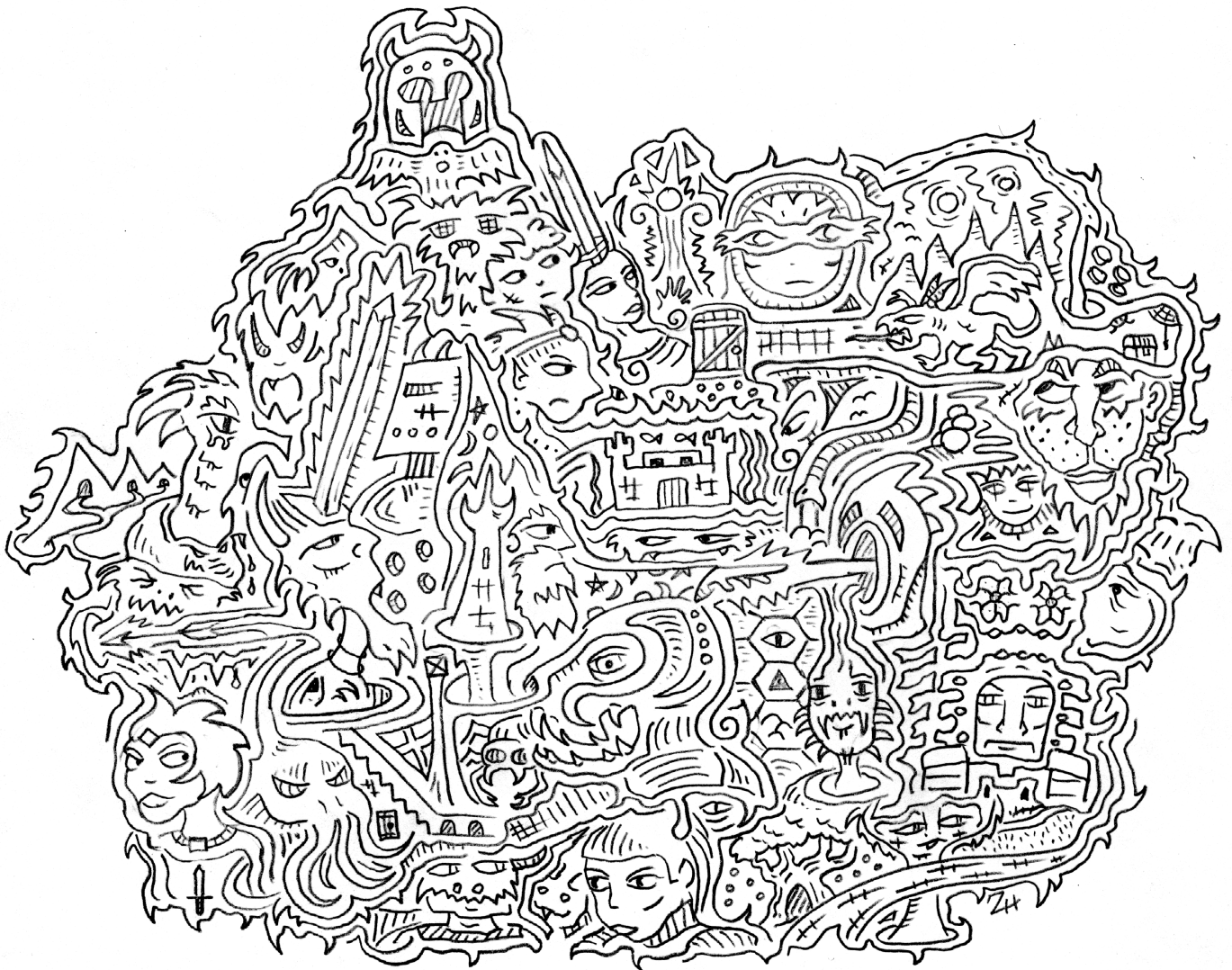


# HOLMES REF



## REFERENCE SHEETS FOR HOLMES BASIC REFEREES

from the Zenopus Archives

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Read more about Holmes Basic on the web at [zenopusarchives.blogspot.com](http://zenopusarchives.blogspot.com)

# CHARACTER CREATION WORKSHEET

Name:	Race:
Class:	AC:
Level: 1	XP: 0
	HP:

1. ABILITY SCORES: for each blank roll 3d6 and record the result

Ability	Score	3-6	7-8	9-10	11-12	13-14	15-16	17	18	Modifies
Strength	_____									
Intelligence	_____				+1-2	+3-4	+5-6	+7	+8	Languages
		30%	40%	50%	50%	65%	75%	85%	95%	Chance to Know a Spell
		2/4	3/5	4/6	4/6	5/8	6/10	7/All	8/All	Min/Max Known Spells per Lvl
Wisdom	_____									
Constitution	_____	-1					+1	+2	+3	HP per HD
Dexterity	_____	-1	-1			+1	+1	+1	+1	To hit with Missiles
Charisma	_____	2	3	4	5	6	7	8	12	Max # Followers
Prime	_____	-20%	-10%			+5%	+10%	+10%	+10%	Experience Points (XP)

2. CLASS & RACE: Choose one of each

Class	Prime	Trade-in	HD	Alignment	Weapon	Armor	XP: Lvl 2	Saving Throws (d20)				
								Poison	Wand	Stone	Breath	Spell
Fighter	Str	Int 2 or Wis 3	d8	Any	Any	Any	2000	12	13	14	15	16
Magic-User	Int	Wis 2 or Str 3	d4	Any	Dagger	None	2500	13	14	13	16	15
Cleric	Wis	Int 2 or Str 3	d6	Non-neutral	Blunt	Any	1500	11	12	14	16	15
Thief	Dex	Int 2 and Wis 1	d4	Non-good	Any	Leather	1200	12	13	14	15	16

First Level Class Abilities	M-U Book of First Level Spells: Charm Person, Dancing Lights, Detect Magic, Enlargement, Hold Portal, Light, Magic Missile, Protection from Evil, Read Languages, Read Magic, Shield, Sleep, Floating Disc, Ventriloquism
M-U	Memorize & cast one known 1st level spell per day. Roll % to know for each spell in Book, up to max allowed by Int.
Cleric	Turn Undead: Skeleton 7, Zombie 9, Ghoul 11. Roll over this score on 2d6. If successful 2d6 are turned.
Thief	Open Lock:15%   Rem Trap/Hide Shadows:10%   Pick Pock/Move Silent:20%   Climb:87%   Hear:2 in 6   Backstab +4 x2 dam

Race	Ht	Wt	Minimums	Classes	HD	Hear	Infra	Save	Abilities
Human	6'	180		any	any	1 in 6			
Elf	5'	120		F/M-U or T	d6 max	2 in 6	60'		Sense Secret Doors 2 in 6, Find 4 in 6
Dwarf	4'	150	10 Con	F or T	any	2 in 6	60'	+2	Find Dungeon Traps 2 in 6
Halfling	3'	90	10 Con, Dex	F or T	d6 max	2 in 6		+2	Missile Fire +1, Hide Outdoors

3. ADJUST SCORES:	All but elves may raise Prime by 1 (to max 18) for each trade-in of indicated scores (to min 9)
4. HIT POINTS:	Roll Hit Die (HD) & adjust based on Con score: _____ Healing: 1-3 HP per day of rest
5. ALIGNMENT:	Lawful Good   Chaotic Good   Neutral   Lawful Evil   Chaotic Evil
6. LANGUAGES:	All: Common & alignment tongue, plus extras due to Int: Elves: add Elf, Hobgoblin, Gnoll & Orc. Dwarves: add Dwarf, Gnome, Goblin & Kobold.

7. EQUIPMENT: Roll 3d6 x 10 for gold pieces (GP), mark items bought & deduct cost in GP. Note where items are carried.

GP:	Weapons	Bows/Missiles	Armor	Packs/Rations/Lighting	Tools/Clerical	Horse/Transport
1	Dagger 3	Short* 25	Leather 15	Backpack (300 coins) 5	12 Iron Spikes 1	Mule 20
2	Hand Axe 3	Long* 40	Chain 30	Large Sack (300 coins) 2	50' Rope 1	Draft 30
3	Mace 5	Composite* 50	Plate 50	Small Sack (150 coins) 1	10' Pole 1	Light 40
4	Sword 10	20 Arrows 5	Shield 10	Standard Rations (1 week) 10	3 Stakes & Mallet 3	Med. War 100
5	Battle Axe* 7	Silver Tip. Arrow 5	Helmet 10	Iron Rations (1 week) 15	Steel Mirror 5	Heavy War 200
6	Morn. Star* 6	Quiver 5		Quart of Wine 1	Silver Mirror 15	Barding 150
7	Flail* 8	L. Crossbow* 15		Water/Wine Skin 1	Wood Symbol 2	Saddle 25
8	Spear 2	H. Crossbow* 25		6 Torches (6 turns x 6) 1	Silver Symbol 25	Saddle Bags 15
9	Pole Arm* 7	30 Quarrels 5		Flask of Oil (24 turns) 2	Holy Water Vial 25	Cart 100
10	2-H Sword* 15	Case 5		Tinder Box 3	Wolfsbane 10	Wagon 200
11	Lance 4	*2-handed		Lantern 10	Garlic Bud 5	Raft 40
12	Pike* 5	(no shield if used)		M-U only: Scroll w/one known 1 <sup>st</sup> lvl spell 100		Small Boat 100

8. ARMOR CLASS (AC):	None	Shield	Leather	& Shield	Chain	& Shield	Plate	& Shield		
	9	8	7	6	5	4	3	2	1	0
9. TO HIT AC: roll d20	10	11	12	13	14	15	16	17	18	19
10. MOVE (MV): feet/turn	240		240		180		120		For each 600 coins carried, reduce move by 1/2	
feet/round	20		20		15		10			



