerics, 1 thief, 1 MU/T, 1 MU.
 MU1 F/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;
 C2 MU2 AC 5, HP 7, Law.
 F4 F5 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; Mangroll, 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.
 MU1 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,
 T C2 Web, Clairvoy; AC 9, HP 10, Law.
 F4 MU2 MU/T: +1,N,2/mr; 80%; L4; Sleep 1-4, Magic Missile, Hold Portal, Sow Discord;
 F/C F5 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; 70%; 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-Man cleric, 6 ftrs, 2 clerics, 2 MUs.

F1 F2 F1: +1,+2; L7; AC 1 (+1 armor), HP 31, Chaos.
 MU1 F/MU F2: +1,+1; L4; AC 0 (+1 armor,+1 shield), HP 18, Law.
 F3 C1 MU1: 70%; Hobbit, L8; Cold, Phant. Forces, ESP, Shield AC 2, Call Wind,
 C2 MU2 Sow Discord, Magic Mouth, Invis, Protect/Evil, Hold Portal, Dismal Itch,
 MU3 C3 Sleep 1-4; AC 9, HP 20, Law.
 F4 F5 F/MU: +2,+3; 75%; L5; Suggestich, Hold 1-6, Detect Magic, Read 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 War Hammer, HP 12, Chaos. *(continued on next page...)*

th 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 27, Chaos.

+2,+2; L4; AC 1 (+1 armor), HP 16, Neutral.

th Level Dungeon Party: Figures-- Turtle-Man F/MU, 2 Dwarf ftrs, 6 ftrs, 3 MUs.

F2 F1: +2,+3; L9, AC 2, HP 50, Chaos.

U1 MU1 F2: +3,+5; L7, AC 2, HP 46, Neutral.

U2 F3 F/MU1: +1,+1; 75%; Turtle-Man, L5; Slow, Invis, Charm 1-4, Magic Missile, MU2 Sleep 1-4; AC 2/5, HP 22, Chaos.

F/C MU1: N,-1; 95%; L6; Fire Ball, Haste, Hold 1-6, Clairaud, Charm 1-4, Light, F5 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.

+1,+2; Dwarf, L5; AC 2, HP 23, Chaos.

F: +2,+1; L7; AC 2/7, HP 32, Chaos.

2: 80%; L4; Web, Mirror Image, Shield AC 4, Floating Disk, Charm 1-4, Sleep 1-4; Bag of 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.

4: +5,+3; L5; AC 1 (+1 armor), +2 spear, HP 28, Chaos.

5: +5,+2,2/mr; L4; AC 2, Sword of Cold (+5 vs. fire creat.), HP 22, Neutral.

Formican cleric,

ixth Level Dungeon Party: Figures-- Elf MU, Elf thief, 5 ftrs, 2 MUs, 1 cleric, 1 MU/T.

1 F2 F1: +2,+2; L6; AC 2, Axe of Sharpness (severs on 4 better or 19,20), HP 27, Neut.

U1 MU2 F2: +4,+3; L6; AC -2 (+4 shield), HP 27, Neutral.

F3 MU1: N,-1; 70%; Elf, L8; Ice Storm, Fear, Invis 10'r, Fly, Haste, Illusion, MU/T Clairvoy, Hold 1-6, Dismal Itch, Floating Disk, Read Magic, Sleep 1-4;

U3 C2 AC 9, HP 44, Neutral.

4 F5 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.

1: +1,N; Elf, L8; AC 7, HP 20, Law.

F3: +1,+1; L6; AC -1 (+1 armor,+2 shield), HP 27, Chaos.

1: N,-1; 75%; Formican, L7; Raise Dead, Remove Charm, Protect/Charm, Cure Disease, Speak/Animals, Cause Lt Wds, Cure Lt Wds, Remove Sleep, Detect Align; Mirror of Mental Prowess; AC 4, HP 21, Law.

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; Eag of Tricks; 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.

DUNGEON PARTIES, WANDERING 3

enth Level Dungeon Party: Figures-- Trog ftr, Elf cleric, Lupus Sapiens cleric, 7 ftrs, 2 MUs.

- F2 F1: +3,+2; L10; AC 2, +3 crossbow, 17 dex, HP 55, Law.
 F/MU F2: +3,+2; Trog, L7; AC 2, +2 Mace, HP 53, Chaos.
 C1 MU1: N,-1; 80%; L11; Paralysis, Hold 1-14, Dispell 1-7, Ice Storm, Wall of Ice,
 F4 Confusion, Haste, ESP, Fly, Suggestion, Web, Invis, Strength, Clairvoy,
 MU2 Magic Missile, Detect Intent, Charm 1-4, Sleep 1-4; Scroll of Protection:
 M1 F/T2 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, Fltng Disk, Sleep 1-4; AC 0/7 (+1 armor,
 +1 shield), HP 27, Chaos.
 : +2,+2; L7; AC 0 (+2 shield), +1 swprd, HP 32, Law.
 : +1,N; 70%; Elf, L9; Restoration, Poison, Raise Dead, Neut. Poison, Cure Serious, Detect
 Poison, Remove Curse, Cure Disease, Misdirection, Speak/Animals, Find Traps, Cure Lt Wds,
 Read Magic, Warp Wood, Remove Sleep; AC 1 (+1 shield), +1 Axe, HP 36, Law.
 : 75%; Lupus Sapiens, L7; Raise Dead, Neut Poison, Protect/Charm, Remove Curse, Speak/Animals,
 Cause Lt Wds, Limited Curse, Heat Metal, Detect Align, Warp Wood, Protect/Evil, Cure Lt Wds;
Ring of Many Wishes (4); Rod of Rulership,1-100 levels (4); AC 9, HP 46, Cha, Cl 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,
 Sleep 1-4, Magic Missile, Read Magic, Blind 1-4; AC 5 (+3 ring,+1 cloak), Scroll of
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.

ighth Level Dungeon Party: Figures-- Kzin ftr, Felis ftr, Elf MU, 5 ftrs, 2 MUs, 2 clerics.

- M1 F2 F1: +5,+3,2/mr; Kzin, L8; Ring of Djin Summoning (8); AC -2 (+4 shield),
 F/C MU1 +1 Flaming Sword +2 vs. Trolls,Pegasi,etc, +3 vs. Ents & Undead, Detects
 F/MU F3 Traps; HP 44, Neutral.
 C1 MU2 F2: +3,+1,2/mr; Felis Sapiens, L8; AC 2 (Bracers of AC 2), HP 80, Chaos,
 MU3 C2 Claws 1-4, Bite 1-6.
 F4 F5 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 Align, Cure Lt Wds, Purify Food & H₂O, Remove Sleep, Read Magic,
 Detect Intent; AC 0 (+2 shield), HP 61, Chaos.
 MU1: 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. Pegasi 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 Align, Cure Lt Wds, Remove Sleep; AC 0 (+2 armor), +1 sword, HP 27, Cha
 MU2: +1,N; 75%; Elf, L8, Cold Spell, Ice Storm, Masque, Call Wind, Haste, Web, Clairaud,
 Hold 1-6, Hold Portal, Protect/Evil, Sleep 1-4, Read Magic; Wand of Detect Magic; AC 4
 (Bracers AC 4), Dagger +1, +2 vs. smaller. HP 36, Chaos.
 MU3: +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, Find Traps, Detect
 Align, 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
 (+2 armor,+2 shield), +1 sword, locate obj. alty, HP 27, Chaos.
 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:	CLEAR:	FOREST	RIVER	SWAMP	MTNS.	DESERT	SEA	RUINS
Lost---(8)	1	1,2	1	1-3	1,2	1-3	1	1
Encounter--(20)	3X	6X	6X	9X	9X	6X	3X	3X

Die Roll for Monster Type:

1	Men	Men	Men	Men	1	Men	Men	Men	Men
2	Men	Men	Men	Men	2	Men	Men	Men	Men
3	Men	Nonhum	Men	Nonhum	3	Nonhum	Men	Men	Nonhum
4	Nonhum	Nonhum	Nonhum	Nonhum	4	Nonhum	Nonhum	Men	Nonhum
5	Nonhum	Nonhum	Nonhum	Flyer	5	Nonhum	Anmls	Swmr.	Flyer
6	Flyer	Flyer	Flyer	Anmls	6	Flyer	Anmls	Swmr.	Flyer
7	Flyer	Anmls	Anmls	Anmls	7	Flyer	Anmls	Swmr.	Anmls
8	Anmls	Anmls	Anmls	Dr-gon	8	Anmls	Flyer	Swmr.	Dragon
9	Anmls	Anmls	Dragon	Misc.	9	Anmls	Flyer	Swmr.	Misc.
10	Dragon	Dragon	Misc.	Misc.	10	Dragon	Dragon	Flyer	Misc.
11	Misc.	Misc.	Swmr	Undead	11	Misc.	Misc.	Flyer	Undead
12	Misc.	Misc.	Swmr.	Swmr.	12	Misc.	Undead	<u>Dragon*</u>	Undead

---MEN---

Typical	Mountains	Forest	Desert
1 Bandits	Bandits	Bandits	1 Nomads
2 Brigands	Brigands	Brigands	2 Nomads
3 Mid/Hi-Lvl Mage & Co.	M-H Lvl Mage & Co.	M-H Lvl Mage & Co.	3 Nomads
4 Merchants	M-H Lvl Ftr. & Co.	M-H Lvl Ftr. & Co.	4 M-H Lvl Mage & Co.
5 Merchants/Pilgrims	Merchants & Guard	Merchants & Guard	5 Mid-Lvl Ftr. & Co.
6 Mid-Lvl Ftr. & Co.	Cavemen	Half-Elves	6 Hi-Lvl Ftr & Co.
7 Hi-Lvl Ftr. & Co.	Berserkers	Elves	7 Caravan
8 Hi-Lvl Cleric & Co.	Bandits	Ents	8 Dervishes
9 Farmers/Hunters	Hi-Lvl Cleric & Co.	Hi-Lvl Cleric & Co.	9 Tharks
0 Migrating Tribe	Hunters/Pilgrims	Hunters/Pilgrims	0 Tharks

