

HOLMES 77



OD&D

Fantasy adventure rules for Pencil & Paper games using maps and miniatures. Derived from original booklets by Gary Gygax, Dave Arneson and J. Eric Holmes

HOLMES '77

BEING EXTRAPOLATED DATA & GAMING INFORMATION

The following document includes rules and guidelines as laid out in the 1977 edition of the revised game, Dungeons & Dragons. Since this information was directly transferred and/or interpreted from the original set of rules appearing in 1974-75, what follows is an attempt to clarify those things that are implied within the '77 document, and to provide additional data to support the implications. Nothing that appears within this Primus has been created from any other source/s than the original rules, their implications, and the supplements that followed.

INTRODUCTION

Dungeons & Dragons is a fantastic, exciting and imaginative game of role playing for adults 12 years and up. Each player creates a character or characters who may be dwarves, elves, hobbits or human fighting men, magic-users, pious clerics or wily thieves. The characters are then plunged into an adventure in a series of dungeons, tunnels, secret rooms and caverns run by another player: the referee, often called the Dungeon Master. The dungeons are filled with fearsome monsters, fabulous treasures and frightful perils. As the players engage in game after game, their characters grow in power and ability: the magic users learn more magic spells, the thieves increase in cunning and ability, the fighting men, hobbits, elves and dwarves, fight with more deadly accuracy and are harder to kill. Soon the adventurers are daring to go deeper and deeper into the dungeons on each game, battling more terrible monsters, and, of course, recovering bigger and more fabulous treasure! The game is limited only by the inventiveness and imagination of the players, and, if a group is playing together, the characters can move from dungeon to dungeon within the same magical universe if the game referees are approximately the same in their handling of play.

The Dungeon Master designs the dungeons and makes careful maps on graph paper. The players do not know where anything is located in the dungeons until the game begins and they enter the first passage or room. They create their own map

as they explore. While only paper and pencil need be used, it is possible for the characters of each player to be represented by miniature lead figures which can be purchased inexpensively from hobby stores or directly from TSR Hobbies. The results of combat, magic spells, monster attacks, etc., are resolved by rolling special polyhedral 20-sided dice (*which came with the original game*).

HOW TO USE THIS BOOK

The game requires at least 2 players, one of whom is the Dungeon Master and has prepared the dungeon, the set of dice, pencil and paper for keeping records and maps, and optionally, a table top to represent the locality of the adventures with some form of markers for the characters and monsters they encounter. The game is more exciting and spectacular using the lead miniature figures mentioned above, which can be painted to each player's individual taste, but paper markers or chessmen can be used effectively.

Read this whole book through, except for the Sample Dungeon section at the end. After one player has been chosen to be the Dungeon Master, he or she should then read through the description of the sample dungeon. The other players then create a character apiece, equip the characters, all as described below, and then the players are ready to venture into the danger-filled depths of the dungeon!

Now let's begin!

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CREATING CHARACTERS

There are six (6) basic abilities for each character:

strength, intelligence, wisdom, constitution, dexterity and charisma. Each player starts a character by rolling three 6-sided dice for each characteristic. 18 is as high as one can get with three dice, so a character with a strength of 18 would be super-powerful, one with a strength of 3 (lowest possible dice roll) would barely be able to lift his sword off the ground. ¹ After all six abilities have been rolled and recorded on a separate piece of paper or other permanent record for the character, the player decides what class the character will be. This decision is based on the character's strongest abilities and the player's preferences.

Strength is obviously important for fighters and is considered the *prime requisite* for that class. A score of 9-12 is average. There are advantages to fighting men with scores of 13 and higher when it comes to accumulating experience, as explained later, so any character with a strength of 13 to 18 should be considered for the fighting class.

Intelligence is the *prime requisite* for magic-users. Since there are advantages to the magic-user if his intelligence is 13 or higher, any character with such a score should be considered for this class. High intelligence also allows any character to learn additional languages.

Wisdom is the *prime requisite* for clerics. Clerics can perform miraculous spells even though they do not have special intelligence, and second level (experienced) clerics can heal wounds. If a character has a high wisdom score (13 and over) he would do well as a cleric.

Constitution is a combination of health and endurance. It will influence how a character can withstand being paralyzed, or killed and raised from the dead, etc. In addition, dwarves and halflings are known for having strong constitutions. Thus, to be a dwarf or halfling character requires having a constitution score of 9 or greater.

¹ Rolling abilities in order is not necessary; only rolling for each characteristic; thus each must be announced prior to the roll.

Dexterity applies to speed and accuracy. Characters with high dexterity can get off the first arrow, throw the first spell or draw a weapon and strike the first blow. Dexterity is the *prime requisite* for thieves, and scores of 13 and over in this ability make the character a good candidate for the thief class. Halflings are also noted for their dexterity with weapons, thus to be a halfling also requires a dexterity score of 9 or greater.

Charisma is a combination of appearance, personality, sex appeal and so forth. Its most important aspect is leadership. A character of charisma below 13 cannot hire more than 5 followers, and their loyalty will be luke-warm at best--that is, if the fighting gets hot there is a good probability they will run away. On the other hand, someone with a charisma of 18 can win over a large number of followers (men or monsters) who will probably stand by him to the death. Also, females with high charisma have been known to be taken captive by dragons, but not eaten. While very charismatic males captured by a witch are likely kept enchanted as lovers rather than turned into a frog.

BONUSES AND PENALTIES DUE TO ABILITIES.

Prime Requisite Score.....	+/- to XP Earned.....
15 or more	Add 10%
13-14	Add 5%
9-12	No bonus/penalty
7-8	Minus 10%
6 or less	Minus 20%

Strength Score	Hit ADJ.	Damage ADJ.	Weight* Allowance	Open Doors
18**	+2	+2	500	1-5
17	+1	+2	300	1-4
16	+1	+1	150	1-3
13-15	+1	NA	100	1-2
10-12	NA	NA	50	1-2
7-9	NA	NA	NA	1-2
5-6	-1	NA	-50	1
3-4	-2	-1	-100	1

*In addition to the encumbrance already given as normally allowed.

**See Fighting Man section to follow.

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Intelligence Score.....	Alignment & Common.....	NO. of Bonus Languages
18	Yes	+8
17***	Yes	+7
16	Yes	+6
15**	Yes	+5
14	Yes	+4
13*	Yes	+3
12	Yes	+2
11	Yes	+1

*Can read & write primary language with 70% fluency; all others at 35%

**Can read & write primary language with 80% fluency; all others at 40%

***Can read & write primary language with 90% fluency; all others at 45%

All those below intelligence of 11 can read & write the common language with 60% fluency.

Constitution Score	Adjustment/s to HP rolled	Resurrect Survival	Spell* Survival
18	+3	99%	100%
17	+2	98%	99%
15-16	+1	90-95%	95-98%
13-14	+1	85%	90%
11-12	NA	75%	80%
7-10	NA	50%	55%
3-6	-1	0%	35%

A character may only be resurrected a number of times equal to his constitution score; if this is lowered or raised via curse/magic, etc. only the initial score at creation is to be considered.

*Characters transformed into some other shape &/or form via a Polymorph spell, or Flesh to Stone (etc.) must make their Spell Survival roll or they die in the process; this also includes returning them from a shape or form they may have been cast into.

Dexterity Score	Bonus or Penalty "To Hit" with Bow, Sling, Thrown Missile
13 -18	+1
9-12	None
3-8	-1

ADJUSTING ABILITY SCORES

It is possible to raise a character's score in a prime requisite by lowering the scores of some of the

other abilities. This recognizes that one can practice and learn feats of fighting, intelligence, etc., but must take a penalty in another area by so doing.²

Magic-users and clerics can reduce their strength scores by 3 points and add 1 to their prime requisite for every 3.

Fighting men, clerics, hobbits and dwarves can reduce their intelligence by 2 points and add 1 to their prime requisite for every 2.

Fighting men, hobbits and dwarves can reduce their wisdom by 3 points, and magic-users can reduce it by 2 points to gain 1 point for their prime requisite.

Thieves can raise their dexterity score by lowering intelligence 2 points and wisdom 1 point for each additional point of dexterity.

Constitution and charisma cannot be altered by this process; nor can dexterity be reduced.

In no case can any ability be lowered below 9.

PRIMARY CLASSES & RACES

RACE	FM	MU	C	T
Dwarf	6	No	No	Yes
Elf	4	8	No	Yes
Hobbit	4	No	No	Yes
Human	Yes	Yes	Yes	Yes

If a number (#) appears it means the race in question is limited to *that* level in *that* class. A Yes indicates the race is unlimited in the class noted, and a No means the race is restricted from the class listed.

FIGHTING MEN -- All humans can be a Fighting Man if they choose to. Dwarves and hobbits are automatically considered members of the fighter class, unless they opt to be a thief. Elves, too, are considered to be fighting men, but may choose to be Magic-users as well; or a thief, if so desired.

² This can only be done during the creation process. Even should abilities be raised later during the character's life, no further adjustments can be benefitted from this process.

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Fighting men can use any and all weapons available, and wear any kind of armor, including magic types of both. As they advance in level of experience they increase their "hit dice" and are harder to kill. After they reach 4th level they also increase their ability to get hits on their opponents (This is described later in the Combat section).

**All human and dwarf Fighting Men with a score of 18 strength may roll (upon creation) d% (2d10) to see if they possess *Exceptional* Strength. If so, then use the following table to augment the previous one.

Die Score	Hit Bonus	Damage Bonus	Extra Weight	Open Doors*
01-50	+2	+2	500	1-5
51-75	+2	+3	600	1-5
76-90	+3	+3	700	1-6(1)
91-99	+3	+4	900	1-6(1-2)
100	+4	+5	1200	1-6(1-3)

*The number/s in (parenthesis) indicate the odds of a fighting man opening a wizard locked, or magically held portals.

FIGHTING MAN TABLE

Level	EXP. Points	Hit Dice*
1 (Veteran)	0	1d6+1
2 (Warrior)	2,000	2d6
3 (Swordsman)	4,000	3d6
4 (Hero)	8,000	4d6*
5 (Swashbuckler)	16,000	5d6+1
6 (Myrmidon)	32,000	6d6
7 (Champion)	64,000	7d6+1
8 (Super Hero)	120,000	8d6+2
9 (Lord)	200,000	9d6+3

*When rolling Hit Dice for hit points, roll the number of dice listed when each experience level is gained, adding any bonus shown (as well as any from high constitution scores) to the total. When a new level is gained, roll an additional die and add any bonus/or bonuses, as mentioned.

MAGIC-USERS -- Are humans who devote all their mental faculties to the study of magic in the desire to harness and wield it to their benefit. They must not wear armor or shield nor carry any weapon other than a dagger for protection; magic staves are treated under special rules. They can use

almost all magical items--save for magical swords--and other magical arms other than daggers. They have the advantage (shared with clerics and some elves) of being able to work magical spells. At the start, however, they can cast only one spell, and must advance a level in experience before they can learn another. Thus the magic-user begins as an extremely weak character, but if he survives and rises in experience, he becomes increasingly powerful. The types of spells and the way they are used are discussed later.

MAGIC USER TABLE

Level	EXP. Points	Hit Dice**
1 (Medium)	0	1d6
2 (Seer)	2,500	1d6+1
3 (Conjurer)	5,000	2d6
4 (Theurgist)	10,000	2d6+1
5 (Thaumaturgist)	20,000	3d6
6 (Magician)	35,000	3d6+1
7 (Enchanter)	50,000	4d6
8 (Warlock)	75,000	4d6+1
9 (Wizard)	100,000	5d6

**When rolling Hit Dice for hit points, roll the number of dice listed when each experience level is gained; adding any bonus shown, as well as from constitution scores. If the number shown is equal to the previous level, merely add the bonus shown--do not roll another die!

MAGIC USER SPELL TABLE

Level	1	2	3	4	5	6*
1	1	-	-	-	-	-
2	2	-	-	-	-	-
3	3	1	-	-	-	-
4	4	2	-	-	-	-
5	4	2	1	-	-	-
6	4	2	2	-	-	-
7	4	3	2	1	-	-
8	4	3	3	2	-	-
9	4	3	3	2	1	-

*Spells of this level are beyond the reach of average characters, and will be dealt with in future installments.

The number of spells a magic-user may employ during an adventure is determined by his level, as indicated on the previous table. He gets to choose the spell/s he will memorize from his "books" and he does this before the expedition starts off.³

All beginning magic-users should start with a book of spells donated by his or her mentor. To determine what spells this includes, the DM must have the player roll a % chance for each spell in the lists, until the minimum number according to his intelligence has been satisfied; this may take multiple attempts as the player fails to make the required % roll to obtain the spell. All spells the player fails to learn should be marked, as these are no longer learnable until the character reaches the next level of experience and tries again to learn their secrets. Once the minimum number has been reached per the character's Intelligence score, his book is finished. He can then attempt to learn any new spells from scrolls he finds by repeating the above process; upon reaching the maximum of spells, per level group, he can have in his book, he can no longer add anymore of those levels, and must create a new book to accommodate more spells.

MAGIC USER: LEARN SPELLS TABLE

INTELLIGENCE OF MAGIC USER	% Chance to know any spell	# of Spells	
		MIN	MAX
3-4	20%	2	3
5-7	30%	2	4
8-9	40%	3	5
10-12	50%	4	6
13-14	65%	5	8
15-16	75%	6	10
17	85%	7	All
18	95%	8	All

CLERICS -- These humans have dedicated themselves to one or more of the gods. Depending on the god, the cleric may be of any alignment that is allowed (See Alignment section). Clerics have their own special spells but, unlike magic-users, they

³ The magic-user cannot take his spell book with him during expeditions. He must make scrolls to compensate for this prohibition. All spells in his "books" must be found during the course of adventuring (or DM assignment), and studied and learned as previously described.

begin with none. They may, however, wear armor, including magic types, and carry and use all non-edged weapons--such as the mace or quarter staff. They cannot employ swords or bows and arrows, for they are forbidden by their religion from the drawing of blood. (Note: Evil Clerics have been known to ignore this and not suffer any particular wrath from their god.) Good and Lawful clerics that ignore this prohibition will always suffer a -2 to hit and damage when employing such items, and may call down a curse upon them from their god; the most common being a complete loss of spell use for a week or longer--the DM may assign other penalties if desired. Good clerics can often dispel the undead (skeletons, zombies and their ilk and this is explained in the Turn Undead table). As they advance in experience levels they gain the use of spells. Spells for evil clerics often differ slightly from those of good ones.

CLERIC TABLE

Level	EXP. Points	Hit Dice**
1 (Acolyte)	0	1d6
2 (Adept)	1,500	2d6
3 (Village Priest)	3,000	3d6
4 (Vicar)	6,000	4d6
5 (Priest)	12,000	4d6+1
6 (Bishop)	25,000	5d6
7 (Monsignor)	50,000	6d6
8 (Patriarch)	100,000	7d6
9 (High Priest)	150,000	7d6+1

CLERIC SPELL TABLE

Level	1	2	3	4
1	-	-	-	-
2	1	-	-	-
3	2	-	-	-
4	2	1	-	-
5	2	2	-	-
6	2	2	1	-
7*	2	2	2	1
8	2	3	2	2
9	3	3	3	2

*Clerics from this level forward gain the ability to *Raise Dead*. Only lawful and good clerics can perform this miracle. Doing so takes up 1 4th level spell slot and can only be done once per week.

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CLERICS VS. UNDEAD MONSTERS

MONSTER TYPE	LEVEL OF CLERIC TURNING								
	1	2	3	4	5	6	7	8	9
Skeleton	7	T	T	D	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D	D
Wight	N	11	9	7	T	T	D	D	D
Wraith	N	N	11	9	7	T	T	D	D
Mummy	N	N	N	11	9	7	T	T	D
Spectre	N	N	N	N	11	9	7	T	D
Vampire	N	N	N	N	N	11	9	7	T

Good and Lawful clerics can often turn away the undead by brandishing religious symbols, thus compelling such creatures to flee from the vicinity and away from the cleric. To do this the character must roll 2d6 and consult the table above. Those that require a number (#) as given above will be turned away, leaving the area for a number of turns equal to the roll of the dice if the cleric rolls minimum number required; should the cleric fail, the undead will ignore the attempt and attack the cleric without mercy. As clerics get higher in levels they can automatically (T) turn away the undead; in these instances, the duration of the Turning is 12 turns plus the level of the cleric. Extremely high level clerics actually (D) destroy undead. The number of undead that can be turned/destroyed is equal to a second roll of 2d6.

Evil and Neutral clerics can choose to either turn/destroy undead, or *command* them into service; only one or the other can be done to a group of undead at a time--it is not possible to do both! In order to do so they must still roll the requisite (#) shown; automatic (T) (D) listings treated as previously mentioned. In the case of the latter, the cleric's charisma will determine how many can be compelled to serve him. Use the following table to determine the number of undead a cleric can dominate through the act of "command."

CHARISMA SCORE	# OF UNDEAD COMMANDED INTO SERVICE OF THE CLERIC
18	10
17	9
16	8
15	7
14	6
13 or less	5

THIEVES -- Are usually humans, though they can be dwarves, elves and hobbits. Regardless of race, the thief has special abilities that include striking a deadly blow from behind, climbing sheer surfaces, hiding in shadows, filching items and picking pockets, moving with stealth, listening for noises behind closed doors, picking locks, and removing small traps such as poisoned needles. Every thief has these abilities, but as they progress in experience they become better and better at it. (A table listing the thief's chances of success appears later) Thieves are not, normally, good, and are usually suspected of being neutral or evil, so that members of an expedition are mindful of them and never completely trusting the cads. Thieves can wear nothing but leather armor and cannot carry or use shields. They can use all the weapons of a fighting man, including magic swords and daggers. Thieves above 3rd level of experience can read magic scrolls and books, and 80% of languages, so that treasure maps, etc. are easy for them.

THIEF TABLE

	Level	EXP. Points	Hit Dice**
1	(Apprentice)	0	1d6
2	(Footpad)	1,200	2d6
3	(Robber)	2,400	2d6+1
4	(Burglar)	4,800	3d6
5	(Cutpurse)	9,600	4d6
6	(Sharper)	20,000	4d6+1
7	(Pilferer)	40,000	5d6
8	(Master Pilferer)	60,000	6d6
9	(Thief)	90,000	6d6+1

THIEF SKILLS TABLE

LEVEL	1	2	3	4	5	6	7	8	9
Open Locks	15	20	25	30	35	40	45	50	55
Remove Traps	10	15	20	35	40	45	50	55	60
Pick Pocket	20	25	30	40	45	50	55	60	65
Move Silently	20	25	30	40	45	50	55	60	65
Climbing*	55	60	65	70	75	80	85	90	95
Hiding**	20	25	30	40	45	50	55	60	65
Hear Noise	1-2	1-2	1-2	1-3	1-3	1-3	1-4	1-4	1-5*

*This is the chance out of a d6 roll for the thief to hear noises behind closed doors or secret panels.

