

Dungeons & Dragons™

WARRIORS OF THE ETERNAL SUN™

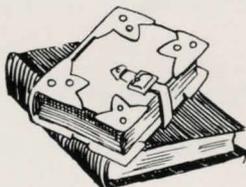


HINT ♦ BOOK

WARRIORS
OF THE
ETERNAL
SUN™

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INTRODUCTION

The knight who escorts you limps up to the door to Duke Barrik's throne room and enters, bidding you to follow. The Duke's battle-scarred face shows the strain of the last few days. He wearily glances up and gestures for you to approach his throne.

"Gather around, heroes. Our situation is most desperate. We are in a strange world, beset by foes on all sides ... hordes of monsters assault the castle walls, scaling higher with each fresh attack. I see only one end to this: Our people will be slaughtered. Our only hope of survival is to find help.

"You must explore our new world. Investigate the deepest recesses of the valley; you must find allies to save us.

"Marmillian, my chief councilor, has compiled this book to aid you. It contains his own observations and the notes of other members of my staff. Scouts and prisoners account for most of the information about the valley. No telling how true much of it is, but you'll find out. Take this book and consult it when you need a guide. More than this we cannot tell you.

"You must set out at once. We will try to hold out until you return with help. Leave now."

CONCERNING THIS BOOK OF KNOWLEDGE

A PREFACE BY MARMILLIAN, CHIEF COUNCILOR TO DUKE BARRIK

This book you now hold contains the sum of our knowledge about this strange world. I have been charged by my Lord, Duke Barrik, to assemble such facts as are known or guessed about our new environment. No effort has been spared to compile the accumulated wisdom of the finest experts we have left among us.

I, of course, am Duke Barrik's most trusted advisor. My knowledge of artifacts, languages, and ancient cultures should prove invaluable during the course of your adventures.

For matters of equipment —

armor, weapons, and the like — I have gathered the well-oiled words of Bilion, the head of the



Merchants' Guild. Though his manner offends me, he has much to say about preparing for your quest and using the afore-





mentioned equipment.

Silvik, Captain of the Guard, is a rough, crass old campaigner who can advise you on matters of battle. This is a subject with which I am totally unfamiliar, so I defer to his judgment.

The topic of arcane lore falls to Valimas, the castle's Master Mage. Valimas is an aged spellcaster whose knowledge of magical spells and spellcasting is unsurpassed.

Amelya is the High Priestess of the castle's shrine. I have never seen a more dedicated follower of Ka the Preserver. Her words on clerical powers and duties should be of great aid to you.

Much of our knowledge about this valley and its inhabit-

ants comes to us courtesy of Slyke, Duke Barrik's most skilled interrogator. Slyke is a diviner of great renown. His extraordinarily effective techniques enable Slyke to wrest information from even the most hostile prisoners. Slyke prefers to be called The Great Unburdener, as he feels that keeping secrets locked within is unhealthy and a burden on the body and mind. Would that we all approached each new day's work with the enthusiasm and cheer that Slyke brings to his endeavors!

We six shall be your guides for this adventure. Take this tome of compiled wisdom with you and consult it as often as necessary during your quest.

COMBAT

BY SILVIK, CAPTAIN OF THE GUARDS



8

The Lord Marmillian wants me to tell ya about battle. Seems he knows little about it. Well, I been fightin' all my life an' I got the scars to prove it! Here's the straight stuff on fightin'. All the learnin' in the world won't do ya any good if ya don't know the tricks of the fightin' trade. It's not as clean an' tidy as what they told ya on the trainin' grounds, but it'll sure keep ya alive a lot longer! Pay attention now, I don't say things twice.

First thing, git yerselves bows an' slings. Everybody. Even them weaklin' magic-users should have slings. Time'll

come when ya runs into nasty monsters — just fall back an' hammer 'em with arrows an' stones. It ain't real pretty but it keeps ya alive.

Trees, bushes, an' cliffs is yer friends — use 'em! Ya can make them critters come at ya one or two at a time, if yer smart.

Gang up on monsters. Ain't nothin' noble about sluggin' it out one-on-one. Git those kinda ideas out o' yer heads right now. If ya all go afta one monster at a time, things'll go quicker. An' get rid o' the toughest monsters first.

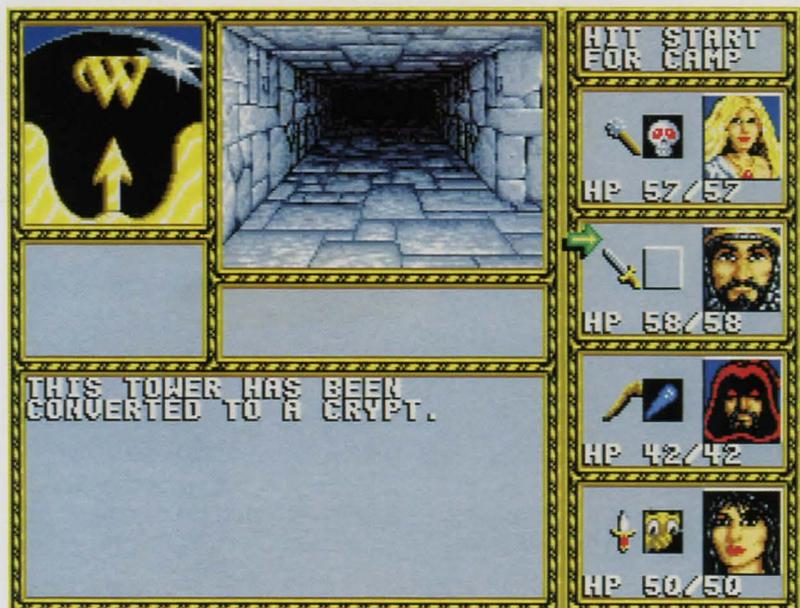
Be sure an' use them bows an' slings. They'll save yer necks if ya use 'em right.

Now I'm not much fer spells an' such, but that *sleep* spell is real handy. Lays out a bunch o' monsters in no time. It don't work agin real tough critters, but it gives them magic-users a reason fer livin'.

Since them magic-users ain't much good fer fightin', ya might wanna load 'em up wi' *potions o' healin'* an' have 'em stand back an' heal the real heroes in th' group. Comes in handy fer them long, tough fights.

Things get real nasty underground. Have yer bows an' slings ready. Fire a few rounds down th' corridors ta clean out any critters that might be waitin' fer ya. Lissen to th' sounds th' arrows an' stones make — that'll tell ya if there's monsters ahead.

Be wary turnin' corners underground. Monsters may be waitin' around every corner. Take a quick looksee an' then scoot back an' fire bows an' slings at 'em when they come afta ya.



NOTES ON THE VALLEY AND ITS INHABITANTS

BY SLYKE, THE GREAT UNBURDENER

When Marmillian approached me with the idea of entering my notes into a guide book for those who are to explore this new world, I was overjoyed. What a chance to enlighten folk about my chosen profession! Mention "interrogation" and most people think only

mystical techniques when questioning clients. I work on their minds in many subtle ways, often obtaining information without the clients suspecting anything. The key is to get clients to relax as much as possible. Thus my work room is a pleasant place, designed to put



of bizarre and unpleasant things. Too few appreciate the artistry and skill that goes into unburdening my clients of the secrets that are locked deep inside them.

Most people are ignorant of my profession. They view my skills as a form of magic. I will privately admit that I employ no

my clients at ease.

I feel my clients appreciate the enthusiasm and pride I bring to every interview. We get to the point very quickly, believe me. I see through deceit, laying bare the inner truth that lies deep within. It is a rare client who does not unburden himself early on in an interview, though often



he does not even realize that I have found what I sought. I have total confidence in the information my clients impart to me; my methods ensure complete and truthful disclosure.

During an interview with a large and rather stubborn beastman, I learned of a beastman encampment to the northwest of our castle. My client told me that this is the camp from which beastman scouts attack the castle.

My clients have confirmed the reports our scouts brought back: The castle side of the bridge is the least dangerous area of the valley. Things are much tougher across the bridge. The swamp southeast of the castle is said to be crawling

with powerful monsters of all sorts. Enter it at your risk!

One especially cooperative Azcan warrior spoke of a cavern hidden behind a waterfall.

A number of clients told of hidden entrances to secret areas throughout the valley. Many of these entrances are reported to be in the cliff walls, but they're so well concealed that you have to stumble upon them to find them.

I wish to add a note to Slyke's comments: Whenever you return to the castle after a prolonged absence, please visit me. Much may have changed since you were last here.

Marmillian

CASTLE MAPS AND NOTES

COMPILED BY MARMILLIAN



The knowledge contained herein is known to only a few. Duke Barrik forbids you to speak of it to anyone you meet. For the secret areas of the castle, I have gathered the notes of those who know each area best. There are many secret areas within and underneath the castle. Make certain that you explore them all, as they hold many items that will prove useful for your quest.

As for the areas beyond the castle, Slyke has total confidence in the sincerity of his "clients," but I am less than certain of the veracity of this information.

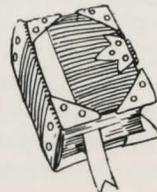
View it with a slightly skeptical eye.

Marmillian

THE CASTLE

Duke Barrik's throne room holds three areas of interest to you. Explore all three before you venture forth into the valley.

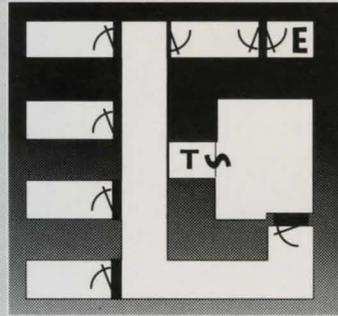
Marmillian



PRISON TOWER

Welcome to my humble workplace, heroes. The only clients currently in residence are a beastman warrior and a giant rat. (Though I am undecided about how best to interview the rat.) Please feel free to borrow my precious gauntlets of ogre power; they can be found within the secret room.

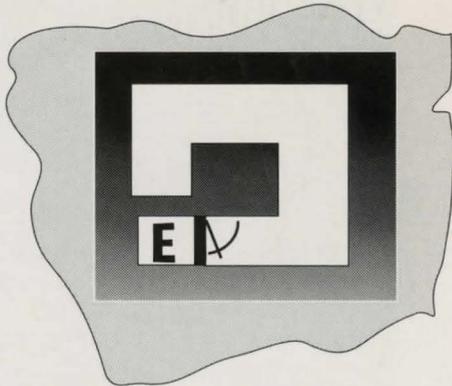
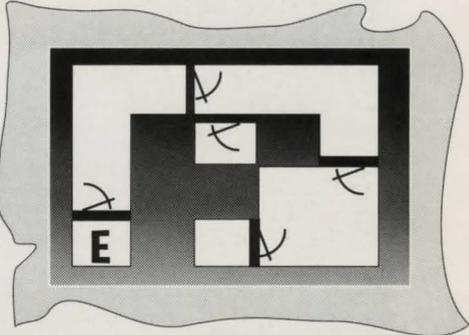
Slyke



WESTERN GUARD TOWER

Not sure what ya want in th' duke's private chambers, but he said ya can go where ya want. Nothin' much here 'cept an old staff an' th' duke's privy. Enjoy yerselves!

Silvik



MAP LEGEND

E - Entrance/Exit

 - Door

S - Secret Door

X - Trap

 - Stairs

* - ?

T - Treasure

EASTERN GUARD TOWER

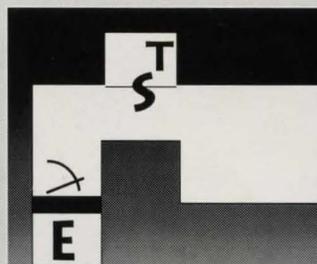
Nothin' at all here. Th' guard on th' roof has orders not to let anybody up, so he'd better not open that trap door.

Silvik

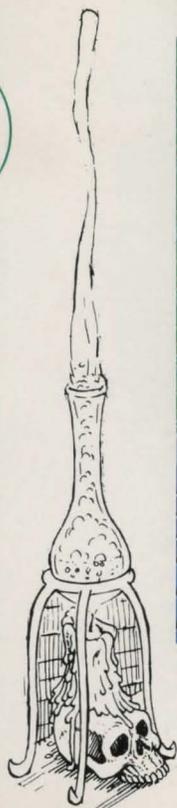
THE MAGIC SHOP'S LABORATORY

Duke Barrik has ordered me to open my laboratory to you and to grant you use of my equipment. I do so under protest. Within my laboratory are a wand of lightning and a sleep scroll, both of which I recently finished crafting. Take them if you must.

Valimas
Master Mage



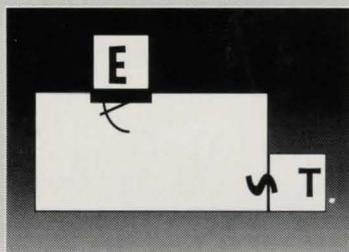
14





My heart bursts with pride that you should visit my inn's humble cellar, bold heroes! Though I had hopes of selling the magical axe that is hidden within, I freely give it to you, gladly foregoing the vast profits I anticipated from its sale. I can only hope that you will remember my sacrifice and patronize the Merchants' Guild shops when you return to our glorious castle.

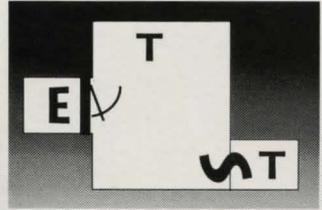
Bilion
Head of the
Merchants' Guild



THE SHRINE'S CELLAR

To aid you in your quest, we will give you items to heal your wounds. Within our shrine's cellar, you will find potions of healing and a staff of healing. Please take these with our blessings.

Amelya
High Priestess of Ka



NORTHEASTERN CASTLE TOWER

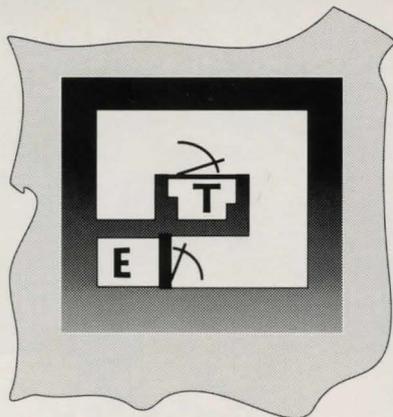


Seein' as yer going' ta fight fer the duke an' all, yer welcome ta my sword. It's in th' hidden chamber in th' tower. It's a real beaut – a magical sword that's bin in my family ferever. Take care o' it an' it'll take care of ya. An' if that guard lets ya up through the trap door, I'll have him swabbin' the duke's privy fer the rest o' his miserable life!

Silvik

One last word, heroes. Before you leave the castle to explore the valley, make sure that the items you've found are in the proper hands. Our hopes go with you; I know you can find allies!