Water	Ruins	Swamp	Basic	ANIMALS	Forest
1 Buccaneers	Bandits	Bandits/Brigands	1	Giant Lizards	Tigers
2 Pirates	Brigands	M-H Lvl Mage & Co.	2	Wild Horses	Unicorns
3 Merchants	Mid-Lvl Mage & Co.	M-H Lvl Ftr & Co.	3	Carniv. Apes	Dryads
4 Merchants	Hi-Lvl Mage & Co.	Lizard-Men	4	G. Scorps/Spiders	G.Wolverine
5 Imperial Navy	M-H Lvl Ftr. & Co.	Toad-Men	5	Lions	Ents
6 Mermen	M-H Lvl Cleric & Co	Snake-Men (REH)	6	Boars	Imp-Class
7 Tritons	Pilgrims	Turtle-Men	7	Bears	Killer Trees
8 Sahuagin	Tharks	Fisher Tribesmen	8	Giant Snakes	Owl Bears
9 Lizard-Men			9	Wolves/G.Weasels	Satyrs
0 Lizard-Men			0	G.Ants/Btls/Wasps	Wolves/G.Weas

SWIMMERS	DRAGON CLASS	Swamp & River	Mountains	Desert
1 G.Crocodiles	Hydrae	1 Giant Crocs	Cave Bears	Banths
2 G.Leeches	Basilisks	2 Giant Leeches	Mammoths	Thoats
3 G.Grabs/Fish	Dragonnes	3 G.Snakes(L or S)	Dire Wolves	White Apes
4 G.Sea Snakes	Wyverns	4 Muck Creatures	G.Wolverine	Giant Gila Monsters
5 Sea Worms	Chimerae	5 Brontosarus	Sabre-Tooths	Giant Ant Lions
6 Dragon Turtles	Purple Worms	6 G.Snap.Turtles	Yetis	Dust-Devils
7 Giant Slugs	Tyrannosaurus	7 Lizard-Men	Wooly Rhino	Giant Ants
8 Giant Squids	Dragon	8 Giant Toads	Triceratops	Giant Scorpions
9 Giant Octopi	Dragon	9 Shmblng Mounds	Tyrannosaurus	Giant Snakes
10 Tangler Kelp	Dragon	0 Slimes/Fungi	Ankylosaurus	Sandworm
11 Plesiosaurs				
12 Albatross of Ill Omen				

*Dragons only, not Dragon Class

WILDERNESS WANDERING MONSTERS

	<u>NONHUMANS</u>	<u>FLYERS</u>	<u>UNDEAD</u>	<u>MISC. I</u>	<u>MISC. II</u>	
1	Dwarves	Pegasi	Skeletons	Banshees	Balrogs	1
2	Dwarves	Giant Eagles	Zombies	Blink Dogs	Beholders	2
3	Elves	Rocs	Ghouls	Carrion Crawlers	Mercurials	3
4	Elves	Hippogriffs	Doppelgangers	Displacer Beasts	Salamanders	4
5	Kzinti	Gryphons	Shadow-Stalkers	Shoggoths	Giant Slugs	5
6	Hobbits	Manticores	Wights	Giant Ticks	Umber Hulks	6
7	Tharks	Cockatrices	Night Mare	Giant Rats	Gorgons	7
8	Centaur	Lammasu	Wraiths	White Apes	Bulette	8
9	Gnomes	Sphinxes	Will O' Wisp	Hell-Hounds	Catoblepas	9
10	Lizard-Men	Harpies	Mummies	Owl Bears	Rakshasas	10
11	Ogres	Stirges	Spectres	Ankhegs	Remorhaz	11
12	Trolls	Gargoyles	Lich	Jackalweres	Werebears	12
13	Ogre Magi/Mahars	Tattletales	Vampires	Werewolves	Retrievers	13
14	Goblins	Vulture Lions	Howler	Wererats	Weretigers	14
15	Hobgobs/Bugbears	Airsharks	Ghost	Fox Women	Wereboars	15
16	Gnolls/Kobolds	Night-Gaunts	Groaning Spirit	Leucrottas	Blast Puppy	16
17	Orcs	Stingray Mantas	Zombies	Grinder Wheels	Super Heroes/M-U's	17
18	Orcs/Great Orcs	Giant Bats	Ghouls	Minotaurs	Gods	18
19	Giants	Hippogriffs	Shadow-Stalkers	Apts	Dread Black Serpent	19
20	Mangrolls	Pterodactyls-	Lamia	Dtr. of Kali	Medusae	20
		(1 in 6 ch. Mahars pres.)				

CITY ENCOUNTERS TABLE

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

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

Airsharks: 2-12; AC 5; HD 3; MV 9
 Ankhhegs: 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
 Boars: 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
 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

Leeches, Giant: 4-16; AC 9; HD 1 to 4; MV 3
 Leucrottas: 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
 Rocs: 1-2; AC 4; HD 18; MV 3/30
 Sabre-Tooth Tigers: 1-2; AC 6; HD 7+2; MV 12
 Sahuagin: 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
 Yetis: 1-6; AC 6; HD 4+4; MV 15

MOVES IN WILDERNESS

1 Hex = 25 miles

CLEAR TERRAIN

Armored man-12.5 mi/day or $\frac{1}{2}$ 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 $\frac{1}{2}$ hex/day
 w/armored rider-1 $\frac{1}{2}$ hex/day
 Pegasus(flying)-5 hex/day
 w/unarmored rider-3 hex/day
 w/armored rider-2/hex/day

FOREST

Heavy & medium horse- $\frac{1}{2}$ 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

DESERT

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 $\frac{1}{2}$ 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.

ENCUMBRANCE

1 lb. = 30 gp weight.
 1 200-lb. man = 3000 gp

<u>Animal</u>	<u>Burden</u>
Donkey	4000
Mule	6500
Lt. Horse	6000
Med. Horse	7000
Heavy Horse	8000
Camel	7000
Thoat	8000

CHARACTERS' RACE

01-75: Human
76-80: Dwarf
81-85: Elf
86,87: Hobbit
88,89: Orc/Great
90,91: Goblin, Hob,
92: Half-Elf
93: Kobold
94: Gnome
95: Gnoll
96: Kzin
00: Thark, Mahar, Troll,
97: Centaur
Leprechaun, Dragon,
98: Ogre
Troglodyte, Ogre Mage,
99: Lizard-Man
Demon, Protein Polymorph, etc.

MONSTERS' HITS AND DAMAGE

bwt=by weapon type

Aerial Servant	1 attack	8-32	Devils, cont.
Airshark	1 bite	1-8	Ice 2 claws/1 bite/1 tail 1-4/2-8/3-12
Anhkreg	1 bite	3-18 + 1-4 acid	Lemure 1 attack 1-3
Ant, Giant	1 bite	2-12	Pit Fiend 1 bite/1 tail 5-8/7-12
Ant Lion, Giant	1 bite	1-8	Dire Wolf 1 bite 2-8
Ape, Carniv.	2 claws/1 bite	1-4/1-8	Displacer Beast 2 tentacles 2-8
Apt	2 claws/1 bite	1-10/3-24	Doppelganger 1 attack 1-4
Axe Beak	2 leg claws/1 peck	1-3/2-8	Dragons 2 claws/1 bite 1-4/see Dragon chart
Balrog	1 +1 sword/whip & immol.	1-12/3-18	Dragonne 2 claws/1 bite 1-8/3-18
Banshee	1 shriek/1 weapon	1-3/b.w.t.	Dragon Turtle 2 claws/1 bite 2-12/4-32
Banth	2 claws/1 bite	1-6/1-12	Dryad 1 dagger/magic 1-4/special
Basilisk	1 bite/gaze	1-10/stone	Dread Black Serpent 1 bite/spit 3-24*/poison
Bat, Giant	2 claws/1 bite	1-3/2-8	Dust-Devil 1 attack 1-10
Bear	2 claws/1 bite	1-3/1-6	Dwarf 1 weapon bwt
Beetle, Giant			Elemental
Bombardier	acid cloud	2-12	Air 1 attack 2-20
Boring	1 bite	5-20	Earth 1 attack 4-32
Fire	1 bite	2-8	Fire 1 attack 3-24
Rhinoceros	1 bite/1 horn	3-18/2-16	Water 1 attack 5-30
Stag	1 bite/2 horns	4-16/1-10	Elf 1 attack bwt or 1-10
Water	1 bite	3-18	Ent 2 attacks 2-16, 3-18 or 4-24
Beholder	1 bite/magic	2-8/special	Fish, Giant 1 bite 4-16
Black Pudding	1 chew	3-24	Fox Woman 1 bite/1 weapon 1-4/bwt
Blast Puppy	1 fire breath	1-12	Flatlanders javelin or sword 1-8 or 1-10
	3 paws	1-8	Gargoyle 2 claws/1 bite/1 horn 1-3/1-6/1-4
	lightning	4-40	Gelatinous Cube 1 attack 2-8 +paralyze
	1 bite	6-24	Ghost 1 attack age 10-40 years
	1 sonic blast	2-12	Ghoul 2 claws/1 bite 1-3 +para./1-6 + paral
	Energy control	78 pts.	Giant
Blink Dog	1 bite	1-6	Cloud 1 club or hurl rocks 6-36 or 2-24
Boar	1 bite	3-12	Fire 1 sword or hurl rocks 5-30 or 2-20
Brownie	1 short sword/magic	1-3/special	Frost 1 axe or hurl rocks 4-24 or 2-20
Bugbear	1 attack	2-8 or bwt	Hill 1 club or hurl rocks 2-16 or 2-16
Bulette	2 claws/1 bite	3-18/4-48	Stone stone club or hurl rocks 3-18 or 3-
Carrion Crawler	8 tentacles	paralysis	Storm 1 club/magic 7-42/special
Cats'-Eye Aggie	acid	1-10	Gila Monster, G. 1 bite 2-12 +special*
Catoblepas	1 tailclub	1-6 + stun	Gnoll 1 attack 2-8 or bwt
Cave Bear	2 claws/1 bite	1-8/1-12	Gnome 1 attack 1-6 or bwt
Centaur	2 hooves/weapon	1-6/bwt	Goblin 1 attack 1-6 or bwt
Chimera	2 claws/2 horns/1 bite	1-3/1-4/2-8	Golem
	1 more bite/fire breath	3-12/3-24	Clay 1 attack/special 3-30/special
Cockatrice	1 bite	1-3 + stone	Flesh 2 fists/spec. 2-16/spec.
Couatl	1 bite/1 constrict	1-3/2-8	Iron 1 punch/spec. 4-40/spec.
	psionics	special	Stone 1 hit/spec. 3-24/spec.
Crab, Giant	2 claws	2-8	Gorgon 1 butt/breath 2-12/stone
Crimson Fungus	1 attack	1-4 +special	Gray Ooze 1 corrode 2-16
Crocodile, Giant	1 bite	3-18	Green Slime special
Daughter of Kali	4 rapiers	1-6	Gremlin 1 dagger/magic 1-3/special
Demon (demons also have special attacks)			Gryphon 2 claws/1 bite 1-4/2-16
Type I	2 claws/2 talons/1 bite	1-4/1-8/1-6	Groaning Spirit 1 touch/magic 1-8/special
Type II	2 claws/1 bite	1-3/4-16	Harpy 2 talons/1 club 1-3/1-6
Type III	2 pincers/2 claws/1 bite	2-12/1-3/2-5	Hell-Hound 1 bite/fear 1-6/1-4 +special
Type IV	2 claws/1 bite	1-4/2-8	Grinder Wheels 4 claws 1-8 or 2-12
Type V	1 constrict/6 weapons	2-8/bwt	1 crush 2-16 or 2-20
Devils (devils also have special attacks)			Hasty Pudding 1 chew 2-16
Barbed	2 claws/1 tail	2-8/3-12	Hippogriff 2 claws/1 bite 1-6/1-10
Bone	1 hook	3-12	Hobgoblin 1 attack 1-8 or bwt
Erinyes	1 dagger	2-8 +poison	Horse, Light 2 hooves 1-4
Horned	2 claws/1 bite/1 tail	1-4/2-5/1-3	Medium 2 hooves/1 bite 1-6/1-3
			Heavy 2 hooves/1 bite 1-8/1-3

