

SEVEN VOYAGES OF ZYLARTHEN

**Rules for Original Style Sword and Sorcery
Campaigns Playable with Paper and Pencil
and Imagination**

OAKES SPALDING



BOOK OF MONSTERS
VOLUME 2 OF FOUR BOOKLETS

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SEVEN VOYAGES OF ZYLARTHEN

VOLUME 2

BOOK OF MONSTERS

BY
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AFTER
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EXPLANATORY NOTES:

WITHIN ARE VIRTUALLY ALL OF THE MONSTERS connoisseurs of this category have come to know, “love” or in a few cases merely wonder about, as their existence was only alluded to or mentioned. For various reasons—including the sheer fun of it—some creatures will seem slightly (or more than slightly) unfamiliar.

The Armor Class of each monster was assigned to reflect what we believe was the original conception of Armor Class—the protective effect of the actual armor (or the hide, scales, etc.) itself, as opposed to simply another way to express how difficult the monster was to kill. This also makes things more consistent with the Men Versus Men or Monsters attack matrices introduced in Vol. 1.

More importantly, the creeping “naturalism” of later interpretations with its attempt to describe and define a detailed, pseudo-scientifically plausible (and rigid) “world” was rejected in favor of a more free-form conception. We chose to introduce Language Types, which contain their own consistencies and patterns. But as the reader will see later, they are not exactly naturalistic consistencies or patterns. The claim that the “reality” of this diverse fantasy world mirrors our own myths, stories and fairy tales (first introduced in the discussion of Religion in Vol. 1) is once again implied. As always, the reader is free to reject any of this, especially if she feels it introduces its own sort of rigidity. Or, more to the point if she believes it to be bunk.

Further Considerations:

Hit dice are six-sided unless otherwise indicated.

All monsters do 1-6 points of damage unless an alternate scheme is specified.

Concerning the Move rate, if there is a number after the slash, it stands for mounted, flying, swimming, scuttling (along a web) or burrowing speed.

Language Type and Treasure Class tables are contained in Vol. 4.

In our campaign we don't have the appropriate metal figures for many monsters, so we simply use dice (which we have in abundance) to represent them. The scheme for “Missiles” at the end of some descriptions, allows referees to assign missile weapons (randomly or not) within a group of monsters in a way that “sticks”, removing the necessity of having to then remember or separately write down which individual monsters have what.

Enjoy!

MONSTER DESCRIPTIONS:

AERIAL SERVANTS: **Hit Dice:** 9. **Attacks:** 4-24. **Armor Class:** 3. **Move:** 24. **Alignment:** Neutrality. **Languages:** Type J plus understands Common. **Description:** Archimagi and Wizards may call these creatures from the Ethereal Plane by use of a powerful but dangerous spell. When a Servant is summoned, its purpose will be to find and bring to the caster any person or thing designated. If the target is a person, the creature will surprise him on a 1-4 unless precautions are taken. A successful "attack" against the target means that he is caught by the Servant and will now be flown back to the awaiting magician. One attempt to break free is allowed: the target adds his strength score to a roll of three dice, needing to meet or exceed a total of 25. Of course, if the target does break free, the Servant will simply attempt to grab him again. An Aerial Servant will never actually attack its quarry but will attack any who try to interfere. If it is unable to complete its mission or if it is reduced to 50% or fewer hit points, the creature will go insane and return to its sender with the object of killing him.

AMAZONS: **Hit Dice:** 1. **Armor Class:** 4. **Move:** 9/24. **Alignment:** Neutrality. **Languages:** Type H. **Number Appearing:** 30-300. **% In Lair:** 15%. **Treasure:** Class 7, plus 1-6 S.P. ea. **Description:** Amazons are female warriors who live in exclusively female communities. According to legend, they will now and again take captured males as temporary lovers in order to perpetuate themselves. It is also rumored that many Amazons have somehow physically altered the right side of their chests to make it easier for them to hurl or fire missiles (+1 to hit if true). The Amazon Queen will be equivalent to a Lord, protected by a bodyguard of 2-8 female Knights. There is a 50% chance a community will also contain a Talismanist and a 10% chance it will contain a High Priestess of Artemis. Missiles (foot): die 1 = axe, die 2 = spear, die 3-5 = javelins, die 6 = bow. Missiles (horse): die 1-2 = spear, die 3 = javelins, die 4-6 = bow. Outdoors, Amazons will almost always be mounted on light horses.

ANDROIDS: **Hit Dice:** 5. **Attacks:** 1-6 • stun/laser pistol. **Armor Class:** 5. **Move:** 15. **Alignment:** Neutrality. **Languages:** Type J plus ESP. **Number Appearing:** 1-8. **Description:** Androids are synthetic human beings manufactured by extraplanetary intelligences and set on Earth for unknown purposes. They have small antennae attached to each ear that are used for "ESP-like" communication with other intelligent beings, causing Androids to be called "bug men" by some. Charm, Sleep, Hold, ESP and all other spells that affect only ensouled beings, as well as gas, poison and similar attacks have no effect against them. Each Android carries a stun/laser pistol that can make 2 attacks per turn for 1-6 non-fatal hits (stun) or 2-12 normal hits (laser) per attack. These weapons completely ignore armor, attacking all targets as if they had an Armor Class of 9. They have a range of 100' and carry 10-40 "charges". An Android group will also have 1-3 "high-tech" items from the following list:

<u>Item</u>	<u>Description</u>
Anti-Gravity Vest:	This functions just like a <u>Levitate</u> spell and is good for 1-6 hours of use.

- Computer Tablet: This slim device stores an almost infinite amount of written information. It may be used for mapping, etc. At the referee's discretion it might already contain a large stock of useful/useless information, recorded in an alien script. It has a finite "battery life" of 1-100 hours.
- Force-Field Wand: Using this device, an invisible wall or shell of up to 1000 square feet (30' x 30', 20' x 50', 10' x 100', etc.) may be created anywhere within 120' of the user. It will be utterly impregnable (even to spells), and will not even allow the passage of oxygen. The field will last until dispelled by the wand or until the charge of the wand is depleted. Most wands contain 1-6 total hours worth of charge. Encasing an average-sized person (willing or unwilling) in a cocoon of force would use up 100 square feet and allow one hour of breathable air.
- Hypodermic Needle (incl. 2-8 doses of Nano-Fluid): Use of this device restores all hit points. It can also cure disease and counteract poison.
- Miniature Plasma Grenades (2-8): These are the size of gems but will do five dice of damage to those within 30' of the blast point and one die of damage to those within 60' of the blast point (save for half damage or no damage, respectively).

GIANT ANTS: Hit Dice: ½. Attacks: 1-3 · 1-6, paralyze. Armor Class: 3. Move: 18. Number Appearing: 10-1000. % In Lair: 10%. Treasure: Class 5. Description: An encounter with Giant Ants may not at first seem particularly dangerous. Often only one or a mere few will be sighted. These are scouts, and if one of them succeeds in paralyzing at least one opponent, a much larger number of Ants will appear in 1-3 full turns. A Giant Ant first attacks by biting. If it is successful, it latches on to its prey and attempts to sting on the next turn—a successful stinger attack inflicting one die of damage plus necessitating a saving throw versus paralysis—continuing to sting on every successive turn until its prey is paralyzed or the Ant is either dead or removed. In the swift movement of melee, attacking a relatively small and squirming latched Ant with any weapon other than a dagger will be impossible for the victim, and if it is tried by others will involve a second "friendly" attack roll at -2 against the victim. Alternatively, simply attempting to remove an Ant involves both hands and requires rolling the total or under of one's strength score on a twenty-sided die. Up to two attempts (on 1-2 Ants) are allowed per turn. Destroying an Ant hive (or capturing any valuable items they may have stowed away) will take some ingenuity, as Ant made tunnels will be far too small for any character. However, if somehow the queen's chamber can be located and the queen slain (the slimy bulbous creature has 2 hit dice and neither moves nor attacks), all Ants will become Confused for 12 turns and then attempt to leave the nest.

APES: Hit Dice: 4. **Attacks:** 2-12. **Armor Class:** 6. **Move:** 12. **Number Appearing:** 2-8. **% In Lair:** 10%. **Treasure:** Class 1. **Description:** These are more intelligent and aggressive cousins of the standard ape and have a simple language based on roars and gestures. They are capable of coordinated combat maneuvers, including climbing and leaping onto opponents by surprise. Apes have the strength of six men (which accounts for their two dice of damage on attacks). For some reason, they are often encountered inhabiting ruins.

APTS: Hit Dice: 10 eight-sided. **Attacks:** 1-3, immobilize • 3-18. **Armor Class:** 6. **Move:** 18. **Number Appearing:** 1-2. **% In Lair:** 30%. **Treasure:** Class 9. **Description:** These fierce Martian predators inhabit arctic climes. They have glistening white fur, two “bug-eyes” that let them spot prey from many miles away and two tusks extending out from their lower jaw. The Apt has four legs and two arms terminating in hairless hands that serve to immobilize a victim such that it then can be more efficiently bitten or gored. If an Apt succeeds in attacking with its hands (roll once per turn), the victim will be held fast, defending and attacking at a -4 penalty.

ASSASSINS: These despicable types are members of a secret, powerful and thoroughly evil guild of 7-28 professional killers, led by a Grandfather Assassin of at least 15th level. They have the hit dice and abilities of Thieves, but with these additional “talents”: **Disguise:** 25% base chance of discovery for an individual or group, modified by +/- 10% for each difference in level between the protagonists (minimum of 5%, maximum of 95%). The resultant chance may be further modified according to the difficulty or complexity of the effort. A disguised Assassin will surprise on a 1-4. **Languages:** All Assassins know the three “alignment” languages of Law, Neutrality and Chaos, as well as Thieves Cant and potential additional languages based on intelligence. **Poison:** Assassins are experts in the knowledge and use of poisons (and if they are to use them, they had better be experts, as the use of poisons for harmful purposes merits execution in most jurisdictions). An Assassin may successfully apply a deadly contact poison to his weapon if he makes a saving throw. It will be usable for 1-3 turns.

BANDITS: Hit Dice: 1. **Armor Class:** 6. **Move:** 12/24. **Alignment:** 50% chance of Neutrality, 50% chance of Chaos. **Languages:** Type A. **Number Appearing:** 30-300. **% In Lair:** 15%. **Treasure:** Class 7, plus 2-20 C.P. ea. **Description:** These are highwaymen or raiders, though generally not killers. Most Bandits will wear leather armor but 20% will be clad in mail (including all leader types). For every 30 Bandits there will be one Bandit Lieutenant of 4th level. For every 50 Bandits there will be one Sub-Chieftain of 5th or 6th level, and for every group of 100 or more Bandits there will be one Bandit Chieftain of 8th or 9th level. If there are 200 or more Bandits there is a 50% chance they will be accompanied by a Magus, Archimagus, Necromant or Wizard. For every 100 Bandits or fraction thereof there is a cumulative 30% chance that they will have Prisoners at a 1/10 ratio. Missiles: die 1 = none, die 2 = axe, die 3-4 = spear, die 5 = bow, die 6 = crossbow. Outdoors there is a 50% chance that the entire force will be mounted, with leader types riding heavy, barded horses. **Brigands:** These are similar to Bandits but are always aligned with Chaos. They are kidnappers and murderers and are +1 on morale as befit desperate men. For every 100 Brigands or fraction thereof there is a cumulative 30% chance that they will have Prisoners at a 1/20 ratio, though generally only those with a high ransom or other value.

BANTHS: Hit Dice: 10 eight-sided. Attacks: 3-18 • howl. Armor Class: 6. Move: 18. Number Appearing: 1-10. % In Lair: 25%. Treasure: Class 6. Description: One might say that Martian Banths are like particularly large lions—except that they have ten legs, mouths with multiple rows of needle-like fangs extending almost to their ears and protruding green eyes. Once per combat they may let out a terrible howl. Anyone who hears it must save versus stone or be stunned and unable to move for 1-4 turns.

BARBARIANS: Hit Dice: 1. Armor Class: 8. Move: 12/24. Alignment: Neutrality. Languages: Types D or F. Number Appearing: 30-300. % In Lair: 15%. Treasure: Class 3, plus 1-6 S.P. ea. Description: Barbarians sometimes fight without armor or noticeable clothing, often painting their bodies in garish colors and twisting their hair and beards into fantastic shapes with a mixture of grease and pitch (-2 to opponents' morale). Clothed or not, the initial bloodcurdling battle cry of a charging unit will necessitate an immediate morale check. Fighting members of the same family will often rope themselves together in a gesture of solidarity in the face of death. Groups of 10 or more Barbarians will be led by a 2nd level Headman, while for every 50 Barbarians there will be either a 4th level Chief or a Priest of a perhaps unknown god. The Barbarian King will be a 9th level Fighting-Man with a bodyguard of 2-4 Chiefs. Missiles: die 1 = none, die 2-3 = spear, die 4-5 = javelins, die 6 = bow. Outdoors 25% of the force will be mounted on light horses.

BASILISKS: Hit Dice: 6+1. Attacks: 1-6, petrify • petrify Armor Class: 4. Move: 6. Number Appearing: 1-6. % In Lair: 40%. Treasure: Class 4. Description: The Basilisk is a reptilian or serpentine creature that can turn an opponent to stone with its touch or gaze. It is often found in the desert or similar blasted or desolate areas.

BATS: Hit Dice: 1 hit point. Armor Class: 7. Move: 3/12. Number Appearing: 5-500. % In Lair: Day: 100%, Night: 05%. Description: Bats are physically harmless, but an excited group can be an annoyance. Party members within a Bat swarm will be distracted such that they won't be able to cast spells or fire missiles and will suffer a -2 penalty on melee attacks and saving throws. If the Bats are attacked, then a morale check for them should be made each turn. **Huge Bats:** These have 3 hit dice, move 50% faster and are encountered in groups of 1-10. The bite of a Huge Bat inflicts 1 hit and secretes a paralyzing agent. If the monster successfully paralyzes a foe, it will, if unmolested by others, automatically drain blood at one die per turn.

BEARS: Hit Dice: 5. Attacks: 2-12. Armor Class: 6. Move: 12. Number Appearing: 1-6. Description: These statistics cover brown bears and polar bears, among others. Larger specimens may reach the height of two men.

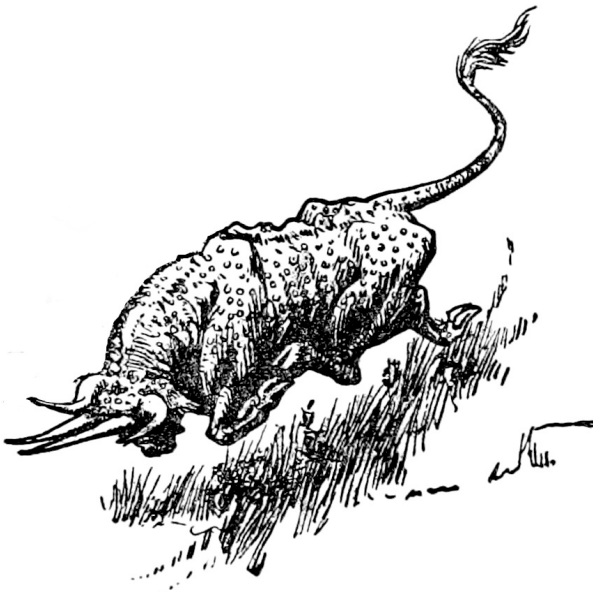
GIANT BEETLES: Hit Dice: 4. Armor Class: 3. Move: 6. Number Appearing: 2-24. % In Lair: 20%. Treasure: Class 7. Description: A particularly disgusting giant insect type, these creatures grow poisonous molds (often Yellow Mold), slimes and jellies for food in cultures often built on the rotting bodies of their slain foes. Some colonies are rumored to have hive-mind intelligence. **Fire Beetles:** Members of this species of smaller Beetle (though still "giant-sized") have 1 hit die, a Move rate of 12 and do not accumulate treasure. Fire Beetles have three sets of glands in their head and abdomen that give off a reddish glow. If their host is killed without puncturing the glands, the glands may be removed and used as a light source for 1-6 days.

BERSERKERS: See Vikings.

BLACK (OR GRAY) PUDDING: Hit Dice: 10. Attacks: 3-18, corrode metal. Armor Class: 6. Move: 6. Number Appearing: 1. Description: Puddings ooze through dungeons, quickly dissolving all substances in their path save stone. Weapons thrust into a Pudding will be corroded in one turn. Armored hands or feet will be protected for one turn before the armor is burned away. Those with exposed flesh will suffer 3-18 hits (a certain and painful death for most humanoid creatures). Weapon chops and lightning bolts merely break the Pudding into smaller bits, and cold has no effect, though fire does full damage. This monster may shrink to pour through an opening or swell to provide wall-to-wall coverage in a corridor. It may also travel up vertical inclines and across ceilings. It is attracted to movement and the odor of decomposing flesh, among other things.

BLINK DOGS: Hit Dice: 4. Armor Class: 9. Move: 12. Alignment: Law. Languages: Type J. Number Appearing: 4-16. % In Lair: 30%. Treasure: Class 1. Description: Blink Dogs employ a limited teleportation ability to confuse their opponents in combat as well as to escape if necessary. On any attack roll against it a Blink Dog has a 4 in 6 chance of "blinking out", avoiding any potential damage. It will reappear to the rear of a random opponent and immediately make a "free" attack at +2 to hit. On a failed morale check the entire pack will vanish and not reappear. Blink Dogs communicate with each other through a complex and (to others) unintelligible system of barks, yips and growls. They will attack Shift Panthers on sight.

BOARS: Hit Dice: 3. Armor Class: 7. Move: 15. Number Appearing: 1-8. Description: These animals are fairly common and are often hunted for food. But they can be deadly.



BRONTOSAURUS: Hit Dice: 24. Attacks: 4-24. Armor Class: 5. Move: 18. Number Appearing: 1-6. Description: These gigantic herbivores are quite peaceful. They will ignore small attacks and flee from larger ones. Each creature in the path of a single Brontosaurus or Brontosaurus herd moving at full-speed will be subject to an “attack” by trampling.

BUCCANEERS: Hit Dice: 1. Armor Class: 9. Move: 12. Alignment: 50% chance of Neutrality, 50% chance of Chaos. Languages: Type A. Number Appearing: 30-300. % In Lair: 15%. Treasure: Class 8, plus 2-12 S.P. or 1-3 G.P. ea. Description: Buccaneers will be found on or next to the water 80% of the time (their lair always being a ship or coastal village, castle or cave complex), though they will occasionally make inland raids. The chance of leader types follows the Bandit model: For every 30 Buccaneers there will be one 4th level Midshipman. For every 50 Buccaneers there will be one 5th or 6th level Mate, and for every group of 100 or more Buccaneers there will be one Captain of 8th or 9th level. If there are 200 or more Buccaneers, there is a 50% chance they will be accompanied by a Magus, Archimagus, Necromant or Wizard. Buccaneers will sometimes magnanimously invite those they have captured to join their crew. Otherwise for every 100 Buccaneers or fraction thereof there is a cumulative 20% chance that they will have Prisoners at a 1/20 ratio. Missiles: die 1-2 = none, die 3-4 = spear, die 5-6 = crossbow. Pirates: These are always aligned with Chaos. Prisoners will only be taken if potentially profitable or if they can be used as slaves. All Pirates pledge fealty to the Pirate King.

BUGBEARS: Hit Dice: 3+1. Attacks: 2-7. Armor Class: 5. Move: 12. Alignment: Chaos. Languages: Type K. Number Appearing: 5-20. % In Lair: 30%. Treasure: Class 2. Description: Bugbears are giant hairy members of the goblin family. They do not generally use bows but can throw maces and hammers in addition to axes and spears. Despite their size they move stealthily and quickly, surprising on a 1-3. The Bugbear Chief and his 1-6 Lieutenants will each have 5 hit dice. Missiles: die 1-4 = axe, hammer or mace, die 5-6 = spear.

CALOTS: Hit Dice: 4 eight-sided. Armor Class: 7. Move: 15. Number Appearing: 4-16. Description: These ten-legged, dog like creatures of Mars may be trained as companions and are fiercely loyal.

CAVE BEARS: Hit Dice: 7. Attacks: 2-12. Armor Class: 6. Move: 12. Number Appearing: 1-2. Description: These largest of bears (standing 15' tall) inhabit “prehistoric” areas.

CAVE CREEPERS: Hit Dice: 4. Attacks: paralysis. Armor Class: head or body: 3, tentacles: 7. Move: 12. Number Appearing: 1-6. % In Lair: 60%. Treasure: Class 2. Description: These horrible giant insectoid creatures roam the underworld feeding on carrion. They are roughly 10' in length, sausage shaped and multi-legged, with eight approximately 3' long string-like tentacles waving from their head. They do no damage in melee, but the tentacles cause paralysis, and each tentacle can attack anyone within melee range of the front half of the monster. Opponents attacking the front half of the monster may choose to attack its head or a tentacle. A successful attack on a tentacle for at least one hit will sever the tentacle but cause no loss to the monster's hit point total. Opponents attacking the back half of the creature must attack its body.

CAVEMEN: Hit Dice: 2. **Armor Class:** 9. **Move:** 12. **Alignment:** Neutrality. **Languages:** Type J. **Number Appearing:** 30-300. **% In Lair:** 15%. **Description:** These primitive humans have their own simple but (to others) indecipherable language. Contrary to what some believe, they will not necessarily be more aggressive or prone to violence than any other rational creature in a dangerous world. Missiles: die 1-2 = none, die 3 = axe, die 4-5 = spear, die 6 = bow.