Marmillian

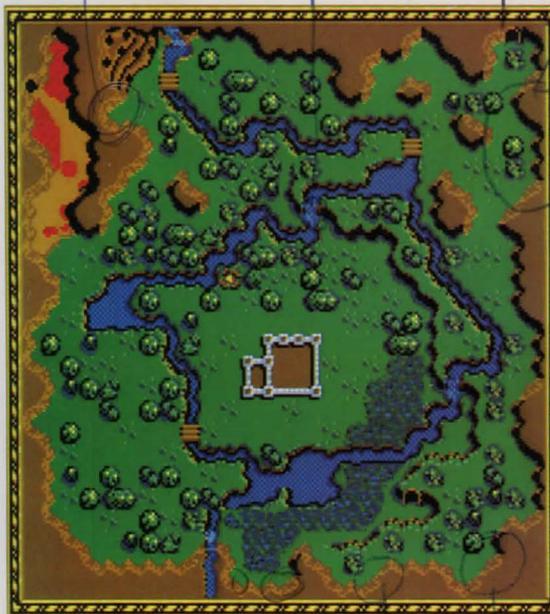


Passage way
kavern

Catacombs
of
Doom

THE VALLEY

Azcan
Cavern
the
warrens



HIT START TO EXIT	
HP 10/10	
HP 9/9	
HP 7/7	
HP 7/7	

In the valley, as I mentioned
earlier, we are forced to rely
primarily on information
obtained by Slyke. Great pains
have been taken to ensure that
this information is as accurate
as possible. Always remember,
however, that our sources did
not have our best interests in
mind. With that warning, read
on...

Marmillian

The pits / forest

Cave bear lair

Wandering
Cavern
the
pits



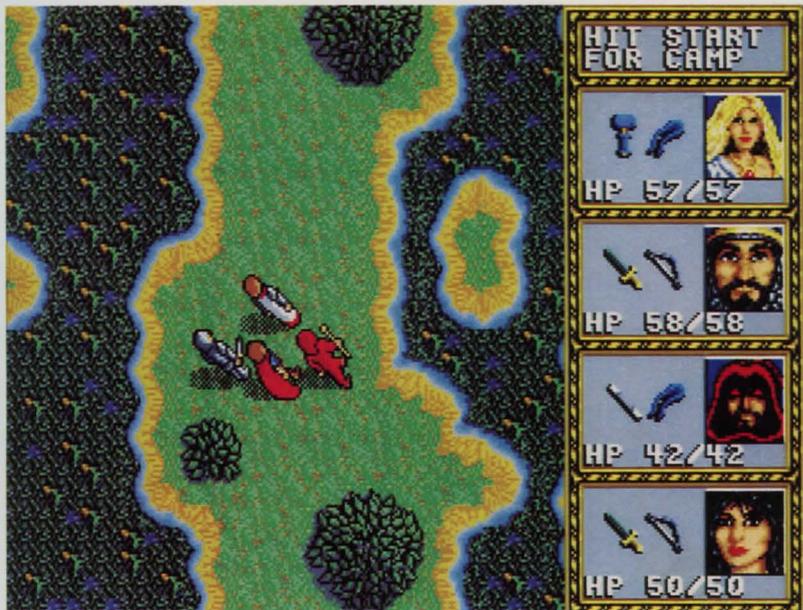
THE BEASTMAN CAMP

Tackle this camp an' we'll see what yer made of. Them beastmen raid us from here, so ya better wipe it out or th' duke'll wanna know why. Beastmen are right nasty, but ya should be able ta handle 'em. Now git movin'.

Silvik



THE GREAT SWAMP

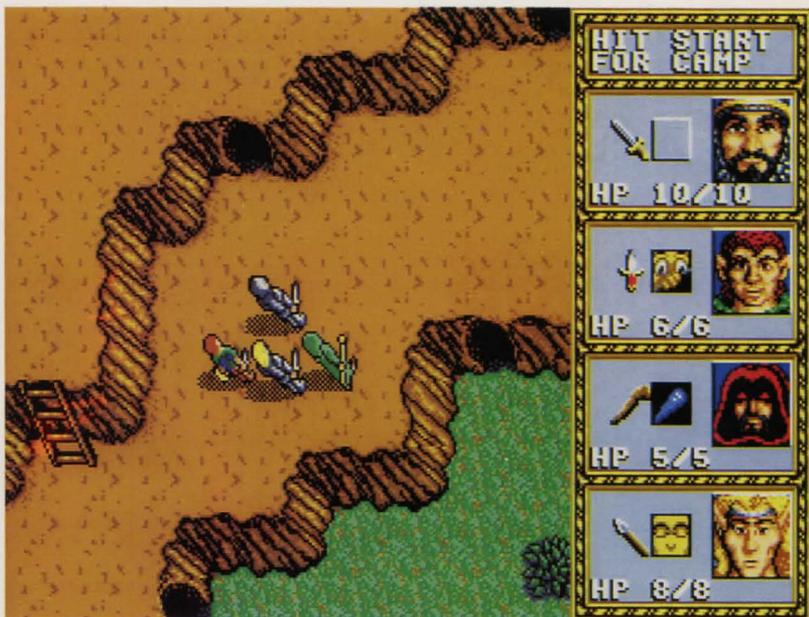


This foul quagmire is actually only the northern portion of the Great Swamp; the rest lies across the Kordon River. Scouts and Slyke's clients both speak of powerful monsters and great danger within the swamp. Venture into this area only after first testing yourselves against the creatures in the woods around the castle!

Marmillian

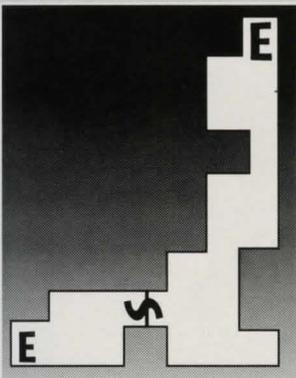


BEASTMEN CAVES



One of my greatest satisfactions in life occurs when I enable a client to unburden himself of a secret that has been tormenting him. Such was the case with a beastman warrior a short time ago. Once he overcame his shyness, he became a great source of information. These caves, in the northwestern corner of the valley, are home to the main portion of the beastman tribe. I suggest you investigate this area first after you cross the bridge west of the castle. Expect to meet plenty of beastmen here, of course.

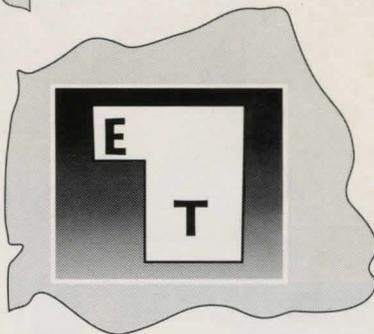
Slyke



THE HIDDEN PASSAGE

My cooperative client said that this cave serves mainly as a passageway between the lower caves and the middle caves. He even drew a map of the cave for us. He claimed to know of no treasure here.

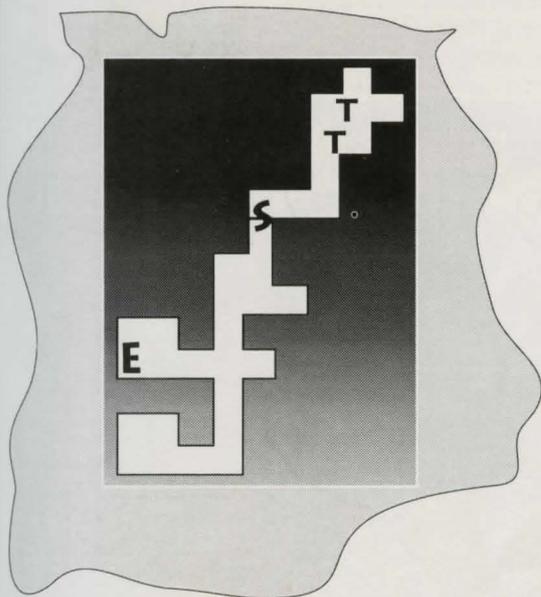
Slyke



THE TREASURE ROOM

This small cave on the lower level of the beastman lair is alleged to contain maps and some sort of magical scroll. My client refused to be more explicit than that, no matter how much I urged him to provide more details.

Slyke



THE SHAMAN'S LAIR

I had to interview several beastman to uncover any information on this cavern. Something or someone is here that the beastman fear greatly. I gained only vague mentions of a rock that moves and runes that adorn one of the cave's walls. Apparently there is some magical treasure here, but none of my beastman clients were willing to unburden themselves by revealing its contents.

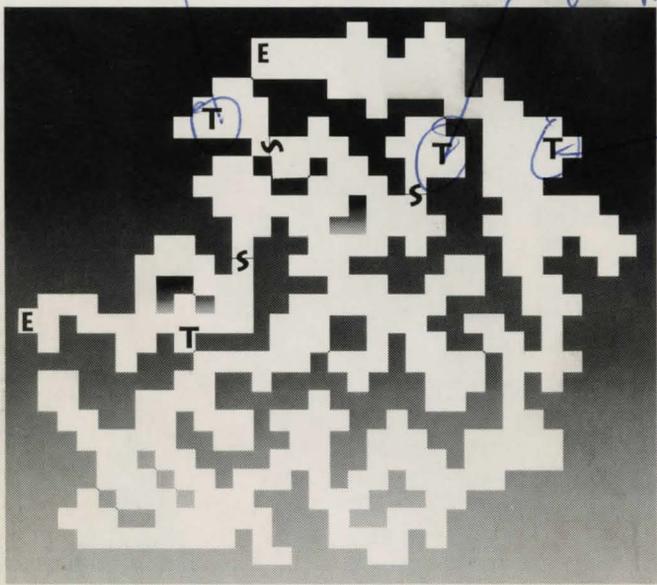
Slyke



GATEWAY PASSAGE

2 cure
poison

2 port
healing
80 gold
dispel
magic



THE GATEWAY PASSAGE

This is said to be the abode of the beastman chief and his most capable warriors. Many magical treasures are rumored to be stored here. A client was persuaded to reveal that there is a hidden passageway that leads to a swamp beyond our valley. He indicated that a magical device is needed to open the passageway. If you reach the swamp, return to the duke to report on all that you find there. He will be most eager for your news.



Slyke

MALPHEGGI SWAMP

What we know of this region is derived from a crude map found on a captured beastman. Slyke gave this to me and I have deciphered the notations on it. It appears that

LIZARD MAN VILLAGE

Lizard men are most uncooperative during interviews. All they do is hiss at us. Despite these distractions, I succeeded in persuading a few lizard men to unburden them-



the beastmen and lizard men spend a great deal of their time slaughtering each other. The references to the Tree of Life and the Well of Souls are obscure. Please investigate these areas as I am eager to know more about them.

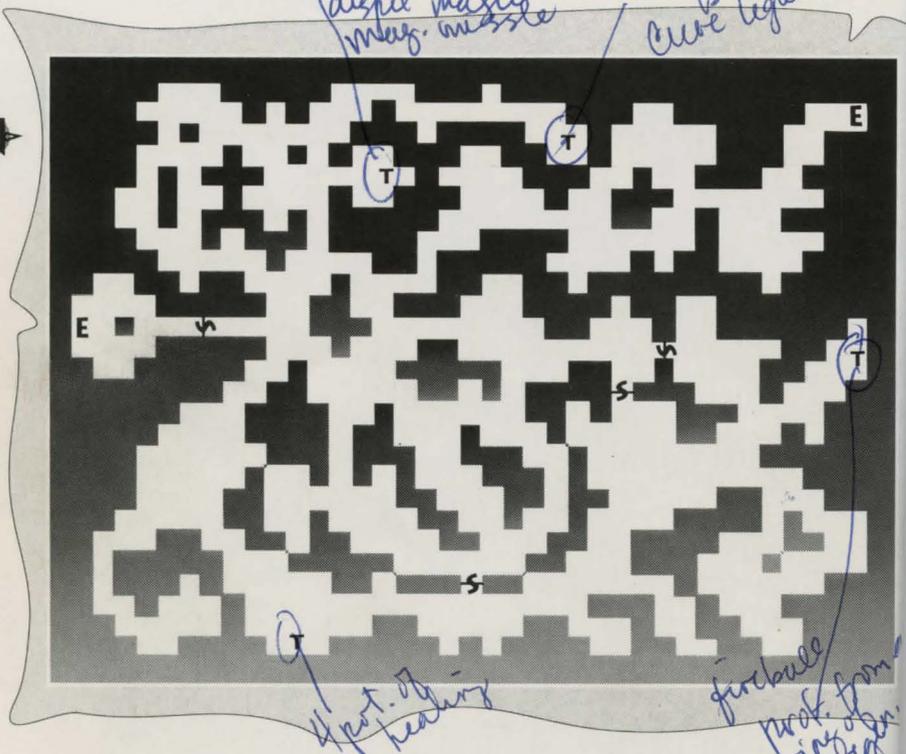
Marmillian

selves slightly. It seems that the lizard man chieftain resides in this village, protected by his best warriors. Mention was made of certain artifacts that would surely interest Marmillian.

Slyke

I am indeed eager to learn more of these artifacts. Spare no effort to acquire them and return to me with all speed!

Marmillian



At last I have translated a parchment our scouts found among a beastman's belongings after a battle. Though much of the text is obscured by dried blood or lost in torn portions of the parchment, some tales can be told of this area. It seems that the secret to entering the vast inner portion of this cavern is in the runes carved on the wall of a beastman cave. This cavern supposedly leads to a jungle within which is hidden a vast

temple of the Azcan empire. The parchment made passing mention of the many spell scrolls and potions believed to be hidden throughout the cavern, as well as magical armor and rings. Hastily scribbled notes (perhaps made while the beastmen were running for their lives) tell of trolls, giants, bears, minotaurs, and huge insects roaming the passageways of this cavern.

Marmillian

AZCAN TEMPLE

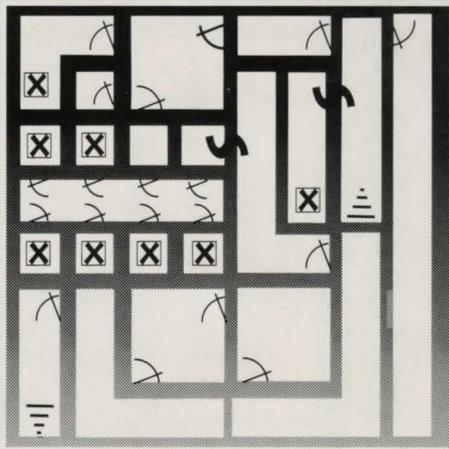
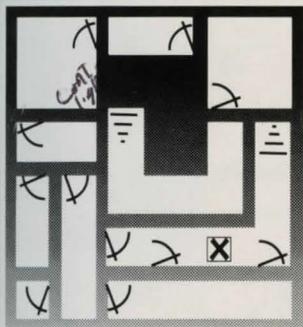


Though we have captured few live Azcans, those brought to me have been interviewed with great care, so as to gain as much knowledge from them as possible. Using every skill in my repertoire, I have managed to discover much about the temple, which is the heart of the Azcan nation. The maps that follow have been drawn from the descriptions given to me during interviews. Traps abound in this temple; those that I have been told about are marked with an X on the maps.

