

## OSRP Rules

This is a set of rules for Old-School Roleplaying. These rules are meant to be simple and easy to use.

### Table of Contents

1. Character Creation
  1. Ability Scores
  2. Races
  3. Classes
    1. Fighter
    2. Magic-User
    3. Cleric
    4. Thief
    5. Saving Throws
  4. Equipment
  5. Spells
2. Game Rules
  1. Dungeon Exploration
  2. Wilderness Exploration
  3. Combat
  4. Advancement
    1. Proficiencies
3. Bestiary

### Character Creation

To create a character, do the following:

1. Roll 3d6 in order for each ability score: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.
2. Choose any bonus languages if your Intelligence is high enough.
3. Choose a class. Your ability scores must meet the requirements for that class, if it has any.
4. Roll your class hit die twice, take the highest result, and then add your Constitution modifier. The resulting number is your starting hit points.
5. Record your saving throw, based on class, as well as any class features.
6. If you are playing an elf or magic user, roll 1d6 on the spell list for your first spell.
7. Roll 3d6 for starting gold. Buy equipment and record it on your character sheet.
8. Record your Armor Class based on your armor and Dexterity modifier. Unarmored AC is 10 + Dexterity modifier.
9. Choose and record your character's name, gender, height, weight, and other details.
10. You are ready to play!

## ABILITY SCORES

There are six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Roll 3d6, in order, for each of these abilities. Each ability has a score (between 3 and 18) and a modifier (between -3 and +3). Record both, according to the table below. Your ability scores determine which races and classes you qualify for.

Score	Modifier
3	-3
4-5	-2
6-8	-1
9-12	+0
13-15	+1
16-17	+2
18	+3

**Strength** affects your character's melee attacks and damage rolls, as well as their carrying capacity.

**Dexterity** affects your character's Armor Class, as well as his ranged attacks.

**Constitution** affects your character's Hit Points, making him tougher and harder to kill. You add your Constitution modifier to each hit die you roll.

**Intelligence** affects your character's ability to learn and remember.

**Wisdom** affects your character's perceptiveness and willpower.

**Charisma** affects your character's ability to attract and maintain followers.

Some ability scores also help you qualify for certain classes. These classes require a minimum score in one or more abilities in order for a character to be of that class.

## LANGUAGES

A character starts knowing their own language (Common for humans and halflings, Elven for elves, and Dwarven for dwarves). They also may learn one other language for each point of Intelligence bonus they have (if any). Characters of less than 6 Intelligence tend to be illiterate. The languages are: Abyssal, Common, Draconic, Dwarven, Elven, Giant, Goblin, Kobold, and Orcish. The setting may include more languages.

## CLASSES

There are six classes: fighter, magic-user, cleric, and thief (for human characters) and elf and dwarf (for demi-humans). Each class has a hit die (rolled for how many hit points they have at each level, modified by Constitution modifier), an attack bonus, saving throws, armor and weapon proficiency, etc. If a character uses a weapon they are not proficient in, they take a -4 penalty on their attacks. Some classes also have ability score requirements that must be met to be that class.

### **Fighter (d8 hit die)**

The warriors, soldiers, and champions of the realm are fighters, who put skill at arms above all else. Fighters can use all types of weapons and all types of armor. Their attack bonus is equal to their level. In addition, fighters get a bonus on each damage roll they make with any weapon equal to one-third their fighter level, rounded down.

After 9<sup>th</sup> level, a fighter no longer gains hit dice: instead, he gains 2 hit points per additional level. Also, his attack bonus and damage bonus do not improve past 9<sup>th</sup> level.

Level	Hit Dice	Atk Bonus	Dmg Bonus
1	1d8	+1	+0
2	2d8	+2	+0
3	3d8	+3	+1
4	4d8	+4	+1
5	5d8	+5	+1
6	6d8	+6	+2
7	7d8	+7	+2
8	8d8	+8	+2
9	9d8	+9	+3
10+	+2 hp/lvl	+9	+3

### **Magic-User (d4 hit die)**

The sorcerers, wizards, and warlocks of the realm are magic-users, who study magic with unrivaled focus. A magic-user's attack bonus is equal to one-half his level. If a magic-user wears any kind of armor, he must roll 1d6 whenever he casts a spell, and on a 5 or less the spell fails to cast and is lost. A magic-user can use daggers, darts, and staffs as weapons.

A character must have an Intelligence score of 11 or higher to become a magic-user.

After 9<sup>th</sup> level, a magic-user no longer gains hit dice: instead, he gains 1 hit point per additional level. Also, his attack bonus does not improve after 9<sup>th</sup> level.

Level	Hit Dice	Atk Bonus	Spell Slots
1	1d4	+0	1
2	2d4	+1	2
3	3d4	+1	2/1
4	4d4	+2	2/2
5	5d4	+2	2/2/1
6	6d4	+3	2/2/2
7	7d4	+3	2/2/2/1
8	8d4	+4	2/2/2/2
9	9d4	+4	2/2/2/2/1
10+	+1 hp/lvl	+4	2/2/2/2/1

Magic-users of 9<sup>th</sup> level or higher can create magical weapons, armor, rings, and other items. Magic-users of 3<sup>rd</sup> level or higher can create magical potions.

### **Cleric (d6 hit die)**

The priests and holy men of the realm are clerics, who pray to their gods for magic to wield on their behalf. Clerics can wear any kind of armor, and can use maces, hammers, clubs, morningstars, and flails. A cleric's attack bonus is equal to one-half his level. A character must have an Wisdom score of 11 or higher to become a cleric. After 9<sup>th</sup> level, a cleric no longer gains hit dice: instead, he gains 2 hit points per additional level. Also, his attack bonus does not improve after 9<sup>th</sup> level.

Level	Hit Dice	Atk Bonus	Spell Slots
1	1d6	+0	1
2	2d6	+1	2
3	3d6	+1	2/1
4	4d6	+2	2/2
5	5d6	+2	2/2/1
6	6d6	+3	2/2/2
7	7d6	+3	2/2/2/1
8	8d6	+4	2/2/2/2
9	9d6	+4	2/2/2/2/1
10+	+2 hp/lvl	+4	2/2/2/2/1

### **Thief (d6 hit die)**

The burglars, scoundrels, and spies of the realm are thieves: skilled in subterfuge and trickery.

Thieves can use all weapons that deal d6 damage or less, and can wear leather armor. A thief's attack bonus is equal to one-half his level. After 9<sup>th</sup> level, a thief no longer gains hit dice: instead, he gains 1 hit points per additional level. Also, his attack bonus does not improve past 9<sup>th</sup> level.

Level	Hit Dice	Atk Bonus	Sneak Atk
1	1d6	+0	x2
2	2d6	+1	x2
3	3d6	+1	x3
4	4d6	+2	x3
5	5d6	+2	x3
6	6d6	+3	x4
7	7d6	+3	x4
8	8d6	+4	x4
9	9d6	+4	x5
10+	+1 hp/lvl	+4	x5

Thieves have skills they can use. A thief can move silently, hide in shadows, pick locks, and pick pockets. To use a skill, the thief rolls 1d6, and succeeds depending on the skill and his level.

Level	Hide	M. Silent	P. Locks	P. Pockets
1-2	5+	5+	6+	6+
3-4	4+	4+	5+	5+
5-6	3+	3+	4+	4+
7-8	2+	2+	3+	3+
9+	2+	2+	2+	2+

Hide in Shadows means the thief is hiding in shadows, and is effectively invisible while doing so. If someone happens to walk into the shadows, the thief may be spotted, but otherwise they have no reason to suspect he is there.

Move Silently means that, on a success, the thief is moving silently and cannot be heard. One roll gets the thief past one guard, stretch of hallway, or doorway.

Picking Locks is an attempt to pick a lock. It takes one dungeon turn. If a thief ever rolls a 1 on an attempt to pick locks, the thief is unable to try again until he gains another level of experience.

Picking Pockets is an attempt to pick pocket someone without them noticing. On a failure, they are noticed before they can grab anything.

### **Elf (d6 hit die)**

Elves are woodland dwellers who mostly keep to themselves. Once the dominant race of the world, their numbers have dwindled, though they are still extremely powerful. A character must have Dexterity and Charisma of 9 or higher to be an elf.

An elf's attack bonus is equal to his level. Elves can use all weapons and armor, but cannot cast spells while wearing armor. If an elf wears any kind of armor, he must roll 1d6 whenever he casts a spell, and on a 5 or less the spell fails to cast and is lost. Elves have infravision (able to see in the dark) and cannot be affected by sleep spells or paralysis effects.

After 9<sup>th</sup> level, an elf no longer gains hit dice: instead, he gains 1 hit point per additional level. Also, his attack bonus does not improve after 9<sup>th</sup> level.

Level	Hit Dice	Atk Bonus	Spell Slots
1	1d6	+1	1
2	2d6	+2	1
3	3d6	+3	1/1
4	4d6	+4	1/1
5	5d6	+5	1/1/1
6	6d6	+6	1/1/1
7	7d6	+7	1/1/1/1
8	8d6	+8	1/1/1/1
9	9d6	+9	1/1/1/1/1
10+	+1 hp/lvl	+9	1/1/1/1/1

### **Dwarf (d10 hit die)**

Dwarves are hardy dwellers of vast underground cities and strongholds. A character must have Constitution of 9 or higher to be a dwarf.

Dwarves can use all types of weapons and all types of armor. Their attack bonus is equal to their level. Dwarves have infravision (able to see in the dark) and get a +2 bonus on all saving throws made against poison.

After 9<sup>th</sup> level, a dwarf no longer gains hit dice: instead, he gains 2 hit points per additional level. Also, his attack bonus does not improve after 9<sup>th</sup> level.

Level	Hit Dice	Atk Bonus
1	1d10	+1
2	2d10	+2
3	3d10	+3
4	4d10	+4
5	5d10	+5
6	6d10	+6
7	7d10	+7
8	8d10	+8
9	9d10	+9
10+	+2 hp/lvl	+9

### Halfling (d6 hit die)

Halflings live in idyllic farming villages in the hills, with a family-centric society. A character must have Dexterity of 9 or higher to be a halfling.

A halfling's attack bonus is equal to one-half his level. Halflings can use all types of weapons and can use all kinds of armor besides plate. Halfling weapons are smaller, and thus deal lower damage by one die type (d10 becomes d8, d8 becomes d6, d6 becomes d4, and d4 becomes d3). Halflings get +1 to hit with slings and thrown weapons, due to their natural affinity for such things. After 9<sup>th</sup> level, a halfling no longer gains hit dice: instead, he gains 1 hit point per additional level. Also, his attack bonus does not improve after 9<sup>th</sup> level.

