

Six: The Non-Roleplaying Roleplaying Game

Rulebook Compendium

Contains:

Rules: Six, Advanced Six, and Six+

Settings: Six+: Wild West and Six+:Fantasy

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Six: The Non-Roleplaying Roleplaying Game

This game was created by a friend of mine a few years ago. He always like to roleplay, but never had the time to do it. He also had the problem of few friends interested in gaming. So, he came up with the basics of this interesting game. What follows is my attempt to write the rules out in a way that is understandable.

WHAT YOU NEED

- One six-sided die (recommended that you have one per person)
- Paper
- Pencil

HOW TO PLAY

Take a piece of paper and copy down the following tables, filling in the [bracketed] areas with your own ideas.

Now you should have a set of tables similar to this:

LOCATION 1=Bank 2=Hospital 3=Truck Stop 4=Weapon Shop 5=Restaurant 6=Library	ENEMY 1=[celebrity] 2=[celebrity] 3=[misc person] 4=[misc person] 5=Gang Member 6=Cop	WEAPON 1=Twig 2=Stick 3=Pistol 4=Shotgun 5=Machinegun 6=Bazooka
EVENT 1= Abducted by aliens. You lost your turn being probed. 2= After drinking too many lattes you get pumped up. You get 2 actions this turn. 3= A bunch of teenage girls runs you down trying to get to a concert. Roll on the damage table for effect. 4= You buy a map to the city. Take an extra turn exploring. 5= You suddenly realize this game is pointless. Your character dies instantly. 6= A bum gives you his "magic log". You may reroll any one dice result this turn.		
REPLY 1, 2, 3= Success 4, 5, 6= Failure	DAMAGE 1= "Did you feel something?" 2= "That tickles" 3= "Merely a flesh wound" 4= "OUCH!" 5= "Oh my god, my arm just flew off!" 6= "I ain't got no body"	

Now you are ready to play.

Sequence of play

1. Roll 1d6 to determine order of play. Highest goes first, reroll ties.
2. First player states their action
3. Roll on the appropriate table
4. Resolve any effect
5. Update character (if needed)
6. Next player take a turn

An action consists of either going to a site, fighting an enemy, or attempting to do something at a site. These actions will be detailed below.

GOING TO A SITE

When travelling around in the game you have 2 choices on how you do it. You can use up your action for your turn by choosing a site to visit from the list, or you can roll randomly and use your action there. The upside to choosing is that you can set up your next turn's action. The downside is that you have to wait an extra turn to do anything there. The upside to rolling is that you can do something the turn you get there, but you don't always go where you want to go.

FIGHTING ENEMIES

There are two kinds of enemies to fight: the ones from the table, and the ones at sites. When you want to fight an enemy all you have to do is roll for what weapon you are using, roll to see what weapon they have, and then roll on the damage table to find out the results. You do not need to roll on the weapon table in later rounds, you are considered to have kept the weapon you rolled until you roll on the weapon table again. If you are at a site you do not have to roll for an enemy, but you do not get to fight any of the enemies off of the enemy table. There is no special bonus for fighting an enemy off of the table, or for fighting one at a site.

ATTEMPTING ACTIONS

Whenever you are at a site you can attempt to do just about anything you could normally do there (like robbing the bank, healing at the hospital, etc.) Whenever you attempt an action, roll on the reply table to see if it succeeds or fails.

RANDOM EVENTS

On each player's turn they must roll on the random events table and apply all results.

OBJECT OF THE GAME

There is no object, except to have something to do when all you have available is some paper, pencils, and six-sided dice.

Advanced Six: Additional Rules for the World of Six

ADVANCED SIX

What follows are some additional rules for SIX: THE NON-ROLEPLAYING ROLEPLAYING GAME. They are intended to enhance the game. Use them, or not, at your discretion.

WHAT YOU NEED

- A copy of SIX

TALKING TO PEOPLE

When you visit a location there are assumed to be people there. And, where there are people there are people to talk to. When you wish to talk to someone ask a yes or no question (the people in this town are not too bright). Roll on the reply chart. A roll of "Success" is considered an answer of yes, a roll of "Failure" is considered an answer of no.

FIGHTING OTHER PLAYERS

Sometimes the other players get on your nerves. When this happens you may wish to show them who's boss and attack them. To attack another player you have to either be in the same location as them in the game, or roll on the location table and hope to end up where they are. Once you are in the same location as another player's character, run through the combat as if they were an enemy.

DAMAGE

In the basic version of this game damage was really only there to add some color to the game. With the Advanced rules, though, damage can be a serious thing. All characters and enemies start with 6 body. Whenever a character or enemy takes damage from an attack they lose a number of body equal to the damage roll. When your body number reaches 0 you have died. What death means is really up to you.

MONEY

If you want to have your characters have cash, let them start with 1d6 dollars. Money can be spent to adjust a roll by +/- 1 for every \$2 spent.

STORES

If you are using the money rule stores take on a new meaning. Any time a character goes into a store they may spend an action buying stuff there. What the store sells, and the effects of such items on the game is up to the players.

ROBBING STORES

While you are in a store you may attempt to rob it. When you do this you enter combat with the store clerk (played out as normal). If you win the fight you may steal 1d6 dollars from the store. you may only do this once for each visit to a given store (i.e. if you wish to rob the store again you have to leave it and come back in).

HOSPITALS

If you are using the damage rules, you may wish to add a hospital to your locations list. Whenever a character has taken damage they may spend an action on their next turn to go to the Hospital to heal. One turn at the Hospital will heal 1d6 body. If you are also using the money rules then you have to pay \$1 for everybody healed, otherwise you lose your next turn working off your bill.

BANKS

If you are using the money rules, banks can be a great addition to the locations list. Banks can be robbed the same way a store is (see ROBBING STORES). If you rob the bank, however, you get 1d6x10 dollars. Banks can also be used to store your money so another player can't rob you. If you have money in the bank when it is robbed then the number rolled on the dice is how much of the money stolen belonged to you. EXAMPLE: Joey has \$10 and decides to put \$5 in the bank to keep it safe. Kim decides to rob the bank on her next turn. She rolls 1d6, getting a 4. Kim ends up taking \$40 from the bank. Unfortunately for Joey, \$4 of it was his (leaving him with \$1 left in the bank).

ROBBING PLAYERS

When attacking a player, you may choose to loot their dead body. If you do so you gain 1d6x2 dollars, or all of their money (whichever is less).

Six+: Campaigning in the World of Six

SIX+: RULES ADDITIONS

The SIX+ series will be sets of tables for campaigns. While SIX takes place in a nameless city/town, SIX+ will be set in other genres. All SIX+ campaigns will use both the rules from SIX as well as ADVANCED SIX. There will also be some additional rules, presented here and with each setting

WHAT YOU NEED

- A copy of SIX
- A copy of ADVANCED SIX

RULES ADDITIONS

RANGES

The weapons in SIX+ do not all have the near infinite reach of those from SIX and ADVANCED SIX. These weapons have effective ranges. Most weapons are close range weapons (those that are fro hand to hand fighting). Then there are the short range weapons (mostly thrown weapons). Finally are the long range weapons (projectiles not thrown by hand). Ranges are figured out very simply (this is, after all, a fairly simple game). If you could normally touch the target without having to move it is close range. If you have to take a few steps it is short range. if you would have to walk quite a way it is long range. Another way of determining range is to roll on the table below.

RANGE TABLE

1-2= Close range

3-4= Short Range

5-6= Long Range

MODIFIERS

Some of the weapons, armor, and skills in SIX+ modify the dice rolls for other tables. This is to represent the weapon's special adaption to certain situations. No modifier may adjust a roll lower than 0 or higher than 6, unless otherwise noted.

SPECIAL TABLES

Since the tables for SIX were meant to be a generic city/town, they do not cover some of the situations in SIX+. To fix that problem there are new table types, as well as customized tables, for each campaign setting.

COMBAT

The combat system for SIX, just like the tables, did not quite fit with the campaigns in SIX+. It was too slow, attacking once each turn. That meant that it could take you 2 or 3 turns before you killed the enemy. So, in SIX+ combat works a bit differently. Whenever you get into a fight with another character or an enemy you play out the entire combat until one side is dead or someone has surrendered.

MULTIPLE TABLES

Since SIX+ is supposed to be a campaign version of SIX one table is just not enough for each section. SIX+ will have multiple tables of locations, weapons, events, etc.

NEW TYPES OF TABLES

In SIX, there were few tables and they were all set up in the same way. This doesn't always work for SIX+, since some of the settings require more diversity than the basic game. So, more expansive tables will occasionally be used in the SIX+ settings. To make the use of these tables less difficult, any table that doesn't follow the simple d6 method used by SIX will have a notation indicating what format the alternate table will use. Just cross reference the notation with the chart below to determine what type of dice to roll.

ALTERNATE TABLES CHART

1d OR d6	The standard. Roll one six sided dice and consult the table. Provides numbers from 1-6.
d66	Roll two six sided dice of different colors. Before rolling, declare one of the dice as the "primary" and one as the "secondary". After rolling, read the "primary" as the first digit and the "secondary" as the second digit. Consult the table with this result. Provides numbers from 11-16, 21-26, 31-36, 41-46, 51-56, and 61-66.
2d	Roll two six sided dice, add the results together, and consult the table. Provides numbers from 2-12.
3d	Roll three six sided dice, add the results together, and consult the table. Provides numbers from 3-18.

STRONGER/WEAKER ENEMIES

Some of the enemies in the SIX+ campaigns are more or less durable than the average human. To show this, some enemies will have more or less than 6 body.

EXPERIENCE

Whenever you kill an enemy you gain 1 experience point. Experience points can be used to buy skills, or traded in for money at a 3 experience for \$1 ratio. Skills are special abilities your character has gained, allowing him to do more things. When buying a skill you first pay 2 experience points for every roll on the skill table(s) you want to take this turn. Each setting will have skill tables suitable for that particular set of tables.

MIXING SETTINGS

Not everyone likes to play the same genre of game. While some people prefer to play a fantasy game, others may like science fiction, and still others like historical settings. So, if some of the players do not want to play the same setting, here are some guidelines.

- Majority rules for selection of which locations tables will be used. If there is a tie randomly choose a set of location tables.
- Any enemy table that makes sense to use with a given location should be used, even if it is from a different campaign setting.
- Each character uses the skill, weapon, and damage table appropriate to the setting they chose (i.e. if you are a space marine in a fantasy setting you will use the space marine related tables).
- Settings should be switched occasionally so that everyone has a chance to play in the setting they like.

Six+: Wild West

WEAPONS 1= Six Shooter. Damage: +1, long range. 2= Rifle. Damage: +2, long range. 3= Shotgun. Damage: +2 close range, spray. 4= Knife. Damage: +1. 5= Bow and Arrow. Damage: +1, short range. 6= Tomahawk. Damage: +2.		
LOCATIONS 1,2,3= Town 4,5,6= Wilderness	LOCATIONS: TOWN 1= Bank 2= Saloon 3= Cat House 4= Jail 5= General Store 6= Rival Saloon	LOCATIONS: WILDERNESS 1= Gold Mine 2= Indian Lands 3= Ghost Town 4= Bandit Hideout 5= Desert 6= Fort
EVENTS 1= Stampede. All characters in your location take 1d damage. 2= Stage Coach. Roll 1d. A result of a 1-4 has no effect. A result of 5+ allows you to change to any location of your choice. 3= Shootout. All characters in your location take 1d-1 damage. 4= Gold Rush. Gain 1d gold nuggets. 5= Bandit/Indian Attack. All characters in your location take 1d-2 damage. 6= Wagon Train. Roll 1d. A result of a 1-5 has no effect. A result of 6 allows you to change to any location of your choice.		
NPCS: BANK 1= Bank Manager. Damage Modifier: -3. Hit Points: 4. Abilities: None. 2= Male Teller. Damage Modifier: -2. Hit Points: 3. Abilities: None. 3= Female Teller. Damage Modifier: -2. Hit Points: 3. Abilities: None. 4= Customer. Damage Modifier: -4. Hit Points: 3. Abilities: None. 5= Guard. Damage Modifier: +1. Hit Points: 6. Abilities: None. 6= Robber. Damage Modifier: +2. Hit Points: 6. Abilities: None.		
NPCS: SALOON 1= Bartender. Damage Modifier: +0. Hit Points: 6. Abilities: None. 2-3= Saloon Gal. Damage Modifier: +0. Hit Points: 4. Abilities: None. 4= Town Drunk. Damage Modifier: -3. Hit Points: 6. Abilities: None. 5= Piano Player. Damage Modifier: -2. Hit Points: 4. Abilities: None. 6= Gambler. Damage Modifier: +1. Hit Points: 6. Abilities: None.		
NPCS: CAT HOUSE 1= Blonde Whore. Damage Modifier: -2. Hit Points: 4. Abilities: None. 2= Brunette Whore. Damage Modifier: -2. Hit Points: 4. Abilities: None. 3= Redhead Whore. Damage Modifier: +0. Hit Points: 4. Abilities: None. 4= Foreign Whore. Damage Modifier: -1. Hit Points: 4. Abilities: None. 5= Indian Whore. Damage Modifier: +1. Hit Points: 4. Abilities: None. 6= House Madame. Damage Modifier: +1. Hit Points: 5. Abilities: None.		

NPCS: JAIL

- 1= Drunk Prisoner. Damage Modifier: -3. Hit Points: 6. Abilities: None.
- 2= Captured Cattle Rustler. Damage Modifier: +1. Hit Points: 6. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns.
- 3= Bank Robber. Damage Modifier: +1. Hit Points: 6. Abilities: Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter.
- 4= Sheriff's Dog. Damage Modifier: +2. Hit Points: 4. Abilities: Awareness= On a roll of 6 evasion type abilities do not work, even if they would have been successful otherwise.
- 5= Deputy Sheriff. Damage Modifier: -1. Hit Points: 6. Abilities: None.
- 6= Sheriff. Damage Modifier: +1. Hit Points: 6. Abilities: Awareness= On a roll of 6 evasion type abilities do not work, even if they would have been successful otherwise.

NPCS: GENERAL STORE

- 1= Shop Owner. Damage Modifier: +0. Hit Points: 4. Abilities: None.
- 2= Male Customer. Damage Modifier: +0. Hit Points: 5. Abilities: None.
- 3= Female Customer. Damage Modifier: +0. Hit Points: 4. Abilities: None.
- 4= Female Customer with Children. Damage Modifier: -2. Hit Points: 3. Abilities: None.
- 5= 2 Old Men. Damage Modifier: -2. Hit Points: 3. Abilities: None.
- 6= Sleepy Dog. Damage Modifier: -1. Hit Points: 3. Abilities: None.