When a thief of any level strikes a blow from behind a bonus of +4 to hit is given, and the damage is doubled!

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FINISHING THE CHARACTERS

Once players decide what class they want their character to be, and make adjustments to their scores, they can note all the information on a piece of paper, or character sheet, along with a name, height, weight, age and gender if desired. The player is responsible for keeping a record of the character's bonuses and penalties, any damage he takes and how much gold he owns or is carrying. What kind of weapons the character carries and uses should also be included, as well as armor worn, and encumbrance/s.

A character's Hit Points are generated according to the tables previously given. In some cases the character will not roll a new die when he gains a level of experience, but merely add "pips" as indicated, along with any bonuses to constitution if such apply. In no case shall a character's Hit Points be less than 1 per a level gained! All characters use a d6 to generate Hit Points, though some gain more than others according to their class. When this is determined the player notes how many Hit Points his character has on his sheet. This is one of the most important pieces of information to the player, since it lets him know if his character is injured, how seriously, or if he is--in fact--dead. Once the character's Hit Points reach or drop below zero, he is dead, and the player must then wait until the other members of the party return to a base of operation, where he(the player) can roll up a new character and continue playing.

Money is another crucial matter for players. How much the character begins with, and gaining more as he goes exploring in the world. The latter is determined by the DM, according to the amount of danger and risk the character survives, and usually appears in the form of treasure. Treasure is almost always guarded by monsters, tricks and traps and deadly magic, and can come in many forms. The most common is gold! Gold pieces are the life's blood of adventuring, for experience points are gained by how much GP equivalent the party drags out of the dungeon and back to their base of operation.

Characters do not begin with piles of gold. As neophyte explorers, they usually come from poor or humble backgrounds, often receiving a *stake* from their families or friends. To determine how much

this is upon creation of the character, the players must roll 3 6-sided dice and multiply the result by 10. This produces a range of 3-18, or 30 to 180 gold pieces. With this "pot" of loot, they must now equip themselves for the adventure ahead. The following tables are provided to assist the players in doing so, and the DM can expand and/or augment these as he sees fit.

YE OLD GENERAL STORE

Item	Cost	Item	Cost
Dagger	3	Leather armor	15
Hand axe	3	Chain mail	30
Mace	5	Plate mail	50
Sword	10	Helmet	10
Battle axe	7	Shield	10
Morning star	6	Quiver 20 arrows	10
Flail	8	Case 30 Quarrels	10
Pole arm	7	20 Arrows/30 Quarrels	5
2 Handed		Silver tipped arrow	5
Sword	15	Silver tipped Quarrel	7
Lance	4	Silver dagger	12
Pike	5	Light horse	40
Short bow	25	Draft horse	30
Long bow	40	Medium War horse	100
Composite bow	50	Heavy War horse	200
Light crossbow	15	Mule	20
Heavy crossbow	25	Saddle/&bags	25/10
Barding (horse)	150	Iron rations(for dungeon expeditions)1 person per 1 week	15
Cart	100		
Wagon	200	Standard rations for 1 person per 1 week	5
Raft	40		
Small boat	100		
50' rope	1		
10 pole	1		
12 iron spikes	1		
Small sack	1		
Large sack	2		
Waterskin	1		
Back pack	5		
6 torches	1		
Lantern	10		
Flask of oil	2		
Tinderbox	3		
3 stakes & mallet	3		
Steel mirror	5		
Silver mirror	15		
Wooden cross	2		
Silver cross	25		
Holy Water/Vial	25		
Wolf's-bane, sprig	10		
Garlic, bud	5		
Wine, quart	1		

Clearly this table is not complete and many other items can be added to the lists. Costs of such may be calculated by comparing those to similar ones listed here.

While the physical issues of creating the character have been met, there is still more to be done.

RACES

DWARVES -- are about 4 feet tall, stock of build and weigh 150 pounds, shoulders very broad, their skin a ruddy tan, brown or gray. The males wear long beards. They are sturdy fighters and are especially resistant to magic as shown by their better saving throws against magical attack. They have Infravision and can see in the dark up to 60'. Underground, they can detect slanting passages, traps, shifting walls and new construction about 1/3rd of the time (1-2 on d6). In combat against large and giant humanoids (includes all giants and ogres) dwarves receive an armor class bonus by being 4 AC better than normal. Dwarves can all speak their racial tongue, common, alignment, and that of gnomes, kobolds and goblins. A dwarf character may choose to be a thief and is unlimited in levels in such regard. A dwarf may also opt to perform as a combination Fighter-Thief, in which case, he will function in one class or the other during the adventure and any experience he accumulates will go into the class he is utilizing. Whenever he reaches enough Experience to gain a level, he must abide by the class he is in at the time of the level gain with regard to Hit Dice and the rolling of hit points (if such is the case). If both the fighter and thief class are at the same level at a given time, he may mix and mingle freely the functions of each, except with regard to thieving abilities, which can only be performed in leather armor or less.

ELVES -- are 5 feet or more in height, slim of build and weigh from 120 to 140 pounds; most have fair to tan skin, and auburn hair. Like dwarves they have Infravision, and can see up to 60' in the dark. They are the only race that is immune to the Ghoul attack that paralyzes. Like the dwarf, an elf character can choose to be a fighter, or a magic-user, or a thief. He can also choose to be a combination of any 2 or all 3 of them, rotating his performance during each adventure and acting in one class until it is over. If he does, all experience he gains during that expedition will be awarded to the class he performed in during the adventure. When he earns enough experience to gain level in the class he is functioning, he rolls for new hit points gained according to the class he is in at the time of the level gain. If 2 or all 3 classes are at the same level at the same time, he can mix and mingle the functions of all, abiding only by the

restriction that any thieving abilities must be done in leather armor or none at all. Elves speak their racial tongue, common, alignment and the languages of orcs, hobgoblins and gnolls.

HOBBITS -- are short, wee folk only 3 feet tall and weighing between 40 and 80 pounds. Out-of-doors they are difficult to see, having the ability to vanish into woods or undergrowth with amazing speed. Like dwarves, they have a high resistance to magic. Hobbits are extremely accurate with missiles and fire any missile at +1; though they can use all the weapons and armor of a fighting man, all such equipment is "cut down" to their size, thus this missile fire bonus does not apply to human sized weapons. Also like dwarves, the hobbit can choose to be a fighting man, thief, or both. In the latter case, he follows the same procedures for advancement and restrictions as described earlier (see "Dwarf").

MORALITY & CHARACTER ALIGNMENT

How the players act at the table during the game is one thing, but how characters behave during the adventure is another. The concept of Morality should not figure too deeply into the game, as it is--after all--a game! But intrinsic factors regarding the mechanics require characters to be of certain persuasions...Alignments. While the players might not think it is necessary, the DM must insure that the characters' behavior stays within the scope of their chosen alignments throughout the game. Why? Certain magical items and spells require that a character *be* of a given alignment. If for no other reason than that, such explanation should suffice. But there is more reason than that--the desire of some characters to obtain henchman, and hire men-at-arms is another factor that enters into play frequently. Players whose characters behave in mean and abusive ways to their henchman will soon find themselves alone, perhaps stranded, and missing valuable equipment as their "employees" have all fled the tyranny of their employer! How a character treats his henchman, or other beings and creatures that he meets during the adventure, will have a great bearing on how successful or not the character is. *This* is part of the role playing element that makes the game what it is. For HOLMES '77, the following section will apply.

Characters may be Lawful Good, Lawful Evil, Neutral, Chaotic Good or Chaotic Evil. Lawful ones always act according to a highly regulated code of behavior, while Chaotic types are quite bizarre and unpredictable, and cannot be depended upon to do anything except the unexpected--they are often, but not always, evil. Neutral characters, such as all thieves, are motivated by self interest and may steal from their companions or betray them if it is in their own best interest. Players may choose any alignment they want and need not reveal it to others. Note that the code of lawful good characters insures that they would tell everyone that they are lawful. There are some magical items that can be used only by one alignment of characters. If the Dungeon Master feels that a character has begun to behave in a manner inconsistent with his declared alignment he may rule that the player (character) has changed alignment, and penalize the character with a loss of experience points. An example of such behavior would be a "good" character who kills or tortures a prisoner.

"THE HOPELESS CHARACTER"

The idea that a player will roll up a "hopeless character" has become an urban myth in the history of the game. Because there is no such thing as a "hopeless" character! Just as some players balk and complain at owning only low-rent property in a popular land owning game that represents the **boardwalk** of a (famous) eastern seaboard, some players will display displeasure because the ability scores of his character are not exceptional. Well, some-times the universe of chance decides that a character will appear who is below average in 1 or more abilities--perhaps even in all of them! If a player does not think he can role play a character with such abilities, perhaps he is not the right kind of person to be playing in the group. The Dungeon Master (and the other players) should try to encourage the player of such a character to buckle down and give it a go! Some of the greatest heroes in our own history were not the strongest, fastest, or smartest of folk, but persevered none the less. The Dungeon Master can, at his discretion, allow a player to roll up a new character. There is, however, enough chance in the dungeon encounters, that sometimes the "hopeless" character will survive, and advance to a position of importance.

'HOW MANY CHARACTERS CAN I HAVE?'

Most Dungeon Masters allow only one (or perhaps 2 characters) per player at a time. If a character is killed, then for the next game the player must roll a new character; unless the Dungeon Master allows the player to get the character returned from death via some magical means. The replacement character will, naturally, start with no experience. The distribution of wealth (treasure) belonging to the deceased character is usually done by the remaining players' characters; unless a "will" of some sort is/was established by the dead character's player before the game started.

When a character is killed it is assumed the body will be taken by his comrades to be returned to his family; unless it is eaten by monsters or carried off. A 7th level cleric can Raise Dead, if you are lucky enough to find one willing. Non-player characters of such levels demand a high fee for doing so. Once a dead character is returned, he must rest for 2 weeks without adventuring; regaining 1-3 hit points per day until fully recovered. Other means of returning the dead might include magical items.

EXPLORING THE DUNGEON

The characters have been rolled up, adjustments made, races and classes chosen, hit points rolled, money inherited and spent on equipment--and now the party wants to head for the dungeon, melee with strange and deadly creatures, and grab as much treasure as they can. Hold it!

The Dungeon Master and players should become familiar with a few basic mechanics of dungeon exploring before the party goes off and possibly gets the entire group killed! Exploring a dungeon takes time, and it must be physically moved through. All this, and more, requires many pieces of equipment to be carried along, and light sources employed for those characters lacking Infravision. The sections to follow will address these concerns.

TIME AND MOVEMENT

How much the character wears and/or carries has direct impact on how quickly he can move and explore the dungeon. A fully armored man can move 120' per turn at a cautious walk. An unarmored and unencumbered man can move 240'

per turn; an armored man 120', and carrying a heavy load only half that. Faster speeds can be allowed for charging or a short sprint. (If a character is being pursued, however, he may have to throw away heavy treasure or armor in order to escape from enemies with a faster move rate.)

Performing tasks requires time. The Dungeon Master might decide that searching for a secret door, or treasure, or trying to pick a lock, or listen at a door, might consume 1 round, or 1 turn, or more! Time should never be wasted, for monsters wandering about is always best to avoid.

Each turn takes 10 minutes (scale time, not actual) in the characters' magical universe. In the players' real world, disagreements may arise causing the actual playing of the turn to take much longer. As stated, each *turn* is 10 minutes, except during combat (melee) where there are 10 melee *rounds* per turn; each melee round lasting six seconds.

Time must be taken to rest, so one turn every hour should be spent motionless--i.e., one turn out of every six. If the party has been running (triple normal speed) they will need 2 turns to rest.

MOVEMENT TABLE

Movement	Feet/Turn	
	Exploring/ Mapping	Moving Normally
Unarmored, un-encumbered man	240'	480'
Leather Armored man or carrying heavy load	180'	360'
Chain Armored man or with a very heavy load	120'	240'
Plate Armored man & carrying heavy load	60'	120'
running unarmored (x3)	720'	
running armored (x3)	360'	

As the game developed and was originally written for war-gamers who are used to miniature figures, distances are often given in inches. Inches can be converted to feet by multiplying by ten: 1 inch = 10 feet; 2 inches = 20 feet, etc. This scales the movement appropriately for maneuvering lead figures on the top of a table using a grid square mat.

WHAT IS ENCUMBRANCE?

Everything the character wears and/or carries has weight. Some things, such as scrolls, weigh very little, while weapons and (especially) armor are quite heavy. A back pack or sack will hold about 300 coins weight within it; since coins are the standard measure of weight with 10 being equal to 1 pound, the pack or sack could hold 30 pounds of items. The average strength character (9-12) can carry 50 pounds (500 coins weight). This figure increases with the character's strength score above 12, and decreases with a score below 9 (see table, Strength). If a character is carrying the maximum amount listed per his strength score, he is considered to be carrying a heavy load. Armor alone is very heavy, and thus listed in the previous table. Characters wearing armor as noted are already considered to be carrying the equivalent of a heavy or very heavy load. (A very heavy load for an unarmored character is equal to twice his normal limit.)

HOW MUCH DOES IT WEIGH?

To determine the weight of a given item, refer back to the Equipment List. In general, the figure amount given for armor & shields is also the LB equivalent. Thus, Leather armor weighs 15 pounds (150 coin weight), Chain mail --30 pounds (300 coin weight), and Plate mail--50 pounds (500 coin weight). For weapons, multiply the figure amount by 5 or 10 coin weight. For example, a dagger (cost 3 GP) is not very heavy, thus multiplied by 5 would produce a coin weight of 15, or 1.5 pounds. A heavy cross-bow (cost 25 GP) multiplied by 10 would result in 250 coin weight, or 25 pounds. The Dungeon Master will be the final arbiter of what multiplier to apply to which item/s.

While equipment weight might seem a mundane thing to bother with, consider the fact that in the dungeon the characters will often have to outrun monsters and creatures, and/or haul treasure back to their base camp. The choices players make regarding gear should not be glossed over!

LIGHT & VISION

Most dungeons are dark. Elves and dwarves can see 60' in the dark (as can all monsters--and this term embraces all of the evil characters of the Dungeon Master), but humans and hobbits will need artificial light, or be reduced to half speed (or less!) Magic swords and some staves shed light, but the party may have to resort to torches or lanterns. **A (good) torch will burn for 6 turns, while a flask of oil in a lantern will last for 24;** either allow the bearer to see up to 30' (Special "Bulls-eye" lanterns have a range of up to 120', but only a narrow beam of 10' wide, creating heavy shadows on either side. These are very rare, and can cost up to 10 times that of a normal lantern) Artificial light naturally attracts monsters who live in the dark; warning them that the party is nearby or approaching.

DOORS, SECRET DOORS & TRAPS

It takes time to do things. Movement has already been described, but there are a multitude of other actions characters will likely perform during the course of an adventure. Each of these require expending 1 game turn to perform; not all will be successful, and the character/s are continually challenged with some things that will demand their cautious attention. **Doors** are almost always stuck closed, or locked. Thus they either have to be jarred open or have the locks picked. The odds of successfully doing the former depend upon the character rolling his "Open Doors" on a d6. The number (or less) required is listed in the **Strength** table. If the door is locked, then only a thief can open the portal once he successfully picks the lock. Only 1 attempt per character may be made in either event. If everyone that tries fails, then the door is simply too tough to jar, and only chopping it to bits with axes will remove it; or the lock is too complex for the thief/thieves to open. When the characters come to a door they may **listen** to detect any sound beyond. A die roll of 1 for humans, 1-2 for elves, dwarves and hobbits, indicates that they have heard something!(Note: only if something is beyond the door making a sound; also, "*undead*" make no noise unless they wish to!) Each person in the party gets 1 try at *listening* to any door, wall panel, etc.

Secret doors(leading to passages or other rooms) are usually well hidden. They are designed to blend into (usually) an existing wall, and often required finding and releasing a mechanism in order to open them. When an elf passes by one roll a six sided die, with a result of 1-2 indicating the character senses something unusual about the location. A dwarf will sense only new construction(See Dwarf listing for explanation of this). If the party is actively searching for a secret door, than an elf will locate it on a roll of 1-4 if one is there; all others on a roll of 1-2; this requires 1 turn spent for the entire party. The more deadly and lethal the dungeon level the worse the chances of detection become.

Once a door has been opened it will remain open unless closed.

Traps are a common staple of a dungeon. Most are simple pit-traps in the floor, though some might be dead-weights--masses/objects suspended from the ceiling designed to fall down upon characters or swing into from the side/s. These types can sometimes be detected by a character (such as dwarfs) passing over or past the device. Usually, though, a character is unaware he has even encountered one unless he accidentally triggers it. For the simpler types of traps (pits, falling weight) a roll of 1-2 on a d6 indicates that the trap was sprung, and the character has fallen into a pit, or been struck by a weight; in either case, use a d6 to determine the amount of damage done; the deeper or heavier the trap, the more damage can occur(use a basic 1 d6 per each 10' deep the pit is, or per each 50 pounds of weight dropped upon the victim.) Some traps will be large enough to affect more than 1 member in the party. The Dungeon Master should determine if this is in fact the case, and which character springs the trap.(You may allow a Save Throw for those that did not actually trigger the device, with a successful roll indicating they either avoided the trap or sustained only minor--half--damage as a result.) More complex traps include spears or darts set into walls that shoot out, or nets that drop. Each must be designed, with appropriate damage assigned accordingly.

Small traps involving chests and containers fall within the realm of the thief's abilities. (See Thief listing)

COMBAT(MELEE) ENCOUNTERS

Eventually all exploring will bring the characters into direct contact with creatures and monsters that inhabit the dungeon/s. This may occur when the party opens a door, or turns a corner only to find something already there. When this happens a Reaction Check must be made. Obviously, some creatures will not always be hostile, and some may even offer aid and assistance. To determine the reaction of such creatures, roll 2 six sided dice and check the result on the following table.