# HOLMES BASIC



## CHARACTER RECORD

NAME

CLASS

HIT POINTS

RACE

LEVEL/TITLE

ALIGNMENT

### ABILITY SCORES

Strength \_\_\_\_\_

Intelligence \_\_\_\_\_

Wisdom \_\_\_\_\_

Constitution \_\_\_\_\_

Dexterity \_\_\_\_\_

Charisma \_\_\_\_\_

### BONUSES & PENALTIES

### EXPERIENCE POINTS

### SKETCH/SYMBOL

### NEXT OF KIN

### SAVING THROWS

Poison \_\_\_\_\_

Wand \_\_\_\_\_

Stone \_\_\_\_\_

Breath \_\_\_\_\_

Spell \_\_\_\_\_

### ABILITIES

### LANGUAGES

### APPEARANCE

Age

Height

Weight

Hair

Eyes

### ARMOR

### AC

### MOVE

### SPELLS/SKILLS/FOLLOWERS

### MELEE WEAPONS

### MISSILE WEAPONS

### EQUIPMENT

### COINS

Platinum

Gold

Electrum

Silver

Copper

### GEMS & JEWELRY

### MAGICAL ITEMS

### COMBAT TABLE

ARMOR CLASS (AC)

d20 score needed to hit

MOVE (MV) feet/round  
feet/turn

None	Shield	Leather	& Shield	Chain	& Shield	Plate	& Shield	1	0
9	8	7	6	5	4	3	2		
20		20		15		10	For each 600 coins carried reduce move by 1/2		
240		240		180		120			

# ADVANCEMENT TABLES

			DIE ROLL TO SCORE A HIT (use 1d20)										
F	Level C/T	MU	9 None	8	7 Leather	6	5 Chain	4	3 Plate	2	1	0	Monster HD
NH			11	12	13	14	15	16	17	18	19	20	
1-3	1-4	1-5	10	11	12	13	14	15	16	17	18	19	up to 1
			9	10	11	12	13	14	15	16	17	18	1+ to 2
4-6	5-8	6-10	8	9	10	11	12	13	14	15	16	17	2+ to 3
			6	7	8	9	10	11	12	13	14	15	3+ to 4
+3	+4	+5	+3									+1, 2, 4,	5, 7, 9, 11

CHARACTER ADVANCEMENT				SAVING THROWS (use 1d20)												
FIGHTERS	Exp	HD		Poison	Wand	Stone	Breath	Spell	MONSTER HIT DICE							
0	0	1d6		13	14	15	16	17	under 1 (Kobold, Goblin)							
1	0	1d8		12	13	14	15	16	1-3+ (Orc, Hobgoblin, Bugbear)							
2	2000	2d8														
3	4000	3d8														
4	8000	4d8		10	11	12	13	14	4-6+ (Ogre, Minotaur, Troll)							
5	16000	5d8														
6	32000	6d8														
7	64000	7d8		8	9	10	10	12	7-9+ (Hill Giant, Stone Giant)							
8	120000	8d8		6	7	8	8	10	10-12+ (Fire, Frost & Cloud Giant)							
9	240000	9d8		4	5	5	5	8	13-15+ (Storm Giant)							
MAGIC-USERS			Spells													
1	0	1d4	1	13	14	13	16	15								
2	2500	2d4	2													
3	5000	3d4	2-1													
4	10000	4d4	4-2													
5	20000	5d4	4-2-1													
6	35000	6d4	4-2-2	11	12	11	14	12								
7	50000	7d4	4-3-2-1													
8	75000	8d4	4-3-3-2													
9	100000	9d4	4-3-3-2-1													
10	200000	10d4	4-4-3-3-2													
11	300000	11d4	4-4-4-3-3	8	9	9	11	8								
CLERICS				TURN UNDEAD (use 2d6)												
1	0	1d6		11	12	14	16	15	Sk	Zo	Gh	Wi	Wr	Mu	Sp	Va
2	1500	2d6	1						7	9	11					
3	3000	3d6	2						T	7	9	11				
4	6000	4d6	2-1						T	T	7	9	11			
5	12000	5d6	2-2	9	10	12	14	12	D	T	T	7	9	11		
6	25000	6d6	2-2-1-1						D	D	D	T	T	7	9	11
7	50000	7d6	2-2-2-1-1						D	D	D	D	T	T	7	9
8	100000	8d6	2-2-2-2-2						D	D	D	D	D	T	T	7
THIEVES				THIEVES' SKILLS												
1	0	1d4		12	13	14	15	16	General	Climb	Listen	Stab	DMG	Lang	Magic	
2	1200	2d4							15	87	1-2	+4	×2			
3	2400	3d4							20	88	1-2	+4				
4	4800	4d4							25	89	1-3	+4				
5	9600	5d4		10	11	12	13	14	30	90	1-3	+4		80	1	
6	20000	6d4							40	91	1-3	+4	×3	80	2	
7	40000	7d4							50	92	1-3	+4		80	3	
8	60000	8d4		8	9	10	10	12	60	93	1-4	+4		80	4	
9	90000	9d4							70	94	1-4	+4		80	5	
10	120000	10d4							80	95	1-4	+4	×4	80	6	
				6	7	8	8	10	85	96	1-4	+4		80	6	



# HOLMESIAN RANDOM NAMES

First, roll d100 for the # of syllables. Syllables can be joined to form one word, or separated by spaces or hyphens.

01-10 One syllable (double the last letter if desired)

11-70 Two syllables

71-90 Three syllables

91-100 Four syllables

## Examples

Omeseth of the Hidden Valley	Bel-zo the Lean
Ro Tengen the Mantled	Carme Wilphil
Jaxys the Unknowable	Zenn the Blue Magician

Second, roll d6 and d100 together for each syllable. Third, roll d100 for a title (optional); if two choices, 50% for either.

Syllables 1-3			Syllables 4-6			Titles					
1	A	51	Ev	1	Lo	51	Ro	1	from Above	51	the Mercurial
2	Ael	52	Fal	2	Lu	52	Ro	2	from Afar	52	the Mighty
3	Af	53	Fan	3	Mal	53	Ron	3	from Below	53	the Morose
4	Ak	54	Far	4	Mar	54	Sa	4	the Adept	54	the Mutable
5	Al	55	Feg	5	Me	55	Sa	5	the Albino	55	the Mysterious
6	Am	56	Fen	6	Mer	56	See	6	the Antiquarian	56	the Obscure
7	An	57	Fi	7	Mez	57	Ser	7	the Arcane	57	the Old/Young
8	Ar	58	Ful	8	Mez	58	Shal	8	the Archaic	58	the Ominous
9	Baf	59	Fum	9	Mich	59	Sho	9	the Barbarian	59	the Peculiar
10	Bar	60	Ga	10	Mil	60	Sho	10	the Batrachian	60	the Perceptive
11	Bee	61	Gahn	11	Mis	61	Sil	11	the Battler	61	the Pious
12	Bel	62	Gaith	12	Mo	62	Sit	12	the Bilious	62	the Quick
13	Ber	63	Gar	13	Mo	63	Spor	13	the Bold	63	the Ragged
14	Berd	64	Gar	14	Moo	64	Sun	14	the Brave	64	the Ready
15	Bes	65	Gen	15	Mul	65	Sur	15	the Civilized	65	the Rough
16	Bo	66	Ger	16	Mun	66	Sus	16	the Collector	66	the Rugose
17	Bo	67	Glen	17	Mun	67	Tar	17	the Cryptic	67	the Scarred
18	Bol	68	Go	18	Mur	68	Tar	18	the Curious	68	the Searcher
19	Bor	69	Go	19	Mus	69	Tas	19	the Dandy	69	the Shadowy
20	Bran	70	Gram	20	Na	70	Tee	20	the Daring	70	the Short/Tall
21	Brose	71	Grink	21	Na	71	Ten	21	the Decadent	71	the Steady
22	Bru	72	Gulf	22	Ned	72	Ten	22	the Delver	72	the Uncanny
23	Bur	73	Ha	23	Nes	73	Teth	23	the Distant	73	the Unexpected
24	Car	74	Hag	24	Nick	74	To	24	the Eldritch	74	the Unknowable
25	Chor	75	Hal	25	No	75	To	25	the Exotic	75	the Verbose
26	Cig	76	Han	26	Nor	76	Ton	26	the Explorer	76	the Vigorous
27	Cla	77	Harg	27	Nos	77	Ton	27	the Fair	77	the Wanderer
28	Da	78	Ho	28	Nu	78	Tra	28	the Fearless	78	the Wary
29	Da	79	Hol	29	O	79	Treb	29	the Fickle	79	the Weird
30	Dan	80	Hor	30	Omes	80	Tred	30	the Foul	80	the [Pick Color]
31	Do	81	I	31	Os	81	Tue	31	the Furtive	81	the First - Tenth [roll d10]
32	Do	82	Ig	32	Pal	82	U	32	the Gambler	82	of the [Pick Color] Cloak
33	Dock	83	In	33	Pen	83	Va	33	the Ghastly	83	of the [Pick Direction]
34	Doh	84	Ith	34	Phil	84	Vak	34	the Gibbous	84	of the Arid Wastes
35	Don	85	Jax	35	Po	85	Ven	35	the Great	85	of the Beetling Brow
36	Dor	86	Jo	36	Pos	86	Ver	36	the Grizzled	86	of the Cyclopean City
37	Dor	87	Jur	37	Poy	87	Wal	37	the Gruff	87	of the Dread Wilds
38	Dre	88	Ka	38	Pres	88	Web	38	the Hairy/Bald	88	of the Eerie Eyes
39	Drebb	89	Kan	39	Pus	89	Wil	39	the Haunted	89	of the Foetid Swamp
40	E	90	Kra	40	Quas	90	Xor	40	the Heavy/Lean	90	of the Forgotten City
41	Eg	91	Krac	41	Que	91	Y	41	the Hooded/Cowled	91	of the Haunted Heath
42	Ek	92	Ky	42	Ra	92	Yor	42	the Hunter	92	of the Hidden Valley
43	El	93	La	43	Rag	93	Ys	43	the Imposing	93	of the Howling Hills
44	El	94	Laf	44	Ralt	94	Zef	44	the Irreverent	94	of the Jagged Peaks
45	End	95	Lag	45	Ram	95	Zell	45	the Loathsome	95	of the Menacing Mien
46	Er	96	Lap	46	Ray	96	Zen	46	the Loud/Quiet	96	of the Savage Isle
47	Er	97	Le	47	Ree	97	Zer	47	the Lovely	97	of the Tangled Woods
48	Es	98	Lef	48	Rem	98	Zo	48	the Mantled	98	of the Watchful Eyes
49	Eth	99	Lem	49	Rin	99	Zo	49	the Masked/Veiled	99	Roll again and add Class
50	Eth	100	Lis	50	Ris	100	Zort	50	the Merciful/Merciless	100	Roll again and add Race