NPCS: RIVAL SALOON

- 1= Bartender. Damage Modifier: +2. Hit Points: 7. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns.
- 2-3= Saloon Gal. Damage Modifier: +1. Hit Points: 6. Abilities: None.
- 4= Town Drunk. Damage Modifier: -2. Hit Points: 6. Abilities: None.
- 5= Piano Player. Damage Modifier: -1. Hit Points: 5. Abilities: None.
- 6= Gambler. Damage Modifier: +1. Hit Points: 6. Abilities: None.

NPCS: GOLD MINE

- 1-4= Miners. Damage Modifier: +1. Hit Points: 6. Abilities: None.
- 5= Landowner. Damage Modifier: +0. Hit Points: 6. Abilities: None.
- 6= Overseer. Damage Modifier: +2. Hit Points: 6. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns.

NPCS: INDIAN LANDS

- 1= Chief. Damage Modifier: +0. Hit Points: 5. Abilities: None.
- 2= Princess. Damage Modifier: +1. Hit Points: 4. Abilities: None.
- 3= Indian Women. Damage Modifier: -1. Hit Points: 3. Abilities: None.
- 4= Children. Damage Modifier: -2. Hit Points: 2. Abilities: None.
- 5= Shaman. Damage Modifier: +0. Hit Points: 4. Abilities: Shaman Magic= Roll 1d and consult the magic table.
- 6= Warriors. Damage Modifier: +3. Hit Points: 6. Abilities: Swarm= May attack more than one opponent at a time.

NPCS: GHOST TOWN

- 1-4= Nothing
- 5= Bandits. Damage Modifier: +1. Hit Points: 6. Abilities: Ambush= Always has the first attack in a combat.
- 6= Ghost. Damage Modifier: +2. Hit Points: 6. Abilities: Ambush= Always has the first attack in a combat.

NPCS: BANDIT HIDEOUT

1-3= Bandit. Damage Modifier: +2. Hit Points: 6. Abilities: None.

4= Leader. Damage Modifier: +3. Hit Points: 6. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns.

5= Leader's Woman. Damage Modifier: +1. Hit Points: 5. Abilities: None.

6= Captive. Damage Modifier: -4. Hit Points: 4. Abilities: None.

NPCS: DESERT

1-3= Nothing

4= Indians. Damage Modifier: +3. Hit Points: 6. Abilities: Ambush= Always has the first attack in a combat.

5= Stagecoach. Damage Modifier: +0. Hit Points: 7. Abilities: None.

6= Wagon Train. Damage Modifier: +1. Hit Points: 8. Abilities: None.

NPCS: FORT

1-2= New Recruit. Damage Modifier: -1. Hit Points: 4. Abilities: None.

3-4= Soldier. Damage Modifier: +0. Hit Points: 5. Abilities: None.

5= Seasoned Veteran. Damage Modifier: +2. Hit Points: 6. Abilities: None.

6= Officer. Damage Modifier: +1. Hit Points: 6. Abilities: None.

MAGIC RESULTS

1= Life Drain= Every 2 damage opponent deals to you heals 1 damage off of opponent

2= Fire= 1d+1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn)

3= Wind= On a 6, roll for location, you are transported to the new location

4= Earthquake= You may not take any actions for 1d-1 turns

5= Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends

6= Stare= After each attack, roll 1d, on a roll of 4-5 the caster may immediately attack again, on a roll of a 6 the caster's foe is killed

Six+: Fantasy

OCCUPATIONS

When you start adventuring in this world you must decide whether you are a thief, a warrior, or a wizard. This choice affects what skills you may have. Warriors may only have skills from the warrior table, thieves from the thief table, and wizards from the spell table (unless otherwise noted).

BUYING WEAPONS

In this world, weapons are not free (unlike the basic game). You must pay 10 gold (\$) to roll on the weapons table. When rolling for weapons first roll on the weapons table to see what type you are getting (you may pay 5 gold to choose your weapon type). If you want to buy a specific weapon you may pay 10 gold plus the number that you would have had to roll on the weapons table times 10 in gold. So, if you wanted to buy a two-handed sword your would have to pay 65 gold ($5 \times 10 = 50$, $10 + 5 + 50 = 65$). When you decide to sell a weapon you get half of what you paid for it in gold. Then roll on the table specified. If you get a result of magical first roll on the table for your weapon type again to see what you got, then roll on the specified magical weapon table to see what magical ability your weapon has. **EXAMPLE:** Joe is going to buy a weapon. He decides to let fate decide what he will get (mainly because he only has 10 gold). Rolling on the weapons table, he gets a 3 (long blade). He rolls on the long blade table and gets a 6 (magical). Rolling again to see what type of long blade he will get, Joe rolls a 2 (short sword). Now Joe rolls on the Magical Long Blades table to see what kind of magic he has. Joe, unfortunately, is not very lucky here. He ends up rolling a 5 (cursed). So, Joe ends up spending 10 gold and receiving a Cursed Short Sword. If you are buying a weapon and choose to buy a magical weapon, have pay as if you were buying 2 weapons (once for the weapon, once for the magic). You still do not get to choose what the magical effect is, only the weapon type. So, if you wanted to buy a magical short sword you would have to pay 110 gold and roll 1d for the effect ($2 \times 10 = 20$, $10 + 5 + 20 = 35$, $6 \times 10 = 60$, $10 + 5 + 60 = 75$, $35 + 75 = 110$).

STARTING LOCATION

When you start the game, roll on the Location table to see where you are starting. Then roll on the appropriate table(s) as needed.

TREASURE

All monster descriptions provide, in addition to the standard information, a treasure modifier. After defeating the monster in battle, each character rolls d66 and consults the treasure table (adding in any modifiers as appropriate). The result is what money and items the character received for defeating the monster. If the treasure bonus results in a roll beyond what the table allows, roll 1d and consult the rare treasure table. Any result that would be lower than an 11 on the treasure table is considered to be an 11.

WEAPONS TABLES

<p>WEAPONS</p> <p>1= Blunt 2= Short Blade 3= Long Blade 4= Ranged 5= Armor 6= Non-Violent</p>	<p>WEAPONS: LONG BLADES</p> <p>1= Rapier. -1 damage 2= Short Sword. No adjustment 3= Bastard Sword. +1 damage 4= Longsword. +2 damage 5= Two-Handed Sword. +3 damage 6= Magical</p>	<p>WEAPONS: BLUNT</p> <p>1= Sap. -2 damage 2= Club. -1 damage 3= Staff. No adjustment 4= Mace. +1 damage 5= Flail. +2 damage 6= Magical</p>
<p>WEAPONS: SHORT BLADES</p> <p>1= Caltrop. -1 damage 2= Throwing Star. -1 damage, thrown at short range 3= Stiletto. No adjustment 4= Knife. +1 damage 5= Dagger. +1 damage, may be thrown at close range with no adjustment 6= Magical</p>		
<p>WEAPONS: RANGED</p> <p>1= Sling. -1 damage. 1d-3 shots to start with, \$1 per additional 1d shots 2= Blowgun. -1 damage. 1d-2 shots to start with, \$1 per additional 1d shots 3= Short Bow. No adjustment. 1d-1 shots to start with, \$2 per additional 1d shots 4= Long Bow. +1 damage. 1d shots to start with, \$2 per additional 1d shots 5= Crossbow. +2 damage. 1d+1 shots to start with, \$3 per additional 1d shots 6= Magical</p>		
<p>WEAPONS: ARMOR</p> <p>1= Padded. -1 damage, -5 damage vs. blunt 2= Leather. -2 damage, -4 damage vs. blunt 3= Chain. -3 damage 4= Bronze Plate. -4 damage, -2 damage vs. blunt 5= Plate. -5 damage, -1 damage vs. blunt 6= Magical</p>		
<p>WEAPONS: NON-VIOLENT</p> <p>1= Smoke Bomb. Everyone in location loses 1d actions, no damage 2= Lasso. See non-violent weapons results with a -1 adjustment to the roll 3= Bola. See non-violent weapons results with no adjustment to the roll 4= Whip. Opponent's hit by a whip are disarmed for 1d turns, no damage 5= Net. See non-violent weapons results with a +1 adjustment to the roll 6= Magical</p>		

MAGICAL WEAPONS TABLES

<p>WEAPONS: MAGIC BLUNT</p> <p>1= Striking. +3 damage 2= Flaming. +1 damage, on a roll of 6 opponent is on fire. While on fire, opponent rolls on the damage table each turn. Fire extinguished on a roll of 6 (rolled once a turn) 3= Frost. +1 damage, opponent is stunned for 1d-2 turns 4= Stunning. On a roll of a 6 opponent is stunned for 1d-1 turns 5= Cursed. All positive (+) modifiers become negative (-) modifiers of the same value. If no positive (+) modifiers, all negative (-) modifiers are doubled. 6= Roll again twice, ignoring all further rolls of 6</p>

WEAPONS: MAGIC SHORT BLADE

1= Slicing. +3 damage

2= Flaming. +1 damage, on a roll of 6 opponent is on fire. While on fire, opponent rolls on the damage table each turn. Fire extinguished on a roll of 6 (rolled once a turn)

3= Frost. +1 damage, opponent is stunned for 1d-2 turns

4= Speed. You may take an additional action each turn, as long as one of them is an attack with this weapon.

5= Cursed. All positive (+) modifiers become negative (-) modifiers of the same value. If no positive (+) modifiers, all negative (-) modifiers are doubled.

6= Roll again twice, ignoring all further rolls of 6

WEAPONS: MAGIC LONG BLADE

1= Slicing. +3 damage

2= Flaming. +1 damage, on a roll of 6 opponent is on fire. While on fire, opponent rolls on the damage table each turn. Fire extinguished on a roll of 6 (rolled once a turn)

3= Frost. +1 damage, opponent is stunned for 1d-2 turns

4= Slaying. On a roll of a 6 opponent is killed

5= Cursed. All positive (+) modifiers become negative (-) modifiers of the same value. If no positive (+) modifiers, all negative (-) modifiers are doubled.

6= Roll again twice, ignoring all further rolls of 6

WEAPONS: MAGIC RANGED

1= Striking. +3 damage

2= Returning. When using this weapon you will not run out of shots.

3= Range. You may use this weapon no matter the range, provided you can see your target

4= Seeking. +1 damage

5= Cursed. All positive (+) modifiers become negative (-) modifiers of the same value. If no positive (+) modifiers, all negative (-) modifiers are doubled.

6= Roll again twice, ignoring all further rolls of 6

WEAPONS: MAGIC ARMOR

1= Defending. -3 damage

2= Flaming. -1 damage. Fires extinguished on a roll of 5 or 6. 1d damage to all attackers when defending

3= Frost. -1 damage. Stun effects are reduced by 1d turns. 1d damage to all attackers when defending

4= Travel. When rolling for location you may reroll once a turn

5= Cursed. All positive (+) modifiers become negative (-) modifiers of the same value. If no positive (+) modifiers, all negative (-) modifiers are doubled.

6= Roll again twice, ignoring all further rolls of 6

WEAPONS: MAGIC NON-VIOLENT

1= Subduing. On a roll of 6 opponent may not take any actions this turn

2= Travel. When rolling for location you may reroll once a turn

3= Seeking. +1 damage

4= Speed. You may take an additional action each turn, as long as one of them is an attack with this weapon.

5= Cursed. All positive (+) modifiers become negative (-) modifiers of the same value. If no positive (+) modifiers, all negative (-) modifiers are doubled.

6= Roll again twice, ignoring all further rolls of 6

LOCATIONS AND EVENTS TABLES

LOCATION 1,2= Settled 3,4= Wilderness 5,6= Planar	LOCATION: SETTLED 1= Town 2= Dungeon 3= Ruins 4= Castle 5= Tower 6= Caves	LOCATION: WILDERNESS 1= Forest 2= Desert 3= Plains 4= Mountains 5= Swamp 6= Aquatic	LOCATION: PLANAR 1= Plane of Fire 2= Plane of Water 3= Plane of Earth 4= Plane of Air 5= Astral Plane 6= The Underworld
EVENTS: SETTLED 1,2,3= No Event 4= Monster Incursion. Roll on the appropriate Monster table 5= Wandering NPC. Roll on the NPC table 6= Planar Gate. Roll for new location on the Location table			
EVENTS: WILDERNESS 1= No Event 2,3,4= Wandering Monster. Roll on the appropriate Monster table 5= Wandering NPC. Roll on the NPC table 6= Planar Gate. Roll for new location on the Location table			
EVENTS: PLANAR 1= No Event 2= Planar Quake. Roll on the damage table. All characters, NPCs, and monsters take damage equal to the result. 3,4= Wandering Monster. Roll on the appropriate Monster table 5= Wandering NPC. Roll on the NPC table 6= Planar Gate. Roll for new location on the Location table			

SKILLS TABLES

SKILLS: WARRIOR 3= Parry. Whenever taking combat damage from a non-magical, non-ranged source you reduce the damage by your weapon modifier on a roll of 4+ 4= Block. Whenever taking damage from a non-magical source you may reduce the damage by 3 on a roll of 4+ 5= Dodge. When taking damage you may reduce it to 0 on a 4+ 6= Riposte. Whenever taking combat damage from a non-magical, non-ranged source you redirect an amount of damage equal to your weapon modifier on a roll of 4+ 7= Dual Wield. You may use 2 different weapons off of the same table, attacking once with each of them. May not be used with the following weapons: Longsword, Two-Handed Sword, Blowgun, Short Bow, Long Bow, Staff, Net 8= Extra Attack. You may attack an extra time each combat turn. 9= Bandage. Heal 1d/2 damage on a roll of a 4+ 10= Combat Mind. You may reroll any damage dice once per combat. 11= Circular Attack. When attacking if you kill your opponent you may apply left over damage to an additional opponent 12= Kick. You may kick for 1d-6 damage. Each additional time you gain this skill reduces the penalty by one.

13= Bash. On a roll of a 5+ opponent is stunned for 1d-1 turns
14= Critical Strike. On a roll of 6 you deal double damage with this attack.
15= Armor Use. All armor you wear reduces damage by an additional 1 point.
16= Weaponsmith. When rolling for a weapon you only have to pay half the final cost. Each additional time you gain this skill reduces the final cost by two.
17= Sneaky. Roll once on the thief skill table.
18= Magical. Roll once on the spell table.

SKILLS: THEIF

3= Sneak. When rolling for monster encounters, you may roll twice and pick which result you want.

4= Hide. On a roll of 4+ you are able to avoid being spotted by the current encounter. If you attempt to use any other skills or perform any other actions you must reroll this skill first, or you will be caught. Each turn that you are hiding roll 1d. On a roll of 6, the encounter leaves without spotting you. You may not hide if you have already entered combat with the encounter.