CENTAURS: Hit Dice: 4. **Attacks:** 1-6 • 1-6. **Armor Class:** 6. **Move:** 18. **Alignment:** 50% chance of Law, 50% chance of Neutrality. **Languages:** Type H. **Number Appearing:** 2-20. **% In Lair:** 05%. **Treasure:** Class 7. **Description:** A Centaur attacks twice per turn, once as a weapon-wielding man and once as a horse. Centaur bands differ widely in character. Some are of wise and good aspect. Others are prone to indulging their half-animal/half-human lusts and have been known to raid human settlements in the pursuit of drink or women. Missiles: die 1-2 = none, die 3-4 = spear, die 5-6 = bow.

CENTIPEDES: Hit Dice: 1-2 hit points. **Attacks:** weak poison. **Armor Class:** 9. **Move:** 6. **Number Appearing:** 2-24. **Description:** The bite of a Giant Centipede is not fatal but after a delay of 2-12 turns it incapacitates for 1-3 days (½ move, no attacks).

CHIMERA: Hit Dice: 9. **Attacks:** 1-6 • 1-6 • 1-6 or breath weapon. **Armor Class:** 4. **Move:** 12/18. **Alignment:** 50% chance of Neutrality, 50% chance of Chaos. **Languages:** Type H. **Number Appearing:** 1-4. **% In Lair:** 50%. **Treasure:** Class 4. **Description:** The Chimera is part goat, part lion and part dragon, and can attack with its three heads simultaneously. The dragon's head can breathe fire at up to a 50' range three times a day, inflicting three dice of damage.

COCKATRICES: Hit Dice: 5. **Attacks:** petrify. **Armor Class:** 6. **Move:** 9/18. **Number Appearing:** 1-8. **% In Lair:** 35%. **Treasure:** Class 3. **Description:** The Cockatrice turns those it touches into stone, but its beak and claws do no damage otherwise.

GIANT CRABS: Hit Dice: 3. **Attacks:** 1-6 • 1-6. **Armor Class:** 3. **Move:** 6. **Number Appearing:** 1-12. **Description:** Crabs cannot swim but instead creep sideways along the bottoms of fresh or salted bodies of water as well as the shores of the same. During spawning season, hundreds of these creatures will engage in a mad dash out of the water to look for a mate and lay eggs.

CROCODILES: Hit Dice: 2. **Attacks:** 2-12. **Armor Class:** 5. **Move:** 6/12. **Number Appearing:** 3-24. **Description:** These creatures can be 20-25' long and weigh more than a ton. On land, lurking Crocodiles often go unnoticed behind bush and shadows. At the same time they are surprisingly quick over short distances. Thus, they surprise on a roll of 1-3. However, the mouth of a Crocodile can be held shut fairly easily. Therefore, in any grapple attempt against it, a Crocodile only rolls ½ die (as opposed to two). **Giant Crocodiles:** These have 6 hit dice, a Move rate of 9/15 and an Armor Class of 3. Fortunately they are encountered in smaller groups of only 1-12. As with their normal-sized relatives, the jaws of these huge reptiles are incredibly powerful. Any bite attack that succeeds by +4 or more will sever the torso of the victim (saving throw allowed). They can also lash with their tail for one die of damage.

CYBORGS: **Hit Dice:** 3. **Attacks:** 1-6 or assimilation. **Armor Class:** 9. **Move:** 12. **Alignment:** Neutrality. **Languages:** Simple Common plus long range ESP (usable only among Cyborgs). **Number Appearing:** 2-12. **% Description:** Cyborgs are cybernetically enhanced men that have been “assimilated” into a silicon based alien hive mind. They have a 100% resistance to Charm, Sleep, Hold and similar spells, and take only half damage from bolts and arrows. Cyborgs generally fight hand-to-hand without weapons but each carries a “nanite injector” that they will attempt to use on a roll of 1 in 6 in any turn. Any creature receiving a successful hit from this item will immediately be rendered helpless (saving throw allowed) before becoming a Cyborg in 2-12 turns. Only a Cure Disease spell will counter or reverse this process. After victory or if combat is going against them, a Cyborg group will often use what appears to be a form of Teleport to depart, taking their new comrades, if any, with them. The goal of the Cyborg Collective appears to be nothing less than the eventual inclusion into the hive mind of all intelligent life, and they/it believes that each new race or culture added into the mix, so to speak, crucially enhances the knowledge and thus the power of the whole. Its slogan is “Diversity is Strength.”

CYCLOPES: **Hit Dice:** 20. **Attacks:** 4-24/club or 4-24/boulder. **Armor Class:** 4. **Move:** 18. **Alignment:** Neutrality. **Languages:** Type H. **Number Appearing:** 1-6. **% In Lair:** 30%. **Treasure:** Class 3 + 80% chance of 1-4 additional items of magic armor or miscellaneous weapons. **Description:** These highly intelligent one-eyed giants raise sheep and grapes during the day and work in their forges at night. Their talent at creating powerful armor and weapons was at one point so great that their services were made use of by the gods. It is said that if a mortal man gives a Cyclops a gift that the monster values, he will receive a gift in return.

DARSEEN: **Hit Dice:** 1-12 eight-sided. **Attacks:** 1-6 for each four hit dice or fraction thereof. **Armor Class:** 4. **Move:** 6. **Number Appearing:** 1-6. **% In Lair:** 40%. **Treasure:** Class 4. **Description:** The term “Darseen” refers to all six-limbed reptiles of Martian origin, from creatures the size of cats to those rivaling dragons. All are relatively slow, but even the smallest are fierce and potentially deadly.

DERVISHES: **Hit Dice:** 1+1. **Armor Class:** variable. **Move:** variable. **Alignment:** Law. **Languages:** Type A plus Law. **Number Appearing:** 30-300. **% In Lair:** 15%. **Treasure:** Class 8. **Description:** Dervishes are benign (though fanatical) religious followers. They fight as Berserkers with a +2 on all attacks against normal men and never check morale. For every 30 Dervishes there will be one Priest. For every 50 Dervishes there will be one Deputy Sheikh of 5th or 6th level. And for every 100 Dervishes there will be one Sheikh of 8th or 9th level. If there are 200 or more Dervishes, there is a 50% chance they will be accompanied by a High Priest. Composition of Force: die 1-3 = light horse lancers, die 4 = medium horse, die 5 = light horse bowmen, die 6 = medium horse bowmen. Camps will be guarded by an additional 20-40 Crossbowmen.

DIRE WOLVES: **Hit Dice:** 4. **Armor Class:** 6. **Move:** 18. **Alignment:** Neutrality or Chaos. **Number Appearing:** 3-12. **% In Lair:** 10%. **Description:** Dire Wolves are quite a bit larger than ordinary wolves, often reaching the size of lions. Goblins have been known to ride them.

DJINN: **Hit Dice:** 7+1. **Attacks:** 1-11 • illusion • whirlwind. **Armor Class:** 5. **Move:** 9/24. **Alignment:** Neutrality. **Languages:** Types E or O. **Number Appearing:** 1. **Description:** These beings have a number of special powers: They may create food and/or drinkable beverages, create permanent soft or wooden goods, create gold or metal goods that will last for one day, create illusions that will last until dispelled by touch or magic, become invisible or assume gaseous form at will and they may create a whirlwind (10' base diameter, 20' top diameter and a height of 30') that will sweep away all creatures under 2 hit dice. Djinn are also quite strong and can carry 600 lbs. while walking or (for short periods) flying.

DOPPELGANGERS: **Hit Dice:** 4. **Armor Class:** 5. **Move:** 9. **Alignment:** Chaos. **Languages:** Type D. **Number Appearing:** 1-12. **% In Lair:** 25%. **Treasure:** Class 3. **Description:** Once in the close proximity of a victim, a Doppelganger can instantly transform itself into an exact duplicate, precisely taking on the victim's memory and personality, and even creating for the most part functional copies of weapons and equipment. A transformed Doppelganger is difficult to detect. Sleep, Hold and Charm spells will not affect it, though if a Doppelganger knows one of these spells is being cast, it will probably pretend to be affected by it. Detect Evil will yield a positive result and a Doppelganger will be unable to cast spells or duplicate the effects of magic items.

DRAGONS: **Armor Class:** 2. **Move:** 9/24. **Number Appearing:** 1-4. **% In Lair:** 60%. **Treasure:** Class 9. **Description:** Dragons can be among the most formidable monsters in the world of SEVEN VOYAGES OF ZYLARTHEN. Their strength varies considerably according to type, size and age. There are twelve types of Dragons. All will have a distinct breath weapon, and a small subset will be able to use magic:

Breath Weapons: All Dragons have some kind of breath weapon. In any turn roll two dice: a score of 6 or lower indicates that the Dragon will bite or claw, and a score of 7 or higher indicates that it will use its breath weapon. The breath weapon will do damage equaling its hit points (not its surviving hit points, but its total before any damage). Fortunately a Dragon may use its breath weapon but three times per day.

Size: The size of a dragon will determine whether it is possibly slightly more, or slightly less fearsome than the standard. Roll a die: a throw of 1 equals Small, 2-5 equals Average and 6 equals Large. Small Dragons will have the minimum number of hit dice, while Large Dragons will have the maximum number of hit dice.

Age: The age of the dragon determines how many hit points it will have per hit die.

Determination of Age:

<u>Die Roll</u>	<u>Age Description</u>	<u>Age</u>	<u>Value of Hit Dice</u>	<u>Treasure Multiplier</u>
1	Very Young	1-5 years	1 per die	No Treasure
2	Young	6-15 years	2 per die	No Treasure
3	Sub-Adult	16-25 years	3 per die	½ x Treasure
4	Adult	26-75 years	4 per die	Full Treasure
5	Old	76-99 years	5 per die	Full Treasure
6	Very Old	100 + years	6 per die	2 x Treasure

Attack Dice and Experience Points Given: Dragons do damage in melee with a number of dice equal to their starting hit points divided by fifteen (rounded up). They give experience points equal to their starting hit points divided by four (rounded up) x 100, plus an additional 100 points, or plus 200 if there is magic use. Thus, for example, a small, adult Blue Dragon—8 hit dice of 4 hit points each, or 32 hit points—would inflict three dice of damage and give 900 experience points.

Dragon Mates and Families: If two or more Dragons are encountered, they will be a mated pair of at least Adult maturity with up to two young. If a Dragon's mate or offspring are attacked, it will counter-attack ferociously, using its breath weapon or doing double damage with its bite/claw.

Sleeping Dragons: Sleeping Dragons may be attacked at +1. In addition, if attacking to subdue (and taking care to be as quiet as possible), then the Dragon may continue to sleep for at least one turn if it fails its saving throw versus stone. Up to eight characters may simultaneously attack a sleeping dragon.

Subduing Dragons: One may attack a Dragon to subdue rather than kill by using a blunt weapon or the flat of a sword. Subdual damage is only 50% of standard weapon damage and is not added to regular damage for any purpose. If a Dragon is brought to zero hit points strictly through subdual damage, then it will follow the commands of its new master for as long as there is no obvious or easy way for it to kill its master or escape. A subdued Dragon may be sold for a sum in Silver Pieces equal to its hit points x 100 x two dice.

Talking and Magic Use: Each species of Dragon has a unique probability of speaking the common tongue in addition to knowing one or more languages determined in the usual way. If the common tongue is known, then for most Dragons there is also a chance that a small number of spells equal to the Dragon's hit dice may be known. These will have the strength of a spell cast by a Magic-User of a level equivalent to the Dragon's starting hit points divided by four (rounded up).

The ten Dragon types follow:

BLACK DRAGONS: **Hit Dice:** 6-8. **Alignment:** Chaos. **Languages:** Type F. **Chance of:** sleeping: 50%, talking: 40%, magic use: 5% (maximum 1st level). **Description:** Black Dragons live in swamps and marshes. They spit acid in a 60' x 5' line.

BLUE DRAGONS: **Hit Dice:** 8-10. **Alignment:** Chaos. **Languages:** Type E. **Chance of:** sleeping: 30%, talking: 70%, magic use: 15% (maximum 2nd level). **Description:** Blue Dragons live in deserts and arid areas. They spit lightning in a 100' x 5' line.

BRASS DRAGONS: **Hit Dice:** 6-8. **Alignment:** 33% chance of Law, 67% chance of Neutrality. **Languages:** Type E. **Chance of:** sleeping: 55%, talking: 35%, magic use: 10% (maximum 2nd level). **Description:** Brass Dragons live in sandy desert regions. They breathe sleep gas in a 70' x 20' cone, or fear gas in a 50' x 40' cloud.

BRONZE DRAGONS: **Hit Dice:** 8-10. **Alignment:** 67% chance of Law, 33% chance of Neutrality. **Languages:** Type F. **Chance of:** sleeping: 65%, talking: 30%, magic use: 50% (maximum 4th level). **Description:** Bronze Dragons live near seacoasts. Those that can use magic often appear in animal guise. They spit lightning in a 100' x 5' line or breathe repulsion gas 30' in front (save versus dragon breath or move away for six turns).

COPPER DRAGONS: **Hit Dice:** 7-9. **Alignment:** 50% chance of Law, 50% chance of Neutrality. **Languages:** Type E. **Chance of:** sleeping: 50%, talking: 50%, magic use: 25% (maximum 3rd level). **Description:** Copper Dragons live in arid or warm rocky places. They spit acid in a 70' x 5' line, or breathe slow gas that will affect 3-18 creatures.

GOLDEN DRAGONS: **Hit Dice:** 10-12. **Alignment:** Law. **Languages:** Type F plus Law. **Chance of:** sleeping: 10%, talking: 100%, magic use: 100% (maximum level equal to the Dragon's age die roll). **Description:** Golden Dragons can dwell anywhere but are quite rare. They may polymorph at will and will often appear in human or other non-dragon form. For any breath attack, Golden Dragons may choose that of either a Green or Red Dragon (see below).

GREEN DRAGONS: **Hit Dice:** 7-9. **Alignment:** Chaos. **Languages:** Type F. **Chance of:** sleeping: 40%, talking: 55%, magic use: 10% (maximum 2nd level). **Description:** Green Dragons live in woods and forests. They breathe chlorine in a 50' x 40' cloud.

RED DRAGONS: **Hit Dice:** 9-11. **Alignment:** Chaos. **Intelligence:** High. **Languages:** Types E or M. **Chance of:** sleeping: 20%, talking: 85%, magic use: 15% (maximum 3rd level). **Description:** Red Dragons live in mountains, hills or caverns. They breathe fire in a 90' x 30' cone.

SILVER DRAGONS: **Hit Dice:** 9-11. **Alignment:** 50% chance of Law, 50% chance of Neutrality. **Languages:** Type E. **Chance of:** sleeping: 15%, talking: 80%, magic use: 75% (maximum 4th level). **Description:** Silver Dragons live on mountain peaks, clouds or behind the wind; those that can use magic often appear as an old man or fair damsel. For any breath attack, they may choose that of either a Green or White Dragon (see above/below).

WHITE DRAGONS: **Hit Dice:** 5-7. **Alignment:** Chaos. **Languages:** Type E. **Chance of:** sleeping: 60%, talking: 25%, magic use: None. **Description:** White Dragons live in cold areas. They breathe a cone of cold 80' x 30'.

THE DRAGON QUEEN: **Hit Dice:** 100 hit points. **Alignment:** Chaos. **Languages:** Type O plus all Dragon languages. **Chance of:** sleeping: 0%, talking: 100%, magic use: 100% (Each of her three heads may cast spells of up to 4th level). **Description:** The Dragon Queen dwells in a gigantic cavern in the deepest depths of the underworld, though passages provide egress to a gaping pit open to the sky somewhere in the remote northern wastes. She has three heads and can use all heads simultaneously to bite (for 7-42 points of damage plus poison), breathe (as any of the chromatic colored dragons) or cast spells. The Dragon Queen has a guard consisting of six large and ancient White Dragons.

THE DRAGON KING: Hit Dice: 150 hit points. **Alignment:** Law. **Languages:** Type O plus all Dragon languages. **Chance of:** sleeping: 0%, talking: 100%, magic use: 100% (12 maximum 6th level spells). **Description:** The Dragon King lives in a great cloud castle beyond the eastern edge of the world, though he may appear anywhere and may Shape Change freely. He may bite for 6-60 points of damage, breathe in an 80' x 30' cone six times a day (die 1-2 = cone of cold—150 hits to each in the area of effect, save for half-damage—die 3-4 = disintegration cone—save or die for each in the area—or die 5-6 = turn gaseous cone—save or turn gaseous for 12 turns for each in the area) or of course cast spells. His guard consists of seven Silver Dragons.



DRAGON TURTLES: **Hit Dice:** 11-13. **Attacks:** 3-18 • breath weapon. **Armor Class:** 2. **Move:** 3/9. **Alignment:** Neutrality. **Languages:** Types E or O. **Number Appearing:** 1. **% In Lair:** 05%. **Treasure:** Class 9. **Description:** A true “sea monster”, the Dragon Turtle can capsize even large ships. It may breathe a cloud of scalding steam 60’ long, 40’ wide and 40’ high three times a day that will inflict twelve dice of damage (save for half-damage).

DRUIDS: **Hit Dice:** See below. **Attacks:** 1-6 or spells. **Armor Class:** 7. **Move:** 12. **Alignment:** Neutrality. **Languages:** Type N plus Druidic. **Number Appearing:** 1-4. **% In Lair:** 15%. **Treasure:** Class 7. **Description:** These are priests of a savage nature religion, always alert for potential human sacrifices. Druids may cast any spells from the Magic-User, Evil High-Priest or High Priest lists (See Vol. 3), and they will make saving throws as Thieves. In addition, Druids may change shape up to three times a day to any small to medium-sized reptile, bird or animal. A Druid band will always include a Head Druid and 0-3 Druid Initiates. 70% of the time it will also contain 2-5 Fighting-Men of 2nd-5th levels and 20-50 Barbarians.

Die	Level	Dice for Accumulative Hits	Attack Capability	Spells & Level					
				1	2	3	4	5	6
1-2	Druid, 7th level	6	Man +2	6	5	4	2	1	—
3-4	Druid, 8th level	7	Man +2	6	5	5	2	2	—
5-6	Druid, 9th level	7 + 1	Man +5	7	6	6	4	3	—

DRYADS: **Hit Dice:** 3. **Attacks:** charm. **Armor Class:** 9. **Move:** 12. **Alignment:** Neutrality. **Languages:** Type H. **Number Appearing:** 1-6. **% In Lair:** 20%. **Treasure:** Class 3. **Description:** These shy, generally peaceful tree sprites will never venture more than 240’ from their respective tree and may always vanish into it at will. If followed or aggressively approached, there is a 90% chance that a Dryad will attempt a powerful Charm Person spell (-1 to save). A charmed victim will never return from the forest.

DWARVES: **Hit Dice:** 1. **Armor Class:** 4. **Move:** 6. **Alignment:** 50% chance of Law, 50% chance of Neutrality. **Languages:** Types E or M. **Number Appearing:** 40-400. **% In Lair:** 50%. **Treasure:** Class 6. **Description:** Due to their small size, Dwarves will only receive half damage from largish humanoids such as Giants, Trolls, Ogres and the like. They hate Goblins and Kobolds and will usually attack them on sight. For every 40 Dwarves there will be one Dwarven Knight. The Dwarven King Under the Mountain will be a Lord and will have a bodyguard of 2-8 Dwarven Defenders. In addition, 1-8 Bears or 2-24 Wolves will often protect a Dwarven lair. Missiles: die 1 = none, die 2 = axe, die 3 = hammer, die 4 = spear, die 5-6 = crossbow.

EFREET: **Hit Dice:** 10. **Attacks:** 2-12 • illusion • whirlwind • inscend. **Armor Class:** 3. **Move:** 9/24. **Alignment:** Chaos. **Languages:** Type O. **Number Appearing:** 1. **Description:** Efreet have the same powers as Djinn: They may create food and/or drinkable beverages, create permanent soft or wooden goods, create gold or metal goods that will last for one day, create illusions that will last until dispelled by touch or magic, become invisible or assume gaseous form at will and they may create a whirlwind (10’ base diameter, 20’ top diameter and a height of 30’) that will sweep away all creatures under 2 hit dice. However, Efreet are quite a bit stronger than Djinn and therefore can carry 1,200 lbs. while walking or (for short periods) flying.

In addition, they can create a Wall of Fire (as the 4th level spell) or become incendiaries at will. If summoned or commanded, Efreet will serve a master for 1001 days before returning to the City of Brass.

ELEMENTALS: Hit Dice: 8-16. **Armor Class:** 2. **Alignment:** Neutrality. **Number Appearing:** 1. **Description:** The number of hit dice of an Elemental is dependent on its mode of summoning: "Staff" Elementals have eight hit dice, "Device" Elementals have twelve hit dice and Conjured Elementals have sixteen hit dice. In turn there are four different types of Elementals—Air, Earth, Fire and Water—only one of each of which may exist on our plane at any one time. After summoning an Elemental, complete focus and attention on the creature must be maintained; otherwise it may break free and attack the summoner. Elementals are immune to non-magical weapons.