Level	Hit Dice	Atk Bonus	Damage Bonus
1	1d6	+0	+0
2	2d6	+1	+0
3	3d6	+1	+0
4	4d6	+2	+1
5	5d6	+2	+1
6	6d6	+3	+1
7	7d6	+3	+1
8	8d6	+4	+2
9	9d6	+4	+2
10+	+1 hp/lvl	+4	+2

### **SAVING THROWS**

When a character is subjected to a spell, trap, poison, monster special attack, or something similar, they can sometimes roll a saving throw to avoid some or all of the effects. This represents prowess at avoiding harm in all respects, and thus it improves as the character increases in level. To make a saving throw, roll 1d20. If the result equals or exceeds the number given on the table below for the character's class and level, it succeeds. A normal human's save succeeds on a 15+

Level	Ftr	Clr	Thf	MU	Elf	Dwf	Hlf
1-3	13+	14+	12+	15+	13+	12+	11+
4-6	11+	12+	10+	13+	11+	10+	9+
7-9	9+	10+	8+	11+	9+	8+	7+
10-12	7+	8+	6+	9+	7+	6+	5+
13+	5+	6+	4+	7+	5+	4+	3+

### Subclasses

While all characters belong to one of the classes detailed above, some stray from their archetype.

*Rangers* are fighters who lurk in the wilderness. To be a ranger, a character must have a Constitution of 9 or higher and a Wisdom of 11 or higher. Rangers are like fighters in all respects, except that they can only wear leather or chain armor, and cannot use shields. In return, they are able to move silently as a thief, but one step worse (succeeding on 6+ instead of 5+, then 5+ instead of 4+, etc), and are able to get along in the wilderness with ease, hunting and foraging (as normal hunting, but succeeds on a 3+ and finds 1d6+1 days of food), and follow tracks less than 3 days old. On a d6 roll they can discern more details: on a 3+ the number in the party being tracked, on a 5+ the type of creatures being tracked.

*Paladins* are fighters who are chosen by the gods to be holy crusaders in the name of justice. Paladins are few and far between. To be a paladin, a character must have Strength and Constitution of 11 or higher, as well as Wisdom and Charisma of 13 or higher. Paladins are like fighters in all respects, except they automatically start with maximum hit points at 1<sup>st</sup> level, and can smite evil (dealing extra damage equal to their half their level rounded up to demons, undead, and orcs).

## EQUIPMENT

Characters start with 3d6 gold pieces (gp) to buy equipment. A gold piece is worth 10 silver pieces (sp), which are each worth 10 copper pieces (cp).

### Weapons

Each weapon has a die type rolled for damage when using it, as well as a cost, and whether it is a one-handed or two-handed weapon.

#### One-Handed Weapons

Weapon	Cost	Damage
Dagger	1 gp	1d4*
Shortsword	2 gp	1d6*
Hand Axe	2 gp	1d6*
Longsword	3 gp	1d8*
Battleaxe	3 gp	1d8*
Warhammer	4 gp	1d8*
Mace	3 gp	1d6*

#### Two-Handed Weapons

Weapon	Cost	Damage
Broadsword	7 gp	1d10*
Staff	1 gp	1d6*
Spear	2 gp	1d8*
Poleaxe	6 gp	1d10*

#### Missile Weapons

Weapon	Cost	Damage	Range
Dagger	1 gp	1d4*	10 ft.
Javelin	2 sp	1d6*	30 ft.
Dart	1 sp	1d4*	20 ft.
Crossbow	8 gp	1d10	100 ft.
Shortbow	3 gp	1d6	60 ft.
Longbow	7 gp	1d8	100 ft.
Sling	1 sp	1d4*	50 ft.
Shuriken	1 sp	1d2*	20 ft.

\* – The user adds Strength modifier to damage roll.

### Armor

Each armor has an armor class and a cost. Shields give +2 to Armor Class. Unarmored AC is 10+Dex.

Armor	Cost	Armor Class
Leather	3 gp	12 + Dex mod (max 3)
Chain	10 gp	14 + Dex mod (max 2)
Plate	100 gp	16 + Dex mod (max 1)
Shield	3 gp	+2

### Adventuring Equipment

Miscellaneous equipment may be purchased below. Alternatively, a character may spend 2 gp on an adventurer's kit: a backpack, a bedroll, flint and steel, 50 feet of hemp rope, ten torches, 1 week of iron rations, and a waterskin.

Item	Cost
Backpack	5 sp
Bedroll	2 sp
Crowbar	1 gp
Flint and Steel	3 sp
Garlic	2 sp
Grappling Hook	2 gp
Holy Symbol	1 gp
Holy Water (1 vial)	1 gp
Iron Spikes (dozen)	1 sp
Lantern, normal	1 gp
Lantern, bulls-eye	2 gp
Oil Flask	1 sp
Steel Mirror	5 sp
10-Foot Pole	1 sp
Iron Rations (per day)	1 sp
Standard Rations (per day)	5 cp
Rope (hemp, 50 feet)	1 sp
Sack (cloth)	1 sp
Stakes (3) and Mallet	3 sp
Thieves' Tools	2 gp
Torch	1 cp
Waterskin	1 sp
Wine (1 quart)	2 sp
Wolfsbane (1 bunch)	1 gp

### Transportation

Item	Cost
Cart	10 gp
Wagon	20 gp
Horse	8 gp
Warhorse	25 gp
Mule	3 gp
Saddle and Bridle	2 gp
Saddlebags	5 sp
Canoe	5 gp
Riverboat	400 gp
Galley	3,000 gp

## SPELLS

Magic-users and clerics cast spells. For each spell level, there are six spells, and there are five spell levels, for thirty spells in total for each class. These spells are the core of magic, the default spells most often cast. The DM is encouraged to create more to supplement this list.

### Learning New Spells

A magic-user who wishes to learn a new spell must attempt to learn it from a scroll or attempt to research it himself. Each attempt to learn a new spell takes one week. At the end of the week, roll 1d6 + your Intelligence modifier. To learn the spell, you must roll 4+ if learning from a scroll, or 6+ if trying to research it yourself. If you successfully learn a spell from a scroll, it is consumed.

### Magic-User Spells

#### Level 1

1. Magic Missile
2. Sleep
3. Hold / Open Portal
4. Charm Person
5. Light
6. Shield

#### Level 2

1. Invisibility
2. Mirror Image
3. Levitate
4. Web
5. Water Breathing
6. Knock

#### Level 3

1. Energy Resistance
2. Fireball
3. Lightning Bolt
4. Fly
5. Haste
6. Hold Person

#### Level 4

1. Confusion
2. Dimension Door
3. Wall of Fire
4. Glyph of Warding
5. Telekinesis
6. Charm Monster

#### Level 5

1. Cloudkill
2. Disintegrate
3. Projected Image
4. Teleport
5. Hold Monster
6. Reverse Gravity

### Cleric Spells

#### Level 1

1. Cure Light Wounds
2. Detect Evil
3. Light
4. Purify Food and Drink
5. Bless
6. Shield of Faith

#### Level 2

1. Cure Moderate Wounds
2. Energy Resistance
3. Sanctuary
4. Hold Person
5. Silence
6. Protection from Evil

#### Level 3

1. Cure Serious Wounds
2. Cure Disease
3. Curse / Remove Curse
4. Locate Object
5. Continual Light
6. Neutralize Poison

#### Level 4

1. Cure Critical Wounds
2. Commune
3. Create Food and Water
4. Divine Power
5. Dispel Evil
6. Dispel Magic

#### Level 5

1. Fire Storm
2. Insect Plague
3. Quest
4. Revivify
5. Heroes' Feast
6. Restoration

## SPELL DESCRIPTIONS

### Magic Missile

When cast, this spell shoots out a dart of magical energy that unerringly strikes one creature within 120 feet of the caster that the caster can see, for 1d4+1 points of damage. For each additional 2 levels above 1<sup>st</sup>, the caster fires an additional missile when casting the spell (2 missiles at 3<sup>rd</sup>, 3 at 5<sup>th</sup>, 4 at 7<sup>th</sup>, and 5 at 9<sup>th</sup>). The missiles can be targeted independently however the caster likes.

### Sleep

This spell causes creatures to fall asleep. The caster picks one creature within 100 feet that he can see, then rolls 1d4 for how many hit dice of creatures are affected. Starting with that creature and continuing to the next closest creatures, each one affected must make a save or fall asleep for 1 minute, until the spell “runs out” of hit dice. Creatures that fall asleep can be slapped awake by allies (taking 1 turn in combat).

### Hold / Open Portal

This spell seals a portal so that it cannot be opened, except if this spell is cast on it. The door can be destroyed, but it cannot be unlocked or forced open. The spell lasts for 1 hour, and the caster must touch the door to be held or opened.

### Charm Person

The caster targets one humanoid they can see within 30 feet of them. That person must make a saving throw. On a failed save, they are charmed and will not attack the caster. If a charmed creature is damaged by the caster or one of the caster's allies, the spell ends.

### Light

This spell creates an area of light 30 feet in radius, similar to a lantern. The light can be any color the caster desires. When cast, the caster may choose to reverse it to produce a 30-foot-radius area of darkness. The area cannot be seen into, out of, or through except by creatures with infravision. The light or darkness lasts for 1 hour.

### Shield

When cast, this spell creates an invisible ward around one creature that lasts for 1 hour, giving the creature +2 AC and blocking any magic missiles

that would strike the creature, causing them to deal no damage.

### Invisibility

This spell causes the caster or one creature touched by the caster to turn invisible for up to 10 minutes. The target and any worn or carried items cannot be seen. The spell ends if the target attacks or casts a spell. The target is invisible, but not silent, and can still be spotted by other means (such as leaving footprints in sand or snow, or having sand or other items tossed at them and seeing what bounces off). When cast in reverse, this spell allows the caster to see invisible creatures as though they were not invisible. When cast this way, it lasts 8 hours.

### Mirror Image

This spell creates 1d4+1 duplicates of the caster which cluster nearby him and move around deceptively, mirroring his actions. Any time the caster is attacked, roll randomly to see which of “him” are hit. If a duplicate is hit, it disappears immediately. If the caster is hit, the duplicates shift about quickly so that it is impossible to tell which was the caster. Attacks that effect areas do not affect any duplicates. Spells that target the caster might also end up targeting a duplicate, in which case the duplicate disappears as well. When all the duplicates are gone, the spell ends; otherwise, it lasts 1 hour.