Howler howl 1-10
 Hydra 5 to 12 bites 1-8
 Hypnoid Fungus special
 Imp 1 dag/magic 1-3/special
 Invisible Stalker 1 hit 4-16
 Jackalwere 1 bite/gaze 2-8/sleep
 Juggernaut 1 crush 3-18
 Killer Bee 1 sting 1-3*
 Killer Tree
 Strangler 1 constrict 1-10 per turn
 Eater constrict/digest 1-4 per turn/1-6 per
 Bludgeon 1-30 hits 1-6,1-10,2-16 or 3-18
 Killer Whale 1 bite 3-36
 Ki-Rin 2 hooves/+3 horn 2-8/3-18
 + magic & psionics
 Kobold 1 attack 1-4 or bwt
 Kraken special
 Kzinti 1 bite/2 claws or weapon 1-3/1-3 or
 Lamia 2 claws or weapon 1-3 or bwt
 Lammasu 2 claws/magic 1-6/special
 Leech, Giant 1 bite 1-4 +drain blood
 Leprechaun 1 shillelagh/magic 1-4/special
 Leucrotta 1 bite 3-18
 Leviathan 1 bite 6-60
 Lich 1 touch/magic 1-10/special
 Lion 2 claws/1 bite 1-4/1-10
 Lizard, Giant 1 bite 1-8
 Lizard-Man 2 claws or weapon/1 bite 1-2/1-8
 Lurker Above 1 constrict 1-6
 Mahar 2 claws/1 bite 1-3/1-4
 Mammoth 2 tusks/1 trunk/2 feet 3-18/2-16/2-12
 Manes 2 claws/1 bite 1-2/1-4
 Manticore 2 claws/1 bite/24 spikes 1-3/1-8/1-6
 Mangrols 4 tentacles/2 swords/1 bite
 1-6 +paral./1-8 +4/1-6 +paral.
 Mercurial rapier or needle 1-6* or 1-2*
 Mimic 1 attack 3-12
 Mind Parasite special
 Minotaur butt or bite/weapon 2-8 or 1-4/bwt
 Muck-Creature 2 attacks 1-6 +special
 Mummy 1 attack 1-12 +special
 Naga
 Spirit 1 bite/magic 1-3/special
 Water 1 bite/magic 1-4/special
 Guardian 1 bite/constrict/spit
 1-6*/2-8/poison-special
 Narwhal 1 horn 3-18
 Neo-Otyugh 2 tentacles/1 bite 2-12/1-3+disease
 Night Mare 1 bite/2 hooves 2-8/4-10
 Night-Gaunt 2 claws/1 bite 1-4/1-6 +special
 Nixie 1 attack 1-4 or bwt
 Ochre Jelly corrode 3-12
 Octopus, Giant 6 tentacles/1 bite 1-4/2-12
 Ogre 1 attack 1-10 or bwt
 Ogre Mage 1 attack/magic 1-12/special
 Orc 1 attack 1-6 or bwt
 Orc, Great 1 attack 1-8 or bwt
 Otyugh 2 tentacles/1 bite 1-8/2-5+disease
 Owl Bear 2 paws/1 bite/1 hug 1-6/2-12/spec.
 Pegasus 2 hooves/1 bite 1-8/1-3
 Plesiosaur 1 bite 5-20
 Porpoise 1 butt 2-8
 Protein Polymorph varies
 Pterodactyl 2 claws/1 bite 1-6/2-16
 Purple Worm 1 bite/1 sting 2-24/2-8*
 Rakshasa 2 claws/1 bite/magic 1-3/2-5/spec.
 Rat, Giant 1 bite 1-3 +disease
 Remorhaz 1 bite 6-36
 Retriever 4 cleavers/1 bite 3-18/5-30
 Roc 2 talons/1 bite 3-18/4-24
 Roper 1 bite/6 tentacles 5-20/special
 Rust Monster attacks only metal
 Sabre-Tooth Tiger 2 claws/1 bite/2 more claws
 2-5/2-12/2-8
 Salamander weapon/constrict bwt/2-12
 Sandworm 1 bite 6-60
 Satyr 1 attack 2-8
 Scorpion, Giant 2 pincers/1 sting 1-10/1-4*
 Shadow-Stalker 1 1-6 +special
 Shambling Mound 2 paws 2-16 +suffocation(sp
 Shoggoth varies
 Skeleton weapon 1-6
 Slithering Tracker 1 attack paralyzation
 Slug, Giant 1 bite/spit acid 1-12/1-10 specia
 Snake, Giant
 Amphisbaena 2 bites 1-3*
 Constrictor 1 bite/constrict 1-4/2-8
 Poisonous 1 bite 1-3*
 Sea 1 bite/constrict 1-6/3-18
 Spitting 1 bite/spit venom 1-3*/poison
 Snapping Turtle, Giant 1 bite 6-24
 Spectre 1 attack 1-8 +energy drain
 Sphinx
 Andro- 2 claws/roar 2-12/special
 Crio- 2 claws/1 butt 2-8/3-18
 Gyno- 2 claws/magic 2-8/special
 Hieraco- 2 claws/1 bite 2-8/1-10
 Spider, Giant
 Giant Web S. 1 bite 2-8*
 Wolf Spider 1 bite 1-6
 Phase Spider 1 bite 1-6* (-2 on save)
 Sprite 1 attack/charm 1/special
 Squid, Giant 6 tentacles/1 bite 1-6/5-20
 St. Elmo's Firebugs 1 electric bolt 1-8
 Stingray Manta. 1 sting 1-6*
 Stirge 1 attack 1-3 +drain blood
 Tattletale no attacks
 Thark 1 to 4 weapons bwt
 Throat 2 hooves/1 bite 1-6/1-6
 Tick, Giant 1 bite 1-4 +drain blood
 Tiger 2 claws/1 bite/2 more claws 2-5/1-10/2-8
 Toad, Giant 1 bite 2-8
 Toad, Giant Poisonous 1 bite 2-5*
 Troglodyte 2 claws/1 bite or weapon 1-3/2-5/t
 Troll 2 claws/1 bite 2-5/2-8
 Typhoid Mary 1 touch disease
 Tyrannosaurus Rex 2 claws/1 bite 2-5/5-40
 Umber Hulk 2 claws/1 bite/gaze 3-12/2-10/con
 Unicorn 2 hooves/1 horn 1-6/1-12