AIR ELEMENTALS: Attacks: 2-12 or 3-13 • whirlwind. **Move:** 36. **Description:** Air Elementals move only by flying. When engaged in combat in the air, they score an additional +1 hit of damage. At any time they may create a whirlwind (conical in shape and as high in tens of feet as the hit dice of the Elemental) that will sweep all creatures of fewer than 2 hit dice away.

EARTH ELEMENTALS: Attacks: 3-18 or 2-12. **Move:** 6. **Description:** Earth Elementals move slowly and cannot cross water, but their fists inflict great damage (three dice against targets resting on the earth, two dice, otherwise) as well as being powerful battering rams.

FIRE ELEMENTALS: Attacks: 2-12 or 2-7 • incend. **Move:** 12. **Description:** Fire Elementals are brought forth from lava pools or great fires. They score two dice of damage generally, though only one die +1 hit of damage against fire-using opponents. They may act as incendiaries and cannot cross water.

WATER ELEMENTALS: Attacks: 3-18 or 1-6. **Move:** 18/6. Water Elementals emerge from large bodies of water and can only stray 60' outside water. If they do come on land, they will move at one-third speed. They do three dice of damage while in water but only one die if outside.

ELEPHANTS: Hit Dice: 11. **Attacks:** 3-18. **Armor Class:** 6. **Move:** 15. **Number Appearing:** 1-12. **Description:** These are sometimes used as mounts or trained beasts of war.

ELVES: Hit Dice: 1+1. **Armor Class:** Elves of the Woodlands: 7, Elves of the Meadowlands: 4. **Move:** 12. **Alignment:** 50% chance of Law, 50% chance of Neutrality. **Languages:** Type M. **Number Appearing:** 30-300. **% In Lair:** 25%. **Treasure:** Class 3. **Description:** These statistics largely encompass "ordinary" Elves without spell-casting powers. If outdoors, all Elves may hide in shadows as Thieves and those with bows may split-fire and move. For every 50 Elves there will be one Pellar, and for every 100 Elves there will be one Talismanist (each of these will have the arms and armor of Fighting-Men). The Elvish Prince or Princess will be equivalent to a Mirabilist and will have a bodyguard of 2-8 Guardians. Woodland Elves and Meadowland Elves differ somewhat in their chosen arms and armor. In addition, while Woodland Elves generally shun horses, Meadowland Elves will be mounted on light horses 30% of the time. Missiles (Woodlands): die 1-3 = spear, die 4-6 = bow. Missiles (Meadowlands): die 1 = none, die 2-4 = spear, die 5-6 = bow.

EVIL HIGH PRIESTS OR PRIESTESSES: **Hit Dice:** See below. **Attacks:** 1-6 or spells. **Armor Class:** 9. **Move:** 12. **Alignment:** Chaos. **Languages:** Type C. **Number Appearing:** 1. **% In Lair:** 15%. **Treasure:** Class M. **Description:** Sometimes there will be only one Evil High Priest for a particular god or cult, though there might be more if the worship of that god or goddess is geographically pervasive or diverse. Evil High Priests cast spells from their own lists, featuring some of the spells of the Magic-User as well as a number of unique spells (see Vol. 3). They make saving throws as Thieves. In addition, all allies within a radius of 360' will be +1 to hit and will add +1 to morale, and all enemies will suffer a -2 penalty on saving throws. Typically each Evil High Priest will be accompanied by from 1-4 Evil Priests and 1-6 Black Knights, Rakehells or Villains. An Evil High Priest will generally operate out of a fortified stronghold with these defenders: 10-60 cataphracts, 10-60 horsed crossbowmen, 30-180 heavy foot, the companions listed above and one set of monster types: die 1 = 1-10 Spectres, die 2 = 1-10 Trolls, die 3 = 1-6 Vampires, die 4 = 1-20 White Apes. Uninvited guests will be required to pay a 10% tithe to support the worship of some horrible god. Those who refuse will be slain.

100% Dice	Evil High Priest Level	Dice for Accumulative Hits	Attack Capability	Spells & Level					
				1	2	3	4	5	6
01-19	7th level	6	Man +2	2	2	2	1	1	—
20-36	8th level	7	Man +2	2	2	2	2	2	—
37-51	9th level	7 + 1	Man +5	3	3	3	2	2	—
52-64	10th level	7 + 2	Man +5	3	3	3	3	3	—
65-75	11th level	7 + 3	Man +5	4	4	4	3	3	—
76-84	12th level	8 + 1	Man + 5	4	4	4	4	4	1
85-91	13th level	9 + 2	Man + 7	5	5	5	4	4	1
92-96	14th level	9 + 3	Man + 7	5	5	5	2	5	2
97-99	15th level	10 + 1	Man + 7	6	6	6	5	5	2
00	16th level	10 + 1	Man + 7	6	6	6	6	6	3

High Priests or Priestesses: These parallel the above but will be aligned with Law and will in turn be attached to the appropriate gods or goddesses. Strongholds will be defended by soldiers and mid-level Fighting-Men types on the above model, but higher-level types will instead include: die 1-3 = 1-20 Knights or die 4-6 = 1-6 Vindicators. If intercepted travellers fail their reaction roll against a High Priest, they may be required to pay a tithe of 10% of their valuables. Or if this does not provide a satisfactory total, they may be sent on a task via Quest.

EVIL LORDS: These are evil Fighting-Men of 10th level or higher (dice 01-28 = 10, dice 29-51 = 11, dice 52-70 = 12, dice 71-84 = 13, dice 85-93 = 14, dice 94-99 = 15, dice 00 = 16). Defenders "in lair"—probably a castle—will include 10-100 crossbowmen, 10-100 heavy foot and one set of monster types: die 1 = 1-12 Rakehells, die 2 = 1-10 Villains, die 3 = 1-8 Ogres, die 4 = 1-4 Hill Giants. In addition there is a 25% chance of a Black Magician, Hecatontarch or Haruspex and a 50% chance of an Evil Priest. Intercepted passerby may be allowed free passage only if one of their number engages in single combat to the death with one of the castle's champions. **Lords:** These will have initial defenders as above, but monster types will include: die 1 = 1-10 Protectors, die 2 = 1-12 Guardians, die 3 = 1-6 Griffins, die 4 = 1-4 Rocs, with the latter two ridden by Knights. In addition there is a 25% chance of

a Theurge, Thaumaturge or Talismanist and a 50% chance of a Priest. Wealthy looking intruders who fail a reaction roll against a Neutral Lord may be required to pay a toll of 100 to 600 Silver Pieces. Otherwise, many Lords will invite the strongest Fighting-Man to participate in a joust. If the champion of the party loses, he must forfeit his armor. If he wins, the party will be hosted in the castle for up to one month and will be sent off with a full stock of rations and fresh horses if required.

EVIL MEN*: These are non-player characters allied with Chaos:

Fighting-Men	Hit Dice	Attack Capability	Thieves	Hit Dice	Attack Capability
Brawler	1 + 1	Man	Lifter	1	Man (+9)**
Ruffian	2	Man	Filcher	2	Man (+9)
Duellist	3	Man	Snatcher	3	Man (+9)
Black Knight	4 + 1	Man + 2	Fingerer	4	Man (+9)
Rakehell	5	Man + 2	Harpax	4 + 1	Man + 2 (+16)
Villain	6	Man + 2	Sicarian	5	Man + 2 (+16)
Bravo	7 + 1	Man + 5	Phansigar	6	Man + 2 (+16)
Interfector	8 + 2	Man + 5	Thug	7	Man + 2 (+16)
Evil Lord	9 + 3	Man + 5	Evil Thief	7 + 1	Man + 5 (+24)
10th Level	10 + 1	Man + 7	Evil Master Thief	7 + 2	Man + 5 (+24)
11th Level	10 + 3	Man + 7	11th Level	7 + 3	Man + 5 (+24)
12th Level	11 + 1	Man + 7	12th Level	8 + 1	Man + 5 (+24)
13th Level	11 + 3	Man + 9	13th Level	8 + 2	Man + 7 (+31)
14th Level	12 + 1	Man + 9	14th Level	8 + 3	Man + 7 (+31)
15th Level	12 + 3	Man + 9	15th Level	9 + 1	Man + 7 (+31)
16th Level	13 + 1	Man + 12	16th Level	9 + 2	Man + 7 (+31)

Magic-Users	Hit Dice	Attack Capability	Spells & Level					
			1	2	3	4	5	6
Malefic	1	Man	1	—	—	—	—	—
Praecantor	1 + 1	Man	2	—	—	—	—	—
Diabolist	2	Man	3	1	—	—	—	—
Demonurgist	2 + 1	Man	4	2	—	—	—	—
Black Magician	3	Man	4	2	1	—	—	—
Hecatontarch	3 + 1	Man + 2	4	2	2	—	—	—
Haruspex	4	Man + 2	4	3	2	1	—	—
Evocator	4 + 1	Man + 2	4	3	3	2	—	—
Incantator	5	Man + 2	4	3	3	2	1	—
Necromant	6 + 1	Man + 2	4	3	3	3	2	—
Wizard	7	Man + 5	4	4	4	3	3	—
12th Level	8 + 1	Man + 5	4	4	4	4	4	1
13th Level	8 + 2	Man + 5	5	5	5	4	4	2
14th Level	8 + 3	Man + 5	5	5	5	4	4	3
15th Level	8 + 4	Man + 5	5	5	5	4	4	4
16th Level	9 + 1	Man + 7	5	5	5	5	5	5

* At least 10% of the time (higher in certain geographical areas) Fighting-Men will be Dwarves, Magic-Users will be Elves and Thieves will be Halflings.

** Applies during turns where the Thief has surprise for a melee attack.

Magic-User spells may be determined randomly from the lists in Vol. 3. All Magic-Users will have at least as many 1st level spells in their magic books as their intelligence score minus 10, or triple the number that may be memorized, whichever is higher. For higher spell levels each magic book will contain 2-3 times as many spells per level as may be memorized, keeping in mind that no Magic-User may possess more spells per level than his intelligence score.

If required, ability scores may be rolled on three dice and modified according to class:

<u>Class</u>	<u>Strength</u>	<u>Intelligence</u>	<u>Wisdom</u>	<u>Dexterity</u>
Fighting-Man	+2	+1	+1	—
Magic-User	—	+3	+1	—
Thief	—	+1	+1	+2
Dwarf	+2	+1	+1	—
Elf	+2	+3	+1	—
Halfling	—	+1	+1	+2

Armor is determined using one die, while magic items will be determined using percentile dice, multiplying the % chance by character level:

<u>Armor</u>	<u>Fighting-Man</u>	<u>Magic-User</u>	<u>Thief</u>	<u>Dwarf</u>	<u>Elf</u>	<u>Halfling</u>
No Armor	1	1-20	1-12	1	1-2	1-12
Leather	2-3	—	13-20	2-3	3-6	13-20
Mail	4-10	—	—	4-13	7-17	—
Plate	11-20	—	—	14-20	18-20	—

Magic Item

Swords	5%	—	3%	5%	5%	3%
Armor	5%	—	1%	5%	3%	1%
Misc. Weapons	5%	1%	2%	5%	3%	2%
Potions	1%	1%	3%	1%	1%	3%
Magic Books*	—	20%	—	—	—	—
Scrolls	—	3%	4%	—	1%	4%
Rings	1%	5%	2%	1%	2%	2%
Rods, etc.	1%	5%	1%	1%	2%	1%
Misc. Magic	2%	5%	4%	2%	3%	4%

* Rolled for each spell level usable by the Magic-User. (For each spell level there is a 20% chance that the Magic-User has brought his magic book with him.)

Characters encountered in the wilderness will be mounted 70% of the time. For those encountered underground there is a 50% chance that they will have left horses somewhere in the vicinity (suitably hidden, of course) with an 80% probability that they will be guarded by 1-6 soldiers, as well as possibly protected by spells, etc. if available. Magic-Users, Thieves, Dwarves and Halflings will have Light Horses, whereas Fighting-Men will have this selection: die 1-2 = light horse, die 3-4 = medium warhorse, die 5-6 = heavy warhorse.

Weapons may be allocated according to the following tables:

Melee Weapons (Twenty-Sided Die):

<u>Weapon</u>	Fighting-Men, Dwarves or Elves			Men or Halflings	
	Armor Type			<u>Magic-Users</u>	<u>Thieves</u>
	<u>None or Leather</u>	<u>Mail</u>	<u>Plate</u>		
Unarmed	1	—	—	1-3	1
Dagger	2	—	—	4-8	2
2 Daggers	3	—	—	9-10	3-4
Axe	4	1	1-2	—	5
Axe & Shield	5	2-3	3-5	—	—
Sword	6-7	—	—	—	6-8
Sword & Dagger	8	—	—	—	9-10
Sword & Shield	9	4-6	—	—	11
Mace or Club	10	—	6-7	—	12-13
Hammer	—	7	8-9	—	—
Battle Axe	11	8-9	10-12	—	—
Long Sword	12-13	10-12	13-15	—	14-15
Long Sword & Shield	14-15	13-16	16-18	—	16
Staff	16	—	—	11-20	17-18
Morning Star	17	17	—	—	19
Spear	18	18	—	—	20
Spear & Shield	19	19	—	—	—
Pole Arm	20	20	19-20	—	—

Missile Weapons (Twenty-Sided Die):

<u>Weapon</u>	Fighting-Men, Dwarves or Elves			Men or Halflings	
	Armor Type			<u>Magic-Users</u>	<u>Thieves</u>
	<u>None or Leather</u>	<u>Mail</u>	<u>Plate</u>		
None	1-6	1-9	1-10	1-12	1-5
Daggers (1-3)	7-8	10	—	13-20	6-10
Axe	—	11	11-12	—	11
Hammer	—	12	13-14	—	—
Javelins (3)	9-10	13	—	—	12-13
Sling	11	14	—	—	14-17*
Bow	12-17	15-17	15	—	—
Crossbow	18-20	18-20	16-20	—	18-20

* 80% of all Halflings will carry a sling.

Most Fighting-Men and Thieves will carry an extra dagger. Those wielding weapons of Class 7 or higher will also usually have an extra sidearm—an axe, mace, sword or hammer (referee's choice). Mounted characters will be equipped with a lance on a roll of 1-3 if wearing mail, or 1-4 if wearing plate armor. There is a 50%

chance that a standard “shield” will in fact be a buckler (Thieves will of course only use bucklers). Magic Items will obviously be those appropriate to the particular class—if it is determined that a Magic-User or Thief has a miscellaneous magic weapon, that weapon will be a dagger, and so on. The referee may always choose a weapon or re-roll to achieve a more desirable result. For example: Elves favor swords, long swords and spears. Dwarves favor axes and hammers, etc.

In dangerous areas, there is a good chance that non-player characters will be travelling with companions or hirelings 1-3 levels below their leader. Roll once for each row:

<u>Companions</u>	<u>Fighting -Man</u>	<u>Magic- User</u>	<u>Thief</u>	<u>Dwarf</u>	<u>Elf</u>	<u>Halfling</u>
1-6 Fighting-Men	40%	50%	40%	20%	30%	10%
1 Magic-User	25%	30%	20%	20%	10%	5%
1-2 Thieves	5%	30%	40%	5%	10%	15%
1-6 Dwarves	3%	5%	5%	50%	1%	10%
1 Elf	2%	5%	5%	1%	40%	2%
1-2 Halflings	1%	2%	10%	2%	2%	60%
Misc. Hirelings*	30%	30%	25%	25%	15%	10%

* 1-6 Soldiers (see below) plus 50% chance of 1-3 others (bearers, torchbearers, scribes, cooks, etc.). Substitute Fighting-Men for Soldiers at higher levels (5+), or ignore if Fighting-Men are already present.

Treasure for the group will be carried and will be Class M, calculated for the leader only, though each individual leveled character may have and use magic items according to the table on page 20.



EVIL PRIESTS: **Hit Dice:** 4. **Armor Class:** 9. **Move:** 12. **Alignment:** Chaos. **Languages:** Type C. **Number Appearing:** 1-4. **% In Lair:** 15%. **Treasure:** Class M. **Description:** These are lower level clerics that worship evil gods. They have no spell casting powers, per se. However, all allies of an Evil Priest within a radius of 360' will be +1 to hit and will add +1 to morale, and all enemies will suffer a -1 penalty on saving throws. **Priests:** These have similar powers but are aligned with Law.

FAERIES: **Hit Dice:** 3. **Attacks:** 2-7. **Armor Class:** 9. **Move:** 12/15. **Alignment:** Neutrality. **Languages:** Type F. **Number Appearing:** 10-100. **% In Lair:** 25%. **Treasure:** Class 1. **Description:** These fair winged beings generally inhabit secluded woodlands or meadows. They may become invisible at will, though they may not remain invisible while attacking. All use magic swords and bows that are +1 on damage as well as attacks, and they may fire their bows while moving if they wish. These weapons will lose their magic if taken from their original owners.

GIANT FISH: **Hit Dice:** 17. **Attacks:** 4-24 or swallow. **Armor Class:** 5. **Move:** 24. **Number Appearing:** 1-4. **Treasure:** Nil: 50%, Class 1-10 (roll a ten-sided die): 50% (inside the Fish's stomach). **Description:** This category encompasses great whales, among others. While usually indifferent or even friendly, an angry whale can be formidable indeed, capable of completely smashing small boats and fatally injuring larger ones. On any attack roll that succeeds by +4 or more, a whale will swallow its target whole. Oddly, this may be a favorable outcome (preferable to suffering four dice of damage), as a swallowed victim will take only two dice of damage before coming to rest in the belly of the monster. Attacks from the inside are possible, though they will cause the creature to expel the intruder in 2-7 melee turns (the victim takes an additional die of damage). Alternatively, one may try to crawl out once per day by rolling one's dexterity score or under on a twenty-sided die. Remaining "guests" of the beast will take three dice of damage per day (spread evenly over 24 hours). Of course, emerging from a whale will often be problematic, as the creatures will usually be swimming under the surface, often at some depth.

GIANT FLYERS: There are many giant types including:

BUMBLEBEES: **Hit Dice:** 3. **Armor Class:** 5. **Move:** 6/18. **Number Appearing:** 1-20. **Description:** These creatures are peaceful unless their nest or their queen is threatened. Their stinger (which they may use multiple times) administers a weak poison that does one die of damage (no saving throw). Giant Bumblebees have a higher than normal (for an insect) animal intelligence. Under the right circumstances they may even be trained in a manner similar to dogs, or used as steeds by small humanoids such as Faeries.

BUTTERFLIES: **Hit Dice:** 1 hit point. **Attacks:** Nil. **Armor Class:** 9. **Move:** 1/24. **Number Appearing:** 1-100. **Description:** These rare and beautiful creatures are completely harmless but a rabble of them will interfere with spells, missile fire and melee as per Bats. If a way can be found to capture a live Butterfly, it will be worth 100-400 Silver Pieces. A deceased but intact specimen may be sold for half that.

DRAGONFLIES: **Hit Dice:** 1. **Armor Class:** 7. **Move:** 1/30. **Number Appearing:** 1-2. **Description:** These flyers are carnivores that eat rabbits and other similar sized creatures. They will occasionally swoop in for the attack on a Dwarf, Halfling or prone and injured party member, surprising on a roll of 1-4, due to their speed.

EAGLES: Hit Dice: 3. Armor Class: 7. Move: 3/48. Alignment: Law. Languages: Types E or M. Number Appearing: 1-20. % In Lair: 20%. Treasure: Class 3 (gems and magic items only). Description: These potentially helpful giant birds can carry up to 50 units of encumbrance and still fly at half speed. If attacking from a dive, they will be at +4 to hit.

FLIES: Hit Dice: 2. Armor Class: 7. Move: 9/18. Number Appearing: 1-20. Description: Giant Flies possess an insect cunning that allows them to follow a party in the shadows or at a distance, biding their time like vultures. In the midst of or in the aftermath of a significant battle, they will make a staccato jump for the kill against the most vulnerable, surprising on a roll of 1-3. Anyone bitten by a fly has a 5% chance of contracting a random disease.

HORNETS: Hit Dice: 5. Attacks: 1-6 • poison. Armor Class: 3. Move: 6/24. Number Appearing: 1-8. % In Lair: 25%. Treasure: Class 1. Description: Hornets are among the most venomous of giant insects, and may attack with their talons as well as being able to sting multiple times. If surprised (often enthusiastically feeding on underground fungi or carrion), they are best left undisturbed.

LOCUSTS: Hit Dice: 2. Attacks: song. Armor Class: 3. Move: 6/18. Number Appearing: 1-100. Description: Locusts will not attack ambulatory beings, but a plague of Giant Locusts (even if a small plague) will emit a powerful song that will be painful to most humanoids (-1 temporarily on intelligence and wisdom cumulative per turn—a score of zero in either resulting in unconsciousness) and doubly painful to Elves. Giant Locust meat is highly prized and may be sold for 10-40 Silver Pieces per individual. The female of the species is uncharacteristically mute.

MOTHS: Hit Dice: 3. Attacks: combust. Armor Class: 9. Move: 1/18. Number Appearing: 1-10. Description: Giant Moths will not attack humanoids, but will be attracted to any light source, spiraling around it and having a 10% chance per turn of flying directly into it. A Moth flying into a torch will bust into flame with an almost explosive power—inflicting two dice of damage on anyone within a radius of 20'.