# BACKGROUNDS

for HUMAN CHARACTERS - Roll in lieu of the standard roll for starting gold

d20	TYPE	ABILITIES	EQUIPMENT	GOLD (x10)
1	Alchemist	Beginner's Alchemy (make a Healing Potion in 1 week for 125 GP)	1 Healing Potion, Mortar & Pestle	2d6
2	Amazon	Invoke Goddess (re-roll one die per day, but only if wearing bronze)	Bronze Armor & Shield (AC 3), Bronze Sword, Long Bow, 2 Flasks Greek Fire (treat as Oil)	1d6
3	Animal Trainer	Animal Handling (+4 Reaction Roll for normal animals)	Mule, Guard Dog (1 HD, AC 7, 1d6 bite)	2d6
4	Archer	Rapid Fire (Fire arrows twice per round if not moving or in melee)	Long Bow, Quiver, 15 arrows, 5 silver arrows	2d6
5	Bandit	Evasion (Flee combat without being hit, but only if wearing leather armor)	Hooded Cloak, Leather Armor, Shield, Short Bow, Quiver, 20 arrows, Treasure Map (ruin)	2d6
6	Barkeep	Ear for Listening (Knows 2d6 local rumors)	Flask of Fine Spirits (50 GP value, +2 Reaction Roll if a shot is offered, 10 shots total)	2d6
7	Berserker	Rage (+2 to attack rolls & AC 7 if no armor, will not flee or surrender), +1 hp at 1 <sup>st</sup> level	Bearskin Cloak, Tooth-bitten Shield	1d6
8	Buccaneer	Swimming (-20% chance of drowning), Ship-craft, Rope Use	Cutlass, Spyglass, Treasure Map (island), Pet Monkey (1 hp), 50' Rope with Grappling Hook	3d6
9	Caveman	Tough (+1 HD at 1 <sup>st</sup> level, but will not wear any armor), Hunting, Illiterate	Furs, Club or Stone Axe & Spear, Hide Sack with Meat & Fruit	---
10	Engineer	Eye for Construction (detect dungeon traps as a dwarf & secret doors as an elf)	Lantern, Steel Mirror, Chalk Stick, Level, Measuring Stick (6', ruled)	3d6
11	Flyer	Aerial Combat Training, Tumbling (-1 point per die falling damage)	Potion of Flying, Leather Armor, 5 Javelins	2d6
12	Gemcutter	Appraise (gems & jewelry), Cut Gems (4 in 6 chance of increasing value of a gem by 10%)	Magnifying Lens, Diamond Dust (50 GP value, use 10 GP per attempt to cut gem)	2d6
13	Man-At-Arms	Years of Guard Duty (surprised only on 1 in 6)	Chain mail, Shield, Sword, Dagger, Light Crossbow, 30 Quarrels in Case	2d6
14	Merman	Breath Underwater, Leathery Skin (AC7, +1 hp at 1 <sup>st</sup> level), -1 to attack rolls on land	Trident, 20 Darts	1d6
15	Nomad	Surprise Outdoors (1-4 in 6, if wearing only leather armor), Archery while Riding	Light Horse, Lance, Horse Bow, Leather Armor	1d6
16	Orcish	Nocturnal (Infravision; -1 on attack rolls in full daylight), Tough (+1 HP at 1 <sup>st</sup> level)	Leather Armor, Shield, Hand Axe	1d6
17	Pilgrim	Traveling (Add 1 hex to daily movement)	Sturdy Staff, Holy Relic (Turns Undead as 3rd Level Cleric 2d6 times before disintegrating)	2d6
18	Sage	Identify Magic Item (Takes 1 week and uses 100 gp of material components)	Reference Books, Blank Vellum Book, Ink & Quill	2d6
19	Smith	Fire-tough (-1 point per dice fire damage), Forging (Make weapons/armor at 1/2 cost)	Chainmail, Shield, Hammer, Tongs, 12 Iron Spikes, Crowbar	2d6
20	Spy	Double Talk (+2 on reaction rolls), Disguise, Languages (Double normal number)	2 Daggers (1 hidden in boot)	2d6

Each background also gets a +2 Reaction Roll when encountering others of the same background



# CLERIC SPELLS

## LEVELS 1-6



Level One	Range	Duration		Magical Effect	Reverse
	(feet)	(turns)			
1	<i>Cure Light Wounds</i>	0'	-	Heals 1d6+1 hp in one person	<i>Cause Light Wounds</i>
2	<i>Detect Evil</i>	120'	6	Caster can detect evil in any person or object in range	<i>Detect Good</i>
3	<i>Detect Magic</i>	60'	2	Caster can detect magic in any person, place or object	
4	<i>Light</i>	120'	12	15' radius equal to torch for duration, caster can end early	<i>Darkness</i>
5	<i>Protect. from Evil</i>	0'	12	Caster: +1 Saves, -1 AC vs evil, immun. to enchanted monst.	<i>Protect. from Good</i>
6	<i>Purify Food/Water</i>	120'	6+lvl	Restores poisoned food & drink for up to 12 people	<i>Contaminate F./W.</i>
7	<i>Remove Fear</i>	0'	-	Target gets new Save vs Fear at +1 per caster level	<i>Cause Fear</i>
8	<i>Resist Cold</i>	30'	6	Target gains +2 Saves & -1 damage/die against cold	

### Level Two

1	<i>Bless</i>	60'	6	Group gains +1 to hit, must be cast before combat	<i>Curse</i>
2	<i>Find Traps</i>	30'	2	Locates mechanical or magical traps in range	
3	<i>Hold Person</i>	120'	6+lvl	Save or Paralyzed, up to 4 targets, -2 Save if only 1 target	
4	<i>Know Alignment</i>	10'	2	Caster learns alignment of creatures in range	
5	<i>Resist Fire</i>	30'	6	Target gains +2 Saves & -1 damage/die against fire	
6	<i>Silence, 15' Radius</i>	180'	12	Prevents all noise in area of effect, including casting	
7	<i>Snake Charm</i>	60'	1d4+1	Charms 1 HD/level, only lasts 1d6+6 rounds in melee	
8	<i>Speak w. Animals</i>	30'	6	Talk to normal animals, keep from attacking, may aid caster	

### Level Three

1	<i>Animate Dead</i>	10'	∞	Creates 1 skeleton or zombie per level, controlled by cleric	
2	<i>Continual Light</i>	120'	∞	Full daylight in 120' radius, lasts until dispelled	<i>Continual Darkness</i>
3	<i>Cure Disease</i>	0'	-	Removes disease from one person	<i>Cause Disease</i>
4	<i>Glyph of Warding</i>	0'	∞	Protects 5' square/level, 2 hp damage/level, Save for ½	<b>Level Corpse Age</b>
5	<i>Locate Object</i>	90'	2	Provides direction of well-known object, add 10 feet/level	1-7 1-4 days
6	<i>Prayer</i>	30'	1	All in 20' square Save at -1, plus -1 per 10 levels of caster	8-14 1-4 months
7	<i>Remove Curse</i>	0'	∞	Removes a curse on one person or object	15-20 1-4 years
8	<i>Speak with Dead</i>	0'	-	Ask three questions of a corpse, see table to right for limits:	21+ no limit

### Level Four

1	<i>Create Water</i>	10'	-	Make water for 12 (32 gallons), ×2 amount per lvl over 8th	
2	<i>Cure Ser. Wnds.</i>	0'	-	Heals 2d6+2 hp in one person	<i>Cause Ser. Wounds</i>
3	<i>Divination</i>	0	-	Learn monsters & treasure in an area, 60% chance +1%/lvl	
4	<i>Exorcise</i>	10'	∞	Target freed from possession/control/curse/charm	
5	<i>Neutralize Poison</i>	10'	1	Counters poison in one person	
6	<i>Protect. fr. Evil 10'</i>	10'	12	As <i>Protect. from Evil</i> , but 10' radius and ×2 duration	<i>Protect. fr. Good 10'</i>
7	<i>Speak with Plants</i>	30'	6	Talk to plants in 20' × 10' area, will obey simple commands	
8	<i>Sticks to Snakes</i>	120'	6	Creates 2d8 snakes, 50% poisonous, controlled by caster	

### Level Five

1	<i>Commune</i>	0'	-	Answers 3 questions, only usable once per week	
2	<i>Create Food</i>	0'	-	Makes food for 12, ×2 amount per lvl over 8th	
3	<i>Dispel Evil</i>	30'	1	Dispels all evil magic in 30' radius	<i>Dispel Good</i>
4	<i>Flame Strike</i>	60'	-	All in 5' radius take 6d8 fire damage, Save for ½	
5	<i>Insect Plague</i>	480'	1 day	360' square cloud, blocks vision, 3 HD or less will flee	
6	<i>Quest</i>	30'	-	Target must perform a service or be cursed	
7	<i>Raise Dead</i>	120'	∞	Restore life to one body, 4 days dead per lvl over 7th	<i>Finger of Death</i>
8	<i>True Seeing</i>	120'	1/lvl	Caster can detect all invisible, hidden, illusions	<i>False Seeing</i>

### Level Six

1	<i>Animate Objects</i>	60'	6	Control 2 man-size objects, 1 twice as large, or more smaller	<b>Man-Size Statue</b>
2	<i>Blade Barrier</i>	60'	12	Creates barrier with up to 15' radius, does 7d10 damage	AC 1, HD 8, MV 30'
3	<i>Conjure Animals</i>	30'	10	1 large (elephant), 3 med. (lion/bear) or 6 small (wolf/lynx)	AT ½, D 2d8
4	<i>Find the Path</i>	0'	6+lvl	Shows the way out of maze/wilderness, lasts 1 day outdoors	
5	<i>Heal</i>	0'	-	Heals all but 1d4 hp & cures disease/blind. in one person	<i>Harm</i>
6	<i>Speak w. Monsters</i>	0'	-	Caster can ask 3-12 questions of a monster	
7	<i>Stone Tell</i>	0'	1	Talk to stone(s) to learn information/history of an area	
8	<i>Word of Recall</i>	0'	-	Caster teleports without error to pre-determined sanctuary	