Slyke

LEVEL 1

LEVEL 2

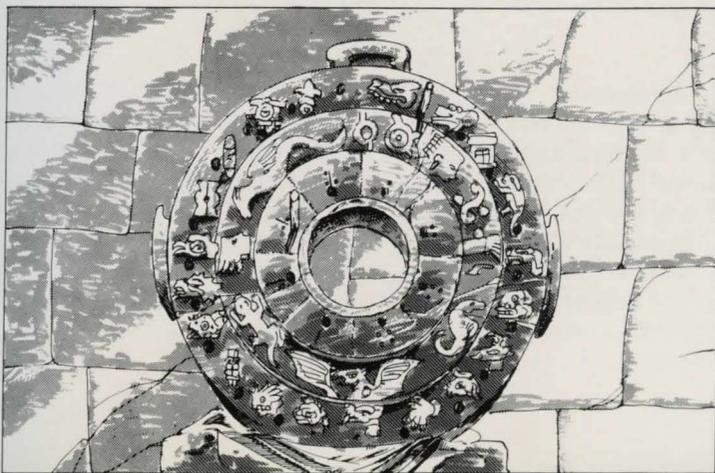


The entrance level to the temple is said to contain a few guards and a scroll or two.

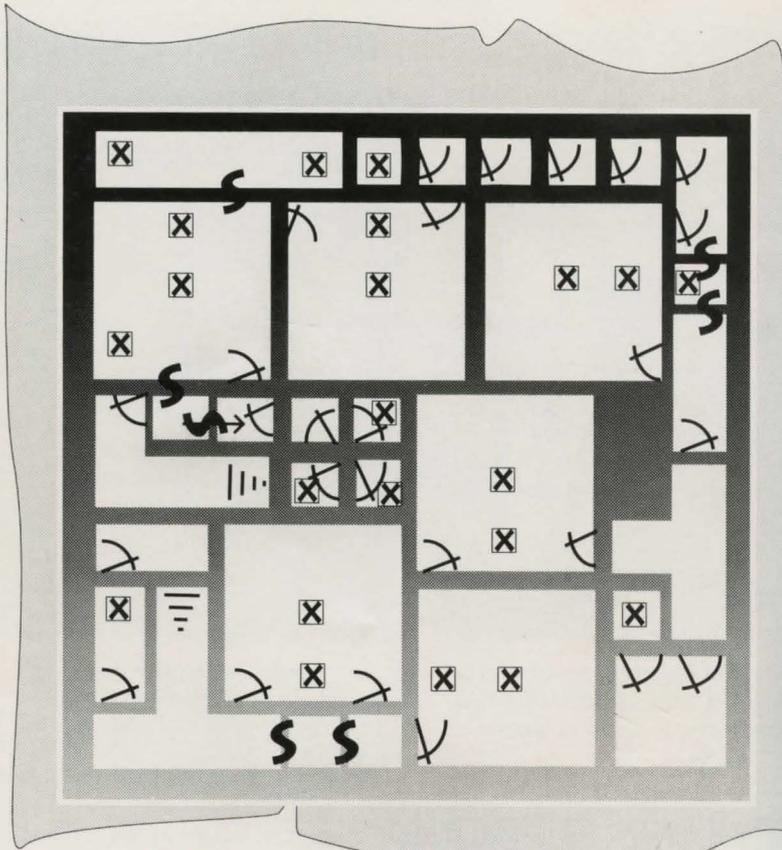
Slyke

Traps are said to serve as the primary obstacles on this level, though living guardians may also pose problems.

Slyke



LEVEL 3



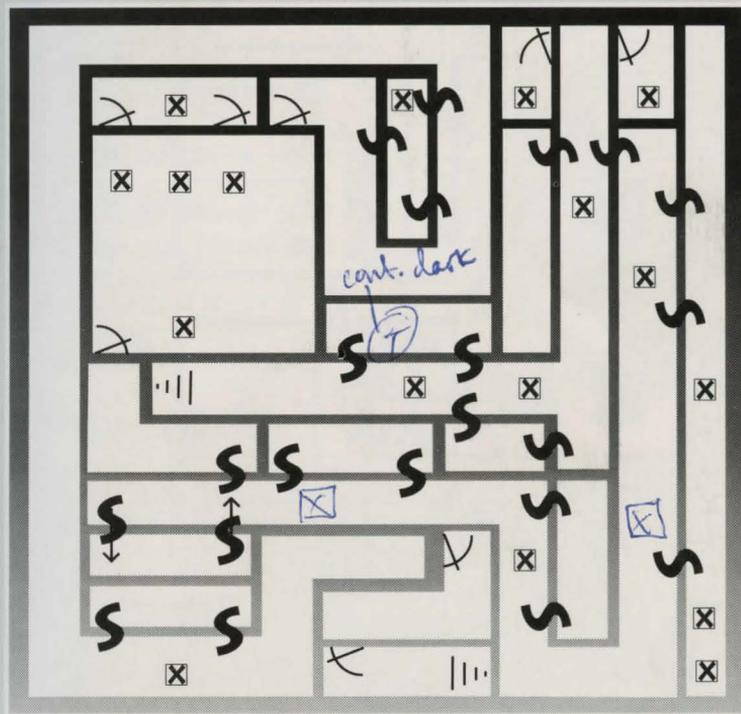
This extensive level supposedly contains a wide variety of traps, all designed to destroy the unwary. The Azcans encountered here are deadly foes, or so my clients claim. The Azcan spellcasters are said to be masters of arcane lore, armed with powerful scrolls.

Slyke

Though I do not attend Slyke's interviews, I have read the notes he takes during them. It is my opinion that the clerics who populate this temple are greatly favored by the blood-thirsty power they worship. I fear that these clerics will pose grave dangers to you.

Amelya

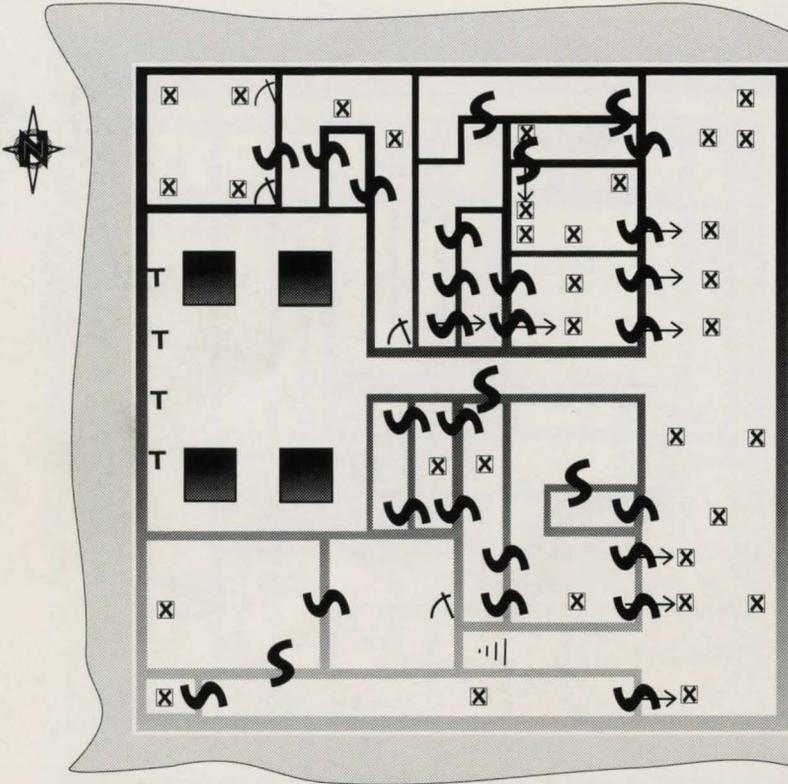
LEVEL 4



If my clients are to be believed, an intricate maze of secret doors must be negotiated to avoid the devious traps strewn about on this level. Even more powerful guardians await you here.

Slyke

LEVEL 5



The base of the pyramid is the seat of the Azcans' power. Within this level dwell the Azcan High Priest and legions of his followers. Only one of my clients would speak any further about this level, and all he would say is that there are four rings of vast power to be found here. Marmillian has shown great interest in this rumor.

Slyke

BRIDGE OF FIRE

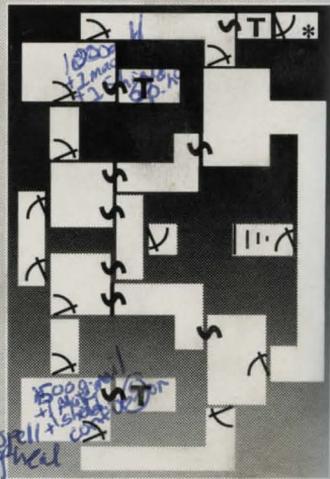
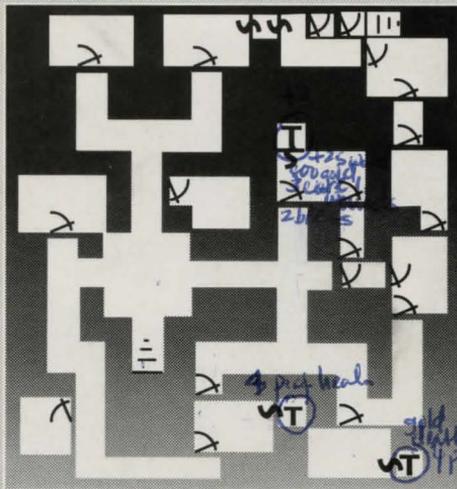
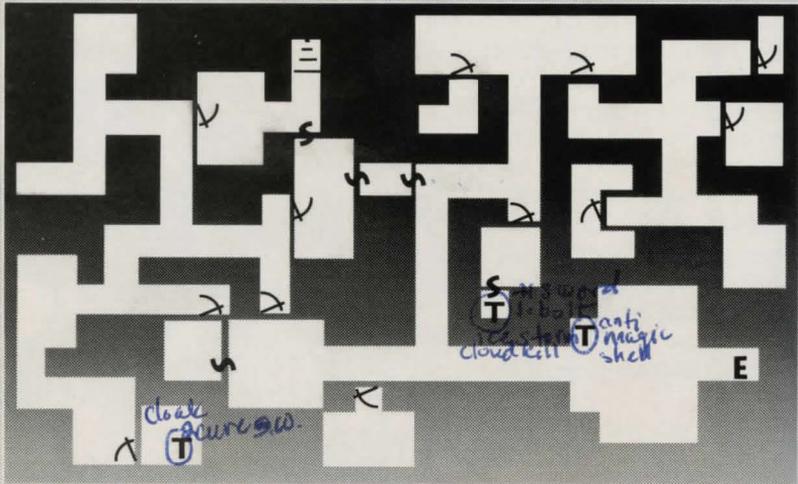
It is physically impossible that such a bridge exists, but Slyke assures me that his clients have been very convincing. A land of fire that burns forever is beyond my comprehension. Be that as it may, tales are told of a cavern entrance at the northern end of the burning bridge. Where this leads is either not known to Slyke's clients or they could not be persuaded to tell. Several of them did speak of smaller caverns that are reached from the eastern side of the bridge.

Marmillian



HIT START FOR CAMP	
	 HP 57/57
	 HP 58/58
	 HP 42/42
	 HP 50/50

DUNGEON TO THE OLTEC TRADEWAY



A scouting party encountered several strangely clad bodies alongside the bridge near the castle. They appeared to have been merchants, though the bodies were so mangled that we cannot be sure of this. We suspect they were on their way to open relations with us when they encountered difficulties. A map was found on the bodies. I am having trouble translating the map's notations, but I believe it shows the area beyond the Bridge of Fire. The duke commands you to explore this region to discover if the allies we seek are here.

Though the map text is difficult to translate, a note mentions a dragon. There is also

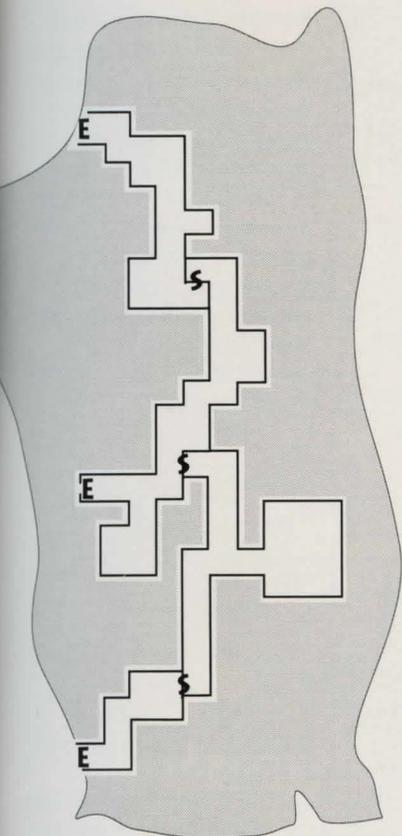
a brief note about magical treasures within this level of the dungeon.

The map's notes for the second level tell of many scrolls and potions to be found here. A magical sword is also mentioned.

Notes for the third level tell of terrible creatures of the night that stalk the living. Magical weapons, armor, and scrolls are spoken of repeatedly. Once past the undead horrors, one has reached what I believe to be these unfortunate merchants' former home. If you do contact potential allies, return at once to inform the duke!

Marmillian





THE WARRENS

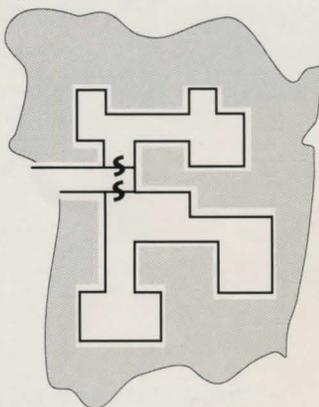
This cavern is said to be quite extensive, with no fewer than three entrances from the cliff wall. An Azcan client of mine quite reluctantly told me that vast numbers of bears and large cats roam these passageways. He steadfastly maintained that there is no treasure to be found here.

Slyke

THE PITS

This is a nasty, rat-infested hole, by all accounts. Several of my clients mentioned this as a giant rat breeding ground. None of my clients claimed to have any knowledge of treasure inside.

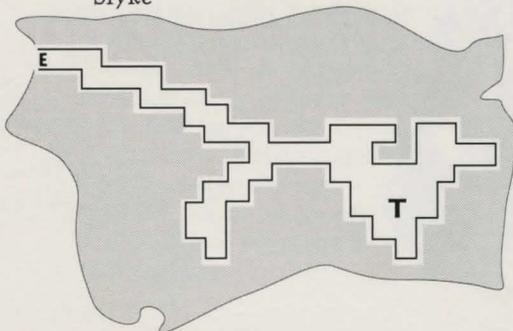
Slyke



ANT NEST

A Schattennalfen elven client of mine revealed, after sufficient persuasion, that this giant ant's nest contains a hoard of gold. Apparently the Schattennalfen elves have been sending scouting parties in here to steal the gold, but they have met with little success.