GARGOYLES: Hit Dice: 4. Armor Class: 5. Move: 9/15. Alignment: Chaos. Languages: Type F. Number Appearing: 2-20. % In Lair: 25%. Treasure: Class 1. Description: In the low light of dungeons Gargoyles often look like statues of themselves. They will attack 75% of the time, regardless of the reaction roll result. Only spells and magical weapons affect them.

GELATINOUS CUBES: Hit Dice: 4. Attacks: anesthetic or digestion. Armor Class: 8. Move: 6. Number Appearing: 1. Treasure: Class 3 plus miscellaneous non-precious items. Description: These mindless scavengers sweep dungeon corridors clean, digesting organic materials and carrying along coins, gems and metal objects in their bodies for a few days before randomly depositing them somewhere else. Gelatinous Cubes “attack” by attempting to enfold all opponents within melee range. A missed saving throw vs. paralysis means the victim is anesthetized and automatically takes one die of damage per turn (including the first turn) until he is fully digested. Fire and normal weapon attacks do full damage against a Gelatinous Cube but lightning, cold, paralysis, Polymorph, Fear and the like, will not harm them.



GHOSTS: Hit Dice: 10 twelve-sided. **Attacks:** cause fear • possession • age. **Armor Class:** 9. **Move:** 9. **Alignment:** Chaos. **Languages:** Type A. **Number Appearing:** 1. % In Lair: 35%. **Treasure:** Class 3. **Description:** Ghosts have two forms—ethereal and semi-corporeal. In the first, they may only be attacked by ethereal beings. In turn, the mere sight of a Ghost in ethereal form requires the victim to make a saving throw versus magic or else age 10 years and flee in terror for 2-12 turns (those with a combined total of twenty or higher for the sum of their wisdom score and their levels automatically make their save). All Ghosts have a particular obsession tied to a person, place or event from the time they were alive (it is this that has prevented them from passing to a more permanent place of rest), and will be fixated on an objective related to it—gaining revenge on an enemy (perhaps their murderer), revisiting a youthful love (though they will be probably be oblivious to the fact that he or she is now elderly or dead), etc. Pursuant to their goal they will attempt to possess the body of a suitable or sometimes random victim within 30' as per a Magic Jar spell (save versus magic to avoid). Failure or later detection after initial success may anger the Ghost and cause it to become semi-corporeal. In this state it can be attacked by magic weapons, though spells will not affect it. The Ghost may itself attack by touch. A successful hit will age the target by 10-40 years.

GHOULS: Hit Dice: 1 twelve-sided. Attacks: 1-6, paralysis. Armor Class: 6. Move: 9. Alignment: Chaos. Languages: Type A. Number Appearing: 2-24. % In Lair: 20%. Treasure: Class 2. Description: These intelligent and thoroughly evil Undead abominations have a paralyzing touch or bite that lasts for 2-8 turns. Anyone killed by a Ghoul will rise again as a Ghoul.

GIANTS: Attacks: variable or 3-18. Armor Class: 4. Move: 12. Alignment: 50% chance of Neutrality, 50% chance of Chaos. Number Appearing: 1-8. % In Lair: 30%. Treasure: 5,000 S.P. plus Class 3, plus 100-600 G.P. ea. Description: There are six types of Giants of which Hill Giants are the most common. All Giants may throw boulders at least 120' for three dice of damage with standard chances to hit (-10 to hit at triple range). Giants that reside in castles will 50% of the time have an additional creature or creatures as guards: die 1-4 = Hydra of 5-10 heads, die 5 = 6-36 Wolves, die 6 = 3-18 Bears. Distinctive characteristics are described below:



CLOUD GIANTS: Hit Dice: 12+2. Attacks: 3-18. Languages: Type E. Description: Cloud Giants dwell in castles atop sheer mountain spires or cloud formations. They have a highly developed sense of smell.

FIRE GIANTS: Hit Dice: 11+3. Attacks: 4-14. Languages: Type E. Description: Fire Giants are immune to fire and prefer to live in above ground castles or subterranean mansions, preferably near or within active volcanoes.

FROST GIANTS: Hit Dice: 10+1. Attacks: 3-13. Intelligence: Average. Languages: Type E. Description: These Giants are immune to cold and dwell in great castles of stone or ice.

HILL GIANTS: Hit Dice: 8. Attacks: 2-12. Languages: Type F. Description: These dull-witted creatures usually inhabit caves.

STONE GIANTS: Hit Dice: 9. Attacks: 2-12. Languages: Type E. Description: Stone Giants inhabit caves of dressed rock. They may throw boulders at triple the range of other Giants.

STORM GIANTS: Hit Dice: 15. Attacks: 6-21. Languages: Type E. Description: These, the largest and most powerful of all the Giants usually stand at least 24' tall. They usually dwell in underwater or cliff-side castles, and may Control Weather to cause storms.

GNOLES: Hit Dice: 2. Armor Class: 5. Move: 9. Alignment: Chaos. Languages: Type J. Number Appearing: 20-200. % In Lair: 30%. Treasure: Class 3. Description: While greatly feared, the actual physical appearance of these probably humanoid creatures has never been definitively described (even by Lord Dunsany), perhaps due to the paucity of survivors. Probably they have +2 morale. Possibly every Gnome clan has a King, protected by 1-4 bodyguards—all with 6+3 hit dice.

GNOMES: Hit Dice: ½. Armor Class: 5. Move: 6/3. Alignment: 50% chance of Law, 50% chance of Neutrality. Languages: Type E. Number Appearing: 40-400. % In Lair: 60%. Treasure: Class 1. Description: Gnomes are barely over 1 foot in height and can move through solid earth (though not necessarily stone) as easily as men move through air. They will only be encountered far beneath “the sunlit lands” in deep dungeons or caverns. Missiles: die 1 = none, die 2-4 = spear, die 5 = sling, die 6 = bow.

FALSE GNOMES: Hit Dice: 6. Attacks: 2-12 • confusion. Armor Class: 2. Move: 6/3. Alignment: Neutrality. Languages: Type G. Number Appearing: 1-4. % In Lair: 50%. Treasure: Class 3. Description: These smallish humanoids often look like Gnomes or Dwarves in the dark, but they are in fact man-eating monstrosities with mouths framed by crab-like mandibles. In addition, they have diamond-hard talons for ripping flesh as well as for efficiently burrowing through the earth. Gazing directly into their eyes will cause Confusion as per the spell.

Goblins: Hit Dice: 1-1. **Armor Class:** 6. **Move:** 6. **Alignment:** Chaos. **Languages:** Type F. **Number Appearing:** 40-400. **% In Lair:** 50%. **Treasure:** Class 1, plus 1-6 S.P. ea. **Description:** These nasty but ubiquitous humanoids generally live under hills and mountains. When exposed to full daylight they are -1 on morale and attacks. Goblins will always immediately attack a party containing Dwarves. The Goblin King and his 5-30 bodyguards have 1+1 hit dice and +1 morale. **Mis-siles:** die 1 = none, die 2 = hammer, die 3-4 = spear, die 5 = javelins, die 6 = sling. Outdoors, there is a 25% chance that 10% of the force will be mounted on Dire Wolves, accompanied by 10-40 additional Dire Wolves without riders.

GODS AND GODDESSES: Each cult, temple, Priest/Evil Priest or High Priest/Evil High Priest will be dedicated to the worship of one of these “immortal” beings, though a few gods will have no official worshippers or clerics per se. Many gods and goddesses will on occasion come to earth (often in disguise) and interact with men, sometimes to their benefit and sometimes to their detriment. It is unnecessary and unseemly to describe specific rituals or worship practices, though the particular character of a religious group or cult may be derived from the character of the god himself. If a god is called for on one of the encounter charts, it may be determined according to the table below (though there are of course many other deities beyond those represented in this small sample). An “encounter” with a lesser deity such as the Spider God may be interpreted as an encounter with its cult members:

<u>Die</u>	<u>Deity</u>	<u>Die</u>	<u>Deity</u>
1	Apollo	11	Math the Great Wizard
2	Artemis	12	Odin the One-Eyed
3	Athena	13	Pan
4	Balder the Beautiful	14	Set Lord of Shadows
5	Girra the Fire God	15	Silvanus
6	Ishtar	16	The Spider God
7	Isis	17	Thor
8	Kali	18	Thoth the Terrible
9	Lakshmi	19	Tsathoggus
10	Manannan the Sea God	20	Untamo God of Sleep and Dreams

Descriptions:

APOLLO: The twin brother of Artemis, Apollo is the god of prophecy, archery (for sport, not hunting), healing, sheep herding, poetry and music played on the lyre. In addition, he has been known to both prevent and cause plague. To placate him from engaging in the latter activity, small communities worship him in two different forms—the rat god Smintheus and the grasshopper god Parnopius. Priestesses of Apollo (or Pythia, as they are called) are well-known prophetesses—the usual procedure being to sit or stand on an ornate tripod perched over special cracks in the floor of a cave, breathing in the rising vapors and emitting groans and mumbles that are suitably translated into more articulate sentence strings by an associate. Prophecies will be made for a suitably large fee, though in most temples the service will only be available on the seventh day of each month. Apollo himself ap-

pears as a beautiful young man who will be undaunted in amorously pursuing any mortal woman with a charisma score of 18 unfortunate enough to encounter him.

ARTEMIS: Artemis is the goddess of the moon and of the hunt, and is often worshipped by female warriors, among others. A favorable encounter may result in the healing of all wounds and diseases in the party as well perhaps as the bestowal of a quiver of magic arrows. Unlike her brother she has a devotion to purity, especially for women.

ATHENA: Athena is the goddess of bravery, just war, wisdom, mathematics and invention. She is the patroness of warriors allied with Law and has been known to bestow magical arms or armor on those who impress her (almost always men, for some reason). A typical shrine to Athena will feature an olive tree and a parliament of owls, and it is often believed that a town that features such a shrine will be protected from all enemies unless or until the tree withers and/or the owls fly away.

BALDER THE BEAUTIFUL: Balder is a god of beauty and innocence. He is thought to be invulnerable but because he has had premonitions of his own death, he fears that he may have an undiscovered weakness. He often appears as a handsome young man.

GIRRA THE FIRE GOD: Girra is the god of fire and light and is the patron of metallurgists, blacksmiths, armorers and torchbearers.

ISHTAR: Ishtar is a goddess of fertility but also of jealousy and love detached from justice or charity. If she chooses to direct her affections upon a mortal—usually a male with a charisma score of 18—the issue will be sensitive, to put it mildly. Legends tell of her rage translating into a sort of super Animate Dead spell, causing all buried bodies within a twenty-mile radius to emerge from the earth and attack the living. Her priestesses—invariably attractive—often inspire passionate desire but also (among the wise) great fear. Caution is advised, but often in the moment forgotten.

ISIS: This goddess of magic often appears as a beautiful woman. She will occasionally bestow a magic item—usually a charm against a particular type of attack or spell—on a seemingly randomly chosen mortal.

KALI: “Black Earth Mother” and “Goddess of Destruction” are two of the more popular appellations for this thoroughly Chaotic deity. Her true form is that of a three-eyed, four-armed female with razor-sharp talons and grotesque tusks extending from her mouth. Her horrid cults are unfortunately ubiquitous, but she will often augment their actions through subtle means—appearing to men of influence as a sensuous dark-skinned woman (usually wearing little if any clothing) and using her evil charms to advance the interests and power of her followers.

LAKSHMI: Lakshmi is the goddess of wealth, prosperity and good (or bad) fortune. She appears as a radiant woman clad in either red or gold, and standing on a giant lotus flower. A favorable reaction towards a particular mortal may bestow extra chances of finding treasure or perhaps a temporary but significant bonus on all saving throws, with an unfavorable reaction resulting in the opposite. Money-changers revere her and have no end of minor prayers and oblations regarding the proper handling of coins and the like.

MANANNAN THE SEA GOD: This god is said to protect the realms of those he favors by if necessary, shrouding them in an impenetrable cloak of mist. He enjoys playing sometimes-unpleasant tricks and jokes on mortals, often appearing as a beggar, clown or harper. As well, he likes to sternly give men harsh (but true and useful) lessons regarding such things as honor or loyalty. In either case, however, Manannan will usually reward those who have suffered through such an encounter.

MATH THE GREAT WIZARD: Math is a 20th level Wizard (assume he can cast any spell at any time) who discovered or gained a number of special powers from the gods and in so doing became almost a god himself. He can hear anything said into a breeze anywhere in the world, can Polymorph others at will (save at -4), and can create limited amounts of gold, gems or jewelry from common or worthless materials. His knowledge as a Sage is such that if he chooses to be receptive, questions may be asked of him as if using Contact Higher Plane but without the possibility of negative side effects (roll 1 ten-sided die and add 2 to determine the equivalent plane). Math has a conditional immortality premised on his continually resting his feet on the lap of a maiden (though this requirement is waived in times of war).

ODIN THE ONE-EYED: The “all father” of many of the gods, Odin walks among men as an old traveller with a mangy horse—actually his fierce eight-legged steed Sleipnir—wearing a blue coat, a wide-brimmed hat and carrying a spear in place of a staff. Odin is the patron of warriors and hunters but also of scholars and poets. It was he who stole the Mead of Poetry for the use of gods and of men. Anyone who drinks of it may answer any scholarly question or recite any saga with a maximum of inspiration. Odin may (or may not) know where some of this beverage may be found.

PAN: Pan appears as a horned man or boy with the lower half of a goat, often holding or playing a flute. He is the god of nature but also of pleasure, especially when enjoyed in excess. Actual encounters with him may thus be possibly delightful or potentially terrible. Pan rarely misses an opportunity for “fun” but he will also exploit any chance to harm his rival Apollo by attacking his person or his cult, and he may attempt to enlist mortals in such schemes.

SET LORD OF SHADOWS: The god of darkness and the night is utterly evil. Set himself appears as a scaly man with the head of a jackal, but manifestations are more often realized as encounters with his Minions—10th level Lords clad in bronze plate armor that have the power to transform themselves at will into giant snakes.

SILVANUS: Silvanus is the god of the forest and woodland animals and is thus worshipped by those inclined towards that sort of thing, including of course Druids. Farmers and husbandmen also look to him to guard their livelihoods. He usually appears as a tall older man, wearing a suit of armor made of leaves, with a gigantic wolf as his steadfast companion. He carries a jug that will pour out any liquid upon command including any potion. Silvanus does not have the wandering eye that is typical of many other divinities, and will be fierce in reacting to perceived threats against the honor of a woman.

THE SPIDER GOD: In the temple to this awful lesser deity there is a great stone idol (containing eight huge gems for eyes) that is rumored to occasionally come to

life. Other manifestations of the Spider God's nearness include sudden infestations of giant spiders and/or their giant webs.

THOR: The son of Odin is a god of war and thunder. Two magical goats that will fight fiercely for him pull his chariot. These animals may be eaten once per day, providing a fabulous feast before reconstituting themselves (as long as no bones were broken). Thor has a hatred for petty mischief, lies and serpents.

THOTH THE TERRIBLE: Thoth is the god of wisdom, knowledge, science and magic. He is relatively benign, at least in relation to many of his peers, and thus the appellation "terrible" is somewhat of a misnomer (as many of his devotees are tireless in pointing out, though it admittedly does boost the reputation of the cult). He usually appears as a tall man with the neck and head of an Ibis. Thoth has been known to grant boons to those towards whom he is favorably inclined—raising Magic-Users by one level or bestowing an extra point to one's intelligence score. The fabled Book of Thoth supposedly contains all useful knowledge.

TSATHOGGUS: This horrible being is squat and pot-bellied with the head of a huge toad. Its body is covered in short fur, reminding one of a sloth or perhaps a bat. Its eyelids are almost always half-closed over bulging globular eyes, highlighting this demi-god's near perpetual torpidity. Tsathoggus is protected and served by Formless Spawn—Black Pudding-like entities that attack by crushing rather than corrosion. The Voormis—a degraded race of subterranean three-toed humanoids similar to Cave-men—are largely responsible for keeping the cult of Tsathoggus, so to speak, alive.

UNTAMO GOD OF SLEEP AND DREAMS: This god will almost never manifest himself to mortals except in dreams. Those who agree to serve or help him—usually as part of some jealous intrigue involving other deities—will be suitably rewarded. Offerings are made to Untamo to ward off insomnia and nightmares.

GOLEMS: Hit Dice: variable but all Golems will attack and make saving throws as 13+ hit die creatures. **Alignment:** Neutrality. **Languages:** Nil (though Flesh Golems may speak broken Common). **Number Appearing:** 1. **Description:** Golems are magical creatures constructed by super-powerful Magic-Users. Theoretically, they may be created from most physical materials. In general, only magical weapons affect them. A few examples follow:

CLAY GOLEMS: Hit Dice: 40 hit points. **Attacks:** 3-8 • 3-8. **Armor Class:** 7. **Move:** 7. **Description:** Clay Golems are immune to all slashing and piercing weapons as well as most spells save those that affect earth (and even these do only half damage). Exception: an Earthquake spell will destroy a Clay Golem. In each turn there is a 1% cumulative chance that a Clay Golem will go berserk and attack anyone and everyone, including its maker if present.

FLESH GOLEMS: Hit Dice: 30 hit points. **Attacks:** 3-8 • 3-8. **Armor Class:** 9. **Move:** 8. **Description:** Magic spells usually have no effect against Flesh Golems. Fire or cold spells merely slow movement by 50% and lightning actually restores damage. Their strength and size allows them to easily crash through wooden structures.



IRON GOLEMS: Hit Dice: 60 hit points. Attacks: 4-14 • 4-14 • poison gas. Armor Class: 2. Move: 4. Description: Iron Golems are in practice invulnerable to most sorts of attack, being harmed only by magic weapons with a bonus of +3 or higher. They may easily crash through most structures and defenses. Lightning slows them by 50% for 3 turns, while magical fire attacks restore damage. They may breath poison gas in a 10' x 10' square three times per combat.

STONE GOLEMS: Hit Dice: 50 hit points. Attacks: 2-12 • 2-12 • slow. Armor Class: 5. Move: 6. Description: Only magic weapons that have a bonus of at least +2 affect stone Golems. They may be harmed by spells that affect rock, and magical fire attacks will slow them by 50%. A Stone Golem may cast a Slow spell on one opponent per turn.

GORGONS: Hit Dice: 8. Attacks: 1-6 • petrify. Armor Class: 2. Move: 12. Alignment: Chaos. Number Appearing: 1-4. % In Lair: 50%. Treasure: Class 3. Description: The breath of this scaly bull-like monster turns creatures into stone (60' range).

GRAY OOZE: Hit Dice: 3. Attacks: 2-12, corrode. Armor Class: 8. Move: 1. Number Appearing: —. Description: Gray Ooze is often mistaken for simple wet stone. Like Black Pudding It burns through metal (though not wooden) weapons or armor in one turn and inflicts 2-12 hits per turn to exposed flesh. It is not harmed by cold or fire but takes normal damage from weapons—dividing it or spreading it around on stone tends to neutralize it.

GREEN SLIME: **Hit Dice:** 2. **Attacks:** 2-12. **Number Appearing:** —. **Description:** Green slime is contained by earth and stone, but eats away wood, metal and flesh. Any of these touched by Slime will start to become Slime at a rate of approximately ½' per turn, though there is a 10% chance per turn that this process will burn itself out. Once in contact with a substance, Green Slime cannot be scraped away. Thus, armor pieces must be stripped off immediately, and weapons will usually be rendered useless (though they might be useful for a few turns as Green Slime delivery systems). A person whose flesh comes into direct contact with Green Slime will suffer 2-12 hits of damage per turn. This will continue until the sliming process burns itself out, fire is applied—this will kill the Slime but inflict 1-6 additional hits of damage—or a Cure Disease spell is cast. Colonies of Slime may be attacked by fire or cold, but weapon strikes will not harm them.

GRIFFINS: **Hit Dice:** 7+2. **Armor Class:** 4. **Move:** 12/30. **Alignment:** Neutrality. **Number Appearing:** 2-16. **% In Lair:** 10%. **Treasure:** Class 3. **Description:** A Griffin has the body of a lion and the head and wings of an eagle. In general, they are fierce and aggressive, especially around their lair. Griffins have a strong taste for horseflesh. In rare cases they can be used as steeds.

HALF-ELVES: **Hit Dice:** 1+1. **Armor Class:** 4. **Move:** 9. **Alignment:** 25% chance of Law, 50% chance of Neutrality, 25% chance of Chaos. **Languages:** Type A (Common) plus Elvish. **Number Appearing:** 20-120. **% In Lair:** 25%. **Treasure:** Class 3. **Description:** These are the mortal offspring of mixed parents, and they often choose to live in small communities apart from other races. They will often be encountered on the high seas, perhaps on a quest related to curiosity or insecurity regarding their part-Elvish origins. Half-Elves do not have any of the special abilities of Elves, but are +1 to hit with sword and bow. For every 30 Half-Elves there will be one Knight or Black Knight. For every 50 Half-Elves there will be one Defender or Villain, and for every group of 100 or more Half-Elves there will be one Lord or Evil Lord. In addition, for every 10 Half-Elves there is a 10% cumulative chance that a Theurge or Black Magician will accompany the group. Missiles: die 1-3 = none, die 4 = spear, die 5-6 = bow.