# MAGIC USER SPELLS

## LEVELS 1-3



Level One	Range	Duration	Magical Effect
	(feet)	(turns)	
1 Charm Person	120'	variable	Charms 1 humanoid, unless a Save is made. Time until new save is based on INT: 1 day if 18+ INT, 2d if 16-17, 7d if 12-15, 14d if 10-11, 21d if 7-9, 28d if 3-6
2 Dancing Lights	120'	2	Creates 1-6 lights equal to floating lanterns under control of caster's voice
3 Detect Magic	60'	2	Caster can detect magic in any person, place or object in range
4 Enlargement	30'	1+lvl	Increases size of living target by $\times 1.5$ , or non-living $\times 2$ , to a max of 12 ft <sup>3</sup> /lvl
5 Hold Portal	10'	2d6	Locks a single door, gate or other portal for the duration
6 Light	120'	6+lvl	Lights a 15' radius equal to a torch for the duration, caster can end earlier
7 Magic Missile	150'	-	Fires 1 magic arrow (+1 hit/damage) per 5 levels with a range as long bow
8 Protection from Evil	0'	6	Caster gains +1 Saves, -1 AC vs evil attackers, & immunity to enchanted monsters
9 Read Languages	0'	2	Caster can decipher any language or code
10 Read Magic	0'	2	Caster can read and understand a scroll for future use
11 Shield	0'	2	Caster is protected with AC2 vs missiles, AC4 vs other attacks
12 Sleep	240'	4d4	Sleeps 2d8 creatures of 1HD, 2d6 of 2HD, 1d6 of 3HD or 1 of 4HD, no save!
13 T's Floating Disc	10'	6	Creates a disc that carries up to 500 lbs (5000 gp) & follows 6' behind caster
14 Ventriloquism	60'	2	Caster can project voice from any object or creature in range

### Level Two

1 Audible Glamer	240'	2	Creates sounds equivalent to up to 8 people per two levels
2 Continual Light	120'	$\infty$	Lights a 30' radius that lasts until dispelled
3 Darkness	120'	6	Darkness 50' radius, prevents all vision, ended by Light or Dispel Magic
4 Detect Evil	60'	2	Caster can detect evil in any person or object in range
5 Detect Invisible	10' $\times$ lvl	6	Caster can see any invisible person or object in range
6 ESP	60'	12	Caster can detect the thoughts of creatures in range, thru 2' rock but not lead
7 Invisibility	240'	$\infty$	Turns a creature or item invisible, ends if the creature makes an attack
8 Knock	60'	-	Unlocks a locked or barred door, gate or chest
9 Levitate	20' $\times$ lvl	6+lvl	Target can move upward at 60'/turn
10 Locate Object	60'+lvl	2	Tells the caster with the direction of a well-known object within range
11 Magic Mouth	0'	$\infty$	Creates a magical mouth that speaks up to 25 words when triggered
12 Mirror Image	0'	6	Creates 1d4 (roll) mimicking duplicates of the caster that each last until hit
13 Phantasmal Forces	120'	$\infty$	Creates a silent illusion that lasts until touched or the caster is disturbed
14 Pyrotechnics	240'	6	Turns a fire into a fireworks display or thick smoke covering a 30' radius
15 Ray of Enfeeble.	30'	lvl	Target must Save or lose 4 points strength & do 1/4 less damage
16 Strength	0'	48	Target gains strength by class: Fighter 2d4 points, Cleric 1d4, Thief 1d6
17 Web	10'	48	10' $\times$ 10' $\times$ 20' web, normal man 2d4 turns to free, giant 2 rounds, fire 1 round
18 Wizard Lock	10'	$\infty$	As Hold Portal but permanent, can be passed by Knock or MU 3 levels higher

### Level Three

1 Clairaudience	60'	6	Caster can hear in range, through doors or 2' rock but not lead
2 Clairvoyance	60'	6	Caster can see in range, through doors or 2' rock but not lead
3 Dispel Magic	120'	1	Disrupts spells in 15' radius, % chance = level of caster / level of other caster
4 Explosive Runes	0'	$\infty$	Does 4d6 hp & destroys item, MU 2 levels higher can detect/remove: 50/75%
5 Fire Ball	240'	-	Burns all in a 20' radius of blast for 1d6 $\times$ level hp; Save vs Spells for 1/2
6 Fly	0'	d6+lvl	Caster can fly at 120'/turn. DM rolls secretly for duration.
7 Haste	240'	3	Up to 24 creatures double their move & attack twice, at beginning & end of round
8 Hold Person	120'	6+lvl	Save vs Spells or paralyzed, up to 4 targets, if only 1 save is at -2
9 Infravision	0'	1 day	Target can see in the dark as an elf or dwarf with a 60' range
10 Invisibility 10'	240'	$\infty$	As per Invisibility, but affects all within a 10' radius
11 Lightning Bolt	240'	-	Zaps all in 60' long, 7.5' wide path for 1d6 $\times$ level hp; Save vs Spells for 1/2
12 Monster Summ. I	10'	6	Summons 1st level monsters to fight for caster, 1d6 if <1 HD, 1d3 if $\geq 1$ HD
13 Protection/Evil 10'	0'	12	As per Protection from Evil, but affects all in a 10' radius and duration is double
14 Protection/N.M.	30'	12	Target immune to non-magical missiles, except from creatures with >1HD
15 Rope Trick	0'	6+lvl	Creates a secure space at end of a rope from 6-24' long for up to 4 persons
16 Slow	240'	3	Up to 24 creatures halve their move & attack once every other round
17 Suggestion	60'	1 week	Target must save vs spells or carry out an order of up to two sentences
18 Water Breathing	0'	12	One person (caster or other) can breath underwater, no aid to swimming



# MAGIC USER SPELLS

## LEVELS 4-6



Level Four	Range	Duration	Magical Effect	
	(feet)	(turns)		
1 Charm Monster	120'	variable	Charms 3d6 monsters of ≤3 HD or one of >3 HD, Saves apply Check weekly if broken: <2 HD: 5%, 2-4: 10%, 5-7: 20%, 8-10: 40%, 11+: 80%	
2 Confusion	120'	12	Affects all in 15' radius, immediately if ≤2 HD, others after d12 rounds - caster lvl Roll 2d6 each round for effect, ≥4 HD can Save to resist	
3 Dimension Door	10'	-	Teleport without error up to 360' in any direction	
4 Extension I	-	-	Extends duration of 1st-3rd level spells by 50%	
5 Fear	240'	6	All in 20' radius flee, Saves apply, 50% chance to drop item	
6 Hallucinat. Terrain	240'	til dispel	Creates illusionary terrain over 120' square. Touch alone will dispel	
7 Ice Storm	120'	1	Creates 30' square storm that does 3d10 hp to all within	
8 Massmorph	240'	til dispel	Disguises ≤100 humans as trees, undetectable if passed through	
9 Monster Summ. II	10'	6	Summons 1-2 2nd level monsters to fight for caster	
10 Plant Growth	120'	til dispel	Renders a 300' square impassable due to overgrowth	
11 Polymorph Other	60'	til dispel	Target becomes a single creature picked by caster. Includes combat abilities	
12 Polymorph Self	0'	6+lvl	Caster can change into any creature, gains abilities of form but not combat	
13 Remove Curse	0'	∞	Removes a single curse. Cursed magic items become ordinary	
14 Wall of Fire	60'	til dispel	20' tall & 60' long or 30' radius, blocks ≤4 HD, 1d6 damage, undead ×2	
15 Wall of Ice	120'	til dispel	20' tall & 60' long or 30' radius, blocks ≤4 HD, 1d6 damage, fire-using ×2	
16 Wizard Eye	240'	6	Caster can see through invisible "eye" up to 240', "eye" moves at 120'/turn	

2d6	Effect
2-5	Attack caster
6-8	Do nothing
9-12	Attack allies

### Level Five

1 Animal Growth	120'	12	Turns 1-6 normal animals into giant animals	
2 Animate Dead	10'	til dispel	Animates corpses as skeletons or zombies, 1d6 for each level over 8th	
3 Cloudkill	10'	6	15' radius, poisonous to <5 HD, moves 60'/turn away from caster or with wind	
4 Conjure Elemental	240'	til dispel	16 HD elemental, requires appropriate material, control requires concentration	
5 Contact Hi. Plane	-	-	Ask yes/no questions. 7th plane: 7 questions, 50% to know, 70% truthful answer, 40% chance of insanity. Each plane above/below adds/subtracts 10% to each	
6 Extension II	-	-	Extends duration of 1st-3rd level spells by 50%	
7 Feeblemind	240'	til dispel	Target M-U is mentally incapacitated, Save at -4 applies	
8 Hold Monster	120'	6+lvl	Paralyze up to 4 monsters, Saves apply, if only one target Save at -2	
9 Magic Jar	30'	variable	Caster's spirit enters "jar" object. Can take over a host within 120', Save applies Spirit returns to jar at will or if host destroyed. If jar destroyed, caster killed	
10 Monster Summ. III	10'	6	Summons 1d2 3rd level monsters to fight for caster	
11 Passwall	30'	3	Creates a 10' long human-sized passage through solid rock	
12 Telekinesis	120'	6	Caster can mentally move a weight up to 200 GP × level	
13 Teleport	0'	-	d% for success. If generally know area: 1-10=low, 11-90=success, 91-100=high If detailed knowledge: 01=low, 2-96=success, 97-00=high	
14 Trans. Rock to Mud	120'	3d6 days	Turns 300' square of rock/earth/sand to mud. Reversible	
15 Wall of Iron	60'	12	Creates a 3" thick iron wall, up to 50' square in size	
16 Wall of Stone	60'	til dispel	Creates a 2' thick stone wall, up to 100' square in size	

### Level Six

1 Anti-Magic Shell	0'	12	Renders caster completely immune to spells, caster can't cast out through it	
2 Control Weather	-	til dispel	Start or stop rain, cold wave, heat wave, tornado, clouds, clear sky	
3 Death	240'	∞	Slays 2d8 creatures of <7 HD in a 30' radius, Saves apply	
4 Disintegrate	60'	-	Disintegration of 1 large creature or 10' square of material, Saves apply	
5 Extension III	-	-	Extends duration of 1st-3rd level spells by 50%	
6 Geas	30'	variable	Target must perform task until completed or will weaken and die	
7 Invisible Stalker	10'	variable	Summons a stalker under control of caster, stays until mission is completed	
8 Legend Lore	days	-	Yields info on legendary item/place/person, roll d% for # of days casting takes	
9 Lower Water	240'	10	Lower an entire body of water by one-half of its depth	
10 Monster Summ. IV	10'	6	Summons one 4th level monster to fight for caster	
11 Move Earth	240'	6	Caster can move hills at rate of 60'/turn, takes 1 turn to start	
12 Part Water	120'	6	Parts water up to ten feet deep	
13 Projected Image	240'	6	Image of caster appears up to 240' feet away, spells can be cast from image	
14 Reincarnation	0'	∞	Deceased returns as a random creature of same alignment	
15 Repulsion	120'	6	Pushes creatures in a 15' radius away from caster	
16 Stone to Flesh	120'	til dispel	Turns a petrified creature back to flesh. Reversible	