HOSTILE/FRIENDLY REACTION TABLE

SCORE	REACTION
2	Attacks immediately
3-5	Hostile reaction
6-8	Uncertain, make another offer, roll again
9-11	Accepts offer, friendly
12	Enthusiastic, volunteers to help

The Dungeon Master should make adjustments to the Check. If the party spokesman has a high charisma or offers special inducements, add 2 to the dice roll. Likewise, if the creature/s or beings encountered are intrinsically lawful or good, add 2 as well. On the other hand, if the creature/s or being/s are intrinsically chaotic or evil, subtract 2 from the die roll, and if the highest charisma in the group is below average, subtract 2 as well.

If the party decides to flee, they may be able to delay pursuit by discarding some of their items or possessions. Unintelligent monsters will stop to pick up food half the time (roll 1-3 on a d6) and intelligent monsters will stop for treasure half the time (roll 1-3). Burning oil will deter monsters most of the time (referee's discretion).

WHO ATTACKS FIRST?

Prior to actual Melee occurring, missile fire and spells may be released. Missile fire includes the shooting of arrows from bows, Quarrels from crossbows, or hand held weapons being thrown. Spells include those that the cleric or magic-user has memorized and ready to deploy. Characters with high dexterity will fire first, and if both sides include spell casters or those using missiles, each participant will act in order of his dexterity, starting with the highest and continuing until the last one involved has completed his/its action.

When a character and monster/being come within 10' of each other then Melee can occur. The one with the highest dexterity strikes first--rolling a d20 and adding any modifiers from strength or magic weapons to the score, and if a "hit" is indicated, rolls a d6 for damage (adding bonuses for high strength scores), then waits for his opponent to respond. This continues until 1 or the other is killed or withdraws from the combat. All characters and most monsters get at least 1 attack per round; some get more or less depending on weapon type (**as shown in the appendices tables**) If the Dungeon Master does not know the dexterity of a monster/being, then he rolls 3 d6 on the spot to determine such.

POISONED WEAPONS, FIRE, HOLY WATER

A character that is hit by a weapon(natural or otherwise) that is coated with poison, or injects poison via the attack, the victim must make a Save throw against poison or paralysis; if he fails he takes an additional amount of poison damage as indicated by the die roll.(Example, a fighter is bitten by a Giant Spider for 8 points of physical damage, and if he fails his Save takes an additional 8 points of damage from the poison) Since poison is not usually instantaneous, it is possible to counter the latter damage if the victim receives a **Neutralize Poison** spell from a high level cleric within 1 round *after* the initial hit. Such spells are only available to high level characters; or non-player characters.

Flasks of oil can be emptied upon the floor and ignited or thrown as missiles; the latter requiring some type of ignition such as a torch or flaming arrow. If poured out a pool 5' across will be created, and the flames will do 2 8-sided dice of damage to anything caught within; the fire burns out in 1 turn/ 10 melee rounds. A creature struck with oil will take 1 8-sided die of damage on the 1st melee round it is set afire, and 1 8-sided dice on the 2nd round; no further damage will be taken thereafter. When used as missiles, assume a score of 11 or better is required to hit man-sized creatures, 13 or better to hit smaller ones, and 9 or better to hit larger ones. For dragons, an 8 or better is needed; and for all stationary creatures, it is 4 better than the base. Only skeletons, zombies and ghouls suffer full damage from fire; wights and mummies taking only half, and wraiths and spectres taking none.

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DIE ROLL FOR CHARACTER TO SCORE A HIT BY OPPONENT'S ARMOR CLASS

Armor Class	Normal Man	1st-3rd level Character	4th-5th level Fighting Man	6th-7th level Fighting Man	8th-9th level Fighting Man
9 No Armor	11	10	8	6	5
8 Shield	12	11	9	7	6
7 Leather Armor	13	12	10	8	7
6 Leather & Shield	14	13	11	9	8
5 Chain Mail	15	14	12	10	9
4 Chain & Shield	16	15	13	11	10
3 Plate Mail	17	16	14	12	11
2 Plate & Shield	18	17	15	13	12

Note: Only Fighting Men progress beyond 3rd level. All other classes retain their basic combat to hit scores! Also, bonuses from magical armor & shield and from rings and other items may improve a characters AC

DIE ROLL FOR MONSTER TO SCORE A HIT, BY DEFENDER'S ARMOR CLASS

	Up to 1/2	1/2 to 1HD	1+1 to 2HD	2 to 3HD	3+ to 4HD	4+ 6+HD	7 to 8+HD	9 to 10+HD	11 UP
9 No Armor	11	10	9	8	6	5	4	2	0
8 Shield	12	11	10	9	7	6	5	3	1
7 Leather Armor	13	12	11	10	8	7	6	4	2
6 Leather & Shield	14	13	12	11	9	8	7	5	3
5 Chain Mail	15	14	13	12	10	9	8	6	4
4 Chain & Shield	16	15	14	13	11	10	9	7	5
3 Plate Mail	17	16	15	14	12	11	10	8	6
2 Plate & Shield	18	17	16	15	13	12	11	9	7

The effects of a vial of holy water on the undead are the equivalent of a flask of burning oil on other creatures. Other monsters are not affected by holy water.

MAGIC WEAPONS

Magic weapons are unusually designated as +1, +2, +3, etc. This means that they give the wielder *that* many points to add to his die roll to hit. They may have other powers, do additional damage, etc., and some monsters can only be injured by magic weapons, being impervious to ordinary attack. Some weapons may have an alignment that requires the wielder to have the same, or suffer some type of damage when using it.

MISSILE FIRE

Hits with arrows, Quarrels or other missiles are based on the range of the weapon in question. The short, medium and long ranges of missile weapons in feet are as follows.

Weapon	SHORT	MEDIUM	LONG
Short bow	0-50'	51-100'	101-150'
Horse bow ⁴	0-60'	61-120'	121-180'
Long bow	0-70'	71-140'	141-210'
Composite	0-80'	81-160'	161-240'
L. Crossbow	0-60'	61-120'	121-180'
H. Crossbow	0-80'	81-160'	161-240'
Sling stone	0-60'	61-120'	121-180'
Javelin	0-20'	21-40'	41-80'
Hurled Axe, dagger or spear	0-10'	11-20'	21-30'

If the archer is firing at long range his dice roll to hit is 1 higher than the score needed for his melee weapons; at medium range the archer uses the score as shown, and at close range gains a bonus of 1 to his roll to hit. Note that ranges shown are for underground missile fire. Outdoors, read feet as yards. **Also**, unless in a very high roofed area, all slinging, as well as long range fire, is not possible.

It is not normally possible to fire or hurl missiles into a group involved in melee. If a character attempts to do so, attacking a monster, he must suffer a -2 penalty to his attack. And if he misses, then there is a 1-3 chance of the attack actually striking one of

⁴ The Horse bow is a short form of the Composite Bow and is used exclusively by mounted archers

his comrades. If such occurs, damage is delivered as normal for the weapon.

SPELL FIRE IN COMBAT

Most spells must be cast before melee begins. In some instances, offensive type spells might be aimed at enemy monsters engaged in physical combat with the spell caster's comrades. The Dungeon Master will determine if such is possible, and what affect will result if the spell has the potential of including party members. Some cleric type spells--healing, curing, etc.--are often attempted during combat situations. In order for these--or any personal spells requiring the caster to touch his intended target--to work, the caster must usually roll a successful *to hit* on a d20 in order to deliver the spell. Again, the Dungeon Master will determine any mitigating circumstances.

THE COMBAT ROUND

There are normally 10 rounds per turn, and 6 turns per hour. In combat, the "round" is divided further into 10 "Segments" of 6 seconds each. While each round consists of an exchange of blows with ordinary weapons, some actions do not require so much time. Thus, many things can be done within a Segment--dropping a weapon and grabbing a new one, unrolling a scroll and reading it, drinking a vial of curative fluids, etc. While it is possible to define the minutest actions down to the Segment, such is not suggested. The Dungeon Master should use common sense to allow characters to perform whatever actions they declare, assigning each with a time requirement (1, 2, 3 segments, etc.) and move the combat along as smoothly and quickly as possible.

EXCEPTIONAL ACTIONS

Attackers who surprise an opponent or who approach him from behind always get the first blow. Characters that break off melee and attempt to flee will always suffer as the attackers get to add +2 to his final swing; the fleeing character cannot include his bonus from shield to AC during such a move. A character may also elect to parry an attack. He must declare this at the beginning of the round, causing the attacker to suffer a -2 to the attack. A character can parry *or* attack, not both. If struck anyway, his weapon is destroyed in the process.

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SAVING THROWS FOR CHARACTERS

(Use a 20-sided die)

Class (Levels 1 to 3)	Spell	Magic Wand	Death Ray or Poison	Turned to Stone	Dragon Breath
Fighting Man, Thief	16	13	12	14	15
Cleric	15	12	11	14	16
Magic-user	15	14	13	13	16
Dwarfs & Hobbits*	14	11	10	12	14
(Levels 4 to 6)					
Fighting Man, Thief	15	12	11	13	14
Cleric	14	11	10	13	15
Magic-user	14	13	12	12	16
Dwarfs & Hobbits*	13	10	9	11	13
(Levels 7 to 8)					
Fighting Man, Thief	14	11	10	12	13
Cleric	13	10	9	12	14
Magic-user	13	12	11	11	15
Dwarfs & Hobbits*	12	9	8	10	12
(Level 9)					
Fighting Man, Thief	13	10	9	11	12
Cleric	12	9	8	11	13
Magic-user	12	11	10	10	14
Dwarfs & Hobbits*	11	8	7	9	11

*Dwarfs and Hobbits use their own Save Throw as listed, not that which is provided for human Fighting Man and Thief. If a dwarf or hobbit is a combination of FM & Thief, he uses the better save of the three. Likewise, elves use whichever is the better save of the class/classes he is in at the time.

SAVING THROWS

As seen in the above table, even when a magical spell has been properly thrown, it does not always work. Anyone subjected to magical attack rolls a special die (d20) to see if the magic took effect. This die roll is called a "saving throw" because if you roll the correct number (shown above) or any number higher, you are not affected. Failure to make the number indicated results in the attack having full effect, i.e. you are "turned to stone", take full damage from dragon's breath, etc. Scoring the total indicated, or higher, means the attack either has no effect (spell, death ray, poison, paralyzation, stone, polymorph) or half damage (from dragon breath, fire ball, lightning, wand of cold and staves.)

Evil men and man-type monsters like goblins and orcs make man-type saving throws. Higher level monsters are tougher and more resistant to magic,

just as players characters are. Monsters use the table above, most monsters being considered as fighters for purposes of saving throw, although magic-using monsters may use the magic-user column if it is more favorable (if not human). The same applies to monsters using clerical-type magic. There are many special cases. The undead are unaffected by poison and spells that require a living mind: sleep, charm person, hypnosis, etc. Large or powerful creatures like demons, balrogs and dragons may be highly resistant to certain kinds of spells especially if thrown by a magic-user of lower level than their own level.

CLERIC & MAGIC-USER SPELLS

To complete the abilities of the cleric and magic-user, the following spells are now included in this work.

MAGIC-USER SPELLS

Book of First Level Spells:

Charm Person	Protection from Evil
Detect Magic	Read Languages
Hold Portal	Read Magic
Light	Shield
Magic Missile	Sleep

Book of Second Level Spells:

Continual Light	Knock
Detect Evil	Levitate
Detect Invisible	Locate Object
ESP	Phantasm Forces
Invisibility	Wizard Lock

Book of Third Level Spells:

Clairaudience	Invisibility 10'
Clairvoyance	Lightning Bolt
Dispel Magic	Monster Summoning I
Explosive Runes	Protection/Evil 10'
Fire Ball	Protection/Normal missiles
Fly	Rope Trick
Haste Spell	Slow Spell
Hold Person	Suggestion
Infravision	Water Breathing

Book of Fourth Level Spells:

Charm Monster	Polymorph Others
Dimension Door	Polymorph Self
Fear	Remove Curse
Ice Storm	Wall of Fire or Ice
Illusionary Terrain	Wizard Eye

Book of Fifth Level Spells:

Cloud-kill	Pass Wall
Feeble-mind	Teleport
Hold Monster	Transmute Rock-Mud
Magic Jar	Wall of Stone

FIRST LEVEL MAGIC-USER SPELLS

Charm Person--Level 1 Range:120'
 This spell applies to all two-legged humanoids of about man size(or less); including sprites, pixies, nixies, kobolds, goblins, orcs, hobgoblins and gnolls. It does not affect the Undead or large monsters. If it is successful it will cause the victim

to come under the complete influence of the magic-user. All victims have a chance to break free of the spell depending on their intelligence:

INTELLIGENCE	NEW SAVE THROW EACH:
3-6	Month
7-9	3 Weeks
10-11	2 Weeks
12-15	1 Week
16-17	2 Days
18	Day

Detect Magic--Level 1 Range 60'
 Duration: 2 Turns

A spell to determine if there has been some enchantment laid on a person, place or thing. It has a limited range and short duration. It is useful, for example, to discover if some item is magical, a door has been "held" or "wizard locked", etc.

Hold Portal--Level 1 Range: 10'
 Duration: 2-12 Turns

A spell to hold a door, gate or the like. It is similar to a locking spell (see below) but it is not permanent. Roll two dice to determine the duration of the spell in turns. Dispel Magic (see below) will immediately negate it, a strong anti-magical creature will shatter it and a Knock (see below) will open it.

Light--Level 1 Range: 120'
 Duration: 6 Turns + level of the caster

A spell to cast light in a circle 3" in diameter, not equal to full daylight. It lasts for a number of turns equal to 6 + the number of levels of the user; thus, a 7th level Magic-User would cast the spell for 13 turns

Magic Missile--Level 1 Range: 150'

A magic arrow is conjured that will inflict 2-7 hit points of damage (1d6+1) upon any creature that the caster fires it at, if it hits. The spell caster must roll a "to hit" treating the spell as if an arrow from a long bow. At levels 4 and 7 the caster gains an additional arrow (two at level 4, three at level 7) and may cast these at single or multiple targets; this must be decided before damage rolls are made.

Protection from Evil--Level 1 Range: 0'
 Duration: 6 Turns

This spell hedges the conjurer round with a magic circle to keep out attacks from enchanted monsters. It also serves as an "armor" from various evil attacks, adding a + 1 to all saving throws and taking a — 1 from hit dice of evil opponents. (Note

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that this spell is not cumulative in effect with magic armor and rings, although it will continue to keep out enchanted monsters.)

Read Languages--Level 1 Range:0'
Duration: 2 Turns

Similar to a Read Magic spell(see below) it allows the magic-user to decipher treasure maps and all non-magical written forms.

Read Magic--Level 1 Range:0'
Duration: 2 Turns

Like the spell above, except it allows the caster to read magic scrolls and other items with magic inscriptions upon them. (Note: once a scroll is read by this means the magic-user can read it again without such aid; spells upon scrolls, however, will disappear once completely read, and the spell user should be careful to read only the name to keep this from happening)

Shield: Level 1 Range: 0'
Duration: 2 Turns +1 per level of caster

This spell creates a magical barrier between the caster and his enemies. It provides the equivalent of plate armor and shield (AC2) vs. missiles and chain mail and shield (AC4) vs. all other attacks.

Sleep:--Level 1 Range: 240'
Duration: 4-16 Turns

A Sleep spell affects from 2-16 1st level types (hit dice of up to 1 + 1), from 2-12 2nd level types (hit dice of up to 2 +1), from 1-6, 3rd level types, and but 1 4th level type (up to 4 +1 hit dice). The spell always affects up to the number of creatures determined by the dice. If more than the number rolled could be affected, determine which "sleep" by random selection.

SECOND LEVEL MAGIC-USER SPELLS

Continual Light--Level 2 Range:120'
Duration: Infinite (until dispelled)

This spell creates a light wherever the caster desires. It sheds a circle of illumination 24" in diameter, but does not equal full daylight. It continues to shed light until dispelled.

Detect Evil--Level 2 Range: 60'
Duration: 2 Turns

A spell to detect evil thought or intent in any creature or evilly enchanted object. Note that poison, for example, is neither good nor evil.

Detect Invisible (Objects)--Level 1 Range: Sight
Duration: 6 Turns

A spell to find secreted treasure hidden by an Invisibility spell (see below). It will also locate invisible creatures. It will only reveal invisible things and objects within the normal sight-range of the spell-caster. It can be combined with the 4th level spell, *Wizard Eye*.

ESP--Level 2 Range 60'
Duration: 12 Turns

A spell which allows the user to detect the thoughts (if any) of whatever lurks behind doors or in the darkness. It can penetrate solid rock up to about 2' in thickness, but a thin coating of lead will prevent its penetration.

Invisibility--Level 2 Range: 240'
Duration: Infinite(until dispelled or attack is made)

This spell will cause the recipient to become invisible to all creatures and beings that cannot otherwise "see" invisible objects. It will remain in force until the spell is removed by other magical means, or during combat attacks by the recipient; any attacks made, cause the person to become visible for that full round.

Knock--Level 2 Range: 60'
Duration: Instant

This spell opens known secret doors, held portals, doors locked by magic, barred and otherwise secured gates, locked chests, etc. (It will open any and all within 60' of the spell user when cast.)

Levitate--Level 2 Range:20' x level of caster
Duration: 6 Turns + 1 per level of caster

This spell lifts the caster, all motion being in the vertical plane; however, the user could, for example, levitate to the ceiling, and move horizontally by use of his hands.

Locate Object--Level 2 Range: 60'+1 per level
Duration: 2 Turns

In order for this spell to be effective it must be cast with certain knowledge of what is to be located. Thus, the exact nature, dimensions, coloring, etc. of some magical item would have to be known in order for the spell to work. Well known objects such as a flight of stairs leading upwards can be

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detected with this spell however. The spell gives the user the direction of the object desired but not the distance. The desired object must be within range.

Phantasmal Forces--Level 2 Range: 240'
Duration: Special(see description below)

The creation of vivid illusions of nearly anything the user envisions (a projected mental image so to speak). As long as the caster concentrates on the spell, the illusion will continue unless touched by some living creature, so there is no limit on duration, per se. Damage caused to viewers of a Phantasmal Force will be real if the illusion is believed to be real.

Wizard Lock--Level 2 Range:10'
Duration: Indefinite

Similar to a Hold Portal, this spell lasts indefinitely. It can be opened by a Knock without breaking the spell. A Wizard Lock can be passed through without a spell of any kind by a Magic-User three levels above the one who placed the spell.