5= Backstab. When attacking from behind, you deal double damage on a roll of 5+

6= Climbing. On a roll of 5+ you may climb any surface, up to 10 feet per turn. You must roll every turn. If you fail a climbing roll after the first you will take 1 damage for every 10 feet you have climbed.

7= Pick Locks. Pick any lock on a roll of 4+

8= Pick pocketing. On a roll of a 4+ you steal 1d gold. Any roll of 3 or lower results in being caught and a fight with the initial target.

9= Evasion. On a roll of 4+ you may escape from an encounter you are in. You gain no treasure or experience from this encounter.

10= Traps. On a roll of 6 have set a trap. The next character, NPC, or monster to pass through this area will set off the trap on a roll of 3+. Traps deal 1d-5 damage. Each additional time you gain this skill reduces the damage penalty by one, or adds an additional +1 to the damage dealt.

11= Disarm. On a roll of 4+ you may disarm any traps you encounter. If you roll a 6 the trap is still active, but you still avoid setting it off.

12= Bribery. Whenever you are rolling for NPC reaction, you may pay 1d*10 gold to change the final result of the roll to a favorable one.

13= Poisoning. On a roll of 6 your next 1d attacks deal and additional 1d damage. On a roll of 1 you take 1d damage from mishandling the poison. Each use of this skill costs 10 gold.

14= Fast Talk. When purchasing any item (i.e. rolling for a weapon), you may lower the final cost by 1d gold.

15= Appraising. Add +1 to your roll whenever rolling for weapons or treasure. Each additional time you gain this skill increases this bonus by an additional +1 (to a maximum of +6 total).

16= Luck. Any failed roll can be rerolled once (per roll).

17= Magical. Roll once on the spell table.

18= Battle Hardened. Roll once on the warrior skill table.

WIZARD SPELLS

1,2,3= Active

4,5,6= Passive

ACTIVE SPELLS

3= Fireblast. 1d/2 damage, on a roll of 6 opponent is on fire. While on fire, opponent rolls on the damage table each turn. Fire extinguished on a roll of 6 (rolled once a turn)

4= Wild Bolt. 1 damage. Roll on the following table to determine other benefits.

1= Flame. On a roll of 6 opponent is on fire. While on fire, opponent rolls on the damage table each turn. Fire extinguished on a roll of 6 (rolled once a turn).

2= Ice. Opponent is stunned for 1d/ turns.

3= Death. On a roll of a 6 opponent is killed.

4= Stun. On a roll of a 6 opponent is stunned for 1d turns.

5= Seeking. +1 damage.

6= Force. +3 damage

5= Numbing Touch. Opponent is stunned for 1d-2 turns.

6= Webbing. On a roll of a 6 opponent is stunned for 1d+2 turns.

7= Infect. On a roll of 5+ opponent is diseased. Opponent must roll 1d each turn, on a 1 they take 1 damage, on a 6 they are cured and will not have to roll again.

8= Reality Warp. Once per encounter you may reroll one dice. Each additional time you gain this spell you gain another reroll per encounter.

9= Power Siphon. For every 3 damage you deal to an opponent on a single attack, you heal 1 damage.

10= Summoning. Roll once on the encounter table for the location you are at. The resulting encounter will fight your opponent for you until dead or the fight is over.

11= Mind Control. On a roll of 6 your opponent stops attacking you. Opponent will fight your next battle for you.

12= Gravity Manipulation. On a roll of 4+ opponent may not take any actions this turn.

13= Kinetic Redirection. For every 3 damage dealt (before reductions) to you, you may deal 1 damage to that opponent.

14= Lightning Bolt. 1d damage. On a roll of 6 lightning arcs to the next nearest target (friendly or not), dealing 1d-1 damage. In each roll of a 6, the lightning arcs again, dealing damage with an additional -1 penalty to the damage roll. Each additional time you gain this spell you gain a +1 bonus to the damage.

15= Illusions. Roll once on the encounter table for the location you are at. The resulting encounter will fight your opponent for you until dead or the fight is over. Opponent may roll 1d each time the illusion attacks. On a result of 4+, the illusion is dispelled.

16= Soul Transfer. On a roll of 6 you may transfer hit totals with opponent for the duration of the combat. At the end of the combat, if your hit points are higher than your natural maximum, they are reduced to normal.

17= Cone of Silence. You and opponent each roll 1d. If you have the higher result, opponent's special abilities and spells are all negated for 1d turns.

18= Healing Touch. On a roll of 5+ you may heal 1 damage to any target, including yourself. You may only attempt this once per session per character. each additional time you gain this spell you may attempt this spell an additional time per session per character.

PASSIVE SPELLS

3= Shapeshift. On a roll of 5+ you become another creature for the duration of the combat. Roll on the appropriate encounter table for the location to determine what you become.

4= Familiar. Roll once on the following table to determine what your familiar is. If your familiar dies you take 1 damage, and may roll on the table for a new familiar.

1= Frog. Damage Modifier: +0. Hit Points: 1. Abilities: 1 passive spell (reroll if familiar is rolled).

2= Cat. Damage Modifier: +0. Hit Points: 1. Abilities: 2 passive spells (reroll if familiar is rolled).

3= Wolf. Damage Modifier: +1. Hit Points: 2. Abilities: None.

4= Bear. Damage Modifier: +2. Hit Points: 3. Abilities: None.

5= Imp. Damage Modifier: +1. Hit Points: 2. Abilities: 1 active spell, 1 passive spell (reroll if familiar is rolled).

6= Demon. Damage Modifier: +3. Hit Points: 3. Abilities: 3 active spells, 2 passive spells (reroll if familiar is rolled).

5= Absorption. For every 3 damage dealt (before reductions) to you, you heal 1 damage. Each time this spell is used to must roll 1d, with any result under 4 indicating the spell failed.

6= Zone of Protection. All friendly characters within close range have damage dealt to them reduced by 3. This range is increased to short if you gain this spell a second time, and long if you gain the spell a third time.

7= Resurrection. Roll 1d when a character in the same location as you are in dies. On a result of a 6 the character comes back to life at full strength, but missing one skill (chosen at random) permanently.

8= Chameleon. On a roll of 5+ you are able to avoid being spotted by the current encounter. If you attempt to use any other skills or perform any other actions you must reroll this skill first, or you will be caught. Each turn that you are hiding roll 1d. On a roll of 6, the encounter leaves without spotting you. You may not hide if you have already entered combat with the encounter.

9= Dimensional Gate. Immediately roll on the planar location table to determine where the gate opens. On a roll of 4+ you may enter the gate and leave your opponent behind. Any other result indicated you opponent was able to follow you, with the fight continuing.

10= Flight. When rolling for location you may reroll once a turn

11= Regeneration. Each turn you heal 1 damage on a roll of 6.

12= Wild Shield. -1 damage. Roll on the following table to determine other benefits.

1= Anti-Flame. Fires extinguished on a roll of 5 or 6.

2= Heat. 1 damage to all attackers when defending.

3= Unstunability. Stun effects are reduced by 1d turns.

4= Protective. -1 damage.

5= Defending. -3 damage.

6= Teleportation. Immediately roll for a new location. Combat ends with no result. The next person to enter this location must fight your opponent before rolling for their own encounter.

13= Time Stop. You may take an additional action each turn, but must roll 1d each time you do so. If you ever roll 1 you immediately lose the use of this spell and take a damage.

14= Glimpse of Beyond. Whenever rolling for encounters you may roll to see what

the encounter will be. If you do not wish to face the encounter, you may skip your turn instead.

15= Mist. on a roll of 6 the combat ends with no effect.

16= Mind Reading. On a roll of 4+ you immediately gain 2 additional actions.

17= Soul of the Thief. Roll once on the thief skill table.

18= Soul of the Warrior. Roll once on the warrior skill table.

TREASURE TABLES

<p>TREASURE 11= No treasure 12= 1d gold 13= 2d gold 14= 3d gold 15= 1 weapon 16= 2 weapons 21= 3 weapons 22= 1 magic item 23= 2 magic items 24= 3 magic items 25= 1 weapon, 1d gold 26= 1 weapon, 2d gold 31= 2 weapons, 1d gold 32= 2 weapons, 2d gold 33= 1 magic item, 1d gold 34= 1 magic item, 2d gold 35= 2 magic items, 1d gold 36= 2 magic items, 2d gold 41= 1 weapon, 1 magic item 42= 1 weapon, 2 magic items 43= 2 weapons, 1 magic item 44= 2 weapons, 2 magic items 45= 1 weapon, 1 magic item, 1d gold 46= 1 weapon, 1 magic item, 2d gold 51= 1 weapon, 2 magic items, 1d gold 52= 1 weapon, 2 magic items, 2d gold 53= 2 weapons, 1 magic item, 1d gold 54= 2 weapons, 1 magic item, 2d gold 55= 2 weapons, 2 magic items, 1d gold 56= 2 weapons, 2 magic items, 2d gold 61= 1 weapon, 1 magic item, 3d gold 62= 1 weapon, 2 magic items, 3d gold 63= 1 weapon, 3 magic items, 1d gold 64= 1 weapon, 3 magic items, 2d gold 65= 3 weapons, 1 magic item, 2d gold 66= 3 weapons, 2 magic items, 1d gold</p>	<p>RARE TREASURE 1-2= 1d*10 gold 3-4= 3 weapons, 3 magic items, 3d gold 5-6= 1 artifact</p> <p>MAGIC ITEM 1= Potion. Roll on the Potion table. 2= Scroll. Roll on the Scroll table. 3= Ring. Roll on the Ring table. 4= Amulet. Roll on the Amulet table. 5= Wand. Roll on the Wand table. 6= Magical Weapon. Roll on the weapon tables as if you were buying a magical weapon.</p> <p>POTION 1= Potion of Healing. Uses: 1d uses. Value: 10 gold. Effect: Heal 1d damage. 2= Vial of Poison. Uses: 1d uses. Value: 10 gold. Effect: Deal 1d damage. 3= Balm of Restoration. Uses: 2d uses. Value: 20 gold. Effect: Heal 1d+3 damage. 4= Flask of Oil. Uses: 1d uses. Value: 20 gold. Effect: Deal 2d damage. 5= Ointment of Curing. Uses: 3d uses. Value: 30 gold. Effect: Heal 1d+3 damage, remove all harmful effects (poison, disease, etc). 6= Flask of Curses. Uses: 1d uses. Value: 30 gold. Effect: Target suffers a -3 penalty to all rolls until cured.</p>
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SCROLL

1= of Skill. Value: 20 gold. Effect: Roll once on the Thief Skill Table.

2= of Treasure. Value: 25 gold.

3= of Spells. Value: 20 gold. Effect: Roll once on the Wizard Spell Table.

4= of Treasure. Value: 35 gold.

5= of Combat. Value: 20 gold. Effect: Roll once on the Warrior Skill Table.

6= of Treasure. Value: 45 gold.

RING

1= of Communication. Value: 100 gold. Effect: You may reroll the dice once per encounter with an NPC. This may only be done for reaction rolls.

2= of Flight. Value: 200 gold. Effect: Whenever rolling for encounters, roll twice and choose the best result.

3= of Protection. Value: 300 gold. Effect: Reduce all damage you take by 2.

4= of Travel. Value: 400 gold. Effect: Whenever rolling for location, you may roll twice and choose the best result.

5= of Mastery. Value: 500 gold. Effect: All skills and spells you have are treated as if you had them one additional time.

6= of the Regeneration. Value: 600 gold. Effect: Each turn you heal 1 damage on a roll of 5+.

AMULET

1= of Appearance. Value: 20 gold. Effect: All reaction rolls receive a +1 bonus.

2= of Wisdom. Value: 40 gold. Effect: All skills act as if you had them an additional time.

3= of Intelligence. Value: 60 gold. Effect: All spells act as if you had them an additional time.

4= of Stamina. Value: 80 gold. Effect: Whenever you roll a 6 for using skills, attacking, or casting a spell you may immediately take another action.

5= of Agility. Value: 100 gold. Effect: When taking damage you may reduce it to 0 on a 5+.

6= of Strength. Value: 120 gold. Effect: +1d damage.

WAND

1= of Rulership. Uses: 1d*10 uses. Value: 2d*10 gold. Effect: Change any reaction roll to a success, regardless of the actual roll.

2= of Power. Uses: 1d*10 uses. Value: 2d*10 gold. Effect: 2d damage.

3= of Elements. Uses: 1d*10 uses. Value: 2d*10 gold. Effect: Roll 1d on the following table.

1= Air. Roll for location. You or a target opponent is/are transported to the new location. Anyone entering this location must face opponent (if opponent was the target).

2= Earth. Opponent may not take any actions for 1d-1 turns.

3= Fire. Effect: 1d-2 damage, on a roll of 6 opponent is on fire. While on fire, opponent rolls on the damage table each turn. Fire extinguished on a roll of 6 (rolled once a turn).

4= Water. Prevent 1d-2 damage to yourself.

5= Psi. You may use any passive spell as if you had rolled it on the spell table. You may only do this once per use of this wand.

6= Magic. You may use any active spell as if you had rolled it on the spell table. You may only do this once per use of this wand.

4= of Frost. Uses: 2d*10 uses. Value: 3d*10 gold. Effect: 1d+1 damage, opponent is stunned for 1d turns.

5= of Fire. Uses: 2d*10 uses. Value: 3d*10 gold. Effect: 1d+1 damage, on a roll of 6 opponent is on fire. While on fire, opponent rolls on the damage table each turn. Fire extinguished on a roll of 6 (rolled once a turn).

6= of Lightning. Uses: 2d*10 uses. Value: 3d*10 gold. Effect: 1d+1 damage. On a roll of 6 lightning arcs to the next nearest target (friendly or not), dealing 1d damage. In each roll of a 6, the lightning arcs again, dealing damage with an additional -1 penalty to the damage roll.

ARTIFACT

1-2= Weapon. Roll on the weapon tables. In addition to the abilities of the weapon rolled, gain 1d Minor powers off of the Minor Power table.

3= Wand. Roll on the wand table. In addition to the abilities of the wand rolled, gain 1d Minor powers off of the Minor Power table.

4= Ring. Roll on the ring table. In addition to the abilities of the ring rolled, gain 1d Minor powers off of the Minor Power table.

5= Amulet. Roll on the amulet table. In addition to the abilities of the amulet rolled, gain 1d Minor powers off of the Minor Power table.

6= Other. Roll on the other shape table.

OTHER SHAPE

1= Cube. Gain 1d/2 Minor Powers.

2-3= Gem. Gain 1d Minor Powers.