### Knock

This spell, when cast on a door up to 30 feet away, unlocks any non-magical locks on the door, and opens it gently but forcefully (enough to splinter any wooden but not metal bars on the door).

### Levitate

This spell causes the caster, a creature, or a single object weighing up to 1000 pounds, to levitate for 1 minute, moving up, down, or side to side as the caster pleases. The caster must be able to see the objects, and see where they are moving to to direct their movements.

### Web

This spell covers a 20-foot-radius area within 60 feet of the caster with webs. There must be opposed surfaces, such as walls or trees or columns, within the area for the webs to stick to; otherwise, the spell fails. Any creature in the area

must make a saving throw or be stuck, unable to move or attack. A trapped creature may make a new saving throw each round of combat, freeing itself on a successful save and being able to act the next round. Movement through the area covered by webs costs double. The webs last until removed.

### Water Breathing

This spell causes the caster and up to six others to grow gills, becoming able to breathe underwater for 24 hours as though it were air. The spell can also be cast on a water-breathing creature to allow it to breathe air for 24 hours.

### Energy Resistance

This spell causes the caster, or a creature the caster touches, to become imbued with protection from one type of energy: fire, cold, electric, sonic, or acid. If the target takes damage from that type of energy, that damage is halved. This effect lasts for 1 hour, and causes a subtle change to the hue of the skin, depending on the element chosen.

### Fireball

This spell fires a small red bead at any point within 240 feet of the caster. Where it lands, it detonates, dealing 1d6 points of fire damage per level of the caster to each creature within 20 feet of the center. Each victim may make a saving throw, taking half as much damage on a success.

### Lightning Bolt

This spell creates a 120-foot-long line of lightning emanating from the caster. Each creature in the line takes 1d6 points of electric damage per level of the caster. Each victim may make a saving throw, taking half as much damage on a success. If the lightning strikes a solid surface, it bounces off.

### Fly

This spell allows the caster or one creature the caster touches to fly for 1 hour at up to 60 feet per round, or hover in place. The target has complete control over their flight. When the spell ends, the target descends to the ground, landing gently.

### Haste

This spell imbues the caster or one creature the caster touches with great alacrity for 1 minute, doubling their speed while walking or running and allows them to make an extra attack each turn. This

spell does not allow a spellcaster to cast more than one spell per round.

### Hold Person

One creature the caster can see within 100 feet of him must make a save. On a failure, the creature is unable to act for 2d6 rounds. The creature can make another save at the end of each of its turns, and on a success the spell ends.

### Confusion

This spell affects 2d6 creatures within 60 feet of the caster. Those creatures must make a saving throw or be confused. Creatures with 1 hit die do not get a saving throw. A confused creature may repeat the save at the end of each round of combat. On a success, the effect ends for that creature. Each round, roll 1d6 to determine what action the target takes for that round.

1-2 Attack the spellcaster's party

3-4 Do nothing

5-6 Attack their own party.

### Dimension Door

This spell causes the caster and up to 4 willing creatures he is touching to teleport 360 feet in a direction the caster chooses. The destination must be given as a set of directions and distances: for example, 120 feet north, 60 feet up, and 20 feet west. The caster may also teleport to any point they can see within 360 feet. If the directions given would cause the subjects to teleport into a solid object, the spell automatically fails.

### Wall of Fire

This spell creates a wall of flames up to 100 feet long and up to 40 feet high. It burns for 1 hour. Any creature that passes through the wall takes 2d6 fire damage. Neither water nor ice can extinguish this flame. The wall cannot be cast in a space occupied by another object.

### Glyph of Warding

This spell creates a rune that wards a door, archway, passage, bridge, rune circle, or other area. The caster sets conditions for who can pass through or remain in the warded area unharmed; if a creature enters the who does not meet these conditions, the spell ends and that creature takes 5d6 points of damage. Victims may make a saving throw, taking half damage on a success. The spell



can require spoken passwords, specific behaviors; or be based on the subject's appearance, such as presence of a certain tattoo or marking.

#### Telekinesis

This spell allows the caster to levitate and move, or throw, up to 200 pounds per level. The target may be a creature or object within 100 feet of the caster. A creature who is not willing gets a saving throw. On a success, the spell has no effect. The caster may move the weight 20 feet per round in any direction desired. The caster must concentrate while moving objects; if damaged or interrupted, the objects fall and the spell ends. The caster may end the spell early to fling the object violently at a target within 30 feet of it. Both the target and the flung object or creature take 1d6 damage per 200 pounds of weight flung. The target gets a saving throw to dodge the flung object.

#### Charm Monster

This spell functions just like charm person, but it can affect any creature; not just humanoids.

#### Cloudkill

This spell creates a 20-foot-radius cloud of greenish-yellow gas centered at any point within 60 feet of the caster. The spell lasts for 3 rounds. Each round, the radius of the cloud expands by 10 feet. Any creature with 3 or fewer Hit Dice that is caught in the cloud dies instantly. A creature with between 4 and 6 hit dice must make a saving throw each round they are in the cloud (including immediately when it is cast) or die instantly. A creature with 7+ hit dice caught in the cloud must make a save each round they are in the cloud or take 3d6 points of damage.

#### Disintegrate

This spell disintegrates one creature or one 10x10x10-foot section of object. The target must be within 60 feet of the caster and visible to him. A creature targeted may make a saving throw at +2 to the roll. On a success, the spell fails.

#### Projected Image

This spell creates an illusion of the caster that appears real unless touched. If a successful attack is made against the illusion, it disappears. Otherwise it lasts for 1 hour, and can travel up to 240 feet from the caster. The caster can see through

the projected image's eyes. The caster must concentrate to maintain the image; he can walk slowly while maintaining concentration, or perform extremely simple tasks such as opening doors, but under any particular mental strain, the spell ends.

#### Teleport

This spell takes 1 minute to cast. It allows the caster to immediately teleport to any one place within 1000 miles that he has been to at least once before. The caster visualizes the place in his mind and appears there immediately upon completing the spell, along with his equipment. However, teleportation magic is dangerous and unstable, and each time the spell is cast there is a 5% chance the caster will be violently disincorporated instead, killing him (roll a d20; on a 1, death occurs).

#### Hold Monster

This spell functions like Hold Person, except that it may affect any creature, not just humanoids.

#### Reverse Gravity

This spell causes gravity to reverse in a 40-foot-radius area within 100 feet of the caster. The reversal lasts 1 minute. Those entering the area must succeed on a saving throw to backpedal out of the area in time. Otherwise, they fall upward. If they strike a ceiling or other surface, they take falling damage as though they had fallen that distance.

#### Cure Light Wounds

This spell takes 1 minute to cast. The caster touches one creature while casting the spell, who is healed of 1d8 points of damage upon its completion.

#### Detect Evil

This spell reveals the presence of any evil creatures within 120 feet of the caster when the spell is cast. The caster knows whether or not the evil creatures are present, and what direction they are in, but does not know their exact location.

#### Purify Food and Drink

This spell allows the caster to purify up to 10 pounds of food and drink of any toxins, diseases, molds, insects, or anything else. It cannot restore food that has completely rotted away, or been consumed. This spell takes 1 minute to cast.

### Bless

This spell takes 1 minute to cast and consists of a murmured prayer. Any creature that stands within 10 feet of the caster while it is being cast receives the blessing, which gives +1 on all to-hit rolls and saving throws. The blessing lasts for 1 hour.

### Shield of Faith

This spell gives the caster, or a creature the caster touches, a nimbus of golden light that protects him from attacks, giving +2 to Armor Class. This spell lasts for 1 hour.

### Cure Moderate Wounds

As *cure light wounds*, except it heals 2d8 damage.

### Sanctuary

This spell creates a sanctuary of golden light that surrounds the caster. It lasts for 10 minutes. During this time, the caster cannot be attacked, but they cannot attack or cast spells that affect other creatures. Any attempts to harm the caster automatically fail, unless a sanctuary spell is cast against the caster, in which case the sanctuary is dispelled.

### Silence

This spell, cast on an object, causes it to emanate silence in a 15-foot radius. No sound can emanate from, or be heard within, the area around the object. This spell lasts for 1 hour, or until the caster chooses to end it.

### Protection from Evil

This spell creates a magical barrier around the caster that gives all attacks against him by evil creatures a -2 penalty to hit. It also prevents summoned creatures from attacking the caster, if they were summoned by an evil spellcaster. The enchantment lasts for 1 hour.

### Cure Serious Wounds

As *cure light wounds*, except it heals 3d8 damage.

### Cure Disease

Casting this spell takes 10 minutes and requires 10 gp of gold dust to be sprinkled on the target. When the spell is complete, the caster touches the target and cures any one disease currently afflicting him.

### Curse / Remove Curse

Casting this spell either curses or removes one curse from a creature. If used to curse a creature, that creature must be within 60 feet of the caster and visible to him. The creature must make a saving throw or be cursed, taking a -4 penalty on all attack rolls and saving throw rolls. If cast on a cursed creature, the caster may choose to remove the curse instead, taking 10 minutes to do so.

### Locate Object

For this spell to be able to locate an object, the spell caster must know exactly what the object looks like (size, shape, color, etc.). A common type of object (such as a flight of stairs) can also be detected by this spell. The spell will not, however, locate a creature. The spell will point toward the nearest desired object if within 120 feet, giving the direction to it but not the distance.

### Continual Light

This spell, when cast on an object, causes that object to shed bright light in a 60-foot radius. The light is as bright as daylight, and incorporeal undead such as wraiths and shadows cannot approach it. If cast on an opponent's eyes, they must make a saving throw or be blinded for 1 hour.

### Neutralize Poison

This spell neutralizes all poisons currently affecting any one creature. The caster must touch the afflicted creature in order to complete the spell.

### Cure Critical Wounds

As *cure light wounds*, except it heals 4d8 damage.

### Commune

This spell allows the cleric to ask questions of the greater powers (the DM). The cleric may ask three questions that can be answered yes or no, however, the cleric may commune but once a week. Once a year the cleric may ask twice the normal number of questions. If this spell is being used too often in the game, the DM may wish to limit the cleric's use of this spell to once a month.

### Create Food and Water

This spell takes 1 minute to cast. When complete, it conjures enough food (usually bread and salted meat) and clean water to feed twelve men.

### Divine Power

This spell lasts for 10 minutes and gives the caster a +2 bonus on all attack and damage rolls. During this time, the caster's body glows faintly with holy energy.