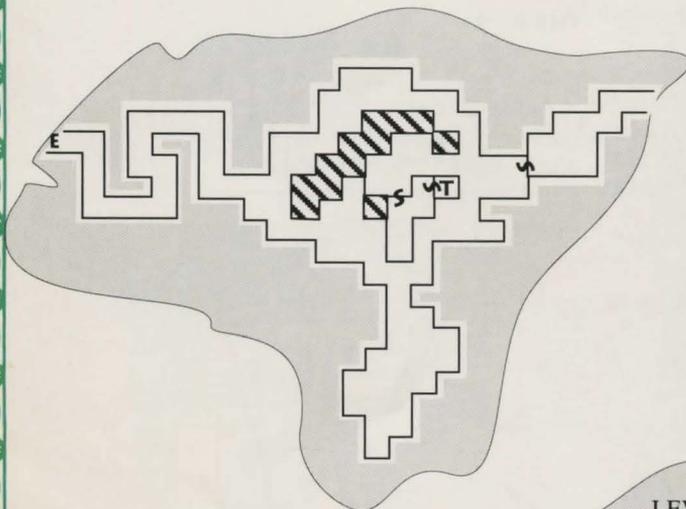
Slyke



PASSAGEWAY CAVERN

This cavern complex is said to be populated by several varieties of fire-based creatures. One beastman client of mine claimed that deep within this cavern, a red dragon guards a mound of treasure and magical weapons and armor. The beastman may have invented this tale merely to appease me.

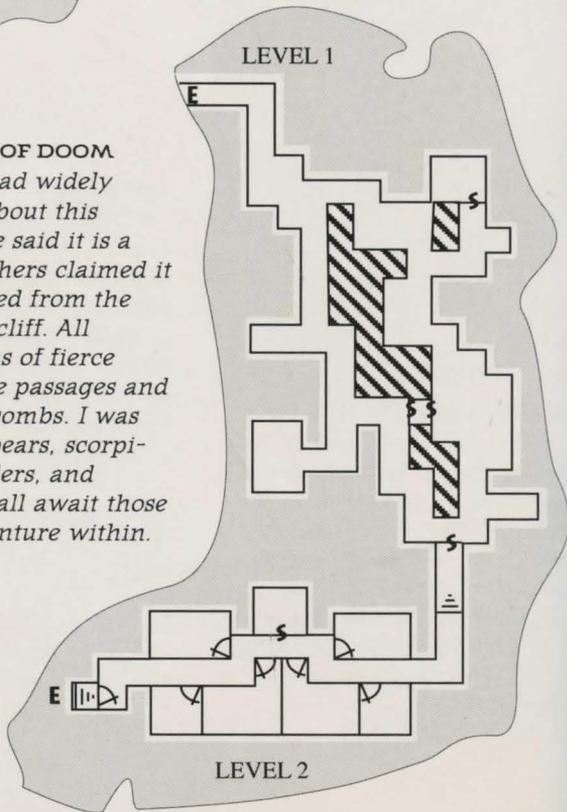
Slyke

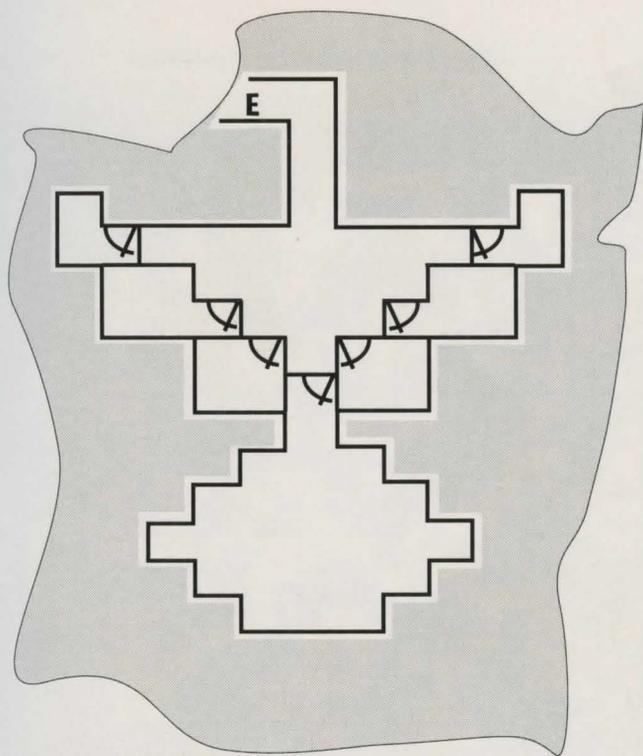


THE CATACOMBS OF DOOM

My clients had widely differing stories about this hidden area. Some said it is a natural cavern; others claimed it is a dungeon carved from the living rock of the cliff. All agreed that legions of fierce monsters roam the passages and rooms of the catacombs. I was told that snakes, bears, scorpions, carrion crawlers, and undead creatures all await those bold enough to venture within.

Slyke





THE HALLS OF THE DEAD

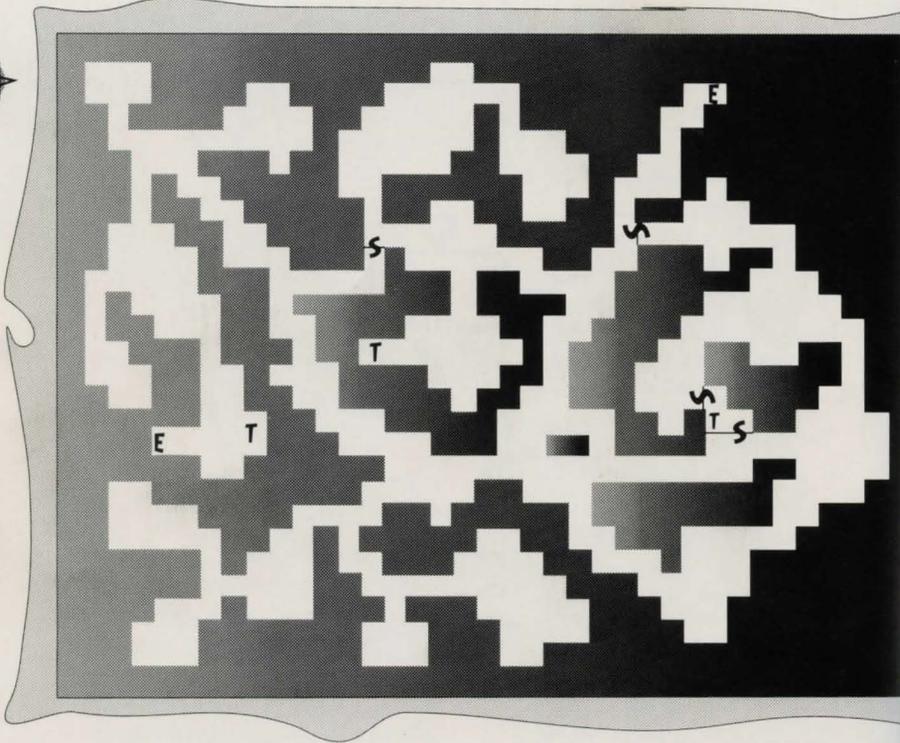
I had to closely interrogate several beastman clients to get information on this cavern. It was one of the greatest challenges of my career, the kind of accomplishment that makes me especially proud to be an unburdener. At any rate, it seems that this area is overrun by horrible creatures that inspire a superstitious fear in the rather primitive beastmen. From the crude descriptions the beastmen gave, I suspect a colony of foul undead.

Slyke

Despite Slyke's best efforts, we believe there are one or two secret areas for which he could extract almost no information from his clients. We suspect that these areas, if they truly exist, are not located along the valley's cliff walls. Slyke is convinced that a client knew the location of the entrance to one of these areas. He felt that the client was laughing at him, but he couldn't get the client to reveal any information. We're not sure what, if anything, this means.

Marmillian

SCHATTENALFEN ELVEN CAVERN



42

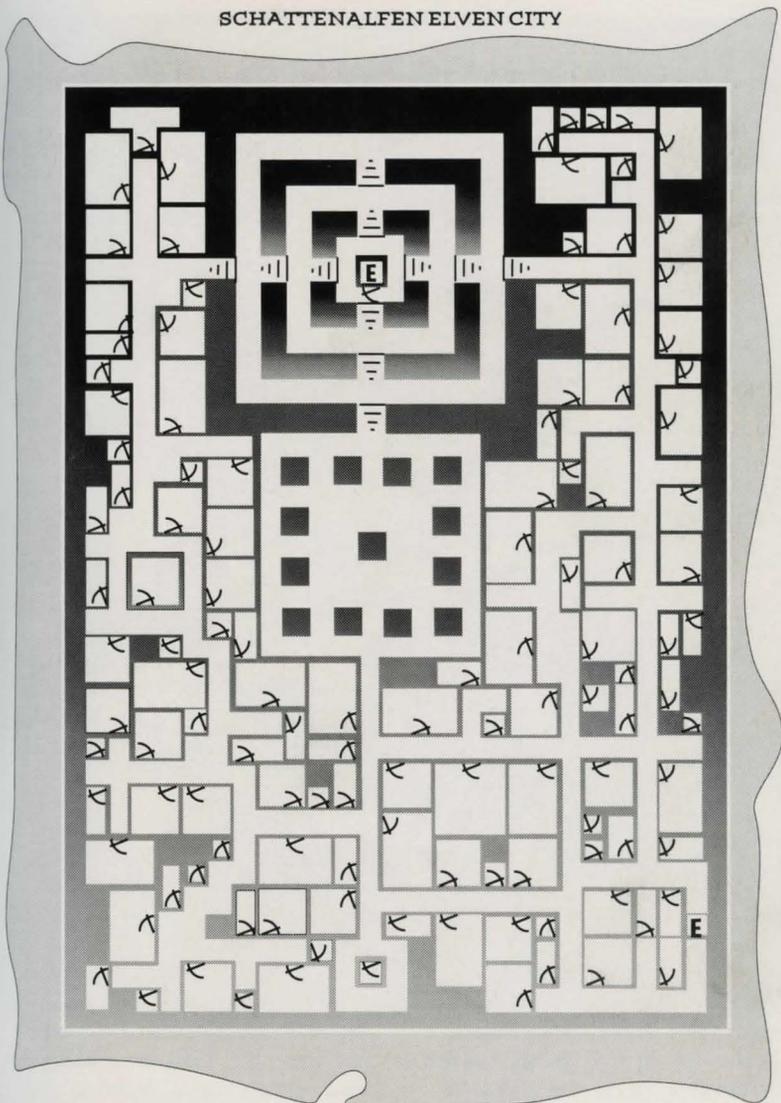
Several elven clients were persuaded to reveal somewhat of this cavern, despite the best efforts of a high-level elven fighter who was trying to silence them. It seems that it leads to a vast underground city of the elves! Multitudes of

powerful guardians, magically armed and armored, were mentioned frequently. I would normally suspect this was mere bragging on the part of my clients, but the enraged reaction of the fighter gave me reason to believe this information.

Slyke



SCHATTENALFEN ELVEN CITY

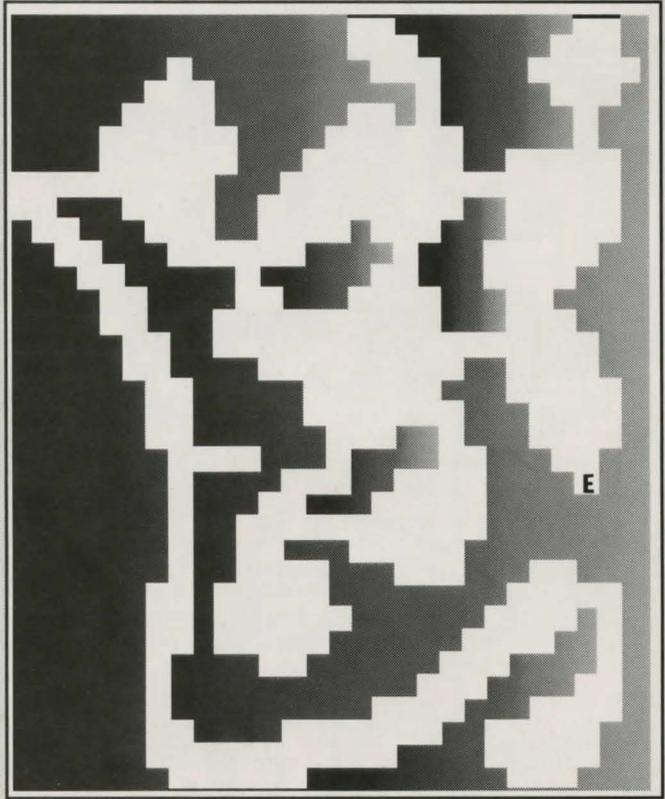


Though reluctant to speak of this subterranean city, my elven clients did eventually tell of a vast labyrinthine complex that leads to a temple about

which they would not utter a word. It strikes me as a locale worth visiting.

Slyke

THE IMMORTAL CAVERN



Shortly after we were brought to this valley, a vision was given to me by Ka the Preserver. In the vision, I saw an underground cavern infested with evil creatures of great power. I was drawn through this cavern and soon came to a long, winding passage. As I was pulled down the passage, I

sensed the presence of an ancient being of utter evil. All became black to me as I neared the creature. I awoke screaming and remember no more of the vision. This map is the cavern as it was shown to me. May Ka preserve you if ever you venture into this accursed cavern.

Amelya



APPENDIX A: PLAYER CHARACTERS

Choose well the members of your party. Remember that the fate of our people depends on your choices. Balance the strengths and weaknesses of your heroes to best prepare for the dangers they'll face. These decisions will determine the success of your quest.

Within the following pages, I have compiled much information to guide you in these difficult choices. I discuss the characteristics of the various races of our land; their advantages and disadvantages are laid bare for your perusal. Study this material closely before you choose your adventurers.

My suggestion is to choose four heroes of different races and classes. I feel that this may be the best way to make ready for the unknown world into which we have been thrust. But I leave the decision up to you.

Marmillian

THE CLERIC

We serve as both healers and defenders of our faith. Our spellcasting powers repair the damage of battle and restore vitality to our comrades. When the need arises, we fight the evil that we find in the world. We can wear any armor or shield, but we employ only blunt weapons—mace, sling, staff, and warhammer—so as to avoid excessive bloodletting. Our vitality is not as great as that of fighters or dwarves, but it is sufficient for our needs.

So long as we remain true to our faith, the power we worship grants us the ability to repel, and sometimes destroy, the utterly evil creatures known as undead—skeletons, zombies, ghouls, wights, wraiths, spectres, and vampires. Should we fall from our beliefs, we lose not only this ability, but also our spellcasting powers.

Amelya



CLERIC EXPERIENCE TABLE

Level	XP Needed	Spell Levels *					
		1	2	3	4	5	6
1	0	-	-	-	-	-	-
2	1,500	1	-	-	-	-	-
3	3,000	2	-	-	-	-	-
4	6,000	2	1	-	-	-	-
5	12,000	2	2	-	-	-	-
6	25,000	2	2	1	-	-	-
7	50,000	3	2	2	-	-	-
8	100,000	3	3	2	1	-	-
9	200,000	3	3	3	2	-	-
10	300,000	4	4	3	2	1	-
11	400,000	4	4	3	3	2	-
12	500,000	4	4	4	3	2	1
13	600,000	5	5	4	3	2	2
14	700,000	5	5	5	3	3	2

* The numbers below the columns of spell levels are the numbers of spells the cleric can know at any one time in each spell level.