4-5= Orb. Gain 1d Minor Powers and 1 Major Power.

6= Figurine. Gain 1d minor Powers and 2 Major Powers.

ARTIFACT POWERS: MINOR

11= No Power

12= Life Drain. Effect: Every 2 damage you deal to opponent heals 1 damage off of you.

13= Constriction. Effect: On a roll of 6 opponent is grabbed, taking an additional +1 damage on each successful attack, this hold can be broken by rolling a 6 on 1d

14= Carapace. Effect: All damage dealt to you is reduced by 2

15= Ambush. Effect: You always have the first attack in a combat

16= Awareness. Effect: On a roll of 6 evasion type abilities do not work, even if they would have been successful otherwise

21= Fire. Effect: 1d+1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn)

22= Wind. Effect: On a 6, roll for location, opponent are transported to the new location

23= Earthquake. Effect: Opponent may not take any actions for 1d-1 turns

24= Evasion. Effect: On a roll of 4+ you escape from the fight, you gain no treasure or experience from this encounter

25= Resurrection. Effect: Roll 1d when you die, on a 6 you come back to life at full strength

26= Swarm. Effect: May attack more than one opponent at a time

31= Copy. Effect: On a roll of 6, you change into random monster (roll on the appropriate encounter table)

32= Poison. Effect: If you damage opponent, they take an additional 1 damage each turn until combat ends

33= Invulnerability. Effect: All damage dealt by non-magical weapons is halved

(round down)

34= Corrosive. Effect: Roll 1d after opponent is damaged by an attack of yours, a result of 6 means they receive a -2 modifier to their damage rolls, or any weapons they are using are destroyed.

35= Bash. Effect: On a roll of a 6 opponent is stunned for 1d-1 turns

36= Regeneration. Effect: Each turn, before damage is dealt from an attack, you heal 1 damage

41= Stare. Effect: After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed

42= Flame Shield. Effect: Fires extinguished on a roll of 5 or 6. 1d damage to all attackers when defending

43= Frost. Effect: +1 damage, opponent is stunned for 1d-2 turns.

44= Frost Shield. Effect: Stun effects are reduced by 1d turns. 1d damage to all attackers when defending. Any opponent hitting you is stunned for 1d-2 turns on a roll of a 6.

45= Range. Effect: You may use this weapon no matter the range, provided you can see your target

46= Slaying. Effect: On a roll of a 6 opponent is killed

51= Speed. Effect: You may take an additional action each turn, as long as one of them is an attack with this weapon.

52= Stunning. Effect: On a roll of a 6 opponent is stunned for 1d-1 turns

53= Subduing. Effect: On a roll of 6 opponent may not take any actions this turn

54= Travel. Effect: When rolling for location you may reroll once a turn

55= Negation. Effect: Each time an opponent uses a special ability against you, roll 1d. A result of a 6 means the ability does not function this battle.

56= Experience. Effect: You gain an additional 1 experience after every battle you survive.

61= Treasure. Effect: All rolls you make on the treasure tables are increased by 2.

62= Magic Shield. Effect: Any time you face an opponent using Spells or a Magic item of some sort, roll 1d. On a roll of 5+ all Spells and Magic items do not function for the remainder of the battle.

63= Cursed. Effect: All positive (+) modifiers become negative (-) modifiers of the same value. If no positive (+) modifiers, all negative (-) modifiers are doubled.

64= Cursed. Effect: All positive (+) modifiers become negative (-) modifiers of the same value. If no positive (+) modifiers, all negative (-) modifiers are doubled.

65= Roll again twice, ignoring all further rolls of 65 or 66.

66= Major Power. Roll once on the major power table.

ARTIFACT POWERS: MAJOR

Major powers cannot be quantified accurately with a mere table or set of tables.

Simply put, whenever gaining a Major Power, you and the other players should discuss amongst yourselves what you feel is an appropriate power. Remember, major Powers are of near god-like power, but should never be game breaking (to the extent that powers such as "You never lose a fight" would be too much).

Creativity is encouraged.

NON-VIOLENT WEAPONS RESULTS AND NPC TABLES

NON-VIOLENT WEAPONS RESULTS

- 1= Opponent ducks out of the way. No effect
- 2= Opponent attempts to duck, but is a little too slow. Opponent has a -1 applied to all rolls on his next turn
- 3= Arm hit. Opponent drops everything he is holding and may not take any actions unless he frees himself (rolling a 5 or 6 in 1d, attempted once a turn)
- 4= Legs hit. Opponent is tripped and may not take any actions unless he frees himself (rolling a 5 or 6 in 1d, attempted once a turn)
- 5= Head hit. Opponent knocked out for 1d turns
- 6= Totally incapacitated. Opponent may not take any actions unless he frees himself (rolling a 6 in 1d, attempted once a turn)

NPCS

- 11= Alfred Arkwright. Damage Modifier: +1. Hit Points: 6. Abilities: Dual Wield. Equipment: Bola of Seeking. Flaming Cursed Chain Armor. Bastard Sword.
- 12= Miss Alice. Damage Modifier: +1. Hit Points: 7. Abilities: Dual Wield. Equipment: Cursed Bronze Plate Armor. Smoke Bomb. Lasso.
- 13= Niall Byrne. Damage Modifier: None. Hit Points: 6. Abilities: Pick Locks. Equipment: Blowgun. Leather Armor.
- 14= Mealla the Incredible. Damage Modifier: None. Hit Points: 6. Abilities: Luck. Equipment: Two-handed Sword.
- 15= Stavros the Golden. Damage Modifier: -1. Hit Points: 5. Abilities: Fireblast. Equipment: Club.
- 16= Private Melina. Damage Modifier: -1. Hit Points: 5. Abilities: Fireblast. Equipment: Short Bow.
- 21= Harald Langdale. Damage Modifier: +1. Hit Points: 8. Abilities: Parry. Block. Equipment: Club.
- 22= Laila the orange. Damage Modifier: +1. Hit Points: 7. Abilities: Bandage. Armor Use. Equipment: Two-handed Sword. Padded Armor.
- 23= Private Quinlan. Damage Modifier: None. Hit Points: 7. Abilities: Sneak. Climbing. Equipment: Short Sword.
- 24= Selina Callahan. Damage Modifier: None. Hit Points: 6. Abilities: Disarm. Pick pocketing. Equipment: Leather Armor. Flail.
- 25= Khishan the Orange. Damage Modifier: -1. Hit Points: 5. Abilities: Shapeshift. Dimensional Gate. Equipment: Lasso.
- 26= Jaynthyl the Mighty. Damage Modifier: -1. Hit Points: 5. Abilities: Shapeshift. Zone of Protection. Equipment: Flail.
- 31= Vehbi the Purple. Damage Modifier: +2. Hit Points: 7. Abilities: Extra Attack. Dodge. Critical Strike. Equipment: Whip.
- 32= Isil the Incredible. Damage Modifier: +1. Hit Points: 7. Abilities: Dual Wield. Parry. Block. Equipment: Bastard Sword. Whip.
- 33= Sean the Black. Damage Modifier: None. Hit Points: 6. Abilities: Sneak. Pick pocketing. Poisoning. Equipment: Longsword.
- 34= Alana Brocas. Damage Modifier: None. Hit Points: 6. Abilities: Poisoning. Fast Talk. Webbing. Equipment: Mace.
- 35= Strovili the Plaid. Damage Modifier: -1. Hit Points: 5. Abilities: Time Stop. Kick. Infect. Equipment: Short Bow.
- 36= Elena the Electric. Damage Modifier: -1. Hit Points: 5. Abilities: Resurrection. Mind Reading. Numbing Touch. Equipment: Mace.

41= Bernard the Amazing. Damage Modifier: +1. Hit Points: 7. Abilities: Parry. Block. Bandage. Kick. Equipment: Plate Armor. Sling.

42= Barbara Bennet. Damage Modifier: +1. Hit Points: 7. Abilities: Parry. Armor Use. Circular Attack. Kick. Equipment: Bola. Bronze Plate Armor.

43= Alasdair the Hairy. Damage Modifier: +2. Hit Points: 6. Abilities: Hide. Bribery. Absorption. Armor Use. Equipment: Short Sword. Leather Armor.

44= Patricia Bagwell. Damage Modifier: None. Hit Points: 6. Abilities: Disarm. Appraising (x2). Bash. Equipment: Smoke Bomb of Subduing. Crossbow of Stunning.

45= Sergeant Ratan. Damage Modifier: -1. Hit Points: 5. Abilities: Dimensional Gate. Flight. Mind Control. Illusions. Equipment: Throwing Star.

46= Maya Devi. Damage Modifier: None. Hit Points: 5. Abilities: Shapeshift. Flight. Wild Shield. Equipment: Longbow.

51= Ole Gulbranssen. Damage Modifier: +1. Hit Points: 8. Abilities: Parry. Combat Mind. Disarm. Kick. Dodge. Equipment: Net

52= Sigrid the Gray. Damage Modifier: +1. Hit Points: 7. Abilities: Parry. Dual Wield. Combat Mind. Circular Attack. Equipment: Leather Armor. Stiletto (x2).

53= Percy the Plaid. Damage Modifier: None. Hit Points: 6. Abilities: Appraising. Bribery. Parry. Disarm. Sneak. Equipment: Throwing Star.

54= Josephine the Blue. Damage Modifier: None. Hit Points: 6. Abilities: Pick Locks. Hide. Sneak. Traps. Appraising. Equipment: Cursed Bola of Travel. Rapier.

55= Diamantis the Hairy. Damage Modifier: -1. Hit Points: 5. Abilities: Reality Warp. Cone of Silence. Fireblast. Resurrection. Dimensional Gate. Equipment: Flaming Padded Armor. Crossbow.

56= Evi the Electric. Damage Modifier: -1. Hit Points: 6. Abilities: Shapeshift. Familiar (Cat (Mist, Sneak)). Chameleon. Time Stop. Mind Reading. Equipment: Sling.

61= Calil the Hairy. Damage Modifier: +1. Hit Points: 8. Abilities: Bandage. Riposte. Critical Strike. Dual Wield. Weaponsmith. Parry. Equipment: Knife. Dagger.

62= Captain Ephimia. Damage Modifier: +1. Hit Points: 7. Abilities: Power Siphon. Extra Attack. Weaponsmith. Kinetic Redirection. Armor Use. Parry. Equipment: Bronze Plate Armor. Bastard Sword.

63= Patrik the Blue. Damage Modifier: None. Hit Points: 6. Abilities: Disarm. Poisoning. Regeneration. Evasion. Pick Locks. Sneak. Equipment: Lasso.

64= Sylvia Blackburn. Damage Modifier: None. Hit Points: 6. Abilities: Soul Transfer. Poisoning. Climbing. Sneak. Evasion. Appraising. Equipment: Short Bow.

65= Thakur the Heartless. Damage Modifier: -1. Hit Points: 5. Abilities: Summoning, Soul Transfer. Zone of Protection (x2). Resurrection. Regeneration. Equipment: Padded Armor. Mace.

66= Maneka the Mighty. Damage Modifier: -1. Hit Points: 5. Abilities: Lightning Bolt. Cone of Silence. Zone of Protection. Mind Reading. Regeneration. Equipment: Smoke Bomb of Seeking. Sap.

SETTLED ENEMIES TABLES

MONSTER- SETTLED: TOWN

11= NPC. Roll on the NPC table.

12= Rabid Dog. Damage Modifier: +1. Hit Points: 6. Abilities: Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: -30.

13= NPC. Roll on the NPC table.

14= Giant Sewer Rat. Damage Modifier: +2. Hit Points: 5. Abilities: Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: -5.

15= NPC. Roll on the NPC table.

16= Rabid Dog. Damage Modifier: +1. Hit Points: 6. Abilities: Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: -30.

21= NPC. Roll on the NPC table.

22= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

23= NPC. Roll on the NPC table.

24= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

25= NPC. Roll on the NPC table.

26= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

31= NPC. Roll on the NPC table.

32= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

33= NPC. Roll on the NPC table.

34= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

35= NPC. Roll on the NPC table.

36= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

41= NPC. Roll on the NPC table.

42= Angry Mob. Damage Modifier: +5. Hit Points: 1d*5. Abilities: Swarm= May attack more than one opponent at a time. Treasure Modifier: +2.

43= NPC. Roll on the NPC table.

44= Angry Mob. Damage Modifier: +5. Hit Points: 1d*5. Abilities: Swarm= May attack more than one opponent at a time. Treasure Modifier: +2.

45= NPC. Roll on the NPC table.

46= Angry Mob. Damage Modifier: +5. Hit Points: 1d*5. Abilities: Swarm= May attack more than one opponent at a time. Treasure Modifier: +2.

51= NPC. Roll on the NPC table.

52= Ghost. Damage Modifier: +4. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Invulnerability= All damage dealt by non-magical weapons is halved (round down).
Treasure Modifier: +4.

53= NPC. Roll on the NPC table.

54= Zombie. Damage Modifier: None. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure

Modifier: None.

55= NPC. Roll on the NPC table.

56= Skeleton. Damage Modifier: -3. Hit Points: 2. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

61= NPC. Roll on the NPC table.

62= Shapeshifter. Damage Modifier: None. Hit Points: 6. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

63= NPC. Roll on the NPC table.

64= Werewolf. Damage Modifier: +5. Hit Points: 7. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +2.

65= NPC. Roll on the NPC table.

66= Blob of Flesh. Damage Modifier: +1. Hit Points: 1. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: -15.

MONSTER- SETTLED: CASTLE

11= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

12= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

13= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

14= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

15= NPC. Roll on the NPC table.

16= Ogre. Damage Modifier: +6. Hit Points: 8. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Treasure Modifier: +15.

21= Skeleton. Damage Modifier: -3. Hit Points: 2. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

22= Zombie. Damage Modifier: None. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

23= Specter. Damage Modifier: +3. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: None.

24= Ghost. Damage Modifier: +4. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +4.

25= NPC. Roll on the NPC table.

26= Vampire. Damage Modifier: +2. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +7.

31= Cyclops. Damage Modifier: +1. Hit Points: 8. Abilities: Stare= After each

attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: +1.

32= Cyclops. Damage Modifier: +1. Hit Points: 8. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: +1.

33= NPC. Roll on the NPC table.

34= NPC. Roll on the NPC table.

35= NPC. Roll on the NPC table.

36= Giant. Damage Modifier: +8. Hit Points: 14. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

41= Shapeshifter. Damage Modifier: None. Hit Points: 6. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

42= Werewolf. Damage Modifier: +5. Hit Points: 7. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +2.

43= Acid Jelly. Damage Modifier: +1. Hit Points: 3. Abilities: Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: -25.

44= Green Slime. Damage Modifier: None. Hit Points: 3. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

45= NPC. Roll on the NPC table.