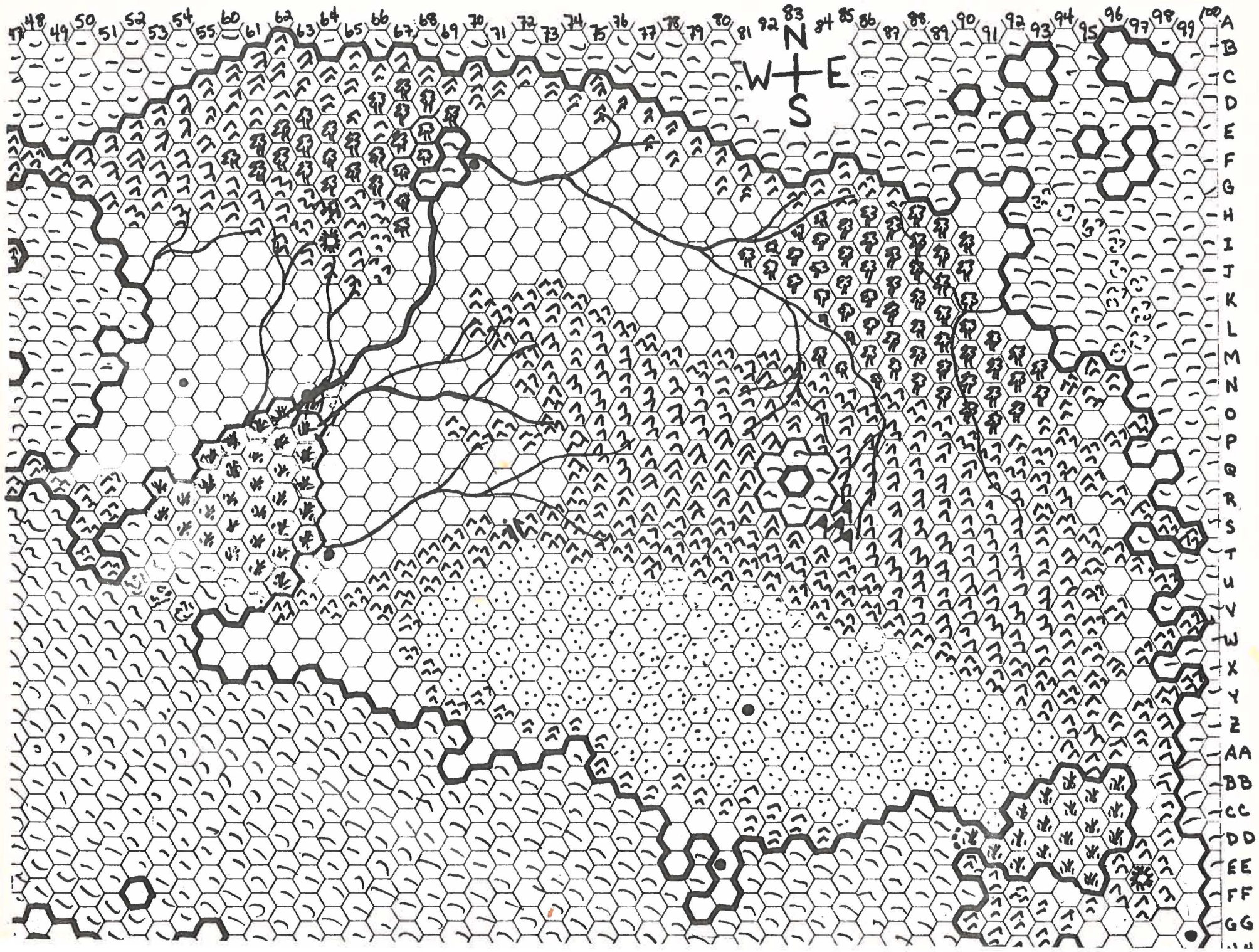
MONSTERS' HEALTH AND DAMAGE 3

Vampire 1 attack 5-10 +energy drain
Wasp, Giant 1 bite/1 sting 2-8/1-4*
Vulture Lion 2 claws/1 bite 4-24/3-18
Werebear 2 paws/1 bite 1-3/2-8
Wereboar 1 bite-tusk 2-12
Wererat 1 sword 1-8
Weretiger 2 claws/1bite 1-4/1-12
Werewolf 1 bite 2-8
Wight 1 attack 1-4 +energy drain
Will O' Wisp 1 attack 2-16
Wolf 1 bite 2-5
Wolverine, Giant 2 claws/1 bite 2-5/2-8
Wyvern 1 bite/1 sting 2-16/1-6*
Xorn 3 claws/1 bite 1-3/6-24
Yeti 2 claws 1-6 +special
Zombie 1 attack 1-8

THE KNOWN WORLD

Supplement I:

IMIRRHOS



CITIES

1. Keraptis...IH99
2. Ylaruan...Z81
3. Minrothad...EE80
4. Sclavak...F70
5. Darokin...N64
6. Nanq-Rubbob...U64
7. Glantri...N54
8. Thyatis...N45
9. Szodan...G42
10. Cynidicea...G37
11. Karameikos...F33
12. Akesoli...U33
13. Selenica...U28
14. Corunglain...N29
15. Akoros...Q25
16. Ierendi...AA25
17. Nolo-Nolo...R9
18. Gugonix...06
19. Dwyrain...E4
20. tribal

MISC.

Empire of Cezavy (capital at Sclavak)
 Kingdom of Alasiya (twin capitals Akesoli & Selenica)
 Kingdom of Gorllewin (ceremonial capital at Glantri)
 Tentrumtoom...K88 (ruined city & pyramid dungeon)
 The Streel (major river, East section)
 Jorund river (river east of Darokin)
 Iuxed river (river west of Darokin)
 Axhonief river (boundary Gorllewin - Darokin)
 Qeda river (river of Nanq-Rubbob)
 Altan Tepe Mountains (central mountain chain, E. section)
 Radan Tepe Mountains (northern mountain chain)
 Kovan Tepe Mountains (central mountain chain, W. section)
 Lake Amsorak (large inland lake)
 Canolbarth (forest & forested mountains, NW., E. section)

TRIBES (humanoid)

1. Ethengar...south steppe
2. Fnokki...north steppe
3. Heldann...eastern fjords, coast, islands.
4. Dulesmir...desert
5. Malpheggi*...fresh water swamp
6. Atruaghin...Altan Tepe mountains
7. Cusort...Radan Tepe mountains
8. Plirok...Kovan Tepe mountains
5. Quastog#...Canolbarth forest
9. Hagath...northern forest, East section
10. Capheron...northern forest, West section

TRIBES (orcish)

1. Grilth...forest
2. Ubirgh...islands
3. Vanog...mountains
4. Kobblekem...swamp

* marginally human

LANGUAGES

Human

Thyatic - Thyatis, Karameikos, Cynidicea, Akoros, Darokin, Keraptis.

Iasuli- Ylaruam, Minrothad, Ierendi, Dulesmir, Atruaghin.

Cezavy - Cezavy, Hagith.

Gwynish - Gorllewin, Dwyrain.

Heldann - Heldann "kingdoms" & clans, Quastog.

Plirok - Guganix, Nolo-Nolo, Plirok.

Xoph - Nanq-Rubbob, Malpheggi.

Ethengar - Ethengar clans.

Mnokkian - Mnokki clans.

Ethesti - Alasiya.

Glaini - Corunglain.

Celok - Cusort, Capheron.

Non-human

Goblin - Kobolds, Goblins, Hobgoblins.

Orcish - Orcs, Great Orcs.

Dwarvish - Dwarves.

Elvish - Elves.

Kzinti - Kzinti.

Gnome - Gnomes, Grolls, Trolls.

Parseomian - Tharks...

Mahar - Mahars.

Ogre - Ogres, Giants, Giganthropithici.

Shoggoth - Shoggoths.

Intelligence #languages

9.....	2
10.....	2
11.....	3
12.....	4
13.....	5
14.....	6
15.....	7
16.....	8
17.....	9
18 (1-50%)	..10
(51-75%)	..11
(76-90%)	..12
(91-99%)	..13
(100%)	..14

---guildsman interpreter's
guild +2 languages.
guildsmaster interpreter's
guild +4 languages.---

---All other intelligent creatures converse in alignment tongues---

THE PRIME ALIGNMENTS

LAW:

- (A) Absolute Order (High Law)
- (B) Goodness/Harmony
- (C) Justice/Vengeance
- (D) Evolution
- (E) Knowledge
- (F) War

NEUTRALITY:

- (A) Preserve the Balance (High Neutrality)
- (B) Nature
- (C) Personal Power
- (D) The Four Elements (*elemental*)
- (E) Beauty, the Arts, and Love (*esthetic*)
- (F) ~~Passivism/Rejection of the Physical (War)~~

CHAOS:

- (A) Absolute Randomness (High Chaos)
- (B) Personal Power
- (C) War
- (D) Life/Fertility
- (E) Evil/Death
- (F) Devolution

Law: ABSOLUTE ORDER (High Law)

(Monks, Paladins)

Tenets: The only tolerable form of existence is with everything in order and in its place. It is necessary that uniformity be imposed upon the world so that perfect control of all actions can be accomplished, thus eliminating all disruption and discontent.

Prime Deity: MORILIROM

AC: irrelevant
HP: 300
MOVE: instantaneous
MAGIC: all magical and clerical spells
PSI: 7

Morilirom appears as a huge, blindingly white cube, tetrahedron, octahedron or similar perfect geometrical object. He cannot be harmed by physical weaponry. All chaotic creatures must flee his presence or be turned to stone (range: 200'). Morilirom has little or no interest in dealing with individuals, but this indifference makes him utterly fair. He cannot be insulted or flattered. He will only appear personally in the event of a massive Chaotic incursion. He generally prefers to work by granting power to those who can aid his purposes, though this power may be revoked upon completion of the task. Talismans of protection vs. various Chaotic creatures are his usual rewards.

Law: GOODNESS/HARMONY

(Monks, Paladins)

Tenets: Order can be achieved only by all living things working together in harmony and mutual respect. The prime goal is the greatest good of the greatest number. Do unto others etc, Most creatures have some goodness in them and can eventually be brought into the great brotherhood. Regrettably, some are so unregenerately evil and quarrelsome that force must be used to prevent them from damaging others. They are like tumors that must be excised for the health of society.

Prime Deity: CYRULLIA

AC: -4
 HP: 300
 MOVE: 18"
 MAGIC: Standard +
 all clerical
 spells
 PSI: 3

Cyrullia appears as a beautiful hermaphrodite dressed in flowing robes or golden ornamental armor. He rides the white pegasus gelding "Whickerwind" (HP: 40, Move: 56"), and often appears accompanied by half-a-dozen unicorns. Cyrullia is known to some as "The Physician" or "The Healer" (and among the Orcs as "The Leech"). One end of his white-ash staff heals all wounds and diseases instantly at a touch; the other end causes all wounds received during a lifetime to reopen and all diseases to relapse instantly. Cyrullia's Paladin's can call upon him personally for aid once in their lifetimes. In extremity, there is a 5% chance that any of his priests above 7th level can call for a miracle. Usually he prefers to work more indirectly, granting aid and rewards on a smaller scale.