MONSTER	HD	DMG×AT	AC	MV	AL	TT	SPECIAL CHARACTERISTICS	HABITS	d12
Giant Centipede	¼	0	9	150	nil	nil	Bite: Save vs Poison at +4; 1' long	Aggressive, rushes	1-1
Giant Rat	½	1d3	7	120	nil	C	Bite: 5%/disease; Swim ½×MV; Fears fire	Rubbish, scavengers	1-2
Kobold	½	1d4	7	120	LE	J	Saves at +3; Leaders equal to gnolls	Ambush, traps	1-3
Skeleton	½	1d6	8	60	N	nil	Immune Charm/Sleep; Silent MV	Undead, guards	1-4
Goblin	1-1	1d6	6	60	LE	L	Attacks at -1 in sun; Leaders equal to hobgoblins	Attack dwarves	1-5
Bandit	1	1d6	6	120	N/E	A	>30=Leader F4 AC4 20% magic armor/shield/sword	Take prisoners	1-6
Dwarf	1	1d8	4	60	N/LG	G	>40=Leader F2-7 with magic arms/armor	Sturdy fighters	1-7
Gnome	1	1d6	5	60	CG/N	C	Favor crossbows	Hill burrows	1-8
Nixie	1	1d4	7	60	N	B	Swim 2×MV; 1 Charm Person/10 nixies; 10d10 fierce fish	Water sprites	1-9
Orc	1	1d6	7	90	CE	D	Attacks at -1 in sun	Tribal, hostile	1-10
Pixie	1	1d4	3	90	N/CG	R+S	Invisible attack = auto. surprise; Fly 2×MV for 3 trn	Elf-friends, invisible	1-11
Stirge	1	1d3	7	180	N	Q	Attacks at +2; Hit: -d4 HP/rnd	Flying bloodsucker	1-12
Berserker	1+1	1d8	7	120	N	J	Attack humanoids at +2; Never surrender or retreat	No prisoners	2-1
Elf	1+1	1d10	5	120	CG/N	E	>50=Leader F/MU 2-4/2-8	Magical fighters	2-2
Hobgoblin	1+1	1d8	6	90	LE	D	Saves vs Fear at +1; Leaders equal to ogres	Strong morale	2-3
Large Spider	1+1	1	8	60	nil	J-N	Bite: Save vs Poison at +2	Large webs	2-4
Fire Beetle	1+2	2d8	4	120	nil	nil	Two glands shed light 10' radius/1d6 days	Nocturnal, unintell.	2-5
Giant Ant	2	1d6	3	180	nil	Q×3	10% near nest w/5d10; treasure in egg chamber + type S	Nest builders	2-6
Ghoul	2	1d3×3	6	90	CE	B	Touch: Save vs Paralyzation/Elves immune	Bestial scavengers	2-7
Gnoll	2	2d4	5	90	CE	D	Leaders are 3 HD/16 HP	Dislike work	2-8
Green Slime	2	0	nil	0	nil	nil	Can always be hit but only hurt by fire/cold	Immobile, drops	2-9
Troglodyte	2	1d4×3	5	120	CE	A	Surprise 1-4; Save vs Poison or -d6 STR/1 per rnd	Loathe humans	2-10
Yellow Mold	2*	0	nil	0	nil	nil	2 HD/10' sq; If hit: 50% chance of spores/Save vs Poison	Immobile, asphyxiates	2-11
Zombie	2	1d8×½	8	120	N	nil	1 attack per 2 rnd; Immune Charm/Sleep; Silent MV	Undead, guards	2-12
Lizard Man	2+1	1d8	5	60	N	D	Swim 2×MV; Fight with spears/clubs	Aquatic, tribal	3-1
Huge Spider	2+2	1d6	6	180	nil	J-N,Q	Bite: Save vs Poison at +1; Surprise 1-5 in 6; Leap 30'	Trap-door hunters	3-2
Pegasus	2+2	1d8×2	6	240	LG	nil	Fly 2×MV; Will serve only LG	Wild, shy	3-3
Shadow	2+2	1d4	7	90	LE	F	Hit: -1 STR; Magic to hit; Immune Charm/Sleep	Intelligent, immaterial	3-4
Horse	2-3	1d6×2,1d4	7	240	nil	nil	Lt:2HD Med:2+1/180 Hv:3/120 Dft/Mule:2+1/120	Pack animals	3-5
Giant Tick	3	1d4	4	30	nil	nil	Bite: -4 HP/rnd + disease fatal in 2-8d	Ambulatory, drops	3-6
Gray Ooze	3	2d8	8	10	nil	nil	Immune heat/cold; Hurt by weapons/lightning	Stone-like, seeps	3-7
Harpy	3	1d4×3	7	60	CE	C	Fly 2.5×MV; Save vs Spells or charmed	Sings, lures	3-8
Shrieker	3	nil	7	10	nil	nil	Shriek 1-3 rnd/light 30'/motion 10'/50% of monster	Mindless, ambulatory	3-9
Wererat	3	1d6	7	120	N/LE	C	Silver/magic to hit; Summon 10d10 G. Rats; See Werewolf	Ratman, sly	3-10
Wight	3	0	5	90	LE	B	Hit: Drain 1 level; Silver/magic to hit	Undead, barrows	3-11
Hydra	varies	1d6	5	120	N	B	1 HD/6 HP/1 AT per head (3 HD=18 HP/3 AT)	Unyielding beast	3-12
Bugbear	3+1	2d4	5	90	CE	B	Surprise on 1-3 due to stealth	Large, stealthy	4-1
Carrion Crawler	3+1	0×8	7	120	N	nil	Tentacle: Save vs Paralyzation	Wall crawlers	4-2
Hippogriff	3+1	1d6×2,1d10	5	180	N	nil	Fly 2×MV; Always attack pegasi	Fierce steeds	4-3
Blink Dog	4	1d6	5	120	LG	C	Blink 1-4'/rnd and attack	Intelligent, packs	4-4
Doppelganger	4	1d12	5	90	CE/N	E	Mimic humanoids; Immune Sleep/Charm; Improved saves	Mutable, deceitful	4-5
Gargoyle	4	1d4×4	5	60	LE	C	Fly 2.5×MV; Magic to hit	Ferocious, cunning	4-6
Gelatinous Cube	4	2d4	8	60	nil	*	Hit: Save vs Paralyzation; Immune to cold/lightning/spells	Roving cleaner	4-7
Medusa	4	1d6	8	90	LE	F	Gaze: save vs T. to Stone; Hit: Save vs Poison (snakes)	Beguiles victims	4-8
Werewolf	4	2d4	5	150	N/LE	C	Silver/magic to hit; Wolfsbane repels; Bite: Lycanthropy	Pack hunter	4-9
Wraith	4	1d6	3	120	LE	E	Hit: Drain 1 level; Magic to hit/Silver ½ dmg; Fly 2×MV	Undead, immaterial	4-10
Unicorn	4	1d8	2	240	LG	nil	Dimension Door 360 feet 1/day; Save vs Magic at 8	Fierce, elusive	4-11
Ogre	4+1	1d10	6	90	CE	C	In lair: C+1000 GP; Out: Sack with 1d6×100 GP	Fearsome, disgusting	4-12
Wereboar	4+1	2d6	4	120	N/CG	C	Silver/magic to hit; See also Werewolf	Solitary, ill-temper	5-1
Giant Spider	4+4	2d4	4	30	CE	C	Bite: Save vs Poison at +1; Web: same as spell	Dim intelligence	5-2
Hell Hound	3-7	1d6	4	120	LE	C	Breath: HD×d6 fire/5' range/requires attack roll	Detect invisible	5-3
Cockatrice	5	1d6	6	90	N	D	Touch: save vs T. to Stone; Fly 2×MV	Small, unintelligent	5-4
Ochre Jelly	5	2d6	8	30	nil	nil	Fire/cold to hit; Weapons make smaller jellies	Amoeba, seeps	5-5
Owl Bear	5	1d8×3	5	120	N	C	Attacks are beak/claw/bear-hug	Ugly disposition	5-6
Rust Monster	5	0	2	120	N	nil	Hit: rusts metal inc. magic	Inoffensive looking	5-7
Weretiger	5	3d6	3	120	N/CE	C	Silver/magic to hit; See also Werewolf	Tiger-like, packs	5-8
Mummy	5+1	1d12	5	60	LE	D	Fear: Save vs Spells; Hit: Rots; Magic/fire to hit=½ dmg	Undead, frightful	5-9
White Dragon	5-7	1d6×2,4d6	2	90	N/CE	H	5-7 HP/1-8 age; breath 80×60ft cone of cold 3×day	Ice caves	5-10
Displacer Beast	6	2d4×2	4	150	N(E)	D	All saves at +2; -2 to be hit due to displacing	Hateful packs	5-11
Minotaur	6	1d6×3	6	120	LE	C	Always attacks	Maze, pursues	5-12
Spectre	6	1d8	2	150	LE	E	Touch: Drains 2 LVLs; Magic to hit; Fly 2×MV	Undead, Nazgul-like	6-1
Werebear	6	3d8	2	90	N/CG	C	Silver/magic to hit; See also Werewolf	Solitary, helpful	6-2
Basilisk	6+1	1d10	4	60	N	F	Gaze/Touch: Save vs T. to Stone	Slow, reptilian	6-3
Manticore	6+1	1d6×3	4	120	LE	D	Fly 1.5×MV; Tail: 24 spikes; Fires 6/rnd; Range 180'	Huge man-eater	6-4
Troll	6+3	1d6×3	6	120	CE	D	Regenerates 3 HP/turn except fire/acid	Loathsome, rubbery	6-5
Black Dragon	6-8	1d6×2,4d6	2	90	CE/N	H	6-8 HP/d8 age; Breath 60×5ft line of acid/3×day	Swamp caves	6-6
Brass Dragon	6-8	1d6×2,4d6	2	90	N/CG	H	6-8 HP/d8 age; 70×20ft sleep or 80×60 fear/3×day	Selfish, talkative	6-7
Griffon	7	1d4×2,2d8	5	120	N	E	Fly 2.5×MV, Steeds but will attack horse in 360'	Fierce, swift	6-8
Djinni	7+1	2d8	5	90	N	nil	Fly 240 ft/tn; Carry 6000 GP; 2d6 whirlwind; Illusions	Free-willed elemental	6-9
Vampire	7-9	1d10	2	120	LE	F	Hit: Drains 2 LVLs; LVLs; Magic to hit; Regenerate as troll	Nocturnal, charms	6-10
Hill Giant	8	2d8	4	120	N/CE	E*	12'; 1 rock/5 rnd for 2d6/200' range/20' impact area	Hill caves	6-11
Chimera	9	1d3×2*	4	120	CE	F	+2d4×2 (goat/lion)/3d4 (dragon) or 3d8 fire 3×day	Three minds	6-12
Stone Giant	9	3d6	4	120	N	E*	14'; Rocks have 240' range/ 30' area	Mountain caves	7-1
Black Pudding	10	3d8	6	60	nil	nil	Fire hurts; Attacks split; dissolves wood/metal not stone	Always hungry	7-2
Frost Giant	10+1	4d6	4	120	N/CE	E*	16'; Impervious to cold [*all giants E+5000 GP]	Ice castles	7-3
Red Dragon	9-11	1d6×2,4d6	2	90	CE	H	9-11 HP/1-8 age; breath 90×30ft cone of fire 3×day	Greedy, mountains	7-4
Fire Giant	11+3	5d6	4	120	N/LE	E*	12'; Impervious to fire	Fire castles	7-5
Cloud Giant	12+2	6d6	4	120	N	E*	18'; Keen sense of smell	Cloud castles	7-6
Purple Worm	15	2d6×2	6	60	N	D	Tail: Save vs Poison; Mouth: Swallowed if hit by over 2	Always attack	7-7
Storm Giant	15	7d6	4	120	N/CG	E*	24'; Weather Control=Cause Storm	Mountain castles	7-8