46= NPC. Roll on the NPC table.

51= Skeleton. Damage Modifier: -3. Hit Points: 2. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

52= Zombie. Damage Modifier: None. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

53= Specter. Damage Modifier: +3. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: None.

54= Ghost. Damage Modifier: +4. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +4.

55= NPC. Roll on the NPC table.

56= Vampire. Damage Modifier: +2. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +7.

61= Crazy Madman. Damage Modifier: +1. Hit Points: 6. Abilities: None. Treasure Modifier: -15.

62= Crazy Madman. Damage Modifier: +1. Hit Points: 6. Abilities: None. Treasure Modifier: -15.

63= Crazy Madman. Damage Modifier: +1. Hit Points: 6. Abilities: None.

Treasure Modifier: -15.

64= Reanimated Flesh. Damage Modifier: +4. Hit Points: 8. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

65= NPC. Roll on the NPC table.

66= Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

MONSTER- SETTLED: DUNGEON

11= Skeleton. Damage Modifier: -3. Hit Points: 2. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

12= Mummy. Damage Modifier: +3. Hit Points: 8. Abilities: Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: +5.

13= Cyclops. Damage Modifier: +1. Hit Points: 8. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: +1.

14= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

15= Ghost. Damage Modifier: +4. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +4.

16= Zombie. Damage Modifier: None. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

21= Acid Jelly. Damage Modifier: +1. Hit Points: 3. Abilities: Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: -25.

22= Basilisk. Damage Modifier: None. Hit Points: 6. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: None.

23= Vampire. Damage Modifier: +2. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +7.

24= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

25= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

26= Werewolf. Damage Modifier: +5. Hit Points: 7. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +2.

31= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure

Modifier: None.

32= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

33= Shapeshifter. Damage Modifier: None. Hit Points: 6. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

34= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

35= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

36= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

41= Green Slime. Damage Modifier: None. Hit Points: 3. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

42= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

43= NPC. Roll on the NPC table.

44= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

45= Hobgoblin. Damage Modifier: +1. Hit Points: 6. Abilities: None. Treasure Modifier: None.

46= Mold Monster. Damage Modifier: +6. Hit Points: 18. Abilities: Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +17.

51= Green Mold. Damage Modifier: None. Hit Points: 2. Abilities: Poison= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: +5.

52= Hobgoblin. Damage Modifier: +1. Hit Points: 6. Abilities: None. Treasure Modifier: None.

53= NPC. Roll on the NPC table.

54= Hobgoblin. Damage Modifier: +1. Hit Points: 6. Abilities: None. Treasure Modifier: None.

55= Specter. Damage Modifier: +3. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: None.

56= Ogre. Damage Modifier: +6. Hit Points: 8. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Treasure Modifier: +15.

61= Brown Mold. Damage Modifier: None. Hit Points: 2. Abilities: Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: -5.

62= Hobgoblin. Damage Modifier: +1. Hit Points: 6. Abilities: None. Treasure Modifier: None.

63= NPC. Roll on the NPC table.

64= Yellow Mold. Damage Modifier: +3. Hit Points: 2. Abilities: None. Treasure Modifier: None.

65= Hobgoblin. Damage Modifier: +1. Hit Points: 6. Abilities: None. Treasure Modifier: None.

66= Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

MONSTER- SETTLED: TOWER

11= Cyclops. Damage Modifier: +1. Hit Points: 8. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: +1.

12= Skeleton. Damage Modifier: -3. Hit Points: 2. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

13= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

14= NPC. Roll on the NPC table.

15= Imp. Damage Modifier: +1. Hit Points: 2. Abilities: 1 active spell, 1 passive spell (reroll if familiar is rolled). Treasure Modifier: +2.

16= Dark Magi. Damage Modifier: -2. Hit Points: 4. Abilities: Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +6.

21= Shapeshifter. Damage Modifier: None. Hit Points: 6. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

22= Ghost. Damage Modifier: +4. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +4.

23= Zombie. Damage Modifier: None. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

24= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

25= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

26= Acid Jelly. Damage Modifier: +1. Hit Points: 3. Abilities: Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: -25.

31= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

32= Mummy. Damage Modifier: +3. Hit Points: 8. Abilities: Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: +5.

33= Ogre. Damage Modifier: +6. Hit Points: 8. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Treasure Modifier: +15.

34= NPC. Roll on the NPC table.

35= Giant. Damage Modifier: +8. Hit Points: 14. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

36= Vampire. Damage Modifier: +2. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Regeneration=

Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +7.

41= Gargoyle. Damage Modifier: +4. Hit Points: 8. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: None.

42= Gargoyle. Damage Modifier: +4. Hit Points: 8. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: None.

43= Gargoyle. Damage Modifier: +4. Hit Points: 8. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: None.

44= NPC. Roll on the NPC table.

45= Werewolf. Damage Modifier: +5. Hit Points: 7. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +2.

46= Brown Mold. Damage Modifier: None. Hit Points: 2. Abilities: Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: -5.

51= Yellow Mold. Damage Modifier: +3. Hit Points: 2. Abilities: None. Treasure Modifier: None.

52= Green Mold. Damage Modifier: None. Hit Points: 2. Abilities: Poison= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: +5.

53= Green Slime. Damage Modifier: None. Hit Points: 3. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

54= NPC. Roll on the NPC table.

55= Imp. Damage Modifier: +1. Hit Points: 2. Abilities: 1 active spell, 1 passive spell (reroll if familiar is rolled). Treasure Modifier: +2.

56= Reanimated Flesh. Damage Modifier: +4. Hit Points: 8. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

61= Summoned Demon. Damage Modifier: +3. Hit Points: 3. Abilities: 3 active spells, 2 passive spells (reroll if familiar is rolled). Treasure Modifier: +4.

62= Dark Warrior. Damage Modifier: +3. Hit Points: 6. Abilities: None. Treasure Modifier: +9.

63= Specter. Damage Modifier: +3. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: None.

64= NPC. Roll on the NPC table.

65= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

66= Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

MONSTER- SETTLED: RUINS

11= Cyclops. Damage Modifier: +1. Hit Points: 8. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: +1.

12= Vampire. Damage Modifier: +2. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +7.

13= NPC. Roll on the NPC table.

14= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

15= Mummy. Damage Modifier: +3. Hit Points: 8. Abilities: Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: +5.

16= Basilisk. Damage Modifier: None. Hit Points: 6. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: None.

21= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

22= Specter. Damage Modifier: +3. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: None.

23= NPC. Roll on the NPC table.

24= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

25= Giant. Damage Modifier: +8. Hit Points: 14. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

26= Ghost. Damage Modifier: +4. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +4.

31= Shapeshifter. Damage Modifier: None. Hit Points: 6. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

32= Ogre. Damage Modifier: +6. Hit Points: 8. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Treasure Modifier: +15.

33= Acid Jelly. Damage Modifier: +1. Hit Points: 3. Abilities: Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: -25.

34= Zombie. Damage Modifier: None. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

35= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

36= Skeleton. Damage Modifier: -3. Hit Points: 2. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

41= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier:

None.

42= Skeleton. Damage Modifier: -3. Hit Points: 2. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

43= NPC. Roll on the NPC table.

44= Zombie. Damage Modifier: None. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

45= Green Slime. Damage Modifier: None. Hit Points: 3. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

46= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

51= NPC. Roll on the NPC table.

52= Werewolf. Damage Modifier: +5. Hit Points: 7. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +2.

53= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

54= Orange Mold. Damage Modifier: None. Hit Points: 2. Abilities: Swarm= May attack more than one opponent at a time. Treasure Modifier: +3.

55= Violet Mold. Damage Modifier: None. Hit Points: 2. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

56= Brown Mold. Damage Modifier: None. Hit Points: 2. Abilities: Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: -5.

61= Yellow Mold. Damage Modifier: +3. Hit Points: 2. Abilities: None. Treasure Modifier: None.

62= Green Mold. Damage Modifier: None. Hit Points: 2. Abilities: Poison= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: +5.

63= Red Mold. Damage Modifier: None. Hit Points: 2. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: None.

64= Black Mold. Damage Modifier: None. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: -10.

65= Blue Mold. Damage Modifier: None. Hit Points: 2. Abilities: Stun= On a roll of a 6 opponent is stunned for 1d turns. Treasure Modifier: +10.

66= Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

MONSTER- SETTLED: CAVES

11= NPC. Roll on the NPC table.

12= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

13= Cyclops. Damage Modifier: +1. Hit Points: 8. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: +1.

14= Acid Jelly. Damage Modifier: +1. Hit Points: 3. Abilities: Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: -25.

15= Skeleton. Damage Modifier: -3. Hit Points: 2. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

16= Shapeshifter. Damage Modifier: None. Hit Points: 6. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

21= Basilisk. Damage Modifier: None. Hit Points: 6. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: None.

22= Zombie. Damage Modifier: None. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

23= Ghost. Damage Modifier: +4. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +4.

24= Mummy. Damage Modifier: +3. Hit Points: 8. Abilities: Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: +5.

25= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

26= Green Slime. Damage Modifier: None. Hit Points: 3. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

31= Vampire. Damage Modifier: +2. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +7.

32= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

33= NPC. Roll on the NPC table.

34= Giant Lizard. Damage Modifier: +1. Hit Points: 5. Abilities: None. Treasure Modifier: -10.

35= Ogre. Damage Modifier: +6. Hit Points: 8. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Treasure Modifier: +15.

36= NPC. Roll on the NPC table.

41= NPC. Roll on the NPC table.

42= Specter. Damage Modifier: +3. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier:

None.

43= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

44= Giant Lizard. Damage Modifier: +1. Hit Points: 5. Abilities: None. Treasure Modifier: -10.

45= Violet Mold. Damage Modifier: None. Hit Points: 2. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

46= Green Slime. Damage Modifier: None. Hit Points: 3. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

51= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

52= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

53= Giant Lizard. Damage Modifier: +1. Hit Points: 5. Abilities: None. Treasure Modifier: -10.

54= Orange Mold. Damage Modifier: None. Hit Points: 2. Abilities: Swarm= May attack more than one opponent at a time. Treasure Modifier: +3.

55= Green Slime. Damage Modifier: None. Hit Points: 3. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

56= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

61= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

62= Giant Lizard. Damage Modifier: +1. Hit Points: 5. Abilities: None. Treasure Modifier: -10.

63= Red Mold. Damage Modifier: None. Hit Points: 2. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: None.

64= Black Mold. Damage Modifier: None. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: -10.

65= Blue Mold. Damage Modifier: None. Hit Points: 2. Abilities: Stun= On a roll of a 6 opponent is stunned for 1d turns. Treasure Modifier: +10.

66= Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

WILDERNESS ENEMIES TABLES

MONSTER- WILDERNESS: FOREST

11= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

12= Cyclops. Damage Modifier: +1. Hit Points: 8. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: +1.

13= Skeleton. Damage Modifier: -3. Hit Points: 2. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

14= Giant. Damage Modifier: +8. Hit Points: 14. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

15= Basilisk. Damage Modifier: None. Hit Points: 6. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: None.

16= Giant Lizard. Damage Modifier: +1. Hit Points: 5. Abilities: None. Treasure Modifier: -10.

21= Dire Wolf. Damage Modifier: +2. Hit Points: 6. Abilities: None. Treasure Modifier: -20.

22= Zombie. Damage Modifier: None. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

23= Ghost. Damage Modifier: +4. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +4.

24= Giant Bee. Damage Modifier: -2. Hit Points: 3. Abilities: Poison= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: -10.

25= Specter. Damage Modifier: +3. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: None.

26= NPC. Roll on the NPC table.

31= Werewolf. Damage Modifier: +5. Hit Points: 7. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +2.

32= Great Ape. Damage Modifier: +3. Hit Points: 6. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Treasure Modifier: -5.

33= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

34= Ogre. Damage Modifier: +6. Hit Points: 8. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Treasure Modifier: +15.

35= Giant Spider. Damage Modifier: +3. Hit Points: 5. Abilities: Stun= On a roll of a 6 opponent is stunned for 1d turns. Treasure Modifier: None.

36= Sasquatch. Damage Modifier: +4. Hit Points: 8. Abilities: Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: -5.

41= Treant. Damage Modifier: +5. Hit Points: 10. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +20.

42= Satyr. Damage Modifier: +2. Hit Points: 4. Abilities: Stun= On a roll of a 6 opponent is stunned for 1d turns. Treasure Modifier: +5.

43= Nymph. Damage Modifier: Non. Hit Points: 3. Abilities: Stun= On a roll of a 6 opponent is stunned for 1d turns. Treasure Modifier: None.

44= Dryad. Damage Modifier: +3. Hit Points: 5. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +10.

45= Giant Spider. Damage Modifier: +3. Hit Points: 5. Abilities: Stun= On a roll of a 6 opponent is stunned for 1d turns. Treasure Modifier: None.

46= Sasquatch. Damage Modifier: +4. Hit Points: 8. Abilities: Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: -5.

51= Treant. Damage Modifier: +5. Hit Points: 10. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +20.

52= Satyr. Damage Modifier: +2. Hit Points: 4. Abilities: Stun= On a roll of a 6 opponent is stunned for 1d turns. Treasure Modifier: +5.

53= Nymph. Damage Modifier: Non. Hit Points: 3. Abilities: Stun= On a roll of a 6 opponent is stunned for 1d turns. Treasure Modifier: None.

54= Dryad. Damage Modifier: +3. Hit Points: 5. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +10.

55= Giant Spider. Damage Modifier: +3. Hit Points: 5. Abilities: Stun= On a roll of a 6 opponent is stunned for 1d turns. Treasure Modifier: None.

56= Sasquatch. Damage Modifier: +4. Hit Points: 8. Abilities: Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: -5.

61= Treant. Damage Modifier: +5. Hit Points: 10. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +20.

62= Satyr. Damage Modifier: +2. Hit Points: 4. Abilities: Stun= On a roll of a 6 opponent is stunned for 1d turns. Treasure Modifier: +5.

63= Nymph. Damage Modifier: Non. Hit Points: 3. Abilities: Stun= On a roll of a 6 opponent is stunned for 1d turns. Treasure Modifier: None.

64= Dryad. Damage Modifier: +3. Hit Points: 5. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +10.

65= Elf. Damage Modifier: +2. Hit Points: 6. Abilities: Ambush= Always has the first attack in a combat. Awareness= On a roll of 6 evasion type abilities do not work, even if they would have been successful otherwise. Treasure Modifier: +4.

66= Forest Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After

each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Poison Breath= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +35.

MONSTER- WILDERNESS: DESERT

11= Mummy. Damage Modifier: +3. Hit Points: 8. Abilities: Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: +5.