Law: JUSTICE/VENGEANCE

(Monks, Paladins, Assassins)

Tenets: Good (Law) must be rewarded and Evil (Chaos) must be punished. All creatures are judged impartially by weighing their good and evil deeds. Transgressors will be punished according to the depth of their depravity. Criminals must be diligently pursued until brought to justice. (Examples of Law: Justice enforcers might include Solomon Kane, The Shadow, Mr. A., Javert).

Prime Deity: MARLY

AC: -4
 HP: 300
 MOVE: 24"
 MAGIC: Standard +
 See Past +
 Detect Truth/Lie
 PSI: 3

Known as "The Inquisitor", Marly appears as a man with blazing eyes, wearing a black cowl and robes and wielding an ebony staff that delivers 4-40 points damage in magical shock at a touch. He is always accompanied by The Headsman, an eight-foot tall heavily-muscled man wearing only black trousers and cowl (AC: -2, HP: 150, 100% magical resistance). He is armed with a +5 two-handed vorpal axe. There is a 10% chance that Marly will reward some meritorious avenger with a talisman of protection, usually against reprisals. There is a 5% chance he will send material aid to anyone engaged on a righteous mission of vengeance (1% if non-Lawful). It is said that Marly's spies are everywhere, and that for everyone he has a list of good and evil deeds. He demands respect, and punishes those foolish enough to forget it.

Law: EVOLUTION ("Social Darwinism")

(Monks, Assassins)

Tenets: Evolution is the law of life. All species slowly tend toward the perfect by the weeding out of the unfit. Those better equipped to survive, in the jungle or society, are the favored of the Gods. Those with the ability to exceed and rule others are required by divine Law to do so. Those who are on top obviously deserve to be, or they would not be there. All must strive at the expense of their neighbors for the good of the species.

Prime Deity: SLARSKEN OBEL

AC: -5
 HP: 300
 MOVE: 36"
 MAGIC: Standard +
 all magical
 spells
 PSI: 3

Slarsken Obel appears as a perfectly-formed man in the prime of life (in matriarchies he appears as a woman). He is strong, dextrous, cunning, inventive, charismatic, artistic, humorous and skilled in weaponry far beyond the abilities of any mortal. He is the total entrepreneur, seemingly able to take advantage of any opportunity to advance his worship, even at the expense of the other Lawful alignments (but most discreetly). Capitalists and imperialists and mercenaries are his primary worshippers. Somewhat to his mystification, he never seems to make much progress among the rank and file of humanity. Slarsken Obel goes into battle with a +5 weapon of any sort he chooses, striking four times per round for +10 damage. His only reward to the faithful

SLARSKEN OBEL cont.

is praise and justification. He secretly covets Morilirom's power.

Law: KNOWLEDGE

Tenets: Before true Law can be brought to the world, all things must be known and understood. The measurings and methods of science and magic are inherently opposed to the randomness of Chaos. Once the possible is known, the impossible is proscribed. Only through the gradual quantification and qualification of the world can Chaos be totally expunged.

Prime Deity: SEDJIMA

AC: 0 Sedjima appears as an old, white-haired sage. He can answer any question put to him (though he may choose not to). His priests' HP: 300 Augury and Divination spells will have a better chance of success MOVE: 12" than usual (1½% per level of cleric). Magic-users professing his alignment will have a 2% better chance per level with the Contact MAGIC: All magical and clerical spells Other Plane spell, and Legend Lore is unusually effective for them. Sedjima's rewards and punishments are always in the form of information. Otherwise, his participation in human affairs is quite passive, consisting of encouragement and cryptic advice through oracles. He does tend to come down hard on book-burners, however.

Law: WAR

(Monks, Paladins)

Tenets: Militant Law. The simplest and most efficient way to exterminate Chaos is by force of arms. Lawful existence will not be safe until Chaos is eradicated, and with order and discipline on their side the Lawful forces have an enormous advantage over Chaos. The spread of Law is much simplified by the use of the direct method. Humanity's cardinal virtue and Law's strongest asset is discipline.

Prime Deity: THOLTANCOMA

AC: -6 This god appears as a giant, bearded warrior in full armor of red dragon scales, with dragon teeth strung around his neck as a HP: 300 bracelet. He strikes once per round with the Hammer of Law for MOVE: 24" 10-100 points damage. In his presence, all Lawful warriors fight at +4, and all Chaotics at -4. Only in a rare cataclysmic confrontation between Law and Chaos will he appear. He usually prefers to send one or more of his Paladin Bodyguard to aid those he deems worthy (AC: -2, 10th level, armed with Holy Swords). He expends his forces rarely and carefully, however: decades may go by without seeing one of his Bodyguard on earth. Tholtanooma will often send advice to Lawful military commanders in the form of omens or messages only they can see. He may (5%) reward a mighty deed of Lawful valor with a powerful magical weapon or a potion of Temporary Near-Invulnerability. He may also (5%) instill courage in any Lawful warrior stricken with Fear.

Neutrality: PRESERVE THE BALANCE (High Neutrality)

(Paladins)

Tenets: The perfect existence can only be achieved by carefully balancing Law and Chaos in equal parts. Living creatures need both the order of Law and the constant change of Chaos. Through evolution, all things move toward perfection: Chaos insures that all possibilities will be tried, but Law insures that only the best will survive. Law and Chaos of themselves are dead ends. "Both light and shadow are needed to see."

Prime Deity: MANTURIN

AC: -5
 HP: 300
 MOVE: 24"
 MAGIC: Standard + all clerical spells
 PSI: 5

Manturin appears as a mighty titan struggling under the weight of an immense balance which he wears as a yoke. From the right pan of the balance he can throw 15-die lightning bolts, while from the left pan he can throw bright 8-pointed stars that explode into 10-die fireballs. He can do either or both of these once per round. If Manturin is called upon for aid, he always carefully considers all the factors before deciding whether or not to help. Uncareful supplicants may find him aiding their enemies! His aid often comes in the form of granting warriors Javelins of Lightning (20 points) or fireball stars (15 points). Magic-users and clerics may find scrolls or wands of similar value. Those whom he aids may never know who their benefactor was--Manturin prefers to work behind the scenes. Neutral Paladinhood is possible in his service to those sufficiently dedicated to the Balance. Such Paladins may find that Manturin is subtly directing their actions through omens, signs, etc., visible only to themselves.

Neutrality: NATURE

(Druids)

Tenets: Man is a part of nature, and must be fully integrated with the ecology. The Cycle of Life is the closest thing to perfection on this plane: there is a place and a part to play for each creature. Man, in his arrogance, deems himself above the Wheel of Nature, and thus causes disharmony within nature and within himself. Only in the give-and-take of the natural life can man find contentment. Those who ignore this truth and would upset the ecology even further must be prevented from doing so. Death, after all, is just one more turn of the wheel.

Prime Deity: RILLIFLOHAM

AC: -4
 HP: 300
 MOVE: 12"
 MAGIC: Standard + all druidical spells
 PSI: None

Rillifloham appears as a 40-foot Treant, bearing in his branches fruits and nuts of every kind, and with squirrels, birds and other small animals living in his leafy crown. He is slow to anger, but implacable once his wrath has been stirred up. His friends have an easy time of it in the wilderness, as all the plants and animals seem to aid them. His enemies, however, will seem to find all the living things of the wild conspiring against them. Rillifloham can strike with his fists for 8-80 points damage, and can summon 3-18 Treants (as well as any other wild creatures that are around) to his aid. Fire does only normal damage against him. He may (10%) reward meritorious actions on nature's behalf with a wooden artifact of great power or the assistance of an animal as a familiar.

Neutrality: PERSONAL POWER

(Assassins)

Tenets: Personal aggrandizement is the only goal of the followers of this alignment. Law and Chaos are irrelevant to the individual save as a means to an end. Total solipsism--self is all that matters. The fate of others, even as a consequence of one's own actions, is of no real concern. They are but tools. A person must rely totally on his own strengths and skills.

Prime Deity: RASAN KORYA

AC: -3
 HP: 300
 MOVE: 12"
 MAGIC: Standard
 PSI: 3

This god appears as a richly-appareled man or woman, formally dressed. He fights if he must with a +5 flaming sword that does 5-50 points damage and can shoot fireballs of 10-dice value. Worshipers who have contributed enough at his shrines may have a favor done for them (5% chance). Rasan Korya is whimsical at

RASAN KORYA cont.

times, bored or indifferently cruel at others. A supplicant requesting aid in battle may receive the help of a Kobold or a cavalry brigade, depending on Rasan's mood. He really only looks with favor upon those who can manage without his help. Why should he do anything for weaklings, who can do nothing for him?

Rasan Korya lives in a huge stone hall where he presides over a continuous banquet. The guests there continually duel amongst each other for the of sitting closer to the head of the table. Mortals may be invited to this party as a reward for meritorious service. Rasan is continuously scheming to usurp the power of other gods, and several minor, forgotten deities have been his victims.

Neutrality: THE FOUR ELEMENTS

Tenets: A basically primitive philosophy. The powers that rule the elements are propitiated in the hope that they will grant favors, or at least withhold their wrath.

Earth: GUNGER

AC: -4
HP: 200
MOVE: 12"
MAGIC: Standard +
all earth spells
PSI: None

Gungger is the Boss of the earth elementals. He strikes with his fists for 10-100 points damage. He can summon 1-12 earth elementals to his aid, and can cross water with no trouble. Gungger is primarily worshipped by the mining and subterranean peoples.

Air: HARA

AC: -2
HP: 200
MOVE: 72"
MAGIC: Standard +
all air spells
PSI: None

Hara is the Queen of the air elementals. She can hit six times per round for 3-30 points damage, and can summon 1-12 air elementals to her aid. Hara cannot be touched by anything launched into the air. Mariners and the flying races are her most common worshippers.