HALFLINGS: **Hit Dice:** 1-1. **Armor Class:** 7. **Move:** 12. **Alignment:** Law. **Languages:** Type M plus Common. **Number Appearing:** 30-300. **% In Lair:** 70%. **Treasure:** Class 2. **Description:** Except for their slightly lower hit dice, encountered Halflings will have the abilities of Halfling player-characters: They may hide in shadows as Thieves, add one extra step when making saving throws and are +3 to hit with the sling. Each village or community will have 5-20 militia members of 2nd level and one Militia Captain of 4th-6th level. Missiles: die 1 = none, die 2 = axe, die 3 = spear, die 4-5 = sling, die 6 = bow.

HARPIES: **Hit Dice:** 3. **Attacks:** 1-6 · song · charm. **Armor Class:** 7. **Move:** 6/15. **Alignment:** Chaos. **Languages:** Type H. **Number Appearing:** 2-12. **% In Lair:** 20%. **Treasure:** Class 1. **Description:** A Harpy has the lower body of an eagle and the upper body of a human woman. The song of a Harpy will lure men toward it (save versus magic to resist). Once within its grasp, a touch will Charm (no saving throw) and the Harpy's victim may be slain at will.

HELL HOUNDS: **Hit Dice:** 3-7. **Attacks:** 1-6 or breath weapon. **Armor Class:** 4. **Move:** 12. **Alignment:** Chaos. **Number Appearing:** 2-8. **% In Lair:** 25%. **Treasure:** Class 1. **Description:** These are evil and extremely dangerous creatures from another plane. During melee a Hell Hound has a 2 in 6 chance each turn of using its fiery breath against one opponent. If the attack is successful, it inflicts a number of hit dice damage equal to the Hell Hound's hit dice (save versus dragon's breath for half damage). Their canine senses allow them to detect hidden or invisible creatures 75% of the time, and their stealth allows them to surprise on a 1-4. They have sometimes been domesticated by Fire Giants.

HIPPOGRIFFS: **Hit Dice:** 3+1. **Attacks:** 1-6 · 1-6. **Armor Class:** 5. **Move:** 18/36. **Alignment:** Law. **Number Appearing:** 2-16. **Description:** Like Griffins, Hippogriffs have heads and wings like eagles, but unlike Griffins they have the body of horses and are generally calmer in nature and more easily tamed. But they are fierce in combat, attacking with both beak and hooves. Though both Hippogriffs and Pegasi are allied with Law, they will usually attack each other.

HOBGOBLINS: **Hit Dice:** 1+1. **Armor Class:** 5. **Move:** 9. **Alignment:** Chaos. **Languages:** Type D. **Number Appearing:** 20-200. **% In Lair:** 30%. **Treasure:** Class 3. **Description:** Hobgoblins are larger cousins of Goblins, and they have +1 morale (except in full daylight). The Hobgoblin King and his 2-4 bodyguards will have 5 hit dice and inflict one die + 2 hits of damage. Missiles: die 1-2 = none, die 3-5 = spear, die 6 = bow.

GIANT HOGS: **Hit Dice:** 6. **Attacks:** 2-12. **Armor Class:** 6. **Move:** 12. **Number Appearing:** 1-8. **Description:** These giant-sized boars are much more dangerous than their name would imply.

HOMUNCULI: **Hit Dice:** 2. **Attacks:** Bite 1-3 hits, special. **Armor Class:** 7. **Move:** 6/18. **Alignment:** As its master. **Languages:** Nil (but see below). **Number Appearing:** 1. **Description:** A Homunculus is the joint creation of an Alchemist and a Magic-User, and it will serve the latter as a familiar. The process requires an expenditure of no less than 1,000 Silver Pieces, at least one pint of the Magic-User's own blood and will take at least 1-4 weeks. The resulting reptilian-humanoid creature will be 18" tall with leathery wings and a bite that causes either sleep (Lawful or Neutral Magic-Users) or paralysis (Chaotic Magic-Users). The Homunculus cannot speak but has a permanent telepathic bond with its master. It will serve him faithfully and will never willingly travel more than 360' away. If the creature is killed, the Magic-User will immediately suffer 2-20 hits of damage.

HORSES (and MULES, CAMELS, etc.): See Vol. 1, p. 24.

HYDRAS: **Hit Dice:** 5-12 heads. **Attacks:** 1-6 x number of heads. **Armor Class:** 5. **Move:** 12. **Alignment:** Chaos. **Number Appearing:** 1. **% In Lair:** 25%. **Treasure:** Class 2. **Description:** Hydras are large reptiles with multiple heads. They will have total hit points equal to 6 x the number of heads, and each time they take 6 hits they will lose a head. They will always roll to hit according to their initial total number of heads but they will make multiple attacks based on their remaining number of heads. **Fire Breathing Hydras** may breathe fire in a cone 20' long with a 10' base, twice a day from each head for two dice + 1 hit of damage (save for half-damage).

INVISIBLE STALKERS: Hit Dice: 8. Attacks: 2-12. Armor Class: 3. Move: 12. Alignment: Neutrality. Languages: Type J plus understands Common. Number Appearing: 1. Description: These are creatures invoked by the 6th level spell. They will inexorably stalk their intended victim until their mission is accomplished or until they are slain or dispelled. A Stalker will resent long or open-ended missions and will make every attempt to satisfy the letter of such a mission while perverting its spirit, often to the detriment of he who summoned him. As they are invisible, Stalkers will surprise on a roll of 1-5, unless of course their victim takes precautions or has some way to detect them.



JUGGERNAUTS: Hit Dice: 20. Attacks: stun · crush. Armor Class: 2. Move: 24. Alignment: Chaos. Languages: Type C. Number Appearing: 1. % In Lair: Nil. Treasure: Class 3 (contained inside its body). Description: A Juggernaut appears as a huge wheeled platform topped by a giant statue (usually female). The statue has a “stun-ray” with a range of 240’ that it may use once per turn—failure to make a saving throw means the character is stunned and cannot move for 1-10 turns. Anyone in the path of a Juggernaut “charge” will be crushed to death (no saving throw if stunned, otherwise a successful save results in only 4-24 hits of damage).

KOBOLDS: Hit Dice: ½. Armor Class: 7. Move: 6. Alignment: Chaos. Languages: Type D. Number Appearing: 40-400. % In Lair: 50%. Treasure: Class 1, plus 1-6 S.P. ea. Description: Like Goblins, Kobolds are -1 on morale and attacks when exposed to full daylight, and they hate Dwarves. The Kobold King and his 5-30 bodyguards have 1+1 hit dice and +1 morale. Missiles: die 1-2 = none, die 3 = axe, die 4-5 = spear, die 6 = javelins.

LAMMASU: Hit Dice: 6+2. Attacks: 2-12 · spells. Armor Class: 6. Move: 12/24. Alignment: Law. Languages: Type L. Number Appearing: 2-8. % In Lair: 40%. Treasure: Class 10. Description: Each of these wise and good creatures has the body of a winged-lion and the head of a man or woman. They will generally befriend and render aid to Lawful parties. Lammasu use spells as Talismanists. In addition, they may become invisible and use Dimension Door at will, and they radiate good as if continually emanating a Protection from Evil, 10’ Radius spell.

GIANT LEECHES: Hit Dice: 2. Attacks: level drain. Armor Class: 8. Move: 6. Number Appearing: 1-20. Description: Giant Leeches are often found lurking underwater in swamps, patiently waiting to attach themselves to unsuspecting passerby (surprising on a die roll of 1-4). If their first attack is successful, then at the end of each subsequent set of two turns the victim will be drained of one life level until he is either dead or the Leech has been removed or killed. If the victim survives, life levels will be regained at a rate of one per week, with all recovered after a maximum of three weeks.

LEPRECHAUNS: Hit Dice: ½. Attacks: 1-3. Armor Class: 8 (with an additional penalty on attack rolls of -4 if the Leprechaun is visible and -8 if he is invisible). Move: 15. Alignment: Neutrality. Languages: Type K. Number Appearing: 1-20. % In Lair: 10%. Treasure: Class 4. Description: Leprechauns have a love of wine, mischief and gold. To aid in the pursuit of these, they may become invisible at will, can Polymorph non-living objects, are able to create illusions as per a Phantasmal Forces spell and may utilize Ventriloquism an unlimited number of times. In addition, they will almost never be surprised due to their acute hearing. In any encounter with Leprechauns there is a 75% chance that they will attempt to steal a valuable item from the party, and in turn a 75% chance that the attempt will be successful. Each turn of pursuit there is a 25% chance that the Leprechauns will drop the item. Note that Leprechauns will always be extremely clever and dishonest in any dealings regarding treasure. For example, if tracked back to their lair, they will make a show of their theft being merely a great joke (since fairy-folk

don't really care about property or valuables per se, being flighty fun-loving creatures, etc., etc.) and will "give back" the item in question along with a small Leprechaun pot of gold for the party's trouble. Only later will the party discover that their property wasn't actually returned at all, and their new "gold" was merely a cache of pebbles.

LICHES: **Hit Dice:** As Wizard but twelve-sided. **Attacks:** 1-6 · paralyze · instill fear · spells. **Armor Class:** 3. **Move:** 6. **Alignment:** Chaos. **Languages:** Type C. **Number Appearing:** 1-4. **% In Lair:** 100%. **Treasure:** Class 7. **Description:** A Lich is the Undead skeletal manifestation of a Wizard who chose to extend his "life" through necromancy. The deathly cold touch of a Lich causes paralysis (no saving throw), and all creatures below 5th level that behold a Lich will flee in fear. Liches will of course also have the spells appropriate to at least an 11th level Wizard. Liches will make saving throws as 13th level Magic-Users.

LIONS: **Hit Dice:** 4+2. **Armor Class:** 6. **Move:** 12. **Number Appearing:** 1-12. **Description:** Lions can leap 30' horizontally (surprising on a 1-3) and 10' vertically.

LIVING STATUES: **Hit Dice:** 1-12. **Attacks:** 1-6 for each four hit dice or fraction thereof. **Armor Class:** 2. **Move:** Variable by creature type. **Number Appearing:** 1-6. **% In Lair:** 100%. **Treasure:** Class 1 (multiplied by the number of hit dice). **Description:** These are created to guard locations and will "come to life" when the specified conditions are met—an item is touched, a threshold is crossed, etc. They will then fight as the particular type of animal, warrior, etc. in question until the threat is neutralized or they are destroyed. Only magical weapons can harm them.

GIANT LIZARDS: **Hit Dice:** 3. **Armor Class:** 5. **Move:** 15. **Number Appearing:** 1-12. **Description:** These reptiles are about the size of large dogs, but move and jump much more rapidly. Their camouflage coupled with their sudden stop/start movement allows them to surprise opponents on a die roll of 1-3. Behind a darting tongue their teeth are jagged and deadly.

LIZARD MEN: **Hit Dice:** 2+1. **Armor Class:** 5. **Move:** 6/12. **Alignment:** Neutrality. **Languages:** Types E or G. **Number Appearing:** 10-40. **% In Lair:** 40%. **Treasure:** Class 3. **Description:** Lizard Men may lair either on land—the more watery and marshy, the better—or underwater. They have a taste for human flesh and, all things being equal, will attempt to capture rather than kill in anticipation of a future feast. Missiles: die 1-4 = none, die 5 = spear, die 6 = javelins.

LURKERS ABOVE: **Hit Dice:** 10. **Attacks:** smother. **Armor Class:** 6. **Move:** 1/9. **Number Appearing:** 1-4. **% In Lair:** 50%. **Description:** These giant manta ray-like monsters can flap slowly through the air if necessary, but they spend most of their time adhering to dungeon ceilings, patiently awaiting unsuspecting prey. In this position they will be undetectable 90% of the time unless prodded. Lurkers will drop at the most favorable time, enveloping all within an area 30' x 20'. Those caught will take one die of damage per turn, and will die of suffocation in 2-5 turns unless the Lurker is killed. Trapped characters may fight only with weapons of class 3 or lower, and only if those weapons were initially in hand.

LYCANTHROPE: Lycanthropes will usually transform into their animal selves during the hours of darkness. They must do so if there is a full moon. A character taking hits from a Lycanthrope of more than 50% of his total hit points at the start of combat will become a Lycanthrope in 2-24 days unless a Cure Disease spell is cast in the interim. Only silvered or magical weapons affect Lycanthropes. Groups larger than two creatures have at least a two-thirds chance of being family packs, consisting of one or two adults and a balance of young. Adult females will inflict 3 dice of damage for each of four turns if their young are threatened but will then drop to inflicting only ½ die of damage. Adult males will inflict 2 dice plus 1 hit of damage if their mates are threatened. Only 1 in 6 young will fight. Distinctive characteristics are described below:

WEREBEARS: Hit Dice: 6 ten-sided. Attacks: 2-12. Armor Class: 6. Move: 9. Alignment: 50% chance of Law, 50% chance of Neutrality. Languages: Type M plus Common. Number Appearing: 2-20. % In Lair: 15%. Treasure: Class 1.

WEREBOARS: Hit Dice: 4 ten-sided. Armor Class: 6. Move: 12. Alignment: 50% chance of Neutrality, 50% chance of Chaos. Languages: Type G plus Common. Number Appearing: 2-20. % In Lair: 15%. Treasure: Class 1.

WERERATS: Hit Dice: 2 ten-sided. Armor Class: 9. Move: 12. Alignment: Chaos. Languages: Type A + Wererat. Number Appearing: 8-32. % In Lair: 35%. Treasure: Class 1. Additional Description: Wererats or “Rat Men” move very quietly and thus surprise on a 1-4. They may control Rats as a Vampire.

WERETIGERS: Hit Dice: 5 ten-sided. Attacks: 2-12. Armor Class: 6. Move: 12. Alignment: 50% chance of Neutrality, 50% chance of Chaos. Languages: Type O plus Common. Number Appearing: 2-20. % In Lair: 15%. Treasure: Class 1.

WEREWOLVES: Hit Dice: 3 ten-sided. Armor Class: 7. Move: 15. Alignment: 50% chance of Neutrality, 50% chance of Chaos. Languages: Type F plus Common. Number Appearing: 2-20. % In Lair: 15%. Treasure: Class 1.

MAGI: These are 10th level Magic-Users aligned with Law or Neutrality. In the wilderness a Magus might inhabit a protected or hidden tower, cave, hut or the like.

MAMMOTHS: Hit Dice: 11. Attacks: 3-18. Armor Class: 5. Move: 12. Number Appearing: 1-12. Description: These huge shaggy beasts may in rare cases be used as mounts.

MANTICORAS: Hit Dice: 6+1. Attacks: 1-6 • 1-6 to 6-36. Armor Class: 4. Move: 12/18. Alignment: Chaos. Languages: Type I. Number Appearing: 1-4. % In Lair: 25%. Treasure: Class 3. Description: The Manticore has a man’s face, bestial horns, a lion’s body, dragon wings and a tail of 24 spikes that can be hurled (up to 6 per turn at the same target).

MARTIANS: Hit Dice: 1 eight-sided. **Attacks:** 1-6 or radium weapon. **Armor Class:** 7. **Move:** 12. **Languages:** Type B. **Number Appearing:** 10-1000. **% In Lair:** 15%. **Treasure:** Class 8, plus 2-20 pi coins—equivalent to copper pieces—ea. **Description:** These are oviparous but humanoid natives of the Red Planet. At some point in the recent past small groups of them were “seeded” on Earth. Who did this and why, and whether it was effected by powerful magic, advanced science or some other means remains a mystery. All Martians have warrior-based cultures based more or less on violence. Yet all also follow codes of honor that at a minimum regulate and limit the use of that violence. For example, a Martian will never engage a humanoid in combat using weapons more powerful (or with greater range) than those wielded by his opponent. Thus, while all Martian races possess quantities of radium pistols and rifles—horribly powerful firearms that have a virtually unlimited theoretical range—their use, especially in close combat, is relatively rare. Note, though, that Radium weapons will be employed against groups casting hostile spells. Martian melee weapons include daggers, hatchets, swords, long swords and javelins. Fighting with two swords (Class 7 on the first turn, Class 3 thereafter) is common, swords are often hurled, and shields are only used by the Yellow race. A Martian horde will be led by a Jeddak, equivalent to a Lord, 12th level, while smaller units of 100 or more will be headed by a Jed, equivalent to a Lord, and include nine Chieftains equivalent to Knights. If there are 200 or more Martians, there is a 50% chance that it will include a Scientist who helps to maintain 1-3 inventions or devices brought from their native planet:

<u>Item</u>	<u>Description</u>
Atom Gun:	This pistol-sized weapon may be used once per turn with restrictions and results similar to a five-die <u>Fire Ball</u> spell. It contains 20 rounds.
Chronometer:	Similar to a wristwatch but more fragile and constructed of gold.
Disintegration Ray:	This may be “programmed” to destroy organic or inorganic materials at a range of up to 120’. If the former is selected, it acts as a true “death ray” (saving throw allowed). Charges: 1-20.
Flying Belt:	This personal device functions just like a <u>Levitate</u> spell and is good for 1-20 turns of use.
Food Tablets:	Concentrated energy and protein pills equivalent to a maximum of one week of rations for a man but having zero encumbrance.
Ground Skimmer:	As a Flying Carpet but twice as fast.
Invisibility Pills or Invisibility Sand:	The former causes invisibility for 10 hours (2-12 pills per bottle), while the latter is relatively permanent but may only be used on a stationary and inanimate object such as a small hut.

Mechanical Brain:	This computing device responds only to Martian telepathic commands. Its practical value for non-Martians is unclear.
Radium Bulb:	Gives continual light in a 30' radius (1-4 bulbs per set).
Radio Communicator:	Unlimited range, but capable only of transmitting binary code.
Super Magnet:	Acts as a <u>Repulsion</u> spell for those wearing metal armor, or it may be used in reverse to pull creatures in.
Synthetic Men:	These are synthetic regenerating creatures equivalent to Trolls, though re-generation of severed parts is problematic—a detached head might grow a foot, a foot might grow another foot, etc. There will be 1-6 Synthetic Men appearing.

Martian Missiles: All warriors carry Radium Pistols, and there will be one Radium Rifle for every ten Martians. 1 in 6 Martians will carry javelins, with the remainder capable of throwing either of their hand weapons—dagger, hatchet or sword. **Radium Pistol:** An attack roll against Armor Class 9 is required to hit, regardless of actual armor, with an effective range of 120'. Bullets will explode on impact for three dice of damage, given any sunlight; one die of damage, otherwise, though rounds may explode later if subsequently exposed to the sun. Rounds of Ammunition: 30. **Radium Rifle:** Same as a Pistol, but the range is much greater, with each subsequent 120' only subtracting -1 from the attack roll. After one turn the shooter is assumed to have gotten a bead on the target and therefore the range intervals are doubled. Rounds of Ammunition: 200.

The Martian races may be distinguished as follows:

BLACK MARTIANS: These resemble terrestrial humans with coal black skin, eyes and hair. They are cruel pirates and raiders who seek booty and slaves. Fierce and dexterous fighters, they have a +1 bonus on attacks, initiative and morale. 80% of the time there will be 1-20 slaves or prisoners for every twenty-five Black Martians encountered. They are inclined towards Chaos.

GREEN MARTIANS: See Tharks.

RED MARTIANS: "Red Men" possess the highest and most finely tuned code of Martian honor. For example, presenting a sword, hilt-forward is an offer of fealty, while refusing such is the gravest of insults. In addition, the smallest perceived offense to a woman will be answered with a challenge. Red Martians are +1 on morale and make saving throws as 7th level Fighting-Men. The majority of them are inclined towards Law.

WHITE MARTIANS: These Martians are of three main varieties: **Ancients** are blond with jeweled headdresses. Their generally formidable strength and size give them a bonus of +2 on attacks. They are inclined towards Law. **Therns** are bald with blond wigs and are often cannibals, inclined towards Chaos. The best fighters among them—the so-called Holy Therns (20% chance that any group will be made up of such)—have three hit dice. **Lotharians** comprise a dwindling community of ancient males with powers of hypnotic suggestion. A single Lotharian may create 1-20 “phantom” bowmen in a manner similar to an enhanced Phantasmal Forces spell. Each Dream Warrior will persist until either their creator is killed or ceases to concentrate on him, a successful hit is obtained against him in melee or an opponent makes a successful save versus spells after explicitly choosing to “disbelieve” in the existence of all of them. (This will dispel all of them for that character only. If he can communicate the circumstance to others, they will each have a +4 bonus on their saving throw.) For every 100 Lotharians there will be either one actual trained Banth or one illusory Banth. Lotharians are inclined towards Neutrality.

YELLOW MARTIANS: These inhabit Arctic regions and are the only Martian race to sport beards or wear more than nominal clothing (for obvious reasons due to climate). They fight with a small shield and two swords, one of them hook-like and used to ensnare their opponent’s weapon or weapon arm. In practice this means that a Yellow Martian makes two attacks, the success of the first will inflict no damage but allows the second attack to be made at a +4 bonus to hit. Yellow Martians are inclined towards Neutrality.

MASTODONS: **Hit Dice:** 10. **Attacks:** 3-18. **Armor Class:** 6. **Move:** 12. **Number Appearing:** 1-12. **Description:** Similar to Mammoths but smaller and lower.

MEDUSAE: **Hit Dice:** 4. **Attacks:** 1-6 • poison • petrify. **Armor Class:** 8. **Move:** 9. **Alignment:** Chaos. **Languages:** Type H. **Number Appearing:** 1-4. **% In Lair:** 75%. **Treasure:** Class 4. **Description:** The Medusa has the body of a shapely female but her hair is a swirl of poisonous asps. Those who meet her gaze are turned to stone.