12= NPC. Roll on the NPC table.

13= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

14= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

15= Phoenix. Damage Modifier: +5. Hit Points: 8. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +10.

16= Skeleton. Damage Modifier: -3. Hit Points: 2. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

21= Giant. Damage Modifier: +8. Hit Points: 14. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

22= Giant Lizard. Damage Modifier: +1. Hit Points: 5. Abilities: None. Treasure Modifier: -10.

23= Zombie. Damage Modifier: None. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

24= Ogre. Damage Modifier: +6. Hit Points: 8. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Treasure Modifier: +15.

25= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

26= Ghost. Damage Modifier: +4. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +4.

31= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

32= Cyclops. Damage Modifier: +1. Hit Points: 8. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: +1.

33= Specter. Damage Modifier: +3. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: None.

34= Giant Scarab Beetle. Damage Modifier: None. Hit Points: 3. Abilities: Carapace= All damage dealt to this opponent is reduced by 2. Treasure Modifier: -15.

35= Mummy. Damage Modifier: +3. Hit Points: 8. Abilities: Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends.

Treasure Modifier: +5.

36= Ancient Mummy. Damage Modifier: +6. Hit Points: 11. Abilities: Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +10.

41= Madman. Damage Modifier: -2. Hit Points: 6. Abilities: None. Treasure Modifier: -30.

42= Marauder. Damage Modifier: +3. Hit Points: 6. Abilities: Ambush= Always has the first attack in a combat. Treasure Modifier: +9.

43= Djinn. Damage Modifier: +4. Hit Points: 9. Abilities: Wind= On a 6, roll for location, you are transported to the new location. Swarm= May attack more than one opponent at a time. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +13.

44= Ifrit. Damage Modifier: +3. Hit Points: 9. Abilities: Fire= 1d+1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Earthquake= You may not take any actions for 1d-1 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +15.

45= Sahir. Damage Modifier: -4. Hit Points: 6. Abilities: Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +3.

46= Sand Viper. Damage Modifier: None. Hit Points: 1. Abilities: Poison/Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: None.

51= Madman. Damage Modifier: -2. Hit Points: 6. Abilities: None. Treasure Modifier: -30.

52= Marauder. Damage Modifier: +3. Hit Points: 6. Abilities: Ambush= Always has the first attack in a combat. Treasure Modifier: +9.

53= Sand Devil. Damage Modifier: -5. Hit Points: 2. Abilities: Swarm= May attack more than one opponent at a time. Ambush= Always has the first attack in a combat. Treasure Modifier: None.

54= Vulture. Damage Modifier: None. Hit Points: 3. Abilities: Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +1.

55= Sand Viper. Damage Modifier: -2. Hit Points: 2. Abilities: Ambush= Always has the first attack in a combat. Treasure Modifier: -15.

56= Asp. Damage Modifier: -3. Hit Points: 1. Abilities: Poison/Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: -25.

61= Sand Beast. Damage Modifier: +3. Hit Points: 8. Abilities: Crush= On a roll of 6 you are grabbed, taking an additional +1 damage on each successful attack, this hold can be broken by rolling a 6 on 1d. Treasure Modifier: +5.

62= Desiccated Corpse. Damage Modifier: -1. Hit Points: 4. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

63= Sand Devil. Damage Modifier: -5. Hit Points: 2. Abilities: Swarm= May attack more than one opponent at a time. Ambush= Always has the first attack in a combat. Treasure Modifier: None.

64= Burrower. Damage Modifier: None. Hit Points: 5. Abilities: Ambush= Always has the first attack in a combat. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: None.

65= Camel. Damage Modifier: -2. Hit Points: 6. Abilities: None. Treasure Modifier: -20.

66= Desert Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Lightning Breath= 1d+1 damage, on each roll of a 6, the lightning arcs to another target, dealing damage with an additional -1 penalty to the damage roll. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +35.

MONSTER- WILDERNESS: PLAINS

11= Ogre. Damage Modifier: +6. Hit Points: 8. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Treasure Modifier: +15.

12= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

13= NPC. Roll on the NPC table.

14= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

15= Giant. Damage Modifier: +8. Hit Points: 14. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

16= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

21= Specter. Damage Modifier: +3. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: None.

22= Cyclops. Damage Modifier: +1. Hit Points: 8. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: +1.

23= Werewolf. Damage Modifier: +5. Hit Points: 7. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +2.

24= Skeleton. Damage Modifier: -3. Hit Points: 2. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

25= Giant Lizard. Damage Modifier: +1. Hit Points: 5. Abilities: None. Treasure Modifier: -10.

26= Zombie. Damage Modifier: None. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

31= NPC. Roll on the NPC table.

32= Tiger. Damage Modifier: +1. Hit Points: 4. Abilities: None. Treasure Modifier:

-20.

33= Ghost. Damage Modifier: +4. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +4.

34= Lion. Damage Modifier: +1. Hit Points: 5. Abilities: Ambush= Always has the first attack in a combat. Treasure Modifier: -15.

35= Elephant. Damage Modifier: +7. Hit Points: 12. Abilities: None. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: -5.

36= Barbarian. Damage Modifier: +3. Hit Points: 6. Abilities: None. Treasure Modifier: +8.

41= Boogey Man. Damage Modifier: +1. Hit Points: 6. Abilities: Awareness= On a roll of 6 evasion type abilities do not work, even if they would have been successful otherwise. Treasure Modifier: None.

42= Brownie. Damage Modifier: -4. Hit Points: 3. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +1.

43= Pixie. Damage Modifier: -6. Hit Points: 1. Abilities: Swarm= May attack more than one opponent at a time. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: +4.

44= Lion. Damage Modifier: +1. Hit Points: 5. Abilities: Ambush= Always has the first attack in a combat. Treasure Modifier: -15.

45= Fairy. Damage Modifier: -3. Hit Points: 2. Abilities: Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Stun= On a roll of a 6 opponent is stunned for 1d turns. Treasure Modifier: +6.

46= Puma. Damage Modifier: +1. Hit Points: 4. Abilities: Awareness= On a roll of 6 evasion type abilities do not work, even if they would have been successful otherwise. Treasure Modifier: -10.

51= Vampire Grass. Damage Modifier: -1. Hit Points: 4. Abilities: Swarm= May attack more than one opponent at a time. Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

52= Tiger. Damage Modifier: +1. Hit Points: 4. Abilities: None. Treasure Modifier: -20.

53= Woven. Damage Modifier: None. Hit Points: 7. Abilities: None. Treasure Modifier: +6.

54= Lion. Damage Modifier: +1. Hit Points: 5. Abilities: Ambush= Always has the first attack in a combat. Treasure Modifier: -15.

55= Puma. Damage Modifier: +1. Hit Points: 4. Abilities: Awareness= On a roll of 6 evasion type abilities do not work, even if they would have been successful otherwise. Treasure Modifier: -10.

56= Plains Bear. Damage Modifier: +3. Hit Points: 8. Abilities: Crush= On a roll of 6 you are grabbed, taking an additional +1 damage on each successful attack, this

hold can be broken by rolling a 6 on 1d. Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Treasure Modifier: -6.

61= Giant Sloth. Damage Modifier: -3. Hit Points: 8. Abilities: None. Treasure Modifier: +9.

62= Tiger. Damage Modifier: +1. Hit Points: 4. Abilities: None. Treasure Modifier: -20.

63= Puma. Damage Modifier: +1. Hit Points: 4. Abilities: Awareness= On a roll of 6 evasion type abilities do not work, even if they would have been successful otherwise. Treasure Modifier: -10.

64= Lion. Damage Modifier: +1. Hit Points: 5. Abilities: Ambush= Always has the first attack in a combat. Treasure Modifier: -15.

65= Elephant. Damage Modifier: +7. Hit Points: 12. Abilities: None. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: -5.

66= Plains Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Ice Breath= 1d+1 damage, opponent is stunned for 1d turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +35.

MONSTER- WILDERNESS: SWAMP

11= Basilisk. Damage Modifier: None. Hit Points: 6. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: None.

12= Zombie. Damage Modifier: None. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

13= Giant. Damage Modifier: +8. Hit Points: 14. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

14= Specter. Damage Modifier: +3. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: None.

15= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

16= Cyclops. Damage Modifier: +1. Hit Points: 8. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: +1.

21= Ghost. Damage Modifier: +4. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +4.

22= Skeleton. Damage Modifier: -3. Hit Points: 2. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

23= Ogre. Damage Modifier: +6. Hit Points: 8. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Treasure Modifier: +15.

24= Acid Jelly. Damage Modifier: +1. Hit Points: 3. Abilities: Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: -25.

25= Troll. Damage Modifier: +2. Hit Points: 7. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +6.

26= Giant Lizard. Damage Modifier: +1. Hit Points: 5. Abilities: None. Treasure Modifier: -10.

31= NPC. Roll on the NPC table.

32= Green Slime. Damage Modifier: None. Hit Points: 3. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

33= Lizard Man. Damage Modifier: None. Hit Points: 6. Abilities: Scales= All damage dealt to this opponent is reduced by 1. Treasure Modifier: None.

34= Lizard Man. Damage Modifier: None. Hit Points: 6. Abilities: Scales= All damage dealt to this opponent is reduced by 1. Treasure Modifier: None.

35= Lizard Man. Damage Modifier: None. Hit Points: 6. Abilities: Scales= All damage dealt to this opponent is reduced by 1. Treasure Modifier: None.

36= Lizard Man Shaman. Damage Modifier: None. Hit Points: 6. Abilities: Scales= All damage dealt to this opponent is reduced by 1. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: None.

41= Giant Mosquito. Damage Modifier: -2. Hit Points: 2. Abilities: Life Drain= Every 2 damage opponent deals to you heals 1 damage off of opponent. Carapace= All damage dealt to this opponent is reduced by 1. Treasure Modifier: -12.

42= Giant Leech. Damage Modifier: -2. Hit Points: 3. Abilities: Life Drain= Every 2 damage opponent deals to you heals 1 damage off of opponent. Treasure Modifier: -11.

43= Swamp Lurker. Damage Modifier: +1. Hit Points: 7. Abilities: Ambush= Always has the first attack in a combat. Treasure Modifier: +3.

44= Bog Hag. Damage Modifier: None. Hit Points: 6. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: +16.

45= Will o' Wisp. Damage Modifier: -5. Hit Points: 1. Abilities: Life Drain= Every 2 damage opponent deals to you heals 1 damage off of opponent. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Charm= On a roll of a 6 opponent is stunned for 1d-2 turns. Treasure Modifier: None.

46= Marsh Gas. Damage Modifier: None. Hit Points: 1. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: -3.

51= Witch. Damage Modifier: None. Hit Points: 6. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +16.

52= Shambler. Damage Modifier: +4. Hit Points: 7. Abilities: Crush= On a roll of 6 you are grabbed, taking an additional +1 damage on each successful attack, this hold can be broken by rolling a 6 on 1d. Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Treasure Modifier: +10.

53= Corrosive Cloud. Damage Modifier: None. Hit Points: 1. Abilities: Corrosive= Roll 1d after damaging this opponent, a result of 4+ means the weapon is destroyed. Treasure Modifier: -10.

54= Toxic Cloud. Damage Modifier: None. Hit Points: 1. Abilities: Ambush= Always has the first attack in a combat. Poison= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: -7.

55= Will o' Wisp. Damage Modifier: -5. Hit Points: 1. Abilities: Life Drain= Every 2 damage opponent deals to you heals 1 damage off of opponent. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Charm= On a roll of a 6 opponent is stunned for 1d-2 turns. Treasure Modifier: None.

56= Anaconda. Damage Modifier: +1. Hit Points: 3. Abilities: Crush= On a roll of 6 you are grabbed, taking an additional +1 damage on each successful attack, this hold can be broken by rolling a 6 on 1d. Treasure Modifier: -5.

61= Anaconda. Damage Modifier: +1. Hit Points: 3. Abilities: Crush= On a roll of 6 you are grabbed, taking an additional +1 damage on each successful attack, this hold can be broken by rolling a 6 on 1d. Treasure Modifier: -5.

62= Toad Monster. Damage Modifier: None. Hit Points: 4. Abilities: Poison= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: None.

63= Bloodvine. Damage Modifier: +2. Hit Points: 1. Abilities: Ambush= Always has the first attack in a combat. Life Drain= Every 3 damage opponent deals to you heals 1 damage off of opponent. Treasure Modifier: -13.

64= Tanglevine. Damage Modifier: +2. Hit Points: 1. Abilities: Ambush= Always has the first attack in a combat. Treasure Modifier: -15.

65= Will o' Wisp. Damage Modifier: -5. Hit Points: 1. Abilities: Life Drain= Every 2 damage opponent deals to you heals 1 damage off of opponent. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Charm= On a roll of a 6 opponent is stunned for 1d-2 turns. Treasure Modifier: None.

66= Swamp Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive Breath= Roll 1d each time this opponent attacks, a result of 6 means your weapon is destroyed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +35.

MONSTER- WILDERNESS: MOUNTAINS

11= Skeleton. Damage Modifier: -3. Hit Points: 2. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

12= Specter. Damage Modifier: +3. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: None.

13= Cyclops. Damage Modifier: +1. Hit Points: 8. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: +1.

14= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

15= Ogre. Damage Modifier: +6. Hit Points: 8. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Treasure Modifier: +15.

16= Basilisk. Damage Modifier: None. Hit Points: 6. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: None.

21= Giant Lizard. Damage Modifier: +1. Hit Points: 5. Abilities: None. Treasure

Modifier: -10.

22= NPC. Roll on the NPC table.

23= Giant. Damage Modifier: +8. Hit Points: 14. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

24= Wyvern. Damage Modifier: +3. Hit Points: 9. Abilities: Poison= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: +13.

25= Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

26= Phoenix. Damage Modifier: +5. Hit Points: 8. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: +10.

31= Zombie. Damage Modifier: None. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

32= Giant. Damage Modifier: +8. Hit Points: 14. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

33= Griffon. Damage Modifier: +2. Hit Points: 7. Abilities: None. Treasure Modifier: +6.

34= Ghost. Damage Modifier: +4. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +4.

35= Manticore. Damage Modifier: +4. Hit Points: 8. Abilities: Poison= If damaged by this opponent, you take an additional 1 damage each turn until combat ends.

Treasure Modifier: +5.

36= Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

41= NPC. Roll on the NPC table.

42= Crazy Hermit. Damage Modifier: -4. Hit Points: 6. Abilities: None. Treasure Modifier: None.

43= Sorcerous Hermit. Damage Modifier: -4. Hit Points: 6. Abilities: Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: None.

44= Roc. Damage Modifier: +7. Hit Points: 10. Abilities: Wind= On a 6, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +10.