Fire: ZKRACL

AC: -2
HP: 200
MOVE: 36"
MAGIC: Standard +
all fire spells
PSI: None

Zkracl is the Tyrant of the fire elementals. He hits for 5-50 points fire damage, and can throw a 20-die fireball every round (save vs. spells: $\frac{1}{2}$ damage). He can summon 1-12 fire elementals to his aid, and is not affected by water. It is said that he can spy through any fire. Many hearths have shrines to Zkracl.

Water: SHALIRI

AC: -2
HP: 200
MOVE: 12"/36" (H₂O)
MAGIC: Standard +
all water spells
PSI: None

Shaliri is the King of the water elementals. He hits for 3-30 points damage, and once per round can envelop and instantly drown any creature that does not make its save vs. spells. He can summon 1-12 water elementals to his aid, and is not affected by heat. Mariners, fishermen and the aquatic races are his primary worshippers.

Neutrality: BEAUTY, THE ARTS, AND LOVE

Tenets: Man's highest achievements are in the arts, for only there can he transcend his mortality. The only worthwhile occupation is the creation and

BEAUTY, THE ARTS, AND LOVE cont.

appreciation of beauty. Man can make of himself an art form, and appreciation thereof begets Love, which refines the senses and further increases our appreciation of all that is beautiful. Anything that must be done may as well be done with style and flair. What you do is not nearly so important as how you do it.

Prime Deity: DEMYURITAS

AC: -2	Demyuritas appears as a stunningly beautiful youth who can be either male or female. Beings who annoy him are merely teleported away 1-20 hexes in a random direction when he points his finger at them (once per round, no saving throw). Demyuritas can't stand vulgar types in his presence, and may be impressed by charismatic, stylish, smooth-talking types (though he may not trust them, he will enjoy their company). Extremely charismatic types may even be taken as lovers for an evening. Bards are always a favorite with Demyuritas. His gifts include musical instruments and artistic and magical implements of wondrous beauty and power.
HP: 300	
MOVE: 24"	
MAGIC: Standard	
PSI: 5	

Neutrality: PASSIVISM/REJECTION OF THE PHYSICAL (No Bards)

Tenets: The physical world is but a phantasm, as true reality lies within the mind. To reach perfect understanding of the mind, the concerns of the body must gradually be removed, until only the inner mind remains. Law and Chaos are mere figments. A passive attitude toward the world is cultivated so as not to interfere with mental concentration and in the hope that ignoring physical reality will make it go away.

Prime Deity: PHAFRA

AC: irrelevant	Phafra is a totally non-physical being who never appears on the material plane. His existence can only be shown by deduction.
HP: irrelevant	
MOVE: where?	There is no contact whatsoever between Phafra and any being still tied to their material person.
MAGIC: None	
PSI: All	

Chaos: ABSOLUTE RANDOMNESS (High Chaos)

Tenets: The ideal is the co-existence of all possibilities, which will come about when the bonds of Law (and Time, which is a Lawful concept) are broken. The ultimate goal is a return to that condition of total randomness that supposedly existed before the imposition of Law.

Prime Deity: KARNAWENN

AC: -6	A formless, sizeless, timeless mass. The sight of Karnawenn drives mortals instantly mad. Fortunately, it is impossible for more than one of his tentacles to appear on the prime material plane, and that must take some kind of form (usually that of a human). This tentacle contains only 10% of Karnawenn's hit points, and its appearance is continually changing subtly. Its armor class also continually varies from 10 to -9. With this form, however, Karnawenn can throw any possible spell. Karnawenn more often works through his agents, which are usually Baldanders. He rewards those who aid him by improving their attributes and by absorbing them into his substance upon their deaths.
HP: 300	
MOVE: Instantaneous	
MAGIC: All spells	
PSI: all	

Chaos: PERSONAL POWER

(Assassins)

Tenets: The destruction of Law offers the greatest opportunities for a clever person to advantage of. Chaos holds the promise that anyone can be great and powerful under the right conditions. The rigid forms of Law offer no chance for the individual to get ahead. By fomenting disorder, an unscrupulous person can gain an in to the personal power he desires.

Prime Deity: BLESKUTA

AC: -5 Bleskuta appears as a wereboar the size of a Frost Giant.
HP: 300 He fights with a huge granite club that strikes for 6-60
MOVE: 18" points damage. He will aid supplicants only in return for
MAGIC: Standard + large endowments of his temples or the blood-price of the
 Shape Change life of a Lawful bureaucrat. His aid usually comes in the
PSI: 3 form of a temporary doubling of the strength, level and/or
 hit points of the beneficiary. In extremity, he may send
 1-6 werehoars or others of his servants to help (5% chance).
 Bleskuta is careful to appear stupider and much less cunning
 than he is. He has been known to walk the earth in many
 different guises, intriguing and fomenting discord. Gener-
 ally, the more successful his worshippers are, the more he
 favors them.

Chaos: WAR

Tenets: War is the most inherently Chaotic action humans can undertake. Conflict is to be encouraged, not only against Law (a prime consideration), but for its own sake. A good all-out war may disrupt things so much that Law may lose its grip on the world completely.

Prime Deity: THAKTA TYLDEN

AC: -6 This god appears as a huge warrior in black armor with red
HP: 300 trim. In his presence, all Chaotic warriors fight at +4,
MOVE: 24" all Lawfuls at -4. He wields the Whip of Chaos, which can
MAGIC: Standard strike up to three opponents at once for 4-40 points damage
PSI: None each. It is extremely rare for Thakta Tylden to appear
 personally at anything less than Armageddon-sized battles.
 He prefers to send one or more of his sons to fight for him:
 LAKUNTH, a 15th-level Weretiger (AC: -1, HP: 75);
 PAKUNTH, a Stone Giant (AC: 4, HP: 45, 50% magic resistance);
 RAKUNTH, an Orcish demi-god (AC: -2, HP: 60, 3 attacks/round,
 +6 to hit, +8 damage);
 QUAKUNTH, a winged 10th-level Troll (AC: 2, HP: 45);
 and DAKUNTH, a 20th-level demi-Balrog (AC: -2, HP: 90, 85%
 magic resistance).
 Thakta Tylden may reward valuable service on his behalf with
 a mighty weapon or powerful destructive wand (10% chance). On
 the other hand, cowardly followers may be turned into Kobolds.

Chaos: LIFE/FERTILITY

Tenets: Life in its infinite variety is the true finest expression of Chaos. Fertility and change are the watchwords. Law, as the imposition of order and stagnation, ultimately equals death. Such an end must be fought vigorously so that life will have a chance to explore all possible options.

Prime Deity: TEMANAMAT

AC: -1
HP: 300
MOVE: 12"
MAGIC: Standard
PSI: 3

Temamat appears as a full-breasted, wide-hipped woman carrying a cornucopia from which she can pull any form of life she desires, including creatures to fight for her (once per round). With a few spells she can cause the driest wasteland to become fruitful. Her clerics' healing spells are more effective than usual (10% more so per level of cleric). She usually uses Satyrs as her messengers and agents. Farmers, barren women and sterile men are her most common supplicants.

Chaos: EVIL/DEATH

(Assassins)

Tenets: Random wickedness and cruelty is Chaos' greatest weapon against Law. Seemingly pointless violence and atrocities can create more confusion and disruption of the social order than any other cause. Life, ultimately, must be completely eradicated: the only real difference between living and unliving matter is that living beings actively impose restrictions upon the stuff of Chaos. Life is a product of Law, and Death is a returning of organized substance to disorganized Chaos.

Prime Deity: GOLOD

AC: -4
HP: 300
MOVE: 24"
MAGIC: Standard +
all death
spells
PSI: 3

Golod's huge squat body has four arms that end in taloned hands. His face is flat and apish, with tusks protruding from his mouth. Tattooed on his chest is the Yellow Sign. Golod can only be appeased by human sacrifice. He will look most favorably upon those who have sent him the most lives. He fights with his four clawed hands, which hit for 3-30 points each plus paralysis (save vs. spells). His servants include the legion of the Undead, and he may send aid in that form if his followers are in need (5% chance). Those who serve him in life can expect to serve him later as members of the undead. Golod may (5%) reward some particularly evil deed with the gift of some terrible artifact or weapon.

Chaos: DEVOLUTION

Tenets: It is possible to return down the ladder of evolution to the primal oneness of the beginnings of life. Great truths are hidden in the primordial ooze from which we sprang. We must devolve in order to understand these ancient cosmic secrets. Degeneration is first mental and then physical. The first step in this sacred task is the sloughing off of humanity for the bestial and depraved. It may actually take many generations before the Devolving Ones can fully grasp the meaning of the hidden knowledge.

Prime Deity: SOG-MORTHOTH

AC: -2
HP: 300
MOVE: 18"
MAGIC: Standard +
Shape Change
PSI: None

Sog-Morthoth appears as an amorphous creature about 40 feet in diameter, oozing greenish slime from its surface and sprouting tentacles and pseudopods apparently at random. It radiates a permanent Fear spell in a 100' radius, which must be saved against each round. If its worshippers call upon it for aid, it may (10% chance) help them by temporarily doubling their strength and/or the effectiveness of their spells (1-10 rounds duration). Those in Sog-Morthoth's service tend to gradually become less human and more bestial, and begin to prefer subterranean living to the surface world. They may actually develop infravision.

HISTORY OF IMIRRHOS

THE BEGINNING OF PRESENT HISTORY OF THE IMIRRHOSIAN CONTINENT BEGAN WITH THE BREAK-UP OF THE ANCIENT THANG EMPIRE TWELVE CENTURIES AGO. CIVIL WARS AND BARBARIAN INVASIONS OCCURRED CONSTANTLY AND MONSTERS ROAMED THE COUNTRYSIDE AT WILL, AND IN THEIR WAKE FOLLOWED PESTILENCE AND FAMINE.