MERMEN: **Hit Dice:** 1+1. **Armor Class:** 7. **Move:** 6/18. **Alignment:** Neutrality. **Languages:** Type E. **Number Appearing:** 30-300. **% In Lair:** 15%. **Treasure:** Class 10. **Description:** Unlike some fairytale versions, Mermen have lower bodies similar to men, not fish. Underwater, Mermen will attack with tridents (automatic disarm on an attack that succeeds by +4 or more). On land they will either use tridents or javelins, attacking at -1 to hit. For every 30 Mermen there will be one Merman Knight, and for every 50 Mermen there will be one Merman Guardian or Protector. The King of the Mermen will be equivalent to a Lord.

MINOTAURS: **Hit Dice:** 6. **Armor Class:** 6. **Move:** 12. **Alignment:** Neutrality. **Languages:** Type H. **Number Appearing:** 1-8. **% In Lair:** 10%. **Treasure:** Class 1. **Description:** This creature of myth has the head of a bull and the body of a huge man. It usually will have its lair at the center of a vast and complex labyrinth designed to trap and isolate its prey. The Minotaur loves the taste of human flesh and will almost always fight to the death.

MUMMIES: **Hit Dice:** 5+1 twelve-sided. **Attacks:** 1-6, disease. **Armor Class:** 9. **Move:** 6. **Alignment:** Chaos. **Languages:** Type C. **Number Appearing:** 1-12. **% In Lair:** 30%. **Treasure:** Class 3. **Description:** Mummies are the resurrected selves of evil men or women who died many thousands of years ago but who took extraordinary steps to ensure that they would live again, if only in some form. Only magical weapons may harm Mummies and even these do but half-damage. (Note though that fire does full damage.) A successful hit by a Mummy inflicts a rotting disease that causes wounds to take ten times the usual time for healing, as well as making Cure spells and surgery ineffective. The rotting disease lasts for as long as the character has any hit points left and may only be cured by a Cure Disease spell, administered within the hour. Mummies are not necessarily covered in “bandages”. Some may even appear as beautiful women.

NAGAS: **Armor Class:** 5. **Move:** 15. **Number Appearing:** 1. **% In Lair:** 60%. **Treasure:** Class 9. **Description:** Nagas are magical snake-like beings 10' to 20' in length. Most have a poisonous bite and may use spells at the indicated levels.

GUARDIAN NAGAS: **Hit Dice:** 11-12. **Attacks:** 1-6, plus poison/bite • poison/spit, constrict and spells. **Alignment:** Law. **Languages:** Types L or O. **Description:** These have a poison bite but may also spit poison up to 30'—if the attack succeeds, the victim must save versus poison or die. In addition, a successful constriction attack will do one die of damage the first turn, and an automatic die of damage each additional turn. Guardian Nagas may cast spells as Talismanists.

SPIRIT NAGAS: **Hit Dice:** 9-10. **Attacks:** 1-6, poison • charm • spells. **Alignment:** Chaos. **Languages:** Types C or O. **Description:** Spirit Nagas have grotesque human-like heads atop their snaky bodies. Anyone looking into the eyes will be charmed unless a saving throw versus paralysis is made. They have a poison bite and may use spells as Haruspices.

WATER NAGAS: **Hit Dice:** 7-8. **Attacks:** 1-6 or spells. **Alignment:** Neutrality. **Languages:** Types E or O. **Description:** Water Nagas inhabit fresh water only. Unlike that of their sisters, their bite is not poisoned. Water Nagas may cast spells as Theurges but will not use spells that involve fire or lightning.

NECROMANTS: These are evil 10th level Magic-Users. The lair of a Necromant will either be dark and foreboding or deceptively welcoming.

NIXIES: **Hit Dice:** 1. **Armor Class:** 7. **Move:** 12. **Alignment:** Neutrality. **Languages:** Types E or I. **Number Appearing:** 10-100. **% In Lair:** 100%. **Treasure:** Class 2. **Description:** These water sprites will often attempt to lure men underwater where they will be enslaved by the Nixies for a year and a day. One Charm Person spell may be cast for every ten Nixies. If the victim fails his saving throw, then only a Dispel Magic spell will free him (and there's only a 75% chance of this working before the victim is submerged). In the water, 10-100 barracuda or similar will often accompany Nixies (treat as underwater Rats).

NOMADS: **Hit Dice:** 1. **Armor Class:** variable. **Move:** variable. **Alignment:** 50% chance of Neutrality, 50% chance of Chaos. **Languages:** Type A. **Number Appearing:** 30-300. **% In Lair:** 15%. **Treasure:** Class 8, plus 5-30 C.P. ea. **Description:** These are raiders of the deserts or steppes that are in most ways equivalent to Bandits. For every 30 Nomads there will be one 4th level Sub-Chief. For every 50 Nomads there will be one 5th or 6th level Chief, and for every group of 100 or more Nomads there will be one 8th or 9th level Khan. If there are 200 or more Nomads, there is a 50% chance they will be accompanied by a Magus, Archimagus, Necromant or Wizard. For every 100 Nomads or fraction thereof there is a cumulative 30% chance that they will have Prisoners at a 1/25 ratio. Composition of Forces: Nomads of the Dessert: die 1-3 = light horse lancers, die 4 = light horse bowmen, die 5-6 = cataphracts. Nomads of the Steppes: die 1 = light horse lancers, die 2-4 = light horse bowmen, die 5 = cataphracts, die 6 = horsed crossbowmen. Nomad camps will be guarded by an additional 20-40 crossbowmen.

OCHRE JELLY: **Hit Dice:** 5. **Attacks:** 1-6, corrode wood. **Armor Class:** 8. **Move:** 3. **Number Appearing:** 1. **Description:** In practice an Ochre Jelly is a weaker and slower version of a Black Pudding. It does fewer hit points of damage to exposed flesh, has no effect on metal and is vulnerable to cold as well as fire. Attacks from lightning bolts and weapons merely divide it (as with Puddings).

GIANT OCTOPI: **Hit Dice:** 4. **Attacks:** 1-6 x 9. **Armor Class:** 7. **Move:** 9. **% In Lair:** 70%. **Treasure:** Class 6 (no magic items). **Description:** Octopi may make up to nine attacks per turn (eight tentacles plus one bite). They may also shoot out a cloud of thick black ink, once per day.

OGRES: **Hit Dice:** 4+1. **Attacks:** 3-8. **Armor Class:** 5. **Move:** 9. **Alignment:** 50% chance of Neutrality, 50% chance of Chaos. **Languages:** Type F. **Number Appearing:** 3-18. **% In Lair:** 30%. **Treasure:** 1,000 S.P. plus Class 1, plus 100-600 S.P. ea. **Description:** Ogres inflict extra hits of damage due to their great strength. They can often be found dwelling under bridges, perhaps demanding tolls.

OGRE MAGI: **Hit Dice:** 5+2. **Attacks:** 3-8 • charm • sleep • cone of cold. **Armor Class:** 4. **Move:** 9/15. **Alignment:** Chaos. **Languages:** Type O. **Number Appearing:** 1-6. **% In Lair:** 40%. **Treasure:** Class 3. **Description:** These lamellar-armored foreign relatives of the conventional Ogre are magically endowed and highly intelligent. They may use these spells at will: Invisibility, Fly, Darkness (10' r.) and Polymorph Self (into human form), and these spells once per day: Charm Person, Sleep and Cone of Cold (eight dice of damage—half if a save is made—to all targets in a cone extending 60' from the caster with a 30' base). Ogre Magi regenerate 1 hit per turn, though unlike Trolls, their severed members will not reanimate.

ORCS: **Hit Dice:** 1. **Armor Class:** 6. **Move:** 9. **Alignment:** 50% chance of Neutrality, 50% chance of Chaos. **Languages:** Type M. **Number Appearing:** 30-300. **% In Lair:** 50%. **Treasure:** Class 3. **Description:** These are stronger and more intelligent cousins of Goblins. Like Goblins, Orcs are -1 on morale and attacks in full daylight; though there is a 30% chance that their lair will be an above ground

village, fort or castle, strategically situated for nighttime raids. Nominally, each Orc band will be lead by a Chieftain and 2-12 guards (3 hit dice, +1 morale). However, when encountered in lair there will often be one or more powerful non-Orc leaders, emissaries or allies:

	Chance per 100 Orcs:	
	<u>Aboveground</u>	<u>Cave Complex</u>
1 – 6 Ogres	30%	20%
1 – 4 Trolls	Nil	10%
Dragon	Nil	10%
Bravo	10%	Nil
Interfector	10%	Nil
Evil Lord	10%	Nil
Wizard	10%	Nil

Though generally of less than average intelligence, Orcs are as clever and skilled as their human rivals in the military arts. Thus, Orc settlements or complexes will be well constructed and defended with ditches, palisades, observation towers, traps, murder holes and the like. If found outside of their lair, there is a 50% chance that they will be escorting a caravan made up of 1-8 wagons or the equivalent, each containing 200-1,200 Silver Pieces worth of recently purchased or plundered goods. There will be an additional 10 Orcs guarding each wagon and the caravan will be led by one higher-level type, randomly determined by percentile dice: 10% = Bravo, 25% = Interfector, 15% = Evil Lord, 10% = Incantator, 25% = Necromant, 15% = Wizard. (Of course, all the evil humans specified here and on the previous page may be neutral types if the Orcs are aligned with Neutrality.) Orc bands are loyal to their own tribe and intensely hostile to others unless united by a much more powerful force. Assume six major tribes—e.g. Orcs of the Red Eye, Orcs of the White Hand, etc.—and determine for each band encountered using one die.

ORLUKS: **Hit Dice:** 6 eight-sided. **Attacks:** 2-12. **Armor Class:** 6. **Move:** 15. **Number Appearing:** 2-12. **% In Lair:** 30%. **Treasure:** Class 3. **Description:** The Orluks of Mars are carnivorous six-limbed elephantine beasts with black and yellow striped fur (a full pelt will be worth 200-1200 Silver Pieces). They are native to arctic regions.

OWL BEARS: **Hit Dice:** 5. **Attacks:** 2-12. **Armor Class:** 5. **Move:** 12. **Number Appearing:** 2-5. **% In Lair:** 40%. **Treasure:** Class 1. **Description:** The Owl Bear has the body of a bear and the head of an owl. It will always attack and will fight to the death thereafter.

PALADINS: **Hit Dice:** As Fighting-Men of 1st to 10th levels. **Armor Class:** 2. **Move:** 6/18. **Alignment:** Law. **Languages:** Type A. **Number Appearing:** 1. **% In Lair:** Nil. **Treasure:** Class M. **Description:** A Paladin is a wandering Fighting-Man, utterly devoted to the cause of Law with supernatural powers bestowed by

the gods. These powers include: the ability to “lay on hands” on one or more wounded to restore a total of two hit points per hit die of the Paladin per day; the ability to Cure Disease (as per the spell) one time a day for every five hit dice of the Paladin (Paladins are not subject to disease themselves) and a bonus of +2 to all saving throws. At eight hit dice and above a Paladin has the ability to Detect Evil (as per the spell) at a range of 60’ and the power to Dispel Evil (as per the spell) by mere command. Most Paladins will have a special horse—a magical beast similar to a Heavy Warhorse but with 5+1 hit dice and a Move rate of 18.

PEGASI: Hit Dice: 2+2. **Armor Class:** 6. **Move:** 24/48. **Alignment:** Law. **Languages:** Type H. **Number Appearing:** 1-12. **Description:** Pegasi are flying horses with beautiful feathered wings. Though shy, they may sometimes be tamed and trained to serve as steeds.

PHASE SPIDERS: Hit Dice: 5. **Attacks:** 1-6, poison. **Armor Class:** 6. **Move:** 6/15. **Alignment:** Neutrality. **Languages:** Type G. **Number Appearing:** 1-6. **% In Lair:** 80%. **Treasure:** Class 3. **Description:** These intelligent arachnids may, at will, slip out of phase into the Ethereal Plane, making them impervious to most attacks. (They may subsequently slip back to deliver a potentially fatal bite.) Unless one has a method of accessing the Ethereal Plane, the best suggestion upon meeting a hostile Phase Spider is to run.

PHAETONIANS: Hit Dice: body: 40 hit points, central eye: 25 hit points, each eyestalk: 10 hit points (attacks as a 9 hit dice monster). **Attacks:** 1-6 x 1-6 • special. **Armor Class:** body: 2, central eye: 7, each eyestalk: 4. **Move:** 3. **Alignment:** 50% chance of Neutrality, 50% chance of Chaos. **Languages:** Types E or G. **Number Appearing:** 1. **% In Lair:** 90%. **Treasure:** Class 5 (treasure) & Class 4 (magic). **Description:** This rare and sometimes extremely malignant being, native to the planet Jupiter, is a levitating mass of pseudopods and eyestalks, framing a huge central eye. The body, main eye and eyestalks must be attacked separately. The main eye and each eyestalk will lose functionality if it or they are reduced to zero hit points, while if the body is reduced to zero hit points the creature will die. The creature attacks using the special powers of its eyes. The main eye may function continuously, while 1-4 of the smaller eyes may be used each turn (roll randomly for which ones). The eyes have these powers:

<u>Eye</u>	<u>Function</u>
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- | | |
|------|---|
| Main | Anti-Magic Ray: Completely prevents the use of any magic—spell or weapon—by the target creature for that turn. No saving throw. 140’ range. |
| 1 | Charm Monster Spell: Affects 3-18 creatures of three or fewer hit dice or one more powerful creature. Save versus magic. 120’ range. |
| 2 | Charm Person Spell: Affects one human or demi-human. Save versus magic. 120’ range. |
| 3 | Cause Serious Wounds Spell: If the Phaetonian succeeds on its attack roll, then the target will take 4-14 hits of damage. No saving throw. 50’ range. |

- 4 Death Ray: Slays any creature. Save versus death. 120' range.
- 5 Disintegration Ray: Disintegrates any object or creature. Save versus wands. 60' Range.
- 6 Fear Ray: Causes fear in any creature. The victim will flee in fear and panic for six turns. If fleeing, there is a 50% chance that he will drop all weapons. Save versus wands. 240' range.
- 7 Flesh-Stone Ray: Turns the target to stone. Save versus stone. 120' range.
- 8 Sleep Spell: Affects a number of creatures as per the spell. No saving throw. 240' range:

<u>Creature Hit Dice</u>	<u>Number Affected</u>
Up to 1 + 1	2-16
1 + 2 to 2 + 1	2-12
2 + 2 to 3 + 1	1-6
3 + 2 to 4 + 1	1
More than 4 + 2	No Effect

- 9 Slow Spell: Affects up to 24 creatures in a rectangle 60' by 120'. Slowed creatures move at half-speed and attack/defend at a -2 penalty. Save versus spells. 3 turn duration. 240' range.
- 10 Telekenesis Ray: Affects one object or creature of up to the weight of a fully armored man. Save versus spells. 120' range.

The creature may also make a melee attack with 1-6 pseudopods per turn.

PIERCERS: **Hit Dice:** 1-4. **Attacks:** 1-6, 2-12, 3-18 or 4-24. **Armor Class:** 3. **Move:** 1. **Number Appearing:** 2-12. **Description:** These are indistinguishable from stalactites (unless one is observing the cave ceiling carefully and at length). They sense activity and heat such that when a creature passes beneath them they will detach and drop in the hopes of fatally spearing and then devouring a tasty meal. There is a 3 in 6 chance of this for each turn that the party is in the area. If an attack occurs, there is in turn a 3 in 6 chance per party member that he or she will be in the path of a falling Piercer—assuming there are, so to speak, enough to go around. Roll as for a missile attack. Piercers always come in a random mix of smaller and larger ones.

PIXIES: **Hit Dice:** 1+2. **Attacks:** 1-6 • special. **Armor Class:** 9. **Move:** 9/18. **Alignment:** Neutrality. **Languages:** Type K. **Number Appearing:** 10-100. **% In Lair:** 25%. **Treasure:** Class 1. **Description:** These 1' to 2' tall faerie creatures have thin insect wings and are naturally invisible even while attacking, though they may make themselves visible at will. They thus surprise on a 1-4 and attacks on invisible Pixies will be at -4 to hit. Pixie arrows are +4 to hit (as they are usually fired at point blank range) and induce sleep for 1-6 hours, create amnesia for an indefinite period or cause the victim to fall hopelessly in love with the first person of the opposite sex he or she lays eyes upon, with effects similar to a Charm spell (a



saving throw versus spells is permitted for all three). Only a Dispel Magic spell will negate or reverse these. A Pixie may also pick pockets (5 in 6 to succeed, 1 in 6 to be noticed), though Pixies get pleasure from taking rather than keeping—“rearranging” the belongings or party members, dangling them from tall trees, etc. Pixies are quite mischievous and a failed reaction roll (2-5) or loud, uncouth or annoying actions will almost certainly result in the unleashing of their powers for maximum unpleasantness, though they will usually stop short of inflicting permanent physical harm.

PRISONERS: On average there will be a reward of 1-10 Silver Pieces for each liberated captive. For each Prisoner there is a 5% chance that he or she will be of the “valuable” kind—royalty, etc.—and will fetch a much higher reward equal to one of the standard Treasure Types (roll a ten-sided die). In addition, there is also a 5% chance for each that they will be of a “special” type (roll on the Wilderness Tables for Men (Vol. 4).

PTERODACTYLS: **Hit Dice:** 1. **Armor Class:** 7. **Move:** 18. **Number Appearing:** 3-18. **Description:** These flying dinosaurs have wingspans of up to 10'. They will not generally attack human-sized creatures unless trained to do so. Kobolds have been known to ride them.

PURPLE WORMS: **Hit Dice:** 15. **Attacks:** 1-6, swallow • poison. **Armor Class:** 6. **Move:** 6. **Number Appearing:** 1-4. **% In Lair:** 25%. **Treasure:** Class 3. **Description:** These giant horrors may bite with their gaping maws and sting with their poisonous tails. Any bite attack that succeeds by +4 or more over the number needed means the Worm has swallowed the target. Swallowed victims will die in six turns (record the remaining hit points when swallowed and take away one-sixth per turn), and their bodies will be completely digested six turns after that. Purple Worms always attack and never check morale.

RANGERS: **Hit Dice:** As Fighting-Men of 1st to 10th level + 1 hit die. **Armor Class:** 7. **Move:** 15. **Alignment:** Law. **Languages:** Type M. **Number Appearing:** 1. **% In Lair:** Nil. **Treasure:** Class M. **Description:** A Ranger is a Fighting-Man allied to Law, with superior wilderness knowledge and tracking skills. In addition, Rangers with higher hit dice have a low level spell-casting ability (9-10 = one 1st level spell, 11-12 = two 1st level spells, one 2nd level spell, 13 = three 1st level spells, two 2nd level spells, one 3rd level spell).

RATS: **Hit Dice:** 1 hit. **Attacks:** 1-3. **Armor Class:** 9. **Move:** 6/3. **Number Appearing:** 50-500. **Description:** A hostile pack of Rats will launch at the first row of a party in a random manner, from then on potentially moving, again randomly, to all characters involved in the melee. Each character mobbed by at least 10 Rats will then suffer one attack as if from a 1-1 hit die creature. Successful attacks against Rats will kill or repel a number of them equal to 3 times the hits rolled. Luckily, Rats are subject to the usual morale checks and may be warded off by fire. Unluckily they carry plague just like their giant cousins (5% chance per successful bite).

GIANT RATS: **Hit Dice:** ½. **Attacks:** 1-3. **Armor Class:** 7. **Move:** 12/6. **Number Appearing:** 5-50. **% In Lair:** 10%. **Treasure:** Class 1. **Description:** Giant Rats are about the size of cats. Anyone bitten by one of these creatures has a 5% chance per bite of contracting plague (save vs. poison or die in 1-6 days).

ROBOTS: **Hit Dice:** 8. **Attacks:** 2-12. **Armor Class:** 2. **Move:** 6/12. **Alignment:** Neutrality. **Languages:** Common only. **Number Appearing:** 1-3. **Description:** These artificially created metal monsters are slow to move and react, attacking as only 1 hit die creatures. However, they may use their “thrusters” to fly and are equipped with a death ray that they may use on any creature within “sensor” range—120’ (save or die). Fortunately, their inscrutable design and perhaps degraded hardware allow only a 2 in 6 chance of using the ray per turn. They will usually have been programed to guard a person, place or thing (die 1-3 out of 10)—possibly an entity or object long since departed or irrelevant—or perhaps simply given a mission to, say, “destroy (60%) or help (40%) all creatures of type x” (die 4 = Fighting-Men, die 5 = Magic-Users, die 6 = Thieves, die 7 = demihumans, die 8 = Imperial Citizens, die 9 = Foreigners, die 0 = Referee’s choice). Naturally, they are immune to Sleep and Charm spells. It is rumored that grimoires exist for the construction and control of such beings. According to legend a powerful magician in terror of death, even succeeded in housing his own essence in such a creature. But the experiment resulted in the remnant becoming insane—and evil. Ultimately, we are not mere mechanical or determinate entities. But neither are we simply “ghosts” in a “machine”. Or so some theologicians claim.