THE FIGHTER

No need fer introductions. Fighters fight, that's all. An' we're blasted good at it, too. We can wear any armor an' shield, an' we can fight wit' any weapon. Our vitality's th' best. No spells or fancy stuff fer fighters. Let them weak magic-users deal wit' that. Just give us a good sword an' some swingin' room an' stand aside!

Silvik

FIGHTER EXPERIENCE TABLE

Level	XP Needed
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	120,000
9	240,000
10	360,000
11	480,000
12	600,000
13	720,000
14	840,000

THE MAGIC-USER

Unlike those who brandish swords and other vulgar weapons, we attack with our intellect and will. We are not made for crass physical combat. Our vitality is low for a reason—to remind us that our battleground is on a higher plane. For this same reason we disdain armor and refuse to wield any but the simplest of weapons—dagger, sling, or staff. When the very fabric of existence obeys your whim, what need is there for material weapons? Physical combat is the only reason for fighters to exist; we leave the vile details to them.

Valimas

MAGIC-USER EXPERIENCE TABLE		Spell Levels *					
Level	XP Needed	1	2	3	4	5	6
1	0	1	-	-	-	-	-
2	2,500	2	-	-	-	-	-
3	5,000	2	1	-	-	-	-
4	10,000	2	2	-	-	-	-
5	20,000	2	2	1	-	-	-
6	40,000	2	2	2	-	-	-
7	80,000	3	2	2	1	-	-
8	150,000	3	3	2	2	-	-
9	300,000	3	3	3	2	1	-
10	450,000	3	3	3	3	2	-
11	600,000	4	3	3	3	2	1
12	750,000	4	4	4	3	2	1
13	900,000	4	4	4	3	2	2
14	1,050,000	4	4	4	4	3	2

* The numbers below the columns of spell levels are the numbers of spells the magic-user can memorize at any one time in each spell level.





THE THIEF

Folk say that we are opportunists, and they are right. We look at what is available and choose that which best pleases us. We can fight as well as fighters and dwarves, when we feel the need. We cannot wear any armor heavier than leather, for this would limit our abilities and thus our choices. Lighter armor and low vitality counsel us to attack indirectly. We prefer to hide when there is cover and leap out to assault our foes from behind. Traps are a specialty of ours, both finding and removing them, though this is not without some risk. Magical scrolls fascinate us. After long association with magic-using friends, we often learn to cast spells from scrolls. Our options are limited solely by our imaginations and our skills!

Jacmar
Master Thief

THIEF EXPERIENCE TABLE

Level	XP Needed
1	0
2	1,200
3	2,400
4	4,800
5	9,600
6	20,000
7	40,000
8	80,000
9	160,000
10*	280,000
11	400,000
12	520,000
13	640,000
14	760,000

* Thieves of 10th level and higher can cast magical spells from scrolls.

THE DWARF

We're the rocks against which all opponents are smashed. We are the equals of fighters in combat, with the same vitality and ability to wear all types of armor. Though we cannot use every weapon, we are unusually resistant to poison, spells, and other special attacks. We live for battle and seek out worthy opponents at every opportunity.

Gristling

Dwarf Chief

DWARF EXPERIENCE TABLE

Level	XP Needed
1	0
2	2,200
3	4,400
4	8,800
5	17,000
6	35,000
7	70,000
8	140,000
9	270,000
10	400,000
11	530,000
12	660,000



THE ELF

The skills required of the magic-user are very different from those of the fighter, yet we effortlessly combine these two sets of skills. We can use any weapon and wear any type of armor or shield, and we are the peers of fighters in all but vitality. We also see hidden objects far better than any other race. How our non-elven companions can walk past secret doors without noticing them is beyond us. Add to all this spell-casting abilities virtually identical to a magic-user, and you surely must see that we are a superior race.

Palens

Elf Lord

ELF EXPERIENCE TABLE

		Spell Levels*				
Level	XP Needed	1	2	3	4	5
1	0	1	-	-	-	-
2	4,000	2	-	-	-	-
3	8,000	2	1	-	-	-
4	16,000	2	2	-	-	-
5	32,000	2	2	1	-	-
6	64,000	2	2	2	-	-
7	120,000	3	2	2	1	-
8	250,000	3	3	2	2	-
9	400,000	3	3	3	2	1
10	600,000	3	3	3	3	2

* The numbers below the columns of spell levels are the numbers of spells the elf can memorize at any one time in each spell level.





THE HALFLING

Don't get any ideas that just because we're short you can push us around. We can fight toe-to-toe with fighters, dwarves, and elves any day. Any armor they can wear, we can wear. Our vitality's good; don't let anybody tell you otherwise. Sure we can't use every weapon, but who needs to? Axes, daggers, slings, and swords are just fine with us. And just because we can hide in cover, it doesn't mean we ever will. Keep on your toes when you're around us and watch the smart remarks.

Argone

Halfling Chief

HALFLING EXPERIENCE TABLE

Level	XP Needed
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	120,000

GENERATING CHARACTERS

<p> *NAME: 12 CLASS : THIEF STR: 14 LEVEL : 1 INT: 14 AC : 4/4 WIS: 15 HP/MAX : 7 DEX: 16 NXT LVL : 1200 CON: 11 GOLD : 130 CHA: 14 </p>	A <input checked="" type="checkbox"/> B <input checked="" type="checkbox"/>
<p> CHOOSE CLASS: THIEF HUMAN </p> <div style="display: flex; justify-content: space-around;">     </div> <p>DEMI HUMAN</p> <div style="display: flex; justify-content: space-around;">    </div> <p>CHOOSE COLOR:</p> <div style="display: flex; justify-content: space-around;">        </div> <p>ROLL AGAIN </p> <p style="text-align: center;">** 'C' ADVANCES ROSTER **</p>	<div style="text-align: center;">  HP: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> </div> <div style="text-align: center;">  HP: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> </div> <div style="text-align: center;">  HP: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> </div> <div style="text-align: center;">  HP: <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> </div>

When creating characters, the three most important ability scores to watch are Strength, Constitution, and Dexterity. High scores in these abilities give bonuses that help characters survive in this dangerous world. Characters need a score of 13 or more in one of the above three abilities to get a bonus (13-15 = +1, 16-17 = +2, 18 = +3). These bonuses aid characters in the following ways:



• **Strength:** The ability score bonus for high Strength is added to both the attack roll and the damage the character inflicts with a melee weapon (axe, dagger, mace, spear, staff, sword, and war hammer).

• **Constitution:** The ability score bonus for high Constitution is the number of extra hit points the character gains at each level. This bonus ends at 9th level (8th level for halflings).

• **Dexterity:** The ability score bonus for high Dexterity lowers (improves) the character's armor class. It also is a bonus added to the attack roll when the character attacks with a missile weapon (bow or sling).

When rerolling to get better scores, hold out for a reroll that gives you 13s or above in all three abilities. If you get a roll that gives your character 16s or above in two or more of these abilities, keep it!

This is not to suggest that characters with ability scores below 13 are doomed in WARRIORS OF THE ETERNAL SUN™. Far from it. But characters with high scores in these three abilities will kill opponents faster and suffer less damage during combat.

Try for a high Constitution score in every character. The extra hit points the character receives may make a big difference in the outcome of a battle. The

following are some goals to keep in mind when creating a character in each character class.

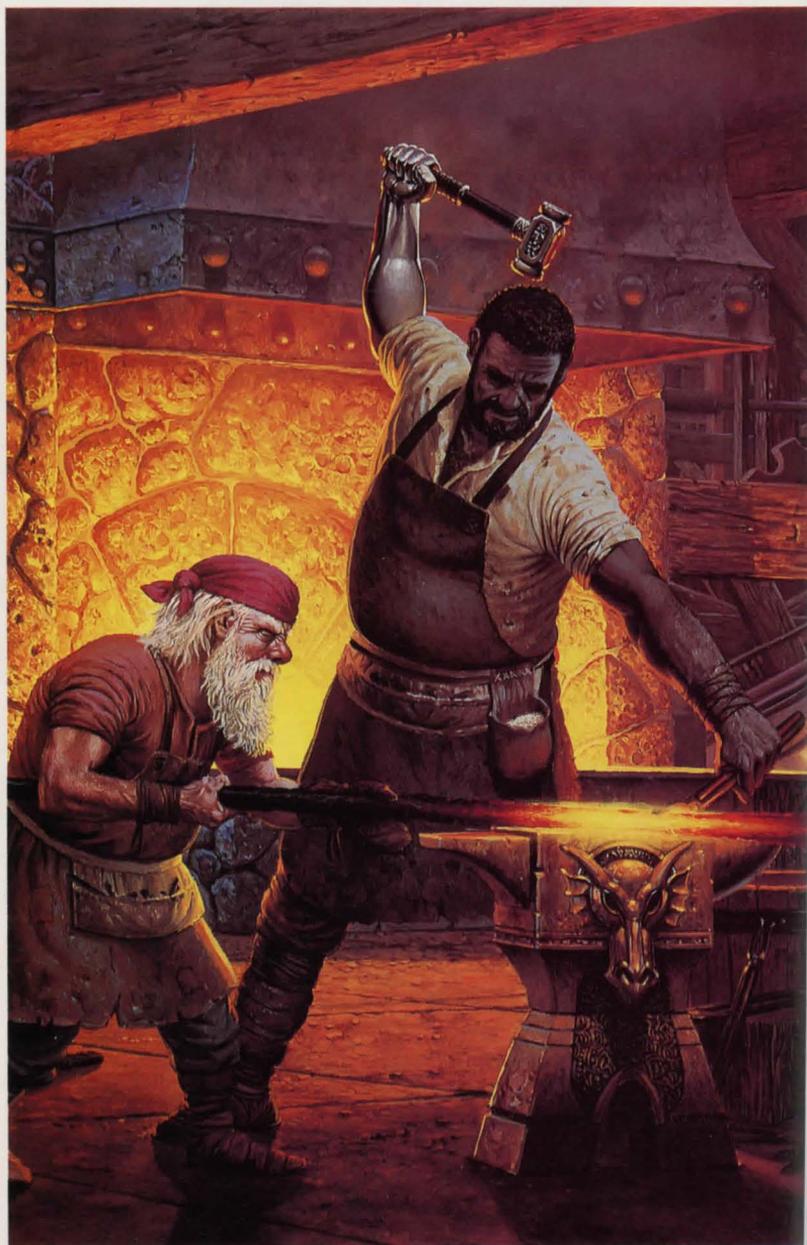
CLERIC: To beef up the cleric's combat skills: *High Strength* - increase damage and hit probability with melee weapons.

FIGHTER & DWARF: To increase the survivability of the party's main warriors: *High Strength* - increase damage and hit probability with melee weapons. *High Constitution* - increase hit points. Try for at least a 16 in Strength.

MAGIC-USER & THIEF: To improve survivability at low levels: *High Dexterity* - to improve armor class and missile weapon skill. *High Constitution* - to get a hit point bonus. Try for 16s or higher in both Constitution and Dexterity.

ELF: To use the elf as a spell-casting warrior: *High Strength* - increase damage and hit probability with melee weapons. *High Constitution* - increase hit points. Try for 16s or higher in both Strength and Constitution.

HALFLING: To use the halfling as a sneaky warrior: *High Strength* - increase damage and hit probability with melee weapons. *High Constitution* - increase hit points. Try for 16s or higher in both Strength and Constitution.



APPENDIX B: EQUIPMENT

BY BILION

Greetings, noble adventurers! Please allow me to extend my heartfelt wishes for your success in this, the greatest quest of all time. If there is any way in which I and the other humble merchants can be of service, we are at your beck and call. Alas, the recent difficulty with the goblins has reduced our stocks to the pitiful remnants that you now see in our shops. A shame it is that noble folk such as yourselves should be subjected to the indignity of not being able to spend your hard-earned gold

pieces! Rest assured that this appalling situation will be corrected as quickly as possible. Your humble servants, the merchants of the castle, are busy crafting new armor and weapons for you to purchase. As you go about the valley slaughtering its inhabitants, please think kindly upon the loyal merchants who made such carnage possible. When you return to the castle, please honor our shops with your presence. We will endeavor to have new wares ready for you to purchase as soon as possible.

THE ARMOR SHOP

Our castle's armor shop is justly renowned for the variety and quality of its armor and shields. Its current lack of merchandise should be corrected quickly, noble adventurers. The shop owner, a Merchants' Guild member in good standing, is sparing no effort to replenish his stock. Not only should he soon have a complete selection of non-magical armor—leather, chain, plate—and shields, but he is also planning to sell magical armor as soon as his craftspeople can fashion it. (And he has hinted that there may be special items available at some time.) Be sure to visit his establishment whenever you return to our fair castle.

Bilion

ARMOR SHOP ITEMS

Leather armor/Leather armor+1/
Leather armor +2/
Leather armor +3
Chain mail/Chain mail +1/
Chain mail +2/Chain mail +3
Plate mail/Plate mail +1/
Plate mail +2/Plate mail +3
Shield/Shield +1/Shield +2/
Shield +3
Ring of Protection +1*
Ring of Regeneration **

* Ring of Protection +1: This magical ring improves (lowers) its wearer's armor class by 1.

** Ring of Regeneration: This ring enables its wearer to regain lost hit points. The ring does not function while its wearer is at 0 hit points.



ARMOR CLASS

A character's armor class is a number that represents how difficult it is to successfully attack that character. The lower the armor class number, the harder the character is to hit. A character's armor class depends on the armor worn, whether a shield is used, any magical bonuses for the armor or shield, and the character's Dexterity.

Armor*	Leather	Chain Mail	Plate Mail	Shield**
Armor Class Adjustment	(-2)	(-4)	(-6)	(-1)
Cleric	•	•	•	•
Fighter	•	•	•	•
Magic-User				
Thief	•			
Dwarf	•	•	•	•
Elf	•	•	•	•
Halfling	•	•	•	•

* A character with no armor has an AC of 9 (minus any Dexterity bonus). Wearing leather armor subtracts 2 from a character's armor class, while chain mail subtracts 4 and plate mail subtracts 6.

** A shield subtracts 1 from the AC of whatever armor the character is wearing (e.g., a fighter in plate mail with a shield has an AC of 2, minus any Dexterity bonus). Magical shields subtract 1 plus their magical bonus from AC.

NOTE: Wearing heavy armor slows down a character.





HIT START FOR CAMP

HP 57/57	
HP 58/58	
HP 42/42	
HP 50/50	



THE WEAPON SHOP

Peruse our weapon shop if you will, noble heroes. In the best of times, the finest crafted weapons ever seen would be yours with a small outlay of gold. Alas, the weapon shop's inventory is sorely depleted at this time. Workers are toiling feverishly to craft weapons of extraordinary quality for you. The shopkeeper assures me that new stock will be for sale very soon, including magical weapons that will enable you to effortlessly cleave your foes in two!