DOZENS OF PETTY RULERS AND THEIR ARMIES CONTESTED FOR POWER, EACH FACTION WAS AIDED BY ITS OWN HIGH-LEVEL MAGIC-USERS WHO RESEARCHED, AND USED, FORBIDDEN SPELLS IN AN EFFORT TO GAIN AN ADVANTAGE FOR THEIR SIDE. THE ANARCHY CONTINUED AND FINALLY CULMINATED IN THE BATTLE OF ARITON VALE WHERE THE TWO LARGEST ALLIED COALITIONS STRUGGLED FOR THE SOON TO BE MEANINGLESS TITLE OF EMPEROR OF THANEGIOTH.

SO MUCH MAGICAL POWER WAS UNLEASHED DURING THE BATTLE THAT THE EARTH ITSELF PROTESTED. TERRIBLE QUAKES SHOOK THE CONTINENT AND THE SOUTHERN THIRD SPLIT OFF FROM THE REST. THE NEW SOUTHERN LAND MASS WAS UNSTABLE, SLOWLY SINKING UNTIL IT EVENTUALLY STABILIZED AS A SERIES OF ARCHEPELAGOS AND ISLANDS.

CIVILIZATION SLOWLY STABILIZED IN THE AFTERMATH OF THE CATAclySM. CITY-STATES SPRANG UP AND SLOWLY TAMED THE WILDERNESS AROUND THEM WHICH HAD BEEN OVERRUN BY

MONSTERS AND BRIGANDS. A BRISK TRADE FLOURISHED BETWEEN CITIES AND PEACEFUL TIMES RESULTED.

DURING THE NEXT SEVERAL HUNDRED YEARS INTERMITTENT STRUGGLES TOOK PLACE, ALLIANCES WERE FORMED AND BROKEN, AND GRADUALLY THE GEO-POLITICAL STRUCTURE OF THE CONTINENT^{LEARNED} DEVELOPED AS IT STANDS TODAY. THE RULERS^{THE} CATACLYSMIC LESSON AND REFRAINED FROM ANY ALL-OUT AGGRESSION.

THE IMIRRHOSIAN CONTINENT AS IT STANDS TODAY BOASTS SEVERAL POWERFUL ENTITIES. THE EMPIRE OF THYATIS CONTROLS ONE QUARTER OF THE CONTINENT AND WITH A POPULATION OF OVER 7 MILLION INHABITANTS, IS TWICE AS LARGE AS ITS NEAREST RIVAL. THE REPUBLIC OF DAROKIN (POP. 3.6 MILLION) IS THYATIS' CHIEF RIVAL. THE KINGDOM OF CEZANY ALSO BIDS FOR POWER.

AFTER THE THREE LARGEST POWERS, THE OTHERS ONLY ATTEMPT TO MAINTAIN THEIR INDEPENDENCE AND PROSPERITY. MUCH OF THE WILDERNESS HAS BEEN TAMED, YET MUCH REMAINS TO BE EXPLORED AND PACIFIED. AN INTREPID MAN OR WOMAN OR GROUP CAN GO FAR IN THIS AGE, FOR THE OPPORTUNITY IS THERE, AND SUCH IS THE CONTINENT OF IMIRRHOS AT PRESENT.

GEO-POLITICAL SYNOPSIS

EMPIRE OF THYATIS

POP. - 7 MILLION

CAPITAL - THYATIS

LANGUAGE - THYATIC

THYATIS WAS A MAJOR CITY IN THE THANG EMPIRE BEFORE THE CATAclySM. IN THE CATAclySM'S AFTERMATH, IT BECAME A RALLYING POINT FOR CIVILIZATION TO REBUILD AROUND. ITS FOUNDATION OF POWER CAN BE TRACED TO 700 YEARS AGO WHEN A CANAL REPLACED THE OLD CARAVAN ROUTE AND DIRECTLY CONNECTED LAKE AMSORAK AND THE THASIAN SEA.

IMPERIAL RULE IN THYATIS IS LIGHT AND LOOSE. THE EMPEROR HINTS AT WHAT HE WANTS AND SUCH IS HIS PRESTIGE THAT HIS HINTS ARE THE SAME AS LAW. ON A LOWER LEVEL, CITIZENS ARE EXPECTED TO PRETTY MUCH SETTLE THEIR OWN DIFFERENCES. GUILDS AND ANCIENT HOUSEHOLDS ARE VIRTUALLY INDEPENDENT OF THE CENTRAL GOVERNMENT. THYATIC LAW IS STRICT BUT SELDOM APPLIED. THE GUIDING MORALITY OF THYATIS IS "ANYTHING IS LEGAL, AS LONG AS YOU'RE NOT CAUGHT."

REPUBLIC OF DAROKIN

POP. - 3.6 MILLION

CAPITAL - DAROKIN

LANGUAGE - THYATIC

DAROKIN WAS ONCE AN INTEGRAL PART OF THE THYATIC EMPIRE BUT THROUGH A SERIES OF REBELLIONS BECAME TOO MUCH OF A BOTHER TO CONTROL AND GAINED ITS INDEPENDENCE.

BY VIRTUE OF ALL THE RIVERS THAT RUN FROM THE RADAN TEPE MOUNTAINS TO THE CITY, ITS MAIN SOURCE OF REVENUE IS EXPORTING WOOD FROM THE FORESTS AND ORE FROM THE MOUNTAINS UPRIVER.

THE GOVERNMENT IS RUN BY ELECTED OFFICIALS BUT PERSONAL FREEDOMS MEAN LITTLE. POSITIONS ARE BOUGHT AND SOLD AND THE LEADERS ARE LITTLE MORE THAN DESPOTS.

JUSTICE IS SWIFT AND OFTEN UNJUST, WHEN IN DAROKIN IT IS BEST TO KEEP A LOW PROFILE.

KINGDOM OF CEZAVY

POP. - 2.5 MILLION

CAPITAL - SCLAVAK

LANGUAGE - CEZAVY, HAGITH

THE KINGDOM OF CEZAVY IS ACTUALLY A CONGLOMERATE OF FEUDAL BARONIES. THE BARONS ARE CONSTANTLY BICKERING AMONG THEMSELVES BUT WILL UNITE WHEN AN OUTSIDE THREAT PRESENTS ITSELF.

THE KING IS CHOSEN BY CHALLENGE AND MAY BE CHALLENGED BY ANY BARON AT ANY TIME.

A VAST GROUP OF FEUDAL SERFS ARE AN UNCOUNTED PART OF THE POPULATION AND FROM TIME TO TIME RISE IN UNREST BUT HAVE BEEN UNSUCCESSFUL AS YET IN THROWING OFF THE BARONIAL YOKE.

FIGHTING ABILITY IS GENERALLY THE MOST HIGHLY REGARDED QUALITY IN CEZAVY.

THASIAN CONFEDERATION

A LOOSELY KNIT GROUP OF CITIES WITH PORTS IN THE THASIAN SEA. BRISK TRADE IS THEIR COMMON BOND AND IN TIMES OF TROUBLE THEIR FLEETS WILL BAND TOGETHER TO REPULSE A COMMON ENEMY.

THE MEMBERS OF THE CONFEDERATION INCLUDE:

① CORUNGLAIN - POP. - 460,000; LANGUAGE - GLAINI
THE CITY'S PRINCIPAL SOURCE OF INCOME COMES FROM THE OFFERINGS GIVEN BY THE VAST NUMBERS OF PEOPLE WHO COME TO WORSHIP THE MANY GODS WHOSE MAIN TEMPLES ARE BASED HERE. THE HIGH PRIESTS OF EACH TEMPLE FORM THE RULING CLASS. IT PAYS TO BE PIOUS IN CORUNGLAIN.

② CYNIDECIA - POP. - 320,000 LANGUAGE - THYATIC
RULED BY THE POWERFUL RICH FAMILIES WHO BUILT THEIR FORTUNES ON THE BROKEN BACKS OF THOSE WHO HAULED HIGH-GRADE ORE FROM THE MOUNTAINS 60 MILES TO THE NORTH, CYNIDECIA IS REMINISCENT OF MEDIEVAL VENICE. PLOTTING AND THROAT-CUTTING ARE THE RULE RATHER THAN THE EXCEPTION AND ASSASSINATION IS A REFINED

ART. FOR AN ASSASSIN, IT IS A BADGE OF DISTINCTION TO HAVE PRACTISED ONE'S TRADE IN CYNIDECIA. SHARP EARS AND A CLEAR HEAD ARE A WISE PRECAUTION WHILE WITHIN THIS CITY.

③ KARAMEIKOS - POP. 390,000 LANGUAGE - TRYATIC

"THERE IS ONLY ONE GOD IN KARAMEIKOS, AND THAT IS MONEY." IS AN OFT-REPEATED QUOTE. IT IS A LAND OF MERCHANT PRINCES WHO ARE CONTINUALLY TRYING TO EXPAND THEIR WEALTH. THE WEALTHIEST OF THESE IS USUALLY THEIR LEADER, PUTTING FINANCIAL PRESSURE ON THOSE WHO STAND IN HIS WAY, AND IN SOME INSTANCES MAKING AGREEMENTS WITH THOSE WHO MAY BE TOO POWERFUL TO SUBDUE. TO GET ANYTHING HERE, YOU MUST BUY IT.

④ AKOROS - POP. 640,000 LANGUAGE - TRYATIC

IN AKOROS THERE IS ONLY ONE LAW, AND THAT IS 1ST CITIZEN AKOR. IN FACT HE HAS BEEN THE LAW FOR THE LAST 250 YEARS. NO ONE KNOWS WHETHER HE HAS FOUND THE SECRET OF IMMORTALITY OR WHETHER THERE HAS BEEN MORE THAN ONE AKOR FOR NO ONE HAS EVER SEEN HIS FACE. TO DO SO CARRIES WITH IT A SENTENCE OF DEATH.