ROCS: **Hit Dice:** 6/12/18. **Attacks:** 2-12/3-18/4-24. **Armor Class:** 4. **Move:** 6/48. **Intelligence:** Low. **Alignment:** 50% chance of Law, 50% chance of Neutrality. **Languages:** Types E or O. **Number Appearing:** 1-20. **% In Lair:** 20%. **Treasure:** Class 5. **Description:** Rocs are birds so gigantic that the largest variety can carry off elephants. While not generally hostile to allies of Law, they have a taste for beef and horseflesh and do not generally understand or respect ownership rights.

Thus, if a horsed party sights a hungry Roc, the best idea might be to dismount and stand aside. They will also attack immediately if they believe that their nest is being threatened. Instead of inflicting damage, a Roc may use a successful attack to carry off its victim (saving throw allowed). Someone who has been so seized may make an additional saving throw each turn to break free. However, if successful, he will of course plummet to the ground, falling 10-60 cumulative feet per elapsed turn. Rocs make their nests in high and otherwise inaccessible mountain ledges. There is a 50% chance that a nest will contain 1-6 eggs or young Rocs. Under the right conditions these may be tamed and used as steeds.



ROPERs: **Hit Dice:** 12-15. **Attacks:** immobilize • 3-18. **Armor Class:** 2. **Move:** 3. **Alignment:** Chaos. **Languages:** Types E or G. **Number Appearing:** 1-3. **% In Lair:** 90%. **Treasure:** Class 3 (though see below). **Description:** The Roper is a 9' tall cigar-shaped creature with a toothy maw and six sticky strands or "ropes" that it uses to lash out with and capture prey. It lurks in caves or deep dungeons, often stretching its form to appear as a pillar or stalagmite or conversely as a dark pile or hump. The strands have a range of 20' to 50'. A target hit by one must make a successful saving throw versus poison or be effectively immobilized, losing 50% of its strength within 1-3 turns. In each subsequent turn, the target will be drawn 10' closer to the Roper and its bite. Breaking free from a strand requires a successful open doors check, or others may directly attack the strand using slashing weapons only (each strand can take 10 hits). The Roper has a Magic Resistance of 80%, cannot be Charmed, is unaffected by lightning, takes one-half damage from cold but is very susceptible to fire (-4 on saving throws). Its treasure hoard will contain only coins or items constructed entirely out of metal, as the creature devours everything else. However, if the throw indicates gems, 20-50 will be found inside a gizzard-like internal organ.

RUST MONSTERS: **Hit Dice:** 5. **Attacks:** rust. **Armor Class:** 3. **Move:** 12. **Number Appearing:** 1-2. **% Description:** A hit on this monster with a metal weapon will inflict damage but will also instantly reduce the weapon to rust (as will a "miss" that would have hit a creature with an Armor Class of 9), while a successful attack by the creature will reduce any metal armor to rust but do no other damage. Even magical weapons and armor will be affected. The creature is attracted by the smell of metal.

SABER-TOOTHED CATS: **Hit Dice:** 6+2. **Attacks:** 2-12. **Armor Class:** 6. **Move:** 15. **Number Appearing:** 1-2. **% In Lair:** 10%. **Description:** Probably the most ferocious felines to have ever lived, Saber-Tooth Cats may leap like lions and surprise on a 1-3.

SALAMANDERS: **Hit Dice:** 7+3. **Attacks:** 1-6 • 1-6, constriction. **Armor Class:** body: 2, head: 4. **Move:** 9. **Alignment:** Chaos. **Languages:** Type E. **Number Appearing:** 2-5. **% In Lair:** 65%. **Treasure:** Class 4. **Description:** Salamanders dwell in places of great heat. They have a humanoid upper body that attacks with a sword and a reptilian tail that attacks by wrapping itself around its victim. If the first tail attack is successful, it does one die of constriction damage and will continue to automatically do one die of damage each turn.

GIANT SCORPIONS: **Hit Dice:** 4+4. **Attacks:** 1-6 • 1-6 • 1-6, poison. **Armor Class:** 3. **Move:** 15. **Number Appearing:** 1-4. **% In Lair:** 50%. **Treasure:** Class 3. **Description:** The Scorpion may make three attacks per turn. If a pincer attack succeeds, then 50% of the time the Scorpion may use it to hold its victim in place, forgoing an attack with that pincer in the next turn, but giving its stinger a +1 probability to hit. Each time its stinger is used there is a 5% chance that the Scorpion will accidentally sting itself, causing instant death (unlike its victims, the Scorpion gets no saving throw).

SEA HORSES: These come in Light, Medium and Heavy versions precisely as "landed" horses.

SEA MONSTERS: Hit Dice: 15-45 (15 x one three-sided die). Attacks: 4-24, swallow • 3-18. Armor Class: 7. Move: 3/24. Number Appearing: 1-2. Description: These terrible creatures of myth are capable of swallowing entire boats and capsizing or splintering larger vessels. On any successful natural attack roll that is evenly divisible by three individual targets will be swallowed (instant death: no saving throw). Sea Monsters can also lash with their tails.

SHADOWS: Hit Dice: 1 twelve-sided. Attacks: strength drain. Armor Class: 7. Move: 9. Alignment: Chaos. Languages: Type C. Number Appearing: 2-20. % In Lair: 50%. Treasure: Class 4. Description: Shadows are difficult to see or detect in most conditions short of bright light. Indeed, even successful attacks by Shadows may not be understood for what they are unless the victims specify they are on the lookout for near-invisible creatures. Only magical weapons may harm Shadows. A successful hit by a Shadow temporarily drains 1 point of strength, and anyone reduced to 0 strength due to these attacks will himself become a Shadow.

SHAMBLING MOUNDS: Hit Dice: 10-15. Attacks: 2-12 • 2-12 • suffocation. Armor Class: 2. Move: 6. Alignment: Neutrality. Number Appearing: 1-3. % In Lair: 25%. Treasure: Class 5. Description: These 6' to 9' tall ambulatory pyramid-shaped creatures (also known as "Shamblers") are often mistaken for heaps of rotting vegetation. Actually they are a form of intelligent plant life. Their wet and slimy form and well-protected internal organs make it difficult for weapons to strike home. Most attacks do only one-half damage. Fire has no effect. Cold has a 50% chance of doing one-half and a 50% chance of doing no damage, and lightning will actually cause the creature to grow by one hit die. (A Potion of Plant Control would however come in quite handy.) If the creature scores a hit with both of its attacks, it will envelop and immobilize the target and cause death by smothering in 2-5 turns (there will be no other attacks by the Shambler during this period). Shambling Mounds have been known to compress themselves into odd shapes to confuse or pursue prey. On the bright side they only use the attack tables of 5-10 hit die creatures.

SHIFT PANTHERS: Hit Dice: 6. Attacks: 2-12 x2 • 2-12. Armor Class: 4. Move: 15. Alignment: Chaos. Languages: Type J. Number Appearing: 2-5. % In Lair: 35%. Treasure: Class 3. Description: These intelligent extra-planetary creatures may "shift" electromagnetic waves once per turn, disintegrating a metal suit of armor or weapon, or manipulating or rendering inoperable any one mechanical device, including a lock, within 300'. Using the same technique they are 90% resistant to magic at all times. They attack using two tentacles emanating from their shoulders and culminating in two seven-fingered "hands" that may strike a savage blow or delicately squeeze a windpipe, in addition, their teeth and claws are horrifically efficient at tearing, rending and slicing. Shift Panthers will attack most humanoids, monsters and animals out of an ever-present hunger to devour a protein substance usually found only in bone marrow. But they are cunning enough to wait for an appropriate time, often pretending to be mere "dumb animals" in the interim. They will immediately attack Blink Dogs on sight.

SHRIEKERS: Hit Dice: 3. Attacks: Nil. Armor Class: 7. Move: 1. Number Appearing: 2-5. Description: Shriekers are bizarre members of the fungi family. They generally remain motionless in dark corners of caves and dungeons, though they can move very slowly, usually while unobserved. Light within 30' or movement within 10' will cause them to emit a high-pitched shriek for 1-3 turns. During this

period and for 1 turn thereafter there will be triple the normal chance of attracting wandering monsters. In many typical underground environments there will at least a 1 in 10 chance that the arriving creature or creatures will be either Shamblers or Purple Worms (as both are quite partial to the taste of Shrieker).

SITH: **Hit Dice:** 7 eight-sided. **Attacks:** 1-6 • 1-6, poison. **Armor Class:** 2. **Move:** 1/24. **Number Appearing:** 2-20. **% In Lair:** 50%. **Treasure:** Class 1. **Description:** These horrible carnivorous wasp-like creatures, originally native to the Kobal forests of Mars, have huge spherical eyes that can see in all directions, and thus in general cannot be surprised. They hunt in flying packs, relentlessly pursuing their prey at double the speed of a running man. Sith may bite and sting simultaneously. Their poison kills instantly or merely does one die of damage, depending on whether a save is made.

SKELETONS: **Hit Dice:** ¼ twelve-sided. **Armor Class:** 7. **Move:** 6. **Alignment:** Chaos. **Number Appearing:** 3-30. **Description:** Skeletons always act under the direction of the Evil Magic-User or Evil High Priest who animated them and are often used as wards for tombs and the like. Some Skeletons are able to hurl their fingers as missiles up to 60'. They never check morale.

GIANT SLUGS: **Hit Dice:** 12. **Attacks:** 1-6 • spit acid. **Armor Class:** 8. **Move:** 6. **Number Appearing:** 1. **Description:** The progress of a Giant Slug is often unstoppable as they can easily break down doors, burrow through earth or even conform themselves to push through narrow or small openings. Their bite is relatively ineffective for such a large creature, but their main weapon is their saliva, which is in fact a highly powerful acid. On the first attempt to spit there will be only a 10% chance of success. Thereafter, however, the Slug will have found its bearings and will have a base chance to hit of 50% at a 60' distance, increasing or decreasing by 10% for every 10' that it is closer or farther away. A hit will do damage equal to the creature's starting hit points (save versus dragon breath for half-damage). It is probably best to meet a Slug in a narrow corridor—when its back is turned!

GIANT SNAKES: **Hit Dice:** 5. **Attacks:** 2-12, constriction. **Armor Class:** 5. **Move:** 15. **Number Appearing:** 1-2. **Description:** On a successful bite a Giant Snake may also constrict for one die of damage. On subsequent turns constriction damage will be automatic, though the creature may attempt to bite other opponents. (If the victim makes an initial saving throw, he may attack the Snake while being squeezed, though he will only do half-damage.) Constriction only ends when the Snake or its victim is dead. Other varieties: **Giant Poisonous Snakes** do not constrict but instead have a poisoned bite that inflicts 3-18 hits even if a successful saving throw is made (the poison is fatal otherwise). **Giant Spitting Snakes** may spray the same poison up to 30' at one creature per turn. **Giant Sea Snakes** have 15 hit dice and if allowed to wrap themselves around any vessel smaller than a large galley or merchant ship, will splinter it in 3-18 turns. They may attack normally for 4-24 hits of damage. **Normal Snakes** have only 1 hit point, an Armor Class of 9 and a Move of only 3. Non-poisonous varieties will inflict a mere 1 hit of damage but the poisonous bite of a viper or cobra will be fatal in 2-12 turns, though normal fighting and movement will still be possible for 1-20 turns at no penalty. Some cobras may spit a venom that causes blindness, but such an attack will only be potentially effective at close range—usually by surprise—against an opponent without a closed helm.

SOLDIERS: Number Appearing: 1-1200. **% In Lair:** 15% (camp, fort or castle). **Treasure:** Leaders: Class M. **Description:** These are organized troops that will almost always be under a higher command. For every 10 standard soldiers of 1 hit die there will be one Dekarch of 2nd level. For every 30 Soldiers there will be one Pentarch of 3rd to 5th level (die 1-2 = 3rd, die 3-4 = 4th, die 5-6 or Knights/Ogres = 5th level). And for every 100 Soldiers there will be one Centarch of 6th to 8th level (die 1-2 = 6th level, die 3-4 = 7th level, die 5-6 = 8th level). In addition, units of 500 or more will always be led by a 9th level Archon (infantry) or Hipparch (cavalry). Exception: Irregulars and Mobs will generally not have leaders.

COMPOSITION OF FORCE:

Roll on 100% Dice	Imperial Troop Type	General or Alternate Troop Type	Morale	Number Appearing
01-04	Barbarians	Savages	0	10-1000
05-08	Irregulars	Mobs	-1	10-1000
09-12	Peltasts	Light Foot	0	10-1000
13-16	Hoplites	Heavy Foot	0	10-1000
17-20	Javelineers	Pikemen	0	10-1000
21-24	Slingers	Cheirosiphoneers	0	1-100
25-28	Crossbowmen	Mailed Crossbowmen	0	1-100
29-32	Varangians	Armored Foot	+1	10-1000
33-36	Archers	Mailed Bowmen	0	10-1000
37-40	Dwarf Guards	Orcs	+1	1-100
41-44	Elf Legionnaires	Ogres	+2	1-100
45-48	Halfling Slingers	Kobolds	0	1-20
49-52	Koursors	Light Horse Lancers	0	10-1000
53-56	Horse Archers	Light Horse Bowmen	0	10-1000
57-60	Turcoples	Horsed Crossbowmen	+1	10-1000
61-64	Cataphracts	Medium Horse	+2	10-1000
65-68	Knights	Heavy Horse	+3	1-100
69-00	Mixed	N/A	Var.	*

* Three types of 4-400 each.

Arms & Armor

Barbarian: Javelins, Spear, Sword or Axe • Shield • No Armor. **Irregular:** Spear, Morning Star, Sword or Axe • Leather Armor. **Peltast:** Spear • Sword or Axe • Shield • Leather Armor. **Hoplite:** Spear • Sword or Axe • Shield • Mail. **Javelineer:** Javelins • Sword or Axe • Shield • Leather Armor. **Slinger:** Sling • Sword or Axe • Leather Armor. **Crossbowman:** Crossbow • Sword or Axe • Leather Armor or Mail. **Varangian:** Spear • Battle Axe • Sword • Buckler • Plate Armor. **Archer:** Bow • Sword or Axe • Leather Armor. **Dwarf Guard:** Battle Axe or Hammer & Shield • Axe • Mail. **Elf Legionnaire** (1+1 hit dice): Bow (+1) • Long Sword (+1) • Shield, • Mail. **Halfling Slinger:** Sling (+3) • Sword • Leather Armor. **Koursor:** Javelins or Lance • Sword or Axe • Shield • Leather Armor • Light Horse. **Horse Archer:** Bow • Sword or Axe • Shield • Leather Armor • Light Horse. **Turcopole:** Crossbow • Sword or Axe • Shield • Leather Armor • Medium Horse. **Cataphract:** Lance • Mace • Sword • Shield • Mail • Medium or Heavy Horse • Barding. **Knight** (4 hit dice): Lance • Hammer • Sword • Shield • Plate Armor • Heavy Warhorse • Barding.

The allegiance (friendly or foreign), particular situation and disposition of military units encountered may be determined below, the percentage given indicating the chance that an encountered force will be hostilely inclined towards the surrounding population and thus perhaps the party:

Die	Situation	Home Territory		Wilderness		Foreign Territory	
		Friendly (Die 1-5)	Foreign (Die 6)	Friendly (Die 1-2)	Foreign (Die 3-6)	Friendly (Die 1)	Foreign (Die 2-5)
1	Victorious	10%	75%	20%	20%	75%	10%
2	Defeated	50%	75%	50%	50%	75%	50%
3	To Battle	20%	50%	20%	20%	50%	20%
4	Patrol	5%	25%	15%	15%	25%	5%
5	Exercise	5%	N/A	5%	5%	N/A	5%
6	Transfer	5%	N/A	5%	5%	N/A	5%



SOLIANS: Hit Dice: 10. Attacks: 1-6 · 4-24. Armor Class: 2. Move: 6/15. Alignment: Chaos. Languages: Types C or E. Number Appearing: 1-3. % In Lair: 20%. Treasure: Class 4. Description: These horrors, native to the interior of the sun but sometimes encountered in the deepest depths of the earth, are immune to all non-magical weapons and 75% resistant to spells. During melee, roll two dice each turn. On a 6 or lower, the creature will attack with a long prod-like weapon (made from an alien material impervious to heat and equivalent to a +1 magical sword). On a 7 or higher, it will attack with the prod and a large whip (made from the same alien substance). On a successful strike with the whip, it will drag the victim into its flaming body for four dice of damage.

SPECTRES: Hit Dice: 7 twelve-sided. Attacks: double level drain. Armor Class: 9. Move: 15/30. Alignment: Chaos. Languages: Type C. Number Appearing: 1-8. % In Lair: 25%. Treasure: Class 3. Description: Spectres are impervious to all non-magical weapons save silver tipped arrows or bolts. Their touch drains two life levels. Anyone reduced to 0 level as a result will become a Spectre under the control of the one who made him.

GIANT SPIDERS: Hit Dice: 4. Attacks: 1-6, poison. Armor Class: 6. Move: 3/12. Alignment: Chaos. Languages: Type J + 20% chance of speaking broken Common with a high-pitched rasp. Number Appearing: 1-8. % In Lair: 70%. Treasure: Class 1. Description: These intelligent and evil arachnids create vast webs to ensnare their prey. Anyone coming into contact with a strand will take a number of turns equal to 19 minus their strength score to break free. In the meantime, at least one Giant Spider will presumably be scuttling towards him at a movement rate of 15. Giant Spiders also like to drop on their victims from above, surprising on a roll of 1-3, unless it is specifically stated that someone is looking at the ceiling. Other Types (most having mere insect intelligence): **Huge Spiders** have 2 hit dice, an Armor Class of 6 and a Move rate of 18. They are roving predators rather than web builders and surprise on a 1-5. Saving throws against their poison are made at +1. **Large Spiders** are weaker cousins of their Giant brothers, and their webs, while facilitating the movement of their makers, will generally not obstruct the determined human or demi-human. They have 1 hit die, an Armor Class of 8 and their bite does no damage other than inflicting a relatively weak poison (+2 to save). **Water Spiders** are underwater versions of Giant Spiders, aligned with Neutrality. Instead of webs, they construct vast nests enclosing pockets of breathable air. They are often partners or allies of Nixies. **Normal Spiders** are of course ubiquitous. Their bites are rarely fatal to healthy individuals but may cause pain, muscle spasms and nausea for 1-3 days (-2 on attacks, defense and saving throws). They have only 1 hit point and an Armor Class of 9.



SPOTTED LIONS: Hit Dice: 5+1. Attacks: 2-12. Armor Class: 5. Move: 12. Number Appearing: 2-8. % In Lair: 25%. Description: These are larger “prehistoric” versions of the standard lion. They can leap 30’ horizontally (surprising on a 1-3) and 10’ vertically.

GIANT SQUIDS: **Hit Dice:** 6. **Attacks:** 1-6 x 10. **Armor Class:** front or arm: 7, main body: 3. **Move:** 12/36. **Number Appearing:** 1. **% In Lair:** 40%. **Treasure:** Class 7. **Description:** These dangerous monsters of the deep sea may wrap themselves around ships for 20% damage per turn. Once per day they may jet backwards at triple speed and squirt out blinding ink in a 60' x 60' x 80' cloud.

STEGOSAURS: **Hit Dice:** 15. **Attacks:** 4-24. **Armor Class:** 2. **Move:** 6. **Number Appearing:** 1-8. **Description:** Otherwise peaceful herbivores, Stegosaurus have on occasion been exploited to serve the military needs of warlike men.

STIRGES: **Hit Dice:** 1. **Attacks:** 1-3 or blood drain. **Armor Class:** 7. **Move:** 1/18. **Number Appearing:** 3-30. **% In Lair:** 55%. **Treasure:** Class 3. **Description:** A Stirge looks a bit like a flying anteater, but with a sharp mosquito-like proboscis instead of a snout. Once it has attached itself, it will drain 1-4 hits of blood per turn until its victim is dead. It will then lurch away to digest. Stirges attack as if they were 4 hit dice creatures.

TENTACLE MEN: **Hit Dice:** 8+3. **Attacks:** 1-6 x 4, brain attack • mind blast. **Armor Class:** 5. **Move:** 12. **Alignment:** Chaos. **Languages:** Types G or E. **Number Appearing:** 1-4. **% In Lair:** 50%. **Treasure:** Class 4. **Description:** These grotesque horrors are rumored to live in inaccessible ancient communities many miles beneath the earth. Unluckily, individuals and small groups occasionally emerge on inscrutable errands into the deepest caverns or dungeon levels. Each of these humanoid creatures stands slightly taller than a man and has four tentacles surrounding its mouth. If a tentacle hits, it will penetrate to the brain in 1-4 turns (unless the creature is killed in the interim) causing death with no saving throw. The creature may also make a Mind Blast attack each turn, affecting those in a cone 60' long with a 10' base. Those inside the cone must make a special saving throw with a base chance of success of 11 on a twenty-sided die. Those failing their save will suffer effects as determined by an eight-sided die:

Die Roll	Effect
1	Coma—three days
2	Confused (victim will act according to the results of rolling two dice: 2-5: attack the Tentacle Man or others in its party, 6-8: do nothing, or 9-12: attack his own party)—five turns.
3	Death
4	Enrage (victim must immediately attempt to engage the Tentacle Man in melee and attack)—seven turns
5	Feeblemind (victim's actual intelligence drops to the equivalent of an animal)—permanent.
6	Insanity—permanent
7	Sleep—one hour
8	Stun—three turns

The special save will be modified by distance (-2 if the victim is closer than 20', -1 if the victim is 20' to 40' away) and by the victim's wisdom modifier to Turn Undead. In addition, all Magic-Users will be at +4 to save.