THIRD LEVEL MAGIC-USER SPELLS

Clairaudience--Level 3 Range:60'
Duration: 1 Round per level of MU

This spell enables the magic-user to concentrate and in his or her mind hear whatever noise is within 60' of his location. Only metal sheeting or magical protection blocks the spell.

Clairvoyance--Level 3 Range: 120'
Duration: 1 Round per level of MU

Similar to clairaudience, this spell empowers the magic-user to see through the eyes of any and all creatures within 120' of his location; but it requires that he concentrate on one being at a time, and must spend 1 round switching to another.

Dispel Magic--Level 3 Range:120'
Duration: Permanent

When cast this spell will remove all magical effects of previously cast spells within the range limit. It does not affect magical items. The chance of success is based upon a ratio of the spell caster to the level of the MU being countered. For each level below that of the MU being countered, the chance is -10%; thus, a level 3 character magic-user casting the spell against a level 9 NPC magic-user has a 40% chance of succeeding. This is a difficult

spell to cast, for it will also counter the spell effects of other party members in the area.

Explosive Runes--Level 3 Range: 0
Duration: Permanent

Mystic runes traced by the magic-user upon a book, map, scroll or similar item of written information can be protected by this spell. Anyone attempting to read an item so protected without knowing the "key" will detonate the runes, causing 5d6 worth of damage upon the reader(1/2 if a Save throw is made). The spell can be removed by a Dispel Magic cast by a higher level magic-user, or the character who placed the spell to begin with. It lasts until triggered or removed.

Fire Ball--Level 3 Range: 240'
Duration: Instantaneous

When cast the character discharges a missile from his finger up to the limit of the range. He can have it discharge at any distance between himself and this limit, or simply upon striking a target within the range. Upon impact or ignition it will explode in a fiery ball with a 20' radius (generally conforming to the space around it) causing 1d6 of damage per level of the magic-user. A Save throw made against it results in the victim/s taking only 1/2 damage. The missile can only proceed in a straight line, and will not go around corners.

Fly--Level 3 Range: 0'
Duration: level of caster + 1-6 turns*

This spell allows the character to actually fly at a rate of 120' per turn. While he does not sprout wings to do so, he must actively flap his arms to propel himself forward, banking them in order to turn, and so on; he cannot stop and hover, though he can slow his flapping and reduce his speed if desired. Thus, he cannot fly and cast other spells or attack! The additional turns * spent aloft are unknown to him (the Dungeon Master rolls this in secret and keeps track), and if he is caught up in the air when it expires, he will crash to the ground suffering 1d6 damage per each 10' above the ground he fell. (A Dispel Magic will cancel the spell as well. Thus it is dangerous, and best used with caution)

Haste Spell--Level 3 Range: 240'
Duration: 3 Turns

This spell can be cast up to its range limit, or to any distance within line of sight of the magic-user.

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When cast it creates an area 60' in diameter of the focal point where every creature within will move and attack at double normal rate until the spell expires. If a being or creature leaves the area of effect, the haste of them is immediately negated. It will affect only up to 24 creatures; any more than that in the area will not benefit/suffer from the effect of the spell.

Hold Person--Level 3 Range: 120'
Duration: 6 Turns

Up to 4 beings of general humanoid shape can be affected by this spell. Functioning similar to a Charm Person, those that fail their Save throw will essentially be held, motionless, unable to move; this includes the inability to cast spells as well. If but 2 beings or creatures are targeted they suffer a penalty to their Save throw of -2, and if but 1 is the target, the penalty is at -4! The spell will not affect undead, or creatures larger than an ogre.

Infravision--Level 3 Range: 0'
Duration: 1 day

This spell can be cast upon any human or human-like being and grant them the ability to see in the dark as if they are an elf or dwarf. It does not work on beings/creatures that already possess the ability.

Invisibility 10'--Level 3 Range: 240'
Duration: Permanent(Special)

Acting according to the parameters of the *invisible* spell, the recipient radiates the effect out in a radius of 10' allowing anyone within the area to benefit from the magic as well. It dissipates under the same conditions of the lesser version.

Lightning Bolt--Level 3 Range: 240'
Duration: Instantaneous

When cast this spell creates a bolt of lightning at any distance from the caster as desired up to the maximum range. When created the bolt becomes an electrical bolt 60' long and 7.5' wide doing 1d6 damage per level of the caster to any being or creature within the *stroke* of the bolt itself. A Save throw will reduce the damage by 1/2 if successful. It can only move in a direct line away from the caster, but once it forms, if there is not enough space to allow it to extend its full 60' it will rebound back toward the caster until the fullness of its stroke has been met. Any object that interrupts its travel from

the caster's fingertips to the point of its origin will cause the spell to fail.

Monster Summoning I--Level 3 Range: 240'
Duration: 6 + 1d6 hours

This spell will physically drag/pull any nearby monsters or beings toward the spell caster at their fastest move rate. If they cannot, for some reason, reach the magic-user in this time, the spell has lost its power upon them. Creatures affected can be any of those found on the *Wandering Monster Table Level 1*, and upon arriving on the scene, will effectively be under the Geas of a Charm spell for the duration (7-12 hours). Only 1 type of monster or being will appear (kobolds, bandits, dwarf, etc.) per use of the spell. And these will behave as friends to the spell caster, and defend him to the best of their abilities. They will not perform acts of suicide, but will otherwise be under the influence of the magic-user. It does not affect undead.

Protection/Evil 10'--Level 3 Range: 0'
Duration: 12 Turns

Forming a protective shield around the magic-user, this spell makes all attacks against him and his allies within the sphere of protection more difficult for monsters. It grants a +1 to all Save throws, and a penalty of -1 to all evil/chaotic creatures attacking him and his comrades while the shield is in place. It actually prevents *enchanted* monsters (invisible stalkers, demons, elementals) from entering the circle at all! The effects are cumulative with most other protective forms of magic.

Protection/Normal Missiles--Level 3 Range: 30'
Duration: 12 Turns

This spell grants the recipient total immunity to normal missiles. Siege missiles fired from outside the range of protection suffer a -2 to their attack rolls, on top of any other penalties due to range they might incur.

Rope Trick--Level 3 Range: 0'
Duration: 2 Turns/level

When cast upon a rope one end will rise into the air until its whole length is extended and it hangs perpendicular. The magic-user and his associates can then climb it to gain access to a higher position. It has little other uses.

Slow Spell--Level 3 Range: 240'
Duration: 3 Turns

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This spell can be cast up to its range limit, or to any distance within line of sight of the magic-user. When cast it creates an area 60' in diameter of the focal point where every creature within will move and attack at 1/2 normal rate until the spell expires. If a being or creature leaves the area of effect, the *slow* of them is immediately negated. It will affect only up to 24 creatures; any more than that in the area will not benefit/suffer from the effect of the spell.

Suggestion--Level 3 Range: 30'

Duration: 6 Turns +1/level

When this spell is cast, the magic-user can influence the actions of the chosen recipient (1 creature/being) by uttering a few words, phrases--a sentence of two, suggesting a course of action as he desires. The suggestion cannot compel a character or creature to perform suicidal actions. The Dungeon Master will determine if a suggestion attempts to go beyond the scope of fair play. The spell has no affect against undead, demons, dragons or giants; nor against non-player characters that have 5 levels more of the magic-user's current level.

Water Breathing--Level 3 Range: 30'

Duration: 12 Turns

This spell enables the recipient to breath under water as if possessing gills, and otherwise taking no damage or risk of drowning. (Note, it does not automatically grant the recipient protection from extreme pressures of deep depths!)

FOURTH LEVEL MAGIC-USER SPELLS

Charm Monster--Level 4 Range: 120'

Duration: Special

This spell is a more powerful version of the *Charm Person* spell, in that it will affect all creatures except undead. If the target creatures have 3 or less hit dice, roll 3 6-sided dice to determine how many are affected; otherwise, only 1 creature of 4 or more hit dice will be charmed. Otherwise, see *Charm Person* spell for more specifics.

Dimension Door--Level 4 Range: 10'

Duration: Instantaneous

Once cast the recipient of this spell is instantly transported 360' in any direction desired (even up and down) with no possibility of misjudgment; thus

he will not arrive in solid stone, or 3' above the floor, etc.

Fear--Level 4 Range: 0'

Duration: Special

When a *fear* spell is cast the magic-user sends out an invisible cone 60' long, 30' diameter at the end and 5' at his hands causing all creatures within the area to turn away from him and flee in panic. All will move at their fastest rate possible for a number of rounds equal to the level of the magic-user. Those that make their Save throw are not affected.

Ice Storm--Level 4 Range: 10'/level

Duration: 1 Turn(Round)

The spell caster causes a great hail storm to pummel an area of 40' in diameter anywhere within the limit of his range. All creatures caught within this zone will suffer 5d6 hit points of damage; or half if a Save throw is made.

Illusionary Terrain--Level 4 Range: 240'

Duration: Special

This spell will create an illusion of some type of terrain (a hill, wood, swamp, etc.) or conceal a real one. The illusion must be within the range of the spell and will last until it is touched by intelligent creatures.

Polymorph Others--Level 4 Range: 60'

Duration: Special

A most powerful spell, it will change any living creature into another living creature. While in a new form, the victim will gain only the locomotion of the new shape, retaining all his mental faculties (though not necessarily being able to speak or cast spells!) When in the new form the victim will not have any of the special abilities of the creature transformed to; this includes innate spell casting, breath weaponry, paralyzation (such as that of ghouls) or turn to stone (as if a Medusa or Basilisk). Unwilling victims that make their Save throw avoid the change. Otherwise the spell lasts until dispelled or the creature dies.

Polymorph Self--Level 4 Range: 0'

Duration: 6 Turns + turns = to caster level

Similar to the *Polymorph Others* spell except that the magic-user can only cast it upon himself. It is subject to the same limitations to the other as well.

Remove Curse--Level 4 Range: 0'

Duration: Permanent

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This spell will remove the effects of a curse put on a character whether through spell or cursed item. It will also remove the evil enchantment of a cursed sword! (doing so turns it into a normal item from then on!) Note: evil magic-users (and some clerics) have been known to master the *reverse* of this spell!

Wall of Fire/Ice--Level 4 Range: 60'/120'
Duration: Special/12 Turns

The magic user can use this spell to cast either version when desired. He does not have to declare which one while studying it, only upon casting it. If he chooses "*fire*" then he will create a thin wall of fire up to 1200 feet square (5' x 240'; 10' x 120'; 20' x 60') Creatures of less than 4 hit dice that try to break through it will suffer 6-36 points of damage; 1/2 if they make their Save throw. While those of 4+ and more can push through, taking only 1-6 points of damage--double if they are undead or cold-using creatures. The wall cannot be cast into the space already occupied by another object. If he chooses "*ice*" he will create a frozen wall 20' tall and 60' long. It will prevent creatures of less than 4 hit dice from breaking through, while those of 4+ or more can do so, sustaining 2-12 points of damage in the process; or 1/2 if they make their Save throw.

Wizard Eye--Level 4 Range: 240'
Duration: 6 Turns.

This spell creates an invisible eye through which the magic-user can see. The size of an actual eye, it has Infravision up to 60'. It will float through the air up to 120' per turn, but will not go through solid objects, or more than 240' from the spell-caster. The magic-user must concentrate to look through the eye, and thus cannot cast spells while this one is in use.

FIFTH LEVEL MAGIC-USER SPELLS

Cloud-kill--Level 5 Range: 10'
Duration: 6 Turns

This spell creates a moving, poisonous cloud 20' high by 30' deep by 40' long that is deadly to all creatures caught within it. It will move 60' per turn away from the magic-user, subject to the direction of the wind. All creatures less than 4+ hit dice will be slain automatically (No Save allowed!) Those having 5 hit dice may make a save at -4 on the die or be slain, while those of 6 hit dice or more save normally versus poison, or will be slain. Strong

winds and cross currents will dissipate the cloud within 1-4 turns, so the Dungeon Master should adjudicate the use of this spell carefully.

Feeble-mind--Level 5 Range: 240'
Duration: Indefinite

A spell that is only useable versus magic-users, it is also highly feared by them, for if they fail their Save throw, they are reduced to intellectual morons, helpless idiots, forgetting all their spell casting skills and abilities. A successful save negates the effect, but the victim suffers a -4 penalty to his roll!

Hold Monster--Level 5 Range: 120'
Duration: 6 Turns + 1 per caster level

Affecting all creatures (except undead) like a hold person spell, the creature-victims must save vs. Spells or be paralyzed. If cast at a single creature it suffers a penalty of -2 to its save roll. If cast at a group of creatures, it will only affect 1-4 if they fail their saves; no penalty applies to groups.

Magic Jar--Level 5 Range: 30'
Duration: Special/3 days

By means of this spell the magic-user stores his life-force in an inanimate object, then attempts to possess the body of another creature within 120' of the "Jar". This "jar" must be within 30' of his body when the spell is announced. Possession of another body occurs when the victim fails to make his Save vs. Magic. If the possessed body is destroyed, the spirit of the magic-user must return to the jar, and from there attempt to possess another body, or return to the magic-user's own body. The spirit of the magic-user can return to the jar any time he desires. If the magic-user's body is destroyed, he must remain in the possessed body of the jar. If the jar is destroyed, the magic-user is totally annihilated! Remaining outside his body for more than 3 days runs a 5% cumulative chance per each day of the magic-user dying from thirst.

Pass Wall--Level 5 Range: 30'
Duration: 3 Turns

This spell creates a 5' diameter hole up to 10' deep in solid rock or stone. The hole will close at the end of the spell's duration.

Teleport--Level 5 Range: 0'
Duration: Instantaneous

This spell causes Instantaneous transportation from place to place, regardless of the distance involved,

provided the user knows where he is going (the topography of the arrival area). Without certain knowledge of the destination teleportation is 75% uncertain, so a score of less than 75% of the percentile dice results in death. If the user is aware of the general topography of his destination, but has not carefully studied it, there is an uncertainty factor of 10% low and 10% high. A low score (1-10%) means death if solid material is contacted. A high score (91-100%) indicates a fall of from 10 to 100 feet, also possibly resulting in death. If a careful study of the destination has been previously made, then the Magic-User has only a 1% chance of teleporting low and a 4% chance of coming in high (10-40 feet).

Transmute Rock-Mud--Level 5 Range: 120'
Duration: Special

The spell takes effect in one turn, turning earth, sand, and of course, rock to mud. The area affected is up to 30 square inches. Creatures moving into the mud will become mired, possibly sinking if heavy enough or losing 90% of movement otherwise, unless able to fly or levitate. The spell can only be countered by reversing the incantation (requiring a Transmute Rock to Mud spell) or by normal process of evaporation (3-18 days as determined by rolling three six-sided dice). Range: 12".

Wall of Stone--Level 5 Range: 60'
Duration: Special

The creation of a stone wall two feet thick with a maximum length and height equaling 10 square inches. The wall will last until dispelled, broken down or battered through as a usual stone wall.

CLERIC SPELLS

Book of First Level Spells

Cure Light Wounds
Detect Evil
Detect Magic
Light
Protection from Evil
Purify Food and Water

Book of Second Level Spells

Bless
Find Traps
Hold Person
Silence 15' Radius

Speak with Animals

Book of Third Level Spells

Create Water
Cure Disease
Improved Cure Light Wound
Remove Curse
Speak with Dead

Book of Fourth Level Spells

Create Food
Cure Serious Wounds
Dispel evil
Neutralize Poison
Protection/Evil 10'

FIRST LEVEL CLERIC SPELLS

Cure Light Wounds--Level 1 Range: 0'
Duration: Special

With this spell the cleric can heal damage to one character (dwarf, elf, hobbit, human). A die is rolled and from 2-7 hit points (d6+1) can be restored to the character. Extra points beyond the character's normal maximum are ignored when added.

Detect Evil--Level 1 Range: 120'
Duration: 6 Turns

This spell functions the same as the magic-user's except for duration and range.

Detect Magic--Level 1 Range: 60'
Duration: 2 Turns

Same as that for magic-users.

Light--Level 1 Range: 120'
Duration: 12 Turns

Same as that for magic-users.

Protection from Evil--Level 1 Range: 0'
Duration: 12 Turns

Same as that for magic-users.

Purify Food and Water--Level 1 Range: 10'
Duration: Special

This spell will make spoiled or poisoned food and water usable. The quantity affected is that which would serve a dozen people.

SECOND LEVEL CLERIC SPELLS

Bless--Level 2 Range: 60'
Duration 6 Turns

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This spell raises the morale of the cleric's associates, giving them a +1 bonus to attack while the duration lasts. It cannot be cast while the party is engaged in combat (before, or after only).

Find Traps--Level 2 Range: 30'

Duration: 2 Turns

This spell enables the cleric to *locate* any magical and mechanical traps in a 30' radius.

Hold Person--Level 2 Range: 120'

Duration: 6 Turns +1 per caster level

Similar to a *charm person* spell. It affects 1-4 persons, holding them rooted to the spot unless released, or the spell wears off. If cast at a single target, the victim suffers a -2 penalty to his saving throw.

Silence 15' Radius--Level 2 Range: 180'

Duration: 12 Turns

This spell allows the caster to create silence in a large area, so as to prevent sound or allow his party to move noiselessly. It can be used to silence some object as well, and prevents enemy spell-casters from attacking with spells. Note: conversation is not possible under a silence spell.

Speak with Animals--Level 2 Range: 30'

Duration: 6 Turns

This spell allows the cleric to speak with any form of animal and understand what they say in reply. There is a possibility the animals will do some service for the cleric, and they will not attack his party.

THIRD LEVEL CLERIC SPELLS

Create Water--Level 3 Range: 10'

Duration: Special

By means of this spell the Cleric can create a supply of drinkable water sufficient for a party of a dozen men and horses for one day. The quantity increases by 1 day's worth for every level above the 6th the Cleric has attained.

Cure Disease--Level 3 Range: 10'

Duration: Permanent

A spell which cures one being of any form of disease--including Lycanthropy. The spell is the only method to rid a character of a disease from a curse, for example. It will also kill Green Slime. Some evil clerics have been known to use a *reverse* of this spell.

Improved Cure L. Wounds--Level 3 Range: 0'

Duration: Permanent

When the cleric casts this spell on an injured being or creature it automatically restores up to 1d6+3 hit points of damage.