Bilion

WEAPONS

		Cleric	Fighter	Magic-User	Thief	Dwarf	Elf	Halfling
Weapon	Damage							
Axe	1 to 6		•		•	•	•	•
Bow	1 to 6		•		•		•	
Dagger	1 to 4		•	•	•	•	•	•
Mace	1 to 6	•	•		•	•	•	
Sling	1 to 4	•	•	•	•	•	•	•
Spear	1 to 6		•		•		•	
Staff	1 to 6	•	•	•	•	•	•	
Sword	1 to 6		•		•	•	•	•
War Hammer	1 to 6	•	•		•	•	•	

Any character can attack with bare hands. The damage inflicted by a successful hit is 1 point plus any damage bonus for Strength.

WEAPON SHOP ITEMS

Axe / Axe +1 / Axe +2

Bow / Bow +1

Dagger / Dagger +1 / Dagger +2

Gauntlets of Ogre Power *

Mace / Mace +1 / Mace +2 / Mace +3

Sling / Sling +1

Spear / Spear +1 / Spear +2 / Spear +3

Staff

Sword / Sword +1 / Sword +2 / Sword +3

Sword +1, +3 vs. Regenerating Monsters **

War Hammer / War Hammer +1 / War Hammer +2

War Hammer +3

* *Gauntlets of Ogre Power*: These enchanted gloves grant their wearer a Strength of 18.

** *Sword +1, +3 vs. Regenerating Monsters*: This sword acts as a *sword +1*, except when used against regenerating monsters (trolls, vampires, etc.), in which case it acts as a *sword +3*.



APPENDIX C: SPELLS AND SPELLCASTING

Though I consider myself a student of the mystical arts, I am merely a dabbler compared to masterful spellcasters, such as Amelya and Valimas. I have asked them to write briefly about the powers and limitations of spells and spellcasters. Amelya was happy and eager to help, and Valimas was happy to show off his vast knowledge. And now, I leave you to ponder their words.

Marmillian

The following lists explain the workings of the clerical and magical spells available. Within the two spell categories, the spells are organized by level. Each spell description gives the spell's name, the parameters of the spell, and an explanation of how the spell works. Each spell is described in terms of the following parameters.

SPELL PARAMETERS

RANGE: A "Touch" entry means that the spell's target must be touched. A range of "0" means the spell is centered on the spellcaster. "Near," "Medium," and "Far" give a relative measure of how distant the target can be from the spellcaster and still be affected by the spell.

DURATION: This tells how long the spell lasts after it is cast. "Permanent" means just what it says. "Instantaneous" indicates a spell that has a one-time effect (*fireball*, for instance). "Short," "Medium," and "Long" designate spell durations that fall in between permanent and instantaneous.

AFFECTS: This tells the size of the area—"Small," "Medium," or "Large"—that is affected by the spell. Usually all creatures within this area are affected by the spell.

CLERICAL SPELLCASTING

NOTES BY AMELYA, THE HIGH PRIESTESS OF KA



64

Greetings, worthy adventurers. The wise Marmillian has asked me to present my thoughts on clerical spellcasting and I have done my best to deliver them. I hope they prove to be of some use to you.

I have asked for Ka's blessing on your quest and I feel certain that the Preserver will watch over you during your trials. Ka's presence permeates the very air of this glorious new land; I feel closer to him than ever before in my long years of service to his name. May our benefactor grant you success so that we may continue to spread his word!

As you know, clerics receive spells as gifts from the power they worship. Ka the Preserver is our power. These spells are mainly for healing the wounded and defending against the attacks of evil foes. Some spells enable us to harm our foes with a touch. Ka also grants us the ability to destroy the undead, for these creatures are beyond redemption. After every period of rest, Ka allows us to choose one or more of the spells that he feels are suitable for our skills and wisdom. More than this we cannot ask, unless it be for the wisdom to use Ka's gifts wisely.

Our shrine is always open to you, heroes. Remember this as you journey forth to battle our enemies. If ever one or more of you is seemingly hurt beyond recovery, return to me in the inner sanctum of our shrine. There, if Ka is willing, I can revive the stricken and prepare your party to venture into the valley once again.

1ST-LEVEL CLERICAL SPELLS



CAUSE FEAR
Range: Far
Duration: Long

Affects: One creature

This is the reverse of *remove fear*. The target may resist the effects of this spell. If the victim does not resist the spell, he flees in terror.



CAUSE LIGHT WOUNDS
Range: Touch
Duration: Permanent

Affects: One creature

This spell, the reverse of *cure light wounds*, inflicts 2 to 7 points of damage on the target.



CURE LIGHT WOUNDS
Range: Touch
Duration: Permanent

Affects: One character

This spell increases the target character's current hit points by 2 to 7, but never above the character's maximum number of hit points.



DARKNESS
Range: Far
Duration: Long

Affects: Small area

This spell may blind the target, preventing it from attacking for the duration of the spell. *Darkness* also cancels the effects of a *light* spell. The target may resist the effects of this spell.



DETECT MAGIC
Range: 0
Duration: Long

Affects: Large area

All nearby foes with spell-casting abilities or magical items will flash once when this spell is cast.



LIGHT
Range: Far
Duration: Long

Affects: One creature

This spell may blind the target, preventing it from attacking for the duration of the spell. *Light* also cancels the effects of a *darkness* spell. The target may resist the effects of this spell.





PROTECTION FROM EVIL

Range: 0
Duration: Long

Affects: Spellcaster

By using this spell, the cleric gains an armor class bonus and is better able to resist the effects of special monster attacks (spells, breath weapons, etc.). This spell also prevents enchanted monsters (see the monster descriptions, starting on page 78) from attacking the cleric.



REMOVE FEAR

Range: Touch
Duration: Long

Affects: One creature

This spell may stop a character who is fleeing out of fear.



RESIST COLD

Range: 0
Duration: Long

Affects: Large area

All characters within the area of effect become resistant to cold-based attacks. Affected characters are less likely to suffer the effects of cold, and they receive less damage when cold-based attacks do affect them.

2ND-LEVEL CLERICAL SPELLS



BLESS

Range: Medium
Duration: Long

Affects: Large area

This spell grants a bonus to the attack and damage rolls for all player characters within the area of effect.



BLIGHT

Range: Medium
Duration: Long

Affects: Large area

This spell is the reverse of *bless*. It imposes a penalty to the attack and damage rolls of all monsters within the area of effect. The monsters may resist the effects of this spell.



RESIST FIRE

Range: Medium
Duration: Long

Affects: One character

The recipient of this spell becomes resistant to fire-based attacks. This spell also negates the effects of the Bridge of Fire. Damage from fire-based attacks is lessened for the target of this spell.



SILENCE 15' RADIUS

Range: Far
Duration: Long

Affects: Small area

No spells may be cast by creatures within the area of effect.

3RD-LEVEL CLERICAL SPELLS



CAUSE DISEASE
Range: Medium
Duration: Permanent

Affects: One creature

This spell may cause its victim to suffer a penalty to all its attack rolls. This is the reverse of *cure disease*. The target may resist the effects of this spell.



CONTINUAL DARKNESS
Range: Far
Duration: Permanent

Affects: One creature

This spell may blind the target permanently, preventing it from attacking. *Continual darkness* also cancels the effects of a *continual light* spell. The target may resist the effects of this spell.



CONTINUAL LIGHT
Range: Far
Duration: Permanent

Affects: One creature

This spell may blind the target permanently, preventing it from attacking. *Continual light* also cancels the effects of a *continual darkness* spell. The target may resist the effects of this spell.



CURE DISEASE
Range: Medium
Duration: Permanent

Affects: One character

This spell cures a character of any disease caused by a monster.



STRIKING
Range: Medium
Duration: Long

Affects: One weapon

The cleric can cast this spell to enchant any character's weapon with a damage bonus of +1 to +6 (randomly determined) for the duration of the spell.

4TH-LEVEL CLERICAL SPELLS



CAUSE SERIOUS WOUNDS
Range: Touch
Duration: Permanent

Affects: One creature

This spell, the reverse of *cure serious wounds*, inflicts 4 to 14 points of damage to the target.



CREATE POISON
Range: Touch
Duration: Permanent

Affects: One creature

This spell, the reverse of *neutralize poison*, may instantly kill its victim. The target may resist the effects of this spell.



CURE SERIOUS WOUNDS
Range: Touch
Duration: Permanent

Affects: One character

This spell increases the target character's current hit points by 4 to 14, but never above the character's maximum number of hit points.



DISPEL MAGIC

Range: Long

Duration: Permanent

Affects: Large area

This spell may remove hostile magical spells and effects within the affected area.



NEUTRALIZE POISON

Range: Touch

Duration: Permanent

Affects: One creature

This spell cures a player character who has been poisoned.



PROTECTION FROM EVIL

10' RADIUS

Range: 0

Duration: Long

Affects: Spellcaster and allies

This spell enhances all characters' resistances to special monster attacks (spells, breath weapons, etc.). It also imposes a penalty to the attack rolls of all foes. Enchanted creatures avoid the characters.

5TH-LEVEL CLERICAL SPELLS



CAUSE CRITICAL WOUNDS

Range: Touch

Duration: Permanent

Affects: One creature

This spell, the reverse of *cure critical wounds*, inflicts 6 to 21 points of damage on the target.



CURE CRITICAL WOUNDS

Range: Touch

Duration: Permanent

Affects: One character

This spell increases the target character's current hit points by 6 to 21, but never above the character's maximum number of hit points.



DISPEL EVIL

Range: Medium

Duration: Long

Affects: Enchanted or undead monsters

This spell destroys all nearby enchanted or undead monsters, unless they successfully resist the effects of the spell. An enchanted or undead monster that successfully resists will flee as if subject to a *cause fear* spell.

6TH-LEVEL CLERICAL SPELL



CURE ALL

Range: Touch

Duration: Permanent

Affects: One character

This spell heals a character of all but 1 to 6 points of damage. It also removes the effects of blindness, poison, paralysis, disease, and the *feeblemind* spell.

MAGICAL SPELLCASTING

A COMMENTARY BY VALIMAS, MASTER MAGE

Marmillian has asked me to write down my thoughts about spellcasting. He came to the proper authority, for I am the most skillful mage who has ever honored this castle with his presence. Spellcasting has been my life for decades, ever since I realized as a young lad that my genius would be best employed in the mystical arts. Study my notes well, for they contain much that will greatly benefit you.

As you should know, there are two types of spells: magical spells and clerical spells. I do not deal in clerical spells; I leave that to lesser talents. I believe

that Marmillian has found some so-called expert or other to blather on about clerical spells. My concern is for magical spells—their mind-boggling intricacies, their awesome powers, and their grave dangers.

I have specific advice that should aid beginning spellcasters such as yourselves. Ignore my words at your peril!

You magic-users and elves gain new spells by either buying scrolls from the magic shop in the castle or finding them on the ground after battling monsters inside dungeons and caverns. I urge you to demand that your party immediately rest so that





you might study a newly found scroll. Use this rest time to scribe the scroll into your spell book. If there is more than one magical spellcaster in your party, be sure to discuss beforehand which spellcaster is most worthy to receive this spell.

After resting, be sure to have a spell ready before setting out. Fighters and dwarves tend to guffaw rather rudely when spellcasters enter battle without preparing a spell. Though this is only a minor inconvenience, and easily correctable, try to avoid such undignified mistakes whenever possible.

Keep aloof from combat, magic-user! Leave the vulgar physical fighting to the musclebound lunks who are good for

little else. Reserve your energies for the truly challenging tasks of spellcasting.

An elementary rule of



spellcasting is that many spells require the spellcaster to see the target. Placing oneself behind a tree or bush, while always the better part of valor, severely restricts one's choice of targets. As long as it is perfectly safe, you

may wish to move to one side to get a clearer view of your foes.

While *sleep* is certainly the spell of choice for low-level magic-users, other options appeal to high-level spellcasters. The *fireball* and *lightning bolt* spells are quite efficient at ridding the battlefield of those bothersome monsters.

Speaking of the *lightning bolt* spell, do be careful when you cast this underground. It has a distressing tendency to bounce back at you if there's a wall nearby in the direction in which you're casting the spell. Terribly embarrassing to be blasted by your own lightning bolt. Not that I've ever done it myself, mind you; it's just that

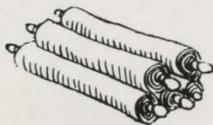
I've heard of other, less-clever spellcasters who've been caught in this way.

It will sometimes happen that you come across a magical scroll that you cannot scribe into your spell book. Do not despair! This merely means that the spell is too complex for your current level of arcane skills. As you acquire greater knowledge and ability, this spell will eventually enter your repertoire.

As for magical devices, such as wands, do not depend too much upon them. It is well known to me that every wand fails its user, sooner or later. Use a wand only in the direst of emergencies.

		HIT START FOR GAME
		  HP 57/57
		  HP 58/58
		  HP 42/42
		  HP 50/50
MAGIC LABORATORY. ARRAT PICKED UP THE WAND OF LIGHTNING. THE WALL IS SCARRED BY FLAME AND ACID. ARRAT PICKED UP THE SLEEP.		

The magic shop stocks only the *shield* spell scroll at the start of the game. As the game progresses, more scrolls become available. Scrolls and wands appear in the following order in the shop during the course of your adventures.



MAGIC SHOP SCROLLS AND WANDS

Shield
Magic Missile
Sleep
Entangle
Web
Protection from Normal
Missiles
Fireball
Confusion
Wand of Fireballs *
Flesh to Stone
Ice Storm
Stone to Flesh
Cloudkill
Feeblemind
Disintegrate
Wand of Cold **
Anti-Magic Shell
Death Spell
Wand of Fear ***

* This wand casts a *fireball* spell for 6 to 36 points of fire damage. Each time this is used, there is a small chance that it ceases to function.

** This wand casts an *ice storm* spell for 6 to 36 points of cold damage. Each time this is used, there is a small chance that it ceases to function.

*** This wand creates a large cone of fear. All enemies within the cone may flee in terror for 30 rounds. Each time this is used, there is a small chance that it ceases to function.

MAGICAL SPELLS

1ST-LEVEL MAGICAL SPELLS



DARKNESS

Range: Far

Duration: Long

Affects: One creature

This spell may blind the target, preventing it from attacking for the duration of the spell. *Darkness* also cancels the effects of a *light* spell. The target may resist the effects of this spell.



DETECT MAGIC

Range: 0

Duration: Long

Affects: Large area

All nearby foes with spellcasting abilities or magical items will flash once when this spell is cast.



LIGHT

Range: Far

Duration: Long

Affects: One creature

This spell may blind the target, preventing it from attacking for the duration of the spell. *Light* also cancels the effects of a *darkness* spell. The target may resist the effects of this spell.



MAGIC MISSILE

Range: Far

Duration: Short

Affects: One creature

This spell fires a magical arrow that inflicts great damage.



PROTECTION FROM EVIL

Range: 0

Duration: Long

Affects: Spellcaster

The spellcaster gains an armor class bonus and is better able to resist special monster attacks (spells, breath weapons, etc.). Enchanted creatures cannot attack the spellcaster for the duration of this spell.