THARKS (GREEN MARTIANS): **Hit Dice:** 5 eight-sided. **Attacks:** 2-12 or radium rifle. **Armor Class:** 7. **Move:** 9/12. **Alignment:** Neutrality. **Languages:** Type B. **Number Appearing:** 1-100. **% In Lair:** 30%. **Treasure:** Class 1. **Description:** Unlike the other humanoid Martian races, Green Martians do not look like humans. Rather, they are four-armed giants, often standing as tall as two men, with great fangs resembling tusks protruding upwards from their lower jaw. Even more than the other races they revel in violence and battle. When mounted on Thoats they often wield lances that may exceed 40' in length. All carry radium rifles and will have leader types as other Martians (though there will be no scientists), see p. 41.

THOATS: **Hit Dice:** 3 eight-sided. **Attacks:** 1-6 • 1-6. **Armor Class:** 7. **Move:** 12. **Number Appearing:** 1-10. **Description:** These originally Martian riding beasts are eight-legged reptiles that are slightly larger than Heavy Warhorses. In combat they attack twice with hooves and a bite.

THOBLINS: **Hit Dice:** 3 twelve-sided. **Attacks:** 1-6, paralysis. **Armor Class:** 6. **Move:** 9. **Alignment:** Chaos. **Languages:** Type D (Hobgoblin) or Type I (Troll). **Number Appearing:** 1-12. **% In Lair:** 20%. **Treasure:** Class 2. **Description:** These are thought to be undead Hobgoblins or perhaps undead Trolls. Like Ghouls they have a paralyzing touch or bite that lasts for 2-8 turns. However, anyone killed by a Thoblin will not rise again but will simply be very dead. In addition, Thoblins can regenerate one hit point per turn, are not harmed by holy water, and will suffer 1 hit per turn if exposed to sunlight. They may be turned as Wraiths.

GIANT TICKS: **Hit Dice:** 3. **Attacks:** 1-6 or blood drain. **Armor Class:** 3. **Move:** 3. **Number Appearing:** 1-12. **Description:** These creatures will usually drop on their prey from above. A successful attack means that a Tick has attached itself to its victim and will drain 4 hits every subsequent turn until it is either killed or burned off by fire (1 die damage to the host). The victim of a bite must save vs. poison or die of disease in 2-8 days.

TIGERS: **Hit Dice:** 6. **Attacks:** 2-12. **Armor Class:** 6. **Move:** 15. **Number Appearing:** 1-4. **Description:** These striped felines surprise on a roll of 1-3.

TITANS: **Hit Dice:** As 20. **Attacks:** 6-21 • spells. **Armor Class:** Variable. **Move:** Variable. **Alignment:** Neutrality. **Languages:** Type H. **Number Appearing:** 1 (rarely 1-12). **% In Lair:** 05%. **Treasure:** Class 10. **Description:** These super-powerful beings, totaling 12 in all, are as large as giants but resemble stunningly beautiful humans. They may cast any spell, even while engaged in melee. Titanesses are not as accomplished fighters as their male lovers or brothers, but their spells always go off instantly at the beginning of a turn.

<u>Titans</u>	<u>Hit Points</u>	<u>Armor Class</u>	<u>Move</u>	<u>Titanesses</u>	<u>Hit Points</u>	<u>Armor Class</u>	<u>Move</u>
Coeus	100	2	15	Mnemosyne	75	2	15
Crius	100	2	15	Phoebe	75	2	15
Cronus	150	2	21	Rhea	75	2	15
Hyperion	100	2	15	Tethys	75	2	15
Lapetus	100	2	15	Theia	75	2	15
Oceanus	100	2	15	Themis	75	2	15

TITANOTHERES: Hit Dice: 9. Attacks: 3-18. Armor Class: 6. Move: 12. Number Appearing: 1-12. Description: These generally peaceful rhinoceros-like creatures can be fearless and deadly if spooked or challenged.

GIANT TOADS: Hit Dice: 3. Attacks: tongue lash or 1-6. Armor Class: 6. Move: 6/6/24 (land/water/jump). Number Appearing: 1-12. Description: These creatures can alter the coloration of their skins to blend in with their surroundings with effects similar to a Thief hiding in the shadows. They will prefer to hide from intruders but will attack if provoked or threatened. Their tongues can swiftly lash out (+3 on initiative) up to 15', dragging their target in for an automatic bite on a successful attack. They may jump at a movement rate of 24, potentially achieving a distance of 120' and a height of 30'. **Poisonous Toads** have a potentially deadly bite, however they do not have the chameleon-like ability or tongue attack of their non-poisonous relatives.

TREANTS: Hit Dice: 8. Attacks: 3-18. Armor Class: 2. Move: 6. Alignment: Law. Languages: Type M. Number Appearing: 2-20. Description: These strange beings are essentially ambulatory living trees. Each may "wake" one or two non-living trees within 60', allowing them to move (at a speed of 3) and if necessary, attack as an Ent.

TRICERATOPSES: Hit Dice: 12. Attacks: 3-18. Armor Class: Head: 2, Body: 6. Move: 12. Number Appearing: 1-8. % Description: Like other herbivores, these dinosaurs are only aggressive if their herd or territory is threatened.

TRITONS: Hit Dice: 5-7. Attacks: 1-6 or spells. Armor Class: 4. Move: 15/24. Alignment: Neutrality. Languages: Type E. Number Appearing: 5-100. % In Lair: 25%. Treasure: 5 hit dice: Class 4, 6 hit dice: Class 6, 7 hit dice: Class 9. Description: Members of this reclusive underwater race of magic-using humanoids are never seen on land and rarely approach the shore. Tritons may use magic according to their hit dice: Those of 5 hit dice may cast 5 spells of up to 2nd level, those of 6 hit dice may cast 6 spells of up to 3rd level, and those of 7 hit dice may cast 7 spells of up to 4th level. As well, they have a 90% resistance to magic. Tritons will be armed with swords, spears, tridents, lances and specially designed crossbows. They will often be encountered riding Sea Horses.

TROGLODYTES: Hit Dice: 2. Armor Class: 5. Move: 12. Alignment: Chaos. Languages: Type E. Number Appearing: 10-200. % In Lair: 15%. Treasure: Class 7. Description: When angry or aroused, these scaly subterranean humanoids secrete a noxious stench that will hamper the attack effectiveness of their opponents by -1 to -6 (it begins at -1 and then increases cumulatively for 1-6 turns). In addition, Troglydotes may change their coloration to blend in with cave walls and the like. They thus surprise on a roll of 1-4 (unless angry or aroused), and may even appear to have retreated when in fact they are still lurking in the place of battle. The Troglydote Chief will have 6 hit dice and be accompanied by 2-8 bodyguards with 3 hit dice each. Missiles: die 1-5 = none, die 6 = spears (80' range).

TROLLS: Hit Dice: 6+3. Armor Class: 4. Move: 12. Alignment: Chaos. Languages: Types E or I. Number Appearing: 2-12. % In Lair: 50%. Treasure: Class 3. Description: These disgusting rubbery humanoid are difficult to kill, to put it mildly. Beginning the third turn after taking damage, Trolls may regenerate up to 3 hit points per turn. They will regrow limbs; hands will crawl back towards their stumps, etc. This will occur even after being reduced to zero hit points, such that a "dead" Troll will rise again to fight after reaching 6 or more hit points. The process may only be stopped by immersing the monster (or its pieces) into acid or by burning.

TYRANNOSAURUS REX: Hit Dice: 15. Attacks: 4-24. Armor Class: 5. Move: 15. Number Appearing: 1-2. Description: These most fearsome of dinosaurs measure up to 50' horizontally from head to tail and up to 15' tall at the hips.

UNICORNS: Hit Dice: 6+2. Attacks: 1-6 · 1-6. Armor Class: 6. Move: 24. Alignment: Law. Languages: Type F. Number Appearing: 1-4. Description: Unicorns will consent to be approached only by maidens with a pure heart. In some cases they may even be tamed and ridden by them. A Unicorn will first charge with its horn and thereafter will make two attacks per turn with horn and hooves. Unicorns save vs. spells as a 13th level Archimagus. They detect the presence of enemies at 240' and may use a Dimension Door spell on themselves and their riders once per day.



VAMPIRES: Hit Dice: 7-9 twelve-sided. Attacks: 1-6, double level drain • charm. Armor Class: 9. Move: 12/18. Alignment: Chaos. Languages: Type C. Number Appearing: 1-6. % In Lair: 20%. Treasure: Class 4. Description: Vampires are some of the most horrible and sinister monsters in the world of SEVEN VOYAGES OF ZYLARTHEN. In addition to inflicting regular damage, their touch drains two life levels. Anyone looking into a Vampire's eyes will be Charmed (-2 to save). Only magical or silvered weapons affect Vampires, and in any case they may instantly regenerate 3 hits per turn. They may Polymorph at will into either a Huge Bat or a gaseous form. Vampires may summon and command 10-100 normal-sized Rats or Bats or 3-18 Wolves. Reducing a Vampire to zero hit points merely forces the creature into a gaseous form that will reconstitute at the appropriate time. Anyone killed by a Vampire will become a Lesser Vampire under the control of the original. Vampires will recoil from garlic, a mirror or a holy symbol if strongly presented, though they will invariably attempt to somehow neutralize or bypass these items. They can be killed by exposure to direct sunlight, immersion in running water or by a wooden stake driven directly into the heart. During the day a Vampire sleeps in a coffin (usually well hidden and protected) containing its native soil. In dungeon environments or within its lair there is a 50% chance a Vampire will be accompanied by 1-6 Lesser Vampires (its victims). Unlike other intelligent Undead, Vampires have their own language as well as speaking what they knew in life.

LESSER VAMPIRES: Hit Dice: 3 twelve-sided. Armor Class: 8. Move: 12/18. Alignment: Chaos. Languages: As they had in life. Number Appearing: 1-6. % In Lair: 20%. Treasure: Class 1. Description: These are the Undead victims of Vampires, less powerful than the one who made them but still quite deadly. They do not drain life levels, do not have the ability to Charm or Polymorph self, and cannot summon or command other creatures. Otherwise they have the same powers and vulnerabilities as their undead creators.

VIKINGS: Hit Dice: 1. Armor Class: 6. Move: 12/15. Alignment: Neutrality. Languages: Type I. Number Appearing: 1-4 longships, manned by 20-80 men each. % In Lair: 15%. Treasure: Class 1, plus 1-6 S.P. ea. Description: These warriors will always be found either on the water or within a few miles of their anchored or beached longships. However, the ships may easily traverse shallow rivers, and thus, Viking raiding parties may be encountered far inland. Each ship will have a Standard Bearer of 2nd-3rd level and a Chieftain of 4th-6th level—the latter usually armored in mail. In turn a squadron of multiple boats will be led by a High-Chieftain of 7th-9th levels. There is a 15% cumulative chance per boat that there will be 3-30 Berserkers, and a 25% cumulative chance that a Priest of Odin will accompany the entire force. Despite their fierce reputation, Vikings are generally intelligent and cultured as well as reasonable and honorable, at least in their fashion. Missiles: die 1-3 = none, die 4 = axe, die 5 = spear, die 6 = bow. **Berserkers:** Members of this sub-group have 1+1 hit dice and an Armor Class of 7. To outsiders they appear to be mad with battle-lust, and as a result are +2 to hit against normal men. They never check morale and never take prisoners. Groups will be led by a Fighting-Man type whose level will be determined by the number of Berserkers: 3-10 = 2nd level, 11-20 = 3rd level, 21-30 = 4th level. Berserkers generally scorn making missile attacks.

GIANT WEASELS: **Hit Dice:** 3/2 (male/female). **Armor Class:** 6. **Move:** 15. **Number Appearing:** 1-2. **% In Lair:** 15%. **Description:** Weasels generally live and hunt alone, each patrolling his or her own territory. Two Weasels will usually only be sighted together during mating season. The giant variety is 9' long.

WHITE APES: **Hit Dice:** 8 eight-sided. **Attacks:** 2-12. **Armor Class:** 4. **Move:** 15. **Alignment:** Neutrality. **Languages:** Type B. **Number Appearing:** 1-6. **% In Lair:** 80%. **Treasure:** Class 2. **Description:** These huge and fierce four-armed creatures are—like most other original inhabitants of Mars—almost completely hairless. White Apes are violent and carnivorous, though they are not adverse to communication and even negotiation if it is in their interest. Family groups and even larger tribes are ubiquitous in the dead cities of Mars or similar environments on Earth.

WIGHTS: **Hit Dice:** 2 twelve-sided. **Attacks:** level drain. **Armor Class:** 5. **Move:** 9. **Alignment:** Chaos. **Languages:** Type C. **Number Appearing:** 2-24. **% In Lair:** 60%. **Treasure:** Class 2. **Description:** These hate-filled, once living horrors drain one life level when they score a hit. Anyone reduced to 0 life levels becomes one of them. They can only be hit by magical weapons or silvered missiles. Magical bolts or arrows will do double hits.

WILL O'WISPS: **Hit Dice:** 9 twenty-sided. **Armor Class:** 9. **Move:** 18. **Languages:** Type J + Common. **Number Appearing:** 1. **% In Lair:** 01%. **Treasure:** Class 7. **Description:** These creatures often appear as lights in the distance—torches, lanterns, etc. They use this aspect to lure victims to their doom—into quicksand, over a cliff side, further into the woods where an ambush of monsters awaits, etc.—so that they can then feed off their dying life essence. In extremis they may communicate or even attack, but they would prefer not to. Only metal weapons will harm them, if they can attain purchase.

WIND WALKERS: **Hit Dice:** 6. **Attacks:** 3-18. **Armor Class:** 8. **Move:** 15/30. **Alignment:** Neutrality. **Languages:** Type E. **Number Appearing:** 1-3. **% In Lair:** 20%. **Description:** An encounter with Wind Walkers will be initially perceived as a dramatic rise in the intensity of the wind—to a high-pitched whistling or a deafening roaring, depending on the number encountered. These monsters are ethereal creatures and therefore they can only be directly attacked by those that are in or may transform themselves into a like state—Djinn, Efreet, Invisible Stalkers, Aerial Servants or characters using, say, Oil of Ethereality, Armor of Ethereality or similar. However, a number of spells can harm them: A Control Weather spell will slay a Wind Walker outright if the creature fails its save. Slow will do damage as a Fire Ball spell. Ice Storm will repel them, and Haste will do half-damage as a fireball but also will double any damage inflicted by the creature. Wind Walkers may read thoughts at a distance of 10' to 30' or more—the presence of each additional Wind Walker will compound the possible range—but they are in turn vulnerable to telepathic attack. They often serve (or will be enslaved by) Frost Giants.



WITCHES: **Hit Dice:** As Wizards. **Attacks:** 1-6, spells or wand. **Armor Class:** 9. **Move:** 12/40. **Alignment:** Chaos. **Languages:** Type C plus Common. **Number Appearing:** 1. **% In Lair:** 15%. **Treasure:** Class M. **Description:** These are equivalent to Wizards in most ways and thus will be of at least 11th level in power (see Wizards, below). However, they cast spells from their own unique list (see Vol. 3.). Perhaps more importantly they will usually possess a Witch's Wand, an awful device that combines the powers of Withering (with a range of 60'), Fear, Illusion, Paralyzation, Petrification and Polymorph, all usable an unlimited number of times without the expenditure of any "charges" (no one but a Witch may wield this item). Witches have their own ancient language, and are actually related to Giants, though a Witch looks human enough—sometimes taking the form of an old crone, more often a beautiful (and youthful looking) woman. Most will have a Familiar (die 1-2 = cat, die 3 = screech owl or raven, die 4 = toad, die 5 = weasel, die 6 = none) that will often act as their mistress's "eyes and ears". Many Witches use a Broom of Flying while others have the ability to transform themselves into a flying serpent at will. 75% will possess a Crystal Ball.

WIZARDS: These are evil Magic-Users of 11th level or higher (dice 01-32 = 11, dice 33-58 = 12, dice 59-78 = 13, dice 79-92 = 14, dice 93-99 = 15, dice 00 = 16). Typically each Wizard will be accompanied by from 1-4 Haruspices and 1-6 Black Knights, Rakehells or Villains. The "lair" of a Wizard might be an evil looking tower or a well-guarded and trapped underground labyrinth. However, there is a 50% chance that it will be a fortress or castle. If the latter, it will be defended by 10-100 crossbowmen, 10-100 heavy foot, and 1-4 of one of these monster types: die 1 = Solians, die 2 = Basilisks, die 3 = Chimerae, die 4 = Dragons, die 5 = Manticoras, die 6 = Wyverns. Apprehended passerby will at the least be required to give up a magic item or 1000 to 4000 Silver Pieces as a toll, unless of course the Wizard has other evil plans for them. Those judged to be potential threats will be imprisoned or slain. **Archimagi:** Like their evil counterparts, those aligned with Law or Neutrality will usually have companions. 75% of the time a wandering Archimagus will be accompanied by from 1-4 Talismanists and 1-6 Knights, Guardians or Defenders. The dwelling of the Archimagus himself might be a solitary manse, tower or even an innocuous looking cottage. However, there is a 50% chance that it will be a larger construction. If the latter, it will be defended by crossbowmen, heavy foot, and two companions as above, as well as one set of monster types: die 1 = 1-4 Metallic Dragons, die 2 = 1-10 Treants, die 3 = 5-20 Giant Eagles, die 4 = 1 Guardian Naga, die 5 = 1-8 Knights mounted on Hippogriffs, die 6 = 1-12 Werebears. Intercepted passerby who fail their reaction roll against a Neutral Archimagus are likely to be sent after treasure by Geas (with the Archimagus taking half the treasure so gained including first choice on magic items) or may be required to give up a magic item or 1000 to 4000 Silver Pieces as a toll.

WOLVES: **Hit Dice:** 1. **Armor Class:** 8. **Move:** 18. **Number Appearing:** 2-20. **% In Lair:** 10%. **Description:** These statistics are for normal-sized pack wolves.

WOOLY RHINOCEROSES: **Hit Dice:** 8. **Attacks:** 2-12. **Armor Class:** 5. **Move:** 12. **Number Appearing:** 1-4. **Description:** These horned herbivores may attack if threatened or spooked.

WRAITHS: **Hit Dice:** 2 twelve-sided. **Attacks:** level drain. **Armor Class:** 3. **Move:** 12/24. **Alignment:** Chaos. **Languages:** Type C. **Number Appearing:** 2-16. **% In Lair:** 20%. **Treasure:** Class 3. **Description:** These are even worse than Wights. All magical weapons will do normal hits against them, but silver bolts or arrows will do only half damage. Also, they can fly. **True Wraiths:** These are Wraiths with 4 twelve-sided hit dice. They drain two levels when scoring a hit and they may cast spells as Haruspices. Though they cannot themselves fly they often ride huge black Wraith Beasts (Hit Dice: 5, Attacks: 2-12, Armor Class: 3, Move: 24). True Wraiths fighting together add +1 to their attack rolls and subtract -1 from the attack rolls of their opponents for each True Wraith in the group, calculated cumulatively. They cannot be turned.

WYVERNS: **Hit Dice:** 7. **Attacks:** 1-6 or sting. **Armor Class:** 3. **Move:** 9/24. **Alignment:** Neutrality. **Number Appearing:** 1-6. **% In Lair:** 60%. **Treasure:** Class 3. **Description:** A Wyvern looks like a miniature Dragon, but with two legs and a poisonous stinger in its tale. It will use its stinger to attack two-thirds of the time (save vs. poison or die).

YELLOW MOLD: This inanimate fungus does one die of damage to exposed flesh, and corrodes wood but does no harm to stone or metal. If the fungus is disturbed, there is a 50% chance that it will release deadly spores in a 10' by 10' cloud (save vs. poison or die). Yellow mold colonies can be killed with fire.

YETI: **Hit Dice:** 5. **Attacks:** 2-12 • paralyze. **Armor Class:** 6. **Move:** 12. **Alignment:** Neutrality. **Languages:** Types E or O. **Number Appearing:** 1-6. **% In Lair:** 10%. **Treasure:** Class 3. **Description:** These rare man-eating hominids are difficult to detect in the snow, thus generally surprising foes on a roll of 1-4. In addition, anyone looking directly into the unexpectedly intelligent-looking eyes of a Yeti must make a saving throw or be temporarily paralyzed. On the positive side, fire based attacks will do 50% increased damage to these monsters. There is a base 1% chance, rising by a cumulative 5% per level, for any character to notice a hiding or creeping Yeti.

ZOMBIES: **Hit Dice:** ½ twelve-sided. **Armor Class:** 8. **Move:** 6. **Number Appearing:** 3-30. **Description:** Like their Skeleton brethren, Zombies are simply the animated remains of deceased human beings—the original spirit having long ago departed. They are twice as powerful as Skeletons but will be far less cunning, indeed almost mindless, in carrying out their imparted task.

Endnote: In the world of SEVEN VOYAGES of ZYLARTHEN and even in our own fallen world, great is the power of the wicked. But the love of the Redeemer is greater still.