Remove Curse--Level 3 Range: 0'

Duration: Permanent

This spell will remove the effects of a curse put on a character whether through spell or cursed item. It will also remove the evil enchantment of a cursed sword! (doing so turns it into a normal item from then on!) Note: evil magic-users (and some clerics) have been known to master the *reverse* of this spell!

Speak with Dead--Level 3 Range: 30'

Duration: 6 Turns +1 turn/level

By means of this magic the cleric is able to talk to spirits of the recently deceased. Communication is not an issue, as the spirit touches the mind of the cleric--thus language is not verbally spoken.

FOURTH LEVEL CLERIC SPELLS

Create Food--Level 4 Range: 10'

Duration: Special

A spell with which the Cleric creates sustenance sufficient for a party of a dozen men and animals for one game day. The quantity increases by 1 day for every level above the 7th the Cleric has attained.

Cure Serious Wounds--Level 4 Range: 10'

Duration: Permanent

This spell is like a *Cure Light Wound* spell, but the effects are double-- so two dice are rolled and one is added to each die. Therefore, from 4 to 14 hit points will be removed by this spell.

Dispel Evil--Level 4 Range: 30'

Duration: Special/1 Turn

Similar to the Magic-user spell, *Dispel Magic*, this allows the cleric to negate the effects of evil magic and beings as described.

Neutralize Poison--Level 4 Range: 10'

Duration: Permanent

This spell is used to counter the harmful effects of poison; from a spider's bite, to a venomous blade. A character killed by poisonous means cannot be revived by use of this spell.

Protection/Evil 10'--Level 4 Range: 0'

Duration: 12 Turns

This spell is identical in application to that used by the magic-user.

RAISE DEAD

In addition to 4th level spells, lawful and good clerics--as previously mentioned--are granted the ability to Raise Dead at 7th level and beyond. This is a time consuming and tiresome ritual lasting 1-3 days; during which the cleric can do no other strenuous activity and must remain within 10' of the corpse involved. The ritual only works on humans, dwarfs and hobbits.

A cleric can only Raise Dead on a being that has been deceased for a number of days equal to the cleric's level; i.e., up to 7 days at 7th level, 8 days at 8th, etc.

Clerics do not perform this ritual casually. Even those whose comrades have fallen in battle. The gods that grant this power demand absolute and unquestionable dedication from the cleric seeking to perform the ritual; thus alignment of the cleric must be strictly monitored--those not adhering to their declared alignment will not be granted the power!

While the ritual essentially replaces one 4th level spell slot, no other spell casting is capable during the time required to complete the process. The cleric cannot go adventuring, strolling about visiting townsfolk, or anything requiring him to be further than 10' from the corpse. Upon its completion, all spell power is immediately returned to him, though he must rest for 6 hours per day the ritual took.

Once a dead character is returned, he must rest for minimum of 2 weeks without adventuring; regaining 1-3 hit points per day--until fully recovered. Other means of returning the dead exist; wishes, magical items, and so on. How they function is left to the Dungeon Master to determine.

NEUTRAL, CHAOTIC, EVIL CLERICS

Neutral clerics can perform a ritual similar to the *Raise Dead*. In this case, it is referred to as a **Reincarnate!** (This will work on elves also!) But

rather than restoring the spirit of the deceased to his former body, this ritual will transfer the deceased's spirit into the body of a nearby corpse! The cleric need merely have such a corpse at his disposal; such must not have been dead more than 1 day per level of the cleric. Thus, in this manner, the deceased may be returned in the form of any mammal-creature-- bear, deer, horse, etc., (but not his former race or a monster!) and will have all the physical abilities of the new form, while retaining all his former intellect.

Chaotic and Evil clerics cannot use this ritual. NPC types have their own perverted version for animating the dead that usually produces skeletons, zombies, etc., and such falls under the control of the Dungeon Master.

GAINING EXPERIENCE POINTS/LEVELS

Characters adventure to gain treasure, magic items, and *experience!* The latter is measured by experience-points. These are awarded on the basis of treasure obtained, and monsters killed or subdued. Experience for treasure recovered is given on the basis of 1 point for every gold piece; certain treasure--like gems and jewelry--will have a Gold Piece "value", and experience is given for the total *value* of the item. As treasure is usually equally divided among the characters, so also is experience. When the party finishes the adventure (for the day, week, game session) the Dungeon Master may award experience. He may require that the characters physically remove the treasure to their base camp, or all the way back to the town from which they began the adventure; this varies from Dungeon Master to Dungeon Master. Some characters--such as thieves--feel compelled to filch gold and item from the party at times, and may return to the base camp/town having more than the others. If so, the thief should not get the experience for taking such from the group, as he depended upon the group as a whole to recover the treasure and remove it from the dungeon; once it is removed it is removed and does not count twice! However, should he find something during the course of the adventure and keep it for himself without alerting the others--and removes it himself!--then he may be awarded experience for *that* amount only, in addition to his group-earned experience.

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Monsters killed or overcome by magic or wits are worth experience points as well. The Dungeon Master must tally all of them thus defeated, and award this to the group as a whole, then divide the figure by the number of characters in the group that participated (no matter how little!) in the adventure.

EXPERIENCE POINTS FOR MONSTERS OVERCOME		
Monster's HD	Value	Bonus Points
Under 1	5	1
1	10	3
1+1	15	4
2	20	5
2+1	25	10
3	35	15
3+1	50	25
4	75	50
4+1	125	75
5	175	125
5+1	225	175
6	275	225
6+1	325	275
7	375	325
7+1	425	375
8	475	425
8+1	525	475
9	575	525
9+1	625	575
10	675	625
10+1	725	675
11	775	725
11+1	825	775
12 or more	875	825

Bonus points are given for monsters/creatures with additional (special) abilities; those that regenerate, use or hurl missiles, have poison, paralysis attack, breath, cast spells, etc. For each additional ability the monster/creature has, add the bonus points listed (i.e., if a monster had 1 such ability and was 6 HD, then award 275 +225 total points. If a monster had 6 HD and 3 such abilities, then award 275 + 225+225+225 for total points!)

If the defeated/killed monster is lower in level/HD than the character (or average of the group) then the experience awarded for that kill is multiplied by a fraction. For example, the party average is 3rd level, and they kill a group of orcs (1 HD monsters), then they multiply the listed XP by 1/3 (with 1 representing the level-HD of the orcs, and 3 the average level of the party). If, however, the defeated monster is higher in level/HD than the character (or average of the party) then the experience awarded is greater, as the fraction is

then reversed. For example, the party average is 3rd level, but the monster killed was 6 HD. In such a case, the XP awarded would be times 6/3 (with 6 representing the monster's HD, and 3 the average level of the party)!

The Dungeon Master always has the option of lowering or raising the number of experience points awarded under special circumstances.

Remember that characters with high scores in their prime requisite get a bonus of experience points. *However, no more experience points should be awarded for a single game than will move a character up one experience "level."* If the total is enough to indicate a gain of 2 levels, then the actual experience is reduced to the maximum allowed to gain but one!

MONSTERS

A large selection of monsters appears in alphabetical order, and many more can be easily found and incorporated ("borrowed") from works of fantasy and science fiction. No attempt has been made to include demons, or gods and goddesses from other works; the Dungeon Master can consult such references and easily do so if he desires to add such an element to his game.

For each monster listed, the move is given in feet per turn and the hit dice listed indicate how tough the creature is. All creatures use a d6 to generate hit points, and their hit die is used to determine the amount of experience each is worth. "Armor Class" is listed to assist the Dungeon Master in running combats; note that the AC is not necessarily any armor worn--as most creatures and monsters will have only their natural defenses. Treasure is listed (and explained in the next section following this). If the monster's alignment is not given, assume an unintelligent beast will attack anyone that comes near it. "Attacks" refers to the number of blows, bites, etc., the creature can deliver in a single melee round. "Damage" gives the total of these attacks. A brief description might follow statistics, and is usually the cares regarding monsters that possess special powers and attributes.

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MONSTER DETERMINATION AND LEVEL OF MONSTER MATRIX:

Level Beneath The Surface:	Roll d12 to determine which Level Table to Use						
	1	2	3	4	5	6	7
One	1-8	9-11	12	-	-	-	-
Two	1-7	8-9	10-11	12	-	-	-
Three	1-6	7-8	9-10	11	12	-	-
Four	1-5	6-7	8-9	10	11	12	-
Five	1-4	3-4	5-6	7-8	9-10	11	12
Six	1-3	4-5	6-7	8-9	10	11	12
Seven+	1-2	3-4	5-6	7-8	9-10	11	12

DUNGEON LEVEL 1

Type Creature/s	Die
Kobolds(3-12)	1
Goblins(2-8)	2
Skeletons(1-6)	3
Orcs(1-4)	4
Giant Rats(3-18)	5
Centipedes(1-6)	6
Bandits(1-6)	7
Spiders, large(1-8)	8

DUNGEON LEVEL 2

Type Creature/s	Die
Berserkers(1-8)	1
Carrion Worm(1)	2
Gelatinous cube(1)	3
Ghouls(1-4)	4
Gnolls(1-6)	5
Hobgoblins(1-8)	6
Lizards, giant(1-4)	7
Zombies(1-4)	8

DUNGEON LEVEL 3

Type Creature/s	Die
Bugbears(2-8)	1
Doppelgangers(1-4)	2
Grey Ooze(1)	3
Harpies(1-3)	4
Ogres(1-4)	5
Ochre Jelly(1)	6
Were rats(1-4)	7
Wights(1-3)	8

DUNGEON LEVEL 4

Type Creature/s	Die
Bugbears(3-12)	1
Gargoyles(1-6)	2
Giant Scorpions(1-4)	3
Ogres(2-7)	4
Green Slime(1)	5
Spiders, huge(1-6)	6
Wights(1-6)	7
Wraiths(1-4)	8

DUNGEON LEVEL 5

Type Creature/s	Die
Blink Dogs(1-4)	1
Cockatrice(1)	2
Gelatinous cube(1)	3
Giant, hill(1-2)	4
Medusa(1-6)	5
Mummies(1-4)	6
Spiders, giant(1-4)	7
Trolls(1-4)	8

DUNGEON LEVEL 6

Type Creature/s	Die
Basilisk(1-4)	1
Displacer beast(1-4)	2
Dragon, small blue(1) *	3
Giant, stone(1-3)	4
Minotaur(2-8)	5
Purple worm(1)	6
Spectre(1-4)	7
Vampire(1)	8

DUNGEON LEVEL 7

Type Creature/s	Die
Black Pudding(1)	1
Dragon, small red(1)**	2
Giant, frost(1-2)	3
Giant, fire(1-2)	4
Manticore(1-4)	5
Owl Bear(1-2)	6
Rust Monster(1-6)	7
Vampire(1)***	8

*Young adult

** Adult

***Has full Magic-user powers at 9th level

Wandering Monsters may be pre-selected by the Dungeon Master, such as a guard of skeletons or goblins that walks up and down the main corridor every five turns, or the wandering creatures may be selected from the tables listed by random generation.

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In setting up the dungeon, the Dungeon Master should be guided by the table given under Wandering Monsters, so that the adventurers have a reasonable chance of survival. There is endless opportunity for inventiveness in the game, and if a high hit dice monster is desired, ways can be invented to scale it down so that a low level party can have a chance of defeating it. Giving it the minimum hit points it could have (perhaps they found it hurt from a previous battle) or allowing certain weapon types to score full or bonus damage against the monster, allows the Dungeon Master to be creative in designing encounters.

Unless the Dungeon Master wishes to run a very controlled campaign for the players, it is suggested that treasure be determined randomly, letting the chips fall where they may. In the big scheme of things, this allows for an overall balancing of encounters, treasure, and experience to be gotten by the characters, and is a natural evolution of things.

MONSTER LIST -- BANDIT TO ZOMBIE

Unless otherwise specified all monsters' hit dice are 6-sided

Bandit

Move: 120'/turn	Alignment: See below
Hit Dice: 1	Attacks: 1
Armor Class: 6(see below)	Damage: 1-6
Treasure Type: A	

Lawful Evil--25% probability
Chaotic Evil--25% probability
Neutral--50% probability

For every 30 bandits there will be 1 4th level Fighting Man(leader, etc.) For every 50 there will be one 5th or 6th level fighter.

Over 200 bandits--a 25% chance of a magic-user 9th or 10th level (50/50 chance), and a 25% chance of there being an 8th level cleric.

For the high level types allow a base 5% per level of each having a magical item:

Fighting Man--armor, shield, sword
Magic-user--wand/staff, ring, misc. magic
Cleric--armor, shield, misc. magic

Armor Class for above average types includes chain mail and shield, barded horses. Regular troops with leather and shield.

25%--bows,(short or light crossbow)

25%--cavalry(leather and shield)

10%--medium horse(chain mail & shield)

A bandit camp will have prisoners at a rate of 1/10 bandits. Each bandit carries 3-18 silver pieces.

Basilisk

Move:60'/turn	Alignment: neutral
Hit Dice: 6+1	Attacks: 1 bite
Armor Class: 4	Damage: 1-10
Treasure Type: F	

A rather small reptilian creature, unintelligent, that turns creatures to stone by its glance or bite. Saving throw apply. It can be viewed in a mirror without harm. If it sees its own eyes in a mirror it must make a saving throw or be turned to stone!

Berserker

Move: 120'/turn	Alignment: neutral
Hit Dice: 1+1	Attacks:1
Armor Class: 7	Damage:1-8
Treasure Type: J	

Berserkers are simply men mad with battle-lust. The force consists only of fighting men. When fighting normal men, kobolds, goblins or orcs, they add +2 to their attack die roll due to their ferocity. They never retreat or surrender, always fighting to the death. They take no prisoners.

Black Pudding

Move:60'/turn	Alignment: nil
Hit Dice: 10	Attacks: 1
Armor Class: 6	Damage: 3-24
Treasure Type: nil	

A black amorphous blob, 5 to 30 feet in diameter, black pudding is always hungry and always dangerous. It dissolves wood, corrodes metal, can not affect stone, and causes 3-24 points of damage to exposed flesh. If an armored man runs through a black pudding it will eat away his armor in the next turn. Black puddings travel easily on ceilings and walls and can pass through small openings. It can be killed only by fire; other attacks break it up into smaller chunks that will slither about an reform in 1 round. A magical flaming sword does normal damage to it.

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Blink Dogs

Move: 120'/turn Alignment: lawful good
Hit Dice: 4 Attacks: 1 bite
Armor Class: 5 Damage: 1-6
Treasure Type: C

Blink Dogs resemble African wild dogs, are highly intelligent, travel in packs, and employ a limited teleportation. When attacking they teleport close to the enemy and then reappear 1' to 4' away and attack in the same melee round. This teleporting is known as "blinking" and an instinct prevents a "blink" into a solid object. The entire pack will blink out and not reappear if seriously threatened. They will always attack a displacer beast.

Bugbear

Move: 90'/turn Alignment: chaotic evil
Hit Dice: 3+1 Attacks: 1
Armor Class: 5 Damage: 2-8
Treasure Type: B

These creatures are great hairy goblin giants. Despite their size and shambling gait they move very quietly and attack without warning whenever they can. They surprise a party on a roll of 1-3 on a 6-sided die due to their stealth.

Carrion Worm

Move: 120'/turn Alignment: neutral
Hit Dice: 3+1 Attacks: 8
Armor Class: 7 Damage: 0
Treasure Type: B

This scavenger is worm shaped, 9' long, 3' high at the head and moves quickly on multiple legs. It can move equally well on the wall or ceiling, as on the floor. The mouth parts are surrounded by 8 tentacles, each 2 feet long, which produce paralysis on touch (i.e., when a hit is made).

Chimera

Move: 120'/turn(180' flying) Alignment: chaotic evil
Hit Dice: 9 Attacks: 2+3=5
Armor Class: 4 Damage: 1-3/claw x2
Treasure Type: F 2-8 for goat head
 2-8 for lion head
 3-12 for dragon head

The Chimera has the fore body of a lion, hind-quarters of a goat and wings of a dragon. It has 3 heads--goat, lion and dragon. Thus it attacks with 2 claws, and bites with each head. The dragon head

can also breathe fire up to 50', doing 3d8 damage, or 1/2 if a Save throw is made. Like a dragon, it will only breathe 50% of the time; the other 50% it will bite. It can only breathe fire 3 times per day.

Cockatrice

Move: 90'/turn(180' flying) Alignment: neutral
Hit Dice: 5 Attacks: 1
Armor Class: 6 Damage: 1-6
Treasure Type: D

This smallish monster has the head, wings and legs of a cock, and the tail of a serpent. The cockatrice can fly, and it turns opponents to stone with its touch if it scores a hit.

The monster is not intelligent.

Displacer Beast

Move: 150'/turn Alignment: neutral(evil)
Hit Dice: 6 Attacks: 2
Armor Class: 4 Damage: 2-8 each
Treasure Type: D

This beast resembles a puma with 6 legs and a pair of tentacles that grow from its shoulders. It attacks with these, which have shape horny edges. It is highly resistant to magic getting a +2 to saves.

The beast always appears to be 3' from its actual position. This makes it harder to hit. All attackers must subtract 2 from their attack rolls.

Djinn

Move: 90'/turn(240' flying) Alignment: neutral
Hit Dice: 7+1 Attacks: 1
Armor Class: 5 Damage: 2-16
Treasure Type: nil

The djinn are intelligent, free-willed air elementals. As such they are quite powerful and highly magical in nature. Although not able to do all of the things credited to them in fairy tales they can: conjure food that is nutritionally sound, create highly drinkable beverages, magic soft goods and even wooden objects which have permanence into being, conjure metallic objects which will last for a short time (the harder the metal the shorter the life, i.e. djinn gold lasts one day, but djinn steel lasts but one turn), create illusions with both visual and audio components, which will remain until touched or dispelled magically (the djinn does not need to concentrate upon the illusion to maintain it in existence), make themselves invisible, make themselves gaseous in form, and each djinn is able to

form itself into a whirlwind. A djinn whirlwind is a cone with a 10 foot base diameter, a 20 foot diameter at the top, and a height of 30 feet. It takes the djinn 1 full turn to go into this state--or come out of it. A djinn whirlwind will sweep aside and kill all creatures with fewer than 2 hit dice which it encounters, and it causes 2012 points of damage to all other creatures caught in its path.

A djinn is able to carry up to 6,000 gold pieces in weight without tiring, walking or flying. It is able to carry a double load for a short time--3 turns walking or 1 turn flying--but must then rest for a turn.

Very great magic-users and exceptionally wise clerics are rumored to be able to command or capture a djinn so as to have them as servants.