### Dispel Evil

When cast, this spell forces each evil creature within 60 feet of the caster to make a saving throw. On a failed save, they must flee from the area on the next round of combat. Undead creatures of 2 Hit Dice or less are destroyed by this spell if they are within 60 feet of the caster. Any evil summoned creature that fails its saving throw is banished back to where it came from.

### Dispel Magic

This spell can remove a single active spell the caster targets. The caster rolls 1d6 and adds his level. The DM rolls 1d6 and adds the level of the spellcaster who cast the spell that is to be dispelled. If the caster rolls equal to or higher than the DM's result, the spell is dispelled. Otherwise, it isn't. The caster is aware of whether his dispelling attempt succeeded or failed.

### Fire Storm

This spell causes fire to rain from the sky around the caster, dealing 1d6 fire damage per caster level to all creatures within 120 feet of the caster. Alternatively, the caster may focus it in a 30-foot-radius area anywhere within 240 feet of him. In either case, creatures affected may make a saving throw, taking only half damage on a success.

### Insect Plague

This spell creates a vast swarm of insects 60' in diameter. The cloud of insects will obscure vision and will drive off creatures of less than 3 hit dice. The swarm will move at 20' per round. The cleric may direct the swarm while it is within the range. The caster must remain stationary and concentrate to maintain the spell. If the caster is disturbed, the insects will scatter and the spell ends. This spell only works above ground.

### Quest

This spell forces the character it is cast on to perform some special task or quest as commanded by the cleric at the time the spell is cast. A successful saving throw will result in the spell

having no effect. A typical task might include slaying a certain monster, rescuing a maiden, obtaining a magic item for the caster, or going on a pilgrimage. Such tasks will not be suicidal. Once the task is completed, the spell ends. If the character refuses to go on the quest, he or she will be cursed (the type is to be decided by the DM) until the quest is continued. The reverse of this spell (remove quest) must be used to dispel an unwanted quest or a quest-related curse. The chance of success is reduced by 5% for every level the caster is lower than the cleric who cast the quest.

### Revivify

This spell, when cast on a dead creature that died in the last minute, allows a 50% chance of reviving them from beyond the grave. Roll 1d6. On a 4+ the creature is restored to life. On a 1-3, the creature is dead and cannot be revived, even if the spell is cast again on the same creature. The caster must touch the creature to cast the spell.

### Heroes' Feast

This spell conjures a delicious feast, along with appropriate dishes and silverware. The feast disappears in 1 hour if not consumed, and the dishes and silverware disappear after 1 hour.

### Restoration

This spell takes 10 minutes to cast and requires gold dust and crushed diamonds worth 100 gp to be sprinkled around the target during the casting. When complete, the target of the spell is cured of all diseases, curses, energy drain, and the like.

## DUNGEON EXPLORATION

Dungeon exploration is split up into turns of 10 minutes. Each room takes 1 turn to explore, unless it is empty (in which case it takes no turns) or very large (in which case it may take multiple turns). Other actions, such as checking an item for traps, resting, or gathering treasure, also take 1 turn.

Each turn, the DM rolls 1d6 for **wandering monsters**. On a 1, something encounters the party. This roll may be altered depending on the size and population of the dungeon. For example, if the characters are being noisy, increase the chance to 1-2 on a d6 instead. Upon leaving the dungeon, a roll should be made for encounters on the way out.

**Light** is a vital part of dungeon exploration. A torch sheds light in a 20-foot radius, and lasts for 1 hour (6 dungeon turns). A lantern uses oil (1 flask provides 1 hour of light) and sheds light in a 30-foot radius. Bulls-eye lanterns are identical except that they shine light out to 60 feet, but only in one direction, in a 90-degree cone. If a character cannot see, or is blinded for some reason, they cannot see where they are going and take a -4 penalty on all attack rolls, as well as any saving throws that require physical coordination (such as the save made against a fireball spell).

It's important to know how monsters **react** to the characters. If the DM doesn't know how a monster will react to the characters, roll 2d6 on the table below to find out.

2d6	Reaction
2	Immediate Attack
3-5	Hostile, possible attack
6-8	Uncertain, monster confused
9-11	No attack, monster leaves or considers offers
12	Enthusiastic friendship

**Falling** is a possibility in dungeons full of pits and multiple levels. A character falling takes 1d6 damage per 10 feet fallen. This damage is reduced by 1d6 if the character falls into water at least 10 feet deep. If a character falls down stairs, they take 1d6 damage per 20 feet of stairs fallen down, or 1d3 if they only fall down 10 feet of stairs.

**Traps** are a common element of the dungeon. Traps can be found by searching organically. Each trap allows a saving throw to avoid its effects; jumping back from a pit trap, out of the way of falling rocks, or ducking at the twang of an arrow trap. On a success, the character avoids some or all effects of the trap. Even traps whose effects cannot be dodged might allow a saving throw for half damage. For some traps, such as a walls-closing-in trap, a saving throw does not make sense. These traps rely solely on player ingenuity to survive.

**Moving quietly** can be a key to survival. Characters can choose to move quietly, and generally will not be heard by creatures more than 60 feet away. Thieves can move silently with a successful roll, making it so that their movement makes no noise whatsoever. Situations of stealth should be handled with common sense. Characters peeking around corners will be spotted if a monster is looking that way: when in doubt, a simple even-odds roll on a d6 can determine what way a monster happens to be looking. If characters are being noisy, the chance of encountering a random monster increases (see Wandering Monsters). Note that stealth generally is difficult when using a lit torch, at least in a darkened area.

**Doors** can be locked, requiring either a key, or a thief to open them. Often, a key can be found somewhere else in the dungeon, but sometimes it is lost to time and cannot be found. In this case, the only recourse is to break the door down. This requires a roll of 1d10, plus the character's Strength modifier. An 8 or higher is needed for a wooden door, and a 10 or higher is needed for an iron or stone door. Using an axe or hammer to bash down the door gives +1 to the roll. Each attempt triggers a wandering monster roll. Ten attempts take a full turn. It is possible a character might be entirely incapable of bashing down a door; that character becomes aware of this after three or four fruitless attempts to do so.

## WILDERNESS EXPLORATION

The wilderness is mapped with a **hex map** of hexes 6 miles in diameter from center of one hex to the center of any adjacent hex. Each of these hexes represents a discrete chunk of land, with an area of roughly 32 square miles. From the center of a hex to the midpoint of any face is 3 miles, from the center of a hex to any vertex is around 3.5 miles.

On a well-kept trail on flat ground a person can usually walk around 3 miles per hour, meaning that, on average, it takes 2 hours to traverse a hex. However, hilly terrain or dense forest causes characters to move at  $2/3^{\text{rd}}$  speed, or taking 3 hours to traverse a hex of that type. Mountainous or swampy terrain causes movement at  $1/3^{\text{rd}}$  speed, or 6 hours to traverse a hex of that type.

Characters must roll 1d6 whenever attempting to move from one hex to another; on a 1 or 2, they become lost, and may deviate. Roll 1d6. On a 3 or 4 they continue toward the direction they meant to go (but they do not know that they are going in the correct direction). On a 2 they deviate one hex to the left, on a 1 they deviate 2 hexes to the left. Likewise, on a 5 they deviate 1 hex to the right, and on a 6 they deviate 2 hexes to the right.

Every 8 hours spent in the wilderness, there is a 1-in-6 chance of a random encounter. In a well-settled area or along a well-guarded road, this chance can drop to 1-in-8 or 1-in-10. When a random encounter is met, roll on the random encounter table for the region the encounter takes place in to see what is encountered. Monsters are encountered at a distance dependent on the terrain.

Terrain	Encounter Distance
Plains	2d6x100 feet
Forest	2x6x50 feet
Hills	2d6x25 feet
Mountains	1d6x100 feet
Swamp	1d6x25 feet

Without any obstructions, on flat ground, a human can see about 3 miles, which allows them to see to the edge of the hex they are currently in. In forested or swampy hexes, they will not be able to see as far; in hilly or mountainous hexes, they will

be able to see much farther, assuming visibility is good.

A character who wishes to forage or hunt may do so. Each attempt at foraging or hunting takes 4 hours, and succeeds on a 6+ on a d6. A successful hunting trip gains the party 1d6 days of food, though any freshly-caught game will spoil after a week without being salted or otherwise preserved.

Characters who don't have enough to eat or drink begin to starve. For each day a character doesn't have enough to eat, they lose 1 point of Constitution. For each day a character doesn't have enough to drink, they lose 2 points of Constitution. These penalties are cumulative.

## TIMEKEEPING

“You cannot have a meaningful campaign if strict time records are not kept.”

– E. Gary Gygax

Keep track of what date (in-world and out-of-world) your campaign starts. It is important to know what season it is. Keep track of how much time passes doing various activities. End each session's notes with the date and rough time of day (dawn, early morning, mid-morning, late-morning, noon, early afternoon, mid-afternoon, late-afternoon, evening, and nighttime all work perfectly fine as descriptors). Do not relent!

**Weather.** At the start of each day, the DM should roll 2d6 for weather, depending on the season. On a 7-12, the weather is fair for travel. On a 3-6, the weather is inclement, with either high winds or precipitation, giving -1 penalty on attack rolls. On a 2, the weather is disastrous, making travel for that day extremely hazardous. White-out blizzards, high winds, extreme downpour, thunderstorms, or the like are present.

## COMBAT

When two hostile sides encounter each other, combat is initiative. When this happens, first check for surprise. Roll 1d6 for each combatant. A roll of 4+ means that combatant gets to act in the surprise round. In the surprise round, characters can either move into melee, or attack with a missile weapon.

**Initiative.** After the surprise round, roll for initiative. Each side rolls 1d6, and the side with the highest initiative acts first. Each side then alternates taking their turn. If there are more than two sides, they act in descending order of d6 result.

**Actions.** Each round, a character can move, and take one action. Actions include casting a spell, making a melee attack, making a ranged attack, drinking a potion, or something else.

**Attacking.** To make a melee attack, the attacker rolls 1d20 and adds his attack bonus, and any Strength modifier he has. If the result is equal to or higher than the target's Armor Class, the attack hits. Otherwise, it misses. Do the same with ranged attacks, but add the attacker's Dexterity modifier to the roll, rather than Strength. For monsters, their attack modifier is equal to half their hit dice.

**Damage.** If the attack hits, roll for damage. Roll the die for the weapon used in the attack. If the attack was with a melee weapon, thrown weapon, or sling, add the attacker's Strength modifier to damage as well. For monsters, the DM simply rolls the damage listed. The resulting total damage is subtracted from the target's hit points. A creature that reaches 0 hit points is out of the fight.