SHIELD

Range: 0

Duration: Long

Affects: Spellcaster

This spell creates an invisible shield around the spellcaster, making the spellcaster harder to hit. *Shield* even gives the spellcaster a chance to avoid *magic missile* spells



SLEEP

Range: Far

Duration: Long

Affects: Large area

Within the area of effect, low-level creatures are put to sleep.

2ND-LEVEL MAGICAL SPELLS

 **CONTINUAL DARKNESS**
Range: Long
Duration: Permanent

Affects: One creature

This spell may blind the target permanently, preventing it from attacking. *Continual darkness* also cancels the effects of a *continual light* spell. The target may resist the effects of this spell.

 **CONTINUAL LIGHT**
Range: Long
Duration: Permanent

Affects: One creature

This spell may blind the target permanently, preventing it from attacking. *Continual light* also cancels the effects of a *continual darkness* spell. The target may resist the effects of this spell.

 **ENTANGLE**
Range: Medium
Duration: Long

Affects: One creature

This spell conjures up a writhing mass of vines that may entangle an enemy. A target that fails to resist the effects of this spell is helplessly bound for the duration of the spell.



WEB
Range: Near
Duration: Long

Affects: Small area

This causes a mass of spider webs to appear. These webs may completely entangle all creatures within the area of effect. The target(s) may resist the effects of this spell. Strong monsters may break free of the webs.

3RD-LEVEL MAGICAL SPELLS



DISPEL MAGIC
Range: Far
Duration: Permanent

Affects: Small area

This spell may remove hostile magical spells and effects within the affected area.



FIREBALL
Range: Far
Duration: Instantaneous

Affects: Large area

This spell creates a missile of fire that streaks to the designated point and explodes into a ball of flame. All creatures within the area of effect suffer an amount of damage that depends on the level of the spellcaster. Targets that successfully resist the effects of this spell suffer less damage than those that fail to resist.



HASTE

Range: Far

Duration: Long

Affects: Large area

Casting this spell causes characters within the spell's area of effect to move and attack twice as often as normal. Spellcasters can still cast only one spell per round, however.



LIGHTNING BOLT

Range: Far

Duration: Instantaneous

Affects: Large area

In the wilderness, this spell creates a blast of electricity that damages all creatures within a large area. All characters and monsters within the bolt's area of effect suffer an amount of damage that depends on the level of the spellcaster. Targets that successfully resist the effects of this spell suffer less damage than those that fail to resist. In a dungeon or cavern, the bolt may bounce off a wall back toward the spellcaster if the spellcaster is too close to the wall.



PROTECTION FROM EVIL

10' RADIUS

Range: 0

Duration: Long

Affects: Spellcaster and allies

This spell improves all characters' ability to resist the effects of special monster attacks (spells, breath weapons, etc.). It also imposes a penalty to the attack rolls of all foes. Enchanted creatures avoid the characters.



PROTECTION FROM

NORMAL MISSILES

Range: Medium

Duration: Long

Affects: One character

This spell makes one character invulnerable to small, non-magical missiles. These attacks simply miss the character.



SLOW

Range: Far

Duration: Long

Affects: Large area

Casting this spell may cause enemies within the area of effect to move and attack half as often as usual. Spellcasting cannot be slowed. The targets may resist the effects of this spell.

4TH-LEVEL MAGICAL SPELLS



CONFUSION

Range: Far

Duration: Medium

Affects: Large area

All low-level creatures within the area of effect are automatically confused. High-level creatures may resist the effects of this spell. Confused creatures wander aimlessly about, flailing wildly in all directions.



ICE STORM

Range: Far

Duration: Short

Affects: Small area

Casting this spell creates a blizzard of hail stones that inflicts an amount of cold damage that depends on the level of the caster. Targets that successfully resist the effects of this spell suffer less damage than those that fail to resist. Fire-using creatures (red dragons, salamanders, etc.) are especially vulnerable to this spell's effects.

5TH-LEVEL MAGICAL SPELLS



CLOUDKILL

Range: Near

Duration: Instantaneous

Affects: Large area

This spell creates a large cloud of poisonous vapor. Low-level victims may die from this poison. All creatures within the cloud (regardless of level) suffer 1 point of damage.



FEEBLEMIND

Range: Far

Duration: Permanent

until dispelled

Affects: One magic-user, elf, or magic-using monster

This spell may reduce the target spellcaster's Intelligence to 2. Only magical spellcasters are affected. The target may resist the effects of this spell. The spellcaster cannot cast spells while feebleminded. A *dispel magic* or *cureall* spell will remedy this condition.

6TH-LEVEL MAGICAL SPELLS



ANTI-MAGIC SHELL

Range: 0

Duration: Long

Affects: Spellcaster

The invisible barrier created by this spell surrounds the spellcaster and prevents any spells from harming the spellcaster.



DEATH SPELL

Range: Far

Duration: Instantaneous

Affects: Large area

This spell may kill a large number of creatures within the area of effect, starting with the lowest level creatures. Undead and very high-level creatures are unaffected. The targets may resist the effects of this spell.



DISINTEGRATE

Range: Medium

Duration: Instantaneous

Affects: One creature

The victim of this spell crumbles to dust and dies unless it successfully resists the spell's effects.



FLESH TO STONE

Range: Far

Duration: Permanent

unless dispelled or reversed
Affects: One creature

The victim of this spell may be turned to stone, no longer able to move or attack. This is the reverse of the spell *stone to flesh*; each spell cancels the effects of the other. The target may resist the effects of this spell.



STONE TO FLESH

Range: Far

Duration: Permanent

Affects: One character or creature

This spell restores a character who has been turned to stone. It may also turn a stone creature to flesh.



APPENDIX D: BESTIARY

Much of my interview time has been devoted to convincing clients to reveal all they know about the denizens of this fair valley. Many clients unburdened themselves of information on other creatures quickly, as this in no way threatened their people. More persuasion was needed to get them to talk about themselves, but the task was most enjoyable. I have condensed the information down to that which I thought was needful for you to know.

Slyke

A



ALLOSAURUS

Armor Class: 4
Hit Points: 16 to 96
Attacks: 1
Damage: 3 to 24
Special: —
XP: 2300

ANKYLOSAURUS

Armor Class: 0
Hit Points: 7 to 42
Attacks: 1
Damage: 2 to 12
Special: —
XP: 450

ANT, GIANT

Armor Class: 3
Hit Point: 4 to 24
Attacks: 1
Damage: 2 to 12
Special: —
XP: 125

AUROCHS

Armor Class: 5
Hit Points: 6 to 36
Attacks: 1
Damage: 2 to 12
Special: —
XP: 275



B



BASILISK
Armor Class: 4
Hit Points: 7 to 37
Attacks: 1
Damage: 1 to 10
Special: Petrification
XP: 950

When a basilisk hits a character, the character may be petrified. The character has a chance to resist this effect.

BAT, GIANT
Armor Class: 6
Hit Points: 2 to 12
Attacks: 1
Damage: 1 to 4
Special: —
XP: 20



BEAR, CAVE
Armor Class: 5
Hit Points: 7 to 42
Attacks: 3 (claw/claw/bite)
Damage: 2 to 8 / 2 to 8 /
2 to 12
Special: —
XP: 450

BEAR, GRIZZLY
Armor Class: 8
Hit Points: 5 to 30
Attacks: 3 (claw/claw/bite)
Damage: 1 to 8 / 1 to 8 /
1 to 10
Special: —
XP: 175

BEASTMAN
Armor Class: 6
Hit Points: 2 to 12
Attacks: 1
Damage: 2 to 9
Special: —
XP: 20

BEASTMAN, BIG
Armor Class: 5
Hit Points: 5 to 25
Attacks: 2 (claw/claw)
Damage: 1 to 8 / 1 to 8
Special: —
XP: 125

BEASTMAN CAPTAIN
Armor Class: 4
Hit Points: 5 to 30
Attacks: 1
Damage: 3 to 8
Special: —
XP: 175

BEASTMAN, FEMALE
Armor Class: 6
Hit Points: 2 to 7
Attacks: 1
Damage: 1 to 8
Special: —
XP: 15

BEASTMAN, HUGE

Armor Class: 4
Hit Points: 9 to 39
Attacks: 3 (claw/claw/bite)
Damage: 1 to 6 / 1 to 6 / 1 to 10
Special: —
XP: 650



BEASTMAN WARRIOR

Armor Class: 5
Hit Points: 4 to 19
Attacks: 1
Damage: 2 to 7
Special: —
XP: 35

BEASTMAN LIEUTENANT

Armor Class: 5
Hit Points: 4 to 24
Attacks: 1
Damage: 2 to 7
Special: —
XP: 75

BEETLE, FIRE

Armor Class: 4
Hit Points: 3 to 8
Attacks: 1
Damage: 2 to 8
Special: —
XP: 15

BEASTMAN, SMALL

Armor Class: 7
Hit Points: 1 to 5
Attacks: 1
Damage: 1 to 8
Special: —
XP: 5

BEETLE, TIGER

Armor Class: 3
Hit Points: 4 to 19
Attacks: 1
Damage: 2 to 12
Special: —
XP: 50

BEASTMAN, TINY

Armor Class: 7
Hit Points: 1 to 4
Attacks: 1
Damage: 1 to 7
Special: —
XP: 5

BOAR

Armor Class: 7
Hit Points: 3 to 18
Attacks: 1
Damage: 2 to 8
Special: —
XP: 50

BEASTMAN, YOUNG

Armor Class: 6
Hit Points: 1 to 6
Attacks: 1
Damage: 1 to 8
Special: —
XP: 10

BUGBEAR
Armor Class: 5
Hit Points: 4 to 19
Attacks: 1
Damage: 2 to 9
Special: —
XP: 50

C

CAECILLA
Armor Class: 6
Hit Points: 6 to 36
Attacks: 1
Damage: 1 to 8
Special: —
XP: 500



CARRION CRAWLER
Armor Class: 7
Hit Points: 4 to 19
Attacks: 8
Damage: —
Special: Paralysis
XP: 75

A carrion crawler's eight tentacles may paralyze a character who has been hit. The character has a chance to resist this effect.



CHIMERA
Armor Class: 4
Hit Points: 9 to 54
Attacks: 5 (claw/claw/bite/
bite/bite)
Damage: 1 to 3 / 1 to 3 / 2 to 8 /
1 to 10 / 3 to 12
Special: Fire breath (3 to 18)
XP: 2300

Each of the chimera's three heads—dragon, goat, and lion—gets to make an attack. The dragon head may either bite for 3 to 12 points of damage or breathe fire for 3 to 18 points of damage.

COBRA, SPITTING
Armor Class: 7
Hit Points: 1 to 6
Attacks: 1
Damage: 1 to 3
Special: Poison and blindness
XP: 13

If a spitting cobra's attack is successful, the victim may be blinded by the poison. The character has a chance to resist this effect.



CRAB, GIANT

Armor Class: 2
Hit Points: 3 to 18
Attacks: 2 (claw/claw)
Damage: 2 to 12 / 2 to 12
Special: —
XP: 35

CROCODILE

Armor Class: 5
Hit Points: 2 to 12
Attacks: 1
Damage: 1 to 8
Special: —
XP: 20

CROCODILE, LARGE

Armor Class: 3
Hit Points: 6 to 36
Attacks: 1
Damage: 2 to 16
Special: —
XP: 275

D

DRAGON, BLACK

Armor Class: 2
Hit Points: 7 to 42
Attacks: 3 (claw/claw/bite)
Damage: 2 to 5 / 2 to 5 /
2 to 20
Special: Acid breath
XP: 1250

A black dragon can breathe a long stream of acid. The damage caused equals the dragon's current number of hit points. Each victim has a chance to cut this damage in half.

DRAGON, GREEN

Armor Class: 1
Hit Points: 8 to 48
Attacks: 3 (claw/claw/bite)
Damage: 1 to 6 / 1 to 6 / 3 to 24
Special: Gas breath
XP: 1750

A green dragon can breathe a large cloud of chlorine gas. The damage caused equals the dragon's current number of hit points. Each victim has a chance to cut this damage in half.



DRAGON, RED

Armor Class: -1
Hit Points: 10 to 60
Attacks: 3 (claw/claw/bite)
Damage: 2 to 8 / 2 to 8 / 4 to 32
Special: Fire breath
XP: 2500

A red dragon can breathe a long cone of fire. The damage caused equals the dragon's current number of hit points. Each victim has a chance to cut this damage in half.

E



EFREETI

Armor Class: 3
Hit Points: 10 to 60
Attacks: 1
Damage: 2 to 16
Special: Enchanted
XP: 1750

An efreeti is subject to all spells that affect enchanted monsters.



ELEMENTAL, FIRE

Armor Class: 2
Hit Points: 8 to 48
Attacks: 1
Damage: 2 to 8
Special: Enchanted
XP: 650

A fire elemental is subject to all spells that affect enchanted monsters.

ELF CAPTAIN

Armor Class: 0
Hit Points: 20 to 70
Attacks: 1
Damage: 4 to 11
Special: —
XP: 1600

ELF LIEUTENANT

Armor Class: 2
Hit Points: 14 to 44
Attacks: 1
Damage: 2 to 9
Special: —
XP: 650

ELF 2ND LIEUTENANT

Armor Class: 3
Hit Points: 12 to 37
Attacks: 1
Damage: 2 to 9
Special: —
XP: 500

ELF MAGIC-USER

Armor Class: 9

Hit Points: 10 to 25

Attacks: 1

Damage: 1 to 4

Special: Spells: *Protection from Missiles, Wall of Fire, Web* (x2)

XP: 850

ELF WARRIOR

Armor Class: 3

Hit Points: 10 to 30

Attacks: 1

Damage: 2 to 9

Special: —

XP: 275

ELF WIZARD

Armor Class: 3

Hit Points: 16 to 46

Attacks: 1

Damage: 1 to 4

Special: Spells: *Fireball* (x2),
Wall of Fire

XP: 1650

ELF WIZARD

Armor Class: 3

Hit Points: 16 to 46

Attacks: 1

Damage: 1 to 4

Special: Spells: *Lightning Bolt* (x2), *Web*

XP: 1650

F

FLAPSAIL

Armor Class: 2

Hit Points: 8 to 48

Attacks: 3 (claw/claw/bite)

Damage: 1 to 8 / 1 to 8 / 3 to 18

Special: Fire breath

XP: 1200

A flapsail inflicts 30 points of damage with its fire breath. Each victim has a chance to cut this damage in half.

G



GARGOYLE

Armor Class: 5

Hit Points: 4 to 24

Attacks: 4 (claw/claw/bite/horn)

Damage: 1 to 3 / 1 to 3 /
1 to 6 / 1 to 4

Special: —

XP: 175

GECKO:

Armor Class: 5

Hit Points: 4 to 24

Attacks: 1

Damage: 1 to 8

Special: —

XP: 50



GELATINOUS CUBE

Armor Class: 8
Hit Points: 4 to 24
Attacks: 1
Damage: 2 to 8
Special: Paralysis
XP: 125

The victim of a successful attack from a gelatinous cube suffers damage and may become paralyzed. Each victim has a chance to avoid the paralysis effect. A gelatinous cube is not affected by cold-based spells or electrical effects (*lightning bolt*, for example).