Doppleganger

Move:90'/turn	Alignment: neutral*
Hit Dice: 4	Attacks:1
Armor Class: 5	Damage: 1-12
Treasure Type: E	

These amorphous creatures are intelligent and of evil nature*. A doppleganger is of mutable form, able to shape itself into the double of any humanoid creature (up to 7 or so feet tall) it observes. Once in the likeness of the person it is imitating it will attack. The favorite trick of the doppleganger is to do away with the person it is imitating in a manner which does not alert the person's companions. Then, in the role of that individual, the doppleganger will attack the others by surprise, and at great advantage, as the group is engaged in some activity which distracts from its watchfulness, i.e. such as fighting with some other monster.

Sleep and *charm* spells do not affect a doppleganger. All other forms of magical attack are likewise difficult against them as a doppleganger's saving throw scores are 10 or better against spells and 7 or better against magic wands.

Dragon

Move:90'/turn(240' flying)	Alignment: variable*
Hit Dice: variable	Attacks: Clawx2, bite
Armor Class: 2	Damage: 1-6/claw
Treasure Type: H	4-24 per bite

Dragons come in many colors, sizes and shapes. Most are intelligent. Large, old dragons are far too formidable for low level characters to combat, and even young ones are exceedingly dangerous opponents. The 4 basic types are covered here.

All dragons are able to attack twice with their claws, and bite during the combat turn. Also, they can use their breath weapons, though but three times per day; so they will often opt to use their physical attacks rather than breathing. If able to, its first attack will always be its breath, to determine which it will use thereafter simple roll a 6-sided die--a score of 3 or less indicates the dragon will physically attack, while a 4 or better indicates that it will breath; if it has used all its breath weapon for the day then ignore this roll.

Breath types are either cone-shaped, a straight-line, or a cloud-shape. The dimensions of these are given in the table that follows.

Hit dice for a dragon indicate its size, while the number of hit points per die reflect the age of the dragon. The number and value of this total also determine the amount of damage its breath weapon will inflict.

To determine a dragons Size, first roll a d12 with the following results indicating if it is small (1-3) medium(4-9) or large(10-12); these(S, M, L) are equivalent to the hit dice pertaining to each separate species, in the table that follows.

The age, or maturity, of a dragon is determined as follows:

Die Roll	Description and age of Dragon	# of hit points per hit dice
1	very young(1-5 years)	1 times die
2	young(6-15 years)	2 times die
3	sub-adult(16-25 years)	3 times die
4	young adult(26-50 years)	4 times die
5	adult(51-100 years)	5 times die
6	old(101-150 years)	6 times die
7	very old(151-200 years)	7 times die
8	ancient(200+ years)	8 times die

Example: A medium-sized young red dragon has 10 hit dice. Since it is *young*, each hit die is worth 2 points, so it has a maximum of 20 hit points. If it breathes fire, it will do a maximum of 20 hit points of damage to all creatures within the cone of fire--those making a Save against dragon breath will only take 1/2, or 10 hit points of damage.

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DRAGON TYPE	BREATH WEAPON	BREATH RANGE & SHAPE	HIT DICE (S-M-L)	DRAGON'S ALIGNMENT
White	cold	80' x 30' cone	5-6-7	neutral/chaotic evil
Black	acid	60' x 5' line	6-7-8	chaotic evil/neutral
Red	fire	90' x 30' cone	9-10-11	chaotic evil
Brass	sleep/fear	70' x 20' cone or /40' cloud	6-7-8	neutral/chaotic good

If characters encounter a sleeping dragon they can elect to attempt to *subdue* it rather than kill it (striking with the flat of their weapons, or hitting in non-vital areas.) A dragon is considered "subdued" when it takes *subduing* points of damage equal to its current hit points. Once subdued, the creature will (begrudgingly) obey the commands of its captor/s, staying in a subdued condition for a maximum of one month, and thereafter it will seek to kill its captor/s and/or escape. The party can sell it any time while it is subdued.

As dragons are intelligent (or semi-intelligent at worse) they will always act to their best advantage in any given situation--bargaining, combat, or in captivity.

The amount of treasure shown for a dragon is a broad generalization. Very young and young dragons are unlikely to have any wealth. Small dragons will have less than medium or large sized ones. Dragons with more hit dice--more powerful dragons--will tend to have more treasure than weaker ones. Very old and ancient dragons will usually have *more* wealth and magic in their hordes.

Saving throws against dragon breath weapons normally reduce damage by one-half. In the case of the brass dragon, the saving throw indicates whether or not the weapon has any effect. If the dragon breathes a cone of sleep gas and a victim fails to make his saving throw, he will sleep as if struck by a *sleep* spell, regardless of his level. If the dragon breathes a cloud of fear gas, treat its effects the same as a wand of fear; if the victim fails to make his saving throw he will run away at top speed for 1-3 turns, dropping everything he holds in his haste to flee. In either case, if the saving throw is made the breath weapon will have NO effect.

Dwarf

Move: 60'/turn	Alignment: lawful good
Hit Dice: 1*	Attacks: 1
Armor Class: 4	Damage: 1-6
Treasure Type: G	

These short sturdy folk have been described under *characters*. For every 40 dwarves (or even less) there will be one high order dwarf, the leader, who may have magic arms or armor, and be of level 2-7.

Elf

Move: 120'/turn	Alignment: chaotic good
Hit Dice: 1+1*	Attacks: 1
Armor Class: 5	Damage: 1-6
Treasure Type: G	

Elves generally are two sorts--wood elves or high elves. When a group of 50 (or possibly fewer) is encountered, they will have a leader (fighter/magic-user) of 2-4/2-8 level of ability. They are described in the *character's* section.

Fire Beetle

Move: 120'/turn	Alignment: nil
Hit Dice: 1+2	Attacks: 1
Armor Class: 4	Damage: 2-8
Treasure Type: nil	

These giant beetles are about 2 1/2' long, but are capable of delivering serious damage with their powerful mandibles. They are non-intelligent, nocturnal creatures found both above and below ground. Fire beetles have 2 glands, one above each eye, and one near the back of their abdomen, which give off a red glow. For this reason they are highly prized by miners and adventurers, as this luminosity will persist for 1-6 days after the glands are removed from the beetle. The light shed will illuminate in a 10' radius.

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Gargoyle

Move: 90'/turn(150' flying) Alignment: lawful evil
Hit Dice: 4 Attacks: 4
Armor Class: 5 Damage: 1-4 each
Treasure Type: C

As depicted in medieval architecture, gargoyles are reptilian, horned, taloned, fanged, winged beasts of hideous aspect. They will attack nearly anything that approaches them and are at least semi-intelligent and cunning. They can only be hit with magic weapons.

Gelatinous Cube

Move: 60'/turn Alignment: nil
Hit Dice: 4 Attacks: 1
Armor Class: 8 Damage: 2-8
Treasure Type: variable

These monsters are shaped like cubes 10' or so on a side. They move through rooms and corridors of dungeons sweeping them clean of all living and dead material. In the process they may pick up indigestible items, like gold and gems, and carry them within their body. Flesh that comes into contact with the cube is anesthetized unless a saving throw against paralysis is made. The touch of the cube causes the immediate damage noted above as it seeks to devour its victim.

The gelatinous cube is subject to fire and normal weapons, but not cold, lightning or most spells.

Ghouls

Move: 90'/turn Alignment: chaotic evil
Hit Dice: 2 Attacks: 3
Armor Class: 6 Damage: 1-3 each
Treasure Type: B

Ghouls are hideous humanoid creatures of bestial aspect who live on dead bodies. Ghouls paralyze any human/humanoid figure they touch, except elves! who are immune. The character touched gets to make his usual saving throw against paralysis. The ghoul must score a hit on the combat table to deliver its paralyzing blow, which also does regular damage. They otherwise melee in normal fashion and are subject to missile fire and regular weapons.

Giant

Move: 120'/turn Alignment: variable
Hit Dice: 8-15 Attacks: 1
Armor Class: 4 Damage: variable
Treasure Type: E + 5000 GP

Giants are enormously large humanoid beings. They are found in nearly every terrain--hills, mountains, glaciers, oceans, volcanoes, as they easily adapt to their environment. Some are cordial and even friendly to the character races, while others are malevolent and enslaving.

They are tremendously strong, having strength scores high above characters--the smallest type having an average strength of 19, with the largest and strongest, strengths of 23! Their bones are thick and dense, their bodies massive and heavy, with the smaller kind averaging 1,500 pounds and the largest types weighing as much as 12,000!

Giants can lift and hurl large boulders with ease; a range of 200' is common among the smaller types as the projectiles do 2d6 damage to anyone within the impact area. They can only do this once every 5 melee rounds.(Note--storm giants dwelling under water do not have this ability!)

Giants always carry their possessions with them when they are out and about. Such are usually held within large sacks made of animal hides, and include standard traveling items as well as their treasure. To determine these contents you may use the following table.

DICE ROLL	ITEM IN BAG OR CONTAINER
01-03	old axe blade or knife
04-17	1-3 small stones/boulders
18-19	a battered tin/pewter bowl and spoon
20-21	a few bent sundry brass items
22-23	1-6 large iron caltrops
24-25	a large wheel of smelly-moldy cheese
26-30	a large, shabby, wool cloak/or hide
31-32	1 set of bone hairpins, and comb
33-50	an iron cooking pot
51-64	1 large, hollow drinking horn
65-67	a skinning knife
68-69	several soiled, patched pieces of linen
70-76	1 large haunch of rotted meat
77-83	100-400 CP
84-85	10-40 GP
86-90	1 very strong 50'-120' coil of rope
91-98	a small bag/box of salt
99-00	1 large, full skin of water/wine

Giants can be one of many types, including the following.

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Giant Type	Hit Dice	Alignment	Lair	Size	Damage	Special abilities
Hill Giant	8	N/CE	Cave	12'	2-16	None
Stone Giant	9	N	Cave	14'	3-18	Throw rocks 240' 30' impact area
Frost Giant	10+1	N/CE	Castle	16'	4-24	Impervious to cold +1 to missile damage
Fire Giant	11+3	N/LE	Castle	12'	5-30	Impervious to fire +2 to missile damage
Cloud Giant	12+2	N	Castle	18'	6-36	Keen sense of smell +3 to missile damage
Storm Giant	15	N/CG	Castle, underwater or mountain	24'	7-42 +3 to missile damage	Can use weather control spell to cause storm

Giant Ant

Move: 180'/turn

Hit Dice: 2

Armor Class: 3

Treasure Type: Q(x3), S

Alignment: nil

Attacks: 1

Damage: 1-6

There is only a 10% chance that giant ants will be found near their lair(nest), and any treasure that is indicated will be in the egg chamber of the nest. This will be guarded by 5-50 giant ants.

Giant Centipede

Move: 150'/turn

Hit Dice: 1/2

Armor Class: 9

Treasure Type: nil

Alignment: nil

Attacks: 1

Damage: special

These nasty creatures are found nearly everywhere. They are aggressive and rush forth to bite their prey, injecting poison into the wound; but in many cases this poison is weak and not fatal (add +4 to saving throw die roll). They are a little over a foot long and come in many colors.

Giant Rats

Move: 120'/turn(60' swim)

Hit Dice: 1/2

Armor Class: 7

Treasure Type: C

Alignment: nil

Attacks: 1

Damage: 1-3

Also known as Sumatran rates, these creatures are a plague in crypts and dungeons. Any creature bitten by a giant rat has a 5% chance per wound inflicted of contracting a *serious disease*. If such infection is indicated the victim is "diseased" unless a saving throw versus poison is successful. The disease thus caught is a bacterial infestation which has a duration of 60 days, is fatal in 25% of the cases, and takes 10 weeks to recover from if it is not fatal (Note to DM: clerics of 6th level or higher

may have a *Cure Disease* spell, which they may administer in exchange for a suitable "donation" to their temple).

Giant rats will avoid attacking strong parties unless commanded to fight by such creatures as were rats or vampires. They are fearful of fire and flee from it; however, they swim quite well and can even attack in water.

Giant Tick

Move: 30'/turn

Hit Dice: 3

Armor Class: 4

Treasure Type: nil

Alignment: nil

Attacks: 1

Damage: 1-4

These over-grown insects live on blood. A hit indicates that they have attached themselves and will draw 4 hit points worth of blood per melee round until killed or burned. Fire makes them detach themselves. After a hit by a giant tick it is necessary to *Cure Disease* because the creature's bite carries a disease that will be fatal in 2-8 days. Ticks are ambulatory and pursue prey, but usually drop from the ceiling or trees.

Gnoll

Move: 90'/turn

Hit Dice: 2

Armor Class: 5

Treasure Type: Individuals L, M; D, Q(x5), S in lair

Alignment: chaotic evil

Attacks: 1

Damage: 2-8

Gnolls are low-intelligence beings like hyena-men, and they travel in rapacious bands of loose organization. They employ a great variety of weapons; they are strong, but dislike work (including mining). For every 20 gnolls encountered there will be a leader-type with 16 hit points (attacks as a 3 hit dice creature).

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Gnome

Move: 60'/turn Alignment: CG/N
Hit Dice: 1 Attacks: 1
Armor Class: 5 Damage: 1-6
Treasure Type: C

Gnomes are similar to dwarves, whom they resemble. They are smaller, have longer noses and beards and inhabit low-land and hill burrows rather than mountains. They favor crossbows.

Goblin

Move: 60'/turn Alignment: lawful evil
Hit Dice: 1-1 Attacks: 1
Armor Class: 6 Damage: 1-6
Treasure Type: L

Goblins fight at -1 off their attack die roll in full daylight. They can see in the dark. They always attack dwarves on sight.

In the goblin lair there will be a goblin king who fights as a hobgoblin. He has a bodyguard of 5-30 goblins who also fight as hobgoblins. They are larger and fearless, fight at full strength under all conditions and take nothing off their attack in dark or light.

Gray Ooze

Move: 10'/turn Alignment: nil
Hit Dice: 3 Attacks: 1
Armor Class: 8 Damage: 2-16
Treasure Type: nil

This seeping horror resembles wet stone and is difficult to detect. It can corrode metal in 1 turn. It does two 8-sided dice of damage to exposed flesh every turn it is in contact with it. It is impervious to cold and fire but can be killed by weapons and lighting. It moves slowly.

Green Slime

Move: 0' Alignment: nil
Hit Dice: 2 Attacks: 1
Armor Class: special* Damage: special*
Treasure Type: nil

Non-mobile, this horror can be killed by fire or cold but is unaffected by other weapons. It eats away wood and metal, but not stone. Once in contact with flesh it sticks and penetrates in 1 turn, turning the flesh into green slime. It cannot be scraped off but must be excised or treated with a *Cure Disease*

spell. It often drops from high places such as ceilings.

Griffon

Move: 120'/turn(300' flying) Alignment: neutral
Hit Dice: 7 Attacks: 2 claws, 1 bite
Armor Class: 5 Damage: 1-4/claws
Treasure Type: E 2-16/bite

The griffon is a fierce, swift, and loyal steed with the wings, head and forelimbs of a giant eagle and the hindquarters of a lion. It will, however, always attack horses, being extremely fond of horse flesh, and cannot be brought within 360' of horses. Wild griffons attack anyone who comes close to their nest.

Harpy

Move: 60'/turn(150' flying) Alignment: chaotic evil
Hit Dice: 3 Attacks: 3
Armor Class: 7 Damage: 1-4/attack
Treasure Type: C

This creature has the lower body of an eagle and the upper torso and head of a woman. By their singing they *lure* men to them, their touch then *charms* them and they are killed and devoured. Any creature hearing the harpy song must make its saving throw against spells or be drawn irresistibly to its doom.

Hell Hound

Move: 120'/turn Alignment: lawful evil
Hit Dice: 3-7 Attacks: 1
Armor Class: 4 Damage: 1-6
Treasure Type: C

Large reddish-brown hounds from the demonic plane, they can breathe fire causing 3-7 6-sided dice of damage (equal in number to the hounds' hit dice). They can usually detect hidden invisible objects or creatures. Range of the fire breath is only 5 feet, and is treated as a blow on the combat table, with special damage per hit. They are highly resistant to fire attacks, taking only half if they miss their save, and none if they make it.

These creatures are often owned and employed by fire giants, and demons to guard and protect personal dwellings and other possessions--such as guarding treasure.

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Hippogriff

Move: 128'/turn(360' flying) Alignment: neutral
Hit Dice: 3+1 Attacks: 2 claws, 1 bite
Armor Class: 5 Damage: 1-6/claws
Treasure Type: nil 1-10/bite

This creature has the foreparts of a great eagle and the hindquarters of a horse. The hippogriff is a fierce fighter, attacking with claws and beak. They can be used as steeds, but sill not herd with Pegasus, and the two will normally fight each other.

Hobgoblin

Move: 90'/turn Alignment: lawful evil
Hit Dice: 1+1 Attacks: 1
Armor Class: 6 Damage: 1-8
Treasure Type: D

Hobgoblins are a cross between Bugbears and goblins. They are big, powerful goblinoids, and their morale is always +1. For every 100 encountered there will be a king and his bodyguard of 1-4. All of them fight as ogres, with the king having 22 hit points and his guardsmen, 16 each. Hobgoblins do not keep permanent residences, preferring to roam about the land and make camp where they feel like it. Because of this they must carry everything along with them that the entire tribe owns. To help do this they often take and keep prisoners. These slaves are usually treated better than most suspect, though they are not against the idea of slipping out and gaining their freedom if they feel they could get truly free of their captors; escapees that have been caught usually suffer for months as a result. Thus the encampment will nearly always include 6-36 slaves or various races; hobbits, gnomes, elves, dwarves and humans. Slaves with classes and abilities are usually killed, as they are seen as a threat, thus only normal man types will be found in such places.

Horse

Move: see below Alignment: neutral
Hit Dice: see below Attacks: 3
Armor Class: 7*see below Damage: 1-6/hoof x2
Treasure Type: nil 1-4/bite

Light horses move at 240'/turn and have 2 hit dice.

Medium horses move at 180'/turn and have 2+1 hit dice.

Heavy war horses move at 120'/turn and have 3 hit dice.

Draft horses and mules move at 120'/turn and have 2 hit die.

Mules can often be taken into dungeons and they can carry 3,500 gold pieces. Horses can usually carry more, but lack the ability and calm necessary for dungeon expeditions.