**Range.** Each ranged weapon has a range, in feet, within which it is effective. Past that, the user gets a -4 penalty to hit, to a maximum range of four times the weapon's range.

**Unarmed.** A character who fights unarmed deals 1d2 damage plus Strength modifier.

A character who uses a one-handed weapon in two hands gets an extra +1 to hit.

**Two-Weapon Fighting.** A character who chooses to fight with two weapons gets two attacks per

round of combat; however, each attack gets a -2 penalty to hit, and on a hit deals -2 damage (minimum 1 point of damage). Also, only weapons that deal 1d6 damage or less can be used.

**Firing into Melee.** A character who fires into melee and misses their target must reroll to see if they hit an adjacent target (roll randomly to see which one is attacked, if there are multiple targets).

**Oil** can be set alight and used in combat. A flask of oil will cover a 5x5 foot area, burning for 1d6+4 rounds. Any creature that passes through an area of burning oil takes 1d4 damage, and takes an additional 1d4 each round it spends in the flames. Alternatively, a flask with a burning rag may be thrown at a creature. This requires a successful to-hit roll. On a hit, the creature is covered in burning oil, which deals 1d8 damage per round for 2 rounds. A creature that is on fire can use its action in combat to try to douse the flames, with a 3 in 6 chance of success per attempt.

### Unconsciousness and Death

When a character reaches 0 hit points, they can no longer fight or take any actions, and must immediately roll a saving throw. On a failure, they die. On a success, the DM secretly rolls 1d6. The result is how many combat rounds the character will survive before dying. Someone can spend 1 round tending to a dying character to attempt to stabilize them, with a 2-in-6 chance of success per attempt (4-in-6 if a cleric is doing it). Any sort of magical healing immediately stabilizes a dying character. A stabilized character is no longer in immediate danger of dying, but remains unconscious for 1d6 hours (even if healed to full hit points with magic). After that time, they awaken. If they still had 0 hit points, they become "walking wounded," able to walk slowly and talk, but not able to fight. A character who attempts to fight while at 0 hit points must make another saving throw or succumb to their injuries and die.

### Healing

A character who is wounded (below maximum hp) heals 10% of their hit points per day of rest, rounded up. So characters with 1 to 10 hit points heal 1 hp per day, characters with 11 to 20 hit points heal 2 hp per day, and so on.

## ADVANCEMENT

Characters earn experience points as they collect treasure. A character earns 1 experience point for each 1 silver piece of treasure they collect from adventuring. This includes rewards for quests completed. Whenever a character reaches the amount of experience required to “level up” on the table below, they may spend 1 week in town resting and training (not adventuring) and do so. When they do, they roll all of their hit dice (including the one they just gained) and add their Constitution modifier once for each of their levels.

XP	Level
0	1
2,000	2
4,000	3
8,000	4
16,000	5
32,000	6
64,000	7
128,000	8
256,000	9
+100,000	+1

## Proficiencies

A character may learn proficiencies by spending time and gold on educational materials, be it the tutelage of a skilled mentor, or books on the subject. Each proficiency has a “level” to it, that determines what that character can do with that proficiency. For example, a character with Alchemy 1 can only create basic items, whereas a character with Alchemy 5 can create advanced items and even invent new ones.

To learn a proficiency, the character must find a mentor and spend 1 month in study, or else find a suitable book to study from. This costs 100 gp to 500 gp depending on the level of proficiency desired. A character can only increase one level of proficiency at a time: so to go from Alchemy 1 to Alchemy 3, would require 100 gp, then 200 gp, then 300 gp spent over the course of 3 months of study.

Proficiencies can be such things as new combat skills for fighters, crafts and trades, and similar.

## Rituals

Spells are cast on a daily basis to blast foes with fire, shape stone, or shed light down a dungeon corridor. However, invoking greater magic – such as summoning demons, opening gates to other worlds, raising islands from the sea, causing flame to rain from the sky, or even raising the dead – requires greater effort. This is the domain of rituals.

Each ritual involves a required number of participants, a specific location and/or set of components, and some amount of time.

## DOMAIN RULES

When characters reach 9<sup>th</sup> level, they begin to attract followers and can petition their lord for a grant of land. Oftentimes, kings will grant unoccupied wilderness, possibly containing an abandoned stronghold, for the characters to claim and rule over. Fighters are most often selected.

### Non-Player Characters

Most people are commoners, with 1d6 hit points. These are the farmers and craftsmen, who do rough work. Sages, clergy, and others who are used to the comforts of temples and libraries, tend to have 1d4 hit points instead.

### Land

Land is divided up into six-mile-wide hexes. Each of these hexes is roughly 30 square miles. Each square mile of farmland can support roughly 50 people, or more if the farmland is particularly arable. This gives a rough population density of 1500 people per hex. Commonly, these people will be clustered around a town or village.

### Economics and Taxation

The average commoner (unskilled laborer) earns around 1 silver piece per day, or roughly 2 gp per month. A skilled artisan earns around twice as much, 2 sp per day or 4 gp per month. The total economic output of a village can thus be calculated based on its population. Not all of this will be in gold: most will be in crops grown, goods produced, and services rendered. Thus, any tax revenue a ruler places on the territory may not be collectable in gold. And additionally, levying too high of a tax can cause peasants to revolt, causing an uprising of 1d4% of the population. The yearly chance of such an uprising is equal to the square of half the tax percentage levied (minimum total chance 1%). So a ruler who levies a 5% tax on his body of 15,000 working-age commoners will receive 5% of 30,000 gp or 1,500 gp of tax revenue per month, and the chance of an uprising would be 6.25% per year the policy is in place.

### Military Concerns

Most towns will have a small militia of fighting-men (around 1% of the population will be level 1 fighters instead of commoners, with untrained commoners filling in the ranks). Rallying an army from such will reduce the town's economic output

while the missing men are mustered (and thus the tax revenue). Those men will also need to be fed and given provisions (assume roughly 1 sp per day per man unless the armies are foraging) and armed with weapons (usually padded armor and a spear). For trained soldiers, they can expect a salary of 2 sp per day, and mercenaries might demand an even higher salary. Maintaining a standing army is thus quite expensive and not recommended; however, without a force of some kind patrolling, the kingdom will be vulnerable to monster attacks.

### Building a Stronghold

A character who rules over any area of land will need a stronghold, providing a seat for rulership, a fortress for protection, and a center to the kingdom. Below are prices for various sections of a fortress to aid in the determining of cost for a stronghold to be built. Construction takes one game day per 100 gp of the stronghold's cost (assuming a work crew of 50 men, work is accomplished faster with a larger workforce) once all materials are gathered at the worksite.

Component	Cost
Stone wall (20' high)	500 gp / 10'
Bastion (30' base, 30' high)	9,000 gp
Round Tower (30' high)	15,000 gp
Square Keep (60' base, 80' high)	75,000 gp
Moat (10' deep, 20' wide)	4 gp / 10'
Underground hallway (10x10)	500 gp
Gatehouse (30' wide, 20' high)	6,000 gp
Portcullis	500 gp
Stone building	3,000 gp
Wooden building	1,500 gp
Door, wooden	10 gp
Door, stone	30 gp
Door, iron	50 gp
Door, reinforced	20 gp
Stairs (10' section, stone)	60 gp
Stairs (10' section, wooden)	20 gp



## **BESTIARY**

Below are statistics for monsters. Given are its hit dice (usually d8s), its saving throw value, the number of attacks it has, the damage dealt by each one, its Armor Class, the number usually encountered, and so on, as well as a short description. A monster's attack bonus is equal to half its hit dice. A hit dice entry such as 2+1 means the monster has 2 hit dice and 1 bonus hit point. In this case, you would roll 2d8+1 for the monster's hit points. Each monster has its own hit point value, rolled from its hit dice.

### **Aboleth**

HD 8+8, AC 14, #At 4, D 1-6 with tentacle, SV 6+  
Aboleths are ancient primordial beings that lurk in the depths of the sea. They produce a slime that slowly transforms humanoids it contacts into amphibious slaves with gills. An aboleth can, instead of attacking in combat, attempt to enslave a creature it can see. That creature must make a save or be completely under the aboleth's control. A single aboleth can control up to eight creatures at a time. Whenever a controlled creature is injured, it may repeat the saving throw, breaking free of the aboleth's control on a success. Aboleths are also capable of casting spells with its psionics, and aboleths typically know 2d6 spells, each of level 1d4. Each spell can be cast once per day.

### **Allip**

HD 4+2, AC 13, #At 1, D 1-6 with touch, SV 10+  
These undead spirits can only be hurt by magic weapons or spells. They are incorporeal and can pass through walls. Allips babble constantly; a creature who hears an allip babble for the first time must make a saving throw or go insane and begin muttering to themselves, unable to attack. This state lasts for 10 rounds. A character may spend his action in a combat round to try to get a muttering character to "snap out of it," entitling that character to another saving throw.

### **Ankheg**

HD 3, AC 16, #At 1, D 1-6 with bite, SV 12+  
Ankhegs are burrowing chitinous creatures that lurk in hills. They can spit acid, hitting 1d3 targets within 15 feet of them for 2d4 damage. Creatures hit by the acid can make a saving throw for half damage. Once an ankheg has spit acid, its acid

glands must regenerate for 24 hours before it can spit acid again. Ankhegs have tough shells, but their underbelly is slightly easier to hit; an attacker who chooses to do so only has to hit AC 14.

### **Ant, Giant**

HD 2, AC 16, #At 1, D 1-6 with bite, SV 13+  
If a giant ant hits with its bite, it may attempt to sting for 2-8 damage as an immediate follow-up attack on the same creature.

### **Ape**

HD 4+1, AC 12, #At 3, D 1-3/1-3/1-6, SV 12+  
Apes are hairy beasts that dwell in jungles and forests.

### **Ape, dire**

HD 6, AC 13, #At 3, D 1-4/1-4/1-6, SV 10+  
Dire apes are larger, more fierce apes.

### **Axe Beak**

HD 3, AC 14, #At 3, D 1-3/1-3/2-8, SV 12+  
These giant birds are similar to cassowaries but are even more vicious. They attack with kicks and a bite from an axe-like beak (hence the name).

### **Aranea**

HD 6, AC 14, #At 1, D 1-6 & poison, SV 10+  
Araneas are giant intelligent spiders capable of sorcery. They have a poisonous bite (save at +2 or paralysis). The hump in the creature's back contains its brain. Araneas each know 1d4 spells each of level 1d4. They may cast each of their spells once per day.