45= Giant. Damage Modifier: +8. Hit Points: 14. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

46= Baby Roc. Damage Modifier: +5. Hit Points: 8. Abilities: Wind= On a 6, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +5.

51= Wyvern. Damage Modifier: +3. Hit Points: 9. Abilities: Poison= If damaged by

this opponent, you take an additional 1 damage each turn until combat ends.

Treasure Modifier: +13.

52= Mountain Goat. Damage Modifier: -1. Hit Points: 4. Abilities: None. Treasure Modifier: -10.

53= Crag Leaper. Damage Modifier: None. Hit Points: 6. Abilities: Awareness= On a roll of 6 evasion type abilities do not work, even if they would have been successful otherwise. Treasure Modifier: +2.

54= Roc. Damage Modifier: +7. Hit Points: 10. Abilities: Wind= On a 6, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +10.

55= Giant. Damage Modifier: +8. Hit Points: 14. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

56= Baby Roc. Damage Modifier: +5. Hit Points: 8. Abilities: Wind= On a 6, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +5.

61= Wyvern. Damage Modifier: +3. Hit Points: 9. Abilities: Poison= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Treasure Modifier: +13.

62= Living Statue. Damage Modifier: +2. Hit Points: 7. Abilities: Carapace= All damage dealt to this opponent is reduced by 2. Treasure Modifier: none.

63= Giant Eagle. Damage Modifier: +1. Hit Points: 4. Abilities: None. Treasure Modifier: -4.

64= Roc. Damage Modifier: +7. Hit Points: 10. Abilities: Wind= On a 6, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +10.

65= Giant. Damage Modifier: +8. Hit Points: 14. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

66= Mountain Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Fire Breath= 1d+1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +35.

MONSTER- WILDERNESS: AQUATIC

11= Skeleton. Damage Modifier: -3. Hit Points: 2. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

12= Ghost. Damage Modifier: +4. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +4.

13= Giant Lizard. Damage Modifier: +1. Hit Points: 5. Abilities: None. Treasure Modifier: -10.

14= Specter. Damage Modifier: +3. Hit Points: 6. Abilities: Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: None.

15= Aquatic Goblin. Damage Modifier: None. Hit Points: 2. Abilities: None. Treasure Modifier: None.

16= Aquatic Orc. Damage Modifier: None. Hit Points: 6. Abilities: None. Treasure Modifier: None.

21= Acid Jelly. Damage Modifier: +1. Hit Points: 3. Abilities: Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: -25.

22= Zombie. Damage Modifier: None. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: None.

23= Green Slime. Damage Modifier: None. Hit Points: 3. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

24= Sea Giant. Damage Modifier: +8. Hit Points: 14. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

25= Atlantean Magi. Damage Modifier: -2. Hit Points: 4. Abilities: Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +6.

26= Atlantean Warrior. Damage Modifier: +3. Hit Points: 6. Abilities: None. Treasure Modifier: +9.

31= Atlantean Marauder. Damage Modifier: +3. Hit Points: 6. Abilities: Ambush= Always has the first attack in a combat. Treasure Modifier: +9.

32= Atlantean Madman. Damage Modifier: -2. Hit Points: 6. Abilities: None. Treasure Modifier: -10.

33= Sea Sprite. Damage Modifier: -6. Hit Points: 1. Abilities: Swarm= May attack more than one opponent at a time. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: +4.

34= Sea Troll. Damage Modifier: +2. Hit Points: 7. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +6.

35= Lizard Man. Damage Modifier: None. Hit Points: 6. Abilities: Scales= All damage dealt to this opponent is reduced by 1. Treasure Modifier: None.

36= Wereshark. Damage Modifier: +5. Hit Points: 7. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +2.

41= Shark. Damage Modifier: +2. Hit Points: 6. Abilities: None. Treasure Modifier: -20.

42= Aquatic Cyclops. Damage Modifier: +1. Hit Points: 8. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Treasure Modifier: +1.

43= Sea Nymph. Damage Modifier: None. Hit Points: 3. Abilities: Stun= On a roll

of a 6 opponent is stunned for 1d turns. Treasure Modifier: None.

44= Sea Elf. Damage Modifier: +2. Hit Points: 6. Abilities: Ambush= Always has the first attack in a combat. Awareness= On a roll of 6 evasion type abilities do not work, even if they would have been successful otherwise. Treasure Modifier: +4.

45= Merfolk Magi. Damage Modifier: -2. Hit Points: 4. Abilities: Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +9.

46= Merfolk Warrior. Damage Modifier: +3. Hit Points: 6. Abilities: None. Treasure Modifier: +12.

41= Merfolk Marauder. Damage Modifier: +3. Hit Points: 6. Abilities: Ambush= Always has the first attack in a combat. Treasure Modifier: +12.

42= Merfolk Madman. Damage Modifier: -2. Hit Points: 6. Abilities: None. Treasure Modifier: -20.

53= Tangle kelp. Damage Modifier: +2. Hit Points: 1. Abilities: Ambush= Always has the first attack in a combat. Treasure Modifier: -15.

54= Tangle kelp. Damage Modifier: +2. Hit Points: 1. Abilities: Ambush= Always has the first attack in a combat. Treasure Modifier: -15.

55= Tangle kelp. Damage Modifier: +2. Hit Points: 1. Abilities: Ambush= Always has the first attack in a combat. Treasure Modifier: -15.

56= Shark. Damage Modifier: +2. Hit Points: 6. Abilities: None. Treasure Modifier: -20.

61= Electric Eel. Damage Modifier: -1. Hit Points: 3. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Treasure Modifier: -10.

62= Electric Eel. Damage Modifier: -1. Hit Points: 3. Abilities: Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Treasure Modifier: -10.

63= Whale. Damage Modifier: +10. Hit Points: 30. Abilities: Swallow= On a roll of 6 you are grabbed, taking an additional +1 damage on each successful attack, this hold can be broken by rolling a 6 on 1d. Large= May attack more than one opponent at a time. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: -15.

64= Whale. Damage Modifier: +10. Hit Points: 30. Abilities: Swallow= On a roll of 6 you are grabbed, taking an additional +1 damage on each successful attack, this hold can be broken by rolling a 6 on 1d. Large= May attack more than one opponent at a time. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: -15.

65= Leviathan. Damage Modifier: +17. Hit Points: 30. Abilities: Swallow= On a roll of 6 you are grabbed, taking an additional +1 damage on each successful attack, this hold can be broken by rolling a 6 on 1d. Large= May attack more than one opponent at a time. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +20.

66= Aquatic Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +35.

PLANAR ENEMIES TABLES

MONSTER- PLANAR: EARTH

11= Minor Earth Elemental. Damage Modifier: +1. Hit Points: 3. Abilities:

Earthquake= You may not take any actions for 1d-3 turns. Treasure Modifier: -15.

12= Earth Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Earthquake=

You may not take any actions for 1d-2 turns. Treasure Modifier: -5.

13= Greater Earth Elemental. Damage Modifier: +4. Hit Points: 7. Abilities:

Earthquake= You may not take any actions for 1d-1 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +5.

14= Major Earth Elemental. Damage Modifier: +6. Hit Points: 9. Abilities:

Earthquake= You may not take any actions for 1d turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +15.

15= Earth Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Earthquake= You

may not take any actions for 1d+1 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Bash= On a roll of a 6 opponent is

stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after

killing this opponent. Treasure Modifier: +25.

16= Earth Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities:

Earthquake= You may not take any actions for 1d+2 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Bash= On a roll of

a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d

experience after killing this opponent. Treasure Modifier: +30.

21= Minor Earth Elemental. Damage Modifier: +1. Hit Points: 3. Abilities:

Earthquake= You may not take any actions for 1d-3 turns. Treasure Modifier: -15.

22= Earth Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Earthquake=

You may not take any actions for 1d-2 turns. Treasure Modifier: -5.

23= Greater Earth Elemental. Damage Modifier: +4. Hit Points: 7. Abilities:

Earthquake= You may not take any actions for 1d-1 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +5.

24= Major Earth Elemental. Damage Modifier: +6. Hit Points: 9. Abilities:

Earthquake= You may not take any actions for 1d turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +15.

25= Earth Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Earthquake= You

may not take any actions for 1d+1 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Bash= On a roll of a 6 opponent is

stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after

killing this opponent. Treasure Modifier: +25.

26= Earth Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities:

Earthquake= You may not take any actions for 1d+2 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Bash= On a roll of

a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d

experience after killing this opponent. Treasure Modifier: +30.

31= Minor Earth Elemental. Damage Modifier: +1. Hit Points: 3. Abilities:

Earthquake= You may not take any actions for 1d-3 turns. Treasure Modifier: -15.

32= Earth Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Earthquake= You may not take any actions for 1d-2 turns. Treasure Modifier: -5.

33= Greater Earth Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Earthquake= You may not take any actions for 1d-1 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +5.

34= Major Earth Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Earthquake= You may not take any actions for 1d turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +15.

35= Earth Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Earthquake= You may not take any actions for 1d+1 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

36= Earth Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Earthquake= You may not take any actions for 1d+2 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

41= Minor Earth Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Earthquake= You may not take any actions for 1d-3 turns. Treasure Modifier: -15.

42= Earth Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Earthquake= You may not take any actions for 1d-2 turns. Treasure Modifier: -5.

43= Greater Earth Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Earthquake= You may not take any actions for 1d-1 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +5.

44= Major Earth Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Earthquake= You may not take any actions for 1d turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +15.

45= Earth Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Earthquake= You may not take any actions for 1d+1 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

46= Earth Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Earthquake= You may not take any actions for 1d+2 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

51= Minor Earth Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Earthquake= You may not take any actions for 1d-3 turns. Treasure Modifier: -15.

52= Earth Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Earthquake= You may not take any actions for 1d-2 turns. Treasure Modifier: -5.

53= Greater Earth Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Earthquake= You may not take any actions for 1d-1 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +5.

54= Major Earth Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Earthquake= You may not take any actions for 1d turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Treasure Modifier: +15.

55= Earth Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Earthquake= You may not take any actions for 1d+1 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

56= Earth Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Earthquake= You may not take any actions for 1d+2 turns. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

61= Living Stone. Damage Modifier: +3. Hit Points: 7. Abilities: Carapace= All damage dealt to this opponent is reduced by 2. Earthquake= You may not take any actions for 1d-1 turns. Treasure Modifier: -5.

62= Living Stone. Damage Modifier: +3. Hit Points: 7. Abilities: Carapace= All damage dealt to this opponent is reduced by 2. Earthquake= You may not take any actions for 1d-1 turns. Treasure Modifier: -5.

63= Living Stone. Damage Modifier: +3. Hit Points: 7. Abilities: Carapace= All damage dealt to this opponent is reduced by 2. Earthquake= You may not take any actions for 1d-1 turns. Treasure Modifier: -5.

64= Terramancer. Damage Modifier: None. Hit Points: 6. Abilities: Earthquake= You may not take any actions for 1d-1 turns. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +2.

65= NPC. Roll on the NPC table.

66= Earth Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Earthquake= You may not take any actions for 1d-1 turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +35.

MONSTER- PLANAR: AIR

11= Minor Air Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Wind= On a 6, roll for location, you are transported to the new location. Treasure Modifier: -15.

12= Air Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Wind= On a 5+, roll for location, you are transported to the new location. Treasure Modifier: -5.

13= Greater Air Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Wind= On a 4+, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +5.

14= Major Air Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Wind= On a 3+, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +15.

15= Air Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Wind= On a 2+, roll

for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Swarm= May attack more than one opponent at a time. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

16= Air Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Wind= Roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Swarm= May attack more than one opponent at a time. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

21= Minor Air Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Wind= On a 6, roll for location, you are transported to the new location. Treasure Modifier: -15.

22= Air Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Wind= On a 5+, roll for location, you are transported to the new location. Treasure Modifier: -5.

23= Greater Air Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Wind= On a 4+, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +5.

24= Major Air Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Wind= On a 3+, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +15.

25= Air Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Wind= On a 2+, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Swarm= May attack more than one opponent at a time. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

26= Air Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Wind= Roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Swarm= May attack more than one opponent at a time. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

31= Minor Air Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Wind= On a 6, roll for location, you are transported to the new location. Treasure Modifier: -15.

32= Air Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Wind= On a 5+, roll for location, you are transported to the new location. Treasure Modifier: -5.

33= Greater Air Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Wind= On a 4+, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +5.

34= Major Air Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Wind= On a 3+, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +15.

35= Air Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Wind= On a 2+, roll

for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Swarm= May attack more than one opponent at a time. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

36= Air Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Wind= Roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Swarm= May attack more than one opponent at a time. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

41= Minor Air Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Wind= On a 6, roll for location, you are transported to the new location. Treasure Modifier: -15.

42= Air Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Wind= On a 5+, roll for location, you are transported to the new location. Treasure Modifier: -5.

43= Greater Air Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Wind= On a 4+, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +5.

44= Major Air Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Wind= On a 3+, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +15.

45= Air Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Wind= On a 2+, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Swarm= May attack more than one opponent at a time. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

46= Air Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Wind= Roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Swarm= May attack more than one opponent at a time. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

51= Minor Air Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Wind= On a 6, roll for location, you are transported to the new location. Treasure Modifier: -15.

52= Air Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Wind= On a 5+, roll for location, you are transported to the new location. Treasure Modifier: -5.

53= Greater Air Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Wind= On a 4+, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +5.

54= Major Air Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Wind= On a 3+, roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +15.

55= Air Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Wind= On a 2+, roll

for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Swarm= May attack more than one opponent at a time. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

56= Air Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Wind= Roll for location, you are transported to the new location. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Swarm= May attack more than one opponent at a time. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

61= Djinn. Damage Modifier: +4. Hit Points: 9. Abilities: Wind= On a 6, roll for location, you are transported to the new location. Swarm= May attack more than one opponent at a time. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +13.

62= Djinn. Damage Modifier: +4. Hit Points: 9. Abilities: Wind= On a 6, roll for location, you are transported to the new location. Swarm= May attack more than one opponent at a time. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +13.

63= Djinn. Damage Modifier: +4. Hit Points: 9. Abilities: Wind= On a 6, roll for location, you are transported to the new location. Swarm= May attack more than one opponent at a time. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +13.

64= Aeromancer. Damage Modifier: None. Hit Points: 6. Abilities: Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Wind= On a 6, roll for location, you are transported to the new location. Treasure Modifier: +2.

65= NPC. Roll on the NPC table.

66= Air Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Wind Breath= Roll for location, you are transported to the new location. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +35.

MONSTER- PLANAR: FIRE

11= Minor Fire Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Fire= 1d-4 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Treasure Modifier: -15.

12= Fire Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Fire= 1d-3 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Treasure Modifier: -5.

13= Greater Fire Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Fire= 1d-2 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +5.