Hydra

Move: 120'/turn Alignment: neutral
Hit Dice: varies Attacks: 1/head
Armor Class: 5 Damage: 1-6/head
Treasure Type: B

Unlike the standard mythological concept of the Hydra as a snake with many heads, this beast is dinosaur-like...with many heads. Each head is represented by 1 hit die of 6 points, so a three headed hydra has 18 hit points, a 6 headed one, 36. When 6 points are scored against it one head is rendered useless. The hydra will continue to attack until all its heads are nullified. It can bite with as many active heads it has per round.

Kobold

Move: 120'/turn Alignment: lawful evil
Hit Dice: 1/2 Attacks: 1
Armor Class: 7 Damage: 1-4
Treasure Type: J

These evil dwarf-like creatures behave much like goblins but are less powerful. A chieftain fights like a gnoll, as does his bodyguard of 1-6. Kobolds are highly resistant to magic and get +3 on all saves except dragon breath. They have Infravision.

Lizard Man

Move: 60'/turn(120' in water) Alignment: neutral
Hit Dice: 2+1 Attacks: 1
Armor Class: 5 Damage: 1-8
Treasure Type: D

These aquatic monsters will capture men in order to take them to the tribal lair for a feast, with the man served as the main course! They are at least semi-intelligent and use weapons such as spears and clubs.

Lycanthrope

Move: see table to follow Alignment: see table
Hit Dice: see table Attacks: 1
Armor Class: see table Damage: variable
Treasure Type: C

There are many types of were-creatures; since the legend usually centers around the most dangerous and terrifying animal known, the more common are listed here. The origins of these show the disease to be widespread, though the shape varies: were-wolves in Europe, were-tigers in India, were-leopards in Africa, were-sharks in Polynesia, etc. The commonest types are those found in dungeons where adventures like to explore.

All were-creatures are unaffected by normal weapons. Silver and magic weapons are required to hit them, and score normal damage when they do. All were-creatures are repelled by wolfs-bane, and some spells work against them as well. Holy water does not have any special affect against them, unlike the undead.

Lycanthropes will often assume their human form to deceive their potential victims. Since many of them were adventurers at one time or another, it is not unusual to encounter a level 5 fighting man, or magic-user, or thief lycanthrope; it is less common to find a cleric-lycanthrope, though cases of such beings have been reported. Changing shape at will is a learned process, and not possible until the victim of Lycanthropy was endured the disease for at least 1 year. Until then he or she is usually transformed into his were form by some specific natural event--for were-wolves it is the presence of a full moon; for were-rats it is the subjection of strong cheese; for were-bears, it is usually in the heat of battle (other conditions might be involved and the Dungeon Master should devise what these might be in a long term campaign).

Anyone seriously wounded by a lycanthrope (suffering a loss of 1/2 his total hit points)--but not an elf!--will become a lycanthrope in 2-24 days unless treated with a *Cure Disease* spell by a cleric. If an elf is bitten by a lycanthrope he may make a Save throw vs. poison and if successful, ignores the disease. If he fails he dies. Characters that become lycanthropes are removed to the status of NPC and become controlled by the Dungeon Master.

All were-rats can move silently and summon 10 to 100 rats as a vampire.

Medusa

Move: 90'/turn	Alignment: lawful evil
Hit Dice: 4	Attacks: 1
Armor Class: 8	Damage: 1-6
Treasure Type: F	

Human of form with the living bodies of snakes (asps) growing from its head instead of hair, this monster is almost always female. And while her gaze can turn anyone or anything looking upon her to stone, she is not an unpleasant sight to behold (besides her snake hair!) Many men have been lured to a stony purgatory by the appealing form of a Medusa--tricked by her enticing figure until, too late, he gazes into her eyes. If a potential is close enough, the asps upon its head will strike; the bites are poisonous and require a saving throw or die! It can be looked at in a mirror without harm, and if it sees its own gaze it will turn itself to stone.

Some medusa have the lower body of a snake and are usually found among ruins of temples dedicated to snake worship. These often employ bows and fire deadly poisoned arrows. They have the same move rate, but are not pleasant to look upon, for their facial features are crone like and wicked.

The rarest of the medusa is the Gorgon. This mutation has 6 arms--3 stemming from each side of its torso--which it uses to wield a sword in each hand, giving it 1 to 6 attacks per melee round! Fortunately, though it has snakes for hair, it does not possess the gaze that turns men to stone! It does, nonetheless, love the taste of man-flesh, and eats all males it kills.

Minotaur

Move: 120'/turn	Alignment: lawful evil
Hit Dice: 6	Attacks: 2 horns, bite
Armor Class: 6	Damage: 1-6 each
Treasure Type: C	

The minotaur is a bull-headed man (and all of us have encountered such before!). They are bigger than human size and are man-eaters. They will always attack and pursue as long as their prey is in sight. They usually inhabit tunnels, mazes and labyrinths. For every 6 minotaur there will be one leader that wields a huge battle axe in battle. This weapon is unique and only the minotaur benefits from its design, allowing him to inflict 2-16 points of damage upon his victim should he strike them.

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Lycanthrope	Move	Hit Dice	Armor Class	Alignment	Damage
Were-boar	120'	4+1	4	N/CG	2-12
Were-rat	120'	3	7	N/LE	1-6
Were-bear	90'	6	2	N/CG	3-24
Were-tiger	120'	5	3	N/CE	3-18
Were-wolf	150'	4	5	N/LE	2-8

Mummy

Move: 60'/turn
Hit Dice: 5+1
Armor Class: 5
Treasure Type: D
Alignment: lawful evil
Attacks: 1
Damage: 1-12

Mummies are also members of the undead. They do not drain life levels, but their touch (if they make a hit) causes the dreaded **rotting mummy disease** which makes wounds take 10 times longer to heal. A cleric can reduce this time to twice normal with a *Cure Disease* spell if it is administered within an hour!

Only magic weapons can hit mummies, and they take only half damage from a hit. Note, however, that mummies are vulnerable to fire, including the ordinary kinds such as a torch, although it only does half damage to them.

When a mummy is first seen, a Saving throw vs. Spell must be made, or the individual is paralyzed with fear and cannot move until the mummy strikes him or another member of the party. If the party numbers above 5, each member gains a +2 to his saving throw, as their numbers help dispel fear.

Ochre Jelly

Move: 30'/turn
Hit Dice: 5
Armor Class: 8
Treasure Type: B
Alignment: nil
Attacks: 1
Damage: 2-12

Ochre jelly is a giant amoeba which can only be killed by fire or cold. It is, of course, ochre colored. Hits with weapons or lightning merely make it into several small jellies that will wiggle about and try to reform--this takes 2 full rounds. It does 2 dice of damage per turn to exposed, but cannot eat through metal or stone. It will destroy wood, leather or cloth and it seeps through small cracks easily.

Ogre

Move: 90'/turn
Hit Dice: 4+1
Armor Class: 6
Treasure Type: C + 1000 gold pieces
Alignment: chaotic evil
Attacks: 1
Damage: 1-10

These large and fearsome humanoid monsters range from 7 to 10 feet in height and are of various disgusting colors. Encountered outside their "lair" they will be carrying 100-600 gold pieces each in their giant-like sacks. For every 12 encountered there will be 1 leader-type having 33 hit points and doing 2-16 points of damage.

Orc

Move: 90'/turn
Hit Dice: 1
Armor Class: 7
Treasure Type: D
Alignment: chaotic evil
Attacks: 1
Damage: 1-6

There are many tribes or nations of orcs (The Bloody Eye, The Yellow Hand, etc.) Members of different orc tribes cooperate poorly and attack members of another tribe on sight unless under a strong commander.

In large numbers they are likely to have along with them more powerful creatures. For every 100 orcs the chances are:

1-6 ogres	20%
1-4 trolls	10%

In full daylight orcs suffer -1 to their attack dice.

Along with additional forces noted above, for every 100 orcs there will be 1 war chief having 14 hit points and attacking as a 3HD monster. This leader will have 2 to 5 assistants, each having 12 hit points and attack as 2HD monsters. The chief and leaders will always have the best of everything: weapons, accommodations, females, food, etc.

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Owl Bear

Move: 120'/turn Alignment: neutral
Hit Dice: 5 Attacks: 3
Armor Class: 5 Damage: 1-8 each
Treasure Type: C

These strange creatures are huge bears with the heads of owls. A mutated experiment by evil wizards, a male will stand 8' tall and weigh 1,500 pounds, having claws 2" long. Owl bears have ugly dispositions and will attack with beak, claw and bear-hug.

Pegasus

Move: 240'/turn(480' flying) Alignment: lawful good
Hit Dice: 2+2 Attacks: 2
Armor Class: 6 Damage: 1-8 each
Treasure Type: nil

Winged horses that are wild and shy and difficult to capture. They will serve only a lawful good character and fight as a heavy war horse.

Pixie

Move: 90'/turn(180' flying) Alignment: N/CG
Hit Dice: 1 Attacks: 1
Armor Class: 3 Damage: 1-4
Treasure Type: R + S

These small air sprites are invisible unless they want to be seen, or have a *detect invisible* spell thrown against them. Unlike most invisible creatures, they can attack while invisible, and always gain surprise on attacking. After that surprise wears off and defenders note minor shadows and air distortions caused by the pixies. They can fly for 3 turns, then must rest a turn. They use short bows, small spears, and daggers. Their royalty are powerful magic-users. All are friendly with elves and fairies.

Purple Worm

Move: 60'/turn Alignment: neutral
Hit Dice: 15 Attacks: 2
Armor Class: 6 Damage: 2-12 each
Treasure Type: D

These huge and hungry monsters lurk nearly everywhere beneath the surface of the earth. Some reach lengths of 50' and 10' in diameter. There is a poisonous sting at the tail and if it hits a saving throw vs. poison must be made. Its mouth is its

more fearsome weapon, for it is able to swallow opponents in a single gulp. Any hit more than 2 over the minimum it requires indicates the worm has swallowed its victim. In six turns the victim-creature will be dead; in twelve it will be digested and unrecoverable. Purple worms are unintelligent and always attack.

Rust Monster

Move: 120'/turn Alignment: neutral
Hit Dice: 5 Attacks: 1
Armor Class: 2 Damage: 0
Treasure Type: nil

This inoffensive looking little creature is the bane of anyone wearing metal. Hits by a rust monster or hits delivered to one cause armor and weapons, even magic weapons, to rust instantaneously. The creature is fast and attracted by the smell of metal. It eats the rust and corroded metal created by its anti-metallic attack.

Shadow

Move: 90'/turn Alignment: lawful evil
Hit Dice: 2+2 Attacks: 1
Armor Class: 7 Damage: 1-4
Treasure Type: F

Non-corporeal intelligent creatures who can be harmed only by magic weapons. Their touch, should they score a hit, also drains 1 point of strength (for 8 turns). If a creature is brought to 0 hit points it becomes a shadow.

Shadows are not turned by clerics, nor are they *affected* by *sleep* or charm spells.

Shrieker

Move: 10'/turn Alignment: nil
Hit Dice: 3 Attacks: 0
Armor Class: 7 Damage: nil
Treasure Type: nil

The Shrieker is a form of mindless fungus which is ambulatory. It lives in dark places beneath the ground. Light within 30' or movement within 10' will cause it to emit a piercing shriek that will last for 1-3 melee rounds. This noise has a 50% chance of attracting wandering monsters each round thereafter.

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Skeleton

Move: 60'/turn Alignment: neutral
Hit Dice: 1/2 Attacks: 1
Armor Class: 8 Damage: 1-6
Treasure Type: nil

Animated skeletons act only under the instructions of their motivator, an evil magic-user or cleric. They are commonly found near graveyards, dungeons, or deserted places but may be located elsewhere to guard a treasure. They do not have any treasure of their own. They can be dispelled by a good cleric but will otherwise always attack until totally wiped out. They are members of the "undead" and therefore unaffected by *sleep*, *charm* and *mind reading* spells. They usually make no noise, since they do not move unless they are attacking.

Spectre

Move: 150'/turn(300' flying) Alignment: lawful evil
Hit Dice: 6 Attacks: 1
Armor Class: 2 Damage: 1-8
Treasure Type: E

These monsters have no corporeal body and are totally impervious to all normal weaponry including silver-tipped arrows. The "Nazgul" of Tolkein fall into this category. They drain 2 life energy levels each time they score a hit. Men-types killed by a spectre become low-strength spectres under the control of the one who made them. Magical weapons score full damage on spectres.

Spider

Move: See below Alignment: neutral
Hit Dice: see below Attacks: 1
Armor Class: see below Damage: see below
Treasure Type: see below

All spiders are aggressive predators--even if not hungry, they will attack creatures who disturb their web. They dwell both above and below ground in all climates. All spiders' bites are poisonous.

Large Spider: These creatures scurry about on walls, ceilings, and floors, always searching for victims. Their poison is relatively weak, so saving throws are made at +2.

Huge Spider: These are not web builders, but roving hunters. They can leap up to 30' to attack prey. Some of this sort build places of concealment and rush forth upon prey, (i.e. trapdoor spiders of huge size). These creatures surprise prey on a roll

of 1-5 on a d6, and saving throws versus their poison are at +1.

Giant Spider: These monsters build giant, sticky webs either vertically in tunnels or horizontally in shafts or wells. Their webs are as tough as a Web spell (strength of 18 takes 1 melee round to get free, 17 takes 2 rounds, etc.), but are quite inflammable. The victim of a bite of a giant spider must save vs. poison or be killed. A giant spider will flee from an encounter with a clearly superior foe; they alone among the spiders have intelligence, albeit low. Their alignment is chaotic evil, where all others are neutral.

	<u>Large</u>	<u>Huge</u>	<u>Giant</u>
Move:	60'/turn 150'(web)	180'/turn 120'(web)	30'/turn
Hit Dice:	1+1	2+2	4+4
Armor Class:	8	6	4
Treasure Type:	J-N	J-N, Q	C
Attacks:	1	1	1
Damage:	1	1-6	2-8

Stirge

Move: 180'/turn(flying) Alignment: neutral
Hit Dice: 1 Attacks: 1
Armor Class: 7 Damage: 1-3
Treasure Type: Q

Large bird-like creatures with long proboscises rather like feathered ant-eaters. A hit scored means it has attached itself and then sucks blood out at a rate of 1-4 points per round thereafter. It continues until it is killed or its victim is. It attacks at +2 to all its die rolls.

Troglodyte

Move: 120'/turn Alignment: chaotic evil
Hit Dice: 2 Attacks: 3+ special
Armor Class: 5 Damage: 1-4 each
Treasure Type: A

Troglodytes are a race of reptilian humanoids who loathe all humans and seek to slaughter all whom they encounter. They have chameleon-like power, and thus surprise on a 1-4, unless they are angry. When aroused for battle "troggs" emit a secretion which is disgusting to humans, dwarves, elves, gnomes and hobbits. Those failing their saving throw vs. poison are nauseated, and lose 1 point of strength each round for 1-6 rounds; the effect is cumulative. Loss of strength lasts 10 melee rounds after it has taken final effect.

Troll

Move: 120'/turn
 Hit Dice: 6+3
 Armor Class: 6
 Treasure Type: D

Alignment: chaotic evil
 Attacks: 2 claws, 1 bite
 Damage: 1-6 each

Thin and rubbery, loathsome trolls are able to regenerate, even if cut to pieces. The only way to prevent the regeneration is to burn the dead bodies or immerse them in acid. Trolls regenerate hit points at a rate of 3 per turn, beginning in the 3rd melee round after they have been first injured. If they are killed they will resume combat once they have regenerated to 6 or more hit points. If a troll is hacked to pieces and spread about, the pieces will actually regenerate, cloning an entirely new troll that the characters will have to face; thus, if a troll's arms, legs and head are severed, each will grow into a new troll--as well as the torso!--in 1 turn, at which time it will have 0 hit points and need to regenerate to 6 or more before resuming combat. Unwary parties that leave scattered troll remains behind might often find more of them waiting around the corner after a few turns have expired!

Trolls have the strength of ogres, but attack with talons and fangs instead of weapons. Standing at 7' to 10' tall, they are quite terrifying at first sight.

Unicorn

Move: 120'/turn*
 Hit Dice: 4
 Armor Class: 2
 Treasure Type: nil

Alignment: lawful good
 Attacks: 2 hooves, 1 horn
 Damage: 1-8 each

Unicorns are fierce and elusive. Only a pure maiden(in the strictest sense of the term!) can subdue and ride one. They typically avoid humans, though they do not shy away and run if elves are in the vicinity. They have a long and historical hatred of goblins and herds of unicorns (ranging from 13 to 24) have been known to form in past epochs and go to war against the creatures. They dwell usually in thick and ancient forests or in remote hilly regions far from the societies of humans. Unicorns attack as a mounted lance or spear using their horn like a heavy horse. They can run as noted, or *magically teleport themselves and a rider 360' instantaneously through a *dimension door* spell once per day. They resist all magic on a roll of 8 or better on a 20-sided die.

Vampire

Move: 180'/turn
 Hit Dice: 7-9
 Armor Class: 2
 Treasure Type: special

Alignment: lawful evil
 Attacks: 1
 Damage: 1-10

Vampires are powerful creatures of the undead. Their origin is lost in time and myth, but legends from all societies and races refer back to the first vampire--from whom all generations of the creature inherit their bloodless status and abilities. Should such a creature still exist, and be discovered and slain, the line would be ended and all those under its lineage would die!

In combat the vampire strikes a deadly blow that not only delivers massive damage but steals (drains) two life-energy levels from the victim. (Note--a save throw vs. Death Ray will reduce this to a loss of 1 level) The vampire can also *charm* its potential victims (humans, dwarfs and hobbits) by looking into their eyes; there is usually a tell-tale sign just before this is about to occur, allowing the victim to glance away if he makes a save(treat as a *charm* spell at -2 to the victim's save against spell).

Vampires can be hit only by magic weapons--which do full damage against them. If their hit points are reduced to zero they merely assume a gaseous form and escape the scene. They also regenerate hit points beginning immediately upon being hit at a rate of 3 per turn. They will withdraw immediately when confronted with garlic, a mirror or a cross(or similar holy symbol) if such is strongly presented--with conviction! Such items will also keep a vampire away from the intended victim if held, interposed, between it and its prey.

Vampires can only be killed by being impaled through the heart with a wooden stick, exposed to direct sunlight, or immersed in running water; the latter 2 requiring a full round for either. Normal-silver weapons have no effect at all upon them.