### **Assassin vine**

HD 3, AC 13, #At 1, D 1-4 plus strangle, SV 10+  
Assassin vines lurk among vegetation or in cracks in rock, only slithering out to strangle prey. Assassin vines get surprise on a 2+ on 1d6. Any creature they hit must make a save or be strangled. An assassin vine can only strangle one creature at a time. While strangling a creature, the assassin vine doesn't attack but instead deals 2d6 damage to the creature it is grappling.

### **Athach**

HD 14, AC 15, #At 3, D 1-10 with weapons, SV 8+  
Athachs are three-armed giants that lurk in the hills near settlements. They tend to be solitary.

### **Balrog**

HD 10, AC 20, #At 2, D 3d6/3d6, SV 3+

Balrogs are demonic creatures from a forgotten age who dwell in the deep places of the world. They stand around 15 feet tall, with a reddish body, horns, bat-like wings of about 25-foot span, with claws and wielding a flaming sword and fiery whip. Their bodies emanate flame, and any creature touching a balrog takes 1d6 fire damage. Non-magical weapons, fire, and electricity deal no damage to a balrog. If a spell is cast on a balor that requires a saving throw, roll 1d6 first; on a 1-5, that spell does not affect the balor due to its innate magical resistance. When a balor dies, it explodes, and all creatures within 100 feet of it take 5d6 damage from the fiery blast.

### **Bandit**

HD 1, AC 14, #At 1, D 1-6 with weapon, SV 15+

Bandits are highwaymen and brigands who lurk in the hills near roads. They rarely attack unless they outnumber their opponents at least 3-to-1, and tend to prefer intimidation over violence, though they have no qualms about resorting to the latter.

### **Barghest**

HD 6, AC 15, #At 3, D 1-3/1-3/1-6, SV 10+

Barghests are supernatural wolf-like creatures with reddish eyes, commonly found leading goblin tribes. They can shapeshift into a wolf or goblin at will, and can teleport up to 500 feet once per day. Each time a barghest kills a humanoid creature, it consumes the body. Every 5 creatures the barghest consumes, it gains one hit die. A barghest that reaches 9 hit dice becomes a greater barghest. After that, it can no longer gain hit dice, but becomes able to teleport up to 500 feet at will rather than once per day.

### **Basilisk**

HD 6+1, AC 16, #At 1, D 1-10 with bite, SV 8+

Any creature who meets a basilisk's eyes is immediately turned to stone. Whenever a basilisk is attacked without the attacker averting its eyes, roll 1d6. On a 1-3, the attacker is petrified before being able to make the attack roll. An attacker who averts his eyes gets -4 to hit and -4 to Armor Class but does not risk being petrified.

### **Bat, dire**

HD 2, AC 14, #At 1, D 1-4 with bite, SV 14+

Dire bats are used as mounts by a variety of creatures. Their wingspan measures about 10 feet, and they can fly at around 30 miles per hour.

### **Bear, black**

HD 3, AC 12, #At 3, D 1-6/1-3/1-3, SV 14+

These relatively-small bears dwell in forests and are usually not aggressive, though they often will try to steal unsecured food from campers.

### **Bear, brown**

HD 5, AC 14, #At 3, D 1-6/1-4/1-4, SV 12+

These bears are notably larger than black bears and can be more aggressive.

### **Bear, dire**

HD 8, AC 15, #At 3, D 1-8/1-6/1-6, SV 10+

These enormous bears weigh over a ton and can be over 10 feet long (or tall when standing).

### **Bear, polar**

HD 7, AC 14, #At 3, D 1-8/1-4/1-4, SV 11+

These great bears live in arctic regions. They can be very aggressive if their territory is violated.

### **Black pudding**

HD 10, AC 6, #At 1, D 2-12, SV 10+

A black pudding moves very slowly and can ooze through gaps as narrow as 1 inch wide. It cannot be harmed by cold or lightning damage, and each hit from a black pudding reduces the target's Armor Class by 1: if it is reduced to the character's unarmored AC, the armor is destroyed. Black puddings with 16 HD are known as elder black puddings, and have a save of 7+.

### **Boar**

HD 2, AC 12, #At 1, D 1-8 with gore, SV 13+

Boars are generally-solitary creatures that live in plains or forests.

### **Boar, dire**

HD 4+4, AC 13, #At 1, D 1-10 with gore, SV 11+

Dire boars are territorial creatures. They tend to be solitary. Dire boars are tenacious combatants that do not give in even when mortally wounded; a dire boar reduced to 0 hit points gets one last attack before it dies.

### **Bodak**

HD 8, AC 14, #At 2, D 1-4 with claws, SV 13+

Formed from those that died from the most powerful dark magic, these undead are created as the ultimate incarnation of negative energy. Meeting a

### **Bugbear**

HD 3, AC 15, #At 1, D 1-8 or by weapon, SV 13+  
Cruel and sadistic, bugbears are hulking goblinoids that stand between 7 and 9 feet tall. They are hairy and awful smelling, not particularly intelligent. They favor ambushes generally.

### **Camel**

HD 2, AC 13, #At 1, D 1-4 with hooves, SV 13+  
Camels are hardy beasts used as mounts in the desert.

### **Carrion Crawler**

HD 3+1, AC 13, #At 4, D 1-3 with tendril, SV 12+  
These creatures resemble centipedes with tentacles sprouting from their head which they use to attack. Each hit from a tentacle forces the creature hit to make a saving throw at +2 or be paralyzed for 2d4 rounds. This paralysis can be removed by a *cure light wounds* spell cast on the paralyzed victim.

### **Centaur**

HD 4, AC 15, #At 1, D 1-8 with weapon, SV 10+  
Half-man, half-horse, centaurs dwell in small clans deep in the forest where they practice astrology.

### **Chimera**

HD 9, AC 14, #At 5, D d4/d4/d8/d8/d10, SV 9+  
A chimera is a horrid combination of three different creatures. It has three heads (goat, lion, and dragon), the forebody of a lion, the hindquarters of a goat, and the wings of a dragon. The goat's head goes with its horns, the lion's head bites with its fangs, and the dragon's head can bite or breathe fire (a 50' long cone with a 10' wide end, for 3d6 points of damage). Like a regular dragon, the dragon head will breathe fire (50%) or bite (50%). The dragon's head can only breathe 3 times per day. Chimeras usually live in wild hills, but may occasionally be found in dungeons.

### **Choker**

HD 2, AC 14, #At 1, D 1-6 with claw, SV 14+  
A choker lurks in high up crannies and nooks of caves and dungeons, reaching out with its long arms to grab foes and strangle them. A creature hit

by a choker must make a saving throw or be grabbed, taking 1d8 damage automatically each round. A creature choked by a choker can use its action to make a saving throw, escaping on a successful save.

### **Darkmantle**

HD 1, AC 15, #At 1, D 1-4 with bite, SV 15+  
When the darkmantle hits, it attempts to wrap itself around the opponent

### **Deer**

HD 1, AC 13, #At 1, D 1-4 with hooves, SV 13+  
Deer are herbivorous creatures that dwell in forests and plains. Use these stats for antelope as well. Deer usually run away, but male deer with antlers deal 1-6 damage when headbutting with them.

### **Dragon**

Dragons are terrifying creatures who hoard and covet gold. They can be found as loners, scholars, warlords, tyrants, or kings. Dragons range from wyrmlings (just born) to great wyrms (over 1,000 years old). All dragons can fly, and breathe fire (or acid, or lightning, or frigid air, or poison gas). A dragon's breath can be used once every 1d6 rounds of combat. It hits 1d6 targets (2d6 if they are closely packed) within 100 feet of it for damage equal to half its hit dice in d6s. Dragons have 3 attacks: a bite and two claws. They can also tail slap creatures behind them for bite damage. See below for the stats of a dragon based on its age category: it's number of hit dice, Armor Class, saving throw, bite damage, claw damage, and breath weapon damage.

Age	HD	AC	Bite	Claw	Breath	SV
Wyrmling	3	17	d4	d4	1d6	9+
Young	4	18	d6	d6	2d6	8+
Juvenile	5	19	d8	d6	3d6	7+
Adult	6	20	d10	d8	4d6	6+
Mature	7	21	2d6	d10	5d6	5+
Ancient	8	22	2d8	d12	6d6	4+
Wurm	9	23	3d6	2d8	8d6	3+
Great Wurm	10	24	4d6	2d10	10d6	2+

### **Dryad**

HD 3, AC 15, #At 1, D 1-4 with claws, SV 11+  
A dryad is a beautiful female tree spirit, who lives in a woodland setting or a dense forest. Each

individual dryad always lives in a specific tree and will die in one turn if taken more than 240' away from it. A dryad will also die if her tree dies. If a dryad wishes to be unobserved, she will join with her tree, becoming part of it. Dryads are extremely shy and non-violent, but very suspicious of strangers. Anyone approaching or following a dryad (not merely standing in the area of the tree) may be attacked by the powerful charm person spell these creatures can cast. The victim must make a saving throw vs. Spells with a penalty of -2 on the roll. A charmed character will approach the tree and be drawn into it. Unless rescued immediately, the victim will never be seen again. Dryads hide their treasure in hollows under the roots of their trees.

### **Dwarf**

HD 1+1, AC 16, #At 1, D d8 with weapon, SV 11+  
These stout humanoids live in the mountains, where they build vast underground cities. Hill dwarves build aboveground villages in the hills.

### **Eagle, giant**

HD 4, AC 14, #At 2, D d6/d6 with claws, SV 11+  
These giant birds lurk in high mountain peaks or forests. They are sometimes used as aerial mounts, especially by elves. Many giant eagles are intelligent and can speak.

### **Elemental, air**

HD 8, AC 15, #At 2, D d4/d4 with slam, SV 10+  
Air elementals are beings whose bodies are composed of pure air. As such, they take half as much damage from non-magical weapon attacks. Air elementals can create whirlwinds once per three combat rounds that force each creature within 30 feet to make a saving throw or be knocked to the ground, taking 1d4 damage.

### **Elemental, fire**

HD 8, AC 13, #At 2, D d6/d6 with slam, SV 10+  
Fire elementals are beings whose bodies are composed of pure fire. As such, they are immune to fire damage, take twice as much damage from cold attacks, and take half as much damage from non-magical weapon attacks. They deal fire damage with their slams. A maximum roll on a damage die means the creature catches on fire, taking 1d4 damage per round until they spend a turn putting out the fire.