## USING THE MONSTER REFERENCE TABLE

1. Print the table for reference during the game, possibly as part of a custom DM screen. The monsters are listed by Hit Dice from lowest to highest. There are 80 entries, including the Nixie deleted from later printings of the rulebook. The various Dragons, Giants, Lycanthropes and Spiders are listed on separate lines; the different types of Horses are combined into a single line. The next-to-last column has two words describing the habits of the creatures, most taken directly from the Holmes descriptions, with a few from the Holmes version of B2 (e.g. kobolds) or the Monster Manual (e.g. the various dragons).
2. Use the last column to randomly select monsters for wandering monsters or for dungeon stocking. The monsters are ordered by Hit Dice, with roughly 12 monsters per level. For a completely random selection, roll a d8 (re-roll 8s) and a d12. For low-level monsters, roll a d3 (or d4) and a d12. For # appearing, the total HD of monsters should roughly equal the total levels of the party.
3. Generate new monsters by rolling independently in each column. Use the results for inspiration; change or re-roll anything that doesn't fit the others.

### EXAMPLE

#### **Column: Roll = Result**

Type: 5-7 = Mummy/Undead

HD: 6-11 = 9

DMG × AT: 3-1 = 1-6 × 1 [I doubled the damage below]

AC: 5-6 = 3

MV: 2-11 = 120

AL: 4-4 = LE

TT: 1-11 = Q [I added B below]

Characteristics: (roll twice; pick one from each. Re-roll if it doesn't make sense):

3-8 = Shrieking

6-1 = Silver/magic to hit

Habits (roll twice, take 1<sup>st</sup> listed and then 2<sup>nd</sup> listed, if applicable):

6-7 = fierce; 1-1 = rushes

#### **Caterwauling Corpse-worm**

*Move:* 120 feet/turn

*Hit Dice:* 9

*Armor Class:* 3

*Treasure Type:* Q, B

*Alignment:* lawful evil

*Attacks:* 1 bite

*Damage:* 2-12

The undead corpse of a purple worm animated by evil spirits of the deep. The lower hit dice than a living worm reflects desiccation and decay. When a corpse-worm spots a living creature it will burst forward at unnatural speed (triple movement), producing a hideous sound as air rushes through small holes in its body. A character that hears this must Save vs. Turned to Stone or be frozen with fear. As with living worms, a victim is swallowed by any hit that is 2 over the minimum required. However, the lack of a working digestive system means the victim is not further harmed but is trapped inside the worm. Escape is not possible without a silver or magic weapon (requiring three successful attack rolls by the victim) or unless the worm is killed. They are filled with the bones and possessions of victims who were swallowed and could not escape. The tail stinger has atrophied and is not used for attack. Turned as a vampire; only damaged by silver or magic weapons.



# ONE HIT POINT MONSTERS

d20	MONSTER	DESCRIPTION AND SPECIAL CHARACTERISTICS
1	Aggroach	Oversized cockroach, aggressively on the hunt for food, attacks with spines on forelegs.
2	Blood Pudding	Tiny red cousin of the black pudding. Edible.
3	Corpse Light	Ghosts of torchbearers killed in the dungeon and seeking vengeance against all adventurers. Appears as floating torch, damage is from "cold fire".
4	Danse Macabre	Finely-dressed skeletons emerge from the ground. One plays violin while the others attempt to dance with characters for 2d6 turns. Only attack if resisted. If danced with for the entire time, skeletons sink back into ground leaving behind a reward. Entire group turned as ghouls.
5	Destroying Angel	A floating fungus that secretes a toxin making it appear as a CHA 18 man or woman. Save vs poison or rush to embrace. Poisonous touch causes 1 hp damage per round.
6	Devil's Walking Stick	Thorn-covered pole attacking as if wielded as by an immaterial, invisible assailant. Only damaged by edged weapons.
7	Dread Noggin	Floating zombified head. Aerial bite attack. Turned as a skeleton.
8	Glassjaw	Thin and jagged constructs, made by glassblowers and animated by wizards, alchemists, etc.
9	Green Man	Animated leaves & thorny branches in humanoid form. Falls apart when hit.
10	Hoop Snake	Rolls to launch flying attack with sharp tail, +2 on first attack, surprises on 1-4.
11	Jack-in-the-Green	Appears as an archer clad in green, but is actually composed of vegetable matter. Fires weak arrows from a distance.
12	Knight's Fire	Glowing, crackling gas that descends from the sky onto the helmets of armored characters.
13	Murderous Crows	Disgusting birds living in the chest of a Failed Scarecrow. Burst forth and attack, but will return home if each given six pence (6 cp).
14	Skeletal Torso	Upper portion of a skeleton that inexorably pulls itself along with arms. Turn as skeleton +2.
15	Stone Grottesque	Small, ugly animated statue (AC 4), attack is a forceful spout of water in the face, up to 10'.
16	Talking Magpie	If fed, party is <i>Blessed</i> for 1 day. If attacked, <i>Cursed</i> for 1 day.
17	The Vapors	Depressive gaseous entity. If hit, save vs spells or drop weapon and stand still in melancholy for 1d6 rounds.
18	Tommyknocker	Small spectral presence haunting old mines. Attack is tap on the wall causing stones to fall.
19	Well Wyrms	3' foot long reptilian worm that infests wells, spoiling the water.
20	Vampire Bat	Small, fast (AC3, DX18) until it bites, attaches and drains 1 hp per round (AC9).

Each monster has the same generic stats unless indicated otherwise above:

HD	AC	#AT	DMG	Combat Move	Dex	XP value
1/8 (= 1 HP)	7	1 as Normal Human (THAC0 20)	1 point	20'/10 sec round	10	1, or 2 if special ability
<b>Number appearing</b> is 1d8 x dungeon level or wilderness zone difficulty level						
<b>Treasure</b> is present 50% of the time, and if present is equal to 1d20 times the total XP value of the monsters in the form of coins, gems, jewelry or other valuables						

These new monsters are designed for use with single characters (one-on-one play), small parties (perhaps without clerics), or younger players. Many contain a whimsical or fairy tale element for increasing the fantastical during the game. Each monster has but a single hit point, meaning that any successful hit will take it out so there is no need to track hit points, just the number of monsters.

For larger parties or higher level characters, ten times the number of monsters can be used, perhaps with an optional Swarm rule: roll for damage normally, but the result equals the number of 1 hp monsters destroyed in a single attack. If desired, any of these monsters can easily scaled up to 1/4, 1/2 or 1 HD, and do 1-6 hp of damage per attack.



# MAGICAL ITEMS

Result	Potions	1 dose = d6 + 6 turns	Use d100 & d6 to roll 1-200
01-05	Delusion	Imbiber believes a different potion has taken effect, determine type randomly	
06-10	Diminution	Shrink to 6 inches, less for a partial dose	
11-15	Flying	Fly 120 feet per turn	
16-20	Gaseous Form	Imbiber but not gear turns to gas, control is retained	
21-25	Giant Strength	Attack as 9 HD monster for 3d6 damage	
26-30	Growth	Grow to 30 feet, less for a partial dose	
31-35	Haste	Move at twice normal speed and get two attacks per round	
36-40	Healing	Heals 1d6+1 hit points	
41-45	Invisibility	Turn invisible for duration, unless an attack is made	
46-50	Poison	Save vs poison or die	

Rings		Only 1 or 2 can be worn at one time
51	<i>Contrariness</i>	Wearer does the opposite of normal or what is requested
52	Control Animals	While concentrating, can control 3d6 small, 2d6 medium or 1d6 large animals
53	Control Plants	While concentrating, can control 1-6 large or 10' square of plants or fungi
54	Fire Resistance	Immune to normal fire; +2 Save vs Breath and -1 damage per die
55	Invisibility	Turn invisible until an attack is made
56	Protection +1	Gain -1 AC, +1 on all saves
57	Regeneration	Heal 1 hit point per turn unless damaged by fire or acid
58	Water Walking	Walk on any liquid
59	<i>Weakness</i>	Lose 10% of STR/turn until at ½; 1 in 20 cause reverse, up to 18 max
60	Wishes	Roll 1d3 for number of wishes remaining

Rods/Staves/Wands		Wands can only be used by MUs and have d100 charges remaining
61	Rod of Cancellation	Wielder can destroy a magic item by touching it with the rod, has but 1 charge
62	Staff of Striking	MUs only, staff can hit for 2d6 damage
63	Staff of the Snake	Clerics only, +1 to hit, 1d6+1 damage, can coil around target for 1d4 turns
64	Staff of Healing	Clerics only, heals 1d6+1, usable once per day per character
65	Wand of Cold	60' x 30' cone, 6d6 damage, Save vs Breath for ½
66	Wand of Detect Magic	All magic items in a 20' range glow
67	Wand of Detect Secret Doors	Points to all secret doors and traps in a 20' range
68	Wand of Fear	60' x 30' cone; Save vs Wands or flee for 1d3 turns, drop all held items
69	Wand of Fire Balls	240' range, 20' radius, 6d6 damage, Save vs Breath for ½
70	Wand of Paralyzation	60' x 30' cone; Save vs Wands or paralyzed for 6 turns