Men-types killed by a vampire become a lesser vampire under the control of their slayer. Thus, it is possible for vampires to be former Fighting Men, Magic-users and Thieves; only rarely will a Cleric-vampire be encountered.

Vampires can assume bat shape and fly (180'/turn in bat form) or assume gaseous shape at will--taking 1 full round to accomplish the changing. They can also summon 10-100 rats or 3-18 wolves to their aid; taking 2-20 rounds to arrive.

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Wight

Move: 90'/turn Alignment: lawful evil
Hit Dice: 3 Attacks: 1
Armor Class: 5 Damage: 0
Treasure Type: B

Barrow wights (as per Tolkien) are nasty nearly immaterial creatures who drain away life energy levels when they score a hit in melee (1 level per hit). Thus, a 3rd level fighter would drop to 2nd, losing a hit die. An opponent totally drained of life energy by a wight becomes a lesser one under the control of the draining creature.

Normal weapons have no effects on wights. Silver tipped arrows score normal damage and magic arrows do double-damage against them.

Magic weapons of other types score full damage and those with a special bonus add the bonus to the number of hit points inflicted on the wight per hit.

Wraith

Move: 120'/turn(240' flying) Alignment: lawful evil
Hit Dice: 4 Attacks: 1
Armor Class: 3 Damage: 1-6
Treasure Type: E

These monsters are immaterial and drain life energy (1 level per hit). They are like wights, but have more hit dice and are harder to hit.

Silver-tipped arrows score 1/2 damage upon them. Magic arrows score normal damage. They are impervious to normal weapons.

Yellow Mold

Move: non-mobile Alignment: nil
Hit Dice: 2 per 10' Attacks: 0
Armor Class: none Damage: 1-6
Treasure Type: nil

This deadly fungus can be killed only by fire. It does one die of damage to exposed flesh and eats through wood or leather, but does not harm metal or stone. Its worst threat is its spores. Rough contact with it has a 50% chance of causing a cloud of asphyxiating spores to be released; this fills a 10' x 10' x 10' area. All those caught within must make a saving throw vs. poison or die!

Zombie

Move: 120'/turn Alignment: neutral
Hit Dice: 2 Attacks: 1
Armor Class: 8 Damage: 1-6

These corpses are animated by the will of some evil magic-user or cleric. They may be placed to guard some item, but have no treasure of their own. They can be dispelled by a lawful/good cleric and destroyed by normal weapons. Sleep, charm and ESP do not affect them, and they make no noise until they attack. They are slow by nature, getting only 1 attack every other melee round!

TREASURE!

As seen from the *MONSTERS* section, many of these may or may not have a treasure. If one is indicated, use the type listed to refer to the following tables to determine the distribution of coins, gems, jewelry and magic within the treasure.

Coins:

5 copper pieces = 1 silver piece
10 silver pieces = 1 gold piece
1 electrum piece = 5 silver pieces or 1/2 gold piece
5 gold pieces = 1 platinum piece

50CP=10SP=2EP=1GP=1/5PP

All coins are roughly the same size and weight.

Gems:

The base value of gems is determined by rolling percentile dice to generate a number from 01-100:

01-20	base value is	10 GP
21-45		50 GP
46-75		100 GP
76-95		500 GP
96-00		1000 GP

For each gem found roll a d6. A roll of 1 indicating the gem is actually of the next higher value. For values above 1000, just double the amount. No gem can increase in value more than 10 times!

Jewelry:

Jewelry is worth from 300 to 1800 (3d6) gold pieces per item. For each piece found roll a d6. A roll of 1 indicating the item is damaged and will thus be worth half(1/2) or the original figure generated. (Note--items of jewelry belonging to characters and subjected to attacks such as Fire Ball, Lightning Bolts, dragon breath, etc., must make a Save vs. Breath or Spell, succeeding on a 10 or better. Those that fail are thus damaged and devalued as described.

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TREASURE TABLE

	1000's of Copper	1000's of Silver	1000's of Electrum	1000's of Gold	1000's of Platinum	Gems and Jewelry*	Maps or Magic
A	1-6:25%	1-6:30%	1-4:20%	2-12:35%	1-4:25%	6-36:50%	any 3:30%
B	1-8:50%	1-6:25%	1-4:25%	1-3:25%	nil	1-6:25%	W, A or MW 10%
C	1-12:20%	1-4:30%	1-4:10%	nil	nil	1-4:25%	any 2:10%
D	1-8:10%	1-12:15%	nil	1-6:60%	nil	1-8:30%	any 2:15% +1 P
E	1-10:05%	1-12:30%	1-4:25%	1-8:25%	nil	1-10:10%	any 3:25% +1 S
F	nil	2-20:10%	1-8:20%	1-12:45%	1-6:30%	2-24:20% 1-12:10%	any 3:30% no weapons +1 P & S
G	nil	nil	nil	10-40:50%	1-12:50%	3-18:25% 1-10:25%	any 4:35% +S
H	3-24:25%	1-100:50%	10-40:50%	10-60:50%	10-40:25%	1-100:50% 10-40:50%	any 4:15% +1P & S
I	nil	nil	nil	nil	3-18:30%	2-16:50%	any 1:15%
J	3-24 pieces per individual						
K	3-18 pieces per individual						
L	2-12 pieces per individual						
M	2-8 pieces per individual						
N	1-6 pieces per individual						
O	1-4:25%	1-3:10%	nil	nil	nil	nil	nil
P	nil	1-6:30%	1-2:10%	nil	nil	nil	nil
Q	nil	nil	nil	nil	nil	1-4:50%	nil
R	nil	nil	nil	2-8:40%	10-60:50%	5-20:55% 2-12:45%	nil
S	nil	nil	nil	nil	nil	nil	2-8 P:40%
T	nil	nil	nil	nil	nil	nil	1-4 S:50%

*Roll for each category(Gems and Jewelry); some categories will have different probability.

A = armor MW = misc. weapon P = potion S = scroll W = weapon

If "any" is indicated, then roll to randomly determine what type of magic is possible. Once determined, proceed to the next table to identify each specific item.

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Magic Items Die Roll

01-20	Sword
21-40	Other weapons/Armor
41-65	Potion
66-85	Scroll
86-90	Ring
91-95	Wand or Staff
96-00	Miscellaneous Magic

Once the category of magic items is determined (from the table or a die roll), go to the appropriate table below and roll a 10-sided die for identification of the item. Magic items are described in the next section.

Swords

1	Sword +1
2	Sword +1, +2 vs. Lycanthropes
3	Sword +1 Flaming, +2/Trolls, +3/ Undead
4	Sword +2
5	Sword +1, Locating Object Ability
6	Sword +1, +3 against Dragons
7	Sword +1, +2 vs. magic-users & Enchanted Monsters
8	Sword +3
9	Sword -1 Cursed
0	Sword -2 Cursed

Armor and Weapons

1	Shield +1
2	Armor +1
3	10 Magic Arrows +1
4	Magic Bow +1
5	Dagger +1 vs. man-sized opponents; +2 vs. goblins and kobolds
6	Dagger +2 against man-sized; +3 vs. orcs, goblins and kobolds
7	Axe +1
8	War Hammer +1
9	Spear +1
0	Cursed Armor; looks like +1 but actually makes it 2 ranks worse than it is.

Potions

1	Growth	6	Haste
2	Diminution	7	Flying
3	Giant Strength	8	Delusion
4	Invisibility	9	Poison
5	Gaseous Form	0	Healing

Scrolls

Scrolls may contain any of the spells previously described, under *Spells*, or described here as potions, rings, wands, etc.

1	Any one spell
2	Any two spells
3	Any three spells
4	Cursed scrolls, curse affects the reader immediately!
5	Protection from Lycanthropes
6	Protection from Undead
7	Protection from Magic
8	Any potion spell except delusion or poison
9	Any ring spell except wishes or regeneration
0	Any wand spell

Rings

1	Invisibility	6	Three Wishes
2	Animal Control	7	Regeneration
3	Plant Control	8	Water Walking
4	Weakness	9	Fire Resistance
5	Protection +1	0	Contrariness

Wands and Staves

1	Wand of Magic Detection
2	Wand of Secret Door & Trap Detection
3	Wand of Fear
4	Wand of Cold
5	Wand of Paralyzation
6	Wand of Fire Ball
7	Staff of Healing (C)
8	Snake Staff (C)
9	Staff of Striking
0	Rod of Cancellation

Miscellaneous Magic Items

1	Crystal Ball
2	Medallion of ESP
3	Bag of Holding
4	Elf Cloak and Boots
5	Broom of Flying
6	Helm of Telepathy
7	Bag of Devouring
8	Helm of Evil/Good
9	Rope of Climbing
0	Gauntlets of Ogre Power

EXPLANATION OF MAGICAL ITEMS

Magical Weapons and Armor

Weapons with a plus after them are magical, and the user adds the plus to his die roll To Hit. Some monsters can only be injured by magical weapons, and some magic weapons also do additional damage as indicated by the description. Magic Arrows gain the + bonus to hit and damage, where magic bows confer the bonus only "to hit". (Magic Arrows shot from a Magic Bow total the bonuses involved.) Magical weapons *other than swords*, always add their bonus to both hit and damage rolls.

Magic armor and shields improve the AC rating by the number of bonuses--i.e., +2 leather is normally AC7, but would be considered AC5 in this case; (the formula essentially adds to the number required to hit the wearer to his opponents attack die! As this is included in the improved AC, there is no actual adjustment to the die roll) Cursed armor acts in the opposite manner, essentially making the AC rating worse (i.e., -2 leather would make the AC 9, rather than the usual 7!)

Magical Potions

Potions will affect anyone that drinks them. In order to detect their effects before use, characters lacking a detect magic spell may dare to sip a tiny bit to see if anything results--this may not be the case for all potions! Most if not all potions come in small vials or flasks containing a single dose. The effects of most last 6 turns or more; the Dungeon Master rolls a "secret" die to determine the number of actual turns the potion will last and when the effect has worn off.

Growth--A full dose will cause anyone to reach 30' in height. Partial doses can be taken.

Diminution--A full dose reduces anyone taking it to 6 inches in height.

Giant Strength--Confers the full advantages of Stone Giant prowess, including doing 3-18 points of damage when scoring a hit on an opponent. The imbiber uses the same To Hit table as a stone giant!

Invisibility--Acts like an invisibility spell except that the duration is determined as for a potion.

Gaseous Form--the user's body assumes gaseous form, his weapons and armor drop off and he can penetrate any barrier which is not air-tight. The user retains cohesion and control over his gaseous state.

Haste--User moves at twice normal speed, and can deliver twice the usual number of blows during combat for the duration of the potion.

Fly--User can fly at will, just as the spell, until the potion wears off.

Poison--The Dungeon Master will, on careful questioning, give a hint that the potion is dangerous. If taken, the character is allowed his saving throw vs. poison.

Delusion--Causes the user to think he has undergone the effect of any of the other potions on this list, whichever he seems to desire. In actuality, nothing happens to him.

Healing--Like a healing spell, it repairs a six-sided die +1 number of points of damage.

Scrolls

Select the spells from the appropriate list by some random method. Spells written on scrolls can only be read by magic-users (and high level thieves--though they cannot cast the spells upon them!) except for the protection spells. Scrolls can only be read/used once; the words fade from the scroll if it is read, leaving it blank. The magic-user can carefully unroll the top of the scroll and read the title without triggering it(as can a high level thief). The exception is the curse! which takes effect immediately when it is first opened. The reader is allowed a saving throw to see if the curse takes effect. Protection scrolls can be read by anyone, and ring the reader and anyone near him with a 10' circle of protection vs. the specified opponent; it lasts for 6 turns. This sphere of protection does not allow spells to be cast *out* of it while it is in force!

Rings

Rings must be worn to take effect, so a ring can be carried and put on only when desired. Only one magic ring can be worn on each hand and function at a time. Rings can be used by anyone.

Invisibility--the invisibility lasts as long as the ring is worn. If the wearer attacks anything, however, he becomes visible and remains so during any hostile action (at least for the entire round from when he attacks!)

Animal Control--allows the wearer to command 3-18 small animals, 2-16 medium-side ones or 1-6 large ones. (Commands should be thought of in terms of real-world animal training: stop! fetch! attack! etc., as animals have no measureable intelligence. Up to 3 commands can be given to an animal in 1 turn) The effect lasts until the command is full filled, requiring the wearer to maintain his concentration on the animal under control.

Plant Control--allows the wearer to control plants, including fungi, 1-6 in number if large, or a 10 x 10 foot area of ground covered with plants or grasses, but concentration must be maintained.

Weakness--affects the wearer immediately when it is placed on the finger, and it cannot be removed without a cleric's *remove curse* spell. Each turn the wearer becomes 10% weaker until he is at only 1/2 his normal strength. Weakness is reflected in defense, attack and carrying ability. There is a 5% chance that the ring will act *in reverse* when first put on, thus making the wearer **stronger** (up to the maximum 18, naturally). A weakness ring which does not work in reverse will never do so, but one which does work in reverse for one person, still has a 95% chance for causing weakness in any other who wears it.

Protection +1--adds 1 to the wearer's armor class, improving his AC by one better. The +1 bonus is also added to the wearer's saving throws.

Three Wishes--the wishes of the ring must be limited in power in order to main the balance of the game. This requires the utmost discretion on the part of the Dungeon Master. Greedy characters will typically ask for more wishes. Simply inform the player that doing so runs a high risk of bringing down a terrible curse upon the character; and it

does not have the power to grant "more wishes". Wishing for powerful items or great treasure should cause the character to be teleported to the location of such things--still facing the challenges of those creatures/traps guarding the items. Wishes that certain unfortunate events had not happened are not unreasonable. Often, absolutely literal fulfillment of the wish wording is sufficient to limit its beneficial effects.

Regeneration--regenerates injury to the wearer at a rate of 1 hit point per turn; even if the wear is killed and dismembered, unless he is for some reason treated as a troll.

Water Walking--allows the wearer to walk on the surface of any body of water.

Fire Resistance--normal fires will have no effect on the wearer of this ring. It adds +2 to saving throws against fire balls or dragon fire, and subtracts 1 hit point from each die of damage done by them.

Contrariness--the wearer will not wish to remove this ring, and it cannot be removed without a *remove curse* spell. It causes the wearer to do the exact (or as nearly as possible) opposite of normal or of what is requested. If, for example, the wearer is told to not kill himself, he will agree--and instead attempt to kill the person suggesting he not kill himself!

Wands and Staves

Wands that have projectiles or rays are considered to do six 6-sided dice of damage and to have 100 charges or projectiles. Wands and staves can be used only by magic-users, or, when specified, by clerics.

Wand of Magic Detection--when held, the wand causes any magic item within 20' to glow or otherwise signal its presence.

Wand of Secret Doors and Trap Detection--the wand gives warning or points to any hidden door, panel, trap, etc. within 20 feet.

Wand of Fear--effects all creatures in a cone shaped area, 60' long, 30' wide at the base. All within must make their "save throw" or panic and flee for 1-3 turns, dropping everything they are holding and running away at top speed.

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Wand of Cold--creates a cone shaped area of cold the same dimensions as the fear wand. Creatures within must make their save throw or take 1/2 (3d6) damage.

Wand of Paralyzation--projects a ray the same dimensions as the fear wand. Those not making their saves are paralyzed for 6 turns.

Wand of Fire Balls--produces a fire ball which will travel up to 240', then explode at the desired distance with a burst radius of 20', causing 6 dice of damage to anyone within the zone; 1/2 damage is taken if the victim makes his save throw. The blast usually conforms to the shape of the space where it explodes.

Staff of Healing--this clerical staff will heal 2-7 (d6+1) points of damage with a touch. It can be used only once per day per victim, but will heal any number of casualties in a day.

Snake Staff--a clerical staff which has a +1 bonus to hitting and damaging struck opponents. On command it will also coil around the target hit, rendering him helpless, or preventing a counter-attack, for 1-4 turns. It then crawls back to the cleric. It will also release its victim upon command of the cleric.

Rod of Cancellation--a rod about 4' in length which can be used by any character. It will function only once, but if it strikes any magic item it will drain all magical properties from the item permanently. The rod grants a +2 to strike when used to attack.

Miscellaneous Magical Items

Crystal Ball--a magic-user can see things at a distance through the ball, but can only use it 3 times per day, or he will be driven mad. Use for an extended period requires a day of rest afterwards. Objects and places are best seen if they are familiar to the user of the ball, and are close by. Unfamiliar and distant scenes are hard to perceive, the vision fades quickly and cannot be regained. Spells cannot be sent through the ball.

Medallion of ESP--any character can use this device, which functions like an ESP spell, but malfunctions on a roll of 6. Each time it is used the Dungeon Master should check it with a die roll.

Bag of Holding--Sack sized magic bag which will hold 10,000 gold pieces, or an object up to 10' x 5' x 3' in size. The bag will then weigh 600 GP in weight, or 300 for the gold and no more.

Elf Cloak--makes the wearer next to invisible (i.e., seen only on a roll of 6 or a see invisible spell).

Elf Boots--allow for completely silent movement. The cloak and boots can be used by anyone.

Broom of Flying--the user must know the "command word" to utilize. When uttered it will carry the user 240' per turn; it will come to him the same distance upon command. Carrying another person reduces the speed to 180'. (The command word is usually cryptically carved on the item)

Helm of Telepathy--Anyone putting on this helmet can read the thoughts of any creature within 90'. If more intelligent than the creature/character, the wearer of the helm may be able to impress his will upon the creature. Monsters subtract 2 and characters 1 against the spell-affect of the wearer's will. Suggestions to commit suicide will always fail!

Bag of Devouring--looks just like a Bag of Holding but is actually a baneful extra-dimensional monster. Anything placed within it is devoured in 7-12 turns.

Helm of Evil/Good--when anyone places this helmet upon his head it immediately changes their alignment to the exact opposite. A neutral person will become totally selfish and self seeking and not help anyone in any way. It can be removed only with a cleric's *remove curse* spell--with the wearer doing everything he can to resist having it removed!

Rope of Climbing--a 50' long thin cord, it will obey commands and snake downwards or climb upwards, fasten onto things, etc. It can be used to climb up or down, bearing up to 10,000 GP in weight without breaking. Only magic swords or daggers will cut it, breaking its enchantment.

Gauntlets of Ogre Power--these gloves add 2-8 points of damage to the wearer's score against opponents; even with just his fists. They allow the wearer to grasp and crush things with ease. The wearer is able to carry an additional 1,000 GP in weight without suffering being over loaded. They do not add bonuses to hit!