GHOUL

Armor Class: 6
Hit Points: 2 to 12
Attacks: 3 (claw/claw/bite)
Damage: 1 to 3 / 1 to 3 / 1 to 3
Special: Undead; paralysis
XP: 25

The victim of a successful attack from a ghoul suffers damage and may become paralyzed. Each victim has a chance to avoid the paralysis effect. A ghoul is immune to the *sleep* spell, but it can be *turned* by a cleric.



GIANT, FIRE

Armor Class: 4
Hit Points: 13 to 68
Attacks: 1
Damage: 5 to 30
Special: —
XP: 2125

A fire giant is not affected by fire-based attacks.

GIANT, HILL

Armor Class: 4
Hit Points: 8 to 48
Attacks: 1
Damage: 2 to 16
Special: —
XP: 650



GIANT, STONE

Armor Class: 4
Hit Points: 9 to 54
Attacks: 1
Damage: 3 to 18
Special: —
XP: 900

GRULAPP (BEASTMAN)

Armor Class: 7
Hit Points: 3 to 18
Attacks: 1
Damage: 1 to 6
Special: Spell: *Cause Fear*
XP: 45

This beastman is a shaman (cleric).

H

HELLHOUND

Armor Class: 4
Hit Points: 5 to 30
Attacks: 1
Damage: 1 to 6 or breath
Special: Enchanted; fire
breath
XP: 425

A hellhound is subject to all spells that affect enchanted monsters. The hellhound's breath weapon damages only one character; it causes 5 to 30 points of damage. The victim has a chance to cut this damage in half.

HYDRA, FIVE-HEADED

Armor Class: 5
Hit Points: 5 to 30
Attacks: 5 (bites)
Damage: 1 to 10 (x5)
Special: —
XP: 175

HYDRA, NINE-HEADED

Armor Class: 5
Hit Points: 9 to 54
Attacks: 9 (bites)
Damage: 1 to 10 (x9)
Special: —
XP: 900

HYDRA, PYRO

Armor Class: 5
Hit Points: 12 to 72
Attacks: 12 (bites)
Damage: 1 to 10 (x12)
Special: Fire breath
XP: 2125

Each of the pyro hydra's 12 heads attacks separately. Each head may breathe fire (instead of attacking with a bite) for 8 points of damage.



K

KACANTIZU (AZCAN)

Armor Class: 6
Hit Points: 4 to 24
Attacks: 1
Damage: 1 to 6
Special: —
XP: 125

This female Azcan warrior resides in the beastman caves in the northwestern corner of the valley. She is said to be the mate of Uklangor, the beastman leader.

L

LEECH, GIANT

Armor Class: 7

Hit Points: 6 to 36

Attacks: 1

Damage: 1 to 6

Special: Sucks blood after hitting
XP: 275

Once a giant leech hits a character, it attaches itself to that character and sucks blood for an automatic 1 to 6 points of damage every round thereafter. This continues until either the leech or its victim is dead.

LION

Armor Class: 6

Hit Points: 5 to 30

Attacks: 3 (claw/claw/bite)

Damage: 2 to 5 / 2 to 5 / 1 to 10

Special: —

XP: 175

LIZARD MAN

Armor Class: 5

Hit Points: 3 to 13

Attacks: 1

Damage: 2 to 9

Special: —

XP: 25

M



MEDUSA

Armor Class: 8

Hit Points: 4 to 24

Attacks: 1

Damage: 1 to 6

Special: Enchanted; poison; turn
to stone

XP: 175

A medusa is subject to all spells that affect enchanted monsters. A successful attack from the medusa (actually from the snakes that serve the medusa as hair) may poison its victim. The victim has a chance to avoid this effect. In addition, one character per turn (chosen randomly) may be turned to stone. The chosen character has a chance to avoid this effect.



MINOTAUR

Armor Class: 6

Hit Points: 6 to 36

Attacks: 1

Damage: 3 to 8

Special: —

XP: 275

MINOTAUR CHIEF

Armor Class: 4
Hit Points: 8 to 43
Attacks: 1
Damage: 5 to 12
Special: —
XP: 550

MINOTAUR LIEUTENANT

Armor Class: 4
Hit Points: 7 to 37
Attacks: 1
Damage: 3 to 8
Special: —
XP: 350

MUMMY

Armor Class: 3
Hit Points: 6 to 31
Attacks: 1
Damage: 1 to 12
Special: Undead; paralysis;
disease
XP: 575

Each player character has a chance to be paralyzed with terror when a mummy is encountered. The victim of a successful mummy attack automatically contracts a disease that prevents magical healing until the victim is cured. A mummy can be damaged only by spells, fire, or magical weapons, all of which inflict only half their usual damage. A mummy is immune to the *sleep* spell, but it can be *turned* by a cleric.

O

OGRE

Armor Class: 5
Hit Points: 5 to 25
Attacks: 1
Damage: 3 to 10
Special: —
XP: 125



OWL BEAR

Armor Class: 5
Hit Points: 5 to 30
Attacks: 3 (claw/claw/bite)
Damage: 1 to 8 / 1 to 8 / 1 to 8
Special: If both claws hit, crush
for 2 to 16
XP: 175

If both of the owl bear's claws successfully hit its target, the victim receives an additional 2 to 16 points of damage from a bone-crushing hug.

OWL BEAR, YOUNG

Armor Class: 5
Hit Points: 2 to 12
Attacks: 3 (claw/claw/bite)
Damage: 1 to 4 / 1 to 4 / 1 to 4
Special: —
XP: 20

P

PANTHER

Armor Class: 4
Hit Points: 4 to 24
Attacks: 3 (claw/claw/bite)
Damage: 1 to 4 / 1 to 4 / 1 to 8
Special: —
XP: 75



PHOBOSUCHUS

Armor Class: 2
Hit Points: 10 to 60
Attacks: 1
Damage: 4 to 32
Special: —
XP: 900

R

RACER, GIANT

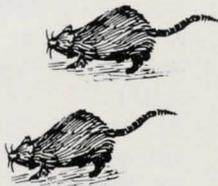
Armor Class: 5
Hit Points: 2 to 12
Attacks: 1
Damage: 1 to 6
Special: —
XP: 20

RACER, YOUNG

Armor Class: 5
Hit Points: 1 to 6
Attacks: 1
Damage: 1 to 3
Special: —
XP: 10

RAT, GIANT

Armor Class: 7
Hit Points: 1 to 4
Attacks: 1
Damage: 1 to 3
Special: Disease
XP: 5



A giant rat has a small chance of carrying a disease. If the rat bites a player character, that character may contract a disease.

ROBBER FLY

Armor Class: 6
Hit Points: 2 to 12
Attacks: 1
Damage: 1 to 8
Special: —
XP: 20

ROCK PYTHON

Armor Class: 6
Hit Points: 5 to 30
Attacks: 1
Damage: 1 to 4
Special: Squeeze for 2 to 8 if
bite hits
XP: 300

If a rock python hits with its bite, it inflicts an additional 2 to 8 points of damage with a squeeze.

ROCK STATUE

Armor Class: 4
Hit Points: 5 to 30
Attacks: 2 (fists)
Damage: 2 to 12 / 2 to 12
Special: Enchanted
XP: 300

A rock statue is subject to all spells that affect enchanted monsters.

S

SALAMANDER, FLAME

Armor Class: 2

Hit Points: 8 to 48

Attacks: 3 (claw/claw/bite)

Damage: 1 to 4 / 1 to 4 / 1 to 8

Special: Radiates heat for 1 to 8

XP: 1200

All characters within 20 feet of a flame salamander suffer 1 to 8 points of damage from the monster's body heat. A flame salamander is immune to fire damage.

SCORPION, GIANT

Armor Class: 2

Hit Points: 4 to 24

Attacks: 3 (claw/claw/sting)

Damage: 1 to 10 / 1 to 10 / 1 to 4

Special: Poison

XP: 125

If either claw hits, the stinger gains a bonus to its attack roll. If the stinger hits, the victim suffers 1 to 4 points of damage and may become poisoned and start losing 1 hit point per turn.

SHADOW

Armor Class: 7

Hit Points: 4 to 14

Attacks: 1

Damage: 1 to 4

Special: —

XP: 35

A shadow can be damaged only by magical weapons. It is immune to the *sleep* spell, and it *cannot* be *turned* by a cleric.



SKELETON

Armor Class: 7

Hit Points: 1 to 6

Attacks: 1

Damage: 1 to 8

Special: Undead

XP: 10

A skeleton is immune to the *sleep* spell, but it can be *turned* by a cleric.

SPECTRE

Armor Class: 2

Hit Points: 6 to 36

Attacks: 1

Damage: 1 to 8

Special: Undead; double energy drain

XP: 725

A spectre is immune to the *sleep* spell, but it can be *turned* by a cleric. It can be damaged only by magical weapons.

SPIDER, BLACK WIDOW

Armor Class: 6

Hit Points: 3 to 18

Attacks: 1

Damage: 2 to 12

Special: Poison

XP: 50

A character bitten by a black widow may become poisoned. The character has a chance to resist this effect.

SPIDER, CRAB

Armor Class: 7

Hit Points: 2 to 12

Attacks: 1

Damage: 1 to 8

Special: Poison

XP: 25

A character bitten by a crab spider may become poisoned. The character has a chance to resist this effect.



STIRGE

Armor Class: 7

Hit Points: 1 to 6

Attacks: 1

Damage: 1 to 3

Special: Sucks blood after hitting

XP: 13

Once a stirge hits a character, it attaches itself to that character and sucks blood for an automatic 1 to 3 points of damage every round thereafter. This continues until either the stirge or its victim is dead.

T

TIGER

Armor Class: 6

Hit Points: 6 to 36

Attacks: 3 (claw/claw/bite)

Damage: 1 to 6 / 1 to 6 / 2 to 12

Special: —

XP: 275

TIGER, SABRE-TOOTH

Armor Class: 6

Hit Points: 8 to 48

Attacks: 3 (claw/claw/bite)

Damage: 1 to 8 / 1 to 8 / 2 to 16

Special: —

XP: 650

TOAD, GIANT

Armor Class: 7

Hit Points: 4 to 14

Attacks: 1

Damage: 2 to 5

Special: —

XP: 25



TROGLODYTE

Armor Class: 5

Hit Points: 2 to 12

Attacks: 3 (claw/claw/bite)

Damage: 1 to 4 / 1 to 4 / 1 to 4

Special: Stench

XP: 25

Characters fighting troglodytes may be affected by the troglodytes' stench and suffer a penalty to their attack rolls. Each character has a chance to resist this effect.

TROGLODYTE CHIEF

Armor Class: 4

Hit Points: 5 to 30

Attacks: 3 (claw/claw/bite)

Damage: 1 to 8 / 1 to 8 / 1 to 8

Special: Stench

XP: 175

Characters fighting troglodytes may be affected by the troglodytes' stench and suffer a penalty to their attack rolls. Each character has a chance to resist this effect.

TROGLODYTE SUB-CHIEF

Armor Class: 5

Hit Points: 4 to 19

Attacks: 3 (claw/claw/bite)

Damage: 1 to 6 / 1 to 6 / 1 to 6

Special: Stench

XP: 50

Characters fighting troglodytes may be affected by the troglodytes' stench and suffer a penalty to their attack rolls. Each character has a chance to resist this effect.

TROGLODYTE, YOUNG

Armor Class: 6

Hit Points: 1 to 6

Attacks: 3 (claw/claw/bite)

Damage: 1 to 3 / 1 to 3 / 1 to 3

Special: Stench

XP: 10

Characters fighting troglodytes may be affected by the troglodytes' stench and suffer a penalty to their attack rolls. Each character has a chance to resist this effect.



TROLL

Armor Class: 4

Hit Points: 9 to 39

Attacks: 3 (claw/claw/bite)

Damage: 1 to 6 / 1 to 6 / 1 to 10

Special: Regenerate 3 hp/round

XP: 650

A troll regenerates 3 hit points per round after it has been damaged.

TROLL CHIEF

Armor Class: 4

Hit Points: 8 to 48

Attacks: 3 (claw/claw/bite)

Damage: 2 to 7 / 2 to 7 / 2 to 11

Special: Regenerate 3 hp/round

XP: 1200

A troll regenerates 3 hit points per round after it has been damaged.

TUATARA

Armor Class: 4

Hit Points: 6 to 36

Attacks: 3 (claw/claw/bite)

Damage: 1 to 4 / 1 to 4 / 2 to 12

Special: —

XP: 275

U

UKLANGOR (BEASTMAN)

Armor Class: 3
Hit Points: 6 to 36
Attacks: 1
Damage: 4 to 9
Special: —
XP: 275

Uklangor is the chieftain of the valley's beastmen.

V



VAMPIRE

Armor Class: 2
Hit Points: 9 to 54
Attacks: 1
Damage: 1 to 10
Special: Undead; energy drain;
regenerate 3 hp/round
XP: 2300

A vampire regenerates 3 hit points per round after it has been damaged. It can be damaged only by magical weapons. A vampire is immune to the *sleep* spell, but it can be *turned* by a cleric. Each successful attack by a vampire inflicts 1 to 10 points of damage and causes the victim to lose 2 levels of experience (the victim's hit points, attack roll, spells, etc., change to reflect this new level).

VIPER, FLYING

Armor Class: 6
Hit Points: 2 to 12
Attacks: 1
Damage: 1 to 6 or 1 to 4
Special: Poison
XP: 30

The flying viper's damage results from a weak poison that is delivered either via a bite (1 to 6 points of damage) or via spitting (1 to 4 points). The victim has a chance to cut this damage in half.

W

WIGHT

Armor Class: 5
Hit Points: 3 to 18
Attacks: 1
Damage: —
Special: Undead; energy drain
XP: 50

A wight can be damaged only by magical weapons. A successful attack by a wight drains 1 level of experience from its victim (the victim's hit points, attack roll, spells, etc., change to reflect this new level). A wight is immune to the *sleep* spell, but it can be *turned* by a cleric.

WOLF

Armor Class: 7
Hit Points: 4 to 14
Attacks: 1
Damage: 1 to 6
Special: —
XP: 25

WOLF, DIRE

Armor Class: 6
Hit Points: 5 to 25
Attacks: 1
Damage: 2 to 8
Special: —
XP: 125

WRAITH

Armor Class: 3
Hit Points: 4 to 24
Attacks: 1
Damage: 1 to 6
Special: Undead; energy drain

XP: 175

A wraith can be damaged only by magical weapons. A successful attack by a wraith drains 1 level of experience from its victim (the victim's hit points, attack roll, spells, etc., change to reflect this new level). A wraith is immune to the *sleep* spell, but it can be *turned* by a cleric.

Z



ZOMBIE

Armor Class: 8
Hit Points: 2 to 12
Attacks: 1
Damage: 1 to 8
Special: Undead
XP: 20

A zombie is immune to the *sleep* spell, but it can be *turned* by a cleric.

NOTES

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