Scrolls		Each spell is usable but once & disappears after being read
71-82	Scroll – 1d3 spells	MU or Cleric spells, determine type randomly, MU spells require Read Magic
83-86	<i>Scroll – Cursed</i>	Referee's choice, for example could summon an enraged monster
87-98	Scroll – Magic Item Spell	Roll 1d6, 1-2 = potion, 3-4 = ring, 5-6 = wand, determine randomly
99-110	Scroll – Protection 10'	Roll on Monster List for type, any character class can use, lasts 6 turns

Various		
111	Bag of Holding	Holds 10,000 coins as 300; or object 10' x 5' x 3' as 600 coins
112	Bag of Destroying	Appears to be a Bag of Holding but eats contents in d6+6 turns
113	Broom of Flying	Fly at 240 feet/turn or 180ft/turn with passenger, command word activates
114	Crystal Ball	MUs only, can see images at distance three times per day
115	ESP Medallion	Wearer can read thoughts up to 60', fails 1 in 6, foiled by lead or over 2' rock
116	Elven Cloak & Boots	Hide (1-5 in 6) and/or move silently (automatic success)
117	Gauntlets of Ogre Power	Adds 2-8 points of damage per blow, carry 1000 extra coins
118	Helm of Telepathy	Read & suggest thoughts in 90', unless Save vs Spells at -1, -2 for monsters
119	<i>Helm of Evil/Good</i>	Changes wearer to opposite alignment, neutral becomes totally self-serving
110	Rope of Climbing	50' long, holds 10,000 coins, obeys commands to climb up or down

Weapons/Armor					
121-124	Armor +1	149-152	Sword +1	173-176	Sword +1, Locate Object as per spell
125-128	Armor -2	153-156	Sword +2	177-180	Sword +1, +2 vs MUs/Enchanted
129-132	Shield +1	157-160	Sword +3	181-184	Sword +1, +2 vs Regenerating, +3 vs Undead
133-136	Arrows +1, 1d20	161-164	<i>Sword -1</i>	184-187	Sword +2, +3 vs Lycanthropes
137-140	Bow +1	165-168	<i>Sword -2</i>	188-192	Sword +2, +3 vs Dragons
141-144	Axe +1	169-171	Hammer +1	193-196	Dagger +1 vs Humanoids, +2 if under 1 HD
145-148	Spear +1	172	Hammer +2	197-200	Dagger +2 vs Humanoids, +3 if 1 HD or under

*Cursed items* require a Remove Curse spell to be cast on the wielder before the item can be discarded

# LESSER MAGIC ITEMS

d20	ITEM	DESCRIPTION AND PROPERTIES
1	Brazen Head	Appears as a human head of brass. Once per day, if fed five gold coins, it will relay one local rumor, which may or may not be true. It must be carried uncovered or it will start wailing. It will also talk randomly while adventuring, providing advice or commentary that may or may not be helpful.
2	Dungeon Dust	A jar of desiccating dust harmful to the "cleanup crew": slimes, oozes, jellies, puddings, molds, gelatinous cubes, etc. A successful hit with a handful inflicts 2d6 damage. Contains 1d6+2 handfuls.
3	Foxfire Lantern	The interior of this hooded lantern contains a living phosphorescent fungus. The lantern sheds light in only a 5' radius, but it will never go out as long as the fungus is fed rations daily. To keep the lantern lit the character owning it must always buy and carry an extra supply of rations.
4	Golden Throat	A potion that vastly improves the imbiber's parleying skills for 6 turns, giving a +6 on reaction rolls. The flask contains 1d6 + 2 doses.
5	Harpy Axe	If this hand axe is thrown and does not strike a target in range (30') it will return to thrower's hand, up to three times per day. Harpies are said to enchant these to be reusable during aerial combat.
6	Healing Salve	One dose will heal 1 hit point per character per day. Additional doses during that same day have no effect. Comes in a jar with 1d20 + 20 doses total.
7	Hearing Cone	A small cone that enhances the ability to listen at doors, +1 per charge used. The number of charges to be used must be chosen before listening. Has 1d100 charges.
8	Heat Shield	This shield has the power to Resist Fire, once per day, as the Cleric Spell. After being exposed to fire 1d20 + 20 times it reverts to a normal shield.
9	Image Mirror	Once per day this ordinary-looking steel mirror can store the reflection of a creature, which can be used later that day as a Mirror Image (per the M-U spell). The image will imitate the motions of the wielder, and as the spell it disappears if touched. After 1d20 + 20 images the mirror loses its power.
10	Loadstone	A small stone carved in the shape of a mule. If a charge is expended, the wielder's movement rate is improved by one category for the rest of the day. 1d20 + 20 charges.
11	Lucky Rat's Foot	The mummified foot of an albino Giant Rat. It allows the re-roll one Saving Throw of choice per day. It absorbs the bad luck and loses power after 1d6 + 2 successful re-rolls are made.
12	Mask of Restfulness	This soft mask is worn over the eyes while sleeping. It doubles overnight healing, but the character cannot be awoken unless the mask is removed, in which case benefit is lost for that night.
13	Nimble Feet	Boots that allow the wearer to strike first during one combat of choice each day (giving a dexterity of 19 for purposes of Holmes Basic initiative). After 20 + 1d20 combats the boots lose their power.
14	Nutcracker	This small (1') wooden construct remains inactive until a command word is spoken. Once activated, it will serve the character, including in combat. It has the following stats: AC4, 1 hp, attacks as a Normal Man with a miniature sword for 1 point of damage. Fights at +2 vs Giant Rats.
15	Miniature Item	A large item magically reduced to palm-sized. Once per day it can be commanded to return to full size or shrink. The speaker of the command word must also touch it to cause the change, which is slow (1 turn). Once enlarged it will not shrink until the next day, and vice versa. It will change 1d20+20 times before remaining full size. Roll 1d6 for item: 1= 10' Ladder, 2= Wagon, 3= Small Boat, 4= Large Chest, 5= 18' pike, 6= 10' Boulder (rollable by combined 36 strength).
16	Resolute Arrow	A sturdy arrow that never breaks whether it hits its target or not, and can always be found
17	Ring of Escape	If placed against a stone ceiling, this ring will expand to the diameter of a man-hole cover and provide a magical passage upwards to the first space above, up to 30'. The tunnel is easily climbable by anyone that can reach the ceiling. After use, a command word will cause the ring to appear at the top of the passage. It will function only once per day, and has 1d20+20 charges.
18	Thirsty Waterskin	Once per day, this ordinary-looking waterskin will locate the closest fresh, drinkable water.
19	Troll Cheese	This loaf-sized lumpy green cheese tastes "off" but is edible, and provides enough food for one person to survive for one day, although no hit points are gained if resting. Furthermore, the cheese will regenerate overnight if not fully eaten. Stomach acid prevents the consumed portion from regenerating inside the eater. Fire, including cooking, will destroy it.
20	Vermin Slayer	A sword +0, +1 vs ordinary or giant vermin such as insects, spiders, rats and bats.

# PRE GENERATED FIRST LEVEL CHARACTERS

Before the game mark the character(s) you are using, pick a name & alignment for each, and choose spells for spell-casters

Fighter Level 1							AL:	XP
HP	Str	Int	Wis	Con	Dex	Chr		
5	15	10	8	13	14	12		
Bonuses		+1 to hit (melee or missile), +10% XP						
Armor		Plate & Shield (AC 2)						
Weapons		Sword, spear						
Equipment		Pack, 50' rope, 12 torches & tinderbox,						
Coins		3 large sacks (300 coin capacity), rations (7 days), water skin						
15 gp								

Score to Hit Armor Class for Levels 1-3 (d20)									
9	8	7	6	5	4	3	2	1	0
10	11	12	13	14	15	16	17	18	19

	Save vs				
	Poison	Wand	Stone	Breath	Spell
Fi/Th	12	13	14	15	16
MU	13	14	13	16	15
Cl	11	12	14	16	15

Cleric Level 1							AL:	XP
HP	Str	Int	Wis	Con	Dex	Chr		
4	12	8	15	13	10	14		
Bonuses		+10% XP						
Armor		Chain & Shield (AC 4)						
Weapons		Mace						
Equipment		Wooden holy symbol, pack, 1 vial holy water, wolfsbane, 6 torches & tinderbox,						
Coins		rations (7 days), water skin						
13 gp								
Turn Undead (2d6)	Skelet.	Zombie	Ghoul					
	7	9	11					

Dwarf Fighter Level 1							AL:	XP
HP	Str	Int	Wis	Con	Dex	Chr		
6	14	12	13	15	10	8		
Bonuses		+1 to hit (melee), +1 HP/level, +5% XP						
Armor		Plate (AC 3)						
Weapons		Battle-Axe (2-handed), hand axe						
Equipment		Pack, 12 iron spikes, 3 large sacks (300 coin capacity), iron rations (7 days), water skin						
Coins		22 gp						
Dwarf Abilities	Infra-vision, Detect Dungeon Traps 1-2 in 6							
	+2 to saves							

Magic-User Level 1							AL:	XP
HP	Str	Int	Wis	Con	Dex	Chr		
3	8	15	13	12	14	10		
Bonuses		+1 to hit (missile), +10% XP						
Armor		None (AC 9)						
Weapons		Dagger						
Equipment		Small sack (50 coin capacity), rations (7 days), water skin						
Coins		0 gp						
Spells/Day	1 first level							
Spell Book	Detect Magic, Enlargement, Magic Missile, Read Magic, Shield, Sleep							
Scroll(s)	Detect Magic							

Elf Fighter/MU Level 1/1							AL:	XP
HP	Str	Int	Wis	Con	Dex	Chr		
4	12	14	10	8	13	15		
Bonuses		+1 to hit (missile)						
Armor		Chain & Shield (AC 4)						
Weapons		Sword, long bow & 20 arrows						
Equipment		Pack, rations (7 days), water skin						
Coins		4 gp						
Spells/Day	1 first level							
Spell Book	Charm Person, Dancing Lights, Light, Protection from Evil, Read Magic							
Elf Abilities	Infra-vision, Detect Secret Doors 1-2 in 6							

Thief Level 1							AL:	XP
HP	Str	Int	Wis	Con	Dex	Chr		
3	12	10	8	13	15	14		
Bonuses		+1 to hit (missile), +10% XP						
Armor		Leather (AC 7)						
Weapons		Sword, dagger, Sh. Bow, 20 arrows, 3 silver						
Equipment		10' pole, pack, thief's tools, 50' rope, 12 iron spikes, lantern, 4 oil flasks, steel mirror,						
Coins		rations (7 days), water skin						
5 gp								
Thief Skills (d%)	Remove Traps/Hide in Shadows: 10% Open Locks: 15%, Climb Surfaces: 87% Pick Pockets/Move Silently: 20% Hear Noise 1-2 in 6, Backstab +4/×2 dam.							