MANY AN INTREPID TRIP OR ADVENTURER HAS GAINED ENTRANCE TO THE ANCIENT EMERALD PALACE WHERE HE RESIDES ONLY TO DISAPPEAR FROM THE FACE OF THE EARTH.

THE 1ST CITIZEN'S COMMANDS ARE IMPLEMENTED AND CARRIED OUT BY THE ORDER OF VIKON, HIS FORCE OF ELITE GUARDS, LED BY ONE SELECTED FROM THEIR RANKS, THE VIKON OF VIKON. THE PEOPLE ARE OPPRESSED BUT LIVE IN FEAR OF THE ONE WHO WILL NOT DIE.

⑤ SELENICA & AKESOLI - POP. 780,000 LANG. - ~~██████████~~ ^{ETHESI}

ALASIYA ^{TWIN CAPITALS OF THE KINGDOM OF} ~~██████████~~, THESE CITIES HAVE BEEN RULED JOINTLY (ALTHOUGH NOT ALWAYS PEACEFULLY) FOR THE LAST SEVERAL HUNDRED YEARS. THE CURRENT RULERS ARE BROTHER & SISTER AND HAVE CO-EXISTED PEACEFULLY FOR SEVERAL YEARS. HOWEVER, OFFSPRING ON BOTH SIDES ARE GREEDY AND GRASPING WHICH BODES ILL IN THE FUTURE.

KINGDOM OF GORLLEWIN

POP - 1.5 MILLION

CAPITAL - GLANTRI

LANGUAGE - GWYNISH

ALMOST DIRECTLY IN THE CENTER OF THE THREE MOST POWERFUL COUNTRIES, GLANTRI CITY WOULD SEEM TO BE IN A PRECARIOUS POSITION, EXCEPT FOR ONE THING. THE KINGDOM IS RULED BY MAGES AND OTHER COUNTRIES STILL HAVE AN INNATE FEAR OF MAGIC ~~WHICH~~ WHICH STEMS FROM THE CATAclySM.

LEFT TO THEMSELVES, THEIR RULE IS BENEVOLENT AND WISE, AND THE PEOPLE ARE SIMPLE BUT HAPPY.

RUMORS ABOUND THAT THEY ARE THE STEWARDS OF A SECRET KNOWLEDGE WHICH THEY GUARD UNTIL SUCH TIME AS THE WORLD IS READY FOR IT. SOME EVEN HINT DARKLY THAT THE KNOWLEDGE THEY GUARD IS THE SAME KNOWLEDGE THAT CAUSED THE CATAclySM.

IERENDI

POP - 2 MILLION

CAPITAL - IERENDI

LANGUAGE - IASULI

LARGEST SEAPOWER ON THE CONTINENT. THE SHIPS OF THE IERENDIAN FLEETS RANGE FAR AND WIDE IN SEARCH OF NEW TRADE AND TREASURE. THE ROYAL FAMILY OF IERENDI ARE MERELY FIGUREHEADS. THE REAL RULER OF THE CITY-STATE IS THE CAPTAIN'S COUNCIL.

IT ISN'T WISE TO WANDER THE DOCKS AT NIGHT BY ONESELF BECAUSE MANY AN UNWARY CITIZEN OR WAYFARER HAS WOKEN WITH A HEADACHE, FINDING HIMSELF CONSCRIPTED INTO THE IERENDIAN NAVY.

SOONER OR LATER, MANY IERENDIAN CAPTAINS GET THE URGE TO TAKE THEIR SHIPS INTO THE MYSTERIOUS THANEGIOTH ARCHEPELAGO. HOWEVER, ALL WHO HAVE VENTURED INTO THE MIST-SHROUDED WATERS HAVE NEVER VENTURED OUT AGAIN.

MINROTHAD

POP. - 1.2 MILLION

LANGUAGE - IASULI

MINROTHAD IS A PROSPEROUS SEAPORT WITH AN IMPORT-EXPORT EMPHASIS. THE GOVERNMENT OF MINROTHAD IS A MATRIARCHY. SUCCESSION TO THE THRONE IS FROM MOTHER TO DAUGHTER. THE AVERAGE WOMAN MAY HAVE 3 OR 4 HUSBANDS IN HER RETINUE. MEN IN MINROTHAD TEND TO BE RATHER WEAK AND USELESS SO WOMEN ARE THE CREWS ON THEIR SHIPS. THE WARRIOR CLASS ARE PARTICULARLY TOUGH AND CAPABLE AND ARE CONSTANTLY HOPING FOR A BATTLE TO PROVE THEIR METTLE.

MEN FROM OTHER COUNTRIES VISIT MINROTHAD BUT ARE CAREFUL NOT TO INTERFERE IN THE NATURAL ORDER OF THINGS. THE MAN WHO ATTEMPTS TO PRESS HIS ATTENTIONS ON A WOMAN OF MINROTHAD OFTEN FINDS HIMSELF A SERVING EUNUCH IN HER HOUSEHOLD.

EMIRATE OF YLARUAM

POP. - 2.3 MILLION

CAPITAL - YLARUAM

LANGUAGE - IASULI

UNCONTESTED RULERS OF THE DESERT, YLARUAM CARAVANS TRAVEL TO MINROTHAD AND BIAZZAN, BRINGING RICHES WHICH TEMPT MANY AN ADVENTURER TO SEEK HIS FORTUNE. UNFORTUNATELY, MOST FORTUNE-HUNTERS LOSE THEIR WAY IN THE VAST, TRACKLESS DESERT AND DIE OF THIRST OR WORSE.

BIAZZAN

POP. - 260,000

LANGUAGE - IASULI, THYATIC (DWARVISH)

SITUATED AT THE ONLY PASS THROUGH THE ALTAN TEPE MTS. TO THE DESERT, BIAZZAN IS IDEALLY PLACED TO BENEFIT FROM THE RICHES OF YLARUAM. BAZAARS ARE EVERYWHERE AND EVERYONE IS TRYING TO HAWK SOMETHING.

DWARVES ARE A LARGE CONTINGENT OF THE POPULATION OF BIAZZAN AND ARE CRAFTSMEN AND DEALERS IN WEAPONS. A GOOD PLACE TO MAKE MONEY. (SOMETIMES ILLEGALLY)

DWYRAIN

POP-480,000

LANGUAGE - GWYNISH

WESTERN FRONTIER. LOOSELY ALLIED WITH GORLEWIN. MAIN EMPHASIS IS THE SEEKING OF LANDS FARTHER WEST. THEIR SEA-GOING SHIPS, MADE OF WOOD FROM THE FOREST, ARE CONSIDERED THE FINEST OPEN OCEAN-GOING VESSELS ON THE CONTINENT.

GUGONIX LANGUAGE - PLIROK POP-?

SURROUNDED ON ALL SIDES BY THE KOVAN TEPE MTS., GUGONIX IS AN ISOLATED CITY REPUTED TO BE A SORCERERS' DEN AND A HAVEN FOR OTHER MISBEGOTTEN TYPES.

MAVVRAND

POP-140,000

LANGUAGE - VARIOUS

REPUTED HEADQUARTERS OF THE MOST SUCCESSFUL PIRATES WHO PLAGUE SHIPPING IN THE INNER SEA. THE TRIASIAN CONFEDERATION HAS HIGH PRICES SET ON ALL PIRATE LEADERS.

NANQ-RUBBOB

POP. - VARIES

LANGUAGE - XOPH

NANQ-RUBBOB IN AN INDEPENDENT CITY ON THE EDGE OF THE GREAT SWAMP, GENERALLY REGARDED WITH DISTASTE AND AVOIDED BY THE OTHER CITIES BECAUSE OF THE OBVIOUS INTER-BREEDING OF THE HUMANS IN THE CITY WITH THE QUASI-HUMAN MALPHEGGI TRIBE OF THE SWAMP.

SXODAN

POP. - UNKNOWN

LANGUAGE - ORC

ONLY CENTRALIZED HABITATION LEFT OF WHAT WAS ONCE THE GREAT ORC CONFEDERATION.

KERAPTIS

POP. - 275,000

LANGUAGE - THYATIC

EASTERN OUTPOST OF THE THYATIC EMPIRE. STILL A FRONTIER TOWN.

HELDANN CLANS - LANGUAGE - HELDANN

A LOOSE-KNIT CONFEDERATION OF HUNTING, FISHING, SAILING PEOPLES VERY REMINISCENT OF THE VIKINGS. THEY WILL SELECT A LEADER AND BAND TOGETHER WHEN THE NEED ARISES.

ETHENGAR CLANS - LANGUAGE - ETHENGAR

LIVING IN THE SOUTH PLAINS, THESE PEOPLE RAISE AND RIDE THE FINEST HORSES ON THE CONTINENT. WILL ALSO BAND TOGETHER AT NEED.

MNOKKI CLANS - LANGUAGE - MNOKKIAN

LIVING IN THE NORTH PLAINS, THESE PEOPLE ARE REPUTED TO BE THE BEST HUNTERS AND TRACKERS ON THE CONTINENT. THEIR SKILL IN ARCHERY IS LEGENDARY.

DULESMIR TRIBES - LANGUAGE - IASULI

DESERT TRIBESMEN WHO ARE OFTEN GUIDES FOR YLARUAM CARAVANS

NOLO-NOLO

SET ON AN INACCESSIBLE PLATEAU OVERLOOKING A BARREN PLAIN, NOLO-NOLO IS A PLACE OF MIST-SAROUDED MYSTERY.

LLYNDREF

POP-50,000

LANGUAGE-THYATIC

SMALL PORT CITY. OTHER END OF THE LAKE AMSORAK FERRY.

THERE ARE OTHER POINTS OF INTEREST AND MANY UNEXPLORED, UNEXPLAINED AREAS YET TO BE FOUND. ADVENTURE ABOUNDS FOR THE PERSON WHO SEEKS IT. THE CONTINENT OF IMIRRHOS PROVIDES MANY AN OPPORTUNITY.