### **Elemental, earth**

HD 8, AC 18, #At 2, D d10/d10 with slam, SV 10+  
Earth elementals are massive creatures whose bodies are composed of rock and soil.

### **Elemental, water**

HD 8, AC 13, #At 2, D d4/d4 with slam, SV 10+  
Water elementals are beings whose bodies are composed of pure water. As a result, they take half as much damage from fire attacks. A water elemental can flow anywhere water can go, including narrow passages or cracks, reforming its vaguely-humanoid shape when it emerges.

### **Elephant**

HD 9, AC 15, #At 2, D 2d4 with tusks, SV 8+  
A creature hit by an elephant's tusks must succeed on a saving throw or fall prone. A creature who falls prone can be trampled by the elephant for 4d8 additional damage.

### **Elf**

HD 1, AC 15, #At 1, D 1d8 with weapon, SV 12+  
Elves are woodland dwellers who live mostly in small tree-top villages. They use bows and longswords, wear leather and chainmail, and are quite stealthy, allowing them to surprise on a 4+.

### **Ettercap**

HD 5, AC 14, #At 3, D 1d3/1d3/1d8, SV 13+  
Also known as "spider-herders," ettercaps are purple-skinned, potbellied creatures with the eight eyes of a spider. Their bites are poisonous (saving throw or take an extra 2d6 damage). An ettercap can throw a web to entangle a creature. It must make a to-hit roll. If it hits, the creature must make a saving throw or be entangled, getting -4 to attacks and Armor Class. A creature entangled by a web must make a saving throw each round of combat to try to break free.

### **Ettin**

HD 10, AC 16, #At 2, D 2d8 with weapon, SV 9+  
These two-headed giants lurk in dark forests and moors. Ettins count as two creatures for the purpose of mind affecting spells. Each head controls one arm. Ettins tend to be solitary, or gather in small clans of 2 to 8 individuals.

### **Frost worm**

HD 12, AC 16, #At 1, D 3d6 with bite, SV 8+

These massive worms measure between forty and sixty feet long, their chitinous segments pale white. These worms can burrow through ice and even rock, albeit slowly. A frost worm that hits a man-sized target and beats its Armor Class by 4 or more, swallows its victim, who takes 3d6 damage per round automatically in the worm's stomach.

### **Gargoyle**

HD 4, AC 15, #At 3, D 1-3/1-3/1-6, SV 9+

Gargoyles are stony-skinned creatures that can fly, and have the remarkable ability to remain still, seeming entirely like statues. Even on close examination, a gargoyle statue cannot be discerned from a real gargoyle. They tend to live in ancient temples and churches, but some live in cliffsides.

### **Gelatinous cube**

HD 6, AC 3, #At 1, D 2d4 with engulf, SV 9+

These cubic oozes slide through underground chambers, absorbing their victims and slowly dissolving them. A creature hit by a gelatinous cube must make a saving throw or be absorbed by it. While absorbed, the creature takes 1d6 acid damage on each of its turns. Each round, an absorbed creature can make another save on its action to try to break free. If it succeeds, it manages to do so, but cannot do anything else on the turn it escapes.

### **Ghoul**

HD 2, AC 14, #At 3, D 1d4/1d4/1d6, SV 12+

Ghouls are hungry undead that attack with claws and a bite. Any creature hit by a ghoul's bite must make a saving throw or be paralyzed for 2d4 rounds. Elves are immune to this paralysis. Once an opponent is paralyzed, the ghoul will turn and attack another opponent, until either the ghoul or all the opponents are paralyzed or dead. There are more powerful ghouls, known as ghosts, that have 4 Hit Dice and save on an 11+.

Giant, Fire

HD 10, AC 16, #At 1, D 4d6 with sword, SV 9+

Giant, Frost

HD 10+1, AC 16, #At 1, D 4d6 with axe, SV 8+

Giant, Hill

HD 8, AC 16, #At 1, D 2d8 with club, SV 10+

Giant, Stone

HD 9, AC 16, #At 1, D 3d6 with club, SV 9+

Giant bee

Giant bombardier beetle

Giant centipede

Giant constrictor snake

Giant crocodile

Giant eagle

Giant fire beetle

Giant octopus

Giant owl

Giant praying mantis

Giant scorpion

Giant spider

Giant squid

Giant stag beetle

Giant wasp

Gibbering moulder

### **Girallon**

HD 7, AC 14, #At 4, D 1-4 with claw, SV 9+

Girallons are four-armed ape-like creatures. They gather in small tribes. Girallons mostly have animal-level intelligence, but each tribe contains one girallon of near-human intelligence who is the leader of the tribe.

### **Gnoll**

HD 2, AC 15, #At 1, D 1-6 or by weapon, SV 12+

Gnolls are hyena-headed humanoids that stand six to eight feet tall. They are vicious hunters, generally living on the plains. They use axes, spears, and bows as weapons, and wear leather armor. They often keep hyenas as hunting companions. A pack of gnolls generally has 4 to 24 members, accompanied by 1d6 hyenas. A tribe, though rare, is much larger, with 20 to 200 gnolls. Gnoll society is matriarchial.

### **Goblin**

HD 1, AC 15, #At 1, D 1-6 with weapon, SV 13+

These small beady-eyed humanoids breed quickly and are commonly rallied by evil creatures as armies for war. Goblins tend to fight with spears and axes, wearing leather armor and using shields. Some goblins wear heavier armor, giving them higher Armor Class based on the difference between that armor and leather armor.

### **Golem, Flesh**

HD 7, AC 13, #At 2, D 1-8 with slam, SV 9+

These golems are stitched together from the body parts of humanoids, before an elemental spirit is bound to the body to control it. Weapons not made of adamantite deal a maximum of 1 damage per hit to a golem.

### **Golem, Stone**

HD 10, AC 20, #At 2, D 2d6 with slams, SV 8+

These golems are carved from stone, before an elemental spirit is bound to the body to control it. Weapons not made of adamantite deal a maximum of 1 damage per hit to a golem.

### **Golem, Iron**

HD 14, AC 22, #At 2, D 2d8 with slams, SV 6+

These golems are forged from iron, before an elemental spirit is bound to the body to control it. Weapons not made of adamantite deal a maximum of 1 damage per hit to a golem.

### **Golem, Clay**

HD 9, AC 16, #At 2, D 1d10 with slams, SV 9+

These golems are carved from clay, before an elemental spirit is bound to the body to control it. Weapons not made of adamantite deal a maximum of 1 damage per hit to a golem.

Gray ooze

### **Grick**

HD 3, AC 16, #At 1, D 1-6 with bite, SV 11+

These worm-like creature's bodies end in a four-jawed mouth. Gricks take half damage from nonmagical weapons.

### **Griffon**

HD 7, AC 15, #At 3, D 1d4/1d4/2d8, SV 10+

A griffon is a large monster with the head, wings, and front claws of an eagle and the body and hindquarters of a lion. It is a voracious predator. Its favorite prey is horses. When within 120' of horses a griffon must pass a morale check or attack immediately.

### **Harpy**

HD 3, AC 13, #At 2, D 1d4 with claws, SV 11+

These creatures represent hunched women with bat

wings and horrifying faces. Harpies sing to lure in opponents. A humanoid creature that hears a harpy singing must succeed on a saving throw or be drawn toward the singing. Such a creature will only get another save when attacked by the harpy whose singing it is charmed by.

### **Hydra**

HD 5-12, AC 15, #At 5-12, D 1d8 with bite, SV 9+

These multiheaded creatures have between 5 and 12 heads, having an equal number of hit dice and attacks made. A hydra's heads may be attacked with a -2 on the attack roll, and if a hit deals at least 5 points of damage, a head is severed along with the damage dealt, giving the hydra one fewer attack.

### **Hyena**

HD 2, AC 13, #At 1, D 1-6 with bite, SV 12+

Hyenas are dog-like predators that lurk on the plains and in the hills. They are commonly kept as pets by gnolls.

### **Invisible Stalker**

HD 8, AC 17, #At 1, D 2d8 with slam, SV 8+

These creatures are invisible, made purely of air and only visible when in combat. They surprise opponents on a 2+ on a d6. They listen to the order of the magic-user who summoned them.

### **Kobold**

HD 1d4 hp, AC 13, #At 1, D 1-4, SV 16+

These crafty humanoids have dog-like heads and small tails. They like to ambush and set traps for their victims, attacking with overwhelming numbers once their targets are whittled down. They use slings, spears, and short swords as weapons.

### **Kraken**

HD 18, AC 16, #At 4, D 3d6 with tentacles, SV 7+

These terrifying creatures are almost seventy feet long and have been known to drag entire ships into the depths of the sea. Any hit from a kraken's tentacles means the victim must make a saving throw or be grabbed. Each tentacle can grab one creature at a time. The next round of combat, each grabbed creature must make another saving throw or be dragged into the water, where the kraken can bite them for 5d6 damage. Each of the kraken's four tentacles can be attacked, each one having one-third of the kraken's total hit points. Half of the damage dealt to a tentacle is dealt to the kraken's

actual hit points. Any tentacle reduced to 0 hit points is crippled or severed and can no longer attack. A kraken takes one month to regrow its severed tentacles.

Krenshar  
Lamia  
Lammasu  
Leopard  
Lich  
Lion  
Lion, dire.  
Lizardfolk  
Lycanthrope

### **Manticore**

HD 6+1, AC 16, #At 3, D 1-4/1-4/2-8, SV 8+  
Possessing a man's face, a lion's body, bat wings, and a spiked tail, manticores are fierce monsters. Their tails have two-dozen spikes that can be fired for 1d6 damage per hit, and regrow 2 spikes per day. They are capable of flying, albeit somewhat clumsily. They prefer to prey on humanoids, but will hunt for anything they can find for food.

### **Medusa**

HD 4, AC 12, #At 1, D 1-6 or by weapon, SV 9+  
These women have yellowish skin and snakes in place of hair. The snakes are poisonous (save at +2 when bitten or paralyzed for 1 hour). Any creature who meets a medusa's gaze is immediately turned to stone. Whenever a medusa is attacked without the attacker averting its eyes, roll 1d6. On a 1-3, the attacker is petrified before being able to make the attack roll. An attacker who averts his eyes gets -4 to hit and -4 to Armor Class but does not risk being petrified. A medusa who sees its own reflection runs the risk of being petrified itself!