Hobbit Thief Level 1							AL:	XP
HP	Str	Int	Wis	Con	Dex	Chr		
4	8	13	12	15	14	10		
Bonuses		+2 to hit (missile), +5% XP, +1 HP/level						
Armor		Hobbit-sized leather (AC 7)						
Weapons		Dagger (used as sword), sling & 30 stones						
Equipment		Pack, thief's tools, silver mirror, 6 torches & tinderbox, iron rations (7 days), water skin						
Coins		22 gp						
		+2 to saves, can hide easily outdoors						
Thief Skills (d%)	Remove Traps: 15%, Hide in Shadows: 20% Open Locks: 25%, Climb Surfaces: 87% Pick Pockets: 25%, Move Silently: 30% Hear Noise 1-3 in 6, Backstab +4/×2 dam.							

# PRE GENERATED THIRD LEVEL CHARACTERS

Before the game mark the character(s) you are using, pick a name & alignment for each, and choose spells for spell-casters

## Fighter Level 3 AL:

HP	Str	Int	Wis	Con	Dex	Chr	XP
15	15	10	8	13	14	12	5005
Bonuses		+1 to hit (melee or missile), +10% XP					
Armor		Plate & Shield +1 (AC 1)					
Weapons		Sword +1, spear					
Equipment		Pack, iron rations (7 days), water skin, lantern,					
Coins		50' rope & grappling hook, 3 large sacks (300 coin capacity), <b>potion of healing</b>					
Fighter Abil.		Attack 3x/round vs normal men or ≤1HD					

## Cleric Level 3 AL:

HP	Str	Int	Wis	Con	Dex	Chr	XP
12	12	8	15	13	10	14	5005
Bonuses		+10% XP					
Armor		Chain & Shield (AC 4)					
Weapons		Mace +1, silver holy symbol					
Equipment		Pack, iron rations (7 days), water skin, 3					
Coins		stakes & mallet, garlic bud, 4 vials of holy water, <b>staff of healing</b>					
Turn Undead		Skeleton	Zombie	Ghoul	Wight	Wraith	
(2d6)		T	T	7	9	11	
Spells		Cure Light Wounds, Detect Evil, Detect Magic, Light, Protect. from Evil, Purify Food/Water, Remove Fear, Resist Cold					
Lvl 1: 2/day							
Lvl 2: 1/day							

## Magic-User Level 3 AL:

HP	Str	Int	Wis	Con	Dex	Chr	XP
9	8	15	13	12	14	10	5005
Bonuses		+1 to hit (missile), +10% XP					
Armor		Ring of protection +1 (AC 8)					
Weapons		Dagger					
Equipment		Pack, iron rations (7 days), water skin, lantern,					
Coins		wolvesbane bunch, small sack: <b>9 scrolls (spells not memorized)</b>					
Spell Book		Detect Magic, Enlargement, Magic Missile, Read Magic, Shield, Sleep					
Lvl 1: 2/day							
Lvl 2: 1/day		ESP, Invisibil., Knock, Levitate, Strength, Web					

## Thief Level 4 AL:

HP	Str	Int	Wis	Con	Dex	Chr	XP
12	12	10	8	13	15	14	5005
Bonuses		+1 to hit (missile), +10% XP					
Armor		Leather +1 (AC 6)					
Weapons		Sword, silver dagger, short bow, 20 arrows					
Equipment		10' pole, pack, rations (7 days), water skin,					
Coins		thief's tools, 50' rope, 12 iron spikes, lantern, 4 oil flasks, steel mirror, <b>elven boots</b>					
Skills (d%):		Remove Traps: 30%, Hide: 25%, Climb: 90% Open Lock/Pick Pocket/Move Silent: 35% Hear Noise 1-3 in 6, Backstab +4/×2 dam.					

## Score to Hit Armor Class (d20)

9	8	7	6	5	4	3	2	1	0
10	11	12	13	14	15	16	17	18	19

## Save versus (d20)

	Poison	Wand	Stone	Breath	Spell
Fi/Th	12	13	14	15	16
MU	13	14	13	16	15
Cl	11	12	14	16	15

## Dwarf Fighter Level 3 AL:

HP	Str	Int	Wis	Con	Dex	Chr	XP
18	14	12	13	15	10	8	4777
Bonuses		+1 to hit (melee), +1 HP/level, +5% XP					
Armor		Plate +1 (AC 2)					
Weapons		Battle-Axe (2-handed), hand axe					
Equipment		Pack, iron rations (7 days), water skin, 12 iron					
Coins		spikes & small hammer, 3 large sacks (300 coin capacity), <b>potion of giant strength</b>					
Dwarf Abil.		Infravision, Detect Traps 1-2 in 6, +2 saves					
Fighter Abil.		Attack 3x/round vs normal men or ≤1HD					

## Elf Fighter/MU Level 2/2 AL:

HP	Str	Int	Wis	Con	Dex	Chr	XP
8	12	14	10	8	13	15	2275
Bonuses		+1 to hit (missile)					
Armor		Chain & Shield (AC 4)					
Weapons		Sword, long bow & <b>20 arrows +1</b>					
Equipment		Pack, iron rations (7 days), water skin, small					
Coins		sack with <b>3 scrolls (spells not memorized)</b>					
Spell Book		Charm Person, Dancing Lights, Light, Protection from Evil, Read Magic					
Lvl 1: 2/day							
Elf Abilities		Infravision, Detect Secret Doors 1-4 in 6					
Fighter Abil.		Attack 2x/round vs normal men or ≤1HD					

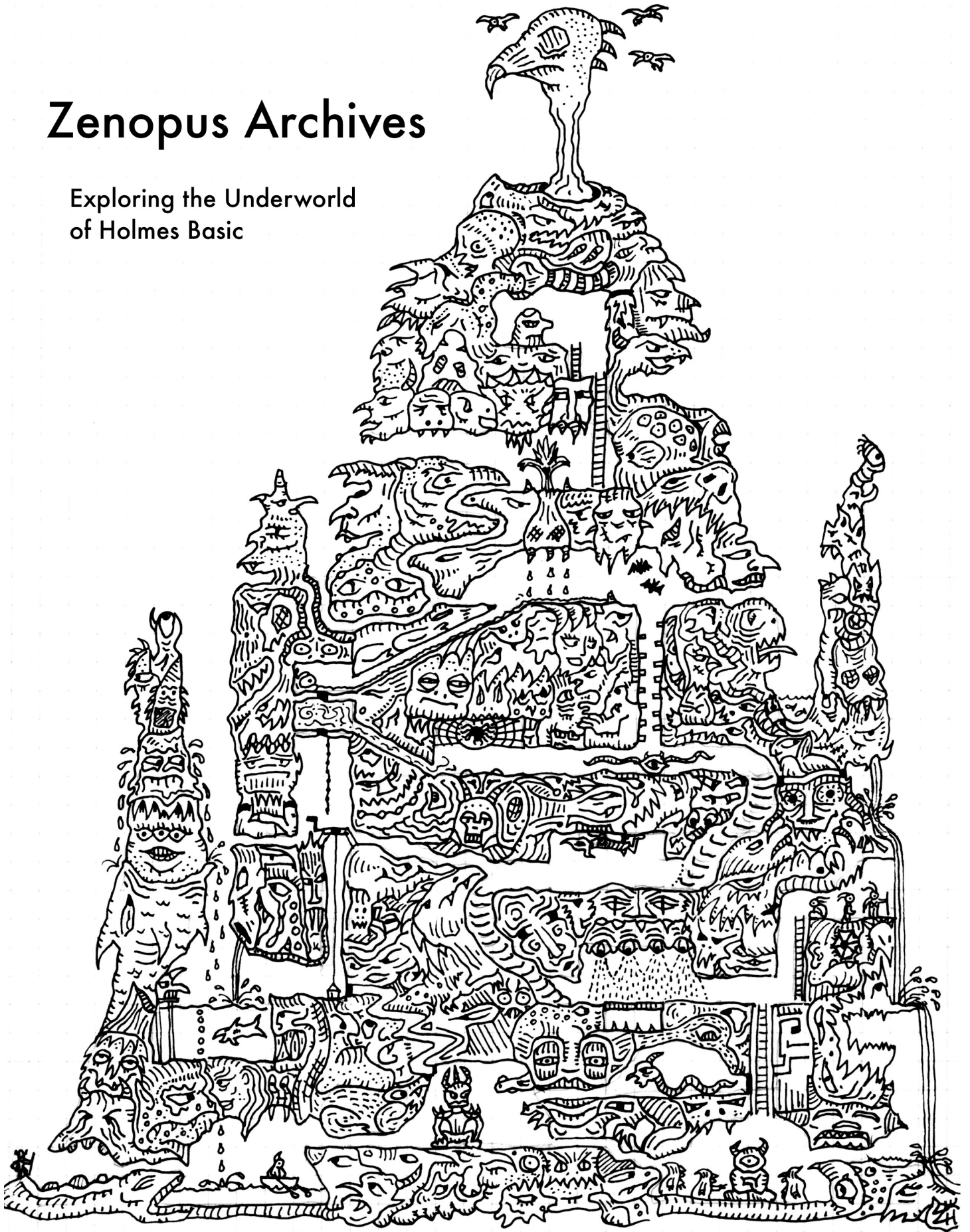
## Hobbit Thief Level 3 AL:

HP	Str	Int	Wis	Con	Dex	Chr	XP
12	8	13	12	15	14	10	4777
Bonuses		+2 to hit (missile), +5% XP, +1 HP/level					
Armor		Hobbit-sized leather (AC 7)					
Weapons		Dagger (use as sword), <b>sling +1</b> & 30 stones					
Equipment		Pack, iron rations (7 days), water skin, 6					
Coins		torches & tinderbox, thief's tools, silver mirror, <b>potion of gaseous form</b>					
Skills (d%):		Remove Traps: 25%, Hide: 30%, Climb: 89% Open Lock/Pick Pocket: 35%, Move Silent: 40% Hear Noise 1-4 in 6, Backstab +4/×2 dam.					
Hobbit Abil.		+2 Saves, hide outdoors easily					



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