14= Major Fire Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Fire= 1d-1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +15.

15= Fire Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Fire= 1d damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

16= Fire Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Fire= 1d+1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

21= Minor Fire Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Fire= 1d-4 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Treasure Modifier: -15.

22= Fire Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Fire= 1d-3 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Treasure Modifier: -5.

23= Greater Fire Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Fire= 1d-2 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +5.

24= Major Fire Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Fire= 1d-1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +15.

25= Fire Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Fire= 1d damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

26= Fire Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Fire=

1d+1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

31= Minor Fire Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Fire= 1d-4 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Treasure Modifier: -15.

32= Fire Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Fire= 1d-3 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Treasure Modifier: -5.

33= Greater Fire Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Fire= 1d-2 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +5.

34= Major Fire Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Fire= 1d-1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +15.

35= Fire Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Fire= 1d damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

36= Fire Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Fire= 1d+1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

41= Minor Fire Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Fire= 1d-4 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Treasure Modifier: -15.

42= Fire Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Fire= 1d-3 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Treasure Modifier: -5.

43= Greater Fire Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Fire= 1d-2 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Regeneration= Each turn, before damage is dealt from an attack, the enemy heals

1 damage. Treasure Modifier: +5.

44= Major Fire Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Fire= 1d-1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +15.

45= Fire Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Fire= 1d damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

46= Fire Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Fire= 1d+1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

51= Minor Fire Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Fire= 1d-4 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Treasure Modifier: -15.

52= Fire Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Fire= 1d-3 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Treasure Modifier: -5.

53= Greater Fire Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Fire= 1d-2 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +5.

54= Major Fire Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Fire= 1d-1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: +15.

55= Fire Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Fire= 1d damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

56= Fire Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Fire= 1d+1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back

to life at full strength. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

61= Phoenix. Damage Modifier: +5. Hit Points: 8. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: +10.

62= Phoenix. Damage Modifier: +5. Hit Points: 8. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: +10.

63= Phoenix. Damage Modifier: +5. Hit Points: 8. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: +10.

64= Pyromancer. Damage Modifier: None. Hit Points: 6. Abilities: Fire Breath= 1d+1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn).

Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: +2.

65= NPC. Roll on the NPC table.

66= Fire Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Fire Breath= 1d+1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +35.

MONSTER- PLANAR: WATER

11= Minor Water Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: -15.

12= Water Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: -5.

13= Greater Water Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: +5.

14= Major Water Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: +15.

15= Water Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 5+, opponent changes into random monster (roll on the appropriate encounter table). Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

16= Water Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 4+, opponent changes into random monster (roll on the appropriate encounter table). Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

21= Minor Water Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: -15.

22= Water Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: -5.

23= Greater Water Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: +5.

24= Major Water Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: +15.

25= Water Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 5+, opponent changes into random monster (roll on the appropriate encounter table). Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

26= Water Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 4+, opponent changes into random monster (roll on the appropriate encounter table). Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

31= Minor Water Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: -15.

32= Water Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: -5.

33= Greater Water Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: +5.

34= Major Water Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: +15.

35= Water Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 5+, opponent changes into random monster (roll on the appropriate encounter table). Corrosive= Roll 1d after damaging this opponent, a

result of 6 means the weapon is destroyed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

36= Water Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 4+, opponent changes into random monster (roll on the appropriate encounter table). Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

41= Minor Water Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: -15.

42= Water Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: -5.

43= Greater Water Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: +5.

44= Major Water Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: +15.

45= Water Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 5+, opponent changes into random monster (roll on the appropriate encounter table). Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

46= Water Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 4+, opponent changes into random monster (roll on the appropriate encounter table). Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

51= Minor Water Elemental. Damage Modifier: +1. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: -15.

52= Water Elemental. Damage Modifier: +2. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Treasure Modifier: -5.

53= Greater Water Elemental. Damage Modifier: +4. Hit Points: 7. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: +5.

54= Major Water Elemental. Damage Modifier: +6. Hit Points: 9. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: +15.

55= Water Weird. Damage Modifier: +8. Hit Points: 11. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage.

Copy= On a roll of 5+, opponent changes into random monster (roll on the appropriate encounter table). Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

56= Water Elemental Lord. Damage Modifier: +10. Hit Points: 13. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Copy= On a roll of 4+, opponent changes into random monster (roll on the appropriate encounter table). Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

61= Acid Jelly. Damage Modifier: +1. Hit Points: 3. Abilities: Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed.

Treasure Modifier: -25.

62= Puddle Monster. Damage Modifier: -2. Hit Points: 3. Abilities: None. Treasure Modifier: +3.

63= Green Slime. Damage Modifier: None. Hit Points: 3. Abilities: Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: None.

64= Hydromancer. Damage Modifier: None. Hit Points: 6. Abilities: Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Treasure Modifier: +2.

65= NPC. Roll on the NPC table.

66= Water Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +35.

MONSTER- PLANAR: ASTRAL

11= Minor Angel. Damage Modifier: +1. Hit Points: 3. Abilities: Evasion= On a roll of 6 opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: -15.

12= Angel. Damage Modifier: +2. Hit Points: 5. Abilities: Evasion= On a roll of 6 opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: -5.

13= Greater Angel. Damage Modifier: +4. Hit Points: 7. Abilities: Evasion= On a roll of 5+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Treasure Modifier: +5.

14= Major Angel. Damage Modifier: +6. Hit Points: 9. Abilities: Evasion= On a roll of 5+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Treasure Modifier: +15.

15= Angel Lord. Damage Modifier: +8. Hit Points: 11. Abilities: Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Stun= On a roll of a 6 opponent is stunned for 1d turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

16= Archangel. Damage Modifier: +10. Hit Points: 13. Abilities: Evasion= On a roll of 3+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Stun= On a roll of a 6 opponent is stunned for 1d turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

21= Minor Angel. Damage Modifier: +1. Hit Points: 3. Abilities: Evasion= On a roll of 6 opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: -15.

22= Angel. Damage Modifier: +2. Hit Points: 5. Abilities: Evasion= On a roll of 6 opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: -5.

23= Greater Angel. Damage Modifier: +4. Hit Points: 7. Abilities: Evasion= On a roll of 5+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Treasure Modifier: +5.

24= Major Angel. Damage Modifier: +6. Hit Points: 9. Abilities: Evasion= On a roll of 5+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Treasure Modifier: +15.

25= Angel Lord. Damage Modifier: +8. Hit Points: 11. Abilities: Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Stun= On a roll of a 6 opponent is stunned for 1d turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

26= Archangel. Damage Modifier: +10. Hit Points: 13. Abilities: Evasion= On a roll of 3+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Stun= On a roll of a 6 opponent is stunned for 1d turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

31= Minor Angel. Damage Modifier: +1. Hit Points: 3. Abilities: Evasion= On a roll of 6 opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: -15.

32= Angel. Damage Modifier: +2. Hit Points: 5. Abilities: Evasion= On a roll of 6 opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: -5.

33= Greater Angel. Damage Modifier: +4. Hit Points: 7. Abilities: Evasion= On a roll of 5+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Treasure Modifier: +5.

34= Major Angel. Damage Modifier: +6. Hit Points: 9. Abilities: Evasion= On a roll of 5+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Treasure Modifier: +15.

35= Angel Lord. Damage Modifier: +8. Hit Points: 11. Abilities: Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Stun= On a roll of a 6 opponent is stunned for 1d turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

36= Archangel. Damage Modifier: +10. Hit Points: 13. Abilities: Evasion= On a roll of 3+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Stun= On a roll of a 6 opponent is stunned for 1d turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

41= Minor Angel. Damage Modifier: +1. Hit Points: 3. Abilities: Evasion= On a roll of 6 opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: -15.

42= Angel. Damage Modifier: +2. Hit Points: 5. Abilities: Evasion= On a roll of 6 opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: -5.

43= Greater Angel. Damage Modifier: +4. Hit Points: 7. Abilities: Evasion= On a roll of 5+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Treasure Modifier: +5.

44= Major Angel. Damage Modifier: +6. Hit Points: 9. Abilities: Evasion= On a roll of 5+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Treasure Modifier: +15.

45= Angel Lord. Damage Modifier: +8. Hit Points: 11. Abilities: Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Stun= On a roll of a 6 opponent is stunned for 1d turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

46= Archangel. Damage Modifier: +10. Hit Points: 13. Abilities: Evasion= On a roll of 3+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time.

Stun= On a roll of a 6 opponent is stunned for 1d turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

51= Minor Angel. Damage Modifier: +1. Hit Points: 3. Abilities: Evasion= On a roll of 6 opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: -15.

52= Angel. Damage Modifier: +2. Hit Points: 5. Abilities: Evasion= On a roll of 6 opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: -5.

53= Greater Angel. Damage Modifier: +4. Hit Points: 7. Abilities: Evasion= On a roll of 5+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Treasure Modifier: +5.

54= Major Angel. Damage Modifier: +6. Hit Points: 9. Abilities: Evasion= On a roll of 5+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Treasure Modifier: +15.

55= Angel Lord. Damage Modifier: +8. Hit Points: 11. Abilities: Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Stun= On a roll of a 6 opponent is stunned for 1d turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

56= Archangel. Damage Modifier: +10. Hit Points: 13. Abilities: Evasion= On a roll of 3+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Stun= On a roll of a 6 opponent is stunned for 1d turns. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

61= Astromancer. Damage Modifier: None. Hit Points: 6. Abilities: Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +2.

62= Astromancer. Damage Modifier: None. Hit Points: 6. Abilities: Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +2.

63= Astromancer. Damage Modifier: None. Hit Points: 6. Abilities: Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Treasure Modifier: +2.

64= Ultimus. Damage Modifier: +0. Hit Points: 2. Abilities: Life Drain= Every 2 damage opponent deals to you heals 1 damage off of opponent. Crush= On a roll of 6 you are grabbed, taking an additional +1 damage on each successful attack, this hold can be broken by rolling a 6 on 1d. Carapace= All damage dealt to this opponent is reduced by 2. Ambush= Always has the first attack in a combat. Awareness= On a roll of 6 evasion type abilities do not work, even if they would

have been successful otherwise. Fire= 1d+1 damage, on a roll of 6 opponent is on fire, while on fire, opponent rolls on the damage table each turn, fire extinguished on a roll of 6 (rolled once a turn). Wind= On a 6, roll for location, you are transported to the new location. Earthquake= You may not take any actions for 1d-1 turns. Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Swarm= May attack more than one opponent at a time. Copy= On a roll of 6, opponent changes into random monster (roll on the appropriate encounter table). Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Bash= On a roll of a 6 opponent is stunned for 1d-1 turns. Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Tough Fight= You gain an additional 1d experience after killing this opponent. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +50.

65= NPC. Roll on the NPC table.

66= Astral Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Evasion= On a roll of 4+ opponent escapes from the fight, you gain no treasure or experience from this encounter. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +35.

MONSTER- PLANAR: UNDERWORLD

11= Minor Demon. Damage Modifier: +1. Hit Points: 3. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: -15.

12= Demon. Damage Modifier: +2. Hit Points: 5. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: -5.

13= Greater Demon. Damage Modifier: +4. Hit Points: 7. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: +5.

14= Major Demon. Damage Modifier: +6. Hit Points: 9. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: +15.

15= Demon Lord. Damage Modifier: +8. Hit Points: 11. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength.

Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

16= Archfiend. Damage Modifier: +10. Hit Points: 13. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength.

Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

21= Minor Demon. Damage Modifier: +1. Hit Points: 3. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength.

Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: -15.

22= Demon. Damage Modifier: +2. Hit Points: 5. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells=

On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: -5.

23= Greater Demon. Damage Modifier: +4. Hit Points: 7. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength.

Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: +5.

24= Major Demon. Damage Modifier: +6. Hit Points: 9. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength.

Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: +15.

25= Demon Lord. Damage Modifier: +8. Hit Points: 11. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength.

Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

26= Archfiend. Damage Modifier: +10. Hit Points: 13. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength.

Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

31= Minor Demon. Damage Modifier: +1. Hit Points: 3. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength.

Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: -15.

32= Demon. Damage Modifier: +2. Hit Points: 5. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: -5.

33= Greater Demon. Damage Modifier: +4. Hit Points: 7. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: +5.

34= Major Demon. Damage Modifier: +6. Hit Points: 9. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: +15.

35= Demon Lord. Damage Modifier: +8. Hit Points: 11. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

36= Archfiend. Damage Modifier: +10. Hit Points: 13. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

41= Minor Demon. Damage Modifier: +1. Hit Points: 3. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: -15.

42= Demon. Damage Modifier: +2. Hit Points: 5. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: -5.

43= Greater Demon. Damage Modifier: +4. Hit Points: 7. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: +5.

44= Major Demon. Damage Modifier: +6. Hit Points: 9. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: +15.

45= Demon Lord. Damage Modifier: +8. Hit Points: 11. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

46= Archfiend. Damage Modifier: +10. Hit Points: 13. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

51= Minor Demon. Damage Modifier: +1. Hit Points: 3. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: -15.

52= Demon. Damage Modifier: +2. Hit Points: 5. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Treasure Modifier: -5.

53= Greater Demon. Damage Modifier: +4. Hit Points: 7. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: +5.

54= Major Demon. Damage Modifier: +6. Hit Points: 9. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Treasure Modifier: +15.

55= Demon Lord. Damage Modifier: +8. Hit Points: 11. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +25.

56= Archfiend. Damage Modifier: +10. Hit Points: 13. Abilities: Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Corrosive= Roll 1d after damaging this opponent, a result of 6 means the weapon is destroyed. Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +30.

61= Underworld Zombie. Damage Modifier: None. Hit Points: 3. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: None.

62= Underworld Skeleton. Damage Modifier: -3. Hit Points: 2. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: None.

63= Underworld Ghost. Damage Modifier: +4. Hit Points: 5. Abilities: Regeneration= Each turn, before damage is dealt from an attack, the enemy heals 1 damage. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: +4.

64= Underworld Mummy. Damage Modifier: +3. Hit Points: 8. Abilities: Disease= If damaged by this opponent, you take an additional 1 damage each turn until combat ends. Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Treasure Modifier: +5.

65= Maximus. Damage Modifier: +10. Hit Points: 40. Abilities: Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +50.

66= Underworld Dragon. Damage Modifier: +20. Hit Points: 35. Abilities: Stare= After each attack, roll 1d, on a roll of 4-5 the monster may immediately attack again, on a roll of a 6 character is killed. Spells= On a roll of 6 opponent my roll for the use of one active spell, on a roll of 1 opponent rolls for a passive spell. Invulnerability= All damage dealt by non-magical weapons is halved (round down). Resurrection= Roll 1d when opponent dies, on a 6 opponent comes back to life at full strength. Tough Fight= You gain an additional 1d experience after killing this opponent. Treasure Modifier: +35.