### **Minotaur**

HD 6, AC 14, #At 1, D 1-8 or weapon +2, SV 11+  
Minotaurs are bull-headed humanoids standing 8 to 10 feet tall. They deal +2 damage with any weapon they use due to their strength. Minotaurs also charge during the first round of combat, dealing an extra +2 damage if they hit during this round. Minotaurs cannot become lost by any means.

### **Mohrg**

HD 8, AC 16, #At 3, D d6/d6/d4, SV 10+

Mohrgs are skeletal undead whose ribcages are full of pink viscera. It attacks with two claws and a bite with the long pink tongue that can reach victims up to 10 feet away. A creature hit by the tongue must succeed on a saving throw or be paralyzed for 1 hour.

Mule  
Mummy  
Naga  
Nightwalker  
Nightwing  
Nymph  
Ochre jelly

### **Ogre**

HD 4, AC 13, #At 1, D 2d6 with club, SV 12+  
Ogres are tall, brutish creatures that aren't too bright. They tend to gather in small tribes, and are often pressed into service in orc or goblin armies.

### **Ogre mage**

HD 8, AC 15, #At 1, D 3d6 with greatsword, SV 11+  
These taller, more intelligent ogres have blue skin and can innately cast spells such as invisibility, fly, and fireball at will.

### **Orc**

HD 1, AC 13, #At 1, D 1d8 with weapon, SV 15+  
These porcine humanoids gather in tribes and even armies, often serving forces of darkness.

### **Owlbear**

HD 5, AC 15, #At 3, D d4/d4/d6, SV 11+  
Owlbears are half-bear, half-owl creatures with massive claws that lurk the forests for prey. They grow extremely irate when hungry and sometimes will claw creatures to pieces simply to vent their frustration, even after feeding.

Pegasus  
Phantom fungus  
Phase spider  
Pixie  
Purple worm  
Rakshasa

### **Rat, dire**

HD 1, AC 15, #At 1, D 1d4 with bite, SV 15+  
Dire rats lurk in sewers and dungeon, growing

quite large through years of survival in hostile habitats. When a creature is bitten by a dire rat, the referee should roll 1d6. On a 1, the creature is infected with a disease of some sort.

Remorhaz

### **Rhinoceros**

HD 6, AC 15, #At 1, D 2d4 with gore, SV 11+  
Though unintelligent plant eaters, rhinoceri can be very dangerous. If threatened, surprised, or charged, they will stampede in a random direction, goring all in their path for double damage on the first attack. A creature hit by a charging rhinoceros must make a saving throw or fall prone. A creature that falls prone then takes 3d6 damage as the rhinoceros tramples over it.

### **Roc**

HD 12, AC 16, #At 3, D 1-8/1-8/2-20, SV 8+  
These enormous birds fly over the plains and hills of the world. Rocs are usually white but can also be gray or tan. Rocs usually hunt for large game, and will often attack horses or humans they spot. A roc that hits with its talons can grab a creature: a grabbed creature must make a saving throw or be carried away by the roc, who can later drop it. A creature can re-attempt the saving throw at -2 each round of combat to try to escape the roc's grasp. Rocs are already enormous, but larger examples with 24 or even 36 hit dice are known to exist.

Roper

### **Rust monster**

HD 5, AC 16, #At 2, D 1-4 and 0 + rust, SV 11+  
These strange creatures hunger for metal. Their antennae rust metal with a touch. When a rust monster hits a target, it hits a random metal weapon, shield, or armor in that creature's possession. Roll 1d6. On a 1-3, that item is destroyed. If the item is magic, it is only destroyed on a 1. The rust monster attacks once with its bite and once with its antennae each round.

Sahuagin

Salamander

Satyr

### **Shadow**

HD 3, AC 13, #At 1, D 1d4 and 1 Strength, SV 12+  
These animate shadows lurk in ancient ruins. They are made of pure shadow and thus cannot be damaged by non-magical weapons. A lit torch swung against them deals 1d6 damage per hit. They are immediately destroyed if sunlight shines on them for more than a few seconds (1 combat round). Each hit from a shadow also reduces the victim's Strength score by 1. A creature killed by a shadow rises as a shadow itself 1 hour after death.

### **Shambling Mound**

HD 8, AC 14, At 2, D 2d8/2d8 with vines, SV 8+  
This creature's body is a slimy mass of leaves and vines, around six to eight feet in diameter. Lightning deals no damage to a shambling mound, and instead causes it to grow; whenever a shambling mound is attacked with lightning or struck by lightning, roll 1d8 and add the result to its hit points. No more than three additional "hit dice" can be added in this manner.

### **Skeleton**

HD 1, AC 15, #At 1, D d6 with scimitar, SV 11+  
These undead creatures are skeletons animated by dark magic. Slashing or piercing weapons deal half damage to skeletons. Cold attacks deal no damage to skeletons.

### **Spider Eater**

HD 5, AC 15, #At 1, D d4 w/ poison sting, SV 12+  
These 10-foot-long insects look like bloated wasps. Often ridden by goblins, the spider eater's sting requires a saving throw or else the target is paralyzed for 1d8 hours. Spider eaters can also fly, those rather clumsily.

### **Sprite**

HD 1d4 hp, AC 15, #At 1, D 1 with sword, SV 12+  
These tiny fey are around six inches tall. They wield tiny swords or bows as weapons, and many are able to cast spells.

### **Stirge**

HD 1, AC 13, #At 1, D 1-3 with bite, SV 14+  
Stirges are flying, mosquito-like creatures that



swarm in groups of 2 to 12. A stirge that hits with its bite attaches to the target. An attached stirge drains its victim's blood for 1d4 damage each round. An attached stirge can be removed with a successful saving throw or attacked at +2 to hit.

Swarm

### **Tarrasque**

HD 200 hp, AC 24, #At 3, D 3d10, SV 2+

The tarrasque is a terrible ancient beast that attacks by biting, stomping, and clawing its prey to death. It rarely awakens but when it does it threatens entire kingdoms. Its thick carapace has a 3-in-6 chance to deflect spells targeted against it, and its tough skin causes non-magical weapons to only deal a maximum of 1 point of damage per attack to it. Magical weapons deal normal damage.

### **Tiger**

HD 4, AC 14, #At 3, D d4/d4/d6, SV 11+

These orange, striped big cats attack with their bite and claws, stalking prey in the jungle.

### **Tiger, dire**

HD 10, AC 14, #At 3, D d6/d6/d10, SV 8+

These are much larger, much more fierce tigers that are only found in the deepest parts of the jungle.

### **Treant**

HD 8, AC 18, #At 2, D 2d8 with stomp, SV 7+

The ancient, animate trees have old faces with bears of moss and dark, pensive eyes. They are generally solitary, and are wardens of the forest, attacking those who seek to destroy it. Ancient creatures, they are great repositories of knowledge, but are loathe to share it without good reason.

### **Troglodyte**

HD 2, AC 15, #At 1, D 1d6 with weapon, SV 12+

Troglodytes are lizardlike beings that dwell in caves. They exude an awful stench that gives creatures who smell it a -1 penalty on attack rolls while within 20 feet.

### **Troll**

HD 6+3, AC 16, #At 3, D d6/d6/d10, SV 10+

Swamp-dwelling creatures, trolls are hunched humanoids between 10 and 12 feet tall. Trolls regenerate 3 lost hit points per round, and will regrow severed limbs if the limb is held to the

stump for 1 minute. Dealing acid or fire damage to a troll will stop its regeneration, as will burning its corpse.

### **Tyrannosaurus**

HD 8, AC 14, #At 1, D 2d8 with bite, SV 10+

Tyrannosaurs are huge predatory dinosaurs over 20 feet tall and 40 feet long. They hunt in warm climates, usually for smaller dinosaurs but also humanoids if they can find them.

### **Weasel, dire**

HD 2, AC 13, #At 1, D 1-6 with bite, SV 13+

Dire weasels attach to their victims, automatically draining their victim of blood for 1d6 damage per round. The victim may make a saving throw each round instead of attacking to try to remove the weasel, or can attack it at -2 to hit (but a missed attack has a 50% chance to damage himself).

### **Wight**

HD 3, AC 14, #At 1, D 1-6 plus level drain, SV 9+

Wights are horrific undead that drain the very life essence of their victims. Each hit from a wight's claws gives the target a negative level, making him roll as though he were a level lower. A character whose negative levels equal his actual level dies and rises as a wight 1 hour after death.

### **Will-o'-wisp**

HD 4, AC 21, #At 1, D 1d6 with pulse, SV 9+

Will-o'-wisps are small glowing spirits that lurk in swamps, tempting their prey to a deadly fate.

### **Wolf**

HD 2, AC 13, #At 1, D 1-6 with bite, SV 15+

Wolves are woodland creatures that hunt in packs of 4 to 12. A creature hit by a wolf's bite attack must make a saving throw at +2 bonus or be tripped, giving any wolves adjacent to the creature a free bite attack against it.

### **Wolf, dire**

HD 6, AC 14, #At 1, D 1-10 with bite, SV 11+

Dire wolves are massive wolves with darker fur and crueler temperament. They hunt alone as often as in packs, their size enough to make them a danger to any woodland dweller.

### **Worg**

HD 4, AC 14, #At 1, D 1-6 with bite, SV 14+

Worgs are wolf-like creatures with cruel temperament. They are commonly used as mounts by orcs and goblinoids.

### **Wraith**

HD 5, AC 17, #At 1, D 2d6 with life drain, SV 8+  
Wraiths are incorporeal creatures and thus cannot be damaged by non-magical weapons. Even magical weapons and spells deal only half damage to them. Only a *ghost touch* weapon can deal normal damage to a wraith. Wraiths take 1d8 damage each turn they are in sunlight, and they can move through walls up to 20' thick.

### **Wyvern**

HD 7, AC 17, #At 2, D 2d8 bite, 1d4 sting, SV 9+  
Wyverns are winged predators similar to dragons. They are bipedal and hunt alone or in pairs. Wyverns' stings are poisonous; a creature stung must make a saving throw or be paralyzed for 1 hour. They tend to live in cliffs or forests.

### **Xorn**

HD 6, AC 16, #At 3, D1-4 / 1-4 / 2-12, SV 8+  
These beasts are elemental in ancestry, living deep beneath the earth. They attack with claws and a massive maw-like bite. They are not evil and generally non-hostile so long as their territory is not infringed upon.

### **Zombie**

HD 2, AC 10, #At 1, D 1-6 or by weapon, SV 13+  
Zombies are undead servants created to serve necromancers. They sometimes spontaneously arise when a corpse is exposed to negative energy.