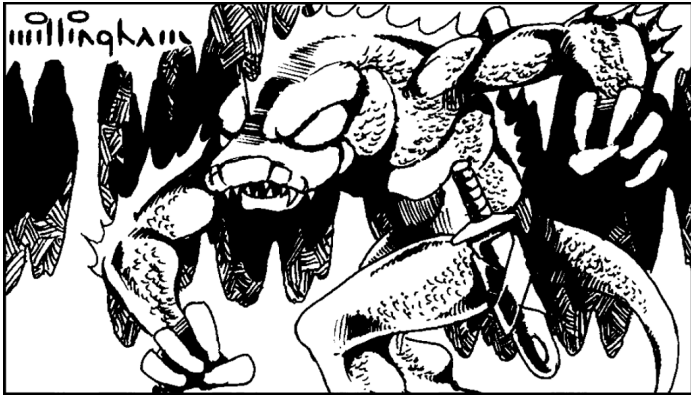


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Troglodyte

Armor Class:	5	No. Appearing:	1-8 (5-40)
Hit Dice:	2*	Save As:	Fighter: 2
Move:	120' (40')	Morale:	9
Attacks:	2 claws/1 bite	Treasure Type:	A
Damage:	1d4 each	Alignment:	Chaotic

A troglodyte is an intelligent human-like reptile with a short tail, long legs, and a spiny "comb" on its head and arms. Troglodytes walk upright and use their hands as well as humans. They hate most other creatures, and will try to kill anyone they meet. They have a chameleon-like ability to change colors, and use it to hide by rock walls, surprising on a roll of 1-4 (on 1d6). They secrete an oil which produces a stench that will nauseate humans and demihumans unless the victims save vs. Poison. Nauseated characters will have a penalty of -2 on their "to hit" rolls while in hand-to-hand combat with the troglodytes.



Undead: (see **Ghoul**, **Skeleton**, **Wight** and **Zombie**)

Undead are evil creatures who have been created through dark magic. They are unaffected by things that affect living creatures, such as poison, and are not affected by spells which affect the mind, such as **sleep** and **charm person**. They do not make noise.

Veteran

Armor Class:	2	No. Appearing:	2-8 (2-12)
Hit Dice:	1-3	Save As:	Fighter: 1-3
Move:	60' (20')	Morale:	9 (varies)
Attacks:	1 weapon	Treasure Type:	V
Damage:	1d8 or weapon	Alignment:	Any

Veterans are low-level fighters, usually returning from or going to a war. To determine each veteran's level and alignment, use the method outlined under **Creating an NPC Party** (page B52). A party of veterans may be of mixed levels and alignments, or the DM may wish to give all members the same levels.

Were-creature (werebear, wearboar, wererat, weretiger, or werewolf); see **Lycanthropes**.

Wight*

Armor Class:	5	No. Appearing:	1-6 (1-8)
Hit Dice:	3*	Save As:	Fighter: 3
Move:	90' (30')	Morale:	12
Attacks:	1	Treasure Type:	B
Damage:	Drain 1 level	Alignment:	Chaotic

A wight is an **undead** spirit living in the body of a dead human or demi-human. It can only be hit by silvered or magical weapons. Wights are greatly feared, as they drain life energy when striking a victim. Each hit drains one level of experience or hit die (life

energy, see page B29). **EXAMPLE:** A 3rd level fighter struck by a wight becomes a 2nd level fighter, keeping only enough experience points to be at the midpoint of 2nd level, and losing 1 hit die of hit points. Any person totally drained of life energy by a wight will become a wight in 1-4 days, and will be under control of the wight who drained him or her.

Wolf

	Normal Wolf	Dire Wolf
Armor Class:	7	6
Hit Dice:	2+2	4+1
Move:	180' (60')	150' (50')
Attacks:	1 bite	1 bite
Damage:	1d6	2d4
No. Appearing:	2-12 (3-18)	1-4 (2-8)
Save As:	Fighter: 1	Fighter: 2
Morale:	8 (6)	8
Treasure Type:	Nil	Nil
Alignment:	Neutral	Neutral

Wolves: Wolves are meat-eaters and hunt in packs. Though wolves prefer the wilderness, they will occasionally be found in caves. Captured wolf cubs can be trained like dogs (if the DM permits), but it is difficult. If 3 wolves or less are encountered, or if a pack is reduced to less than 50% of its original numbers, their morale score is 6 rather than 8.

Dire Wolves: Dire wolves may be found in caves, woods, or mountains. They are larger and more ferocious than normal wolves, and are semi-intelligent. They are fierce enemies and usually hunt in packs. They are sometimes trained by goblins to be used as mounts. Captured dire wolf cubs can be trained like dogs (if the DM permits), but they are even more savage than normal wolves.

Yellow Mold*

Armor Class:	—	No. Appearing:	1-8 (1-4)
Hit Dice:	2	Save As:	Fighter: 2
Move:	Nil (Nil)	Morale:	—
Attacks:	Spores	Treasure Type:	Nil
Damage:	1d6 + special	Alignment:	Neutral

This deadly fungus covers an area of 10 square feet (2' by 5', for example), though many are sometimes found together. Yellow mold can only be killed by fire; a torch will do 1-4 points of damage to it each round. It will eat through wood and leather but does not harm metal or stone. It does not actually attack, but if it is touched (by a torch, for example) the touch may cause the mold to squirt out a 10' x 10' x 10' cloud of spores. There is a 50% chance per hit that the mold will squirt out this cloud. Anyone caught within the cloud must save vs. Death Ray or choke to death within 6 rounds.

Zombie

Armor Class:	8	No. Appearing:	2-8 (4-24)
Hit Dice:	2	Save As:	Fighter: 1
Move:	120' (40')	Morale:	12
Attacks:	1 weapon	Treasure Type:	Nil
Damage:	1d8 or weapon	Alignment:	Chaotic

Zombies are undead humans or demi-humans animated by some evil cleric or magic-user. As all undead, they may be "Turned" by a cleric but are not affected by sleep or charm spells or any form of mind reading. They are often placed to guard treasures, since they make no noise until they attack. Zombies will always attack on sight, but can be destroyed by normal weapons. They are slow fighters, and always strike last (no initiative roll needed).

PART 7: TREASURE

The coins, gems, jewelry and magic items that a party finds during an adventure is known as **treasure**. Wealth (coins, gems, jewelry and other items of value) is worth experience points to the player and allows the player to pay for better equipment, hire more retainers, and purchase special services (from higher level spell casters, for example). Magic items will usually give a character abilities not normally possessed and are useful on later adventures. Treasure is normally found in the lairs of monsters, but may be paid to a character by a high level NPC for performing a mission or job. Treasures are determined randomly or chosen by the DM. The DM should always determine the contents of a large treasure hoard before play in order to determine how best to hide and protect the treasure from theft, and if magic items are present, the DM may want to allow the monsters to use the items, such as a bugbear using a **sword + 1**.

RANDOM TREASURES: To determine a monster's treasure at random, the DM uses the following step-by-step procedure:

1. Find the Treasure Type in the monster description. Find the same letter on the Treasure Types table hereafter; that line will be used to find the actual treasure.
2. Read across the Treasure Type line to find which types of treasure may be present. Each type will have a percentage and a range. If the DM rolls (on d%) a number equal to or less than the percentage given, that type of treasure is present. The DM should roll for each percentage and make a note of what types are present.
3. Roll dice (the type depends on the range given) to find the amount of each type of treasure (found in step 2, above) which is present.
4. If any magic items are present, the magic item subtables (page B46) must be used to find the actual types.

PLACED TREASURES: The DM may choose treasures instead of rolling for them randomly, or may choose a result if rolls give too much or too little treasure. The choices should be made carefully, since most of the experience the characters will get will be from treasure (usually $\frac{3}{4}$ or more). It will often be easier for the DM to decide how much experience to give out (considering the size and levels of experience in the party) and place the treasures to give this result. However, the monsters should be tough enough to make sure that the characters earn their treasure!

ADJUSTMENTS TO TREASURE: Treasures A through O are large, and generally only for use when large numbers or fairly difficult monsters are encountered. The lairs of most human-like monsters contain at least the number of creatures given as the wilderness "No. Appearing" (the number in parentheses). An encounter with less than a full lair should yield less treasure. On the other hand if 1-4 is the "No. Appearing", even one will have the normal amount of treasure, and no adjustment is necessary.

The DM may create Treasure Types other than the ones listed. Some other valuable items could be rugs, wall hangings, rare wines, silverware and other kitchen items, or even animal skins. The DM should give each special item a value, in gold pieces (and, if the optional encumbrance rules are used, an encumbrance).

To aid the DM, the average values (in gold pieces) of each treasure type are given below. These averages do not include the possible magic in the treasures. After rolling for treasures, the DM may refer to this list to see whether the treasure is larger or smaller than average and may then adjust the treasure as desired.

A	17,000	F	5,000	J	25
B	2,000	G	25,000	K	125
C	1,000	H	50,000	L	250
D	4,000	I	8,000	M	15,000
E	2,500				

TREASURE TYPES

Type	1000's of Copper	1000's of Silver	1000's of Electrum	1000's of Gold	1000's of Platinum	*Gems and Jewelry	Magic Items
A	25% 1-6	30% 1-6	20% 1-4	35% 2-12	25% 1-2	50% 6-36	30% Any 3
B	50% 1-8	25% 1-6	25% 1-4	25% 1-3	Nil	25% 1-6	10% 1 sword, armor, or weapon
C	20% 1-12	30% 1-4	10% 1-4	Nil	Nil	25% 1-4	10% Any 2
D	10% 1-8	15% 1-12	Nil	60% 1-6	Nil	30% 1-8	15% Any 2 + 1 potion
E	5% 1-10	30% 1-12	25% 1-4	25% 1-8	Nil	10% 1-10	25% Any 3 + 1 scroll
F	Nil	10% 2-20	20% 1-8	45% 1-12	30% 1-3	20% 2-24/ 10% 1-12	30% Any 3 except weapons + 1 potion + 1 scroll
G	Nil	Nil	Nil	50% 10-40	50% 1-6	25% 3-18/ 25% 1-10	35% Any 4 + 1 scroll
H	25% 3-24	50% 1-100	50% 10-40	50% 10-60	25% 5-20	50% 1-100/ 50% 10-40	15% Any 4 + 1 potion + 1 scroll
I	Nil	Nil	Nil	Nil	30% 1-8	50% 2-12	15% Any 1
J	25% 1-4	10% 1-3	Nil	Nil	Nil	Nil	Nil
K	Nil	30% 1-6	10% 1-2	Nil	Nil	Nil	Nil
L	Nil	Nil	Nil	Nil	Nil	50% 1-4/Nil	Nil
M	Nil	Nil	Nil	40% 2-8	50% 5-30	55% 5-20/ 45% 2-12	Nil
N	Nil	Nil	Nil	Nil	Nil	Nil	40% 2-8 potions
O	Nil	Nil	Nil	Nil	Nil	Nil	50% 1-4 scrolls

* Roll twice, once for each category (Gems and Jewelry). The chances are the same unless two notations are made, in which case the order given is for "Gems/Jewelry".